



**BANGLADESH TECHNICAL EDUCATION BOARD**

Agargaon, Dhaka-1207

4-YEAR DIPLOMA-IN-ENGINEERING PROGRAM  
SYLLABUS (PROBIDHAN-2016)

**COMPUTER TECHNOLOGY**

TECHNOLOGY CODE: **666**

6th SEMESTER

DIPLOMA IN ENGINEERING  
PROBIDHAN-2016

## COMPUTER TECHNOLOGY

### 6th Semester

Sl. No.	Subject Code	Name of the Subject	T	P	C	Marks				
						Theory		Practical		Total
						Cont. Assess	Final Exam	Cont. Assess	Final Exam	
1	66661	Principals of Software Engineering	2	6	4	40	60	50	50	200
2	66662	Microprocessor & Interfacing	2	3	3	40	60	25	25	150
3	66663	Microcontroller Application	0	6	2	-	-	50	50	100
4	66664	Database Management System	2	3	3	40	60	25	25	150
*5	6666X	Optional Subject -1	2	3	3	40	60	25	25	150
6	69054	Environmental Studies	2	0	2	40	60	-	-	100
7	65852	Industrial Management	2	0	2	40	60	-	-	100
<b>Total</b>			<b>12</b>	<b>21</b>	<b>19</b>	<b>240</b>	<b>360</b>	<b>175</b>	<b>175</b>	<b>950</b>

Group	Subject code	Subject Name
Network Maintenance Group	66665	Network & Data Center Operation
Automation System Group	66666	Embedded System Design
Software Developer Group	66667	Web Mastering
Multimedia Developer Group	66668	Computer Graphics & Animation Design

\* 6666X Optional Subjects-I

# 66661 Principles of Software Engineering

T P C  
2 6 4

## OBJECTIVES

- To study the approaches of application of engineering to software.
- To develop knowledge and skill to apply systematic, disciplined, quantifiable approach to the development, operation, and maintenance of software.

## SHORT DESCRIPTION

Concept of software engineering, Basics of Software development life cycle (SDLC), Project management, Requirements analysis, Design basics, Analysis & Design tools, Design strategies, User Interface design, understanding of Design complexity, Software implementation, Testing and quality assurance, Maintenance, CASE tools overview;

## DETAIL DESCRIPTION

### Theory:

#### 1. Understand the concept of software engineering

- 1.1 Define software engineering.
- 1.2 Describe the evolution of software engineering.
- 1.3 List software evolution laws.
- 1.4 Describe E-Type software evolution laws.
- 1.5 Describe software paradigms.
- 1.6 State the need of software engineering.
- 1.7 List the characteristics of good software.

#### 2. Understand the basics of software development life cycle (SDLC)

- 2.1 Describe the software development life cycle activities.
- 2.2 Describe software development paradigm (Waterfall model, Iterative model, spiral model, agile development)
- 2.3 Describe agile development.
- 2.4 State the agile manifesto.
- 2.5 List agile manifesto items.
- 2.6 List key principles of agile.
- 2.7 Describe agile methodologies

#### 3. Understand the software project management

- 3.1 State the need of software project management.
- 3.2 Describe role of software project manager.
- 3.3 List software management activities.
- 3.4 Describe configuration management.
- 3.5 Describe project management tools.

#### 4. Understand software requirement engineering

- 4.1 Describe software requirement engineering process.
- 4.2 List requirement elicitation process.
- 4.3 Describe requirement elicitation techniques.

- 4.4 List software requirements characteristics.
- 4.5 Describe types of software requirements.
- 4.6 Describe the role of software system analyst.
- 4.7 List software metrics and measures.

**5. Understand the software design basics, analysis and design tools**

- 5.1 Describe software design levels.
- 5.2 State modularization and concurrency.
- 5.3 State coupling and cohesion
- 5.4 Describe design verification.
- 5.5 State data flow diagram, structure charts.
- 5.6 Describe Hierarchical Input Process Output (HIPO) diagram.
- 5.7 State pseudo code.
- 5.8 Describe decision table.
- 5.9 Describe entity relationship model.
- 5.10 State data dictionary.

**6. Understand software design strategies**

- 6.1 Define structured design.
- 6.2 Describe function-oriented design.
- 6.3 Describe object oriented design.
- 6.4 Describe software design patterns.
- 6.5 Describe software design approaches.

**7. Understand user interface design**

- 7.1 Describe command line interface (CLI).
- 7.2 Describe graphical user interface (GUI).
- 7.3 State user interface design activities.
- 7.4 List GUI implementation tools.
- 7.5 State user interface golden rules.

**8. Understand software design complexity**

- 8.1 Describe Alstead's complexity measures.
- 8.2 Describe Cyclomatic complexity measures.
- 8.3 State function point

**9. Understand software implementation**

- 9.1 Describe structured programming.
- 9.2 State functional programming.
- 9.3 State programming style and coding guideline.
- 9.4 Describe software documentation
- 9.5 State software implementation challenges.

**10. Understand software testing process**

- 10.1 Describe software validation and verification
- 10.2 State manual vs automated testing
- 10.3 Describe testing approaches
- 10.4 State testing levels
- 10.5 Describe testing documentation

10.6 State testing vs quality control & assurance and audit

**11. Understand software maintenance overview**

11.1 Describe types of maintenance

11.2 List cost of maintenance

11.3 State maintenance activities

11.4 State software re-engineering

11.5 Describe component reusability

**12. Understand Scrum agile method**

12.1 Describe scrum framework and sprints

12.2 State scrum roles

12.3 State scrum master roles

12.4 Describe scrum events (sprint, planning, daily scrum meeting, sprint review, retrospective)

12.5 State artifacts

12.6 State user stories

12.7 Describe burn down charts

12.8 State estimation process

12.9 State scrum tools and benefits

**PRACTICAL**

1. Measure the complexity of a given source code based on
  - a. Halstead's Complexity Measures
  - b. Measure cyclomatic complexity of a give code or software.
  - c. Identify code blocks
  - d. Draw Flow chart
  - e. Draw flow graph
2. Measure function point of given software.
3. Draw a data flow diagram from a given case study.
4. Draw structure chart form a given case study
5. Draw a HIPO diagram for a software requirement.
6. Do requirement analysis for a given case study and prepare requirement document
  - a. Gather user requirement
  - b. Write sample SRS
  - c. Apply Requirement Elicitation Techniques to validate requirements
7. Measure the complexity of a given source code based on
  - a. Halstead's Complexity Measures
  - b. Measure cyclomatic complexity of a give code or software.
  - c. Identify code blocks
  - d. Draw Flow chart
  - e. Draw flow graph

8. Measure function point of given software.
9. Draw a data flow diagram from a given case study.
10. Draw structure chart from a given case study
11. Draw a HIPO diagram for a software requirement.
12. Do requirement analysis for a given case study and prepare requirement document
  - a. Gather user requirement
  - b. Write sample SRS
  - c. Apply Requirement Elicitation Techniques to validate requirements
13. Identify Modules from a case study
  - a. Identify Modules
  - b. Identify sequential and concurrent units
14. Identify coupling and cohesion From a object oriented design
15. Write a function requirement on structured English model
16. Write pseudo – code of a given problem
17. Prepare a decision table from a given problem
18. Draw entity relationship model from a given case study.
19. Write a object oriented design from a given case study
  - a. Write the objects, class
  - b. Write Modules
  - c. Draw object relationship diagram
20. Design a prototype implementation of a software using GUI
  - a. Identify the GUI requirements
  - b. List down application specific GUI requirements
  - c. Draw a prototype implementation
  - d. Draw a prototype design using GUI tools
21. Write a functional code for a given problem
  - a. Functional programming approach
  - b. Object oriented approach
22. Write a sample software following provided coding guideline
23. Write sample software documentation
  - a. Requirement documentation
  - b. Design documentation
  - c. Technical documentation (code commenting and explanation)
  - d. User documentation user guide
24. Write re-usable code or module
  - a. Write sample library module
  - b. Version control using tools (git, svn)
  - c. Write machine independent code
25. Write Test documentation
  - a. Write test case for a given problem

- b. Write Unit test cases
- c. Write Functional test cases
- d. Write user interface test cases
- e. Write a automated test program

**26.** Practice sample scrum using any open source tools

- a. Practice scrum events
- b. Prepare sample artifacts for a project
- c. Write user stories
- d. Prepare burn down chart
- e. Practice estimation planning poker

**REFERENCE BOOKS AND URL.**

1. Software engineering – A practitioner’s approach - Mc GRAW – HILL by Roger S. Pressman
2. Introduction to system analysis and design – Prentice Hall by IgroHawryszkiewicz

**RELATED URL LINKS:**

3. <http://www.vumultan.com/Books/CS605-Software%20Engineering%20Practitioner%E2%80%99s%20Approach%20%20by%20Roger%20S.%20Pressman%20.pdf>
4. [https://www.tutorialspoint.com/software\\_engineering/index.htm](https://www.tutorialspoint.com/software_engineering/index.htm)
5. <https://www.tutorialspoint.com/scrum/index.htm>

**AIMS**

- To be able to acquire the knowledge on microprocessor, microcomputer.
- To be able to develop the knowledge and skill on the architecture and assembly language programming of 16-bit microprocessor
- To be able to acquire the knowledge and skill on memory, interrupt and I/O interfacing.

