Teaching Plan: 2021- 22

Department: I.T. Class: T.Y.B.Sc.(I.T.) Semester: V

**Subject: Software Project Management** 

Name of the Faculty: Navneet Kaur Nagpal

Month	Topics to be Covered	Internal	Number of
		Assessment	Lectures
June	Why is Software Project Management Important? What is a Project? Software Projects versus Other Types of Project, Contract Management and Technical Project Management, Activities Covered by Software Project Management, Plans, Methods and Methodologies, Some Ways of Categorizing Software Projects, Project Charter, Stakeholders, Setting Objectives, Business Case, Project Success and Failure, What is Management? Management Control, Project Management Life Cycle, Traditional versus Modern Project Management Practices, Project Portfolio Management, Evaluation of Individual Projects, Cost benefit Evaluation Techniques, Risk Evaluation, Programme Management, Managing the Allocation of Resources within Programmes, Strategic Programme Management, Creating a Programme, Aids to Programme Management		16
July	Introduction to Step Wise Project Planning, Step 0: Select Project, Step 1: Identify Project Scope and Objectives, Step 2: Identify Project Infrastructure, Step 3: Analyse Project Characteristics, Step 4: Identify Project Products and Activities, Step 5: Estimate Effort for Each Activity, Step 6: Identify Activity Risks, Step 7: Allocate Resources, Step 8: Review/Publicize Plan, Steps 9 and 10: Execute Plan/Lower Levels of Planning, Build or Buy? Choosing Methodologies and Technologies, Software Processes and Process Models, Choice of Process Models, Structure versus Speed of Delivery, The Waterfall Model, The Spiral Model, Software Prototyping, Other Ways of Categorizing Prototypes, Incremental Delivery, Atern/Dynamic Systems Development Method, Rapid Application Development, Agile Methods, Extreme Programming (XP), Scrum, Lean Software Development, Managing Iterative Processes, Selecting the Most Appropriate Process Model		20

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	Where are the Estimates Done? Problems with Over and Under		20
August	Estimates, The Basis for Software Estimating, Software Effort		
	Estimation Techniques, Bottom up Estimating, The Top down		
	Approach and Parametric Models, Expert Judgment, Estimating		
	by Analogy, Albrecht Function Point Analysis, Function Points		
	Mark II, COSMIC Full Function Points, COCOMO II, Cost		
	Estimation, Staffing Pattern, Effect of Schedule Compression,		
	Capers Jones Estimating Rules of Thumb, Objectives of Activity		
	Planning, Project Schedules, Projects and Activities, Sequencing		
	and Scheduling Activities, Network Planning Models, Formulating		
	a Network Model, Adding the Time Dimension, Forward Pass,		
	Backward Pass, Identifying the Critical Path, Activity Float,		
	Shortening the Project Duration, Identifying Critical Activities,		
	Activity on Arrow Network, Risk, Categories of Risk, Risk		
	Management Approaches, A Framework for Dealing with Risk,		
	Risk Identification, Risk Assessment, Risk Planning, Risk		
	Management, Evaluating Risks to the Schedule, Boehm's Top 10		
	Risks and Counter Measures, Applying the PERT Technique,		
	Monte Carlo Simulation, Critical Chain Concepts, Nature of		
	Resources, Identifying Resource Requirements, Scheduling		
	Resources, Creating Critical Paths, Counting the Cost, Being		
	Specific, Publishing the Resource Schedule, Cost Schedules,		
	Scheduling Sequence		
	Creating the Framework, Collecting the Data, Review, Visualizing		20
September	Progress, Cost Monitoring,		
September	Earned Value Analysis, Prioritizing Monitoring, Getting the		
	Project Back to Target, Change Control, Software Configuration		
	Management , types of Contract, Stages in Contract Placement,		
	Typical Terms of a Contract, Contract Management, Acceptance		
	Understanding Behavior, Organizational Behavior: A		
	Background, Selecting the Right Person for the Job, Instruction in		
	the Best Methods, Motivation, The Oldham Hackman Job		
	Characteristics Model, Stress Management, Health and Safety,		
	Some Ethical and Professional Concerns, Decision Making,		
	Organization and Team Structures, Coordination Dependencies,		
	Dispersed and Virtual Teams, Communication Genres,		
	Communication Plans, Leadership, The Place of Software Quality		
	in Project Planning, Importance of Software Quality, Defining		
	Software Quality, Software Quality Models, ISO 9126, Product		
	and Process Metrics, Product versus Process Quality		
	Management, Quality Management Systems, Process Capability		
	Models, Techniques to Help Enhance Software Quality, Testing,		
	Software Reliability, Quality Plans, Reasons for Project Closure,		
	Project Closure Process, Performing a Financial Closure, Project		
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Teaching Plan: 2021 - 22

