List of Open Electives for Computer Science & Engineering

Subject Code	Title	Subject Code	Title
Open Elective - I		**Open Elective - II**	
7AG6-60.1	Human Engineering and Safety	8AG6-60.1	Energy Management
7AG6-60.2	Environmental Engineering and Disaster Management	8AG6-60.2	Waste and By-product Utilization
7AN6-60.1	Aircraft Avionic System	8AN6-60.1	Finite Element Methods
7AN6-60.2	Non-Destructive Testing	8AN6-60.2	Factor of Human Interactions
7CH6-60.1	Optimization Techniques	8CH6-60.1	Refinery Engineering Design
7CH6-60.2	Sustainable Engineering	8CH6-60.2	Fertilizer Technology
7CR6-60.1	Introduction to Ceramic Science & Technology	8CR6-60.1	Electrical and Electronic Ceramics
7CR6-60.2	Plant, Equipment and Furnace Design	8CR6-60.2	Biomaterials
7CE6-60.1	Environmental Impact Analysis	8CE6-60.1	Composite Materials
7CE6-60.2	Disaster Management	8CE6-60.2	Fire and Safety Engineering
7EE6-60.1	Electrical Machines and Drives	8EE6-60.1	Energy Audit and Demand side Management
7EE6-60.2	Power Generation Sources.	8EE6-60.2	Soft Computing
7EC6-60.1	Principle of Electronic communication	8EC6-60.1	Industrial and Biomedical applications of RF Energy
7EC6-60.2	Micro and Smart System Technology	8EC6-60.2	Robotics and control
7ME6-60.1	Finite Element Analysis	8ME6-60.1	Operations Research
7ME6-60.2	Quality Management	8ME6-60.2	Simulation Modeling and Analysis
7MI6-60.1	Rock Engineering	8MI6-60.1	Experimental Stress Analysis
7MI6-60.2	Mineral Processing	8MI6-60.2	Maintenance Management
7PE6-60.1	Pipeline Engineering	8PE6-60.1	Unconventional Hydrocarbon Resources
7PE6-60.2	Water Pollution control Engineering	8PE6-60.2	Energy Management & Policy
7TT6-60.1	Technical Textiles	8TT6-60.1	Material and Human Resource Management
7TT6-60.2	Garment Manufacturing Technology	8TT6-60.2	Disaster Management

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RAJASTHAN TECHNICAL UNIVERSITY, KOTA

Scheme & Syllabus

IV Year- VII Semester: B. Tech. (Computer Science & Engineering)

7CS4-01: Internet of Things

Credit: 3   **Max. Marks: 150(IA:30, ETE:120)**
3L+0T+0P   **End Term Exam: 3 Hours**

SN	Contents	Hours
1	**Introduction:** Objective, scope and outcome of the course.	01
2	**Introduction to IoT:** Definition and characteristics of IoT, Design of IOT: Physical design of IOT, Logical Design of IOT- Functional Blocks, communication models, communication APIs, IOT enabling Technologies- Wireless Sensor Networks, Cloud computing, big data analytics, embedded systems. IOT Levels and deployment templates.	08
3	**IoT Hardware and Software:** Sensor and actuator, Humidity sensors, Ultrasonic sensor, Temperature Sensor, Arduino, Raspberry Pi, LiteOS, RIoTOS, Contiki OS, Tiny OS.	07
4	**Architecture and Reference Model:** Introduction, Reference Model and architecture, Representational State Transfer (REST) architectural style, Uniform Resource Identifiers (URIs). Challenges in IoT- Design challenges, Development challenges, Security challenges, Other challenges.	08
5	**IOT and M2M:** M2M, Difference and similarities between IOT and M2M, Software defined networks, network function virtualization, difference between SDN and NFV for IoT.	08
6	**Case study of IoT Applications:** Domain specific IOTs- Home automation, Cities, environment, Energy, Retail, Logistics, Agriculture, Industry, Health and Lifestyles.	08
	Total	40

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RAJASTHAN TECHNICAL UNIVERSITY, KOTA

Scheme & Syllabus

IV Year- VII Semester: B. Tech. (Computer Science & Engineering)

7CS4-21: Internet of Things Lab

Credit: 2   **Max. Marks: 100(IA:60, ETE:40)**
0L+0T+4P   **End Term Exam: 2 Hours**

SN	List of Experiments
1	Start Raspberry Pi and try various Linix commands in command terminal window: *ls, cd, touch, mv, rm, man, mkdir, rmdir, tar, gzip, cat, more, less, ps, sudo, cron, chown,* *chgrp, ping etc.*
2	Run some python programs on Pi like: a) Read your name and print Hello message with name b) Read two numbers and print their sum, difference, product and division. c) Word and character count of a given string. d) Area of a given shape (rectangle, triangle and circle) reading shape and appropriate values from standard input.
3	Run some python programs on Pi like: a) Print a name 'n' times, where name and n are read from standard input, using for and while loops. b) Handle Divided by Zero Exception. c) Print current time for 10 times with an interval of 10 seconds. d) Read a file line by line and print the word count of each line.
4	a) Light an LED through Python program b) Get input from two switches and switch on corresponding LEDs c) Flash an LED at a given on time and off time cycle, where the two times are taken from a file.
5	a) Flash an LED based on cron output (acts as an alarm) b) Switch on a relay at a given time using cron, where the relay's contact terminals are connected to a load. c) Get the status of a bulb at a remote place (on the LAN) through web.
	The student should have hands on experience in using various sensors like temperature, humidity, smoke, light, etc. and should be able to use control web camera, network, and relays connected to the Pi.

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7CS4-22: Cyber Security Lab

Credit: 2   **Max. Marks: 100(IA:60, ETE:40)**
0L+0T+4P   **End Term Exam: 2 Hours**

SN	List of Experiments
1	Implement the following Substitution & Transposition Techniques concepts: a) Caesar Cipherb) Rail fence row & Column Transformation
2	Implement the Diffie-Hellman Key Exchange mechanism using HTML and JavaScript. Consider the end user as one of the parties (Alice) and the JavaScript application as other party (bob).
3	Implement the following Attack: a) Dictionary Attack b) Brute Force Attack
4	Installation of Wire shark, tcpdump, etc and observe data transferred in client server communication using UDP/TCP and identify the UDP/TCP datagram.
5	Installation of rootkits and study about the variety of options.
6	Perform an Experiment to Sniff Traffic using ARP Poisoning.
7	Demonstrate intrusion detection system using any tool (snort or any other s/w).
8	Demonstrate how to provide secure data storage, secure data transmission and for creating digital signatures.
	PROJECT: In a small area location such as a house, office or in a classroom, there is a small network called a Local Area Network (LAN). The project aims to transfer a file peer-to-peer from one computer to another computer in the same LAN. It provides the necessary authentication for file transferring in the network transmission. By implementing the Server-Client technology, use a File Transfer Protocol mechanism and through socket programming, the end user is able to send and receive the encrypted and decrypted file in the LAN. An additional aim of the project is to transfer a file between computers securely in LANs. Elements of security are needed in the project because securing the files is an important task, which ensures files are not captured or altered by anyone on the same network. Whenever you transmit files over a network, there is a good chance your data will be encrypted by encryption technique. Any algorithm like AES is used to encrypt the file that needs to transfer to another computer. The encrypted file is then sent to a receiver computer and will need to be decrypted before the user can open the file.

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