**SHORT DESCRIPTION**

Basic conception of microprocessor and microcomputer; Architecture and addressing mode of Intel 8086 $\mu$ p; Instruction timing of Intel 8086  $\mu$ p; Memory, input /output and interrupt interfacing of Intel 8086  $\mu$ p; Interfacing principle and peripheral devices; programming of Intel 8086/8088; Intel x86 family, multi-core processor idea;

**DETAIL DESCRIPTION****Theory:**

- 1. Understand the concept of microprocessor and microcomputer.**
  - 1.1. Define the microprocessor and microcomputer.
  - 1.2. Distinguish between microprocessor and microcomputer.
  - 1.3. Distinguish between microprocessor and microcontroller.
  - 1.4. Describe the block diagram of simple microcomputer.
  - 1.5. Describe the evaluation of microprocessor (4, 8, 16, 32 & 64 bit microprocessor)
  - 1.6. Mention the main characteristics of different types of microprocessor.
- 2. Understand the architecture of 8086 microprocessor.**
  - 2.1. Mention the general features of 8086/8088 microprocessor.
  - 2.2. Describe the pin and signal diagram of 8086/8088 microprocessor.
  - 2.3. Distinguish between maximum and minimum mode of 8086/8088 microprocessor
  - 2.4. Describe the architecture of 8086 microprocessor.
  - 2.5. Describe the register structure of 8086 microprocessor.
  - 2.6. Explain the instruction execution sequence of 8086 microprocessor.
  - 2.7. Mention the difference between 8086 and 8088 microprocessor.
- 3. Understand the memory interface of the 8086 microprocessor.**
  - 3.1. Sketch the 8086 system memory interface.
  - 3.2. State the meaning of even & odd address boundaries.
  - 3.3. Describe the organization of IBM address space of 8086 microprocessor.
  - 3.4. Explain the generation of physical memory address showing the relationship between logical segment address & offset and physical memory address.
  - 3.5. Describe the hardware organization of the memory address space of 8086.
  - 3.6. Describe the memory read and write bus cycle of 8086 microprocessor. Explain the technique to de-multiplex the system bus.
- 4. Understand the 8086 addressing mode and programming concept.**
  - 4.1. Describe the addressing mode of 8086 microprocessor.
  - 4.2. Describe the software model of the 8086 microprocessor.



- 4.3. Explain the effect in registers before and after the instruction execution for different addressing modes of 8086 microprocessor.
- 4.4. Describe the 8086 instruction set.
- 4.5. Explain the instruction format of 8086 microprocessor.
- 5. Understand the input / output interface and peripheral devices of the 8086 microprocessor.**
  - 5.1. Describe the 8086 system I/O interface.
  - 5.2. Describe the I/O address space of the 8086 system.
  - 5.3. Describe the I/O read and I/O write bus cycle of 8086 microprocessor.
  - 5.4. Define programmable peripheral.
  - 5.5. Mention the commonly used support chips and purpose of those.
  - 5.6. Describe the operation of PPI using block diagram.
  - 5.7. Configure the control word of the control register of PPI for simple I/O operations.
- 6. Understand the interrupt interface of the 8086 microprocessor.**
  - 6.1. Mention the types of interrupts.
  - 6.2. Describe the common features of different types of interrupts.
  - 6.3. Sketch the map of interrupt vector table.
  - 6.4. State the function and use of each address pointer or vector.
  - 6.5. Describe the function, format and operation of interrupt instructions.
  - 6.6. Describe the external hardware interrupt interface of the 8086 microprocessor.
- 7. Understand the assembly language programming of 8086 family.**
  - 7.1. Define the assembler pseudo instructions.
  - 7.2. Describe the use of assembler directives (i. e. SEGMENT, ENDS, ASSUME, DUP, etc.)
  - 7.3. Describe the use of program development tools (i.e. editor, assembler, linker, locator debugger and emulator.)
  - 7.4. Explain the sequential, IF-THEN-ELSE, WHILE-DO and REPEAT-UNTILL structure in 8086 assembly language with pseudo code and flow chart.
  - 7.5. Write assembly language programs.
- 8. Understand the new features of other x86 series microprocessor.**
  - 8.1. List some 16 bit microprocessor of different company with brief specification.
  - 8.2. State the meaning of real mode and protected mode operation of Intel 80286 microprocessor.
  - 8.3. Describe the protected mode memory addressing technique.
  - 8.4. List the names of other x86 family processors including Pentium series and state the brief specification.
  - 8.5. Define superscalar architecture of Pentium processor.
  - 8.6. State the function of BIST in Pentium processor.
  - 8.7. State multiprocessing and parallel processing.
  - 8.8. Define multi-core processors (i.e. Dual core, Quad core, core ix).
  - 8.9. Write down the advantages of multi-core processors.
- 9. Understand the real world interfacing**
  - 9.1. Describe the interfacing of LED Display with program to the microprocessor.
  - 9.2. Describe the interfacing of seven segment LED display with program to the microprocessor.
  - 9.3. Describe the interfacing of Multiple Digit Display with program to the microprocessor.
  - 9.4. Describe the method of interfacing of stepper motor to the microprocessor.

**PRACTICAL:**

1. Perform the task to develop and execute an assembly language program for solving arithmetic problems using 8086/88 $\mu$ p trainer or MASM type tools or software simulator.
2. Perform the task to develop and execute an assembly language program for solving logical problems using 8086/88 $\mu$ p trainer or MASM type tools or software simulator.
3. Perform the task to develop and execute an assembly language program to compute 1's or 2's complement of binary number using 8086/88 $\mu$ p trainer or MASM type tools or software simulator.
4. Perform the task to transmit data from a microprocessor to an I/O using Intel 8086/8088 based microprocessor trainer or MASM type tools or simulator software.
5. Perform the task to receive data from an I/O to the microprocessor using Intel 8086/8088 based microprocessor trainer or MASM type tools or simulator software.
6. Perform the task to develop and execute an assembly language program/ Subroutine to produce time delays of different durations using 8086/88 $\mu$ p trainer or MASM type tools or software simulator.
7. Perform the task to develop and execute assembly language programs that implement the branching and looping structures using 8086/88 $\mu$ p trainer or MASM type tools or software simulator.
8. Build a simple computer prototype using 8086/8088 processor with memory, I/O interface and simple I/O devices

**REFERENCE BOOKS:**

1. Digital Computer Electronics - Malvino- Brown
2. Microprocessor And Microcomputer Based System Design - Mohamed Rafiquzzaman..
3. Microprocessors and Interfacing: Programming and Hardware - Douglas V. Hall
4. The Intel Microprocessors - Barry B. Brey
5. Microprocessor & Interfacing - A.P. Godse & D.A. Godse
6. The 8086 and 80286 Microprocessor - Avatar Singh

**AIMS**

To develop knowledge and skill on programming and interfacing to embedded systems using microcontroller.

**SHORT DESCRIPTION**

The microcontroller features, architecture, programming and the real world interfacing.

**DETAIL DESCRIPTION****Practical:****1. Interpret the basics of microcontroller**

- 1.1. Express embedded system and microcontroller
- 1.2. Observe the difference between microcontroller and microprocessor
- 1.3. Find the application fields of microcontroller
- 1.4. Find the different manufacturer of microcontroller
- 1.5. Find the different features of microcontroller

**2. Identify the requirement of microcontroller application**

- 2.1. Find the main features of PIC microcontroller
- 2.2. Demonstrate the architecture of mid-range MCU (microcontroller)
- 2.3. Find different types of software development tools
- 2.4. Find different types of hardware development tools
- 2.5. Find some mid-range PIC MCU that are suitable for easy-to-start like PIC 16F84A, PIC16F628A, PIC16F676, PIC 16F72 etc.

**3. Design schematic diagram for making LED flashing system**

- 3.1. Select a simple PIC series mid-range MCU for LED flashing project, for example, PIC 16F84A, PIC16F628A, PIC16F676, PIC 16F72 or any other suitable PIC MCU.
- 3.2. Identify required input-output devices for building LED flashing system
- 3.3. Interpret operation procedure of selected I/O devices
- 3.4. Interpret the interface system of selected I/O devices with selected MCU
- 3.5. Interpret the interface of different signals and pin of the selected MCU
- 3.6. Sketch the connection diagram of the power pins of MCU with power supply in schematic design
- 3.7. Sketch the connection diagram of the crystal with clock signal related pin in schematic design. Internal clock source can be used as well.
- 3.8. Sketch the connection diagram of other system pin of MCU, for example, like reset etc. with necessary components or power supply if necessary.
- 3.9. Sketch the connection diagram of the I/O device and other parts if necessary with MCU to complete the schematic design.

