NAME OF FACULTY: Er. PIYUSH RAI	DEPARTMENT: CSE	
SUBJECTS:		
B.tech IV semester (CS) DBMS		
B.techVI II semester (CS) MOBILE CO	MPUTING	
WEEK OF: 19/FEB/2018 TO 24/FEB/2018		

MONDAY:	THURSDAY:
B.tech VIII semester (CS) Sick leave	B.tech IV semester (CS) 1.DBMS User 2. 2-Tier Architecture 3.3-Tier Architecture
TUESDAY:	FRIDAY:
B.tech VIII semester (CS) 1-Mobile computing Classification 1.1 Personal Digital Assistant 1.2 Smart Phone	B.tech IV semester (CS) 4-Data model 4.1 Entity-Relation ship Model 4.2 Relational Model
WEDNESDAY:	SATURDAY:
1.3 Tablet PC and iPads 2- Mobile Computing –Security Issues	B.tech IV semester (CS) 5-Data Schema 5.1 Physical Database Schema 5.2 Logical Database Schema

NAME OF FACULTY: Er. Avadhesh Kr. Dixit		n Kr. Dixit	DEPARTMENT: CSE
SUBJECTS:			
B.tech VI semester (CS)		Information Se	curity and Cyber Laws, MTW
B.tech IV semester (CS)		Computer Org	anisation, TFS

WEEK OF: 19/FEB/2018 TO 24/FEB/2018

MONDAY : B.Tech VI semester (CS) Different kinds of Information System and their comprisions.	THURSDAY: B.Tech IV semester (CS) Error Detection and Correction Codes (Cont) Hamming Code, CRC, Revision of IEEE Double Pricision.
TUESDAY: B.Tech VI semester (CS) Global Challenges in information System, Organisational Culture and Change in IS Distributed Information System – Advantages and Disadvantages.	FRIDAY : B.Tech IV semester (CS) Digital Computer Generation, Types and Their classification based upon Principle, Size and performance and Set of Instruction .
WEDNESDAY : Role of Internet and Web Services in Information system. Benefits of using web services.	SATURDAY : B.Tech IV semester (CS) Fuctional units and their interconnections in Computer System.

NAME OF FACULTY: Avdhesh Kumar Yadav		mar Yadav	DEPARTMENT: CSE
SUBJECTS:			
B.tech VI semester (CS) -		Software Engin	eering, MTW
B.tech VIII semester (CS)		Artificial Intelli	gence, TFS

WEEK OF: 19/FEB/2018 TO 24/FEB/2018

MONDAY : B.Tech VI semester (CS) Introduction to Software Engineering Software Characterstics, Software Crisis	THURSDAY: B.tech VIII semester (CS) Introduction to Artificial Intelligence
TUESDAY:	FRIDAY :
B.Tech VI semester (CS)	B.tech VIII semester (CS)
Software Components, Software Engineering	Foundation and History of Artificial Intelligence
Processes, Software Development Life Cycle	Application of Artificial Intelligence
WEDNESDAY :	SATURDAY :
B.Tech VI semester (CS)	B.tech VIII semester (CS)
Software Process Models,	Intelligent agents
Waterfall Model	Structure of Intelligent Agents

LESSON PLAN

Sub Code & Name: EOE-031/EOE-041: INTRODUCTION TO SOFT COMPUTING

Branch:Computer Science & Engineering

Semester: B.tech 4th Sem

Faculty Name: Shubhangi Srivastava

Unit – I : Introduction to Soft Computing and Neural Networks(Intoduction & Architecture)

Week Allocation(19/02/18 - 24/02/18)	Topics to be covered
Monday	Introduction to Neural Networks, Human Brain, Neuron, Biological Neural Network, Artificial Neural Network, Comparison Between Artificial and Biological Neural Network.
Tuesday	Artificial Neuron and its model, McCulloch-Pits Neuron Model, Activation Functions.
Wednesday	Neural Network Architecture:Single layer and multilayer feed forward networks, recurrent networks. Various learning Techniques.

Sub Code & Name: ECS-604: Web Technology

Branch:Computer Science & Engineering

Semester: B.tech 6th Sem

Faculty Name: Shubhangi Srivastava

Unit-II : Web Page Designing

Week Allocation(19/02/18 - 24/02/18)	Topics to be covered
Thursday	Introduction to Front End and Server Side Technologies,Responsive Web Design,Content Management System,WCMS(Web Content Management System),HTML Editors.
Friday	Intoduction to HTML5,HTML Basics: Tags,Attributes,list,images,links.
Saturday	Introduction to CSS3,Exercises using HTML scripting – design a page using HTML tags and attributes – Links and images will be used ,CSS styling.

