JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA
KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF INFORMATION TECHNOLOGY

COURSE STRUCTURE AND SYLLABUS

For UG – R20

B. TECH - INFORMATION TECHNOLOGY

(Applicable for batches admitted from 2020-2021)

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA

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DEPARTMENT OF INFORMATION TECHNOLOGY

COURSE STRUCTURE

I Year – I SEMESTER

S. No	Course Code	Courses	L	T	P	Credits
1	HS	Communicative English	3	0	0	3
2	BS	Mathematics - I (Calculus And Differential Equations)	3	0	0	3
3	BS	Applied Physics	3	0	0	3
4	ES	Programming for Problem Solving using C	3	0	0	3
5	ES	Computer Engineering Workshop	1	0	4	3
6	HS	English Communication Skills Laboratory	0	0	3	1.5
7	BS	Applied Physics Lab	0	0	3	1.5
8	ES	Programming for Problem Solving using C Lab	0	0	3	1.5
		Total Credits				**19.5**

I Year – II SEMESTER

S. No	Course Code	Courses	L	T	P	Credits
1	BS	Mathematics – II (Linear Algebra And Numerical Methods)	3	0	0	3
2	BS	Applied Chemistry	3	0	0	3
3	ES	Computer Organization	3	0	0	3
4	ES	Python Programming	3	0	0	3
5	ES	Data Structures	3	0	0	3
6	BS	Applied Chemistry Lab	0	0	3	1.5
7	ES	Python Programming Lab	0	0	3	1.5
8	ES	Data Structures Lab	0	0	3	1.5
9	MC	Environment Science	2	0	0	0
		Total Credits				**19.5**

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II Year – I SEMESTER

S.No	Course Code	Courses	L	T	P	Credits
1	BS	Mathematics - III	3	0	0	3
2	IT	Object Oriented Programming through C++	3	0	0	3
3	IT	Operating Systems	3	0	0	3
4	IT	Database Management Systems	3	0	0	3
5	IT	Discrete Mathematics and Graph Theory	3	0	0	3
6	IT	Object Oriented Programming through C++ Lab	0	0	3	1.5
7	IT	Operating Systems Lab	0	0	3	1.5
8	IT	Database Management Systems Lab	0	0	3	1.5
9	SO	Skill oriented Course - I 1) Animations- 2D Animation 2) Distributed Technologies- NoSQL	0	0	4	2
10	MC	Constitution of India	2	0	0	0
		Total Credits				**21.5**

II Year – II SEMESTER

S.No	Course Code	Courses	L	T	P	Credits
1	BS	Statistics with R	2	0	2	3
2	IT	Principles of Software Engineering	3	0	0	3
3	IT	Automata Theory and Compiler Design	3	0	0	3
4	ES	Java Programming	3	0	0	3
5	HS	Managerial Economics and Financial Accountancy	3	0	0	3
6	IT	UML Lab	0	1	2	2
7	IT	FOSS Lab	0	0	2	1
8	ES	Java Programming Lab	0	0	3	1.5
9	SO	Skill oriented Course - II 1) Animations- 3D Animation 2) Distributed Technologies- MongoDB	0	0	4	2
		Total Credits				**21.5**

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I Year - I Semester		L	T	P	C
		3	0	0	3
COMMUNICATIVE ENGLISH					

Introduction
The course is designed to train students in receptive (listening and reading) as well as productive and interactive (speaking and writing) skills by incorporating a comprehensive, coherent and integrated approach that improves the learners' ability to effectively use English language in academic/ workplace contexts. The shift is from learning about the language to using the language. On successful completion of the compulsory English language course/s in B.Tech., learners would be confident of appearing for international language qualification/proficiency tests such as IELTS, TOEFL, or BEC, besides being able to express themselves clearly in speech and competently handle the writing tasks and verbal ability component of campus placement tests. Activity based teaching-learning methods would be adopted to ensure that learners would engage in actual use of language both in the classroom and laboratory sessions.

Course Objectives:
- ➢ Facilitate effective listening skills for better comprehension of academic lectures and English spoken by native speakers
- ➢ Focus on appropriate reading strategies for comprehension of various academic texts and authentic materials
- ➢ Help improve speaking skills through participation in activities such as role plays, discussions and structured talks/oral presentations
- ➢ Impart effective strategies for good writing and demonstrate the same in summarizing, writing well organized essays, record and report useful information
- ➢ Provide knowledge of grammatical structures and vocabulary and encourage their appropriate use in speech and writing

Course Outcomes:
At the end of the module, the learners will be able to
- ➢ understand social or transactional dialogues spoken by native speakers of English and identify the context, topic, and pieces of specific information
- ➢ ask and answer general questions on familiar topics and introduce oneself/others
- ➢ employ suitable strategies for skimming and scanning to get the general idea of a text and locate specific information
- ➢ recognize paragraph structure and be able to match beginnings/endings/headings with paragraphs
- ➢ form sentences using proper grammatical structures and correct word forms

Unit 1:
Lesson-1: A Drawer full of happiness from "**Infotech English**", Maruthi Publications
Lesson-2: Deliverance by Premchand from "**The Individual Society",**Pearson Publications. (Non-detailed)
Listening: Listening to short audio texts and identifying the topic. Listening to prose, prose and conversation.
Speaking: Asking and answering general questions on familiar topics such as home, family, work, studies and interests. Self introductions and introducing others.
Reading: Skimming text to get the main idea. Scanning to look for specific pieces of information.

Reading for Writing: Paragraph writing (specific topics) using suitable cohesive devices; linkers, sign posts and transition signals; mechanics of writing - punctuation, capital letters.
Vocabulary: Technical vocabulary from across technical branches (20) GRE Vocabulary (20) (Antonyms and Synonyms, Word applications) Verbal reasoning and sequencing of words.
Grammar: Content words and function words; word forms: verbs, nouns, adjectives and adverbs; nouns: countables and uncountables; singular and plural basic sentence structures; simple question form - wh-questions; word order in sentences.
Pronunciation: Vowels, Consonants, Plural markers and their realizations

Unit 2:
Lesson-1: Nehru's letter to his daughter Indira on her birthday from "**Infotech English**", Maruthi Publications
Lesson-2: Bosom Friend by Hira Bansode from "**The Individual Society",** Pearson Publications.(Non-detailed)
Listening: Answering a series of questions about main idea and supporting ideas after listening to audio texts, both in speaking and writing.
Speaking: Discussion in pairs/ small groups on specific topics followed by short structured talks. Functional English: Greetings and leave takings.
Reading: Identifying sequence of ideas; recognizing verbal techniques that help to link the ideas in a paragraph together.
Reading for Writing: Summarizing - identifying main idea/s and rephrasing what is read; avoiding redundancies and repetitions.
Vocabulary: Technical vocabulary from across technical branches (20 words). GRE Vocabulary Analogies (20 words) (Antonyms and Synonyms, Word applications)
Grammar: Use of articles and zero article; prepositions.
Pronunciation: Past tense markers, word stress-di-syllabic words

Unit 3:
Lesson-1: Stephen Hawking-Positivity 'Benchmark' from "**Infotech English**", Maruthi Publications
Lesson-2: Shakespeare's Sister by Virginia Woolf from "**The Individual Society",** Pearson Publications.(Non-detailed**)**
Listening: Listening for global comprehension and summarizing what is listened to, both in speaking and writing.
Speaking: Discussing specific topics in pairs or small groups and reporting what is discussed.Functional English:Complaining and Apologizing.
Reading: Reading a text in detail by making basic inferences - recognizing and interpreting specific context clues; strategies to use text clues for comprehension.Critical reading.
Reading for Writing: Summarizing - identifying main idea/s and rephrasing what is read; avoiding redundancies and repetitions. Letter writing-types, format and principles of letter writing.E-mail etiquette, Writing CV's.
Vocabulary: Technical vocabulary from across technical branches (20 words). GRE Vocabulary (20 words) (Antonyms and Synonyms, Word applications) Association, sequencing of words
Grammar: Verbs - tenses; subject-verb agreement; direct and indirect speech, reporting verbs for academic purposes.
Pronunciation: word stress-poly-syllabic words.

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Unit 4:

Lesson-1: Liking a Tree, Unbowed: Wangari Maathai-biography from "**Infotech English**", Maruthi Publications

Lesson-2: Telephone Conversation-Wole Soyinka from "**The Individual Society",** Pearson Publications**.**(Non-detailed)

Listening: Making predictions while listening to conversations/ transactional dialogues without video (only audio); listening to audio-visual texts.