**4. Develop program for MCU based LED flashing system using C**

- 4.1. Interpret the internal architecture
- 4.2. Interpret the structure of internal registers for special function of the PIC series mid-range MCU

- 4.3. Interpret the use of configuration work of PIC MCU
- 4.4. Interpret the program structure of C Language
- 4.5. Interpret the use the library function in the program
- 4.6. Use the C language to develop program for LED flashing system

**5. Build and simulate the LED flashing program**

- 5.1. Interpret the use of MPLAB/MPLAB X/MPLAB xpress
- 5.2. Build the hex file using IDE for PIC MCU for LED flashing system
- 5.3. Interpret the simulation process in MPLAB/MPLAB X
- 5.4. Perform the simulate on the developed program for LED flashing system

**6. Flash/burn the MCU and construct the circuit of LED flashing system**

- 6.1. Interpret the use MCU flashing/programming tool, for example, PIC Kit 2/3/4, MPLAB ICD 3 etc.
- 6.2. Flash/program the produced hex file into MCU
- 6.3. Construct the circuit according to the schematic design using project board and required parts or training kit etc.
- 6.4. Apply the power and observe the operation

**7. Debug the circuit using debugger hardware**

- 7.1. Interpret the operation of debugger
- 7.2. Install the debugger software
- 7.3. Connect the debugger hardware with the computer and the MCU
- 7.4. Start the debugging operation and perform step by step instruction/statement execution

**8. Make a project of a MCU based LED running system**

- 8.1. Design the schematic diagram for MCU based LED running system
- 8.2. Develop the program in C language or PIC Assembly language for LED running system
- 8.3. Build the hex file of the program
- 8.4. Simulate the program
- 8.5. Flash the hex file into MCU
- 8.6. Construct the circuit and observe the operation
- 8.7. Debug the program
- 8.8. Collect the case/box for packing the project
- 8.9. Packaging the circuit in the case/box
- 8.10. Make report on the project and perform the presentation of the project output

**9. Perform the construction of a MCU based timing pulse generation system**

- 9.1. Design the schematic diagram for MCU based timing pulse generation system
- 9.2. Develop the program in PIC Assembly language
- 9.3. Build the hex file of the program
- 9.4. Simulate the program
- 9.5. Flash the hex file into MCU
- 9.6. Construct the circuit and observe the operation
- 9.7. Debug the program

**10. Perform the construction of a MCU based system to display hexadecimal digit using LED 7-segment display unit**

- 10.1. Design the schematic diagram
- 10.2. Develop the program
- 10.3. Build the hex file

- 10.4. Simulate the program
- 10.5. Flash the hex file into MCU
- 10.6. Construct the circuit and observe the operation

**11. Perform the construction of a MCU based system to display character using LED dot matrix display unit**

- 11.1. Design the schematic diagram
- 11.2. Develop the program
- 11.3. Build the hex file
- 11.4. Simulate the program
- 11.5. Flash the hex file into MCU
- 11.6. Construct the circuit and observe the operation

**12. Perform the construction of a MCU based system to control the direction and steps of a stepper motor**

- 12.1. Design the schematic diagram
- 12.2. Develop the program
- 12.3. Build the hex file
- 12.4. Simulate the program
- 12.5. Flash the hex file into MCU
- 12.6. Construct the circuit and observe the operation

**13. Perform the construction of a MCU based system to control the speed of a DC motor**

- 13.1. Design the schematic diagram
- 13.2. Develop the program
- 13.3. Build the hex file
- 13.4. Simulate the program
- 13.5. Flash the hex file into MCU
- 13.6. Construct the circuit and observe the operation

**14. Perform the construction of a MCU based ADC (Analog to digital converter) interface system**

- 14.1. Design the schematic diagram
- 14.2. Develop the program
- 14.3. Build the hex file
- 14.4. Simulate the program
- 14.5. Flash the hex file into MCU
- 14.6. Construct the circuit and observe the operation

**15. Perform the construction of a MCU based DAC (Digital to analog converter) interface system**

- 15.1. Design the schematic diagram
- 15.2. Develop the program
- 15.3. Build the hex file
- 15.4. Simulate the program
- 15.5. Flash the hex file into MCU
- 15.6. Construct the circuit and observe the operation

**16. Make a project of a MCU based traffic light interface system for controlling the direction and movement of vehicles at a junction of 4 roads**

- 16.1. Design the schematic diagram
- 16.2. Develop the program

- 16.3. Build the hex file
- 16.4. Simulate the program
- 16.5. Flash the hex file into MCU
- 16.6. Construct the circuit and observe the operation
- 16.7. Collect the case/box for packing the project
- 16.8. Packaging the circuit in the case/box
- 16.9. Make report on the project and perform the presentation of the project output

**17. Perform the construction of a MCU based LCD (Liquid Crystal Display) interface system to display information**

- 17.1. Design the schematic diagram
- 17.2. Develop the program
- 17.3. Build the hex file
- 17.4. Simulate the program
- 17.5. Flash the hex file into MCU
- 17.6. Construct the circuit and observe the operation

**18. Perform the construction of a MCU based system to count pulses**

- 18.1. Design the schematic diagram
- 18.2. Develop the program
- 18.3. Build the hex file
- 18.4. Simulate the program
- 18.5. Flash the hex file into MCU
- 18.6. Construct the circuit and observe the operation

**19. Perform the construction of a MCU based active low push switch interface system**

- 19.1. Design the schematic diagram
- 19.2. Develop the program
- 19.3. Build the hex file
- 19.4. Simulate the program
- 19.5. Flash the hex file into MCU
- 19.6. Construct the circuit and observe the operation

**20. Perform the construction of a MCU based 2-state switch interface system**

- 20.1. Design the schematic diagram
- 20.2. Develop the program
- 20.3. Build the hex file
- 20.4. Simulate the program
- 20.5. Flash the hex file into MCU
- 20.6. Construct the circuit and observe the operation

**21. Perform the construction of a MCU based LDR (Light dependent resistor) interface system**

- 21.1. Design the schematic diagram
- 21.2. Develop the program
- 21.3. Build the hex file
- 21.4. Simulate the program
- 21.5. Flash the hex file into MCU
- 21.6. Construct the circuit and observe the operation

## **22. Make a project of a MCU based temperature sensor interface system**

- 22.1. Design the schematic diagram
- 22.2. Develop the program
- 22.3. Build the hex file
- 22.4. Simulate the program
- 22.5. Flash the hex file into MCU
- 22.6. Construct the circuit and observe the operation
- 22.7. Collect the case/box for packing the project
- 22.8. Packaging the circuit in the case/box
- 22.9. Make report on the project and perform the presentation of the project output

## **REFERENCE WEB ADDRESS AND BOOKS**

1. PIC16F84A Data sheet, IDE manual, PIC series MCU datasheet - <http://www.microchip.com>
2. User Manual for PIC Training Kit - <http://www.microprocessorinstitute.org>

### **AIMS**

- To be able to acquire the knowledge and skill in the database system concept.
- To be able to familiarize with data models in database systems.
- To be able to acquire the knowledge and skill in the Relational databases
- To be able to acquire the knowledge and skill in the Integrity & security.
- To be able to acquire the knowledge and skill in the Data storage, Transactions & concurrency control and Database system architecture.

### **SHORT DESCRIPTION**

Database system concept; Data models; Relational databases, Integrity & security, Data storage, Transactions & concurrency control, cursor and Database system architecture.

### **DETAIL DESCRIPTION**

#### **Theory:**

#### **1. Understand the basic concept of database system.**

- 1.1 Define database management system.
- 1.2 Explain the purpose of database management system.
- 1.3 Mention the difference between conventional file system and database management system.
- 1.4 Mention the advantages & disadvantages of database management system.
- 1.5 Define data abstraction, instances and schemas.
- 1.6 Mention the types of schema.
- 1.7 Data type concept.

#### **2. Understand the concepts of database languages, users, manager and administrator.**

- 2.1 Describe the database languages with examples.
- 2.2 Describe the basic operation of DDL, DML and data dictionary.
- 2.3 Describe the different types of database system users.
- 2.4 Example the different tasks of database manager.
- 2.5 Describe the functions of a database administrator.
- 2.6 Describe the functional components of a database system.

#### **3. Understand the data models.**

- 3.1 Define the entity, entity set and data model.
- 3.2 Mention the meaning of E-R diagram symbol.
- 3.3 Describe the E-R diagram for different mapping constrains.
- 3.4 State different types of attribute uses in E-R diagram.
- 3.5 State the techniques to convert E-R diagram to table.
- 3.6 Describe the different types of data models with examples.
- 3.7 Describe the constraints in entity-relationship (mapping, cardinalities and existences) with diagrams.
- 3.8 State the meaning of different types of keys in RDBMS (primary key and foreign key, super key, candidate key).
- 3.9 Distinguish between strong and weak entity sets.
- 3.10 Describe the schema diagram with example.