Department: I.T. Class: T.Y.B.Sc.(I.T.) Semester:V

**Subject: Internet of Things** 

Name of the Faculty: Ms. Shruti Save

Month	Topics to be Covered	Internal	Number of
		Assessment	Lectures
	Unit I		12
June	The Internet of Things: An Overview: The Flavour of the		
	Internet of Things, The "Internet" of "Things", The		
	Technology of the Internet of Things, Enchanted Objects,		
	Who is Making the Internet of Things?		
	Design Principles for Connected Devices: Calm and		
	Ambient Technology, Magic as Metaphor, Privacy, Keeping		
	Secrets, Whose Data Is It Anyway? Web Thinking for		
	Connected Devices, Small Pieces, Loosely Joined, First-Class		
	Citizens on The Internet, Graceful Degradation, Affordances		
	UNIT I		24
July	Internet Principles: Internet Communications: An		
	Overview, IP, TCP, The IP Protocol Suite (TCP/IP), UDP, IP		
	Addresses, DNS, Static IP Address Assignment, Dynamic IP		
	Address Assignment, IPv6, MAC Addresses		
	TCP and UDP Ports, An Example: HTTP Ports, Other		
	Common Ports, Application Layer Protocols, HTTP, HTTPS:		
	Encrypted HTTP, Other Application Layer Protocols.		
	Unit II		
	Thinking About Prototyping: Sketching, Familiarity, Costs		
	versus Ease of Prototyping, Prototypes and Production,		
	Changing Embedded Platform, Physical Prototypes and		
	Mass Personalisation, climbing into the Cloud, Open Source		
	versus Closed Source, Why Closed? Why Open? Mixing		
	Open and Closed Source, Closed Source for Mass Market		
	Projects, Tapping into the Community.		
	Prototyping Embedded Devices: Electronics, Sensors,		
	Actuators, Scaling Up the Electronics, Embedded		
	Computing Basics, Microcontrollers, System-on-Chips,		
	Choosing Your Platform, Arduino, developing on the		
	Arduino, Some Notes on the Hardware, Openness,		

	Raspberry Pi, Cases and Extension Boards, Developing on	
	the Raspberry Pi, Some Notes on the Hardware, Openness.	
	UNIT III	18
August	Prototyping the Physical Design: Preparation, Sketch,	
	Iterate, and Explore, Nondigital Methods, Laser Cutting,	
	Choosing a Laser Cutter, Software, Hinges and Joints, 3D	
	Printing, Types of 3D Printing, Software, CNC Milling,	
	Repurposing/Recycling.	
	Prototyping Online Components: Getting Started with an	
	API, Mashing Up APIs, Scraping, Legalities, writing a New	
	API, Clockodillo, Security, implementing the API, Using Curl	
	to Test, Going Further, Real-Time Reactions, Polling, Comet,	
	Other Protocols.	
	UNIT IV	
	Techniques for Writing Embedded Code: Memory	
	Management, Types of Memory, Making the Most of Your	
	RAM, Performance and Battery Life, Libraries, Debugging	
	Business Models: A Short History of Business Models, Space	
	and Time, From Craft to Mass Production, The Long Tail of	
	the Internet, Learning from History, The Business Model	
	Canvas, Who Is the Business Model For? Models, Make	
	Thing, Sell Thing, Subscriptions, Customisation, be a Key	
	Resource, Provide Infrastructure: Sensor Networks, take a	
	Percentage, Funding an Internet of Things Startup, Hobby	
	Projects and Open Source, Venture Capital, Government	
	Funding, Crowdfunding.	
	UNIT V	10
September	Moving to Manufacture: What Are You Producing?	
	Designing Kits, Designing Printed circuit boards, Software	
	Choices, The Design Process, Manufacturing Printed Circuit	
	Boards, Etching Boards, Milling Boards. Assembly, Testing,	
	Mass-Producing the Case and Other Fixtures, Certification,	
	Costs, Scaling Up Software, Correctness and	
	Maintainability, Performance, User Community.	
	Ethics: Characterizing the Internet of Things, Privacy,	
	Control, Disrupting Control, Crowdsourcing, Environment,	
	Physical Thing, Electronics, Internet Service, Solutions, The	
	Internet of Things as Part of the Solution, Cautious	
	Optimism, The Open Internet of Things Definition.	

