



SARVAJANIK
UNIVERSITY

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Faculty of Science
Shree Ramkrishna Institute of Computer
Education and Applied Sciences, Surat

M.Sc. Mobile and Cloud Technologies



M.Sc. Mobile and Cloud Technologies

Programme Subject List : Semester 2

Sem	Paper type	Paper No.	Paper Title
2	Core course	DSC-3	Mobile Application Development - 1
		DSC-4	Advanced Cloud Programming
	Skill Enhancement	SEC-2	Web Programming - 2
	Discipline Specific Elective	DSE-2	1. Cyber Security and Forensics-2
			2. Machine Learning
			3. Generative AI
Practical	Practical	Practical and Project - 2	



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SEMESTER- 2

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Master of Science (Mobile and Cloud Technologies) Sem-II



Exam Scheme for M.Sc. Mobile and Cloud Technologies

Semester - II

Sr . No	Subject Code	Group	Subjects	Credit				Internal				External	Total
				Hrs	Lecture	Practical	Total	CCE/ Internal Practical Test and Viva Voce	Attendance	Assignment/ Practical continuous evaluation	CCA		
1	MSCS21201	DSC-3	Mobile Application Development - 1	4	4		4	40	10	20	70	30	100
2	MSCS21205	DSC-4	Advanced Cloud Programming	4	4		4	40	10	20	70	30	100
3	MSCS22201	DSE-2	Cyber Security and Forensics-2	4	4		4	40	10	20	70	30	100
	MSCS22202		Machine Learning										
	MSCS22203		Generative AI										
4	MSCS23202	SEC-2	Web Programming - 2	4	4		4	40	10	20	70	30	100
5	MSCS26203		Practical and Project-2	16	-	8	8	60	20	60	140	60	200
		Total		32	16		24						600

NOTE: Following subjects are listed as elective subjects of the semester.

1	Cyber Security and Forensics-2
2	Machine Learning
3	Generative AI

ELECTIVE SUBJECTS

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Name of College: Shree Ramkrishna Institute of Computer Education and Applied Sciences						
Faculty	Science		Program	Master of Science Mobile and Cloud Technologies		
Year	2025-26		Version	2.0		
Semester	2		Effective From	Dec, 2025		
Course Code	MSCS21201	Course Name	Mobile Application Development – 1			
Teaching Scheme				Examination Scheme		
Credits	Lecture (L)	Tutorial (T)	Practical (P)	Continuous Assessments (CA)	Term end examinations (TEE)	Total
4	4	0	0	70	30	100



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Master of Science (Mobile and Cloud Technologies) Sem-II

Purpose of Course	To introduce the most demanding android open source technology
Course Objective	<ul style="list-style-type: none">● Understand Android architecture, tools, application components, and project structure.● Design intuitive mobile interfaces using layouts, widgets, navigation, and dialogs.● Implement data handling through Shared Preferences, SQLite, Firebase, and APIs.● Integrate device hardware features and services like camera, audio/video, location, and notifications.● Build, package, and deploy Android applications for real-world release.
Pr-requisite	Pre-requisite Fundamentals of web technologies and fundamentals related to mobile OS.
Course Out come	Students will have knowledge about android which is widely used MobileOS and open source technology and its concepts. Various features of android like Application Design Essentials, User Interface Design Essentials, Use of Common Android APIs, data storage usingSQLite and Firebase and deploying Android application
Course Content	<p>Unit 1 : Introduction to Android and it's tool chain</p> <ul style="list-style-type: none">1.1 Architecture of Android1.2 Android Development Tools<ul style="list-style-type: none">1.2.1 Android SDK and SDK Manager1.2.2 Android Virtual Device (AVD) / Emulator1.3.3 Device Manager (Virtual Devices / Emulator)1.3.4 Android Debug Bridge (ADB)1.3.5 Logcat1.3 Components of Android Application - Activities, Services, Broadcast Receivers, Content Providers1.4 Directory Structure of Android Application<ul style="list-style-type: none">1.4.1 AndroidManifest.xml1.4.2 Layouts & Drawable Resources1.4.3 Activity Java file1.4.4 Gradle1.5 Activity Lifecycle & Fragment Lifecycle <p>Unit 2 : Layout and Advanced UI Design</p> <ul style="list-style-type: none">2.1 Layouts- Linear , Relative , Constraint ,Frame2.2 Basic UI Elements – EditText, TextView, Button, RadioButton, CheckBox, Spinner,Imageview2.3 Views & Widgets- ScrollView,WebView,ProgressBar



