ಮೈಸೂರು ವಿಶ್ವವಿದ್ಯಾನಿಲಯ

ಸ್ಥಾಪನೆ : 1916

ವಿಶ್ವವಿದ್ಯಾನಿಲಯ ಕಾರ್ಯಸೌಧ,
ಕ್ರಾಫರ್ಡ್ ಭವನ, ಮೈಸೂರು–570005

ಸಂಖ್ಯೆ: ಎಸಿ2(ಎಸ್)/384/2014–15

ದಿನಾಂಕ: 13.05.2019

ಅಧಿಸೂಚನೆ

ವಿಷಯ: M.Sc. (IT) ಮತ್ತು Advance Diploma in Information Technology (ADIT) ಕೋರ್ಸ್‌ಗಳ ಪಠ್ಯಕ್ರಮಗಳ/ಪತ್ರಿಕೆಗಳ ಬದಲಾವಣೆ ಬಗ್ಗೆ.

ಉಲ್ಲೇಖ: 1. ದಿನಾಂಕ 28.01.2019ರಂದು ನಡೆದ Centre for Information Science and Technology (CIST) ಅಧ್ಯಯನ ಮಂಡಳಿಯ ಶಿಫಾರಸ್ಸು.

2. ನಿರ್ದೇಶಕರು, ಮಾಹಿತಿ ವಿಜ್ಞಾನ ಮತ್ತು ತಂತ್ರಜ್ಞಾನ ಕೇಂದ್ರ (CIST), ಮಾನಸಗಂಗೋತ್ರಿ, ಮೈಸೂರು ರವರ ಪತ್ರ ಸಂಖ್ಯೆ CIST/16/2019-20 ದಿನಾಂಕ 25.04.2019.

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ಮಾನ್ಯ ಕುಲಪತಿಗಳ ಅನುಮೋದನೆ ಮೇರೆಗೆ, ಶೈಕ್ಷಣಿಕ ಮಂಡಳ ಅನುಮೋದನೆಯನ್ನು ಕಾಯ್ದಿರಿಸಿ, ದಿನಾಂಕ 28.01.2019ರಂದು ನಡೆದ Centre for Information Science and Technology (CIST) ಅಧ್ಯಯನ ಮಂಡಳ ಸಭೆಯ ಶಿಫಾರಸ್ಸಿನಂತೆ CIST ವಿಭಾಗದಲ್ಲಿರುವ M.Sc.(IT) ಮತ್ತು Advanced Diploma in Information Technology (ADIT) ಕೋರ್ಸ್‌ಗಳ ಪಠ್ಯಕ್ರಮಗಳ / ಪತ್ರಿಕೆಗಳ ಬದಲಾವಣೆಗಳನ್ನು 2018–19 ಶೈಕ್ಷಣಿಕ ಸಾಲಿನಿಂದ ಜಾರಿಗೆ ಬರುವಂತೆ ಅಧಿಸೂಚನೆ ಹೊರಡಿಸಿದೆ.

ಸದರಿ ಪತ್ರಿಕೆಗಳ ಮಾರ್ಪಾಡುಗಳನ್ನು ಹಾಗೂ Credit pattern ಅನ್ನು ಮೈಸೂರು ವಿಶ್ವವಿದ್ಯಾನಿಲಯದ website www.uni-mysore.ac.in ನಲ್ಲಿ ಅಳವಡಿಸಲಾಗಿದೆ.

ಕುಲಸಚಿವರಿಂದ ಕರಡು ಅನುಮೋದಿಸಿದೆ

ಸಹಾಯಕ ಕುಲಸಚಿವ (ಶೈಕ್ಷಣಿಕ),
Assistant Registrar (Academic)
University of Mysore
Mysore

ಗೆ:

