KONGU ARTS AND SCIENCE COLLEGE

(An Autonomous Institution, Affiliated to Bharathiar University, Coimbatore)

ERODE – 638 107

M.C.A

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2017-2018

KONGU ARTS AND SCIENCE COLLEGE

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SYLLABUS

SEMESTER- V

Course: **Software Project Management**   Hours Per Week: 4
Course Code: 15PBHCT502   Credit: 3

Objectives:

- Understood the Software configuration management, quality assurance and risk management
- Understood the Software Requirements gathering, estimation and maintenance

UNIT I

Product Life Cycle: Introduction –Idea Generation- Prototype Development phase- Alpha phase –Beta phase- Protection phase- Maintenance and obsolescence phase.

Project Life Cycle Models: What is project life cycle model-A frame work for studying different life cycle models- The waterfall model- The prototype model- The Rapid Application Development Model- The spiral model and its variants.

Metrices: Introduction- The metrices roadmap- A typical metrices strategy – What should you measure – Set Targets and Track them- Understanding and Trying to minimize variability- Act on data-People and Organisational Issues in metrices programmes- Common Pitfalls to watch out for in metrices programmes- Metrices implementation checklists and tools.
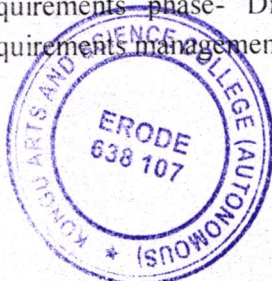
UNIT II

Software configuration management: Introduction-Basic definitions and terminology- The Process and Activities of software Configuration Audit – software configuration management in geographically distributed teams- Metrices in software configuration management –software configuration management tools and automation.

Software quality assurance: How do you define quality- why is quality important in software- Quality Control and quality assurance –cost and benefits of quality – software quality analyst's functions- some popular misconceptions about the SQA's role –software quality assurance tools – organisational structures –Profile of a successful SQA-measures of SQA success –pitfalls to watch out for in the SQA's role.

UNIT III

Risk management: Introduction-what is Risk management and why is it important- Risk management cycle - Risk identification: common tools and techniques- Risk quantification – Risk monitoring-Risk mitigation- Risks and mitigation in the context of global project- Teams – some practical techniques in risk management – metrices in risk management.

Software Requirements gathering: Inputs and start criteria for requirements gathering- Dimensions of requirements gathering - steps to be followed during requirements gathering- outputs and quality records from the requirements phase- skills sets required during the requirements phase- Differences for a Shrink-wrapped software- challenges during the requirements management phase- metrices for the requirement phase

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UNIT IV

Estimation: what is estimation-when & why is estimation done – The Three phases of estimation-estimation methodology- Formal models for size estimation –Translation effort estimated into schedule estimates –common challenges during estimation – metrices for the estimation processes.

Design and development phases: some difference in our chosen approach-Salient features of design- Evolving an architecture /Blueprint –Design for reusability- Technology choices /constraints –Design to standards –design for portability- User interface issues- design for testability-design for diagnosability- design for maintainability- design for Installability - Inter – Operability design-challenges during design and development phases-skill sets for design and development metrices for design and development phases.

UNIT V

Project management in the maintenance phase: Introduction- activities during the maintenance phase-management issues during the maintenance phase- configuration management during the maintenance phase –skill sets for people in the maintenance phase- estimating size, effort and people resources for the maintenance phase- advantages of using geographically distributed teams for the maintenance phase-metrics for the maintenance phase.

Globalization issues in project management: Evolution of globalization- challenges in building global teams-models for the execution of some effective management techniques for managing global teams.

Impact of the internet on project management: Introduction – the effect of internet on project management –managing projects for the internet- effect on project management activities.
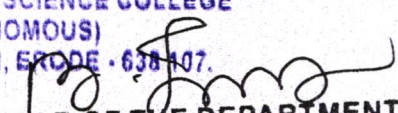
Text Book

Gobalswamy Ramesh, "Managing Global Software Projects", Tata McGraw Hill Publishing Company, 2007.