	<p>2.4 Listview, RecyclerView 2.5 Dialogs - AlertDialog, DatePicker, TimePicker</p> <p>Unit-3 : Navigating across activities</p> <p>3.1 Intents - Explicit, Implicit Intent, Intent Filters 3.2 Menus - Options Menu , Context Menu , Popup Menu 3.3 Navigation - TabLayout with ViewPager2, Bottom Navigation</p> <p>Unit-4 : Using Shared Preferences</p> <p>4.1 Purpose of Shared Preferences 4.2 Shared Preference Modes 4.3 Writing to shared Preferences 4.4 Methods of the editor class 4.5 Reading from Shared Preferences</p> <p>Unit-5 : Preserving and Saving data in Local Database</p> <p>5.1 Introduction to SQLite 5.2 SqliteOpenHelper Class 5.3 SQLite Methods - ExecSQL, Rawquery, Insert, Update, Delete</p> <p>Unit - 6 Firebase & Cloud Technologies</p> <p>6.1 Introduction to Firebase 6.2 Firebase – Environment Setup 6.3 Writing and Read Data to Firebase</p> <p>Unit-7 API Integration</p> <p>7.1 Introduction to APIs 7.2 API Integration in Android – GET, POST, PUT, DELETE 7.3 JSON Handling – Parsing & Serialization (JSONObject, JSONArray)</p> <p>Unit 8. Device Capabilities, Notifications & Deployment</p> <p>8.1 Geocoding and reverse Geocoding 8.2 Audio, Video and Using the Camera 8.2.1. Playing and recording Audio and Video 8.2.2. Working with the Camera 8.3 Push Notification 8.4 Alarm Manager for scheduled events 8.5 Application Deployment - APK/AAB, signing & release flow</p>
Reference Books	1. Professional Android 4 Application Development Reto Meier, WROX Publication-2015



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	<ol style="list-style-type: none">2. Android for Programmers-An App Driven Approach, Deitel, Deitel, Deitel and Morgano, Pearson Publication-20123. Android Programming Unleashed, Harwani, Pearson Publication-20134. Professional Android Programming-with MONO McClure,Blevins, Croft, Dick and Hardy, Wiley India-20125. Android application development for java programmer, James C Sheusi, Cenage Learning-20136. Android Essentials, Chris Haseman, Apress Publication, 20097. Beginning Android, Mark L Murphy, Wiley India Pvt Ltd, 20098. Pro Android, Sayed Y Hashimi and Satya Komatineni, Wiley India Pvt Ltd, APress-2009
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Faculty	Science	Program		Master of Science Mobile and Cloud Technologies		
Year	2025-26	Version		2.0		
Semester	2	Effective From		Dec, 2025		
Course Code	MSCS21205	Course Name	Advanced Cloud Programming			
Teaching Scheme				Examination Scheme		
Credits	Lecture (L)	Tutorial (T)	Practical (P)	Continuous Assessments (CA)	Term end examinations (TEE)	Total
4	4	0	0	70	30	100

Purpose of Course	The purpose of course is to establish the foundation of cloud-native application development using micro service architecture.
Course Objective	<ul style="list-style-type: none"> ● To introduce cloud computing fundamentals, architectural models, service models, and deployment environments. ● To understand the evolution of software architectures and develop cloud-native applications using microservices. ● To design scalable microservices with REST APIs, business logic layers, and data persistence techniques. ● To explore cloud capabilities, security, monitoring, and emerging trends such as Edge, Quantum, and AI-driven cloud computing.
Pre-requisite	Fundamental knowledge of software engineering, programming and networking.
Course Out come	<p>After completion of the course, a student will be able to:</p> <ul style="list-style-type: none"> ● Understand cloud computing concepts, architecture, service & deployment models. ● Compare monolithic, SOA, and microservice architectures and apply cloud-native principles. ● Design and implement microservices with REST APIs, business logic, and persistence layers. ● Apply data management, transactional messaging, and fault-tolerance patterns in MSA.