**Teaching Plan: 2021 - 22** 

Department: I.T. Class: T.Y.B.Sc.(I.T.) Semester: V

**Subject: Advance Web Programming** 

Name of the Faculty: Snehal S. Borlikar

Month	Topics to be Covered	Internal	Number of
		Assessment	Lectures
	Unit 1: Intorduction to .net		15
June	C# language,Type objects and Namespace Unit 2:Web Form Fundamentals		
July	Unit 2:,Form Controls  Unit 2:Error handling logging State		20
	Unit 3:Error handling,logging,State management		
August	Unit 3: Style,Themes,Master pages Unit 4: ADO.net Fundamentals,Data Binding		15
September	Unit 4: Data Controls Unit 5:xml,security fundamentals,Ajax		10

**Teaching Plan: 2021 - 22** 

Department: I.T. Class: T.Y.B.Sc.(I.T.) Semester:V

**Subject: Artificial Intelligence** 

Name of the Faculty: Ms.Shweta Shirsat

Month	Topics to be Covered	Internal Assessment	Number of Lectures
June	Introduction: What is Artificial Intelligence? Foundations of AI, history, the state of art AI today.		06
July	Intelligent Agents: agents and environment, good behavior, nature of environment, the structure of agents.  Solving Problems by Searching: Problem solving agents, examples problems, searching for solutions, uninformed search, informed search strategies, heuristic functions  Beyond Classical Search: local search algorithms, searching with non-deterministic action, searching with partial observations, online search agents and unknown environments.  Adversarial Search: Games, optimal decisions in games,		15
August	alpha-beta pruning, stochastic games, partially observable games, state-of-the-are game programs.  Logical Agents: Knowledge base agents, The Wumpus world, logic, propositional logic, propositional theorem proving, effective propositional model checking, agents based on propositional logic.		12
September	First Order Logic: Syntax and semantics, using First Order Logic, Knowledge engineering in First Order Logic.		15

	Inference in First Order Logic: propositional vs. First Order, unification and lifting, forward and backward chaining, resolution.  Knowledge Representation: Categories and Objects, events, mental events and objects, reasoning systems for categories, reasoning with default information, Internet shopping world	
October	Planning: Definition of Classical Planning, Algorithms for planning as state space search, planning graphs, other classical planning approaches, analysis of planning approaches, Time, Schedules and resources, hierarchical planning, Planning and Acting in Nondeterministic Domains, multiagent planning,	12

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## Teaching Plan: 2021 - 22

Department: I.T Class: T.Y.B.Sc.(I.T) Semester: V

**Subject: Next Generation Technologies** 

Name of the Faculty: Supritha Bhandary

Month	Topics to be Covered	Internal Assessment	Number of Lectures
June	Big Data: Introduction to Big Data, Three Vs of Big data, usage of Big data, Big data Challenges		14
	NoSQL: Definition, ACID Vs BASE, CAP Theorem, Advantages and Disadvantages, MongoDB data Model: JSON and BSON, Capped collection, Schema Evolution		
	Introducing MongoDB: Non-Relational approach, SQL comparision		
July	Using MongoDB shell, creating collection, MapReduce, aggregate(), Conditional operators, MongoDB document Data Model Approach.		20
	MongoDB Architecture: core processes, mongod, mongo, Tools, Standalone Deployment, Cluster Architecture		
	MongoDB storage engine: Data storage Engine, data file, GridFS, Indexing, types of indexes.MongoDB Use Cases		
August	sharding, managing the data, MongoDB Limitations, MongoDB Best Practices		22
	The End of Disk? SSD AND In-Memory Databases: Solid State Disk, the Economics of Disk, SAP HANA		

	JQuery: Introduction, Ajax with JQuery, Image Slider	
September	JSON: Introduction, JSON Grammar, JSON vs XML, Data Interchanging, JSON HTML, JSNOP	04

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