



DIPLOMA WING

## RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL

SCHEME OF STUDIES & EXAMINATIONS ( IMPLEMENTED FROM SESSION : JULY 2023)

SCHEME
OCBC JULY2022/ 2023

NAME OF BRANCH
INFORMATION TECHNOLOGY

BRANCH CODE
104

SEMESTER
SIXTH (VI)

S.N.	PAPER CODE	SUBJECT CODE	SUBJECT NAME	THEORY COMPONENT							PRACTICAL COMPONENT					TOTAL CREDITS	TOTAL MARKS	
				HRS PER WEEK	CREDITS	TERM WORK			THEORY PAPER		HRS PER WEEK	CREDITS	LAB WORK	PRACTICAL EXAM/VIVA				
						QUIZ/ASSIGNMENT	MID TERM TEST*		TOTAL	MARKS				DURATION	MARKS			DURATION
							I	II										
1	7386	601	ENTREPRENEURSHIP AND START-UPS	4	4	10	10	10	30	70	03 Hrs.	0	0	0	0	0	4	100
2	7497	611	MOBILE COMPUTING OR	3	3	10	10	10	30	70	03 Hrs.	4	2	20	30	3 Hrs.	5	150
	7499	612	SOFTWARE TESTING															
3	7498	621	NETWORK FORENSICS OR	3	3	10	10	10	30	70	03 Hrs.	4	2	20	30	3 Hrs.	5	150
	7494	622	MULTIMEDIA TECHNOLOGIES															
4	7603	631	DISASTER MANAGEMENT OR	3	3	10	10	10	30	70	03 Hrs.	0	0	0	0	0	3	100
	7604	632	PROJECT MANAGEMENT															
5	7613	641	ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING OR	3	3	10	10	10	30	70	03 Hrs.	0	0	0	0	0	3	100
	7614	642	SOFT COMPUTING TECHNIQUES															
6			INDIAN CONSTITUTION	2	0	0	0	0	0	0	0	0	0	0	0	0	0	0
7			MAJOR PROJECT **	0	0	0	0	0	0	0	0	6	4	100	50	03 Hrs.	4	150
8			SEMINAR ***	3	1	50	0	0	50	0	0	0	0	0	0	0	1	50
9			LIBRARY/VISITS etc.	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0
<b>TOTAL</b>				<b>21</b>	<b>17</b>				<b>200</b>	<b>350</b>		<b>15</b>	<b>8</b>	<b>140</b>	<b>110</b>		<b>25</b>	<b>800</b>

- NOTE -**
- (1)\* Two Best, out of Three Mid Term Tests (Progressive Tests) Marks should be entered here.
  - (2)\*\* One Credit is carried forward from the Vth semester major project evaluation.
  - (3)\*\*\* One Hour Time duration for each student.

GRAND TOTAL OF CREDITS
25

GRAND TOTAL OF MARKS
800



**DIPLOMA WING**  
**RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL**  
DIPLOMA IN INFORMATION TECHNOLOGY (I04)

*SEMESTER VI*

COURSE TITLE	:	ENTREPRENEURSHIP AND START-UPS
PAPER CODE	:	7386
SUBJECT CODE	:	601
THEORY CREDITS	:	04
PRACTICAL CREDITS	:	00

**Course Learning Objectives:**

1. Acquiring Entrepreneurial spirit and resourcefulness.
2. Familiarization with various uses of human resource for earning dignified means of living.
3. Understanding the concept and process of entrepreneurship - its contribution and role in the growth and development of individual and the nation.
4. Acquiring entrepreneurial quality, competency, and motivation.
5. Learning the process and skills of creation and management of entrepreneurial venture

**Course Content:**

**Unit 1 - Introduction to Entrepreneurship and Start – Ups**

- Definitions, Traits of an entrepreneur, Intrapreneurship, Motivation
- Types of Business Structures, Similarities/differences between entrepreneurs and managers.