Course Content	<p>UNIT 1 – Cloud Computing Fundamentals</p> <ul style="list-style-type: none">1.1 Evolution of Cloud Computing1.2 Characteristics, benefits & challenges1.3 Cloud architectural model1.4 Cloud service models (IaaS, PaaS, SaaS)1.5 Cloud deployment models (Public, Private, Hybrid) <p>UNIT 2 – Evolution of Architectural Styles for Cloud-Native Applications</p> <ul style="list-style-type: none">2.1 Evolution of application architectures<ul style="list-style-type: none">2.1.1 Monolithic architecture2.1.2 Service oriented architecture2.1.3 Micro service architecture2.2 Characteristics of cloud-native systems2.3 Need for distributed architectures2.4 Virtualization – Concept, Hypervisor and its Types2.5 Containerization <p>UNIT 3 – Microservices Architecture & Decomposition Strategies</p> <ul style="list-style-type: none">3.1 Microservices architecture: principles & characteristics3.2 Bounded context & domain-driven concepts3.3 Decomposition strategies:<ul style="list-style-type: none">3.1.1 By business capability3.1.2 By subdomain3.1.3 Self-contained services3.1.4 Service-per-team3.4 Service communication patterns - REST and Event Driven Design <p>UNIT 4 – Microservice API, Business Logic & Persistence Design</p> <ul style="list-style-type: none">4.1 API & Service Layer<ul style="list-style-type: none">4.1.1. RESTful API development4.1.2. Resource modelling & URI design4.1.3. JSON-based data exchange4.1.4. Dependency Injection & stateless services4.1.5. Error/exception handling strategies4.1.6. Packaging for deployment (WAR/JAR/Container-ready)4.2 Business Logic Layer<ul style="list-style-type: none">4.2.1. Designing scalable service logic4.2.2. Stateless components for parallel execution4.2.3. Integration between API → Service → Data layers4.2.4. Designing scalable service logic4.3 Persistence Layer<ul style="list-style-type: none">4.3.1. Persistence concepts for microservices4.3.2. Entity modelling & CRUD operations4.3.3. Persistence unit configuration <p>UNIT 5 – Data & Transaction Management in Microservices</p> <ul style="list-style-type: none">5.1 Data Management Patterns<ul style="list-style-type: none">5.1.1. Database per service
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	<ul style="list-style-type: none">5.1.2. Shared database5.1.3. Saga pattern5.1.4 CQRS5.1.5 Event sourcing5.2 Transactional Messaging<ul style="list-style-type: none">5.2.1 Transactional outbox5.2.2 Transaction log tailing5.2.3 Polling publisher5.3 Fault Tolerance<ul style="list-style-type: none">5.3.1. Circuit breaker pattern <p>UNIT 6 – DevOps for Microservices</p> <ul style="list-style-type: none">6.1. Need for DevOps in MSA6.2. DevOps lifecycle6.3. Continuous Integration & Continuous Delivery (CI/CD)6.4. Containerization - Docker6.5. Service orchestration - Kubernetes6.6 Load balancing & service scaling <p>UNIT 7 – Cloud Platform Capabilities, Security & Observability</p> <ul style="list-style-type: none">7.1. Cloud Platform Capabilities for Microservices<ul style="list-style-type: none">7.1.1 Compute Services - AWS EC2, Elastic Beanstalk7.1.2. Storage Services - AWS S37.1.3. Database Services - AWS RDS, DynamoDB7.2. Cloud Security for Distributed Microservices<ul style="list-style-type: none">7.2.1. Security challenges in distributed systems7.2.2. Authentication vs Authorization7.2.3. JSON Web Tokens – structure, flow & usage7.3. Cloud Observability and Monitoring<ul style="list-style-type: none">7.3.1. Importance of observability in MSA7.3.2. Three pillars: Logging, Metrics, Tracing7.3.3. Metrics scraping and Visualization <p>Unit 8 - Emerging Trends in Cloud Computing</p> <ul style="list-style-type: none">8.1 Edge Computing & Fog Computing8.2 Quantum Cloud Computing8.3 AI/ML in Cloud - AWS Sage maker8.4 Green Cloud Computing & Sustainability
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Text and Reference Literature	<ol style="list-style-type: none">1. Cloud Computing: Principles and Paradigms - R. Buyya et al-Wiley 20102. Cloud Computing Bible - Sosinsky - Wiley - India,20113. Cloud Computing Second Edition Dr. Kumar Saurabh - Wiley - India, 20124. Building Microservices Paperbackby Sam Newman, SPD Press, 20175. Microservices for Java EE Architects: Addendum for The Java EE Architect's Handbook by Derek C. Ashmore, 20176. Kubernetes Microservices with Docker by Deepak Vohra,Apress Publication, 20187. Docker Quick Start Guide: Learn Docker like a boss, and finally own your applications by Earl Waud, PACKT publications, 20188. Apache ZooKeeper Essentials by Saurav Haloi, PACKT publications, 20159. Hazelcast A Complete Guide - 2019 Edition by Gerardus Blokdyk publication: 5STARCOOKS, 201910. Microservices Patterns: With examples in Java by Chris Richardson, Publisher: Manning Publications, 201811. Microservices and Containers 1st Edition by Parminder Singh, Kocher Publisher - Addison-Wesley Professional, 201812. Hands-On Microservices with Kubernetes: Build, deploy, and manage scalable microservices on Kubernetes, by Gigi Sayfan, Packt Publications
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Faculty	Science	Program		Master of Science Mobile and Cloud Technologies		
Year	2025-26	Version		2.0		
Semester	2	Effective From		Dec, 2025		
Course Code	MSCS23202	Course Name	Web Programming - 2			
Teaching Scheme				Examination Scheme		
Credits	Lecture (L)	Tutorial (T)	Practical (P)	Continuous Assessments (CCE)	Semester end examinations (SEE)	Total
4	4	-	-	70	30	100

Purpose of Course	To provide comprehensive knowledge about JavaScript-based framework built on Google Chrome's JavaScript V8 Engine
Course Objective	To provide knowledge on how to develop I/O intensive web applications like video streaming sites, single-page applications, and other web applications using Node.js framework
Pre-requisite	Basic understanding of JavaScript, HTML, CSS and AJAX
Course Outcome	<p>After having completed the course the student will gain:</p> <ul style="list-style-type: none"> ● Understanding of Node.js Environment ● Knowledge of Node Modules Technical know-hows of Full Stack Node.js based development ● Application of Node.js web development of real life application
Course Content	<p>Unit 1 : Introduction Node.js</p> <p>1.1 Features and Applications</p> <p style="padding-left: 20px;">1 1.1 Installing Node, Node Hosting Environments</p> <p style="padding-left: 20px;">1.1.2 Node Building Blocks- Global and Process objects, buffers, Typed arrays and Strings, Streams, Callbacks and Asynchronous, Event Handling- Event Queue, Event Emitter, Event Loop and Timers, Nested Callback</p> <p>1.2 Exception Handling.</p> <p>1.3 REPL Terminal</p>