#### **4. Understand the relational database Query language.**

- 4.1 Define query language.
- 4.2 Mention the different among SQL, QBE and Datalog.
- 4.3 Describe the fundamental operations of relational algebra(**select, project, union, set difference, Cartesian product, rename, set intersection, natural joint, division and assignment**).

#### **5. Understand the SQL and PL/SQL.**

- 5.1 Mention the several parts of SQL and PL/SQL.
- 5.2 Explain five clauses of SQL expression (**select, from, where, group by and having**).
- 5.3 Describe the uses of SQL set operations (**union, intersect, and except**).
- 5.4 Describe the uses of SQL aggregate functions (**avg, min, max, sum, count, upper, lower, initcap, string operation etc.**).
- 5.5 Describe the technique to add, remove and change information with SQL (**delete, insert, and update**).

#### **6. Understand the integrity and security.**

- 6.1 Define integrity constraint.
- 6.2 Describe the referential integrity in SQL.
- 6.3 Describe the assertions in RDBMS.
- 6.4 Define the triggers and need for triggers in RDBMS.
- 6.5 Define the security in RDBMS.
- 6.6 Describe the protection of database.
- 6.7 Define encryption and authentication in database.
- 6.8 Mention the technique of encryption.

#### **7. Understand the relational database design.**

- 7.1 Define the normalization.
- 7.2 Mention the need for normalization.
- 7.3 Describe the term redundancy in RDBMS.
- 7.4 Explain the three stages/rules of normalization in database management system (1NF, 2NF, and 3NF)
- 7.5 Describe the overall database design process.

#### **8. Understand the data-storage media.**

- 8.1 List the physical storage media.
- 8.2 Describe the storage-device hierarchy used for database storage.
- 8.3 Define the RAID.
- 8.4 Describe the different levels of RAID.
- 8.5 Describe the choice of RAID levels.

#### **9. Understand the Transactions and concurrency controls.**

- 9.1 Define transaction and concurrent execution in DBMS.
- 9.2 Mention the properties of the transaction.
- 9.3 Explain the transaction state with diagram.
- 9.4 Mention the reasons for allowing concurrency.

#### **10. Understand the database system architecture.**

- 10.1 Define centralized, parallel and distributed database system.
- 10.2 Explain the homogeneous and heterogeneous databases.

10.3 Explain the structure of server (Centralized and client server), parallel and distributed database system architecture.

10.4 Describe the advantages and disadvantages of server, parallel and distributed database system architecture.

### **11. Understanding the cursor statement**

11.1 Declare a cursor that defines a result set in a stored procedure

11.2 Open the cursor to establish the result set.

11.3 Fetch the data into local variables as needed from the cursor, one row at a time.

11.4 Close the cursor when done.

### **12. Database Backup and Restoring System.**

#### **PRACTICAL:**

1. Arrange the necessary hardware and operating system for installing MS-Access, SQL Server or Oracle.
2. Create a new database for the result process application using MS-Access, SQL server or Oracle.
3. Create tables such as Student Information, Department Information, Subject Information, Year information and Mark Information (including):
  - I. Create a new user/database and permission assign.
  - II. Create a table space.
  - III. Create a new table with appropriate data types.
  - IV. Define primary key, Foreign key, candidate key and different constraints.
  - V. Drop primary key and foreign key.
  - VI. Save the table structure
  - VII. Edit a table structure
  - VIII. Insert a record, Update the record and Delete the row.
  - IX. Alter a field with Field Name, Data Type, Length etc.
  - X. Change or remove a key field**
4. Create relationship among tables using inner join or outer join.
  - I. Create a query involving only one table.
  - II. Query linked tables and create a form from a query.
  - III. Create a total query to find the GPA of each student of particular year.
5. Create data entry form for entering data in Student Information, Department Information, Subject Information, Year Information and Mark Information tables. Then apply Normalization (1NF, 2NF and 3NF) on result process database.
6. Use Auto Report to create table reports of result process. Use the report wizard to create a grade sheet /mark sheet/transcript, Merit list and tabulation sheet.
7. Perform the task to install Oracle Database Language and Invoking SQL Plus.
8. Perform the task to manipulate data in data base management system (select, project, union, set difference, cartesian product, rename, set intersection, natural joint, division and assignment).
9. Perform the task to view, delete and update data into a table (delete, insert, and update) and perform the task to modify the structure of a table.
10. Perform the task to work with grouping data from tables and manipulate dates by SQL in Oracle
11. Perform the task to work with Sub Queries, JOINS, Indexes, Trigger, transaction, process, Parameterized cursor, 'DUAL' and SYSDATE, functions, different Type of constraints in PL/SQL.

12. Perform the task to work with View, sequences and Security in SQL including user and administrative level.
13. Create a stored procedure, declare some variables, create a cursor and use it by writing some query statement in the looping area after open the cursor. Then close the cursor.
14. Perform the task to work with Concurrency Control (Implicit and explicit lock) and error handling in PL/SQL
15. Backup a database and Restore it after taking the backup.

### **REFERENCE BOOK**

1. Database System Concepts – Henry F. Korth.
2. Successful projects in ACCESS - P.M Heathcote
3. SQL, PL/SQL
4. Introduction To Oracle 10g SQL Volume-1
5. Introduction To Oracle 10g SQL Volume-2
6. Introduction To Oracle 10g PL/SQL Volume-1
7. Introduction To Oracle 10g PL/SQL Volume-2

### **REFERENCES WEB SITE:-**

[www.java2s.com/Tutorial/Oracle/CatalogOracle.htm](http://www.java2s.com/Tutorial/Oracle/CatalogOracle.htm)

[www.docs.oracle.com](http://www.docs.oracle.com)

## **Optional Subjects-I**

(Network Maintenance Group)

<b>66665</b>	<b>Network &amp; Data Center Operation</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>2</b>	<b>3</b>	<b>3</b>

### **AIMS**

- To be able to develop knowledge, skill and attitude in Client-Server Environment, Network protocol and security, user privilege.
- To be able to acquire knowledge, skill and attitude of network architectures, protocols, standards, connectivity, services, security and management.
- To be able to acquire knowledge skill of Data Center Policies & Procedures, Floor Inventory & Management, Commissioning & Decommissioning of Data Center.
- To be able to acquire knowledge skill of Data Center Micro Cleaning, Pest Control, Cooling System, Maintenance Regime, Fire Protection Systems Management.
- To be able to learn knowledge and skill of Raised floor & suspended ceiling, Power Infrastructure, Cooling Infrastructure, Fire Protection, Physical Security and Safety.
- To be able to Design Data Center, Understanding tier, sizing and defining layout, associated costs,

### **SHORT DESCRIPTION**

Computer Network, Media Access Techniques, CSMA/CA, CSMA/CD, Client-Server Network, Server-Domain, Protocol and OSI Reference Model, TCP/IP Protocol Suite. Network Architectures and Standards, IPv4 & IPv6, Network & Base Address, IP Address & MAC Address, Subnet & Subnet-Mask, Network connectivity and services, Network security and management. Cloud Network, Cloud Computing, Big Data, Data Center, Data Center Servers, Design of Data Center, Data Center Safety, Security & Management. Data Center Maintenance & Repair.

### **DETAIL DESCRIPTION**

#### **Theory:**

#### **1. Understand the Server based and peer computer networks.**

- 1.1 Define client, Server and peer computer in a network.
- 1.2 Describe the Server-based Network and Domains.
- 1.3 Describe the roles of common types of servers.
- 1.4 Mention the deference between DNS and DHCP Server
- 1.5 State the function of Forward and reverse lookup zones.
- 1.6 Describe basic features of LAN, VLAN and Inter-VLAN routing.

#### **2. Understand the Media access control design issues for LAN System.**

- 2.1 Mention different techniques of media access control.
- 2.2 Describe the round robin/ polling, reservation and contention based access control techniques.
- 2.3 Define collision on a contention based network.
- 2.4 Describe the operation of CSMA/CD access control.
- 2.5 State the operation of token ring and token bus access control.
- 2.6 Describe the comparison of media access control techniques (i, e, CSMA/CA Vs CSMA/CD, CSMA/CD Vs Token passing, CSMA/CD Vs Demand priority access control).

### **3. Understand the OSI model and TCP/IP protocol architecture.**

- 3.1 List the name of standard organizations responsible for network standards.
- 3.2 Draw the layers of the OSI reference model.
- 3.3 Describe the protocols and functions of each layers of OSI model.
- 3.4 Define Routing Protocol- RIPv2, OSPF, IGRP, EIGRP, EGP and BGP.
- 3.5 Describe the term Routed Protocol- IP and IPX.
- 3.6 Mention the layers of TCP/IP protocol architecture.
- 3.7 Explain the functions of each layer of TCP/IP protocol architecture.
- 3.8 Explain the role of TCP/IP protocol interface.
- 3.9 Describe Network Address Translation (NAT) and Port Address Translation (PAT).
- 3.10 Compare the layering structure of TCP/IP suite and OSI model.