Books for reference:

1. Mike Cotterell, Bob Hughes, "Software Project Management", Tata McGraw Hill, Second Edition, 1999.
2. Derrel Ince, H. Sharp and M. Woodman, "Introduction to software project management and quality assurance", Tata McGraw Hill, 1995.
3.. Stephen H. Kan, "Metrices and Models in Software Quality Engineering", Pearson Education, Asia, Second Edition, 2003.
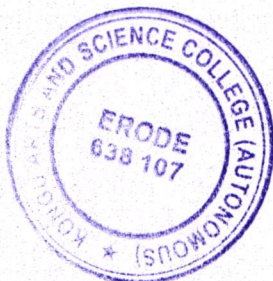
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SEMESTER – V

Course: **Data Mining and Warehousing**　　　　　　　Hours Per Week: 4
Course Code:　15PBHCT503　　　　　　　　　　　　　　　　Credit: 3

Objective(s): On successful completion of the course the students should have
- Understood the basic concepts of data mining and warehousing.
- Ability to identify the association rules, Classification and Clustering in Large data sets.

UNIT I

Introduction : Why Data Mining - What is Data Mining- What Kinds of Data Can Be Mined - What Kinds of Patterns Can be Mined - Which Technologies are used- Which Kinds of Applications are targeted- Major Issues in Data Mining - Data Preprocessing : An Overview – Why Preprocess the data – Major tasks in preprocessing.

UNIT II

Data Warehousing and Online Analytical Processing: Data Warehouse: Basic Concepts – Data Warehouse Modeling: Data Cube and OLAP - Data Cube: A Multidimensional Data Model - Stars, Snowflakes, and Fact Constellations: Schemas for Multidimensional Data Models - Dimensions: The Role of Concept Hierarchies - Typical OLAP Operations.

UNIT III

Mining Frequent Patterns, Associations, and Correlations: Basic Concepts and Methods: Basic Concepts - Frequent Itemsets, Closed Itemsets and Association Rules - Frequent Itemset Mining Methods - Apriori Algorithm - Generating Association Rules from Frequent Itemsets - Improving the Efficiency of Apriori - Pattern Mining in Multilevel - Mining Multilevel Associations.

UNIT IV

Classification: Basic Concepts - Decision Tree Induction - Attribute Selection Measures - Tree Pruning - Bayes Classification Methods- Using IF-THEN Rules for Classification - Rule Extraction from a Decision Tree - Rule Quality Measures - Metrics for Evaluating Classifier Performance.

UNIT V

Cluster Analysis: Basic Concepts and Methods - Cluster Analysis - Partitioning Methods - Hierarchical Methods - Agglomerative versus Divisive Hierarchical Clustering - Distance Measures in Algorithmic Methods - Evaluation of Clustering – Outlier Detection : Outliers and Outlier Analysis – Data Mining Trends and Research Frontiers : Data Mining Applications - Data Mining Trends.
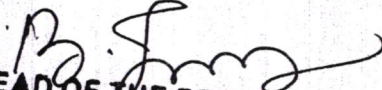
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Text Book:

Jiawei Han, Michelin Kamber, Jian Pei, "Data Mining – Concepts and Techniques", Third Edition, Elsevier, 2012.

Books for reference:

1. Arun K.Pujari, "Data Mining Techniques", Universities Press India Pvt. Ltd., 2002.
2. K.P. Soman, Shyam Diwakar, V.Ajay, " Insight into Data Mining Theory and Practice", PHI, 2006.
3. G.K.Gupta, "Introduction to Data Mining with Case Studies", Second Edition, PHI , 2011.
4. Margaret H.Dunham, " Data Mining Introductory and Advanced Topics", Pearson Education, 2006.

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SEMESTER – V

Course: **Elective III: Organizational Behaviour** Hours per Week: 4
Course Code: 15PBHET504 Credit: 3

Objective: On successful completion of this course, the students should have understood:
- Individual Behaviour, Personality, Perception, Attitude, Motivation, Job-satisfaction, Group dynamics, Leadership traits, Organizational Culture and Development.

UNIT I

Nature of Organizational Behaviour: Concept of Organization-What Managers do?-Concept of Organizational Behaviour-Challenges and Opportunities for Organizational Behaviour-Applying OB Knowledge to Management Practices- **Foundations of Organizational Behaviour**: Classical Approach-Neoclassical Approach-Modern Approach-Organizational Behaviour Models.

UNIT II

Personality: Concept of Personality-Personality Measurement - **Perception**: Concept of Perception-Interpersonal Perception- Developing Perceptual Skills - **Learning:** Concept of Learning- Learning Theories-Reinforcement - Organizational Behaviour Modification-Learning Organization-Knowledge Management.

