

GOVERNMENT OF RAJASTHAN
BOARD OF TECHNICAL EDUCATION RAJASTHAN JODHPUR

SEMESTER SCHEME-2020-21



VI SEMESTER
(SESSION 2021-2022 & ONWARDS)

ENTREPRENEURSHIP AND START-UPS

Course Code	CS 6111 (Same in All Branches of Engg.)
Course Title	Entrepreneurship and Start-ups
Number of Credits	4 (L-3 ,T-1, P-0)
Prerequisites (Course code)	None
Course Category	HS

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.

LEARNING OUTCOME:

Upon completion of the course, these 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

COURSE CONTENTS:**1. INTRODUCTION TO ENTREPRENEURSHIP AND START-UPS**

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

2. BUSINESS IDEAS AND THEIR IMPLEMENTATION

- 2.1. Discovering ideas and visualizing the business
- 2.2. Activity map
- 2.3. Business Plan

3. IDEA TO START-UP

- 3.1. Market Analysis– Identifying the target market,
- 3.2. Competition evaluation and Strategy Development,
- 3.3. Marketing and accounting,
- 3.4. Risk analysis

4. MANAGEMENT

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

5. FINANCING AND PROTECTION OF IDEAS

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

6. EXIT STRATEGIES FOR ENTREPRENEURS ,BANKRUPTCY, AND SUCCESSION AND HARVESTING STRATEGY

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.	The Innovator's Dilemma: The Revolutionary Book That Will Change the Way You Do Business	Clayton M. Chris Tensen	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/>

SEMESTER SCHEME 2020-21

PROJECT MANAGEMENT

CourseCode	CS 62001(Same in All Branches of Engg.)
CourseTitle	Project Management
NumberofCredits	3(L:3,T:0,P:0)
Prerequisites	NIL
CourseCategory	OE

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 OUTCOMES

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

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

COURSE CONTENTS**1. CONCEPT OF A PROJECT:**

- 1.1. Classification of projects
- 1.2. Importance of project management
- 1.3. The project Life cycle
- 1.4. Establishing project priorities (scope-cost-time)
- 1.5. Project priority matrix
- 1.6. Work break down structure.

2. CAPITAL BUDGETING PROCESS:

- 2.1. Planning -Analysis-Selection-Financing-Implementation-Review.
- 2.2. Generation and screening of project ideas
- 2.3. Market and demand analysis
- 2.4. Demand forecasting techniques.
- 2.5. Market planning and marketing research process
- 2.6. Technical analysis

3. FINANCIAL ESTIMATES AND PROJECTIONS:

- 3.1. Cost of projects
- 3.2. Means of financing
- 3.3. Estimates of sales and production-cost of production
- 3.4. Working capital requirement and its financing
- 3.5. Profitability project , cash flow statement and balance sheet.
- 3.6. Breakeven analysis.

4. BASIC TECHNIQUES IN CAPITAL BUDGETING:

- 4.1. Non discounting and discounting methods
- 4.2. pay-back period
- 4.3. Accounting rate of return
- 4.4. Net present value
- 4.5. Benefit cost ratio
- 4.6. Internal rate of return.
- 4.7. Project risk.
- 4.8. Social cost benefit analysis and economic rate of return.
- 4.9. Non-financial justification of projects.

5. PROJECT ADMINISTRATION:

- 5.1. Progress payments,
- 5.2. Expenditure planning,

- 5.3. Project scheduling and network planning,
- 5.4. Use of Critical Path Method(CPM),
- 5.5. Schedule of payments and physical progress,
- 5.6. time-cost trade off.
- 5.7. Concepts and uses of PERT
- 5.8. Cost as a function of time,
- 5.9. Project Evaluation and Review Techniques
- 5.10. Cost mechanisms.
- 5.11. Determination of least cost duration.
- 5.12. Post project evaluation.
- 5.13. 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-McGrawHill
3. Project management- David I Cleland- Mcgraw Hill International Edition, 1999
4. Project Management– Gopala krishnan– Mcmillan India Ltd.
5. Project Management- Harry – Maylor – Peason Publication

SEMESTER SCHEME-2020-21

RENEWABLE ENERGY TECHNOLOGIES

CourseCode	CS 62002 (Same in All Branches of Engg.)
CourseTitle	Renewable Energy Technologies
NumberofCredits	3 (L:3,T:0,P:0)
Prerequisites	NIL
CourseCategory	OE

COURSE LEARNING OBJECTIVES

- To understand present and future scenario of world energy use.
- To understand fundamentals of solar energy systems.
- To understand basics of wind energy.
- To understand bio energy and its usage in different ways.
- To identify different available non-conventional energy sources.