**Unit 2 – Business Ideas and their implementation**

- Discovering ideas and visualizing the business
- Activity map
- Business Plan

**Unit 3 – Idea to Start-up**

- Market Analysis – Identifying the target market,
- Competition evaluation and Strategy Development,
- Marketing and accounting,
- Risk analysis

**Unit 4 – Management**

- Company's Organization Structure,
- Recruitment and management of talent.
- Financial organization and management

**Unit 5 - Financing and Protection of Ideas**

- Financing methods available for start-ups in India
- Communication of Ideas to potential investors – Investor Pitch
- Patenting and Licenses

## Unit 6: Exit strategies for entrepreneurs, bankruptcy, and succession and harvesting strategy

### Learning Outcome:

Upon completion of the course, the student will be able to demonstrate knowledge of the following topics:

1. Understanding the dynamic role of entrepreneurship and small businesses
2. Organizing and Managing a Small Business
3. Financial Planning and Control
4. Forms of Ownership for Small Business
5. Strategic Marketing Planning
6. New Product or Service Development
7. Business Plan Creation

### SUGGESTED LEARNING RESOURCES:

S.No.	Title of Book	Author	Publication
1.	The Startup Owner's Manual: The Step-by-Step Guide for Building a Great Company	Steve Blank and Bob Dorf	K & S Ranch ISBN – 978-0984999392
2.	The Lean Startup: How Today's Entrepreneurs Use Continuous Innovation to Create Radically Successful Businesses	Eric Ries	Penguin UK ISBN – 978-0670921607
3.	Demand: Creating What People Love Before They Know They Want It	Adrian J. Slywotzky with Karl Weber	Headline Book Publishing ISBN – 978-0755388974
4.	Innovator's Dilemma: The Revolutionary Book That Will Change the Way You Do Business	Clayton M. Christensen	Harvard business ISBN: 978-142219602

### SUGGESTED SOFTWARE/LEARNING WEBSITES:

- a. <https://www.fundable.com/learn/resources/guides/startup>
- b. <https://corporatefinanceinstitute.com/resources/knowledge/finance/corporatestructure/>
- c. <https://www.finder.com/small-business-finance-tips>
- d. <https://www.profitbooks.net/funding-options-to-raise-startup-capital-for-your-business/>

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*SEMESTER VI*

COURSE TITLE	:	MOBILE COMPUTING
PAPER CODE	:	7497
SUBJECT CODE	:	611
THEORY CREDITS	:	03
PRACTICAL CREDITS	:	02

**Course Learning Objectives:**

To teaches how to build mobile apps for Android. Students are expected to work on a project as part of the course.

**Course Content:**

**UNIT 1:**

A brief history of Mobile, Types of mobile phone generations, The Mobile Ecosystem, Types of Mobile Applications, Mobile Information Architecture Android Versions, Features of Android, Android Architecture, Installing Android SDK Tools, Configuring Android in Eclipse IDE, Android Development Tools (ADT), Creating Android Virtual Devices (AVD)

**UNIT 2:**

Creating first android application, Anatomy of android application, Deploying Android app on USB connected Android device, Android application components, Activity life cycle, Understanding activities, Exploring Intent objects, Intent Types, Linking activities using intents

**UNIT 3:**

Fragments life cycle, Interaction between fragments, Understanding the components of a screen (Layouts), Adapting to display orientation, Action Bar, Views(UI Widgets)-Button, Toast, ToggleButton, CheckBox, RadioButton, Spinner, WebView, EditText, DatePicker, TimePicker, ListView, ProgressBar, Analog and Digital clock, Handling UI events, List fragment, Dialog fragment

**UNIT 4:**

Menus-Option, Context, Popup, Images-ImageView, ImageSwitcher, AlertDialog, Alarm manager, SMS, E-mail, Media Player, Using camera, recording video, Handling Telephony Manager

**UNIT 5:**

Storing the data persistently-Data Storage Options: preferences, Internal Storage, External Storage, Content Provider , The SQLite database, Connecting with SQLite database and operations-Insert, Delete, Update, Fetch, Publishing android applications, Deploying APK files

**Suggested Lab Work:**

This is a skill course. Topics/tools taught in the class should be practiced in the Lab same week and practiced regularly during the semester till student becomes confident about it. Students should explore features of various tools/technologies introduced during the course and become comfortable with their use. Teacher should give weekly practice tasks as assignment. Learnings from this course should be used in the project/software built.

**Reference Books:**

1. Wei-Meng Lee, Beginning Android 4 Application Development, Wiley Publishing, Inc.
2. Pradeep Kothari, "Android Application Development Black Book", DreamTech Press
3. James C. Sheusi, "Android Application Development for Java Programmers", Cengage Learning
4. Mark L Murphy, "Beginning Android", Wiley India Pvt Ltd
5. Sayed Y Hashimi and Satya Komatineni(2009), "Pro Android", Wiley India Pvt Ltd
6. Reto Meier, Professional Android 4 Application Development, Wiley India Pvt Ltd

**Course outcomes:**

Will be able to develop and deploy basic mobile applications.

