Teaching Plan: 2025 - 26

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

Subject: Software Project Development (SPD)

Name of the Faculty: Farhan M. Shaikh

Month	Topics to be Covered	Internal	Number of
		Assessment	Lectures
June	Introduction to Software Project Management:		10
	Introduction, 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, The Business Case, Project Success and		
	Failure, What is Management? Management Control,		
	Project Management Life Cycle, Traditional versus		
	Modern Project Management Practices.		
	Project Evaluation and Programme Management:		
	Introduction, Business Case, 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, Some Reservations about		
	Programme Management, Benefits Management.		
	An Overview of Project Planning: Introduction to		
	Step Wise Project Planning, Step 0: Select Project,		
	Step 1: Identify Project Scope and Objectives, Step 2:		
	Identify Project Infrastructure, Step 3: Analyze 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		
July	Selection of an Appropriate Project Approach:	Solving Numericals	12
	Introduction, Build or Buy? Choosing Methodologies	related to the	

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. Software Effort Estimation: Introduction, Where are the Estimates Done? Problems with Over- and Under-Estimates, The Basis for Software Estimating, Software Effort Estimation Techniques, Bottom-up Estimating, The Top-down Approach and Parametric Models, Expert Judgement, Estimating by Analogy, Albrecht Function Point Analysis, Function Points Mark II, COSMIC Full Function Points, COCOMO II: A Parametric Productivity Model, Cost Estimation, Staffing Pattern, Effect of Schedule Compression, Capers Jones Estimating Rules of Thumb. Activity Planning: Introduction, Objectives of Activity Planning, When to Plan, Project Schedules, Projects and Activities, Sequencing and Scheduling Activities, Network Planning Models, Formulating a Network Model, Adding the Time Dimension, The Forward Pass, Backward Pass, Identifying the Critical Path, Activity Float, Shortening the Project Duration, Identifying	Estimation by analogy, Function Points Mark II. Calculation of float in the project, drawing Activity-onnode networks, activity-on-arrow networks. Solving Numericals related to Forwards Pass, Backward Pass	
Risk Management: Introduction, 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. Resource Allocation: Introduction, Nature of Resources, Identifying Resource Requirements, Scheduling Resources, Creating Critical Paths, Counting the Cost, Being Specific, Publishing the Resource Schedule, Cost Schedules, Scheduling Sequence. Monitoring and Control: Introduction, Creating the Framework, Collecting the Data, Review, Visualizing	Solving Numericals related to Risk Matrix and Risk management. Calculation of Resource Schedule and Cost Schedule using histogram and bar charts, Drawing Gantt charts, PERT charts, Calculation of EVA, Using PERT in risk management.	12
	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. Software Effort Estimation: Introduction, Where are the Estimates Done? Problems with Over- and Under-Estimates, The Basis for Software Estimating, Software Effort Estimation Techniques, Bottom-up Estimating, The Top-down Approach and Parametric Models, Expert Judgement, Estimating by Analogy, Albrecht Function Point Analysis, Function Points Mark II, COSMIC Full Function Points, COCOMO II: A Parametric Productivity Model, Cost Estimation, Staffing Pattern, Effect of Schedule Compression, Capers Jones Estimating Rules of Thumb. Activity Planning: Introduction, Objectives of Activity Planning, When to Plan, Project Schedules, Projects and Activities, Sequencing and Scheduling Activities, Network Planning Models, Formulating a Network Model, Adding the Time Dimension, The Forward Pass, Backward Pass, Identifying the Critical Path, Activity Float, Shortening the Project Duration, Identifying Critical Activities, Activity-on-Arrow Networks. Risk Management: Introduction, 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. Resource Allocation: Introduction, Nature of Resources, Identifying Resource Requirements, Scheduling Resources, Creating Critical Paths, Counting the Cost, Being Specific, Publishing the Resource Schedule, Cost Schedules, Scheduling Sequence. Monitoring and Control: Introduction, Creating the	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. Software Effort Estimation: Introduction, Where are the Estimates Done? Problems with Over- and Under-Estimates, The Basis for Software Estimating, Software Effort Estimation Techniques, Bottom-up Estimating, The Top-down Approach and Parametric Models, Expert Judgement, Estimating by Analogy, Albrecht Function Points Mark II, COSMIC Full Function Points, COCOMO II: A Parametric Productivity Model, Cost Estimation, Staffing Pattern, Effect of Schedule Compression, Capers Jones Estimating Rules of Thumb. Activity Planning: Introduction, Objectives of Activity Planning, When to Plan, Project Schedules, Projects and Activities, Sequencing and Scheduling Activities, Network Planning Models, Formulating a Network Model, Adding the Time Dimension, The Forward Pass, Backward Pass, Identifying the Critical Path, Activity Float, Shortening the Project Duration, Identifying Critical Activities, Activity-on-Arrow Networks. Risk Management: Introduction, 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. Resource Allocation: Introduction, Nature of Resources, Identifying Resource Requirements, Scheduling Resources, Creating Critical Paths, Counting the Cost, Being Specific, Publishing the Resources Schedule, Cost Schedules, Scheduling Sequence. Monitoring and Control: Introduction, Creating the Framework, Collecting the Data, Review, Visualizing