### **4. Understand the IEEE 802.x standards, Ethernet and FDDI.**

- 4.1 State the objective of the 802 project model.
- 4.2 Describe the important features of the IEEE 802 categories.
- 4.3 State the relation between standard IEEE 802 and OSI model.
- 4.4 Mention Ethernet Specification of 100 base 2 and 100 base 5 cabling system.
- 4.5 Describe the features of demand priority access LAN/100 base VG Any LAN.
- 4.6 Describe the working procedure of FDDI.
- 4.7 Describe Optical Devices- Isolator, Circulator, Splitters, Couplers, Filters and Concentrators.
- 4.8 Describe the role of dual counter rotating ring in the event of device or cable failure in FDDI.
- 4.9 Describe the operation of Optical Transport Networking (OTN).
- 4.10 Describe the functions of Network devices- Router, Layer 2 Switch, Layer 3 Switch, Wireless Router, and Wireless Access Point (WAP).

### **5. Understand the concept of cloud networking**

- 5.1 Define cloud computing and storage.
- 5.2 State the concept of big data.
- 5.3 Define Virtual Private Server and storage management.
- 5.4 State different types of storage topology ( single hop, multihop, Dynamic)
- 5.5 State the concept of NoSQL Database for cloud system.
- 5.6 Define Apps and social media data mining.

### **6. Understand the Concept of Data Center**

- 6.1 Define Data Center and various types of servers.
- 6.2 Describe Data Center Certification and types of Data Center.
- 6.3 State the Organizational Structure of Data Center
- 6.4 Describe the Operations Management of Data Center- Business, Topology, SFI, ITI, Floor & Site.
- 6.5 Describe responsibility of Data Center NOC Manager and Data Center S&S Manager.

### **7. Understand the Data Center Management**

- 7.1 Define Cost & Asset Management of Data Center
- 7.2 Describe the Equipment Lifecycle Management of Cost & Asset.
- 7.3 State the Techniques of Asset Management - Buy or Lease Evaluations.
- 7.4 Define Vendor Management and Crises Management
- 7.5 State the term RAS, RFP, RFI, RFT, RFQ, IFB

### **8. Understand Data Center Day-to-Day Operation, Safety, Security Management**

- 8.1 Define Data Center Policies & Procedures
- 8.2 Describe Data Center Floor Management, Inventory and Documentation Management

- 8.3 Describe the procedure of Data Center Commissioning & Decommissioning
- 8.4 State the techniques of Data Center Micro Cleaning and Pest Control
- 8.5 Describe the Cooling System Maintenance Regime and Fire Protection Systems Management

## **9. Understand Data Center Monitoring & Management**

- 9.1 Define M&M Goals.
- 9.2 Describe the types of Monitoring & Management Systems.
- 9.3 Describe the Environment Monitoring System (EMS).
- 9.4 Describe the Electrical Power Management System (EPMS).
- 9.5 State the techniques of Building Management System (BMS).
- 9.6 Describe the Network Management System (NMS) and Data Center Infrastructure Management (DCIM).
- 9.7 Describe the Business Service Management (BSM) and Support & Help Desk Management.
- 9.8 Describe the technique to make M&M Reporting & Analytics

## **10. Understand Data Center Safety, Security Management and Maintenance & Repair**

- 10.1 Define Safety Priorities & Plans of Data Center.
- 10.2 Describe the Emergency Types & Plans of data Center
- 10.3 Describe Security Controls & Management, Visitor Types and Access.
- 10.4 State the Data Center Maintenance Regimes.
- 10.5 Describe Data Center Maintenance Grades, Maintenance Scope, Budget, skillsets.
- 10.6 Describe Maintenance Contracts MTBF and TTR

## **PRACTICAL:**

### **1. Review to Identify the Network Devices & Accessories.**

- 1.1 Twisted Pair Cable, Co-axial cable and Fiber Optic Cable.
- 1.2 RJ-45, BNC Connectors, MT-RJ, LC, MTP/MPO, MU, SFF, SC and their constructional features.
- 1.3 Network Interface Cards, Cable Tester and Crimper, Modems, Hubs, Repeater, Switch & Router
- 1.4 Make a straight through cable, Cross over cable.
- 1.5 Make a Console cable and Patch cable.
- 1.6 Install Network Interface Card (NIC) into the PC and Laptops
- 1.7 Connect straight or cross cable among PCs or Switch and Test the connectivity among PCs using Ping Command.
- 1.8 Configure the TCP/IP in each PC, Laptops and Routers.

### **2. Establish a Client–Server Local Area Network using Linux Red Hat Server**

### **3. Install Windows server (2012/2016) into a PC.**

### **4. Configure TCP/IP to server and client PCs.**

### **5. Perform the task to configure the Active Directory**

### **6. Perform the task to configure the DNS, DHCP in Windows & Linux Server**

### **7. Perform the task to configure File Server, Mail Server, Web Server and Proxy Server**

### **8. Perform installation of Apps for Cloud Computing in PC's and Laptops.**

### **9. Observe and fixed Raised Floor/Suspended Ceiling for Data Center.**

- 9.1. Uniform, concentrated and rolling load definitions
- 9.2. Applicable standards
- 9.3. Raised floor guidelines
- 9.4. Signal Reference Grid, grounding of racks

- 9.5. Disability act and regulations
- 9.6. Suspended ceiling usage and requirement

#### **10. Install and Check Power Infrastructure for Data Center**

- 10.1. Power infrastructure layout from generation to rack level
- 10.2. ATS and STS systems
- 10.3. Redundancy levels and techniques
- 10.4. Three-phase and single-phase usage
- 10.5. Power distribution options within the computer room
- 10.6. Power cabling versus bus bar trunking
- 10.7. Bonding versus grounding
- 10.8. Common Mode Noise and isolation transformers
- 10.9. Distribution boards, form factors and IP-protection grades
- 10.10. Power quality guidelines
- 10.11. Real power versus apparent power, Generators
- 10.12. How to size and calculate load in the data center
- 10.13. Static and dynamic UPS systems, how they operate and energy efficiency option

#### **11. Install and Setup Equipment Racks for Data Center**

- 11.1 Rack standards, properties and selection criteria
- 11.2 Security considerations
- 11.3 Power rail/strip options

#### **12. Setup Cooling Infrastructure for Data Center**

- 12.1 Temperature and humidity recommendations
- 12.2 Cooling measurement units and conversion rates
- 12.3 Sensible and latent heat definitions
- 12.4 Differences between comfort and precision cooling
- 12.5 Overview of different air conditioner technologies
- 12.6 Raised floor versus non-raised floor cooling
- 12.7 Placement of air conditioner units and limitations to be observed
- 12.8 Supplemental cooling options

#### **REFERENCE BOOKS**

- 1. Data & Computer Communications, –by Willian Stallings
- 2. Computer Networks, - by Andrew S. Tanenbaum.
- 3. Data Center Essentials, - Certified Data Center Professional.
- 4. Learning Red hat Linux-By Bill Mc Carty.
- 5. Linux- By Kamaran Hossain
- 6. YouTube Link- <https://www.youtube.com/watch?v=XZmGGAbHqa0>  
[https://www.youtube.com/watch?v=0uRR72b\\_qvc](https://www.youtube.com/watch?v=0uRR72b_qvc)  
<https://www.youtube.com/watch?v=q2pG0B9e4QA>

# Optional Subjects-I

## (Automation System Group)

<b>66666</b>	<b>PLC Automation System</b>	<b>T P C</b>
		<b>2 3 3</b>

### AIMS

To provide the student with an opportunity to acquire knowledge, skill and attitude in the area of PLC with special emphasis on:

- Relay Logic Control.
- Hardware of PLC.
- Ladder diagram elements.
- Ladder diagram Programming
- PID and Networking.

### SHORT DESCRIPTION

Relay Logic Control, Fundamentals of PLC, Input output (I/O) module, memory system and I/O interaction, PLC Ladder diagram Programming, Internal Relay, Jump and Call, Timer, Counter, Shift Register, PID Control, PLC and Networking.

### DETAIL DESCRIPTION

#### Theory

#### 1. Understand the general function of industrial automation

- 1.1. Describe the industrial automation system
- 1.2. List basic devices in automated systems
- 1.3. Distinguish different controllers employed in automated system
- 1.4. Identify safety in industrial automation
- 1.5. Describe the proper lockout-tagout procedures in industrial environment

#### 2. Understand Relay Logic Control.

- 2.1. Define relay.
- 2.2. Analyze the working principle of electromechanical relay.
- 2.3. State the concept of relay in control process.
- 2.4. Describe the use of relay to implement control logic AND, OR, NOT and Flip Flop.
- 2.5. Explain relay logic ladder diagram.
- 2.6. Mention the limitation of relay logic control.
- 2.7. Mention the advantages of PLC over relay logic in control process.