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*SEMESTER VI*

COURSE TITLE	:	SOFTWARE TESTING
PAPER CODE	:	7499
SUBJECT CODE	:	612
THEORY CREDITS	:	03
PRACTICAL CREDITS	:	02

**Course Learning Objectives:**

Inculcate essential software testing knowledge and skills, required to reasonably test a system under development in a systematic manner

**Course Content:**

As per the course design, concepts learned in this course will/should be used in the major project.

**UNIT 1: Basics**

Introduction to Software Quality basics: Verification and validation, quality perspectives, Testing terminology, Software Testing Life Cycle (STLC), “V” model of Testing, QA process, cost of testing, types of tests

**UNIT 2: Writing Test Cases**

Writing test cases, Functional Testing, non-functional testing, (Performance testing), UI testing. Preparing test data, Writing Unit test, Integration test and User Acceptance Tests, preparing test scenarios from Software requirements

**UNIT 3: Test Execution and Management**

test execution, Test Oracles, test planning, test strategy including when to stop testing, test-coverage - Traceability matrix, JIRA, Bugzilla and other bug tracking tools. Test data mining, test reporting.

**UNIT 4: Test Automation**

Why automation, when not to automate, writing simple automated test cases, learn and practice any one automated testing framework like Selenium and ...

**UNIT 5: Other Quality Assurance**

Quality and Defect management - Code reviews, Quality tools, Change management, version control

**Suggested Lab Work:**

Writing and executing test cases of different types for a sample system, may be for the minor project done earlier; using Bugzilla to report cases; writing performance test cases for different types of test (load, stress, benchmarking, etc.); Writing automated test for UI, writing-executing test scripts for a sample system

**Reference Books/Resources:**

1. Software Engineering – A Practitioner’s Approach, 7th Edition, Roger Pressman.
2. Bugzilla (<https://www.bugzilla.org/>)
3. JIRA (<https://www.atlassian.com/software/jira>)

**Course outcomes:**

Student will develop skills to understand the system, choose suitable testing methods, strategies, tools and technology, execute and report the test. Student will also be able to understand need and usage of test automation and gain expertise in at least 1 test automation tool.

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*SEMESTER VI*

COURSE TITLE	:	NETWORK FORENSICS
PAPER CODE	:	7498
SUBJECT CODE	:	621
THEORY CREDITS	:	03
PRACTICAL CREDITS	:	02

**Course Learning Objectives:**

To understand various network forensic aspects for analysing network security breach

**Course Content:**

**UNIT 1:** Review of Networking concepts and Protocols, Introduction to Network Forensics, various aspects of Network Forensics

**UNIT 2:** Introduction to Network Forensic Tools and techniques: Wireshark, TCP Dump, Syslog, NMS, Promiscuous Mode, Network Port Mirroring, snooping, scanning tools, etc.

**UNIT 3:** Understanding and Examining Data Link Layer, Physical Layer, Ethernet Switch Logs, MAC Table, ARP Table, etc. Understanding and Examining Network Layer, Router Logs, WiFi Device logs, Firewall logs

**UNIT 4:** Understanding audit features of OS and applications; Enabling and Examining Server logs, User activity logs, Browser history analysis, Proxy server logs, Antivirus logs, Email logs

**UNIT 5:** Limitations and challenges of network forensics due to encryption, spoofing, mobility, storage limitations, privacy laws, etc.

**Suggested Lab Work:**

This is a skill course. Topics/tools taught in the class should be practiced in the Lab same week and practiced regularly during the semester till student becomes confident about it. Students should explore features of various tools/applications introduced during the course. Teacher should give weekly tasks as assignment.

