

UNIVERSITY OF MUMBAI



Syllabus for Sem V & VI
Program: Bachelor of Science
Course: Computer Science

Credit Based Semester and Grading System with
effect from
Academic Year 2018-2019

Preamble

This is the third year curriculum in the subject of Computer Science. The revised structure is designed to transform students into technically competent, socially responsible and ethical Computer Science professionals. In these Semesters we have made the advancements in the subject based on the previous Semesters Knowledge.

In the first year basic foundation of important skills required for software development is laid. Second year of this course is about studying core computer science subjects. The third year is the further advancement which covers developing capabilities to design formulations of computing models and its applications in diverse areas.

The proposed curriculum contains two semesters, each Semester contains two Electives: Elective-I and II. Every Elective contains three papers based on specific areas of Computer Science. It also includes one Skill Enhancement paper per semester, helps the student to evaluate his/her computer science domain specific skills and also to meet industry expectations. This revised curriculum has not only taken the specific areas of computer science into consideration but will also give the opportunity to the student to prove his/her ability in the subject practically through the Project Implementation. In Semester V and Semester VI student has to undertake a Project. It can boost his/her confidence and also can encourage the student to perform innovations in the subject as the choice of the Project topic is kept open covering most of the areas of Computer Science subject as per the students interest and the subject they have learned during the Course.

Proposed Curriculum contains challenging and varied subjects aligned with the current trend with the introduction of Machine Intelligence specific subject such as Artificial Intelligence, Information Retrieval. Data Management related subjects such as Cloud Computing and Data Science. Image processing topics such as Game Programming, Digital Image Processing. Introduction of physical world through Architecting of IoT and Wireless Sensor Networks and Mobile Communication. Security domain is also evolved by the introduction of Ethical Hacking, Cyber Forensic and Information and Network Security. To get the hands on experience Linux Server Administration and Web Services topics are included.

In essence, the objective of this syllabus is to create a pool of technologically savvy, theoretically strong, innovatively skilled and ethically responsible generation of computer science professionals. Hope that the teacher and student community of University of Mumbai will accept and appreciate the efforts.

T.Y.B.Sc. (Semester V and VI)
Computer Science Syllabus
Credit Based Semester and Grading System
To be implemented from the Academic year 2018-2019

SEMESTER V			
Course	TOPICS	Credits	L / Week
	Elective-I (Select Any Two)		
USCS501	Artificial Intelligence	3	3
USCS502	Linux Server Administration	3	3
USCS503	Software Testing and Quality Assurance	3	3
	Elective-II (Select Any Two)		
USCS504	Information and Network Security	3	3
USCS505	Architecting of IoT	3	3
USCS506	Web Services	3	3
	Skill Enhancement		
USCS507	Game Programming	2	3
	Practical		
USCSP501	Practical of Elective-I	2	6
USCSP502	Practical of Elective-II	2	6
USCSP503	Project Implementation	1	3
USCSP504	Practical of Skill Enhancement : USCS507	1	3

SEMESTER VI			
Course	TOPICS	Credits	L / Week
	Elective-I (Select Any Two)		
USCS601	Wireless Sensor Networks and Mobile Communication	3	3
USCS602	Cloud Computing	3	3
USCS603	Cyber Forensics	3	3
	Elective-II (Select Any Two)		

USCS604	Information Retrieval	3	3
USCS605	Digital Image Processing	3	3
USCS606	Data Science	3	3
	Skill Enhancement		
USCS607	Ethical Hacking	2	3
	Practical		
USCSP601	Practical of Elective-I	2	6
USCSP602	Practical of Elective-II	2	6
USCSP603	Project Implementation	1	3
USCSP604	Practical of Skill Enhancement : USCS607	1	3