Speaking: Role plays for practice of conversational English in academic contexts (formal and informal) - asking for and giving information/directions.Functional English: Permissions, Requesting, Inviting.

Reading: Studying the use of graphic elements in texts to convey information, reveal trends/patterns/relationships, communicative process or display complicated data.

Reading for Writing: Information transfer; describe, compare, contrast, identify significance/trends based on information provided in figures/charts/graphs/tables.Writing SOP, writing for media.

Vocabulary: Technical vocabulary from across technical branches (20 words) GRE Vocabulary (20 words) (Antonyms and Synonyms, Word applications) Cloze Encounters.

Grammar: Quantifying expressions - adjectives and adverbs; comparing and contrasting; degrees of comparison; use of antonyms

Pronunciation: Contrastive Stress

Unit 5:

Lesson-1: Stay Hungry-Stay foolish from "**Infotech English**", Maruthi Publications

Lesson-2: Still I Rise by Maya Angelou from "**The Individual Society",** Pearson Publications.(Non-detailed)

Listening: Identifying key terms, understanding concepts and interpreting the concepts both in speaking and writing.

Speaking: Formal oral presentations on topics from academic contexts - without the use of PPT slides.Functional English: Suggesting/Opinion giving.

Reading: Reading for comprehension. RAP StrategyIntensive reading and Extensive reading techniques.

Reading for Writing: Writing academic proposals- writing research articles: format and style.

Vocabulary: Technical vocabulary from across technical branches (20 words) GRE Vocabulary (20 words) (Antonyms and Synonyms, Word applications) Coherence, matching emotions.

Grammar: Editing short texts – identifying and correcting common errors in grammar and usage (articles, prepositions, tenses, subject verb agreement)

Pronunciation: Stress in compound words

Text Books:

1. "Infotech English", Maruthi Publications. (Detailed)
2."The Individual Society", Pearson Publications.(Non-detailed)

Prescribed text book for Laboratory for Semesters-I & II:

1. "Infotech English", Maruthi Publications. (with Compact Disc)

Reference Books:

1. Bailey, Stephen. Academic writing: A handbook for international students. Routledge, 2014.
2. Chase, Becky Tarver. Pathways: Listening, Speaking and Critical Thinking. Heinley ELT; 2nd Edition, 2018.
3. Skillful Level 2 Reading & Writing Student's Book Pack (B1) Macmillan Educational.
4. Hewings, Martin. Cambridge Academic English (B2). CUP, 2012.

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I Year - I Semester		L	T	P	C
		3	0	0	3
MATHEMATICS-I (Calculus And Differential Equations)					

Course Objectives:

- To familiarize a variety of well-known sequences and series, with a developing intuition about the behaviour of new ones.
- To enlighten the learners in the concept of differential equations and multivariable calculus.
- To equip the students with standard concepts and tools at an intermediate to advanced level mathematics to develop the confidence and ability among the students to handle various real world problems and their applications.

Course Outcomes: At the end of the course, the student will be able to

- utilize mean value theorems to real life problems (L3)
- solve the differential equations related to various engineering fields (L3)
- familiarize with functions of several variables which is useful in optimization (L3)
- apply double integration techniques in evaluating areas bounded by region (L3)
- learn important tools of calculus in higher dimensions. Students will become familiar with 2-dimensional and 3-dimensional coordinate systems(L5)

UNIT – I: Sequences, Series and Mean value theorems: (10hrs)

Sequences and Series: Convergences and divergence – Ratio test – Comparison tests – Integral test – Cauchy's root test – Alternate series– Leibnitz's rule.

Mean Value Theorems (without proofs): Rolle's Theorem – Lagrange's mean value theorem – Cauchy's mean value theorem – Taylor's and Maclaurin's theorems with remainders, Problems and applications on the above theorem.

UNIT – II: Differential equations of first order and first degree: (10hrs)

Linear differential equations– Bernoulli's equations –Exact equations and equations reducible to exact form.

Applications: Newton's Law of cooling– Law of natural growth and decay– Orthogonal trajectories– Electrical circuits.

UNIT – III: Linear differential equations of higher order: (10hrs)

Homogeneous and Non-homogeneous differential equations of higher order with constant coefficients – with non-homogeneous term of the type e^{ax}, sin ax, cos ax, polynomials in x^n, $e^{ax}V(x)$ and $x^nV(x)$ – Method of Variation of parameters, Cauchy and Legendre's linear equations.

Applications: LCR circuit, Simple Harmonic motion.

UNIT – IV: Partial differentiation: (10hrs) Introduction – Homogeneous function – Euler's theorem– Total derivative– Chain rule– Jacobian – Functional dependence –Taylor's and MacLaurin's series expansion of functions of two variables.

Applications: Maxima and Minima of functions of two variables without constraints and Lagrange's method.

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UNIT – V: Multiple integrals: (8 hrs)
Double and Triple integrals – Change of order of integration in double integrals – Change of variables to polar, cylindrical and spherical coordinates.
Applications: Finding Areas and Volumes.

Text Books:
1. B. S. Grewal, Higher Engineering Mathematics, 44th Edition, Khanna Publishers.
2. B. V. Ramana,Higher Engineering Mathematics, 2007 Edition, Tata Mc. Graw Hill Education.

Reference Books:
1. Erwin Kreyszig,Advanced Engineering Mathematics, 10th Edition, Wiley-India.
2. Joel Hass, Christopher Heil and Maurice D. Weir, Thomas calculus, 14thEdition, Pearson.
3. Lawrence Turyn,Advanced Engineering Mathematics, CRC Press, 2013.
4. Srimantha Pal, S C Bhunia, Engineering Mathematics, Oxford University Press.

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I Year - I Semester		L	T	P	C
		3	0	0	3
APPLIED PHYSICS					

Course Objectives:

1. Bridging the gap between the physics in school at 10+2 level and UG level engineering courses.
2. To identify the importance of the optical phenomenon i.e. interference, diffraction and polarization related to its Engineering applications
3. Understand the mechanism of emission of light, utilization of lasers as coherent light sources for low and high energy applications, study of propagation of light through optical fibers and their implications in optical communications.
4. Enlightenment of the concepts of Quantum Mechanics and to provide fundamentals of deBroglie matter waves, quantum mechanical wave equation and its application, the importance of free electron theory for metals and band theory for crystalline solids. Metals-Semiconductors-Insulators concepts utilization of transport phenomenon of charge carriers in semiconductors.
5. To explain the significant concepts of dielectric and magnetic materials that leads to potential applications in the emerging micro devices.
6. To Understand the physics of Semiconductors and their working mechanism. To give an impetus on the subtle mechanism of superconductors using the concept of BCS theory and their fascinating applications.

Course Outcomes:

1. Explain the need of coherent sources and the conditions for sustained interference (L2). Identify the applications of interference in engineering (L3). Analyze the differences between interference and diffraction with applications (L4). Illustrate the concept of polarization of light and its applications (L2). Classify ordinary refracted light and extraordinary refracted rays by their states of polarization (L2)
2. Explain various types of emission of radiation (L2). Identify the role of laser in engineering applications (L3). Describe the construction and working principles of various types of lasers (L1). Explain the working principle of optical fibers (L2). Classify optical fibers based on refractive index profile and mode of propagation (L2). Identify the applications of optical fibers in medical, communication and other fields (L2). Apply the fiber optic concepts in various fields (L3).
3. Describe the dual nature of matter (L1). Explain the significance of wave function (L2). Identify the role of Schrodinger's time independent wave equation in studying particle in one-dimensional infinite potential well (L3). Identify the role of classical and quantum free electron theory in the study of electrical conductivity (L3). Classify the energy bands of solids (L2).
4. Explain the concept of dielectric constant and polarization in dielectric materials (L2). Summarize various types of polarization of dielectrics (L2). Interpret Lorentz field and Claussius-Mosotti relation in dielectrics (L2). Classify the magnetic materials based on susceptibility and their temperature dependence (L2). Explain the applications of dielectric and magnetic materials (L2). Apply the concept of magnetism to magnetic devices (L3)
5. Outline the properties of charge carriers in semiconductors (L2). Identify the type of semiconductor using Hall effect (L2). Identify applications of semiconductors in electronic devices (L2). Classify superconductors based on Meissner's effect (L2). Explain Meissner's effect, BCS theory & Josephson effect in superconductors (L2).