**Reference Books:**

1. Manuals of OS, application software, network devices
2. RFCs of various networking protocols (<https://www.ietf.org/>)
3. <https://www.sans.org/>
4. <https://www.cert-in.org.in/>
5. Handbook of Digital Forensics and Investigation, Eoghan Casey, Elsevier Academic Press
6. Cyber Forensics, Albert Marcella and Doug Menendez, CRC Press
7. Computer Forensics (5 volume Set) mapping to CHFI (Certified Hacking Forensics Investigator), by EC-Council

**Course outcomes:**

Student will understand basic concepts of network forensics, learn tools, and will be able to do basic forensic investigations and handle security incidents





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*SEMESTER VI*

COURSE TITLE	:	MULTIMEDIA TECHNOLOGIES
PAPER CODE	:	7494
SUBJECT CODE	:	622
THEORY CREDITS	:	03
PRACTICAL CREDITS	:	02

**Course Learning Objectives:**

To introduce students to the domain of Multimedia Technologies, which explain the technologies underlying digital images, videos and audio contents, including various compression techniques and standards, and the issues to deliver multimedia content over the Internet.

**Course Content:**

**UNIT 1: Introduction to Multimedia**

Multimedia Foundation and Concepts: Multimedia Hardware, Multimedia Software, Multimedia operating systems, Multimedia communication system

**UNIT 2: Basic Compression Techniques**

Video and Audio Data Compression Techniques – Lossy and Lossless. Example algorithms/standards: Huffman, RLE, JPEG, MPEG, MP3, MP4, LZMA, FLAC, ALAC, ITU G.722, H.261, H.265

**UNIT 3: Content Development and Distribution**

Desktop publishing (Coral Draw, Photoshop, Page maker) Multimedia Animation & Special effects (2D/3D animation, Flash)

**UNIT 4: Introduction to Digital Imaging**

Basics of Graphic Design and use of Digital technology, Definition of Digital images, Digital imaging in multimedia

**UNIT 5: Introduction to Multimedia Programming and Applications**

**Suggested Lab Work:**

This is a skill course. Topics/tools taught in the class should be practiced in the Lab same week and practiced regularly during the semester till student becomes confident about it. Students should explore features of various tools introduced during the course and become comfortable with their use. Teacher should give weekly tasks as assignment.

**Reference Books:**

1. An Introduction to Multimedia Authoring, A. Eliens
2. Fundamentals of Multimedia, Prentice Hall/Pearson, Ze-Nian Li & Mark S. Drew.
3. Multimedia and Animation, V.K. Jain, Khanna Publishing House, Edition 2018
4. Fundamentals of Multimedia, Ramesh Bangia, Khanna Book Publishing Co., N. Delhi (2007)

**Course Outcomes:**

Student will understand various aspects of Multimedia and related standards. Student will be able to build multimedia content and applications and also multimedia enable Web applications and mobile applications.



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*SEMESTER VI*

COURSE TITLE	:	DISASTER MANAGEMENT
PAPER CODE	:	7603
SUBJECT CODE	:	631
THEORY CREDITS	:	03
PRACTICAL CREDITS	:	00

**Course Learning Objectives:**

Following are the objectives of this course:

- To learn about various types of natural and man-made disasters.
- To know pre- and post-disaster management for some of the disasters.
- To know about various information and organisations in disaster management in India.
- To get exposed to technological tools and their role in disaster management.

**Course Content:**

**Unit – I: Understanding Disaster**

Understanding the Concepts and definitions of Disaster, Hazard, Vulnerability, Risk, Capacity – Disaster and Development, and disaster management.

**Unit – II: Types, Trends, Causes, Consequences and Control of Disasters**

Geological Disasters (earthquakes, landslides, tsunami, mining); Hydro-Meteorological Disasters (floods, cyclones, lightning, thunder-storms, hail storms, avalanches, droughts, cold and heat waves) Biological Disasters (epidemics, pest attacks, forest fire); Technological Disasters (chemical, industrial, radiological, nuclear) and Manmade Disasters (building collapse, rural and urban fire, road and rail accidents, nuclear, radiological, chemicals and biological disasters) Global Disaster Trends – Emerging Risks of Disasters – Climate Change and Urban Disasters.

**Unit-III: Disaster Management Cycle and Framework**

Disaster Management Cycle – Paradigm Shift in Disaster Management.

Pre-Disaster – Risk Assessment and Analysis, Risk Mapping, zonation and Microzonation, Prevention and Mitigation of Disasters, Early Warning System; Preparedness, Capacity Development; Awareness.