UNIT III

Attitudes and Values: Attitudes - Attitudes Relevant for Organizational Behaviour – Attitude Change – Values - **Emotional Intelligence**: Concept of Emotional Intelligence –Applying Emotional Intelligence in Organization – Developing Emotional Intelligence – Managing Emotions - **Motivation:** Concept of Motivation – Theories of Motivation.

UNIT IV

Group Dynamics: Concept of Group Dynamics- Formal Groups-Informal Group-Group Behaviour-Group Decision Making - **Conflict Management**: Concept of Conflict – Individual Level Conflict-Group Level Conflict-Organization Level Conflict-Managing Conflict.

UNIT V

Leadership: Concept of Leadership – Leadership Theories- - Leadership Styles – Contemporary Issues in Leadership - **Communication:** Concept of Communication – Communication Symbols-Communication Network-Barriers in Communication-Making Communication Effective.

Text Book:
L.M. Prasad, "Organizational Behaviour", Sulthan Chand & Sons, New Delhi, 5th Edition 2014
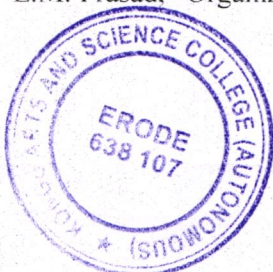
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Books for reference:

1. K. Awathappa, "Organizational Behaviour – Text, Cases and Games", Himalaya Publication House, Mumbai, 8th Edition, 2008.

2. Stephen Robbins, "Organizational Behaviour", Prentice Hall of India, New Delhi, 15th Edition,

3. Keith Davis & Johan W. Newstorm "Organizational Behaviour - Human Behaviour at Work", Tata Mc Graw-Hill Publishing Company Ltd., New Delhi, 11th Edition,

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SEMESTER – V

Course: **Elective III: Mobile Computing**   Hours per Week: 4
Course Code: 15PBHET505   Credit: 3

UNIT I

Introduction: Mobility of Bits and Bytes, Wireless-The Beginning, Mobile Computing, Dialogue Control, Networks, Middleware and Gateways, Applications and Services, Developing Mobile Computing Applications, Security in Mobile Computing.

Mobile Computing Architecture: Architecture for Mobile Computing, Three-tier Architecture, Design considerations for Mobile Computing, Mobile Computing through Internet.

UNIT II

Mobile Computing Through Telephony: Mobile Computing through Telephone, Developing an IVR Application, Voice XML, Telephony Application Programming Interface (TAPI), Computer Supported Telecommunications Applications.

Emerging Technologies: Radio Frequency Identification (RFID), Wireless Broadband (WIMAX), Mobile IP, Internet Protocol Version 6 (IPV6), Java Card.

UNIT III

Global System For Mobile Communication (GSM): GSM, GSM Architecture, GSM Entities, Call Routing in GSM, GSM Addresses and Identifiers, Network Aspects in GSM, Mobility Management, GSM Frequency Allocation, Authentication and Security.

Short Message Service (SMS): Mobile Computing over SMS, SMS, Value added through SMS.
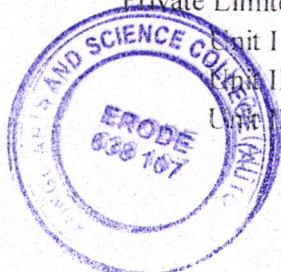
UNIT IV

General Packet Radio Services (GPRS): GPRS Network Architecture, GPRS Network Operations, Data Services in GPRS, Applications for GPRS, Limitations of GPRS, Billing and Charging in GPRS, EDGE. **CDMA and 3G:** CDMA versus GSM, Wireless Data, Third Generation Networks, Applications on 3G.

UNIT V

Mobile Application Languages: XML, JAVA, J2ME. **Mobile Operating Systems:** Mobile OS, Palm OS, Windows CE, Symbian OS, Android OS, Linux for Mobile Devices.

Text Books:

1. Asoke K Talukder, Hasan Ahmed, Roopa R Yavagal, "Mobile Computing: Technology, Applications and Service Creation", Second Edition, Tata Mc Graw Hill Education Private Limited, New Delhi, 2010.
   Unit I   – Chapter 1, Chapter 2
   Unit II   – Chapter 3, Chapter 4
   Unit II   – Chapter 5, Chapter 6

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Unit IV – Chapter 7, Chapter 9

2. Rajkamal, "Mobile Computing", Oxford University Press, New Delhi.2007.
      Unit V – Chapter 13, Chapter 14

Books for reference:

1. Lothar Merk, Martin Nicklous, Thomas Stober Uwe Hansmann, "Principles of Mobile Computing", Second Edition, Springer International Edition. 2008.
2. Prasant Kumar Pattnaik and Rajib Mall, "Fundamentals of Mobile Computing", Second Edition, Eastern Economy Edition, PHI Publications, 2015.