COURSE OUTCOMES

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

CO1	Understand present and future energy scenario of the world.
CO2	Understand various methods of solar energy harvesting.
CO3	Identify various wind energy systems.
CO4	Evaluate appropriate methods for Bio energy generations from various Bio wastes.
CO5	Identify suitable energy sources for a location.

COURSE CONTENTS**1. INTRODUCTION:**

- 1.1. World Energy Use;
- 1.2. Reserves of Energy Resources;
- 1.3. Environmental Aspects OF Energy Utilisation;
- 1.4. Renewable Energy Scenario in India and around the World;
- 1.5. Potentials; Achievements/ Applications;
- 1.6. Economics of renewable energy systems.

2. SOLAR ENERGY:

- 2.1. Solar Radiation;
- 2.2. Measurements of Solar Radiation;
- 2.3. Flat Plate and Concentrating Collectors;
- 2.4. Solar direct Thermal Applications;
- 2.5. Solar thermal Power Generation
- 2.6. Fundamentals of Solar Photo Voltaic Conversion;
- 2.7. Solar Cells;
- 2.8. Solar PV Power Generation;
- 2.9. Solar PV Applications.

3. WIND ENERGY:

- 3.1. Wind Data and Energy Estimation;
- 3.2. Types of Wind Energy Systems;
- 3.3. Performance; Site Selection;
- 3.4. Details of Wind Turbine Generator;
- 3.5. Safety and Environmental Aspects.

4. BIO-ENERGY:

- 4.1. Bio mass direct combustion;
- 4.2. Bio mass gasifiers;
- 4.3. Bio gas plants;
- 4.4. Digesters;
- 4.5. Ethanol production;
- 4.6. Bio diesel;
- 4.7. Cogeneration;

4.8. Bio mass Applications.

5. OTHER RENEWABLE ENERGY SOURCES:

- 5.1. Tidal energy;
- 5.2. Wave Energy;
- 5.3. Open and Closed OTEC Cycles;
- 5.4. Small Hydro Geothermal Energy;
- 5.5. Hydrogen and Storage;
- 5.6. Fuel Cell Systems;
- 5.7. Hybrid Systems.

REFERENCE BOOKS

1. Non-Conventional Energy Sources, Rai. G. D., Khanna Publishers, New Delhi, 2011.
2. Renewable Energy Sources, Twidell, J.W. & Weir, A., EFN SponLtd.,UK,2 006.
3. Solar Energy, Sukhatme. S. P., Tata Mc Graw Hill Publishing CompanyLtd. ,New Delhi, 1997.
4. Renewable Energy, Power for a Sustainable Future, Godfrey Boyle, Oxford University Press, U.K., 1996.
5. Fundamental of Renewable Energy Sources, G N Tiwari and M K Ghoshal, Narosa, New Delhi, 2007.
6. Renewable Energy and Environment A Policy Analysis for India ,NH Ravindranath, U K Rao, B Natarajan, P Monga, Tata McGraw Hill.
7. Energy and The Environment, R A Ristinen and J J Kraushaar, second edition, John Willey & Sons, New York, 2006.
8. Renewable Energy Resources, J W T widell and A D Weir, ELBS, 2006.

SEMESTER SCHEME-2020-21

PRODUCT DESIGN

CourseCode	CS 63001(Same in All Branches of Engg.)
CourseTitle	Product Design
NumberofCredits	3 (L:3,T:0,P:0)
Prerequisites	NIL
CourseCategory	OE

COURSE LEARNING OBJECTIVES

- To acquire the basic concepts of product design and development process
- To understand the engineering and scientific process in executing a design from concept to finished product
- To study the key reasons for design or redesign.