During Disaster – Evacuation – Disaster Communication – Search and Rescue – Emergency Operation Centre – Incident Command System – Relief and Rehabilitation –

Post-disaster – Damage and Needs Assessment, Restoration of Critical Infrastructure – Early Recovery – Reconstruction and Redevelopment; IDNDR, Yokohama Strategy, Hyogo Framework of Action.

**Unit– IV: Disaster Management in India**

Disaster Profile of India – Mega Disasters of India and Lessons Learnt.

Disaster Management Act 2005 – Institutional and Financial Mechanism,

National Policy on Disaster Management, National Guidelines and Plans on Disaster Management; Role of Government (local, state and national), Non-Government and Inter Governmental Agencies

## **Unit– V: Applications of Science and Technology for Disaster Management**

Geo-informatics in Disaster Management (RS, GIS, GPS and RS).

Disaster Communication System (Early Warning and Its Dissemination).

Land Use Planning and Development Regulations, Disaster Safe Designs and Constructions, Structural and Non Structural Mitigation of Disasters

S&T Institutions for Disaster Management in India

### **References**

1. Publications of National Disaster Management Authority (NDMA) on Various Templates and Guidelines for Disaster Management
2. Bhandani, R. K., An overview on natural & man-made disasters and their reduction, CSIR, New Delhi
3. Srivastava, H. N., and Gupta G. D., Management of Natural Disasters in developing countries, Daya Publishers, Delhi
4. Alexander, David, Natural Disasters, Kluwer Academic London
5. Ghosh, G. K., Disaster Management, A P H Publishing Corporation
6. Murthy, D. B. N., Disaster Management: Text & Case Studies, Deep & Deep Pvt. Ltd.

### **Course outcomes:**

After competing this course, student will be:

- Acquainted with basic information on various types of disasters
- Knowing the precautions and awareness regarding various disasters
- Decide first action to be taken under various disasters
- Familiarised with organisation in India which are dealing with disasters
- Able to select IT tools to help in disaster management

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DIPLOMA IN INFORMATION TECHNOLOGY (I04)

*SEMESTER VI*

COURSE TITLE	:	PROJECT MANAGEMENT
PAPER CODE	:	7604
SUBJECT CODE	:	632
THEORY CREDITS	:	03
PRACTICAL CREDITS	:	00

**Course Learning Objectives:**

- To develop the idea of project plan, from defining and confirming the project goals and objectives, identifying tasks and how goals will be achieved.
- To develop an understanding of key project management skills and strategies.

**Course Content:**

**UNIT-I: Concept of a project:** Classification of projects- importance of project management- The project life cycle- establishing project priorities (scope-cost-time) project priority matrix-work break down structure.

**UNIT-II: Capital budgeting process:** Planning- Analysis-Selection-Financing-Implementation-Review. Generation and screening of project ideas- market and demand analysis- Demand forecasting techniques. Market planning and marketing research process- Technical analysis

**UNIT-III: Financial estimates and projections:** Cost of projects-means of financing-estimates of sales and production-cost of production-working capital requirement and its financing-profitability projected cash flow statement and balance sheet. Break even analysis.

**UNIT-IV: Basic techniques in capital budgeting:** Non discounting and discounting methods- payback period- Accounting rate of return-net present value-Benefit cost ratio-internal rate of return. Project risk. Social cost benefit analysis and economic rate of return. Non-financial justification of projects.

**UNIT-V: Project administration:** progress payments, expenditure planning, project scheduling and network planning, use of Critical Path Method (CPM), schedule of payments and physical progress, time-cost trade off

Concepts and uses of PERT cost as a function of time, Project Evaluation and Review Techniques/cost mechanisms. Determination of least cost duration. Post project evaluation. Introduction to various Project management softwares.

**Reference Books:**

1. Project planning, analysis, selection, implementation and review – Prasannachandra – Tata McGraw Hill
2. Project Management – the Managerial Process – Clifford F. Gray & Erik W. Larson - McGraw Hill
3. Project management - David I Cleland - McGraw Hill International Edition, 1999
4. Project Management – Gopala krishnan – Mcmillan India Ltd.
5. Project Management-Harry-Maylor-Pearson Publication

**Course outcomes:**

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

<i>CO1</i>	Understand the importance of projects and its phases
<i>CO2</i>	Analyze projects from marketing, operational and financial perspectives
<i>CO3</i>	Evaluate projects based on discount and non-discount methods
<i>CO4</i>	Develop network diagrams for planning and execution of a given project
<i>CO5</i>	Apply crashing procedures for time and cost optimization