SEMESTER V

THEORY

Course: USCS506	TOPICS (Credits : 03 Lectures/Week:03) Web Services	
Objectives: To understand the details of web services technologies like SOAP, WSDL, and UDDI. To learn how to implement and deploy web service client and server. To understand the design principles and application of SOAP and REST based web services (JAX-WS and JAX-RS). To understand WCF service. To design secure web services and QoS of Web Services		
Expected Learning Outcomes: Emphasis on SOAP based web services and associated standards such as WSDL. Design SOAP based / RESTful / WCF services Deal with Security and QoS issues of Web Services		
Unit I	Web services basics : What Are Web Services? Types of Web Services Distributed computing infrastructure, overview of XML, SOAP, Building Web Services with JAX-WS, Registering and Discovering Web Services, Service Oriented Architecture, Web Services Development Life Cycle, Developing and consuming simple Web Services across platform	15L
Unit II	The REST Architectural style : Introducing HTTP, The core architectural elements of a RESTful system, Description and discovery of RESTful web services, Java tools and frameworks for building RESTful web services, JSON message format and tools and frameworks around JSON, Build RESTful web services with JAX-RS APIs, The Description and Discovery of RESTful Web Services, Design guidelines for building RESTful web services, Secure RESTful web services	15L
Unit III	Developing Service-Oriented Applications with WCF : What Is Windows Communication Foundation, Fundamental Windows Communication Foundation Concepts, Windows Communication Foundation Architecture, WCF and .NET Framework Client Profile, Basic WCF Programming, WCF Feature Details. Web Service QoS	15L

Textbook(s):

- 1) Web Services: Principles and Technology, Michael P. Papazoglou, Pearson Education Limited, 2008
- 2) RESTful Java Web Services, Jobinesh Purushothaman, PACKT Publishing, 2nd Edition, 2015
- 3) Developing Service-Oriented Applications with WCF, Microsoft, 2017
<https://docs.microsoft.com/en-us/dotnet/framework/wcf/index>

Additional Reference(s):

- 1) Leonard Richardson and Sam Ruby, RESTful Web Services, O'Reilly, 2007
- 2) The Java EE 6 Tutorial, Oracle, 2013

Suggested List of Practical- SEMESTER V

Course: USCSP502	(Credits : 02 Lectures/Week: 06) Practical of Elective-II	
USCS506: Web Services		
<ol style="list-style-type: none"> 1. Write a program to implement to create a simple web service that converts the temperature from Fahrenheit to Celsius and vice a versa. 2. Write a program to implement the operation can receive request and will return a response in two ways. a) One - Way operation b) Request –Response 3. Write a program to implement business UDDI Registry entry. 4. Develop client which consumes web services developed in different platform. 5. Write a JAX-WS web service to perform the following operations. Define a Servlet / JSP that consumes the web service. 6. Define a web service method that returns the contents of a database in a JSON string. The contents should be displayed in a tabular format. 7. Define a RESTful web service that accepts the details to be stored in a database and performs CRUD operation. 8. Implement a typical service and a typical client using WCF. 9. Use WCF to create a basic ASP.NET Asynchronous JavaScript and XML (AJAX) service. 10. Demonstrates using the binding attribute of an endpoint element in WCF. 		

Scheme of Examination

1. Theory:

I. Internal 25 Marks :

a) Test – 20 Marks

20 marks Test – Duration 40 mins

It will be conducted either using any open source learning management system like Moodle (Modular object-oriented dynamic learning environment)

OR

A test based on an equivalent online course on the contents of the concerned course (subject) offered by or build using MOOC (Massive Open Online Course) platform.

b) 5 Marks – Active participation in routine class instructional deliveries

Overall conduct as a responsible student, manners, skill in articulation, leadership qualities demonstrated through organizing co-curricular activities, etc.

II. External 75 Marks as per University Guidelines

11. Practical and Project Examination:

There will be separate Practical examination for Elective-I, II, Skill enhancement and project of these Elective-I 100, Elective-II: 100 and Skill Enhancement: 50 and Project Implementation: 50.

In the Practical Examination of Elective-I and II, the student has to perform practical on each of the subjects chosen. The Marking Scheme for each of the Elective is given below:

	Subject Code	Experiment-I	Experiment-II	Total Marks
Elective-I	USCSP501/ USCSP601	Experiment-40+Journal-5 +viva-5 Total:50M	Experiment-40+Journal-5+viva-5 Total:50M	100 M
Elective-II	USCSP502/ USCSP602	Experiment-40+Journal-5 +viva-5 Total:50M	Experiment-40+Journal-5+viva-5 Total:50M	100 M

Project Implementation	USCSP503/ USCSP603	**Project Evaluation Scheme	50M
Skill Enhancement	USCSP504/ USCSP604	Experiment-40+Journal:5+viva-5 Total-50M	50M
Total Marks			300M

(Certified Journal is compulsory for appearing at the time of Practical Examination)

****Project Evaluation Scheme:**

Presentation	Working of the Project	Quality of the Project	Viva	Documentation
10Marks	10 Marks	10 Marks	10 Marks	10Marks

(Certified Project Document is compulsory for appearing at the time of Project Presentation)