NAME OF FACULTY: Pradeep Verma	DEPARTMENT: CSE	
SUBJECTS: Compiler Design		
Automation & Robotics		
THIRD WEEK OF : FEBRUARY		

MONDAY: 1. Continued	THURSDAY: 1. Continued
TUFSDAY:	FRIDAY:
1. Passes of Compiler	1. Anatomy of ROBOTS
WEDNESDAY: 1. Continued	SATURDAY:

NAME OF FACULTY: Pradeep Verma	DEPARTMENT: CSE	
SUBJECTS: Compiler Design		
Automation & Robotics		
THIRD WEEK OF : FEBRUARY		

MONDAY: 1. Continued	THURSDAY: 1. Continued
TUESDAY:	FRIDAY:
1. Passes of Compiler	1. Anatomy of ROBOTS
WEDNESDAY:	SATURDAY:
1. Continued	1. Continued

LESSON PLAN

NAME OF FACULTY: Shobhit Srivastava	DEPARTMENT: CSE	
SUBJECTS:		
B.Tech 6 th sem Computer Networks		
Topic:- Introduction Concepts: Goals and Applications of Networks		

Date:- 15/02/2018 and 16/02/2018

Introduction to Computer Networks

A network is a group of two of more computer systems sharing services and interacting in some manner. This interaction is, accomplished through a shared communication link, with the shared components being data. Put simply a network is a collection of machines have been linked both physically and through software components to facilitate communication and the sharing of information. A physical pathway known as transmission medium, connects the systems and a set of rules determines how they communicate. These rules are known as protocols. A network protocol is software installed on a machine that determines the agreed –upon set of rules for two or more machine to communicate with each other. One common metaphor used to describe different protocols is to compare them to human languages.

Think of a group of people in the same room who know nothing about each other. In order for them to communicate, this group must determine what language to speak, how to handle identifying each other, whether to make general announcements or have private conversations and so on. Machines using different protocols installed can't communicate with each other. Networks are widely used by companies or on personal level also. Network for companies should provide high reliability, cost efficient, and recourse sharing.



TYPES OF NETWORK

The network can be divided into geographical areas and fall into one of two major categories

- Local Area Network (LANs)
- Metropolitan Area Network (MANs)
- Wide Area Network (WANs)
- Wireless Networks

1. Local Area Network

A LAN is generally confined to a specific location, such as floor, building or some other small area. By being confined it is possible in most cases to use only one transmission medium (cabling). The technology is less expensive to implement than WAN because you are keeping all of your expenses to a small area, and generally you can obtain higher speed. They, are widely used to connect personal computers and workstations in company offices and factories to share recourses. LANs often use a transmission all the machines are attached with each other. Traditional LANs runs at speed of 10 to 100 mbps have low delay and make very few errors. Never LANs may operate at higher speed up to 100 megabytes/sec.

2. Metropolitan Area Network (Man)

Metropolitan Area Network is basically a bigger version of LAN and normally uses same technology. It might cover a group of nearby corporate offices or a city and might be either private or public. On other hand, MAN is network running through out a metropolitan are such as a backbone for a phone service carrier. A MAN just has one or two cables and does not contain switching elements.

3. Wide Area Network (WAN)

A wide area network spans a large geographical area, often a country or continent. It multiplies multiple connected LANs; that can be separated by any geographical distance. A LAN at the corporate headquarters in Indianapolis can be connected to a LAN at field office in Chicago and to another field office LAN in St. Louis to form a single Wide Area Network. In most WANs the network contains numerous cables or telephone lines, each one connection a pair of routers. If two routers that do not share a cable nevertheless and wish to communicate, they must do it indirectly. On personal computers we are using modem to communicate indirectly with other computer.

4. Wireless Networks

Mobile computers such as notebook computers laptops are fastest growing segment of computer industry. Users wants to connect this machine to their office LANs to see the data when they .are out from the office, since the wired connection is not possible we have to use wireless networks. For e.g. on Aircraft single router will maintain a radio link with some other router on ground, changing routers as it flies along this configuration is just a traditional LAN, except that its connection to the outside world happens to be a radio link instead of a hardwired line.

5. Internet works

Many networks exist in world, often with different hardware and software. People connected to one network .always want to communicate with, people attached to a different one. This requires connecting together different, and frequently incompatible networks, sometimes by using machines called as gateways to make the connection and provide the necessary translation, both in terms of hardware and software. Such collection of interconnected networks is called as Internet works or Internet. A common form of Internet is collections of LANs connected by WA are form when distinct networks are connected with each other through routers and hosts.