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*SEMESTER VI*

COURSE TITLE	:	ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING
PAPER CODE	:	7613
SUBJECT CODE	:	641
THEORY CREDITS	:	03
PRACTICAL CREDITS	:	00

**Course Learning Objectives:**

Have a thorough understanding of classical and modern AI applications. Be able to implement a wide range of AI concepts using Prolog. Understand non-classical AI approaches such as genetic algorithms and neural networks. Be able to assess the potential of AI in research and real-world environments

**Course Content:**

**UNIT-I:** Introduction: History and foundations of AI, Problem solving: Uninformed and informed Search; Constraint Satisfaction Problems and Constrained Optimization problems (complete and incomplete techniques).

**UNIT-II:** Adversarial Search: Two players games, games with uncertainty; Decision support systems and technologies; Knowledge representation, Reasoning, Expert systems Contents (2/2), Planning (basics).

**UNIT-III:** Machine learning Basics: Decision trees, Ensemble learning, Reinforcement learning, Evolutionary computation, Neural networks, Problems, data, and tools; Visualization

**UNIT-IV:** Linear regression; SSE; gradient descent; closed form; normal equations; features, Over fitting and complexity; training, validation, test data, and introduction to MATLAB.

**UNIT-V:** Classification problems; Decision boundaries; Probability and classification, Bayes optimal decisions, Naive Bayes and Gaussian class-conditional distribution.

**References:**

1. Russell, Norvig, Artificial intelligence: A modern approach, 2nd edition. Pearson/Prentice Hall.
2. M.C. Trivedi, A classical approach to Artificial Intelligence, Khanna Publishing House, New Delhi (2018)
3. V.K. Jain, Machine Learning, Khanna Publishing House, New Delhi (2018)
4. Ethem Alpaydin, Introduction to Machine Learning, Second Edition,
5. <http://mitpress.mit.edu/catalog/item/default.asp?ttype=2&tid=12012>

**Course outcomes:**

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

CO1	Identify problems that are amenable to solution by AI methods.
CO2	Design and carry out an empirical evaluation of different algorithms on a problem formalization, and state the conclusions that the evaluation supports.
CO3	Have a good understanding of the fundamental issues and challenges of machine learning: data, model selection, model complexity, etc.
CO4	Able to design and implement various machine learning algorithms in a range of real-world applications.
CO5	Appreciate the underlying mathematical relationships within and across Machine Learning algorithms and the paradigms of supervised and un-supervised learning

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DIPLOMA IN INFORMATION TECHNOLOGY (I04)

*SEMESTER VI*

COURSE TITLE	:	SOFT COMPUTING TECHNIQUES
PAPER CODE	:	7614
SUBJECT CODE	:	642
THEORY CREDITS	:	03
PRACTICAL CREDITS	:	00

**Course Learning Objectives:**

- To learn Fuzzy logic and its applications.
- To learn artificial neural networks and its applications.
- To solving single-objective optimization problems using GAs.
- To solving multi-objective optimization problems using Evolutionary algorithms (MOEAs).
- Applications of soft computing to solve problems in varieties of application domains.

**Course Content:**

**UNIT-I: Problem Solving Methods and Tools:** Problem Space, Problem solving, State space, Algorithm's performance and complexity, Search Algorithms, Depth first search method, Breadth first search methods their comparison, A\*, AO\*, Branch and Bound search techniques, p type, Np complete and Np Hard problems.

**UNIT-II: Evolutionary Computing Methods:** Principles of Evolutionary Processes and genetics, A history of Evolutionary computation and introduction to evolutionary algorithms, Genetic algorithms, Evolutionary strategy, Evolutionary programming, Genetic programming

Genetic Algorithm and Genetic Programming: Basic concepts, working principle, procedures of GA, flow chart of GA, Genetic representations, (encoding) Initialization and selection, Genetic operators, Mutation, Generational Cycle, applications.

**UNIT-III: Swarm Optimization:** Introduction to Swarm intelligence, Ant colony optimization (ACO), Particle swarm optimization (PSO), Artificial Bee colony algorithm (ABC), Other variants of swarm intelligence algorithms.

**UNIT-IV: Advances in Soft Computing Tools:** Fuzzy Logic, Theory and applications, Fuzzy Neural networks, Pattern Recognition, Differential Evolution, Data Mining Concepts, Applications of above algorithms in manufacturing engineering problems.