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Unit-I: Wave Optics **12hrs**

Interference: Principle of superposition –Interference of light - Interference in thin films (Reflection Geometry) & applications - Colors in thin films- Newton's Rings- Determination of wavelength and refractive index.

Diffraction: Introduction - Fresnel and Fraunhofer diffraction - Fraunhofer diffraction due to single slit, double slit - N-slits (Qualitative) – Diffraction Grating - Dispersive power and resolving power of Grating(Qualitative).

Polarization: Introduction-Types of polarization - Polarization by reflection, refraction and Double refraction - Nicol's Prism -Half wave and Quarter wave plates.

Unit Outcomes:

The students will be able to

- Explain the need of coherent sources and the conditions for sustained interference (L2)
- Identify engineering applications of interference (L3)
- Analyze the differences between interference and diffraction with applications (L4)
- Illustrate the concept of polarization of light and its applications (L2)
- Classify ordinary polarized light and extraordinary polarized light (L2)

Unit-II: Lasers and Fiber optics **8hrs**

Lasers: Introduction – Characteristics of laser – Spontaneous and Stimulated emissions of radiation – Einstein's coefficients – Population inversion – Lasing action - Pumping mechanisms – Ruby laser – He-Ne laser - Applications of lasers.

Fiber optics: Introduction –Principle of optical fiber- Acceptance Angle - Numerical Aperture - Classification of optical fibers based on refractive index profile and modes – Propagation of electromagnetic wave through optical fibers - Applications.

Unit Outcomes:

The students will be able to

- Understand the basic concepts of LASER light Sources (L2)
- Apply the concepts to learn the types of lasers (L3)
- Identifies the Engineering applications of lasers (L2)
- Explain the working principle of optical fibers (L2)
- Classify optical fibers based on refractive index profile and mode of propagation (L2)
- Identify the applications of optical fibers in various fields (L2)

Unit III: Quantum Mechanics, Free Electron Theory and Band theory **10hrs**

Quantum Mechanics: Dual nature of matter – Heisenberg's Uncertainty Principle – Significance and properties of wave function – Schrodinger's time independent and dependent wave equations– Particle in a one-dimensional infinite potential well.

Free Electron Theory: Classical free electron theory (Qualitative with discussion of merits and demerits) – Quantum free electron theory– Equation for electrical conductivity based on quantum free electron theory- Fermi-Dirac distribution- Density of states (3D) - Fermi energy.

Band theory of Solids: Bloch's Theorem (Qualitative) - Kronig - Penney model (Qualitative)-
E vs K diagram - v vs K diagram - effective mass of electron – Classification of crystalline solids– concept of hole.

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Unit Outcomes:
The students will be able to
- Explain the concept of dual nature of matter (L2)
- Understand the significance of wave function (L2)
- Interpret the concepts of classical and quantum free electron theories (L2)
- Explain the importance of K-P model
- Classify the materials based on band theory (L2)
- Apply the concept of effective mass of electron (L3)

Unit-IV: Dielectric and Magnetic Materials 8hrs

Dielectric Materials: Introduction - Dielectric polarization - Dielectric polarizability, Susceptibility and Dielectric constant - Types of polarizations- Electronic (Quantitative), Ionic (Quantitative) and Orientation polarizations (Qualitative) - Lorentz internal field- Clausius-Mossotti equation- Piezoelectricity.

Magnetic Materials: Introduction - Magnetic dipole moment - Magnetization-Magnetic susceptibility and permeability - Origin of permanent magnetic moment - Classification of magnetic materials: Dia, para, Ferro, antiferro & Ferri magnetic materials - Domain concept for Ferromagnetism & Domain walls (Qualitative) - Hysteresis - soft and hard magnetic materials- Eddy currents- Engineering applications.

Unit Outcomes: The students will be able to
- Explain the concept of dielectric constant and polarization in dielectric materials (L2)
- Summarize various types of polarization of dielectrics (L2)
- Interpret Lorentz field and Claussius- Mosotti relation in dielectrics(L2)
- Classify the magnetic materials based on susceptibility and their temperature dependence (L2)
- Explain the applications of dielectric and magnetic materials (L2)
- Apply the concept of magnetism to magnetic data storage devices (L3)

Unit – V: Semiconductors and Superconductors 10hrs

Semiconductors: Introduction- Intrinsic semiconductors – Density of charge carriers – Electrical conductivity – Fermi level – extrinsic semiconductors – density of charge carriers – dependence of Fermi energy on carrier concentration and temperature - Drift and diffusion currents – Einstein's equation- Hall effect – Hall coefficient –Applications of Hall effect.

Superconductors: Introduction – Properties of superconductors – Meissner effect – Type I and Type II superconductors – BCS theory (Qualitative) – Josephson effects (AC and DC) – SQUIDs – High T_c superconductors – Applications of superconductors.

Unit Outcomes:
The students will be able to
- Classify the energy bands of semiconductors (L2)
- Interpret the direct and indirect band gap semiconductors (L2)
- Identify the type of semiconductor using Hall effect (L2)
- Identify applications of semiconductors in electronic devices (L2)
- Classify superconductors based on Meissner's effect (L2)
- Explain Meissner's effect, BCS theory & Josephson effect in superconductors (L2)

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Text Books:

1. M. N. Avadhanulu, P.G.Kshirsagar & TVS Arun Murthy" A Text book of Engineering Physics"- S.Chand Publications, 11th Edition 2019.
2. Engineering Physics" by D.K.Bhattacharya and Poonam Tandon, Oxford press (2015).
3. Applied Physics by P.K.Palanisamy SciTech publications.

Reference Books:

1. Fundamentals of Physics – Halliday, Resnick and Walker, John Wiley &Sons
2. Engineering Physics by M.R.Srinivasan, New Age international publishers (2009).
3. Shatendra Sharma, Jyotsna Sharma, " Engineering Physics", Pearson Education, 2018
4. Engineering Physics - Sanjay D. Jain, D. Sahasrabudhe and Girish, University Press
5. Semiconductor physics and devices- Basic principle – Donald A, Neamen, Mc Graw Hill
6. B.K. Pandey and S. Chaturvedi, Engineering Physics, Cengage Learning

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I Year - I Semester		L	T	P	C
		3	0	0	3
PROGRAMMING FOR PROBLEM SOLVING USING C					

Course Objectives:
The objectives of Programming for Problem Solving Using C are

- To learn about the computer systems, computing environments, developing of a computer program and Structure of a C Program
- To gain knowledge of the operators, selection, control statements and repetition in C
- To learn about the design concepts of arrays, strings, enumerated structure and union types and their usage.
- To assimilate about pointers, dynamic memory allocation and know the significance of Preprocessor.
- To assimilate about File I/O and significance of functions

Course Outcomes:
Upon the completion of the course the student will learn

- To write algorithms and to draw flowcharts for solving problems
- To convert flowcharts/algorithms to C Programs, compile and debug programs
- To use different operators, data types and write programs that use two-way/ multi-way selection
- To select the best loop construct for a given problem
- To design and implement programs to analyze the different pointer applications
- To decompose a problem into functions and to develop modular reusable code
- To apply File I/O operations

UNIT I
Introduction to Computers: Creating and running Programs, Computer Numbering System, Storing Integers, Storing Real Numbers
Introduction to the C Language: Background, C Programs, Identifiers, Types, Variable, Constants, Input/output, Programming Examples, Scope, Storage Classes and Type Qualifiers.
Structure of a C Program: Expressions Precedence and Associativity, Side Effects, Evaluating Expressions, Type Conversion Statements, Simple Programs, Command Line Arguments.

UNIT II
Bitwise Operators: Exact Size Integer Types, Logical Bitwise Operators, Shift Operators.
Selection & Making Decisions: Logical Data and Operators, Two Way Selection, Multiway Selection, More Standard Functions.
Repetition: Concept of Loop, Pretest and Post-test Loops, Initialization and Updating, Event and Counter Controlled Loops, Loops in C, Other Statements Related to Looping, Looping Applications, Programming Examples.

UNIT III
Arrays: Concepts, Using Array in C, Array Application, Two Dimensional Arrays, Multidimensional Arrays, Programming Example – Calculate Averages
Strings: String Concepts, C String, String Input / Output Functions, Arrays of Strings, String Manipulation Functions String/ Data Conversion, A Programming Example – Morse Code
Enumerated, Structure, and Union: The Type Definition (Type def), Enumerated Types, Structure, Unions, and Programming Application.