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	Prioritizing Monitoring, Getting the Project Back to	
	Target, Change Control, Software Configuration	
	Management (SCM).	
	Managing Contracts: Introduction, Types of Contract,	
	Stages in Contract Placement, Typical Terms of a	
	Contract, Contract Management, Acceptance.	
September	Managing People in Software Environments:	12
	Introduction, Understanding Behaviour,	
	Organizational Behaviour: A Background, Selecting the	
	Right Person for the Job, Instruction in the Best	
	Methods, Motivation, The Oldham–Hackman Job	
	Characteristics Model, Stress, Stress Management,	
	Health and Safety, Some Ethical and Professional	
	Concerns.	
	Working in Teams: Introduction, Becoming a Team,	
	Decision Making, Organization and Team Structures,	
	Coordination Dependencies, Dispersed and Virtual	
	Teams, Communication Genres, Communication	
	Plans, Leadership.	
	Software Quality : Introduction, 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.	
	Project Closeout: Introduction, Reasons for Project	
	Closure, Project Closure Process, Performing a	
	Financial Closure, Project Closeout Report.	
October	Revision and Doubt solving	2
	Total Lectures	48

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Teaching Plan: 2025 - 26

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

Subject: Internet of Things: Theory and Practice

Name of the Faculty: Ms. Shruti Save

Month	Topics to be Covered	Internal Assessment	Number of Lectures
	Unit I:	Assessment	14
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		
	Internet Principles: Internet Communications: An Overview,		
	IP, TCP, The IP Protocol Suite (TCP/IP), UDP, Static IP		
	Address Assignment, Dynamic IP Address Assignment, IPv6,		
	MAC Addresses, TCP and UDP Ports, HTTP Ports, Other		
	Common Ports, Application Layer Protocols, HTTP, HTTPS:		
	Encrypted HTTP.		
	Unit II:		22
JULY	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.	
	UNIT III:	
	Prototyping the Physical Design : Preparation, Sketch, Iterate,	
	and Explore, Nondigital Methods, Laser Cutting, Choosing a	
	Laser, 3D Printing, Types of 3D Printing, Software, CNC	
	Milling, Repurposing/Recycling.	
	Prototyping Online Components: Security, implementing the	
	API, Using Curl to Test, Going Further, Real-Time Reactions,	
	Polling, Comet, Other Protocols.	
AUGUCT	UNIT IV:	14
AUGUST	Techniques for Writing Embedded Code: Memory	
	Management, Types of Memory, Making the Most of Your	
	RAM, Performance and Battery Life, Libraries, Debugging.	
	UNIT IV:	
	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:		
Moving to Manufacture: What Are You Producing?		
Designing Kits, Designing Printed, 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.		
UNIT V:		04
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.		
	UNIT V: Moving to Manufacture: What Are You Producing? Designing Kits, Designing Printed, 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. UNIT V: 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	UNIT V: Moving to Manufacture: What Are You Producing? Designing Kits, Designing Printed, 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. UNIT V: 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