1. ಕುಲಸಚಿವರು(ಪರೀಕ್ಷಾಂಗ), ಮೈಸೂರು ವಿಶ್ವವಿದ್ಯಾನಿಲಯ, ಮೈಸೂರು.
2. ಡೀನರು, ವಿಜ್ಞಾನ ಮತ್ತು ತಂತ್ರಜ್ಞಾನ ನಿಕಾಯ, ಪ್ರಾಣಿಶಾಸ್ತ್ರ ಅಧ್ಯಯನ ವಿಭಾಗ, ಮಾನಸಗಂಗೋತ್ರಿ, ಮೈಸೂರು.
3. ನಿರ್ದೇಶಕರು, ಮಾಹಿತಿ ವಿಜ್ಞಾನ ಮತ್ತು ತಂತ್ರಜ್ಞಾನ ಕೇಂದ್ರ (CIST), ಸೆನೆಟ್ ಭವನ, ಮಾನಸಗಂಗೋತ್ರಿ, ಮೈಸೂರು.
4. ಅಧ್ಯಕ್ಷರು, ಗಣಕ ವಿಜ್ಞಾನ ಅಧ್ಯಯನ ವಿಭಾಗ, ಮಾನಸಗಂಗೋತ್ರಿ, ಮೈಸೂರು.
5. ನಿರ್ದೇಶಕರು, ಕಾಲೇಜು ಅಭಿವೃದ್ಧಿ ಮಂಡಳ, ಮೌಲ್ಯ ಭವನ, ಮಾನಸಗಂಗೋತ್ರಿ, ಮೈಸೂರು.
6. ಸಿಬಿಸಿಎಸ್–ಸಿಎಜಿಪಿ ಚೀಫ್ ನೋಡಲ್ ಆಫೀಸರ್, ಭೌತಶಾಸ್ತ್ರ ಅಧ್ಯಯನ ವಿಭಾಗ, ಮಾಗಂಮ್ಮೆ.
7. ಎಲ್ಲಾ ಉಪ/ಸಹಾಯಕ ಕುಲಸಚಿವರುಗಳು, ಆಡಳಿತ ಶಾಖೆ ಮತ್ತು ಪರೀಕ್ಷಾ ವಿಭಾಗ, ಮೈಸೂರು ವಿಶ್ವವಿದ್ಯಾನಿಲಯ, ಮೈಸೂರು.
8. ಮಾನ್ಯ ಕುಲಪತಿ/ಕುಲಸಚಿವರು/ಕುಲಸಚಿವರು(ಪರೀಕ್ಷಾಂಗ) ರವರ ಆಪ್ತ ಸಹಾಯಕರು, ಮೈಸೂರು ವಿಶ್ವವಿದ್ಯಾನಿಲಯ, ಮೈಸೂರು.
9. ಕಛೇರಿ ಪ್ರತಿ.

University of Mysore
Center for Information Science and Technology
M. Sc. (IT) – 2018 - 19
Proposed Modifications

	Existing syllabus	Modified Syllabus	Justification
1.	**I Sem** 1. Computer Organisation and Architecture 2. Problem Solving and Programming in C 3. Data Structures and Algorithms 4. Discreet Mathematics and Numerical Techniques 5. Computer Graphics 6. Internet Technologies 7. E-Commerce	1. Computer Organisation and Architecture 2. Problem Solving and Programming in C 3. Data Structures and Algorithms 4. Discreet Mathematics and Numerical Techniques. 5. Computer Graphics 6. Internet Technologies 7. E-Commerce	No Change in papers or credits
2.	1. RDBMS and Query Languages 2. Data Communication and Computer Networking 3. Current Operating Systems and their Applications 4. **Web Technologies** 5. Probability and Statistics 6. Multimedia Technologies 7. ERP 8. Web Designing (Open Elective)	1. RDBMS and Query Languages 2. Data Communication and Computer Networking 3. Current Operating System and their Applications 4. **Object Oriented Programming in C++ and JAVA** 5. Probability and Statistics 6. Multimedia Technologies 7. ERP 8. Web Designing (Open Elective)	Only theory paper: **Web Technologies** is shifted to third semester. Paper: From third Semester **Object Oriented Programming in C++ and JAVA** is interchanged to Second Semester. **OOPS with C++, Basics of JAVA, and Advanced JAVA papers were taught in the same semester simultaneously. The students found difficulty in learning the fundamentals and advanced in the same semester.**