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UNIT IV

Pointers: Introduction, Pointers to pointers, Compatibility, L value and R value
Pointer Applications: Arrays, and Pointers, Pointer Arithmetic and Arrays, Memory Allocation Function, Array of Pointers, Programming Application.
Processor Commands: Processor Commands.

UNIT V

Functions: Designing, Structured Programs, Function in C, User Defined Functions, Inter-Function Communication, Standard Functions, Passing Array to Functions, Passing Pointers to Functions, Recursion
Text Input / Output: Files, Streams, Standard Library Input / Output Functions, Formatting Input / Output Functions, Character Input / Output Functions
Binary Input / Output: Text versus Binary Streams, Standard Library, Functions for Files, Converting File Type.

Text Books:

1. Programming for Problem Solving, Behrouz A. Forouzan, Richard F.Gilberg, CENGAGE.
2. The C Programming Language, Brian W.Kernighan, Dennis M. Ritchie, 2e, Pearson.

Reference Books:

1. Computer Fundamentals and Programming, Sumithabha Das, Mc Graw Hill.
2. Programming in C, Ashok N. Kamthane, Amit Kamthane, Pearson.
3. Computer Fundamentals and Programming in C, Pradip Dey, Manas Ghosh, OXFORD.

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I Year - I Semester		L	T	P	C
		1	0	4	3
COMPUTER ENGINEERING WORKSHOP					

Course Objectives:
Skills and knowledge provided by this subject are the following:

- **PC Hardware:** Identification of basic peripherals, Assembling a PC, Installation of system software like MS Windows, device drivers, etc. Troubleshooting of PC Hardware and Software issues.
- **Internet & World Wide Web:** Different ways of hooking the PC on to the internet from home and workplace and effectively usage of the internet, web browsers, email, newsgroups and discussion forums. Awareness of cyber hygiene (protecting the personal computer from getting infected with the viruses), worms and other cyber attacks.
- **Productivity Tools:** Understanding and practical approach of professional word documents, excel spread sheets, power point presentations and personal web sites using the Microsoft suite office tools.

Course Outcomes:
By the end of the course student will be able to

- Identify, assemble and update the components of a computer
- Configure, evaluate and select hardware platforms for the implementation and execution of computer applications, services and systems
- Make use of tools for converting pdf to word and vice versa
- Develop presentation, documents and small applications using productivity tools such as word processor, presentation tools, spreadsheets, HTML, LaTex

List of Exercises:

Note: Faculty to consolidate the workshop manuals using the textbook and references

Task 1: Identification of the peripherals of a computer - Prepare a report containing the block diagram of the computer along with the configuration of each component and its functionality. Describe about various I/O Devices and its usage.

Task 2: Practicing disassembling and assembling components of a PC

Task 3: Installation of Device Drivers, MS Windows, Linux Operating systems and Disk Partitioning, dual boating with Windows and Linux

Task 4: Introduction to Memory and Storage Devices, I/O Port, Assemblers, Compilers, Interpreters, Linkers and Loaders.

Task 5: Demonstration of Hardware and Software Troubleshooting

Task 6: Demonstrating Importance of Networking, Transmission Media, Networking Devices-Gateway, Routers, Hub, Bridge, NIC, Bluetooth Technology, Wireless Technology, Modem, DSL, and Dialup Connection.

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Task 7: Surfing the Web using Web Browsers, Awareness of various threats on the Internet and its solutions, Search engines and usage of various search engines, Need of anti-virus, Installation of anti-virus, configuring personal firewall and windows update.
(Students should get connected to their Local Area Network and access the Internet. In the process they should configure the TCP/IP setting and demonstrate how to access the websites and email. Students customize their web browsers using bookmarks, search toolbars and pop up blockers)

Productivity Tools:

Task 8: Basic HTML tags, Introduction to HTML5 and its tags, Introduction to CSS3 and its properties. Preparation of a simple website/ homepage,
Assignment: Develop your home page using HTML Consisting of your photo, name, address and education details as a table and your skill set as a list.
Features to be covered:- Layouts, Inserting text objects, Editing text objects, Inserting Tables, Working with menu objects, Inserting pages, Hyper linking, Renaming, deleting, modifying pages, etc.,

Task 9: Demonstration and Practice of various features of Microsoft Word
Assignment: 1. Create a project certificate.
2. Creating a news letter
Features to be covered:-Formatting Fonts, Paragraphs, Text effects, Spacing, Borders and Colors, Header and Footer, Date and Time option, tables, Images, Bullets and Numbering, Table of Content, Newspaper columns, Drawing toolbar and Word Art and Mail Merge in word etc.,

Task 10: Demonstration and Practice of various features Microsoft Excel
Assignment: 1. Creating a scheduler
2. Calculating GPA
3. Calculating Total, average of marks in various subjects and ranks of students based on marks
Features to be covered:- Format Cells, Summation, auto fill, Formatting Text, Cell Referencing, Formulae in excel, Charts, Renaming and Inserting worksheets, etc.,

Task 11: Demonstration and Practice of various features Microsoft Power Point
Features to be covered:- Slide Layouts, Inserting Text, Word Art, Formatting Text, Bullets and Numbering, Auto Shapes, Hyperlinks Tables and Charts, Master Layouts, Types of views, Inserting – Background, textures, Design Templates, etc.,

Task 12: Demonstration and Practice of various features LaTeX – document preparation, presentation (Features covered in Task 9 and Task 11 need to be explored in LaTex)
Task 13: Tools for converting word to pdf and pdf to word

Task 14: Internet of Things (IoT): IoT fundamentals, applications, protocols, communication models, architecture, IoT devices

Reference Books:

1. Computer Fundamentals, Anita Goel, Pearson India Education, 2017
2. PC Hardware Trouble Shooting Made Easy, TMH
3. Introduction to Information Technology, ITL Education Solutions Limited, 2nd Edition, Perason, 2020
4. Upgrading and Repairing PCs, 18th Edition, Scott Mueller, QUE, Pearson, 2008
5. LaTeX Companion – Leslie Lamport, PHI/Pearson

6. Introducing HTML5, Bruce Lawson, Remy Sharp, 2nd Edition, Pearson, 2012
7. Teach yourself HTML in 24 hours, By Techmedia
8. HTML 5 and CSS 3.0 to the Real World by Alexis Goldstein, Sitepoint publication.
9. Internet of Things, Technologies, Applications, Challenges and Solutions, B K Tripathy, J Anuradha, CRC Press
10. Comdex Information Technology Course Tool Kit, Vikas Gupta, Wiley Dreamtech.
11. IT Essentials PC Hardware and Software Companion Guide Third Edition by David Anfinson and Ken Quamme, CISCO Press, Pearson Education.
12. Essential Computer and IT Fundamentals for Engineering and Science Students, Dr. N. B. Venkateswarlu, S. Chand Publishers

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I Year - I Semester		L	T	P	C
		0	0	3	1.5
ENGLISH COMMUNICATION SKILLS LABORATORY					

UNIT I:
Vowels, Consonants, Pronunciation, Phonetic Transcription, Common Errors in Pronunciation,

UNIT II:
Word stress-di-syllabic words, poly-syllabic words, weak and strong forms, contrastive stress (Homographs)

UNIT III: Stress in compound words, rhythm, intonation, accent neutralization.

UNIT IV: Listening to short audio texts and identifying the context and specific pieces of information to answer a series of questions in speaking.

UNIT V: Newspapers reading; Understanding and identifying key terms and structures useful for writing reports.

Text Book:
1.“Infotech English”, Maruthi Publications.

Reference Books:
1. Exercises in Spoken English Part 1,2,3,4, OUP and CIEFL.
2. English Pronunciation in use- Mark Hancock, Cambridge University Press.
3. English Phonetics and Phonology-Peter Roach, Cambridge University Press.
4. English Pronunciation in use- Mark Hewings, Cambridge University Press.
5. English Pronunciation Dictionary- Daniel Jones, Cambridge University Press.
6. English Phonetics for Indian Students- P. Bala Subramanian, Mac Millan Publications.