	<p>Unit 2 : Node Modules and Node Package Manager (NPM)</p> <ul style="list-style-type: none">2.1 Overview of Node Module System2.2 Overview of Node Package Manager2.3 Overview of Node Version Manager2.4 Creating and Publishing Node Modules2.5 axios, bcrypt, jsonwebtoken, multer2.6 nodemon, dotenv <p>Unit 3 : Node with the Local System and the Web</p> <ul style="list-style-type: none">3.1 Streams and Pipes3.2 Node and the File System- The fs.Stats class, The File System Watcher, File Read and Write, Directory access and Maintenance, File Streams3.3 Resource Access with Path <p>Unit 4 : Node and Web Application</p> <ul style="list-style-type: none">4.1 Using Apache to proxy Node application4.2 Routing in NodeJS4.3 Routing and Callback function4.4 Modern Deployment Basics: PM2 (concept only)4.5 Hosting overview: Render, Railway, Vercel4.6 What is NGINX (concept only, not practical) <p>Unit 5 : NodeJS, MongoDB and MapReduce</p> <ul style="list-style-type: none">5.1 MongoDB Aggregation Pipeline5.2 Grouping, Sorting, Filtering with Aggregation5.3 Indexing basics (single field, compound index) <p>Unit 6 : Full-Stack Node development</p> <ul style="list-style-type: none">6.1 The Express Application Framework6.2 Express Supportive Modules, Body-parser, Method Override6.3 Basic EJS, Folder structure (routes/controllers/models)6.4 Integrating NodeJS and MongoDB6.5 Nodes JS and REST APIs <p>Unit 7 : NodeJS Application Management</p> <ul style="list-style-type: none">7.1 Project Structure, MVC architecture ,Folder structuring for APIs7.2 Controllers, Routes, Services, Models7.3 Environment Variables, Using .env file, Config management7.4 Modern JavaScript in Node.js - ES Modules (import/export)7.5 Async/Await , Built-in fetch() in Node 18+7.6 Error Handling - Centralized error handler , Async error handling HTTP response structure <p>Unit 8 : Advanced NodeJS Operations</p> <ul style="list-style-type: none">8.1 Basic Authentication -JWT basics, bcrypt hashing ,Protected routes8.2 Postman / Thunder Client - API testing, Status codes ,Sending headers/body/params8.3 NodeJS in Real-time -WebSocket , Socket.IO (concept only)
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Text and Reference Literature	<ol style="list-style-type: none">1. Learning Node Moving to the server side Shelley Powers O'Relly Publication2. Building Node Applications with MongoDB and Backbone Mike Wilson O'Relly SPD Publication3. GEO, CouchDB & NodeJS Mick Thompson O'Relly SPD Publication4. Web Development with Node and Express, Ethan Brown , O'Relly Publication5. Node.js in Action, Alex Young, Bradley Meck, Mike Cantelon, Tim Oxley , Marc Harter, T.J. Holowaychuk, Nathan Rajlich
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Faculty	Science		Program	Master of Science Mobile and Cloud Technologies		
Year	2025-26		Version	2.0		
Semester	2		Effective From	Dec, 2025		
Course Code	MSCS2201	Course Name	Cyber Security and Forensics-2			
Teaching Scheme				Examination Scheme		
Credits	Lecture (L)	Tutorial (T)	Practical (P)	Continuous Assessments (CCE)	Semester end examinations (SEE)	Total
4	4	0	0	70	30	100

Purpose of Course	Conceptualize the students with the concepts of computer forensics methodology
Course Objective	Familiarization with different objectives associated with different forensic techniques. Different stages of the forensic investigation process life cycle can focus on a broad idea of the forensic process.
Prerequisite	Basic knowledge of Cyber security, Information security, computer network, operating systems and hardware mechanism of IT peripherals.
Course Out come	<ol style="list-style-type: none"> 1. Explain the five core functions of NIST CSF 2.0 (Identify, Protect, Detect, Respond, Recover, Govern) and their interdependencies 2. Map adversary tactics to the Cyber Kill Chain model (Reconnaissance, Weaponization, Delivery, Exploitation, Installation, Command & Control, Actions on Objectives) 3. Distinguish between MITRE ATT&CK Tactics, Techniques, and Sub-techniques for threat modeling 4. Explain the Shared Responsibility Model and distinguish provider vs. customer duties across AWS, Azure, GCP 5. Describe IAM identity types (users, roles, service accounts) and policy enforcement mechanisms 6. Compare encryption strategies (at-rest, in-transit, key management) and their trade-offs 7. Explain OWASP Top 10 2021 vulnerabilities (Injection, Broken Authentication, Sensitive Data Exposure, XML Injection, Broken Access



	<p>Control, etc.) with attack scenarios.</p> <ol style="list-style-type: none"> 8. Compare web, mobile (iOS/Android), and API security considerations 9. Discuss secure SDLC and DevSecOps integration points 10. Define CVE, CVSS, CWE taxonomies and explain scoring methodology 11. Describe vulnerability scanning methodologies and interpret scan results 12. Prioritize vulnerabilities using risk-based approach (CVSS + business context) 13. Explain NIST Incident Response lifecycle phases (Preparation, Detection, Containment, Eradication, Recovery) 14. Analyze phishing emails to identify IoCs; validate authenticity using SPF/DKIM/DMARC 15. Design IR playbooks for common incident types 16. Explain forensic tool categories (disk, memory, network analysis) and their use cases 17. Describe chain-of-custody requirements and forensic integrity principles (hashing, write-blockers) 18. Explain Windows Registry structure, hives, and key artifacts for forensic investigation 19. Interpret Event Logs to identify user activity, privilege escalation, malware execution 20. Describe Windows file system artifacts (NTFS, MFT, USN Journal) useful in forensics.
<p>Course Description</p>	<p>Basic terminology associated with forensic investigation process, types of forensic technology, data recovery, evidence collection and data seizure, duplication and preservation of digital evidence, computer image verification and authentication, reconstructing past events to collect evidence. Moreover forensic investigation of computer, network, e-mail, android, i-phone, printer, scanner, pda etc. is covered as subject content.</p>
<p>Course Content</p>	<p>Unit 1: Cyber Defense Strategy & Frameworks</p> <ol style="list-style-type: none"> 1.1 NIST Cybersecurity Framework (CSF)2.0 <ol style="list-style-type: none"> 1.1.1 Six core functions (Govern, Identify, Protect, Detect, Respond, Recover) 1.1.2 Categories and Sub-categories 1.1.3 Implementation Tiers (Partial, Risk-Informed, Repeatable, Adaptive) 1.1.4 Profiles (Current vs. Target) 1.2 Cyber Kill Chain(Lockheed Martin) <ol style="list-style-type: none"> 1.2.1 7 stages of attack lifecycle 1.2.2 Detection opportunities at each stage 1.2.3 Defensive implications 1.2.4 Case studies (APT28, APT29) 1.3 MITRE ATT&CK Framework <ol style="list-style-type: none"> 1.3.1 Tactics vs. Techniques vs. Sub-techniques 1.3.2 Threat Groups and Software Mapping 1.3.3 Mitigation strategies 1.3.4 Navigator tool usage