| 3. | 1. **Object Oriented Programming in C++ and JAVA**
 2. Software Engineering and Testing
 3. Mobile Computing and Application
 4. Advanced JAVA
 5. Data Mining and Warehousing
 6. Software Project Management
 7. Cyber Laws & Network Security
 8. Mobile Technology (Open Elective) | 1. **Web Technologies**
 2. Software Engineering and Testing
 3. Mobile Computing and Application
 4. Advanced JAVA
 5. Data Mining and Warehousing
 6. Software Project Management
 7. Cyber Laws & Network Security
 8. Mobile Technology(Open Elective) | Only theory paper: **Object Oriented Programming in C++ and JAVA** is shifted to Second semester. Paper: From Second Semester: **Web Technology** is Interchanged to Second Semester. **OOPS with C++, Basics of JAVA, and Advanced JAVA papers were taught in the same semester simultaneously. The students found difficulty in learning the fundamentals and advanced in the same semester.** |
| 4. | 1. Cloud Computing
 2. Programming with C Sharp (C#)
 3. Software Communication & Documentation
 4. Geographic Information Systems
 5. Project
 6. Multimedia Applications(Open Elective) | 1. Cloud Computing
 2. Programming with C Sharp (C#)
 3 Software Communication & Documentation
 4. Geographic Information Systems
 5. Project
 6. Multimedia Applications(Open Elective) | No Change in papers or credits |

Director

Course	Existing paper name syllabus	Proposed Modifications	Justification
ADIT II Semester	ADIT 2.4: OBJECT ORIENTED PROGRAMMING WITH JAVA UNIT 1 Classes and Objects - Introduction, structures and classes, declaration of classes, member functions, defining the object of the class, accessing a member of class, array of class objects, pointer and classes, classes with classes (Nested class), Constructors, copy constructor, default constructor, Destructors, inline member Functions, Friend functions, Dynamic memory allocations, this pointer. UNIT 2 Inheritance - Introductions, single inheritance, types of derivations, public inheritance, private Inheritance, protected inheritance, array of class objects and single inheritance, Multiple inheritance, multilevel inheritance, hybrid inheritance. UNIT 3 Overloading - Function overloading, function overloading with various data types, function overloading with arguments, operator overloading, overloading assignment Operator, overloading of binary operator, overloading arithmetic operator, Overloading of comparison operator, overloading of unary operator. UNIT 4 Polymorphism - Polymorphism, early binding, virtual functions, late binding, pure virtual Functions, abstract base classes, virtual base	ADIT 2.4: OBJECT ORIENTED PROGRAMMING WITH JAVA UNIT 1: Introduction to Java and its Features, Introduction to object oriented paradigm, Concepts of Object - Oriented programming (Objects and Classes, data abstraction and data abstraction and encapsulation, inheritance, polymorphism, Dynamic binding). Basics of Java, Java history; Java features (Compiled and interpreted, Platform-independent and portable, Object - Oriented, Robust and Secure, Distributed, Simple, Small and Familiar, Multithreaded and interactive, High performance, Dynamic and extensible); How Java differs from C and C++. UNIT 2: Classes, Objects and Methods, Introduction, Defining a class, adding variables and methods, creating objects, accessing class members, constructors, method overloading and overriding, this keyword, finalize () and garbage collection, inheritance and abstract classes. Packages - Introduction, Java API packages, using system packages, naming conventions, creating packages, accessing a package, using a package, adding a class to a package, Java script UNIT 3 : Interfaces - Introduction, Defining	The Paper Title and the Content of the Paper was mismatching.

classes. Templates and Exception Handling, Function templates, class templates, Exception handling. Data File Operations - Opening and closing of files, opening a file, closing a file.

interfaces Extending Interfaces, implementing interfaces, accessing interface Variables. Managing Error and Exceptions - Introduction, types of errors (Compile-time and run-time errors), Exceptions, syntax of exception Handling code, multiple catch statements, using finally statement, throwing our own exceptions

UNIT 4 Applet Programming - Introduction, how applets differ from applications, building applet code, applet Life Cycle (initialization state, running state, idle or stopped state, dead state, Display state, Creating an executable applet, designing a web page, AWT and swings Event handling.