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I Year - I Semester		L	T	P	C
		0	0	3	1.5
APPLIED PHYSICS LAB					

(Any 10 of the following listed experiments)

List of Applied Physics Experiments

1. Determination of thickness of thin object by wedge method.
2. Determination of radius of curvature of a given plano convex lens by Newton's rings.
3. Determination of wavelengths of different spectral lines in mercury spectrum using diffraction grating in normal incidence configuration.
4. Determination of dispersive power of the prism.
5. Determination of dielectric constant using charging and discharging method.
6. Study the variation of B versus H by magnetizing the magnetic material (B-H curve).
7. Determination of numerical aperture and acceptance angle of an optical fiber.
8. Determination of wavelength of Laser light using diffraction grating.
9. Estimation of Planck's constant using photoelectric effect.
10. Determination of the resistivity of semiconductor by four probe method.
11. To determine the energy gap of a semiconductor using p-n junction diode.
12. Magnetic field along the axis of a current carrying circular coil by Stewart & Gee's Method
13. Determination of Hall voltage and Hall coefficient of a given semiconductor using Hall Effect .
14. Measurement of resistance of a semiconductor with varying temperature.
15. Resistivity of a Superconductor using four probe method & Meissner effect.

References:

1. S. Balasubramanian, M.N. Srinivasan "A Text Book of Practical Physics"- S Chand Publishers, 2017.

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I Year - I Semester		L	T	P	C
		0	0	3	1.5
PROGRAMMING FOR PROBLEM SOLVING USING C LAB					

Course Objectives:

- Apply the principles of C language in problem solving.
- To design flowcharts, algorithms and knowing how to debug programs.
- To design & develop of C programs using arrays, strings pointers & functions.
- To review the file operations, preprocessor commands.

Course Outcomes:

By the end of the Lab, the student

- Gains Knowledge on various concepts of a C language.
- Able to draw flowcharts and write algorithms.
- Able design and development of C problem solving skills.
- Able to design and develop modular programming skills.
- Able to trace and debug a program

Exercise 1:

1. Write a C program to print a block F using hash (#), where the F has a height of six characters and width of five and four characters.
2. Write a C program to compute the perimeter and area of a rectangle with a height of 7 inches and width of 5 inches.
3. Write a C program to display multiple variables.

Exercise 2:

1. Write a C program to calculate the distance between the two points.
2. Write a C program that accepts 4 integers p, q, r, s from the user where r and s are positive and p is even. If q is greater than r and s is greater than p and if the sum of r and s is greater than the sum of p and q print "Correct values", otherwise print "Wrong values".

Exercise 3:

1. Write a C program to convert a string to a long integer.
2. Write a program in C which is a Menu-Driven Program to compute the area of the various geometrical shape.
3. Write a C program to calculate the factorial of a given number.

Exercise 4:

1. Write a program in C to display the n terms of even natural number and their sum.
2. Write a program in C to display the n terms of harmonic series and their sum. 1 + 1/2 + 1/3 + 1/4 + 1/5 ... 1/n terms.
3. Write a C program to check whether a given number is an Armstrong number or not.

Exercise 5:

1. Write a program in C to print all unique elements in an array.
2. Write a program in C to separate odd and even integers in separate arrays.
3. Write a program in C to sort elements of array in ascending order.

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Exercise 6:

1. Write a program in C for multiplication of two square Matrices.
2. Write a program in C to find transpose of a given matrix.

Exercise 7:

1. Write a program in C to search an element in a row wise and column wise sorted matrix.
2. Write a program in C to print individual characters of string in reverse order.

Exercise 8:

1. Write a program in C to compare two strings without using string library functions.
2. Write a program in C to copy one string to another string.

Exercise 9:

1. Write a C Program to Store Information Using Structures with Dynamically Memory Allocation
2. Write a program in C to demonstrate how to handle the pointers in the program.

Exercise 10:

1. Write a program in C to demonstrate the use of & (address of) and *(value at address) operator.
2. Write a program in C to add two numbers using pointers.

Exercise 11:

1. Write a program in C to add numbers using call by reference.
2. Write a program in C to find the largest element using Dynamic Memory Allocation.

Exercise 12:

1. Write a program in C to swap elements using call by reference.
2. Write a program in C to count the number of vowels and consonants in a string using a pointer.

Exercise 13:

1. Write a program in C to show how a function returning pointer.
2. Write a C program to find sum of n elements entered by user. To perform this program, allocate memory dynamically using malloc( ) function.

Exercise 14:

1. Write a C program to find sum of n elements entered by user. To perform this program, allocate memory dynamically using calloc( ) function. Understand the difference between the above two programs
2. Write a program in C to convert decimal number to binary number using the function.

Exercise 15:

1. Write a program in C to check whether a number is a prime number or not using the function.
2. Write a program in C to get the largest element of an array using the function.

Exercise 16:

1. Write a program in C to append multiple lines at the end of a text file.
2. Write a program in C to copy a file in another name.
3. Write a program in C to remove a file from the disk.

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I Year - II Semester		L	T	P	C
		3	0	0	3
MATHEMATICS-II (Linear Algebra And Numerical Methods)					

Course Objectives:

- To instruct the concept of Matrices in solving linear algebraic equations
- To elucidate the different numerical methods to solve nonlinear algebraic equations
- To disseminate the use of different numerical techniques for carrying out numerical integration.
- To equip the students with standard concepts and tools at an intermediate to advanced level mathematics to develop the confidence and ability among the students to handle various real world problems and their applications.

Course Outcomes: At the end of the course, the student will be able to

- develop the use of matrix algebra techniques that is needed by engineers for practical applications (L6)
- solve system of linear algebraic equations using Gauss elimination, Gauss Jordan, Gauss Seidel (L3)
- evaluate the approximate roots of polynomial and transcendental equations by different algorithms (L5)
- apply Newton's forward & backward interpolation and Lagrange's formulae for equal and unequal intervals (L3)
- apply numerical integral techniques to different Engineering problems (L3)
- apply different algorithms for approximating the solutions of ordinary differential equations with initial conditions to its analytical computations (L3)

UNIT – I: Solving systems of linear equations, Eigen values and Eigen vectors: (10hrs)
Rank of a matrix by echelon form and normal form – Solving system of homogeneous and non-homogeneous linear equations – Gauss Elimination method – Eigenvalues and Eigen vectors and properties (article-2.14 in text book-1).

Unit – II: Cayley–Hamilton theorem and Quadratic forms: (10hrs)
Cayley-Hamilton theorem (without proof) – Applications – Finding the inverse and power of a matrix by Cayley-Hamilton theorem – Reduction to Diagonal form – Quadratic forms and nature of the quadratic forms – Reduction of quadratic form to canonical forms by orthogonal transformation. Singular values of a matrix, singular value decomposition (text book-3).

UNIT – III: Iterative methods: (8 hrs)
Introduction– Bisection method–Secant method – Method of false position– Iteration method – Newton-Raphson method (One variable and simultaneous Equations) – Jacobi and Gauss-Seidel methods for solving system of equations numerically.

UNIT – IV: Interpolation: (10 hrs)
Introduction– Errors in polynomial interpolation – Finite differences– Forward differences– Backward differences –Central differences – Relations between operators – Newton's forward and backward formulae for interpolation – Interpolation with unequal intervals – Lagrange's interpolation formula– Newton's divide difference formula.

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UNIT – V: Numerical differentiation and integration, Solution of ordinary differential equations with initial conditions: (10 hrs)

Numerical differentiation using interpolating polynomial – Trapezoidal rule– Simpson's $1/3^{rd}$ and $3/8^{th}$ rule– Solution of initial value problems by Taylor's series– Picard's method of successive approximations– Euler's method –Runge-Kutta method (second and fourth order).

Text Books:

1. B. S. Grewal, Higher Engineering Mathematics, 44^{th} Edition, Khanna Publishers.
2. B. V. Ramana, Higher Engineering Mathematics, 2007 Edition, Tata Mc. Graw Hill Education.
3. David Poole, Linear Algebra- A modern introduction, 4^{th} Edition, Cengage.

Reference Books:

1. Steven C. Chapra, Applied Numerical Methods with MATLAB for Engineering and Science, Tata Mc. Graw Hill Education.
2. M. K. Jain, S.R.K. Iyengar and R.K. Jain, Numerical Methods for Scientific and Engineering Computation, New Age International Publications.
3. Lawrence Turyn, Advanced Engineering Mathematics, CRC Press.

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I Year - II Semester		L	T	P	C
		3	0	0	3
APPLIED CHEMISTRY					

Course Objectives

- Importance of usage of plastics in household appliances and composites (FRP) in aerospace and automotive industries.
- Outline the basics for the construction of electrochemical cells, batteries and fuel cells. Understand the mechanism of corrosion and how it can be prevented.
- Explain the preparation of semiconductors and nanomaterials, engineering applications of nanomaterials, superconductors and liquid crystals.
- Recall the increase in demand for power and hence alternative sources of power are studied due to depleting sources of fossil fuels. Advanced instrumental techniques are introduced.
- Outline the basics of computational chemistry and molecular switches

UNIT I: POLYMER TECHNOLOGY **8 hrs**

Polymerisation:- Introduction, methods of polymerization (emulsion and suspension), mechanical properties.