- 1.4 Defense-in-Depth Principles
 - 1.4.1 Layered security model
 - 1.4.2 Zero Trust Architecture principles
 - 1.4.3 Risk acceptance vs. mitigation
 - 1.4.4 Trade-offs between usability and security
- 1.5 Hands-on session based on the above topics

Unit 2: Cloud Security Fundamentals

- 2.1 Shared Responsibility Model
 - 2.1.1 Provider responsibilities (AWS/Azure/GCP)
 - 2.1.2 Customer responsibilities
 - 2.1.3 Shared services (IAM, encryption)
 - 2.1.4 Common misunderstandings
- 2.2 Cloud IAM (Identity & Access Management)
 - 2.2.1 Concepts: Authentication, Authorization, Accounting
 - 2.2.2 Identity federation and SSO
 - 2.2.3 Role-Based Access Control (RBAC)
 - 2.2.4 Policy languages (AWS IAM, Azure RBAC)
 - 2.2.5 Privilege escalation vectors
- 2.3 Data Protection: Encryption & Secrets
 - 2.3.1 Encryption at rest (KMS, key rotation)
 - 2.3.2 Encryption in transit (TLS, VPN)
 - 2.3.3 Key management best practices
 - 2.3.4 Secrets rotation (passwords, API keys)
 - 2.3.5 Data classification
- 2.4 Cloud Network Security
 - 2.4.1 VPC architecture and subnets
 - 2.4.2 Security Groups vs. Network ACLs
 - 2.4.3 Public vs. private connectivity
 - 2.4.4 DDoS protection
 - 2.4.5 WAF principles
- 2.5 Hands-on session based on the above topics

Unit 3: Application & Mobile Security

- 3.1 OWASP Top 10(Web)
 - 3.1.1 Injection (SQL, NoSQL, OS command)
 - 3.1.2 Broken Authentication & Session Management
 - 3.1.3 Sensitive Data Exposure
 - 3.1.4 XML External Entities (XXE)
 - 3.1.5 Broken Access Control (BOLA)
 - 3.1.6 Security Misconfiguration
 - 3.1.7 Cross-Site Scripting (XSS: Stored, Reflected, DOM)
 - 3.1.8 Insecure Deserialization
 - 3.1.9 Using Components with Known Vulnerabilities

3.1.10 Insufficient Logging & Monitoring**3.2 OWASP Mobile Top10**

3.2.1 Improper Platform Usage (iOS/Android APIs)

3.2.2 Insecure Data Storage

3.2.3 Insecure Communication

3.2.4 Insecure Authentication

3.2.5 Insufficient Cryptography

3.2.6 Reverse Engineering & Tampering

3.2.7 Extraneous Functionality

3.2.8 Code Quality Issues

3.2.9 Memory Management

3.3 API Security

3.3.1 Authorization (BOLA, excessive data exposure)

3.3.2 Rate limiting & DDoS protection

3.3.3 Input validation

3.3.4 Common API vulnerabilities

3.4 Secure SDLC /DevSecOps

3.4.1 Threat modeling (STRIDE)

3.4.2 Secure code review practices

3.4.3 SAST vs. DAST tools

3.4.4 Dependency scanning

3.5 Hands-on session based on the above topics**Unit 4: Vulnerability Management****4.1 CVE (Common Vulnerabilities & Exposures)**