#### 3. Understand the Application of Programmable Logic Controller (PLC).

- 3.1. Define PLC and state the purpose of PLC
- 3.2. Mention the difference between computer and PLC.
- 3.3. Mention the difference between Microcontroller and PLC.
- 3.4. List the component that makes up a typical PLC.
- 3.5. Mention the configuration of typical small PLC.
- 3.6. List the PLC application areas



- 3.7. Describe the history of the PLC
- 3.8. List different type of industrial sensor and their application
- 3.9. Describe the setup procedure of PLC.

**4. Understand the block diagram of PLC unit**

- 4.1. Describe the Architecture of PLC.
- 4.2. Describe the functional block diagram of a PLC unit
- 4.3. Distinguish between fixed PLC and modular PLC
- 4.4. Describe the AC input connection system of a typical PLC
- 4.5. Mention the name and JIC symbol of input and output devices of PLC system.
- 4.6. Describe the method of using internal relay
- 4.7. State the necessity of battery backup and master control relay
- 4.8. Describe the One-shot and Set/Rest operation

**5. Understand the Input and Output of PLC**

- 5.1. Mention the functions of input and output module.
- 5.2. Describe the types of input and output signal of PLC
- 5.3. State the feature of Input and output of a PLC unit
- 5.4. Describe the operation of a electrically Isolated PLC input circuit and output circuit
- 5.5. State the meaning of Digital (Discrete) and analog module.
- 5.6. List the analog and digital I/O devices used in PLC.
- 5.7. Describe AC and DC input module circuits.
- 5.8. Describe AC and DC output module circuits.
- 5.9. List specialized modules of PLC.
- 5.10. Describe the centralized and distributed I/O.

**6. Understand the memory system and I/O interaction.**

- 6.1. Mention the need for memory system in PLC.
- 6.2. Describe the executive memory and the application memory.
- 6.3. Describe different types of data file.
- 6.4. Describe the relationship between memory position and the I/O terminals.

**7. Understand the addressing and programming technique of PLC**

- 7.1. State the technique of input/output addressing of PLC program.
- 7.2. Mention the way of internal relay and data resistor addressing in PLC Program.
- 7.3. State the way of timer and counter addressing in PLC program.
- 7.4. State the meaning of scan time
- 7.5. Mention the influencing factors of scan time
- 7.6. Describe different types of PLC programming with example.

**8. Understand the PLC Ladder Diagram Programming.**

- 8.1. List the PLC languages defined by International Electro-technical Commission (IEC).
- 8.2. Define ladder diagram, rail and rung.
- 8.3. Mention the conventions adopted in drawing ladder diagram.
- 8.4. Identify the standard IEC symbol used for input and output devices.
- 8.5. Mention the notation used for I/O address.
- 8.6. Draw the ladder diagram for Logic functions, latching and multiple outputs.
- 8.7. Mention the point to be considered for developing PLC program.
- 8.8. Mention the name and symbol of Relay type instructions.
- 8.9. Prepare sample program using Relay type instructions.

**9. Develop PLC ladder program using arithmetic and advanced instruction**

- 9.1. Develop simple program using word comparing and arithmetic instructions.
- 9.2. Develop simple program using timer and counter instructions.
- 9.3. Discuss the conditional Jump and Jump within Jump in ladder diagram.
- 9.4. Describe the use of subroutine in ladder diagram
- 9.5. Discuss the comparator instruction in ladder diagram

**10. Understand the timer and counter in PLC.**

- 10.1. State the necessity of timer in PLC
- 10.2. Mention how timer behaves in PLC.
- 10.3. Describe the types of timer with symbol
- 10.4. Describe delay off timer, on - shot timer, cascaded timer.
- 10.5. Develop PLC program using different type of timers
- 10.6. State the necessity and application of counter in PLC
- 10.7. Describe the types of counter with symbol
- 10.8. Describe up and down counting.
- 10.9. Develop PLC program using counter

**11. Understand the Shift Register, PID control system and PLC and Networking.**

- 11.1. Describe the types of shift register with symbol.
- 11.2. Describe shift register application and develop program
- 11.3. Define PID Control system and state the necessity of PID control system
- 11.4. Block diagram of PID control system
- 11.5. Calculation and Application of PID control System
- 11.6. develop PLC program for PID application
- 11.7. Mention the topologies of network
- 11.8. Describe the three levels of network
- 11.9. Describe the communication (network) module.

**12. Understand PLC system maintenance and trouble shooting.**

- 12.1. State the general, input and output specification of a PLC system.
- 12.2. State the software requirements of a PLC system.
- 12.3. Describe the features of SCADA.
- 12.4. State the rules of PLC installation.
- 12.5. State the meaning of commissioning and their stages.
- 12.6. State the general procedure of trouble shooting and repairing PLC.

**PRACTICAL:**

1. Identify the parts and components of a PLC system
2. Perform the tasks to develop and Simulate/execute a PLC ladder program to start and stop a light.
3. Perform the tasks to operate a relay, Magnetic Contact using PLC ladder logic diagram.
4. Perform the tasks to develop PLC program to implement basic logic gates.
5. Perform the tasks to develop and Simulate/execute PLC ladder program using timer instructions to operate a buzzer.
6. Perform the tasks to develop and Simulate/execute a PLC ladder program to operate indicator using counter instructions.

7. Perform the tasks to develop and Simulate a PLC program to operate a temperature control system.
8. Perform the tasks to develop and Simulate a PLC ladder logic to operate a DC motor using PLC ladder logic.
9. Perform the tasks to develop and Simulate a PLC ladder logic to control a water level control system.
10. Perform the tasks to develop and Simulate a PLC ladder logic to control a Conveyor belt motor control circuit.
11. Perform the tasks to develop and Simulate a PLC program for car parking control unit.
12. Perform the tasks to develop and Simulate a PLC program for automatic traffic light control unit.

#### **REFERENCE WEB ADDRESS AND BOOKS**

3. Modern Control Technology Components and Systems - Kilian
4. Programmable Logic Controllers. - W. Bolton
5. Programmable Logic Controllers: Programming Methods and Applications. - John R. Hackworth  
- Frederick D. Hackworth, Jr.
6. Basic Instrumentation System & Programmable Logic Controller. - Umesh Rathore.

## Optional Subjects-I (Software Developer Group)

**66667**

**Webmastering**

**T P C**

**2 3 3**

### **AIMS**

- To be able to acquire the knowledge and skills on domain & domain registration.
- To be able to acquire the knowledge and skills on web hosting.
- To be able to published web site.
- To be able to admin Cpanel & dashboard.
- To be able to upload web contents.
- To be able to acquire the knowledge and skills on the integrity & security of a website.
- To be able to acquire the knowledge on cloud hosting & SEO.

### **SHORT DESCRIPTION**

Webmastering, domain & domain registration, web hosting, feature of hosting server, web publishing, administration cpanel, dashboard, cloud hosting, web maintenace & backup, SEO.

### **DETAIL DESCRIPTION**

#### **Theory:**

#### **1. Understand the basic concept of webmastering.**

- 1.1 Define webmastering.
- 1.2 State the web mastering functions.
- 1.3 State the job responsibilities of web master.
- 1.4 State the skills become a good webmaster.
- 1.5 Monitor the webmaster tools.

#### **2. Understand the concepts of domain & domain registration.**

- 2.1 Define domain & sub-domains.
- 2.2 Describe domain registration process.
- 2.3 State the functions of domain registration authority.
- 2.4 Describe the functions of BTCL & BTRC.

#### **3. Know the web hosting & hosting server.**

- 3.1 Define web hosting.
- 3.2 Describe the web hosting process.
- 3.3 State the hosting server.
- 3.4 State the web hosting company's activities.
- 3.5 List the Bangladeshi web hosting company.

#### **4. Understand web publishing.**

- 4.1 Define the Web publishing.
- 4.2 State the functions of web publishing media.
- 4.3 State web publisher's activities.
- 4.4 Describe the different way of web publishing.
- 4.5 Describe the functions of FTP server.

**5. Understand the concept of Cpanel.**

- 5.1 Define the Cpanel.
- 5.2 Describe Cpanel activities.
- 5.3 State the Cpanel components.
- 5.4 Explain the functions of Cpanel components.

**6. Know the dashboard.**

- 6.1 Define Dashboard.
- 6.2 Describe Dashboard functions.
- 6.3 State the Dashboard components.
- 6.4 Describe the functions of each dashboard components.

**7. Understand the web content uploading & updating.**

- 7.1 Classify web content.
- 7.2 Describe the different types of web contents.
- 7.3 Describe contentens uploading steps.

**8. Understand the user management.**

- 8.1 Define web user.
- 8.2 State different type of web user.
- 8.3 Describe the different user rights.