Plastics: Compounding, fabrication (compression, injection, blown film and extrusion), preparation, properties and applications (PVC, polycarbonates and Bakelite), mention some examples of plastic materials used in electronic gadgets, recycling of e-plastic waste (waste to wealth).

Elastomers:- Introduction, preparation, properties and applications (Buna S, thiokol and polyurethanes).

Composite materials: Fiber reinforced plastics, conducting polymers, biodegradable polymers, biopolymers, biomedical polymers.

Course Outcomes: At the end of this unit, the students will be able to

- Analyze the different types of composite plastic materials and interpret the mechanism of conduction in conducting polymers.

UNIT II: ELECTROCHEMICAL CELLS AND CORROSION **10 hrs**

Single electrode potential, electrochemical series and uses of series, standard hydrogen electrode, calomel electrode, construction of glass electrode, batteries (Dry cell, Li ion battery and zinc air cells), fuel cells (H_2-O_2, CH_3OH-O_2, phosphoric acid and molten carbonate).

Corrosion:-Definition, theories of corrosion (chemical and electrochemical), galvanic corrosion, differential aeration corrosion, stress corrosion, galvanic series, factors influencing rate of corrosion, corrosion control (proper designing and cathodic protection), Protective coatings (surface preparation, cathodic coatings, anodic coatings, electroplating and electroless plating [nickel]), Paints (constituents, functions and special paints).

Course Outcomes: At the end of this unit, the students will be able to

- Utilize the theory of construction of electrodes, batteries and fuel cells in redesigning new engineering products and categorize the reasons for corrosion and study methods to control corrosion.

UNIT III: MATERIAL CHEMISTRY **10 hrs**

Part I : Non-elemental semiconducting materials:- Stoichiometric, controlled valency & chalcogen photo/semiconductors-preparation of semiconductors (distillation, zone refining, Czochralski crystal pulling, epitaxy, diffusion, ion implantation) - Semiconductor devices (p-n junction diode as rectifier, junction transistor).

Insulators & magnetic materials: electrical insulators-ferro and ferri magnetism-Hall effect and its applications.

Part II: Nano materials:- Introduction, sol-gel method, characterization by (Brunauer Emmet Teller [BET]), (scanning electron microscopy [SEM]) and (transmission electron microscopy [TEM]), applications of graphene and fullerenes, carbon nanotubes (types, preparation and applications)
Liquid crystals:- Introduction-types-applications.
Super conductors:-Type –I, Type II-characteristics and applications
Course Outcomes: At the end of this unit, the students will be able to

- Synthesize nanomaterials for modern advances of engineering technology.
- Summarize the preparation of semiconductors; analyze the applications of liquid crystals and superconductors.

UNIT IV: SPECTROSCOPIC TECHNIQUES & NON-CONVENTIONAL ENERGY SOURCES 10 hrs

Part A: **SPECTROSCOPIC TECHNIQUES**

Electromagnetic spectrum-UV (laws of absorption, instrumentation, theory of electronic spectroscopy, Frank-condon principle, chromophores and auxochromes, intensity shifts, applications), FT-IR [instrumentation and differentiation of sp, sp^2, sp^3 and IR stretching of functional groups (alcohols, carbonyls, amines) applications], magnetic resonance imaging and CT scan (procedure & applications).

Part B*:* NON-CONVENTIONAL ENERGY SOURCES

Design, working, schematic diagram, advantages and disadvantages of photovoltaic cell, hydropower, geothermal power, tidal and wave power, ocean thermal energy conversion.
Course Outcomes: At the end of this unit, the students will be able to

- Analyze the principles of different analytical instruments and their applications.
- Design models for energy by different natural sources.

UNIT V: ADVANCED CONCEPTS/TOPICS IN CHEMISTRY 8 hrs

Computational chemistry: Introduction to computational chemistry, molecular modelling and docking studies
Molecular switches: characteristics of molecular motors and machines, Rotaxanes and Catenanes as artificial molecular machines, prototypes – linear motions in rotaxanes, an acid-base controlled molecular shuttle, a molecular elevator, an autonomous light-powered molecular motor
Course Outcomes: At the end of this unit, the students will be able to

- Obtain the knowledge of computational chemistry and molecular machines

Text Books:

1. P.C. Jain and M. Jain “Engineering Chemistry”, 15/e, Dhanpat Rai & Sons, Delhi, (Latest edition).
2. Shikha Agarwal, “Engineering Chemistry”, Cambridge University Press, New Delhi, (2019).
3. S.S. Dara, “A Textbook of Engineering Chemistry”, S.Chand & Co, (2010).
4. Shashi Chawla, “Engineering Chemistry”, Dhanpat Rai Publicating Co. (Latest edition).

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Reference Books:

1. K. Sesha Maheshwaramma and Mridula Chugh, "Engineering Chemistry", Pearson India Edn.
2. O.G. Palana, "Engineering Chemistry", Tata McGraw Hill Education Private Limited, (2009).
3. CNR Rao and JM Honig (Eds) "Preparation and characterization of materials" Academic press, New York (latest edition)
4. B. S. Murthy, P. Shankar and others, "Textbook of Nanoscience and Nanotechnology", University press (latest edition)

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DEPARTMENT OF INFORMATION TECHNOLOGY

I Year - II Semester		L	T	P	C
		3	0	0	3
COMPUTER ORGANIZATION					

The purpose of the course is to introduce principles of computer organization and the basic architectural concepts. It provides an in depth understanding of basic organization, design, programming of a simple digital computer, computer arithmetic, instruction set design, micro programmed control unit, pipelining and vector processing, memory organization and I/O systems.

Course Outcomes:
By the end of the course the student will be able to

- Demonstrate and understanding of the design of the functional units of a digital computer system.
- Relate Postulates of Boolean algebra and minimize combinational functions
- Recognize and manipulate representations of numbers stored in digital computers
- Build the logic families and realization of logic gates.
- Design and analyze combinational and sequential circuits
- Recall the internal organization of computers,CPU,memory unit and Input/Outputs and the relations between its main components
- Solve elementary problems by assembly language programming

UNITI:
Digital Computers and Data Representation: Introduction ,NumberingSystems,Decimal to Binary Conversion, Binary Coded Decimal Numbers, Weighted Codes,Self-Complementing Codes, Cyclic Codes, Error Detecting Codes, Error Correcting Codes, Hamming Code for Error Correction, Alphanumeric Codes, ASCI Code
Data Representation: Data types, Complements, Fixed Point Representation, Floating Point Representation.
Boolean Algebra and Logical gates:
Boolean Algebra :Theorems and properties, Boolean functions, canonical and standard forms , minimization of Boolean functions using algebraic identities; Karnaugh map representation and minimization using two and three variable Maps ;Logical gates ,universal gates and Two-level realizations using gates : AND-OR, OR-AND, NAND-NAND and NOR-NOR structures

UNITII:
Digital logic circuits: Combinatorial Circuits: Introduction, Combinatorial Circuit Design Procedure, Implementation using universal gates, Multi-bit adder, Multiplexers, De-multiplexers, Decoders
Sequential Switching Circuits: Latches and Flip-Flops, Ripple counters using T flip-flops; Synchronous counters: Shift Registers; Ring counters

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UNITIII:

Computer Arithmetic: Addition and subtraction, multiplication Algorithms, Booth multiplication algorithm, Division Algorithms, Floating – point Arithmetic operations.

Register Transfer language and microinstructions : Bus memory transfer, arithmetic and logical micro-operations,shift and rotate micro-operations

Basic Computer Organization and Design: Stored program concept,computer Registers, common bus system**,**Computer instructions, Timing and Control, Instruction cycle, Memory Reference Instructions, Input–Output configuration and program Interrupt.

UNITIV:

Microprogrammed Control: Control memory, Addresssequencing, microprogram example, design of control unit.

Central Processing Unit: General Register Organization, Instruction Formats, Addressing modes, Data Transfer and Manipulation, Program Control:conditional Flags and Branching

UNITV:

Memory Organization: Memory Hierarchy, Main Memory, Auxiliary memory, Associate Memory, Cache Memory.