Reference

1. Object-Oriented Programming with JAVA A Primer 5e,E Balagurusamy, McGrawHill, ISBN:978-93-51343-20-2,Edition:2014.
2. Object-Oriented Programming From Problem Solving to Java .Jose M. Garrido .ISBN : 81-7008-625-6 , Edition : 2004 .Pages : 360
3. Keeping Ahead - Java 2 ,Benjamin Aumaiile ,ISBN : 81-7008-470-9 ,Edition : 2006 Simply Java An Introduction to Java Programming, James R. Levenick, ISBN : 97881-318-0200-7 ,Edition : 2007
4. Internet & Java Programming, Harish Kumar Taluja ,ISBN : 978-81-318-0367-7 ,Edition : First, 2008 5. Programming Engineering Computations in Java .Dr. Raja Subramanian, ISBN : 97881-318-0209-0 ,Edition : First, 2007

		5. Secrets of JAVA ,Er. R. Kabilan ,ISBN : 978-81-318-0720-0, Edition : First, 2009	
		Practical's based on: Object Oriented Programming With Java	
		1. Write a program to check whether a given number is prime or not.	
		2. Write a program to check whether the given year is leap year or not.	
		3. Write a program to find the Sum of the series x+x2/2! +X3/3! +...+xn/n! 4.	
		4. Write a JAVA program to illustrate the use of command line argument.	
		5. Write a JAVA program to print triangular multiplication table.	
		6. Write a JAVA program to prepare the mark list using Inheritance	
		7. Create a JAVA program to find addition of three numbers using interface.	
		8. Write a JAVA to demonstrate the use of method overriding.	
		9. Write a JAVA to demonstrate the use of method over loading.	
		10. Create a program demonstrate the use of user defined package.	
		11. Create a JAVA program to display the use of different Exceptions.	
		12. Write a JAVA program to display applet programming using AWT package	
ADIT **II Semester**	**ADIT 2.3:WEB PROGRAMMING CONCEPTS** **UNIT 1** Introduction to Java and its Features, Introduction to object oriented paradigm, Concepts of Object - Oriented programming (Objects and Classes, data abstraction and data abstraction and encapsulation, inheritance, polymorphism,	**ADIT 2.3:WEB PROGRAMMING CONCEPTS** **UNIT-1** Basics in Web Design, Brief History of Internet ,What is World Wide Web, Why create a web site, Web Standards. Introduction	The content of the paper was changed not as per the Paper title

ADIT,II Semester	Dynamic binding). Basics of Java, Java history; Java features (Compiled and interpreted, Platform-independent and portable, Object - Oriented, Robust and Secure, Distributed, Simple, Small and Familiar, Multithreaded and interactive, High performance, Dynamic and extensible); How Java differs from C and C++. **UNIT 2** Classes, Objects and Methods, Introduction, Defining a class, adding variables and methods, creating objects, accessing class members, constructors, method overloading and overriding, this keyword, finalize () and garbage collection, inheritance and abstract classes. Packages - Introduction, Java API packages, using system packages, naming conventions, creating packages, accessing a package, using a package, adding a class to a package, Java script **UNIT 3:** Interfaces - Introduction, Defining interfaces Extending Interfaces, implementing interfaces, accessing interface Variables. Managing Error and Exceptions - Introduction, types of errors (Compile-time and run-time errors), Exceptions, syntax of exception Handling code, multiple catch statements, using finally statement, throwing our own exceptions **UNIT 4** Applet Programming - Introduction, how applets differ from applications, building applet code, applet Life Cycle (initialization state, running state, idle or stopped state, dead state, Display state, Creating an executable applet, designing a web page, AWT and swings Event handling. Managing Input/Output files in Java - Introduction, concept of streams, stream classes, byte stream classes, character stream classes, using Streams,	to HTML, HTML Document, Basic structure of an HTML document , Creating an HTML document, Introduction HTML Elements, Tags, Text , Formatting Pre , Attributes, Font, Text Links, Comments, Lists. **UNIT-2** HTML – Images, Image Links, image maps, Tables, Bgcolor, Color Codes,Color Chart , Background, web Forms , Forms, Input , Text Fields ,Password , Reset ,Submit , Checkboxes ,Radio ,Select,Hidden Fields , - Upload , Text area.Special Tags, Body , Meta ,Style. **UNIT-3** Creation of animated GIF. Sizing the pictures. MultimediaObjects Adding external images, video, and sound file including device independent (DVI) files. Add marquees of scrolling text. Frames Setting and releasing frames. Using one frame to index another. Creating floating frames, borderless frames and frames with borders. **UNIT-4** CSS: CSS Introduction ,CSS Syntax ,CSS Id & Class ,CSS How,CSS Styling,Styling ,Backgrounds,Styling Text,Styling Fonts, Styling Links ,Styling Lists ,Styling Tables ,CSS Box Model ,CSS Border, CSS Outline, CSS Margin,CSS Padding ,CSS Dimension , CSS Display,CSS Positioning, CSS Floating, CSS Navigation Bar, CSS Image Gallery, CSS Image Opacity , CSS align. **References** 1. HTML & XHTML: The Complete Reference (Osborne Complete Reference Series) 4th Editionby Thomas Powell. 2. Head First HTML and CSS by Elisabeth	