4.1.1 Numbering scheme and structure

4.1.2 CVE distribution channels (NVD, vendor advisories)

4.1.3 Using CVE databases for threat intelligence

4.2 CVSS (Common Vulnerability Scoring System)

4.2.1 CVSS v3.1 metrics (Base, Temporal, Environmental)

4.2.2 Severity ratings (None, Low, Medium, High, Critical)

4.2.3 Scoring calculations and limitations

4.2.4 Context-dependent scoring adjustments

4.3 CWE (Common Weakness Enumeration)

4.3.1 Weakness hierarchy and categories

4.3.2 Mapping CWE to OWASP Top 10

4.3.3 CWE Top 25 and business impact

4.3.4 Using CWE for defense planning

4.4 Vulnerability Scanning Tools & Workflows

4.4.1 Scanner types: Agent-based, network-based, application-based

4.4.2 False positives and false negatives

4.4.3 Scan scope definition (IP ranges, ports)

4.4.4 Results interpretation and prioritization

4.5 Vulnerability Lifecycle Management



4.5.1 Detection → Assessment → Prioritization → Remediation → Verification

4.5.2 Patch management integration

4.5.3 Risk acceptance documentation

4.6 Hands-on session based on the above topics

Unit 5: Social Engineering & Incident Response

5.1 Phishing Analysis & Detection

5.1.1 Email header structure (From, To, Reply-To, Return-Path)

5.1.2 Phishing vectors (credential harvesting, malware delivery)

5.1.3 Social engineering psychology

5.1.4 URL analysis (domain registration, IP geolocation)

5.1.5 Email authentication bypasses

5.2 Email Authentication(SPF/DKIM/DMARC)

5.2.1 SPF record syntax and policy evaluation

5.2.2 DKIM signing and verification

5.2.3 DMARC alignment and failure handling

5.3 NIST IR Lifecycle

5.3.1 Phase 1: Preparation (tools, playbooks, training)

5.3.2 Phase 2: Detection & Analysis (alert triage, severity assessment)

5.3.3 Phase 3: Containment (short-term, long-term)

5.3.4 Phase 4: Eradication (root cause removal)

5.3.5 Phase 5: Recovery (system restoration, validation)

5.3.6 Post-incident review (lessons learned)

5.4 Malware & Indicators of Compromise (IoCs)

5.4.1 File hashes (MD5, SHA-1, SHA-256)

5.4.2 Network IoCs (IPs, domains, URLs)

5.4.3 Host IoCs (registry keys, process names)

5.4.4 Threat intelligence feeds (VirusTotal)

5.4.5 False indicators and context

5.5 Hands-on session based on the above topics

Unit 6: Forensic Investigation Tools

6.1 Forensic Fundamentals & Tools Categories

6.1.1 Disk forensics (file systems, unallocated space)

6.1.2 Memory forensics (volatile data)

6.1.3 Network forensics (packet capture)

6.1.4 Log analysis (SIEM, event logs)

6.1.5 Chain of custody and evidence integrity

6.2 Splunk Log Analysis

6.2.1 Data ingestion methods (forwarders, HTTP Event Collector)

6.2.2 Search Processing Language (SPL) fundamentals

6.2.3 Queries for threat hunting (authentication, file access)

- 6.2.4 Dashboards and alerting
- 6.2.5 Log retention and compliance

6.3 Autopsy Disk Analysis

- 6.3.1 Filesystem analysis (NTFS, FAT, ext4)
- 6.3.2 Timeline generation
- 6.3.3 Artifact extraction (files, registry, media)
- 6.3.4 Deleted item recovery
- 6.3.5 Keyword search and tagging

6.4 Network Miner Packet Analysis

- 6.4.1 PCAP file parsing
- 6.4.2 Network reconstruction
- 6.4.3 File extraction from traffic
- 6.4.4 Metadata analysis
- 6.4.5 Anomaly detection

6.5 Hands-on session based on the above topics

Unit 7: Windows Systems Forensics

7.1 Volatile Data Collection

- 7.1.1 RAM acquisition methods (FDPRO, FTK Imager, DumpIt)
- 7.1.2 Memory forensics tools (Volatility)
- 7.1.3 Process and network connection extraction
- 7.1.4 Rootkit detection in memory
- 7.1.5 Live response considerations

7.2 Registry Analysis

- 7.2.1 Hive structure (HKLM, HKCU, SAM, SECURITY)
- 7.2.2 User profiles and SID mapping
- 7.2.3 Run keys and persistence mechanisms
- 7.2.4 Network shares and mounted devices
- 7.2.5 Installed software and drivers

7.3 Browser Forensics

- 7.3.1 Chrome/Firefox/Edge artifact locations
- 7.3.2 History, bookmarks, cache analysis
- 7.3.3 Download history and timestamps
- 7.3.4 Cookie exfiltration indicators
- 7.3.5 Autocomplete data

7.4 Event Log Analysis

- 7.4.1 Security log events (login, privilege escalation)
- 7.4.2 System log events (services, driver loads)
- 7.4.3 Application log events (software execution)
- 7.4.4 Event IDs relevant to security (4624, 4688, 7045)
- 7.4.5 Log forwarding and timestamping issues

7.5 Hands-on session based on the above topics



	<p>Unit 8: Cloud forensics</p> <ul style="list-style-type: none">8.1 Introduction to cloud forensic8.2 Challenges faced by CSP due to international law enforcement8.3 Cloud storage forensic framework8.4 Google drive and Drop box analysis8.5 Case study
Reference Books	<ul style="list-style-type: none">1. Frameworks & Standards<ul style="list-style-type: none">1.1 NIST Cybersecurity Framework (CSF) 2.01.2 NIST Incident Response Guide (SP 800-61)1.3 MITRE ATT & CK Framework1.4 Cyber Kill Chain (Lockheed Martin)1.5 OWASP Top 10 (Web & Mobile)1.6 ISO 27001/27002 (referenced in institutional context)1.7 NIST SP 800-53: Security and Privacy Controls2. Recommended Textbooks<ul style="list-style-type: none">2.1 Windows Forensic Analysis, by Harlan Carvey2.2 Network Forensics: Tracking Hackers Through Cyberspace, by Sherri Davidoff & Jonathan Ham2.3 The Incident Response Playbook, by Erica Friedberg2.4 Practical Vulnerability Management, by Abhishek Arora2.5 Cloud Security: A Comprehensive Beginner’s Guide, by Robert Slade3. Free/Open-Source Tools Endorsed<ul style="list-style-type: none">3.1 Splunk Free Edition3.2 Autopsy (The Sleuth Kit)3.3 Wireshark3.4 Nessus Essentials3.5 OpenVAS3.6 Burp Suite Community3.7 MobSF (Mobile Security Framework)4. External References<ul style="list-style-type: none">4.1 SANS Cyber Aces (free labs)4.2 PortSwigger Web Security Academy4.3 HackTheBox (CTF platform)4.4 TryHackMe (interactive labs)4.5 YouTube: NetworkChuck, John Hammond, LiveOverflow5. Computer forensic by John R. Vacca, Firewall media,6. Computer forensic, Nina godbole, sunit belapure, wiley7. Wireless crime and forensic investigation, Gregory kipper, Auerbach publication (Tallor and Francis group)8. Computer forensic and cyber crime 3rd edition, by Marjie Britz, Pearson9. Computer forensic investigation network intrusion and cyber crime EC Council, course technology