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Teaching Plan: 2025 - 26

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

Subject: Advance Web Development

Name of the Faculty: Snehal S. borlikar

Month	Topics to be Covered	Internal Assessment	Number of Lectures
JUNE	Unit 1: Intorduction to .net		15
	C# language,Type objects and		
	Namespace		
	Unit 2:Web Form Fundamentals		
JULY	Unit 2:Web Form Fundamentals		15
	Unit 3:Error handling,logging,State		
	Management, Master pages		
AUGUST	Unit 4: ADO.net Fundamentals, Data		15
	Controls		
	Unit 5: Understanding		
	SecurityRequirements, Introduction to		
	Authentication and Authorization		
SEPTEMBER	Unit 5:nugets,bootstrap ,security		15
	fundamentals,Ajax.		

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M.L.Dhanukar College of Commerce Teaching Plan: 2025 - 26

Department: B.Sc.I.T. Semester: V

Class: T.Y.B.Sc.I.T.

Subject: Artificial Intelligence and Applications

Name of the Faculty: Mrs. Snehal Borade

Month	Topics to be Covered	Internal Assessment	Number of Lectures
June	Unit I:-Introduction: What is Artificial Intelligence? Foundations of		16
	AI, history, the state of art AI today. Intelligent Agents: agents and		
	environment, good behaviour, nature of environment, the structure of agents.		
	Unit II:- Solving Problems by Searching: Problem solving agents,		
	searching for solutions, uninformed search, informed search strategies, heuristic functions.		
July	Beyond Classical Search: local search algorithms, searching with non- deterministic action, searching with partial observations, online search agents and unknown environments. Unit III:- Adversarial Search: Games, optimal decisions in games,		16
	alpha-beta pruning, stochastic games, partially observable games.		
	Logical Agents: Knowledge base agents, The Wumpus world,		
	propositional logic, propositional theorem proving.		
	Probabilistic reasoning: Uncertainty, Conditional Probability, Bayes Theorem.		
August	Unit IV:-		14
	First Order Logic: Need for First Order Logic, Difference between		
	Propositional and First Order Logic. Knowledge engineering in First Order Logic.		
	Inference in First Order Logic: Unification and lifting, forward and backward chaining, resolution.		
	Artificial Neural Netwok: Architecture of ANN, merits and demerits of ANN, types of ANN.		
September	Planning: Definition of Classical Planning, Algorithms for planning as		14
	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.		
	Generative AI: Generative AI History, AI vs Generative AI, benefits of generative AI.		

Teaching Plan: 2025 - 26

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

Subject: Emerging Technologies

Name of the Faculty: Supritha Bhandary

Month	Topics to be Covered	Internal	Number of
		Assessment	Lectures
June	Big Data: Introduction to Big Data, Three Vs of Big data, usage of Big data, Big data Challenges NoSQL: Definition, ACID Vs BASE, CAP Theorem, Advantages and Disadvantages, MongoDB data Model: JSON and BSON, Capped collection, Schema Evolution Introducing MongoDB: Non-Relational	Assessment	14
July	approach, SQL comparision Using MongoDB shell, creating collection, MapReduce, aggregate(), Conditional operators, MongoDB document Data Model Approach. MongoDB Architecture, Standalone Deployment, Cluster Architecture, MongoDB Storage engine: Data storage Engine, data file, GridFS, Indexing, types of indexes. sharding, managing the data.		22
August	MongoDB Limitations, MongoDB Best Practices, the End of Disk? SSD AND In-Memory Databases: Solid State Disk, the Economics of Disk, SAP HANA, jQuery: Introduction, Ajax with JQuery		20
September	Image Slider, JSON: Introduction, JSON Grammar, JSON Vs XML, Data Interchanging, JSON HTML, JSONP		04