| | other useful I/O classes, and introduction to JDBC. | Robson and Eric Freeman
3. HTML5 and CSS3 All-in-One For Dummies by Andy Harris
4.JavaScript: the Complete ReferencePaperback– 6 Sep 2004
5.Mastering HTML, CSS &JavaScript Web PublishingPaperback– 15 Jul 2016
6.VBScript Pocket Reference1st Edition

Practical's based on: Web Programming Concepts
01 Create the following HTML page With body tag and its attributes, paragraph tag and attributes
02 Create a web page in html with 4x3 table b) Within each table, place 12 images of Indian Tourist Spots, in each box c) Each image link to the corresponding site of Tourist Spot d) Each Image must be at least 100x100 in size
03 Create a page with two frames _ The left frame of page contains the list of names & Images of the Indian National Hero's.. _ On the left frame when you click on name or image, the details will be shown on the right frame.
04 create a job application form
 Create an area called section one and place text boxes that receives details - a) Name b) Age c) Gender d) High School e) Qualifications _ Create an area called section two and place text boxes that receives details - a) Previous Employment b) References c) Qualification _ At the end place a submit button
05 a) Take the picture of the motherboard b) Place an image map on each item that is pointed out on the picture c) Have them link to some information that you know about them. d) There should be some sort of navigation or a back button on each page
06 . Write a Java script and HTML DOM Animation
07. Write the programme for Browser Window | |

| | | Manipulation using Java script.
08 Develop Contact Form using Java script.
09. Develop Quiz application using HTML and Java script.
10 Develop a web page for landing of a new product | |

PGDSD II Semester
Proposed Modifications

| | | PGDSD 2.2 Object Oriented Programming in Java
UNIT 1:
Introduction to Java Programming Language: An Introduction to Java: Java as a Programming Platform, The Java "White Paper" Buzzwords, Java and the Internet, A Short History of Java, Common Misconceptions About Java. The Java Programming Environment: Installing the Java Development Kit, Choosing a Development Environment, Using the Command-Line Tools, Using an Integrated Development Environment, Compiling and Running Programs from a Text Editor, Running a Graphical Application, Building and Running Applets.

UNIT 2:
Fundamental Programming Structures in Java: A Simple Java Program, Comments, Data Types, Variables, Operators, Strings, Input and Output, Control Flow, Big Numbers, Arrays. Objects and Classes Introduction to Object-Oriented Programming, Using Predefined Classes, Defining Your Own Classes, Static Fields and Methods, Method Parameters, Object Construction, Packages, Documentation Comments, Class Design Hints. Inheritance : Classes, Super classes, | PGDSD 2.2 Object Oriented Programming in Java

UNIT 1 Introduction to Java and its Features, Introduction to object oriented paradigm, Concepts of Object - Oriented programming (Objects and Classes, data abstraction and data abstraction and encapsulation, inheritance, polymorphism, Dynamic binding). Basics of Java, Java history: Java features (Compiled and interpreted, Platform-independent and portable, Object - Oriented, Robust and Secure, Distributed, Simple, Small and Familiar, Multithreaded and interactive, High performance, Dynamic and extensible); How Java differs from C and C++.

UNIT 2 Classes, Objects and Methods, Introduction, Defining a class, adding variables and methods, creating objects, accessing class members, constructors, method overloading and overriding, this keyword, finalize () and garbage collection, inheritance and abstract classes. Packages - Introduction, Java API packages, using system packages, naming conventions, creating packages, accessing a package, using a package, adding a | |
| PGDSD SEMESTER | II | | | Graphics and Multimedia concepts included |

and Subclasses, Object: The Cosmic Superclass, Generic ArrayLists, Object Wrappers and Autoboxing, Reflection, Enumeration Classes, Design Hints for Inheritance. Design Hints for Inheritance.