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SEMESTER – V

Course: **Elective III: Soft Computing**   Hours per Week: 4
Course Code: 15PBHET506   Credit: 3

Objective(s): On successful completion of the course the students should have:

- Understood the basic concepts of artificial neural networks, fuzzy logic, Genetic algorithms and its applications.
- Understood the Hybrid soft computing techniques and Applications of soft computing

UNIT I

Introduction: Neural networks – Application scope of neural networks – Fuzzy logic-Genetic algorithm – Hybrid systems – Soft computing. Artificial neural network: Fundamental concept- Evolution of Neural networks – Basic models of artificial neural network – Important terminologies of ANNs – McCulloch-Pits Neuron – Linear separability – Hebb network.

UNIT II

Supervised Learning Network: Perceptron network – Adaptive linear network (Adaline) – Multiple adaptive linear neurons - Back-Propagation network – Associative Memory Networks: Training algorithm for pattern association – Bidirectional Associative Memory (BAM) - Hopfield networks – Unsupervised Learning Networks: Hamming network – Kohonen Self-Organizing Feature Maps – Adaptive resonance theory network.
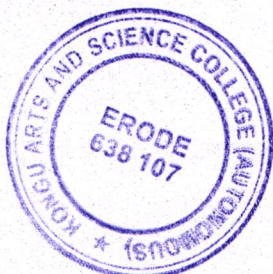
UNIT III

Fuzzy Logic: Fuzzy set theory – Fuzzy versus Crisp – Crisp sets – Fuzzy sets – Crisp relations – Fuzzy relations – Fuzzy Systems: Crisp logic – Predicate logic – Fuzzy logic – Fuzzy rule based system – Defuzzification methods – Applications.

UNIT IV

Genetic Algorithm: Introduction – Biological background – Genetic algorithm and search space – Genetic algorithm Vs Traditional algorithms – Basic terminologies – Operators – Stopping condition for genetic algorithm Flow – Constraints – Classification of genetic algorithm – Advantages and Limitations of genetic algorithm – Application of genetic algorithm

UNIT V

Hybrid Soft Computing Techniques: Introduction – Neuro-Fuzzy hybrid systems – Genetic neuro-hybrid systems – Genetic fuzzy hybrid and Fuzzy genetic hybrid systems – Applications of Soft Computing: Introduction – Optimization of travelling salesman problem using genetic algorithm approach – Genetic algorithm-based internet search technique - Soft computing based hybrid fuzzy controllers.

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Text Books:

1. S.N. Sivanandam, S.N. Deepa. "Principles of Soft Computing", Second Edition, Wiley-India, 2012.

      Unit I - Chapter 1, Chapter 2

      Unit II - Chapter 3, Chapter 4, Chapter 5

      Unit IV - Chapter 15

      Unit V - Chapter 16, Chapter 17

2. S.Rajasekaran and G.A.Vijayalakshmi Pai, "Neural Networks, Fuzzy Logic and Genetic Algorithms Synthesis and Applications", PHI Learning Private Ltd., 2010.

      Unit III - Chapter 6, Chapter 7

Books for reference:

1. Jyh-Shing Roger Jang, Chuen-Tsai Sun, Eiji Mizutani, "Neuro-Fuzzy and Soft Computing", Prentice-Hall of India, 2008.

2. Naresh K.Sinha, Madan M.Gupta, "Soft computing & Intelligent Systems: Theory and Applications", Elsevier, 2007.

3. Bart Kosko, "Neural Networks and Fuzzy Systems", PHI 2005.

4. Limin Fu, "Neural Networks in computer Intelligence", Tata MC-Graw Hill, 13th Edition, 2010.

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SEMESTER - V

Course: **SOFTWARE TESTING LAB**   Hours Per Week: 5
Course Code: **15PBHCP510**   Credit: 4
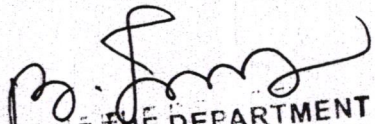
Objective(s):