Applications of Computer Network

- 1. E-mail
- 2. Searchable Data (Web Sites)
- 3. E-Commerce
- 4. News Groups
- 5. Internet Telephony (VoIP)
- 6. Video Conferencing
- 7. Chat Groups
- 8. Instant Messengers
- 9. Internet Radio

LESSON PLAN

NAME OF FACULTY: Shobhit Srivastava	DEPARTMENT: CSE
SUBJECTS:	
B.Tech 6 th sem Computer Networks	
Topic:- System and Application Architecture	

Date:- 17/02/2018 and 19/02/2018

Goals of Computer Networks

Enable communication between network applications on different end-points

- End-points? computers, cell phones
- Application? Web, Peer to Peer, Streaming video, IM
- Communication? transfer bits or information across a "network"
- Network must understand application needs/demands
- What data rate?
- Traffic pattern? (bursty or constant bit rate)
- Traffic target? (multipoint or single destination, mobile or fixed)
- App sensitivity? (to delay, "jitter", loss)
- Difficulty: Network may not know these in the first place!
- How does the application "use" the network?
- Peer to peer: how to find nearest host
- Web: how to modulate sending rate? Coexist with other users/apps?

Network Architecture



Figure 1: Network architecture: the 7 layers of each node in the network

1. Application layer

This is the application that is used to access the network. Each application performs something specific to the user needs, e.g. browsing the web, transferring files, sending email, etc...

2. <u>Presentation layer</u>

The main functions of the presentation layer are data formats, data encryption/decryption, data

compression/decompression, etc...

3. Session layer

Mainly deals with access rights in setting up sessions, e.g. who has access to particular network services, billing functions, etc...

There is not a strong agreement about the definition of these three top layers. Usually the focus is on the Transport layer, the Network layer, and the DLC layer.

4.Transport layer

While the network layer (see section below) provides end-to-end packet pipe to the transport layer, the transport layer provides end-to-end message service to the top Layers



Figure 2: Transport and network layers

Functions of the transport layer include:

Breaking messages into packets and reassembling packets into messages (packets of suitable size to network) Resequencing packets at destination to retrieve correct order (e.g. Datagram) Achieving end-to-end reliable communication in case network is not reliable, recover from errors and failures (arbitrary networks can join the Internet!) Flow control to prevent a fast sender from overrunning a slow receiver Examples of transport protocols for the Internet are TCP (Transmission Control Protocol) and UDP (User Datagram Protocol). When combined with the IP protocol at the network layer, we refer to TCP as TCP/IP.

5. Network layer

The main function of the network layer is to route each packet to the proper outgoing DLC or to the transport layer (if the node is the destination). Typically, the network layer adds its own header (e.g. source/destination or VC number) to the packet received from the transport layer to accomplish this routing function. Headers represent a general mechanism across the layers. Each layer/protocol provides a service to the upper layer/protocol, and peer processes/protocols communicate information through the headers. The DLC layer adds also a Trailer for error detection and correction.



5. DLC layer

The DLC layer is responsible for error-free transmission of packets over a single link. The goal is to ensure that every packet is delivered once, only once, without errors, and in order. To accomplish this task, DLC adds its own header/trailer. For instance,

the header may contain sequence numbers to ensure delivery of packets in order. The packet thus modified is called a *frame*. Framing is an important issue in networks and will be discussed later.

6.Physical layer

The physical layer is responsible for the actual transmission of bits over a link. This layer is usually the network hardware. Higher layers, like DLC, must deal with transmission errors due to noise and signal power loss. A simple model for the physical

layer is the Binary Symmetric Channel with a probability p of flipping each bit independently, i.e. $pf0 \ ! \ 1g = pf1 \ ! \ 0g = p$. However, in practice errors are bursty. There are a number of delays associated with the physical transmission: Propagation delay: time it takes for signal to travel from one end of link to another = distance/speed of light ² Bandwidth: number of bits that can be transmitted over a period of time, i.e. bits per second (bps) Latency of packet = Propagation delay + size of packet/Bandwidth + Queuing delay

² RTT = Round Trip Time for exchanging small messages ¼ 2(Propagation delay + Queuing)

WEEKLY LESSON PLAN		
NAME OF FACULTY:Er. NIDHI PRASADDEPARTMENT:CSESUBJECTS:B.tech IV semester (CS)B.tech II semester (CS+IT)COMPUTER CONCEPT AND C PROGRAMMINGWEEK :19/FEB/2018TO24/FEB/2018		
MONDAY:	THURSDAY:	
B.tech IV semester (CS)	B.tech II semester (CS+IT)	
 RISC based architechture. CISC based architechture. Special purpose processors. 	 Conversion 1. Octal to hexadecimal 2. Hexadecimal to octal 3. Binay arithmetic 	
TUESDAY:	FRIDAY:	
 B.tech IV semester (CS) 1. Addessing modes in processors. a) Register Addressing Mode b) Direct Addressing Mode c) Register Indirect Addressing Mode d) Immediate Addressing Mode e) Index Addressing Mode 2. Interrupts. 	 B.tech II semester (CS+IT) 1. Introduction to operating system. 2. Functions of operating system. 3. Its type. 	
WEDNESDAY	SATURDAY.	

WEDNESDAY:	SATURDAY:
B.tech IV semester (CS)	B.tech II semester (CS+IT)
 Data transfer schemes. Instruction and data flow. 	 Unix operating system Linux operating system Winows operating system Dos operating system Android operating system