UNIT 3:

Interfaces and Inner Classes: Interfaces, Object Cloning, Interfaces and Callbacks, Inner Classes, Proxies. Introduction to GUI : AWT Architecture, Light-Weight vs Heavy-Weight, AWT Event Model, AWT Event Hierarchy & Event Handling, Using Top-Levels, components and containers, Introduction to Layouts, Focus Architecture. Graphics Programming: Java2D Rendering Model, Strokes & Fills, Geometries, Fonts and Text Layout, Transformations, Display and manipulation of Images and offscreen buffers, Using Color, Printing through Java, Doing More with Images using Image IO, Hardware Acceleration and Active Rendering techniques.

UNIT4:

User Interface Components with Swing: The Model-View-Controller Design Pattern, Introduction to Layout Management, Text Input, Choice Components, Menus, Sophisticated Layout Management, Dialog Boxes. Deploying Applets and Applications: Applet Basics, the Applet HTML Tags and Attributes, Multimedia, the Applet Context, JAR Files, Application Packaging, Java Web Start, Storage of Application Preferences. Exceptions and Debugging: Dealing with Errors, Catching Exceptions, Tips for Using Preferences. Exceptions and Debugging: Dealing with Errors, Catching Exceptions, Tips for Using Exceptions, Logging, Using Assertions, Debugging

class to a package, Java script

UNIT 3: Interfaces - Introduction, Defining interfaces Extending Interfaces, implementing interfaces, accessing interface Variables. Managing Error and Exceptions - Introduction, types of errors (Compile-time and run-time errors), Exceptions, syntax of exception Handling code, multiple catch statements, using finally statement, throwing our own exceptions

UNIT 4 Applet Programming - Introduction, how applets differ from applications, building applet code, applet Life Cycle (initialization state, running state, idle or stopped state, dead state, Display state, Creating an executable applet, designing a web page, AWT and swings Event handling. Managing Input/output files in Java - Introduction, concept of streams, stream classes, byte stream classes, character stream classes, using Streams, other useful I/O classes, and introduction to JDBC.

Reference
1. Object-Oriented Programming with JAVA A Primer 5e,E Balagurusamy, McGrawHill, ISBN:978-93-51343-20-2,Edition:2014.
2. Object-Oriented Programming From Problem Solving to Java ,Jose M. Garrido ,ISBN : 81-7008-625-6 , Edition : 2004 ,Pages : 360
3. Keeping Ahead - Java 2 ,Benjamin Aumaile ,ISBN : 81-7008-470-9 ,Edition : 2006 Simply Java An Introduction to Java Programming, James R. Levenick, ISBN :

	Techniques, Using a Debugger.	97881-318-0200-7 ,Edition : 2007	
		4. Internet & Java Programming, Harish Kumar Taluja ,ISBN : 978-81-318-0367-7 ,Edition : First, 2008 5. Programming Engineering Computations in Java ,Dr. Raja Subramanian, ISBN : 97881-318-0209-0 ,Edition : First, 2007	
		5. Secrets of JAVA ,Er. R. Kabilan ,ISBN : 978-81-318-0720-0, Edition : First, 2009	
		Practical's based on: Object Oriented Programming With Java	
		1. Write a program to check whether a given number is prime or not.	
		2. Write a program to check whether the given year is leap year or not.	
		3. Write a program to find the Sum of the series $x+x2/2! +X3/3! +...+xn/n!$ 4.	
		4. Write a JAVA program to illustrate the use of command line argument.	
		5. Write a JAVA program to print triangular multiplication table.	
		6. Write a JAVA program to prepare the mark list using Inheritance	
		7. Create a JAVA program to find addition of three numbers using interface.	
		8. Write a JAVA to demonstrate the use of method overriding.	
		9. Write a JAVA to demonstrate the use of method over loading.	
		10. Create a program demonstrate the use of user defined package.	
		11. Create a JAVA program to display the use of different Exceptions.	
		12. Write a JAVA program to display applet programming using AWT package	

UNIVERSITY OF MYSORE

SYLLABUS AND REGULATIONS

for

M. Sc. IN INFORMATION TECHNOLOGY

Choice Based Credit System

Effective from the Academic year 2018-19

UNIVERSITY OF MYSORE
Regulations for the M. Sc in INFORMATION TECHNOLOGY
(Semester Scheme - Choice Based Credit System)
(Effective from Academic year 2018-19)

Title of the course: Master of Science in Information Technology

Regulations: The existing regulations governing the Postgraduate Degree (Science) courses of the University of Mysore are applicable to this course.