Input-Output Organization: Input-Output Interface, Asynchronous data transfer, Modes of Transfer, Priority Interrupt Direct memory Access.

TextBooks:

1. Digital Logic and Computer Design,Moriss Mano,11thEdition,PearsonEducation.
2. Computer System Architecture,3rded., M.MorrisMano, PHI

Reference Books:

1. Digital Logic and Computer Organization, Rajaraman,Radhakrishnan,PHI,2006
2. Computer Organization, 5thed.,Hamacher, VranesicandZaky,TMH,2002
3. Computer Organization & Architecture :Designing for Performance, 7thed., William Stallings, PHI, 2006

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DEPARTMENT OF INFORMATION TECHNOLOGY

I Year – II Semester		L	T	P	C
		3	0	0	3
PYTHON PROGRAMMING					

Course Objectives:
The Objectives of Python Programming are

- To learn about Python programming language syntax, semantics, and the runtime environment
- To be familiarized with universal computer programming concepts like data types, containers
- To be familiarized with general computer programming concepts like conditional execution, loops & functions
- To be familiarized with general coding techniques and object-oriented programming

Course Outcomes:

- Develop essential programming skills in computer programming concepts like data types, containers
- Apply the basics of programming in the Python language
- Solve coding tasks related conditional execution, loops
- Solve coding tasks related to the fundamental notions and techniques used in object-oriented programming

UNIT I
Introduction: Introduction to Python, Program Development Cycle, Input, Processing, and Output, Displaying Output with the Print Function, Comments, Variables, Reading Input from the Keyboard, Performing Calculations, Operators. Type conversions, Expressions, More about Data Output.
Data Types, and Expression: Strings Assignment, and Comment, Numeric Data Types and Character Sets, Using functions and Modules.
Decision Structures and Boolean Logic: if, if-else, if-elif-else Statements, Nested Decision Structures, Comparing Strings, Logical Operators, Boolean Variables. Repetition Structures: Introduction, while loop, for loop, Calculating a Running Total, Input Validation Loops, Nested Loops.

UNIT II
Control Statement: Definite iteration for Loop Formatting Text for output, Selection if and if else Statement Conditional Iteration The While Loop
Strings and Text Files: Accessing Character and Substring in Strings, Data Encryption, Strings and Number Systems, String Methods Text Files.

UNIT III
List and Dictionaries: Lists, Defining Simple Functions, Dictionaries
Design with Function**:** Functions as Abstraction Mechanisms, Problem Solving with Top Down Design, Design with Recursive Functions, Case Study Gathering Information from a File System, Managing a Program's Namespace, Higher Order Function.
Modules: Modules, Standard Modules, Packages.

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UNIT IV

File Operations: Reading config files in python, Writing log files in python, Understanding read functions, read(), readline() and readlines(), Understanding write functions, write() and writelines(), Manipulating file pointer using seek, Programming using file operations

Object Oriented Programming**:** Concept of class, object and instances, Constructor, class attributes and destructors, Real time use of class in live projects, Inheritance , overlapping and overloading operators, Adding and retrieving dynamic attributes of classes, Programming using Oops support

Design with Classes: Objects and Classes, Data modeling Examples, Case Study An ATM, Structuring Classes with Inheritance and Polymorphism

UNIT V

Errors and Exceptions: Syntax Errors, Exceptions, Handling Exceptions, Raising Exceptions, User-defined Exceptions, Defining Clean-up Actions, Redefined Clean-up Actions.

Graphical User Interfaces: The Behavior of Terminal Based Programs and GUI -Based, Programs, Coding Simple GUI-Based Programs, Other Useful GUI Resources.

Programming**:** Introduction to Programming Concepts with Scratch.

Text Books

1) Fundamentals of Python First Programs, Kenneth. A. Lambert, Cengage.
2) Python Programming: A Modern Approach, Vamsi Kurama, Pearson.

Reference Books:

1) Introduction to Python Programming, Gowrishankar.S, Veena A, CRC Press.
2) Introduction to Programming Using Python, Y. Daniel Liang, Pearson.

e-Resources:

https://www.tutorialspoint.com/python3/python_tutorial.pdf

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I Year – II Semester		L	T	P	C
		3	0	0	3
DATA STRUCTURES					

Course Objectives:
The objective of the course is to
- Introduce the fundamental concept of data structures and abstract data types
- Emphasize the importance of data structures in developing and implementing efficient algorithms
- Describe how arrays, records, linked structures, stacks, queues, trees, and graphs are represented in memory and used by algorithms

Course Outcomes:
After completing this course a student will be able to:
- Summarize the properties, interfaces, and behaviors of basic abstract data types
- Discuss the computational efficiency of the principal algorithms for sorting & searching
- Use arrays, records, linked structures, stacks, queues, trees, and Graphs in writing programs
- Demonstrate different methods for traversing trees

UNIT I
Data Structures - Definition, Classification of Data Structures, Operations on Data Structures, Abstract Data Type (ADT), Preliminaries of algorithms. Time and Space complexity.
Searching - Linear search, Binary search, Fibonacci search.
Sorting- Insertion sort, Selection sort, Exchange (Bubble sort, quick sort), distribution (radix sort), merging (Merge sort) algorithms.

UNIT II
Linked List: Introduction, Single linked list, Representation of Linked list in memory, Operations on Single Linked list-Insertion, Deletion, Search and Traversal ,Reversing Single Linked list, Applications on Single Linked list- Polynomial Expression Representation ,Addition and Multiplication, Sparse Matrix Representation using Linked List, Advantages and Disadvantages of Single Linked list, Double Linked list-Insertion, Deletion, Circular Linked list-Insertion, Deletion.

UNIT III
Queues: Introduction to Queues, Representation of Queues-using Arrays and using Linked list, Implementation of Queues-using Arrays and using Linked list, Application of Queues-Circular Queues, Deques, Priority Queues, Multiple Queues.
Stacks: Introduction to Stacks, Array Representation of Stacks, Operations on Stacks, Linked list Representation of Stacks, Operations on Linked Stack, Applications-Reversing list, Factorial Calculation, Infix to Postfix Conversion, Evaluating Postfix Expressions.

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UNIT IV

Trees: Basic Terminology in Trees, Binary Trees-Properties, Representation of Binary Trees using Arrays and Linked lists. Binary Search Trees- Basic Concepts, BST Operations: Insertion, Deletion, Tree Traversals, Applications-Expression Trees, Heap Sort, Balanced Binary Trees- AVL Trees, Insertion, Deletion and Rotations.

UNIT V

Graphs: Basic Concepts, Representations of Graphs-Adjacency Matrix and using Linked list, Graph Traversals (BFT & DFT), Applications- Minimum Spanning Tree Using Prims & Kruskals Algorithm, Dijkstra's shortest path, Transitive closure, Warshall's Algorithm.

Text Books:

1) Data Structures Using C. 2nd Edition.Reema Thareja, Oxford.
2) Data Structures and algorithm analysis in C, 2nded, Mark Allen Weiss.

Reference Books:

1) Fundamentals of Data Structures in C, 2nd Edition, Horowitz, Sahni, Universities Press.
2) Data Structures: A PseudoCode Approach, 2/e, Richard F.Gilberg, Behrouz A. Forouzon, Cengage.
3) Data Structures with C, Seymour Lipschutz TMH

e-Resources:

1) http://algs4.cs.princeton.edu/home/
2) https://faculty.washington.edu/jstraub/dsa/Master_2_7a.pdf

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I Year - II Semester		L	T	P	C
		0	0	3	1.5
APPLIED CHEMISTRY LAB					

Introduction to Chemistry laboratory – Molarity, normality, primary, secondary standard solutions, volumetric titrations, quantitative analysis

1. Determination of HCl using standard Na_2CO_3 solution.
2. Determination of alkalinity of a sample containing Na_2CO_3 and NaOH.
3. Determination of Mn^{+2} using standard oxalic acid solution.
4. Determination of ferrous iron using standard $K_2Cr_2O_7$ solution.
5. Determination of Cu^{+2} using standard hypo solution.
6. Determination of temporary and permanent hardness of water using standard EDTA solution.
7. Determination of Fe^{+3} by a colorimetric method.
8. Determination of the concentration of acetic acid using sodium hydroxide (pH-metry method).
9. Determination of iso-electric point of amino acids using pH-metry method/conductometric method.
10. Determination of the concentration of strong acid vs strong base (by conductometric method).
11. Determination of strong acid vs strong base (by potentiometric method).
12. Determination of Mg^{+2} present in an antacid.
13. Determination of $CaCO_3$ present in an egg shell.
14. Estimation of Vitamin C.
15. Determination of phosphoric content in soft drinks.
16. Adsorption of acetic acid by charcoal.
17. Preparation of nylon-6, 6 and Bakelite (demonstration only).