- Understood the concept of software testing
- Exposure to various software testing techniques
- Got skill and expertise in using various software testing tools

The following concepts can be implemented using the automated software testing tools:

1. Write a C++ program to generate Fibonacci series for a given number and prepare test cases for the generated errors.
2. Write a Java program to find the multiplication of two matrices and prepare test cases for the generated errors.
3. Implement testing of an application using WinRunner.
4. Implement data driven testing using WinRunner.
5. Using Silk Test, create checkpoints to test the various behavior of the object.
6. Create Vuser script and Virtual users using Virtual user generator and LoadRunner Controller
7. Demonstrate how to manage the testing process using Test director.
8. Implement testing of calculator with parameterization using QTP.
9. Demonstrate how to test a database application using QTP.
10. Implement bitmap checkpoint using QTP.
11. Implement Debugging and Test result evaluation using QTP.
12. Perform JDBC test using JMeter.
13. Perform HTTP test using JMeter.
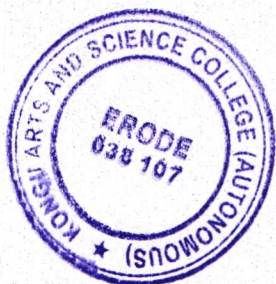
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SEMESTER – V

Course: **Advanced Learner's Course (Self Study) - Computer Simulation**
Course Code: 15PBHAL512   Credit: 2

Objective(s): On successful completion of the course the students should have:
- Understood the basics and applications of simulation
- Understood the design and implementation of simulation concepts using case studies

UNIT I

Introduction to Computer Simulation: Simulation Defined, Different Types of Simulation, Brief History of Simulation, **Simulation Languages:** Simulation Language Features, Simulators and Integrated Simulation Environments, Hardware Requirements for Simulation, Animation

UNIT II

Applications of Simulation: Why Use Simulation, Simulation as a Design Tool, Estimation of Simulation Time, Methodology for Manufacturing Simulations, Forcing Completion of Design with Simulation, The Simulation Decision, Make It Work Vs. Does It Work, Optimizing and Developing Solutions, Genetic Algorithms, Ethics in Simulation

UNIT III

Starting a Simulation the Right Way: Intelligence, Managerial Phase, Developmental Phase, Human Component Considerations

UNIT IV

Simulation Quality and Development: Quality Assurance Phase, Selection of a Language or Tool, Model Construction, Verification - **Developing a Simulation-Implementation:** Experimental Design, Production Runs, Output Analysis, Output Reporting, Post Processing Output, Operations, Maintenance and Archival Phase.

UNIT V

Case Study: DePorres Tours : Intelligence Phase – Maintenance Phase – Managerial Phase – Development Phase – Quality Phase – Implementation – Operations, Maintenance and Archival phase
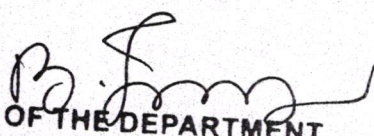
Text Book:
Roger McHaney, "Understanding Computer Simulation", Ventus Publishing ApS, 1st edition 2009.

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Books for reference:
1. Geoffrey Gordon, "System Simulation", PHI Learning, Second Edition, 2009.
2. Averill Law , "Simulation Modeling and Analysis", Mc Graw Hill Education, V Edition, 2014.
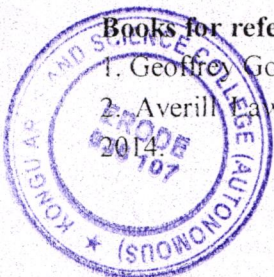
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SEMESTER- V

Course: **Advanced Learner's Course (Self Study) - Human Computer Interaction**
Course Code: 15PBHAL513   Credit: 2

Objective (s):
- understand the basics of human and computational abilities and limitations.
- understand basic theories, tools and techniques in HCI.
- understand the fundamental aspects of designing and evaluating interfaces.

UNIT I

The Humans: Introduction – I/O Channels – Human Memory – Reasoning and problem solving. The Computers: Introduction – Devices – Memory - Processing and networks. The interaction: Introduction – Models of interaction - Frameworks and HCI – Ergonomics - Interaction styles - Elements of the WIMP interface - Interactivity - The context of the interaction.

UNIT II

Paradigms: Introduction - Paradigms for interaction. Interaction design basics: Introduction – Design - The Process of design - User focus - Navigation design - Screen design and layout - Iteration and prototyping. HCI in the software process: Introduction - The software life cycle - Usability engineering - Iterative design and prototyping - Design rationale.