COURSE OUTCOMES

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

CO1	Understand the basic concepts of product design and development process.
CO2	Illustrate the methods to define the customer needs.
CO3	Describe an engineering design and development process.
CO4	Understand the intuitive and advanced methods used to develop and evaluate a concept.
CO5	Apply modelling and embodiment principles in product design and development process.

COURSE CONTENTS**1. DEFINITION OF A PRODUCT**

- 1.1. Types of product;
- 1.2. Levels of product;
- 1.3. Product-market mix;
- 1.4. New product development (NPD) process;
- 1.5. Idea generation methods;
- 1.6. Creativity;
 - 1.6.1. Creative attitude;
 - 1.6.2. Creative design process;
- 1.7. Morphological analysis;
- 1.8. Analysis of inter-connected decision areas;
- 1.9. Brain storming.

2. PRODUCT LIFECYCLE;

- 2.1. The challenges of Product development;
- 2.2. Product analysis;
- 2.3. Product characteristics;
- 2.4. Economic considerations;
- 2.5. Production and Marketing aspects;
- 2.6. Characteristics of successful Product development;
- 2.7. Phases of a generic product development process;
- 2.8. Customer need identification;
- 2.9. Product development practices and industry-product strategies.

3. PRODUCT DESIGN

- 3.1. Design by evolution;
- 3.2. Design by innovation;
- 3.3. Design by imitation;
- 3.4. Factors affecting product design;
- 3.5. Standards of performance and environmental factors;
- 3.6. Decision making and iteration;
- 3.7. Morphology of design (different phases);
- 3.8. Role of aesthetics in design.

4. INTRODUCTION TO OPTIMIZATION IN DESIGN

- 4.1. Economic factors in design;
- 4.2. Design for safety and reliability;

- 4.3. Role of computers in design;
- 4.4. Modeling and Simulation;
- 4.5. The role of models in engineering design;
- 4.6. Mathematical modeling;
- 4.7. Similitude and scale models;
- 4.8. Concurrent design;
- 4.9. Six sigma and design for six sigma;
- 4.10. Introduction to optimization in design;
- 4.11. Economic factors and financial feasibility in design;
- 4.12. Design for manufacturing;
- 4.13. Rapid Proto typing (RP);
- 4.14. Application of RP in product design;
- 4.15. Product Development versus Design.

5. DESIGN OF SIMPLE PRODUCTS DEALING WITH VARIOUS ASPECTS OF PRODUCT DEVELOPMENT;

- 5.1. Design Starting from need till the manufacture of the product

REFERENCE BOOKS

- 1.Product Design and Development, Karl T.Ulrichand Steven D.Eppinger, TataMc Graw–Hill edition.
- 2.Engineering Design– George E. Dieter.
- 3.An Introduction to Engineering Design methods Vijay Gupta.
- 4.Merie Crawford: New Product management, McGraw-Hill Irwin.
- 5.Chitale A K and Gupta R C,“ Product Design and Manufacturing”, Prentice Hall of India, 2005.
- 6.Kevin Otto and Kristin Wood, Product Design, Techniques in Reverse Engineering and New Product Development, Pears on education.

SEMESTER SCHEME-2020-21

DISASTER MANAGEMENT

Course Code	CS 63002(Same in All Branches of Engg.)
Course Title	Disaster Management
Number of Credits	3 (L: 3, T: 0 ,P :0)
Prerequisites	NIL
Course Category	OE

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 organizations in disaster management in India.
- To get exposed to technological tools and their role in disaster management.

COURSE OUTCOMES:

- 1.1. After competing this course, student will be:
- 1.2. Acquainted with basic information on various types of disasters
- 1.3. Knowing the precautions and awareness regarding various disasters
- 1.4. Decide first action to be taken under various disasters
- 1.5. Familiarised with organization in India which are dealing with disasters
- 1.6. Able to select IT tools to help in disaster management

COURSE CONTENTS**1. UNDERSTANDING DISASTER**

- 1.1. Understanding the Concepts and definitions of Disaster,
- 1.2. Hazard,
- 1.3. Vulnerability,
- 1.4. Risk,
- 1.5. Capacity–Disaster and Development,
- 1.6. Disaster management.