**Artificial Neural Networks:** Neuron, Nerve structure and synapse, Artificial Neuron and its model, activation functions, Neural network architecture: single layer and multilayer feed forward networks, recurrent networks. Back propagation algorithm, factors affecting back propagation training, applications

**UNIT-V: Application of Soft Computing to Mechanical Engineering/Production Engineering Problems:** Application to Inventory control, Scheduling problems, Production, Distribution, Routing, Transportation, Assignment problems



**Reference Books:**

1. Tettamanzi Andrea, Tomassini and Marco, Soft Computing Integrating Evolutionary, Neural and Fuzzy Systems, Springer, 2001.
2. Elaine Rich, Artificial Intelligence, McGraw Hill, 2/e, 1990.
3. Kalyanmoy Deb, Multi-objective Optimization using Evolutionary Algorithms, John Wiley and Sons, 2001.

**Course outcomes:**

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

CO1	Classify and differentiate problem solving methods and tools.
CO2	Apply A*, AO*, Branch and Bound search techniques for problem solving.
CO3	Formulate an optimization problem to solve using evolutionary computing methods.
CO4	Design and implement GA, PSO and ACO algorithms for optimization problems in Mechanical Engineering.
CO5	Apply soft computing techniques for design, control and optimization of Manufacturing systems.

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*SEMESTER VI*

COURSE TITLE	:	INDIAN CONSTITUTION
PAPER CODE	:	--
SUBJECT CODE	:	--
THEORY CREDITS	:	00
PRACTICAL CREDITS	:	00

**Course Content**

**Unit 1 – The Constitution – Introduction**

- The History of the Making of the Indian Constitution
- Preamble and the Basic Structure, and its interpretation
- Fundamental Rights and Duties and their interpretation
- State Policy Principles

**Unit 2 – Union Government**

- Structure of the Indian Union
- President – Role and Power
- Prime Minister and Council of Ministers
- Lok Sabha and Rajya Sabha

**Unit 3 – State Government**

- Governor – Role and Power
- Chief Minister and Council of Ministers
- State Secretariat

**Unit 4 – Local Administration**

- District Administration
- Municipal Corporation
- Zila Panchayat

**Unit 5 – Election Commission**

- Role and Functioning
- Chief Election Commissioner
- State Election Commission

**Suggested Learning Resources:**

<b>S. No.</b>	<b>Title of Book</b>	<b>Author</b>	<b>Publication</b>
<b>1.</b>	<b>Ethics and Politics of the Indian Constitutio</b>	<b>Rajeev Bhargava</b>	<b>Oxford University Press, New Delhi, 2008</b>
<b>2.</b>	<b>The Constitution of India</b>	<b>B.L. Fadia</b>	<b>Sahitya Bhawan; New edition (2017)</b>
<b>3.</b>	<b>Introduction to the Constitution of India</b>	<b>D D Basu</b>	<b>LexisNexis; Twenty-Third 2018 edition</b>

**Suggested Software/Learning Websites:**

- a. <https://www.constitution.org/cons/india/const.html>
- b. <http://www.legislative.gov.in/constitution-of-india>
- c. <https://www.sci.gov.in/constitution>
- d. <https://www.toppr.com/guides/civics/the-indian-constitution/the-constitution-of-india/>

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**DIPLOMA WING**  
**RAJIV GANDHI PROUDYOGIKI VISHWAVIDYALAYA, BHOPAL**  
DIPLOMA IN INFORMATION TECHNOLOGY (I04)

*SEMESTER VI*

COURSE TITLE	:	MAJOR PROJECT
PAPER CODE	:	--
SUBJECT CODE	:	--
THEORY CREDITS	:	00
PRACTICAL CREDITS	:	04 (03+01 Credit of the V Sem.)

**MAJOR PROJECT**

- It should be based on real/live problems of the Industry/Govt./NGO/MSME/Rural Sector or an innovative idea having the potential of a Startup.
- Evaluation is based on work done, quality of report, performance in vivavoce, presentation etc.

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*SEMESTER VI*

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SUBJECT CODE	:	--
THEORY CREDITS	:	01
PRACTICAL CREDITS	:	00

**SEMINAR**

Evaluation is based on work done, quality of report, performance in Viva-voce, presentation etc .

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