UNIT III

Design rules: Introduction - Principles to support usability – Standards – Guidelines - Golden rules and heuristics - HCI patterns. Implementation support: Introduction - Elements of windowing systems - Programming the application - Using toolkits - User interface management systems.

UNIT IV

Evaluation techniques: Definition of evaluation - Goals of evaluation - Evaluation through expert analysis - Evaluation through user participation - Choosing an evaluation method. Universal design: Introduction - Universal design principles - Multi-modal interaction - Designing for diversity.

UNIT V

User support – Introduction - Requirements of user support - Approaches to user support - Adaptive help systems - Designing user support systems.

Text Book:

Alan Dix, Janet Finlay, Gregory .D. Abowd, Russell Beale, "Human – Computer Interaction", Third Edition, Pearson Education, 2009
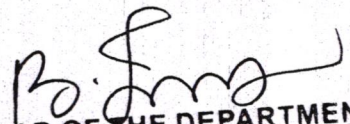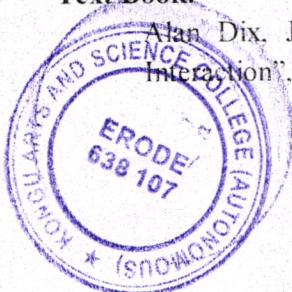
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Books for reference:

1. Human - Computer Interaction Handbook -- Andrew Sears and Julie A. Jacko, 3rd Edition, CRC Press.
2. Human –Computer Interaction: Fundamentals and Practice"- Gerard Jounghyun Kim, Taylor & Francis, CRC Press.

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ACTIVITIES

DEPARTMENT OF COMPUTER SCIENCE (P.G.)

Seminar on "Query Analysis and Fine Tuning"

08 September 2017

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Department of Computer Science (P.G.)

Cordially invite you to the

Inauguration of

ITxcels– 2K17

Association Activities

Thiru. A.K. ILANGO
Correspondent, KASC
has graciously consented to Preside over the function

Dr. N. RAMAN
Principal, KASC
has kindly consented to Felicitate the function

Mr. S. KUMARESAN
Technical Lead
Infosys Mysore Campus
Mysore
has kindly acceded to deliver the Inaugural Address

Date: 08.09.2017   Time: 2:30 p.m

KONGU

The Department of Computer Science (P.G.) has inaugurated the ITxcels Association Activities and organized a Seminar on "Query Analysis and Fine Tuning" on 08 September 2017. The Resource Person was Mr.S.Kumarasan, Technical Lead, Infosys, Mysore.

The objective of this seminar is to impart knowledge on Query Analysis. The seminar was attended by M.C.A. Students. The resource person has provided information about the basics of Query optimization techniques in SQL Server. The students learned how to extract the data from the databases and tuning methods may involve database optimization, indexing to tune the SQL database, and making other efforts to make data retrieval easier for analysis.

No. of Beneficiaries: 68

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DEPARTMENT OF COMPUTER SCIENCE (P.G.)

Orientation & Personality Development Programme – 21.09.2017

The Department of Computer Science (P.G) was organized "Personality Development Programme" on 21.09.2017 by Mr.B.Saravanakumar, National Trainer, JCI, Erode. The main objective of this programme is to enhance their communication skills which can also lead to better teamwork, improved problem-solving, and the ability to negotiate and handle conflicts. Effective communication is therefore a key factor in job performance, career advancement, and overall success in the workplace.

Total No. of Beneficiaries: 26

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ITxcels

DEPARTMENT OF COMPUTER SCIENCE (P.G)

Personality Development Programme

Resource Person
Mr. B.Saravanakumar
National Trainer, JCI India
Proprietor of Thulir Baby Shop,
Erode

Date: 21.09.2017
(Thursday)

Venue: P.G. Seminar Hall

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(AUTONOMOUS)
ERODE – 638107

Workshop on "Hands-on Training – PHP Programming"
26 February 2018

The Department of Computer Science (P.G.) has organized a Workshop on "Hands-on Training – PHP Programming" on 26 February 2018. The Resource Person was Mr. R.Ramesh, Assistant Professor, Department of Computer Applications, Sri Krishna College of Arts and Science(Autonomous), Coimbatore.