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Master of Science Mobile and Cloud Technologies

Name of College: Shree Ramkrishna Institute of Computer Education and Applied Sciences									
Faculty	Science		Program	Master of Science Mobile and Cloud Technologies					
Year	2025-26		Version	2.0					
Semester	2		Effective From	Dec, 2025					
Course Code	MSCS22202	Course Name	Machine Learning						
Teaching Scheme							Examination Scheme		
Credits	Lecture (L)	Tutorial (T)	Practical (P)	Continuous Assessments (CCE)	Semester end examinations (SEE)	Total			
4	4	-	-	70	30	100			



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Purpose of Course	The purpose of the course is to make students capable of implementing concepts, methods, and tools related to machine learning.
Course Objective	<ul style="list-style-type: none">● To learn about the fundamentals of machine learning.● To learn and implement different types of ML algorithms.● To implement and evaluate various case studies of Machine Learning.
Pre-requisite	Basics of Python Programming and Basics of Data Mining
Course Out come	After completion of this course, the student will be capable of developing models and implementing predictive analytics.
Course Content	<p>Unit 1: Introduction to Machine Learning</p> <ol style="list-style-type: none">1.1 Types of Learning1.2 Machine Learning1.3 Types of Problem in ML1.4 Machine Learning Applications1.5 New Challenges for ML <p>Unit 2: Supervised Learning - Regression</p> <ol style="list-style-type: none">2.1 Linear Regression2.2 Polynomial Regression2.3 Logistic Regression2.4 Evaluation Metrics for Regression (RMSE, MSE, MAE, R² Score (Coefficient of Determination))2.5 Other advanced metrics <p>Unit 3: Supervised Learning - Classification</p> <ol style="list-style-type: none">3.1 Classification: Examples and Applications NB, SVM, KNN Classifiers3.2 Decision Trees : C4.5, ID3, Random Forest3.3 Confusion Matrix3.4 Evaluation Metrics for Classification (Accuracy, Precision, Recall, F1-score)3.5 Other advanced metrics <p>Unit 4: Fundamentals of Artificial Neural Networks</p> <ol style="list-style-type: none">4.1 Neurons and Biological Motivation4.2 Defining ANN4.3 Layers and Multilayer Perceptron4.4 Weights, bias, Activation Function, Loss function, Epochs <p>Unit 5: Artificial Neural Networks: Learning & Architectures</p> <ol style="list-style-type: none">5.1 Linear threshold units. Perceptrons: representational limitation and gradient descent training.5.2 Types of Neural Network: Feed-Forward Neural Network, Backpropagation Neural Network, Error calculation in ANN5.3 Learning in ANN and Learning Rate <p>Unit 6: Unsupervised Learning</p> <ol style="list-style-type: none">6.1 Learning from unclassified data. Clustering.6.2 Hierarchical Agglomerative Clustering, k-means partitioning clustering.



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	<p>6.3 Expectation maximization (EM) for soft clustering. Semi-supervised learning with EM using labeled and unlabeled data.</p> <p>6.4 Self-Organizing Maps</p> <p>6.5 Hidden Markov Models</p> <p>Unit 7: Model Validation</p> <p>7.1 ML Techniques overview</p> <p>7.2 Validation Techniques (Cross-Validations)</p> <p>7.3 Feature Reduction/Dimensionality Reduction</p> <p>7.4 Principal components analysis (Eigen values, Eigen vectors, Orthogonality)</p> <p>7.5 Generalization, Overfitting, and Underfitting: Relation of Model Complexity to Dataset Size</p> <p>Unit 8: Advanced Machine Learning Concepts</p> <p>8.1 Reinforcement Learning</p> <p>8.2 Transfer Learning</p> <p>8.3 Federated Learning</p>
<p>Reference Books</p>	<ol style="list-style-type: none">1. AI and Machine Learning, Vinod Chandra SS, Anans Hareendran S. PHI Publication2. Machine Learning with Python, Abhishek Vijayvargia, BPB Publication3. Machine Learning Hand-On for Developers and Technical Professionals, Jason Bell, Wiley Publication4. Machine Learning for Beginners: Learn to Build Machine Learning Systems Using Python , Harsh Bhasin, BPB Publication5. Machine Learning - Tom M. Mitchell, McgrewHill Publication