2. TYPES, TRENDS, CAUSES, CONSEQUENCES AND CONTROL OF DISASTERS

- 2.1. Geological Disasters (earth quakes, land slides,tsunami, mining);
- 2.2. Hydro-Meteorological Disasters (floods, cyclones, lightning, thunder-storms, hailstorms, avalanches, droughts, cold and heat waves)
- 2.3. Biological Disasters (epidemics, pestattacks, forestfire);
- 2.4. Technological Disasters (chemical, industrial, radiological, nuclear)
- 2.5. Manmade Disasters (building collapse, rural and urban fire, road and rail accidents, nuclear, radiological, chemicals and biological disasters)
- 2.6. Global Disaster Trends
- 2.7. Emerging Risks of Disasters
- 2.8. Climate Change and Urban Disasters.

3. DISASTER MANAGEMENT CYCLE AND FRAME WORK

- 3.1. Disaster Management Cycle
- 3.2. Paradigm Shift in Disaster Management.
- 3.3. Pre-Disaster
- 3.4. Risk Assessment and Analysis,
- 3.5. Risk Mapping,
- 3.6. Zonation and Microzonation,
- 3.7. Prevention and Mitigation of Disasters,
- 3.8. Early Warning System
 - 3.8.1. Preparedness,
 - 3.8.2. Capacity Development;
 - 3.8.3. Awareness.
- 3.9. During Disaster
 - 3.9.1. Evacuation
 - 3.9.2. Disaster Communication
 - 3.9.3. Search and Rescue
 - 3.9.4. Emergency Operation Centre

- 3.9.5. Incident Comm and System
- 3.9.6. Relief and Rehabilitation
- 3.10. Post-disaster
 - 3.10.1. Damage and Needs Assessment,
 - 3.10.2. Restoration of Critical Infra structure
 - 3.10.3. Early Recovery Reconstruction and Redevelopment;
 - 3.10.4. IDNDR, Yokohama Stretegy, Hyogo Frame-work of Action.

4. DISASTER MANAGEMENT IN INDIA

- 4.1. Disaster Profile of India
- 4.2. Mega Disasters of India and Lessons Learnt.
- 4.3. Disaster Management Act 2005
- 4.4. Institutional and Financial Mechanism,
- 4.5. National Policy on Disaster Management,
- 4.6. National Guidelines and Plans on Disaster Management;
- 4.7. Role of Government (local, state and national),
- 4.8. Non-Government and Inter Governmental Agencies

5. APPLICATIONS OF SCIENCE AND TECHNOLOGY FOR DISASTER MANAGEMENT

- 5.1. Geo informatics in Disaster Management (RS, GIS, GPS and RS).
- 5.2. Disaster Communication System (Early Warning and Its Dissemination).
- 5.3. Land Use Planning and Development Regulations,
- 5.4. Disaster Safe Designs and Constructions,
- 5.5. Structural and Non Structural Mitigation of Disasters
- 5.6. S & T Institutions for Disaster Management in India

REFERENCES

- 1.Publications of National Disaster Management Authority (NDMA) on Various Templates and Guide lines for Disaster Management
- 2.Bhandani, R. K., An over view 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, APH Publishing Corporation
- 6.Murthy, D. B. N., Disaster Management: Text & Case Studies, Deep & Deep Pvt. Ltd.

INDIAN CONSTITUTION

CourseCode	CS 6333(Same in All Branches of Engg.)
CourseTitle	Indian Constitution
NumberOfCredits	0 (L:2,T:0;P:0)
Prerequisites(Coursecode)	None
CourseCategory	AU

COURSE CONTENT**1. THE CONSTITUTION –**

- 1.1. Introduction
- 1.2. The History of the Making of the Indian Constitution
- 1.3. Preamble and the Basic Structure, and its interpretation
- 1.4. Fundamental Rights and Duties and their interpretation
- 1.5. State Policy Principles

2. UNION GOVERNMENT

- 2.1. Structure of the Indian Union
- 2.2. President– Role and Power
- 2.3. Prime Minister and Council of Ministers
- 2.4. Lok Sabha and Rajya Sabha