The objective of this workshop is to impart knowledge on PHP Programming. The workshop was attended by M.C.A. Students. The resource person has provided information about how to develop a web server and to execute PHP code. The students learned the basics and coding in PHP programming for web development and the creation of dynamic web pages for web applications, e-commerce applications, and database applications.

No. of Beneficiaries: 29
Venue: PG Computer Center VII

KONGU ARTS AND SCIENCE COLLEGE
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DEPARTMENT OF COMPUTER SCIENCE (P.G)

IT Ware – 2K18 Workshop

Hands On Training in
"PHP Programming"
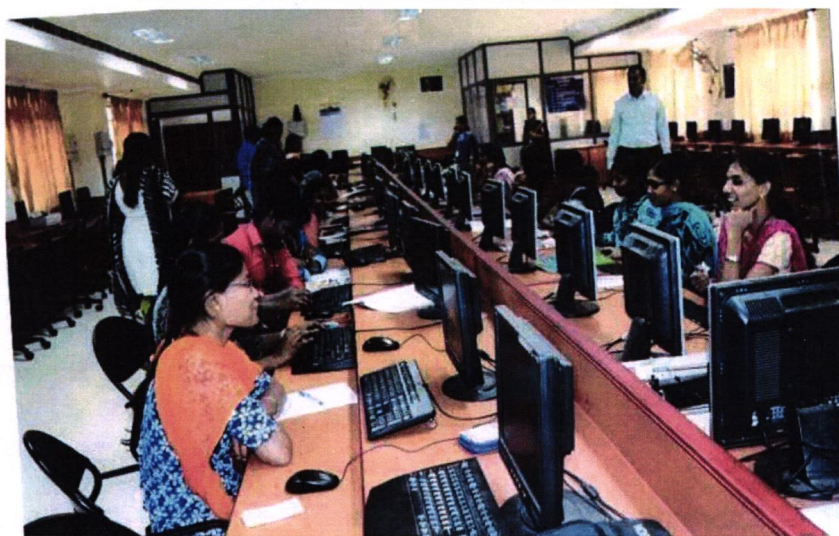
Resource Person

Mr. R. Ramesh
Assistant Professor,
Department of Computer Applications,
Sri Krishna College Of Arts and Science,
Coimbatore.

Date : 26/02/2018

Time : 09:30 AM

Venue : PG Computer Center – VII

HEAD OF THE DEPARTMENT
DEPARTMENT OF COMPUTER SCIENCE (PG)
KONGU ARTS AND SCIENCE COLLEGE
(AUTONOMOUS)
ERODE - 638 107.

Dr. N. RAMAN
PRINCIPAL,
KONGU ARTS AND SCIENCE COLLEGE
(AUTONOMOUS)
NANJANAPURAM, ERODE - 638 107

KONGU ARTS AND SCIENCE COLLEGE (AUTONOMOUS)
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DEPARTMENT OF COMPUTER SCIENCE (P.G.)

Seminar on "RDBMS Concepts"

28 February 2018

The Department of Computer Science (P.G.) has organized a Seminar on "RDBMS Concepts" on 28 February 2018. The Resource Person was Dr.S.Selvi, Assistant Professor, Department of Computer Science, PSG College of Arts and Science (Autonomous), Coimbatore.

The objective of this seminar is to impart knowledge on RDBMS Concepts. The seminar was attended by M.C.A. Students. The resource person has explained in detail about the use of Relational Database Management System in application development. The students understood the concepts in detailed manner and also acquired knowledge about the basics of relational model and all modern database systems like MS SQL Server, IBM DB2, Oracle.

No. of Beneficiaries: 27
Venue: PG Computer Center VII

KONGU ARTS AND SCIENCE COLLEGE (AUTONOMOUS), ERODE – 638 107

DEPARTMENT OF COMPUTER SCIENCE (P.G)

Seminar On
RDBMS Concepts

Resource Person

Dr.S.Selvi
Assistant Professor,
Department of Computer Science,
PSG College Of Arts & Science
(Autonomous),
Coimbatore.

Date : 28/02/2018

Time : 10:00 AM

Venue : PG Computer Center – VII

HEAD OF THE DEPARTMENT
DEPARTMENT OF COMPUTER SCIENCE (PG)
KONGU ARTS AND SCIENCE COLLEGE
(AUTONOMOUS)
ERODE - 638 107.

Dr. N. RAMAN
PRINCIPAL,
KONGU ARTS AND SCIENCE COLLEGE
(AUTONOMOUS)
NANJANAPURAM, ERODE - 638 107.