## 4-YEAR B. TECH.

## IN

## COMPUTER SCIENCE & ENGINEERING

| VIII SEMESTER B. TECH - CSE |                                   |    |   |   |             |  |
|-----------------------------|-----------------------------------|----|---|---|-------------|--|
| Course No.                  | Name of the Courses               | L  | T | P | Credit Hrs. |  |
| CSC18101                    | VLSI Design                       | 3  | 1 | 0 | 7           |  |
| CSC18102                    | Information and Coding Theory     | 3  | 1 | 0 | 7           |  |
| CSE181xx                    | Elective – III                    | 3  | 1 | 0 | 7           |  |
| CSE181xx                    | Elective – IV                     | 3  | 1 | 0 | 7           |  |
| CSC18201                    | VLSI Design Lab                   | 0  | 0 | 3 | 3           |  |
| CSC18202                    | Information and Coding Theory Lab | 0  | 0 | 3 | 3           |  |
| CSC18801                    | Project                           | 0  | 0 | 6 | 6           |  |
| CSC18502                    | Composite Viva Voce               | 0  | 0 | 0 | 4           |  |
| Total                       |                                   | 12 | 4 | 9 | 44          |  |
| <b>Contact Hrs</b>          |                                   |    |   |   | 25          |  |

|  | CSE18109 | INTERNET TECHNOLOGY | 3-1-0 |
|--|----------|---------------------|-------|
|--|----------|---------------------|-------|

Introduction to Internet: Internet Architecture, Evolution and Internet Network

Architecture, OSI Reference Model, TCP/IP

Internet Protocols: Introduction to IPv4 and IPv6, Need of Internet Protocols,

Addressing Scheme, Subnet Masking, ICMP **Transport Layer Protocol:** TCP, UDP

**Internet Routing Protocols:** RIP, OSPF, BGP

Other Protocols: ARP, RARP, BOOTP, DHCP, DNS Mail Server & E-mail Protocol: SMTP, MIME, POP

HTML Web Tools: Introduction to HTTP, HTTP Transaction, HTTP Request and Response Message, Introduction to WWW, Browser Architecture, HTML Page

Creation (Static and Dynamic)

Client-Server Approach: Client-Server Model, Socket Interface

Introduction to JAVA Programming: Introduction to JAVA, Features of JAVA, Difference between Application and Applets, Creation and Compilation of Application and Applets

Voice & Multimedia over IP: Introduction to Real-Time Traffic, VoIP

**Mobile IP:** Introduction and Need of MIP, Agent Discovery, Registration, Data Transfer, Inefficiency in MIP