3. STATE GOVERNMENT

- 3.1. Governor– Role and Power
- 3.2. Chief Minister and Council of Ministers
- 3.3. State Secretariat

4. LOCAL ADMINISTRATION

- 4.1. District Administration
- 4.2. Municipal Corporation
- 4.3. Zila Panchayat

5. ELECTION COMMISSION

- 5.1. Role and Functioning
- 5.2. Chief Election Commissioner
- 5.3. State Election Commission

SUGGESTED LEARNING RESOURCES:

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

SUGGESTED SOFTWARE / LEARNING WEBSITES:

1. <https://www.constitution.org/cons/india/const.html>
2. <http://www.legislative.gov.in/constitution-of-india>
3. <https://www.sci.gov.in/constitution>
4. <https://www.toppr.com/guides/civics/the-indian-constitution/the-constitution-of-india/>

MULTIMEDIA TECHNOLOGIES

Course Code	CS 60011
Course Title	Multimedia Technologies
Number of Credits	3(L: 3, T: 0, P:0)
Prerequisites	CS3002,CS4002,CS4004
Course Category	PE

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 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.

COURSE CONTENTS:**UNIT 1: Introduction to Multimedia**

- 1.1 Multimedia Foundation and Concepts
- 1.2 Multimedia Hardware, Multimedia Software
- 1.3 Multimedia Operating systems, Multimedia communication system

UNIT 2: Basic Compression Techniques

- 2.1 Video and Audio Data Compression Techniques – Lossy and Lossless
- 2.2 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

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

UNIT 4: Introduction to Digital Imaging

- 4.1 Basics of Graphic Design and use of Digital technology
- 4.2 Definition of Digital images
- 4.3 Digital imaging in multimedia

UNIT 5: Introduction to Multimedia Programming and Applications

- 5.1 What is Multimedia Programming
- 5.2 Programming Languages for Multimedia Programming
- 5.3 Applications of Multimedia Programming

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)

SOFTWARE TESTING

Course Code	CS 60012(Same as IT 60012)
Course Title	Software Testing
Number of Credits	3 (L: 3, T: 0, P: 0)
Prerequisites	CS 4004
Course Category	PE

COURSE LEARNING OBJECTIVES:

Essential software testing knowledge and skills, required to reasonably test a system under Development in a systematic manner.

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

COURSE CONTENTS:

As per the course design, concepts learned in this course will/should be used in the major project (Proj.202).

UNIT 1: Basics

- 1.1 Introduction to Software Quality basics
 - 1.1.1 Verification and validation
 - 1.1.2 quality perspectives
- 1.2 Testing terminology
- 1.3 Software Testing Life Cycle (STLC)
- 1.4 “V” model of Testing,
- 1.5 QA process, cost of testing, types of tests

UNIT 2: Writing Test Cases

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

UNIT 3: Test Execution and Management

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

UNIT 4: Test Automation

- 4.1 Why automation
- 4.2 when not to automate
- 4.3 writing simple automated test cases,
- 4.4 learn and practice any one automated testing framework like Selenium

UNIT 5: Other quality Assurance

- 5.1 Quality and Defect management - Code reviews,
- 5.2 Quality tools
- 5.3 Change management
- 5.4 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>)

SEMESTER SCHEME-2020-21

MULTIMEDIA TECHNOLOGIES LAB

Course Code	CS 60021
Course Title	Multimedia Technologies Lab
Number of Credits	1(L: -, T: 0, P: 2)
Prerequisites	CS 3002, CS 4002, CS 4004
Course Category	PE

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 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.

COURSE CONTENTS:

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:

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

SEMESTER SCHEME-2020-21

SOFTWARE TESTING LAB.

Course Code	CS 60022 (Same as IT 60022)
Course Title	Software Testing Lab
Number of Credits	1(L: -, T: 0, P: 2) Lab
Prerequisites	CS 4004
Course Category	PE

COURSE LEARNING OBJECTIVES:

Essential software testing knowledge and skills, required to reasonably test a system under Development in a systematic manner.

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

COURSE CONTENTS:

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

REFERENCE BOOKS/RESOURCES:

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

SEMESTER SCHEME-2020-21