**9. Understand the cloud hosting.**

- 9.1 Define cloud hosting.
- 9.2 Describe the benifits of cloud hosting.
- 9.3 Monitor popular cloud hosting platforms.

**10. Understand the website routine maintenance.**

- 10.1 State the functions of site promotion, sending out email, voicemail, newsletters, etc
- 10.2 State routine maintenance of a website.
- 10.3 State the web backup process.

**11. Understand the web security.**

- 11.1 Define site traffic.
- 11.2 State port forwarding.
- 11.3 State the differnt cyber attacks.
- 11.4 Explain the functions of firewall.

**12. Understand the Marketing & SEO (SEARCH ENGINE OPTIMIZATION).**

- 12.1 Study on marketing of websites on various platforms including other sites and search engines.
- 12.2 Define SEO on a website.
- 12.3 State a SEO friendly website
- 12.4 Describe the process of SEO on a website.

**PRACTICAL:**

**1. Web site hosting activities.**

- 1.1 Purchase a domain.
- 1.2 Register a domain.
- 1.3 Renew a registered domain.
- 1.4 Install & configure a web server on local computer.

- 1.5 Publish a web site on local computer for LAN.
- 1.6 Manage an online hosting server.
- 1.7 Publish a web site on online hosting server.

**2. Works on database & contents management.**

- 2.1 Create & manage a database.
- 2.2 Publish a new article in existing web site.
- 2.3 Modify and update a published content.
- 2.4 Restrict access to an article for specific users.

**3. Manage Cpanel .**

- 3.1 Create and manage email accounts.
- 3.2 Manage security settings.
- 3.3 Set up domains, subdomains, add-on domains, parked domains and redirects.
- 3.4 Manage files, folders and monitor your disk space usage.
- 3.5 Access databases and track your website's performance.

**4. Perform Dashboard management activities.**

- 4.1 Manage existing dashboard components.
- 4.2 Add new dashboard component.
- 4.3 Manage dashboard access control.

**5. Manage user accounts.**

- 5.1 Authorize a registered user.
- 5.2 Manage user access control.
- 5.3 Add/remove user.

**6. Perform maintenance of a web site.**

- 6.1 Perform a routine maintenance of published website.
- 6.2 Perform whole website backup.
- 6.3 Perform automated website backup.
- 6.4 Practice on database backup.
- 6.5 Practice on problem identification & solving procedures.

**7. Manage Web security activities.**

- 7.1 Perform on Cyber security.
- 7.2 Configure Firewall & port forwarding
- 7.3 Prevent Ddos attacks.

**8. Perform SEO optimization for the site .**

- 8.1 Plan for SEO.
- 8.2 Perform the activities for SEO of site.

**REFERENCE BOOK:**

1. Webmastering For Dummies- Daniel A. Tauber

**REFERENCES WEB SITE:**

1. <http://www.btrc.gov.bd>
2. <https://www.eicra.com>
3. <https://cloud.google.com>

## **Optional Subjects-I** (Multimedia Developer Group)

**66668      Multimedia & Animation**

**T P C**

**2 3 3**

### **AIMS**

To provide the students with an opportunity to acquire knowledge, skill and attitude in the field of multimedia and applications with a special emphasis on:

- Basics of multimedia.
- Applications, benefits and problems of using multimedia.
- Multimedia hardware/software essentials.
- System components, development tools and image used in multimedia.
- Audio in multimedia.
- Video in multimedia.
- Basics of Graphics.
- Image Processing.
- Two & Three-dimensional transformation.
- Concept of Projection.
- Concept of Animation.
- Applications of animation.

### **SHORT DESCRIPTION**

Basics of multimedia; Application, benefits and problems of using multimedia; Multimedia hardware and software essentials; System components in developing multimedia; Development tools for multimedia application; Text & Image used in computer application; Techniques and processes of image conversion; Basics of sound in multimedia; Sound recording; Sound processing; Basics of video in multimedia; Video recording; Video processing; Basics of Graphics; Image Processing; Scan Converting Process; Two dimensional transformation; Concept of Projection, Concept of Animation, Types of animation, Applications of animation, Techniques behind animation.

### **DETAIL DESCRIPTION**

#### **Theory:**

#### **1. Understand the basics of multimedia.**

- 1.1 State multimedia and multimedia systems.
- 1.2 Describe the history of multimedia.
- 1.3 Classify multimedia.
- 1.4 Mention the field of application of multimedia.
- 1.5 Describe the benefits of multimedia in key areas (Training, sales, communications, medical).
- 1.6 Describe the problems of multimedia (based on investment cost, technical barriers, social & psychological barriers and legal problems).

#### **2. Understand the multimedia hardware/software.**

- 2.1 List the Hardware & Software used in a Multimedia System.

- 2.2 Define multimedia studio.
- 2.3 Describe the industrial standards and specifications of a typical multimedia configuration.
- 2.4 Describe the importance of “Plug and Play” revolution and MMX (Multimedia extension) technology.
- 2.5 Describe the important features of different categories of multimedia Software.
- 2.6 Describe different types of development tools for multimedia applications.
- 2.7 Describe the architecture of a multimedia system
- 2.8 Describe the function of basic delivery system of multimedia platforms.
- 2.9 Describe the input subsystem functions with block diagram.
- 2.10 Describe the output processing subsystem with block diagram.

**3. Understand different Media and media process system in multimedia.**

- 3.1 Define discrete and continuous media.
- 3.2 Describe the discrete media process system in multimedia.
- 3.3 Define sampling, sampling interval, quantization and quantization error.
- 3.4 Describe the digitizing process of audio & video signal.
- 3.5 Define Vectorization.
- 3.6 Describe the steps of vectorization.

**4. Understand the Text, images & processes of images used in Multimedia**

- 4.1 Define Text & Image
- 4.2 Mention the general features of different types of images used in computer application.
- 4.3 Describe the image data representation in multimedia system
- 4.4 Describe RGB and CMY color model.
- 4.5 State compression & image compression.
- 4.6 Describe the lossless image compression technic (Run length coding)
- 4.7 Describe the lossy image compression technic (Cosine Transform based coding)
- 4.8 Describe Basic Computer Graphics Two-dimensional Geometric transformations,
- 4.9 Explain Matrix representations and Homogeneous coordinates,
- 4.10 Describe Two-Dimensional Composite Transformations and Other Two-Dimensional transformations.

**5. Understand the basics of sound, sound processing and recording in multimedia.**

- 5.1 Describe the file formats to store digital audio and MIDI data.
- 5.2 Describe the audio data representation in multimedia system
- 5.3 Describe the configuration of sound system with block diagram.
- 5.4 Describe the function of Musical Instrument Digital Interface (MIDI) in multimedia system.
- 5.5 Describe the important aspects of audio compression.
- 5.6 Mention the imperfections of sound processing.
- 5.7 State the important aspects of hardware and software for sound recording.
- 5.8 Differentiate between monophonic and stereo recording.
- 5.9 Mention the problems in digital recording process.
- 5.10 Describe the disk space requirements for digital recording.

**6. Understand the basics of video in multimedia.**

- 6.1 Mention the importance of video data in multimedia application.
- 6.2 Describe the planning stages for video incorporation into a multimedia project.
- 6.3 Describe the important aspects of converting video for the computer.
- 6.4 Describe the configuration for video system with block diagram.



6.5 Describe different types of video compression technic.

6.6 Mention the important features of MPEG.

**7. Understand the video processing & video recording.**

7.1 List the multimedia equipment for video processing.

7.2 Describe video capture and playback system.

7.3 List different video recording equipment & video recording software.

7.4 State the important features of hardware and software for video recording.

7.5 Describe the file formats for saving video information.

**8. Understand Animation and techniques behind Animation.**

8.1 Describe Computer Animation.

8.2 Describe primary types of animation.

8.3 Describe the history of animation.

8.4 Define Line Art and Animation.

8.5 Describe the difference between film and animation.

8.6 Describe the Principles of animation.

8.7 Define approaches of animation.

8.8 Describe the basic techniques of animation.

**9. Understand classification of Animation.**

9.1 Describe the classification of animation.

9.2 Describe the difference between conventional method of animation and digital animation.

9.3 Describe different types of animation such as 2D, 3D and stop motion.

**10. Understand animation and file formats.**

10.1 Describe animation file formats

10.2 Describe Hardware and software requirements for animation.

10.3 Describe the difference between 2D and 3D animation film, cartoon movie.

**11. Understand authoring tool, presentations, applications, interaction.**

11.1 Describe types of animation named after a software.

11.2 Describe about authoring tool.

11.3 Describe applications, interaction.

**12. Understand 2D and 3D animation applications.**

12.1 Describe uses of Video and Animation.

12.2 Describe complex presentations, applications.

12.3 Describe 2D and 3D animations- projects simple animations.

12.4 Describe terms of 3D animation.

12.5 Describe about 3D applications - pictures, sound, video, and special effects.

**PRACTICAL:**

**1. Identify the hardware of multimedia systems.**

1.1 Prepare the general specifications of a typical multimedia system.

1.2 Identify the hardware with external features, settings and connections of sound equipment.

1.3 Write a report.

**2. Process Sound file.**

- 2.1 Use software package to process sound file.
- 2.2 Input and use sounds in multimedia application.
- 2.3 Manipulate sound files.