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Faculty	Science		Program	Master of Science Mobile and Cloud Technologies		
Year	2025-26		Version	2.0		
Semester	2		Effective From	Dec, 2025		
Course Code	MSCS22203	Course Name	Generative AI			
Teaching Scheme				Examination Scheme		
Credits	Lecture (L)	Tutorial (T)	Practical (P)	Continuous Assessments (CCE)	Semester end examinations (SEE)	Total
4	4	-	-	70	30	100



<p>Purpose of Course</p>	<p>The purpose of the course is to equip learners with the knowledge and skills needed to understand, build, and apply generative AI models. Learners are expected to be capable of building generative AI solutions, evaluating their performance, and applying them to solve practical problems creatively and responsibly.</p>
<p>Course Objective</p>	<ul style="list-style-type: none"> ● To learn about generative artificial intelligence ● To learn and implement different types of Gen AI Technology in programming and content generation domain.
<p>Pre-requisite</p>	<p>Fundamental concepts of Programming, Computerized Tools and Software</p>
<p>Course Out come</p>	<p>After completion of this course, the student will be capable to develop generative AI based solutions.</p>
<p>Course Content</p>	<p>Unit 1 Defining New Age AI</p> <ol style="list-style-type: none"> 1.1 Artificial Narrow Intelligence 1.2 Artificial General Intelligence 1.3 Artificial Super Intelligence 1.4 Discriminative Vs Generative AI 1.5 Applications of Generative AI <p>Unit 2 Genrative AI Practices</p> <ol style="list-style-type: none"> 2.1 Transforming Text : Writing to Content Creation 2.2 Revoltinizing Art 2.3 AI in Sound and Music 2.4 AI generated Animation 2.5 Voice Generation with AI <p>Unit 3 Data Representation in Gen AI</p> <ol style="list-style-type: none"> 3.1 Uses of Generative AI - Text, Images, Video, Music, Code, Voices 3.2 Encoding, Embedding 3.3 Text Embedding 3.4 Image Embedding 3.5 Video Embedding 3.6 Key Technologies behind Gen AI - GAN, VAE, Transformers <p>Unit 4 LLM and Prompt Engineering</p> <ol style="list-style-type: none"> 4.1 Language Modelling 4.2 Large Language Models 4.3 Applications of LLMs 4.4 Introduction of lightweight LLMs and SLMs 4.4 Prompt Designing, Task Formulation using Prompts, Prompt Patterns 4.5 Prompt Tuning Techniques <p>Unit 5 AI Agent Frameworks</p> <ol style="list-style-type: none"> 5.1 AI Agents 5.2 Introduction to Agent Orchestration 5.3 Open source AI agent frameworks <ol style="list-style-type: none"> 5.3.1 Langchain 5.3.2 LangGraph 5.3.3 Crew AI 5.3.4 AutoGen (Microsoft)



	<p>5.3.5 BabyAGI</p> <p>Unit 6 Gen AI for Software Development</p> <ul style="list-style-type: none">6.1 Automated Code Generation - Github Co-pilot, Cursor IDE, Amazon Q Developer6.2 Code Completion and Suggestion6.3 Bug Detection -CodeGPT6.4 Automated Testing - Selenium, Appium, Testim, Robot Framework <p>Unit 7 Gen AI Tools for Code Understanding</p> <ul style="list-style-type: none">7.1 Real time Code Completion-Tabine7.2 Google's Gemini -debugging and code7.3 AI2SQLfor Queries7.4 Amazon CodeWhisperer7.5 AI powered Code-Assistants <p>Unit 8 Working with GenAI</p> <ul style="list-style-type: none">8.1 Jasper for Content Creation8.2 Github Co-Pilot for Code Generation8.3 Story Telling with AI8.4 Generative AI for Visual Creatives8.5 Generative AI for Music Creation
<p>Text and Reference Literature</p>	<ul style="list-style-type: none">1. A First Course in Artificial Intelligence by Deepak Khemani, McGrawHill, ISBN :978-1-25-902998-12. Generative AI for Everyone: Deep learning, NLP, and LLMs for creative and practical applications by Karthikeyan Sabesan, Sivagamisundari, et al3. Generative AI for Begginers Playbook by Branson Adams4. Genrative AI for Everyone by Altaf Rehmani5. Generative AI for Software Developers: Future-Proof Your Career with AI- Powered Development and Practical Hands-On Skills by Saurabh Shrivastava , Kamal Arora



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Year	2025-26		Version	1.0		
Semester	2		Effective From	Dec, 2025		
Course Code	MSCS26203	Course Name	Practical and Project - 2			
Teaching Scheme				Examination Scheme		
Credits	Lecture (L)	Tutorial (T)	Practical (P)	Continuous Assessments (CA)	Term end examinations (TEE)	Total
8	0	0	16	70	30	100

Purpose of Course	The purpose of the course is to make students capable of implementing concepts, methods, tools and techniques studied in courses of semester 1.
Course Objective	The objective of these courses is to enable students to learn practical implementation of DSC-3, DSC-4, SEC-2 and DSE-2 or implement in-house or industrial projects.
Pr-requisite	As per theory papers of semester -2
Course Out come	After completion of this course, the student will be capable of performing practical application of subjects given in semester -2.
Course Content	The students will be required to carry out practicals on DSC-3, DSC-4, SEC-2 and DSE-2 using the methods and tools discussed therein. A Journal must be prepared for the practical and project work done.
Reference Book	As per paper DSC-3, DSC-4, SEC-2 and DSE-2.
Teaching Methodology	Lab and Project Work