Eligible for admission: B. Sc degree with Computer Science or Mathematics as one of the optional/ Any degree with Diploma in Computer Application/ B.C.A/ B.Tech/ B.E in any discipline with minimum of 45% marks in aggregate (40% in case of SC/ST and Cat-1). The selection of candidates for this course will be based on an entrance test.

Duration: Two years (Four Semester)

LIST OF PAPERS

Semester I

Paper	Title	Theory classes/week (Hours)			Total no. of credits	Assignment / Record marks	Exam Marks	Total Marks
		L	T	P				
MSCIT 101 HC	Computer Organisation and Architecture	2	1	1	4	60	40	100
MSCIT 102 HC	Problem Solving and programming in C	2	0	2	4	60	40	100
MSCIT 103 HC	Data Structures and Algorithms	2	0	2	4	60	40	100
MSCIT 104 SC	Discreet Mathematics and Numerical Techniques	2	0	2	4	60	40	100
MSCIT 105 SC	Computer Graphics	2	0	0	2	60	40	100
MSCIT 106 SC	Internet Technologies	2	0	0	2	60	40	100
MSCIT 107 SC	E-Commerce	2	0	0	2	60	40	100
					22			

M. Sc Information Technology

Semester II

Paper	Title	Theory classes/week (Hours)			Total no. of credits	Assignment/ Record marks	Exam Marks	Total Marks
		L	T	P				
MSCIT 201 HC	RDBMS and Query Languages	2	1	1	4	60	40	100
MSCIT 202 HC	Data Communication and Computer Networking	2	1	1	4	60	40	100
MSCIT 203 HC	Current Operating Systems and their Applications	2	1	1	4	60	40	100
MSCIT 204 HC	Object Oriented Programming in C++ and JAVA	2	1	1	4	60	40	100
MSCIT 205 SC	Probability and Statistics	2	0	0	2	60	40	100
MSCIT 206 SC	Multimedia Technologies	1	0	1	2	60	40	100
MSCIT 207 SC	ERP	2	0	0	2	60	40	100
OPEN ELECTIVE	Web Designing	2	0	2	4			
					22			

M. Sc   Information Technology

Semester III

Paper	Title	Theory classes/week (Hours)			Total no. of credits	Assignment/ Record marks	Exam Marks	Total Marks
		L	T	P				
MSCIT301 HC	Web Technologies	2	1	1	4	60	40	100
MSCIT302 HC	Software Engineering and Testing	3	1	0	4	60	40	100
MSCIT303 SC	Mobile Computing and Application	2	0	1	3	60	40	100
MSCIT304 HC	Advanced JAVA	2	0	2	4	60	40	100
MSCIT305 SC	Data Mining and Warehousing	2	1	0	3	60	40	100
MSCIT306 SC	Software Project Management	2	1	0	3	60	40	100
MSCIT307 SC	Cyber Laws & Network Security	2	0	0	2	60	40	100
OPEN ELECTIVE	Mobile Technology	3	1	0	4			
					23			

Semester IV

Paper	Title	Theory classes/week (Hours)			Total no. of credits	Assignm ent/ Record marks	Exam Marks	Total Marks
		L	T	P				
MSCIT401 HC	Cloud Computing	2	1	1	4	60	40	100
	Elective paper (any one)							
MSCIT 402 SC	Programming with C Sharp (C#)	2	0	1	3	60	40	100
MSCIT 403 SC	Software Communication & Documentation	3	0	0	3	60	40	100
MSCIT 404 SC	Geographic Information Systems	3	0	0	3	60	40	100
Project HC	Project	0	2	6	8	60	140	200
OPEN ELECTIVE	Multimedia Applications	2	1	1	4			
					21			