**3. Process Video file.**

- 3.1 Work with digital video recording and editing from VCRs/Laser disk player/Video camera.
- 3.2 Apply appropriate multimedia software.
- 3.3 Work with digital video playbacks, recording and editing software for multimedia.
- 3.4 Write a report.

**4. Create a Motion Tween.**

- 4.1 Open flash software and create a new document.
- 4.2 Import Object.
- 4.3 Inset key frame.
- 4.4 Test animation.

**5. Create a movie clip.**

- 5.1 Open flash software and create a new document.
- 5.2 Import Object.
- 5.3 Convert into movie clip.

**6. Create a Frame by Frame Animation.**

- 6.1 Open flash software and create a new document.
- 6.2 Draw an Object.
- 6.3 Inset key frame.
- 6.4 Test animation.

**7. Create an animation to represent the growing moon.**

- 7.1 Open flash software and create a new document with white background.
- 7.2 Create a white circle and convert to movie clip.
- 7.3 Use glow and adjust blur.
- 7.4 Insert keyframe.
- 7.5 Make animation.

**8. Create an animation to indicate a ball bouncing.**

- 8.1 Open flash software and create a new document.
- 8.2 Draw the steps and color it.
- 8.3 Create circle from the tool fill the color.
- 8.4 Insert key frame.
- 8.5 Make animation.

**9. Createa simulate movement of a cloud.**

- 9.1 Open flash software and create a new document.
- 9.2 Create blue background with layer.
- 9.3 Draw the cloud and apply glowing effect.
- 9.4 Make animation.

**10. Draw the fan blades and to give proper animation.**

- 10.1 Open flash software and create a new document.
- 10.2 Create a background with layer.
- 10.3 Insert another layer and draw fan stand.
- 10.4 insert key frames.
- 10.5 Select the fan blade's layer and rotate the circle a little bit.
- 10.6 Make animation.

**11. Simulate a ball hitting another ball.**

- 11.1 Open flash software.
- 11.2 Choose the circle option displayed in the toolbar.
- 11.3 Create two circles at the opposite ends.
- 11.4 Insert key frames.
- 11.5 Select the 1st ball and make it to move towards the other till it touches.
- 11.6 Change the shape of the ball as soon as the two ball touches each other.
- 11.7 Make them to move towards opposite direction.

**12. Change a circle into a square using flash.**

- 12.1 Open flash software and create a new document.
- 12.2 Draw a circle on the work area and color it.
- 12.3 Insert new key frame.
- 12.4 Draw a rectangle.
- 12.5 Click on the last frame.
- 12.6 change the option shape from none.
- 12.7 Make animation.

**REFERENCES:**

1. Prabat K Andleigh and Kiran Thakrar, —Multimedia Systems and Design, PHI, 2003. 2.
2. Digital Multimedia by Nigel Chapman
3. Multimedia Applications (X.media.publishing) by Ralf Steinmetz
4. Visual Thinking: for Design by Colin Ware
5. Real-Time Video Compression: Techniques and Algorithms By Raymond West water, Publisher: Springer 1997

**AIMS**

- To be able to develop the working condition in the field of industrial or other organization.
- To be able to understand develop the labor management relation in the industrial sector.
- To be able to develop the management techniques in the process of decision making.
- To be able to manage the problems created by trade union.
- To be able to understand Planning
- To be able to perform the marketing.
- To be able to maintain inventory.

**SHORT DESCRIPTION**

Basic concepts of management; Principles of management; Planning, Organization, Scientific management; Span of supervision; Motivation; Personnel management and human relation; Staffing and manpower planning ; Training of staff; Concept of leadership; Concepts and techniques of decision making; Concept of trade union; Inventory control; Economic lot size ; Break even analysis; Trade Union and industrial dispute, Marketing;

**DETAIL DESCRIPTION**

**Theory**

**1. Basic concepts & principles of management.**

- 1.1 Define management and industrial management.
- 1.2 State the objectives of modern management.
- 1.3 Describe the scope and functions of management.
- 1.4 State the principles of management.
- 1.5 State the activity level of industrial management from top personnel to workmen.
- 1.6 Describe the relation among administration, organization & management.

**2. Concept of Planning**

- 2.1 Define Planning
- 2.2 Discuss the importance of Planning
- 2.3 Discuss the Types of Planning.
- 2.4 Discuss the steps in Planning

**3. Concepts of organization and organization structure.**

- 3.1 Define management organization.
- 3.2 State the elements of management organization.
- 3.3 Describe different forms of organization structure.
- 3.4 Distinguish between line organization and line & staff organization.
- 3.5 Distinguish between line organization and functional organization.
- 3.6 Describe the features, advantages and disadvantages of different organization structure.

**4. Concept of scientific management.**

- 4.1 Define scientific management.
- 4.2 Discuss the basic principles of scientific management.
- 4.3 Explain the different aspects of scientific management.

- 4.4 Discuss the advantages and disadvantages of scientific management.
- 4.5 Describe the difference between scientific management and traditional management.

**5. Concept of span of supervision.**

- 5.1 Define span of supervision and optimum span of supervision.
- 5.2 Discuss the considering factors of optimum span of supervision.
- 5.3 Discuss advantages and disadvantages of optimum span of supervision.
- 5.4 Define delegation of authority.
- 5.5 Explain the principles of delegation of authority.
- 5.6 Explain the terms: authority, responsibility and duties.

**6. Concept of motivation.**

- 6.1 Define motivation.
- 6.2 Discuss the importance of motivation.
- 6.3 Describe financial and non-financial factors of motivation.
- 6.4 Special Motivational Techniques.
- 6.5 Discuss the motivation theory of Maslow and Herzberg.
- 6.6 Differentiate between theory-X and theory-Y.

**7. Concept of leadership.**

- 7.1 Define leadership.
- 7.2 Discuss the importance and necessity of leadership.
- 7.3 Discuss the functions of leadership.
- 7.4 Describe the qualities of a leader.

**8. Basic concepts and techniques of decision making.**

- 8.1 Define decision making.
- 8.2 Discuss the importance and necessity of decision making.
- 8.3 Discuss different types of decision making.
- 8.4 Describe the steps in decision making.

**9. Concept of personnel management and human relation.**

- 9.1 Define personnel management.
- 9.2 Discuss the functions of personnel management.
- 9.3 Define staffing.
- 9.4 Define recruitment and selection of employees.
- 9.5 Describe various sources of recruitment of employees.
- 9.6 Describe the methods of selection of employees.
- 9.7 Define training and orientation of employee.
- 9.8 Discuss the importance and necessity of training.
- 9.9 Discuss the various methods of training of workmen, technicians and executive personnel.

**10. Concept of inventory control & Economic lot size**

- 10.1 Define inventory & inventory control.
- 10.2 Describe the function of inventory control.
- 10.3 Define Economic lot size and the Method of determination of economic lot size.
- 10.4 Discuss the effects of over supply and under supply.
- 10.5 Explain the following terms: - Bin card or Bin tag. - Purchase requisition. - Store requisition.  
- Material transfer note. - First in first out (FIFO). - Last in first out (LIFO). - Safety stock  
- Lead time

## **11. Concept of Break Even Point (BEP)**

- 11.1 Define Break Even Point and Break Even Chart.
- 11.2 Describe the method of determination of BEP
- 11.3 Explain the terms: - Break even analysis. - Fixed cost. - Variable cost

## **12. Concept of Marketing**

- 12.1 Define marketing.
- 12.2 Discuss the function of marketing.
- 12.3 State the objectives of marketing.
- 12.4 Explain the terms: -Purchase, - Brand, - Producer. – Consumer, - Customer, - Copyright  
- Trade mark
- 12.5 Discuss product life -cycle and marketing strategies in different stages of a product life-cycle

## **13. Concept of trade union and industrial dispute**

- 13.1 Define trade union.
- 13.2 Mention the objectives of trade union.
- 13.3 Discuss the function of trade union.
- 13.4 Describe different types of trade union.
- 13.5 Define industrial dispute
- 13.6 Discuss different type of industrial dispute

## **REFERENCE BOOKS**

- 1. Dr. Md. Mainul Islam and Dr. Abdul Awal Khan-Principles of Management, Bangladesh Open University.
- 2. Mohammad Mohiuddin-Personnel Management and Industrial Relation, NIDS Publication Co. Dhaka.
- 3. সুফিয়া বেগম, মনো: জাহদুল হক ও সুপ্রিয়া ভট্টাচার্য-ব্যবস্থাপনা এর মৌলিক ধারণা, ব্যতিক্রম প্রকাশনী ঢাকা। Matz Usry-Cost Accounting: Planning & Control.