Of the above experiments at-least 10 assessment experiments should be completed in a semester.

Outcomes: The students entering into the professional course have practically very little exposure to lab classes. The experiments introduce volumetric analysis; redox titrations with different indicators; EDTA titrations; then they are exposed to a few instrumental methods of chemical analysis. Thus at the end of the lab course, the student is exposed to different methods of chemical analysis and use of some commonly employed instruments. They thus acquire some experimental skills.

Reference Books

1. A Textbook of Quantitative Analysis, Arthur J. Vogel.

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I Year - II Semester		L	T	P	C
		0	0	3	1.5
PYTHON PROGRAMMING LAB					

Course Objectives:
The Objectives of Python Programming are

- *To learn about Python programming language syntax, semantics, and the runtime environment*
- *To be familiarized with universal computer programming concepts like data types, containers*
- *To be familiarized with general computer programming concepts like conditional execution, loops & functions*
- *To be familiarized with general coding techniques and object-oriented programming*

Course Outcomes:

- Develop essential programming skills in computer programming concepts like data types, containers
- Apply the basics of programming in the Python language
- Solve coding tasks related conditional execution, loops
- Solve coding tasks related to the fundamental notions and techniques used in object-oriented programming

List of Experiments:

1) Write a program that asks the user for a weight in kilograms and converts it to pounds. There are 2.2 pounds in a kilogram.
2) Write a program that asks the user to enter three numbers (use three separate input statements). Create variables called total and average that hold the sum and average of the three numbers and print out the values of total and average.
3) Write a program that uses a *for* loop to print the numbers 8, 11, 14, 17, 20, . . . , 83, 86, 89.
4) Write a program that asks the user for their name and how many times to print it. The program should print out the user's name the specified number of times.
5) Use a *for* loop to print a triangle like the one below. Allow the user to specify how high the triangle should be.

```
*
**
***
****
```

6) Generate a random number between 1 and 10. Ask the user to guess the number and print a message based on whether they get it right or not.
7) Write a program that asks the user for two numbers and prints *Close* if the numbers are within .001 of each other and Not close otherwise.
8) Write a program that asks the user to enter a word and prints out whether that word contains any vowels.
9) Write a program that asks the user to enter two strings of the same length. The program should then check to see if the strings are of the same length. If they are not,

the program should print an appropriate message and exit. If they are of the same length, the program should alternate the characters of the two strings. For example, if the user enters *abcde* and *ABCDE* the program should print out *AaBbCcDdEe*.

10) Write a program that asks the user for a large integer and inserts commas into it according to the standard American convention for commas in large numbers. For instance, if the user enters 1000000, the output should be 1,000,000.
11) In algebraic expressions, the symbol for multiplication is often left out, as in 3x+4y or 3(x+5). Computers prefer those expressions to include the multiplication symbol, like 3*x+4*y or 3*(x+5). Write a program that asks the user for an algebraic expression and then inserts multiplication symbols where appropriate.
12) Write a program that generates a list of 20 random numbers between 1 and 100.
    (a) Print the list.
    (b) Print the average of the elements in the list.
    (c) Print the largest and smallest values in the list.
    (d) Print the second largest and second smallest entries in the list
    (e) Print how many even numbers are in the list.
13) Write a program that asks the user for an integer and creates a list that consists of the factors of that integer.
14) Write a program that generates 100 random integers that are either 0 or 1. Then find the longest run of zeros, the largest number of zeros in a row. For instance, the longest run of zeros in [1,0,1,1,0,0,0,0,1,0,0] is 4.
15) Write a program that removes any repeated items from a list so that each item appears at most once. For instance, the list [1,1,2,3,4,3,0,0] would become [1,2,3,4,0].
16) Write a program that asks the user to enter a length in feet. The program should then give the user the option to convert from feet into inches, yards, miles, millimeters, centimeters, meters, or kilometers. Say if the user enters a 1, then the program converts to inches, if they enter a 2, then the program converts to yards, etc. While this can be done with if statements,it is much shorter with lists and it is also easier to add new conversions if you use lists.
17) Write a function called *sum_digits* that is given an integer num and returns the sum of the digits of num.
18) Write a function called *first_diff* that is given two strings and returns the first location in which the strings differ. If the strings are identical, it should return -1.
19) Write a function called *number_of_factors* that takes an integer and returns how many factors the number has.
20) Write a function called *is_sorted* that is given a list and returns True if the list is sorted and False otherwise.
21) Write a function called root that is given a number x and an integer n and returns $x^{1/n}$. In the function definition, set the default value of n to 2.
22) Write a function called primes that is given a number n and returns a list of the first n primes. Let the default value of n be 100.
23) Write a function called merge that takes two already sorted lists of possibly different lengths, and merges them into a single sorted list.
    (a) Do this using the sort method. (b) Do this without using the sort method.
24) Write a program that asks the user for a word and finds all the smaller words that can be made from the letters of that word. The number of occurrences of a letter in a smaller word can't exceed the number of occurrences of the letter in the user's word.

25) Write a program that reads a file consisting of email addresses, each on its own line. Your program should print out a string consisting of those email addresses separated by semicolons.
26) Write a program that reads a list of temperatures from a file called *temps.txt*, converts those temperatures to Fahrenheit, and writes the results to a file called ftemps.txt.
27) Write a class called Product. The class should have fields called name, amount, and price, holding the product's name, the number of items of that product in stock, and the regular price of the product. There should be a method *get_price* that receives the number of items to be bought and returns a the cost of buying that many items, where the regular price is charged for orders of less than 10 items, a 10% discount is applied for orders of between 10 and 99 items, and a 20% discount is applied for orders of 100 or more items. There should also be a method called *make_purchase* that receives the number of items to be bought and decreases amount by that much.
28) Write a class called Time whose only field is a time in seconds. It should have a method called *convert_to_minutes* that returns a string of minutes and seconds formatted as in the following example: if seconds is 230, the method should return '5:50'. It should also have a method called *convert_to_hours* that returns a string of hours, minutes, and seconds formatted analogously to the previous method.
29) Write a class called Converter. The user will pass a length and a unit when declaring an object from the class—for example, c = Converter(9,'inches'). The possible units are inches, feet, yards, miles, kilometers, meters, centimeters, and millimeters. For each of these units there should be a method that returns the length converted into those units. For example, using the Converter object created above, the user could call c.feet() and should get 0.75 as the result.
30) Write a Python class to implement pow(x, n).
31) Write a Python class to reverse a string word by word.
32) Write a program that opens a file dialog that allows you to select a text file. The program then displays the contents of the file in a textbox.
33) Write a program to demonstrate Try/except/else.
34) Write a program to demonstrate try/finally and with/as.

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I Year – II Semester		L	T	P	C
		0	0	3	1.5
DATA STRUCTURES LAB					

Course Objectives:
The objective of this lab is to demonstrate the different data structures implementation.

Course Outcomes:
By the end of this lab the student is able to

- Use basic data structures such as arrays and linked list.
- Programs to demonstrate fundamental algorithmic problems including Tree Traversals, Graph traversals, and shortest paths.
- Use various searching and sorting algorithms.

List of Experiments:

Exercise -1 (Searching)
a)Write C program that use both recursive and non recursive functions to perform Linear search for a Key value in a given list.
b) Write C program that use both recursive and non recursive functions to perform Binary search for a Key value in a given list.

Exercise -2 (Sorting-I)
a) Write C program that implement Bubble sort, to sort a given list of integers in ascending order
b) Write C program that implement Quick sort, to sort a given list of integers in ascending order
c) Write C program that implement Insertion sort, to sort a given list of integers in ascending order

Exercise -3(Sorting-II)
a) Write C program that implement radix sort, to sort a given list of integers in ascending order
b) Write C program that implement merge sort, to sort a given list of integers in ascending order

Exercise -4(Singly Linked List)
a) Write a C program that uses functions to create a singly linked list
b) Write a C program that uses functions to perform insertion operation on a singly linked list
c) Write a C program that uses functions to perform deletion operation on a singly linked list
d) Write a C program to reverse elements of a single linked list.

Exercise -5(Queue)
a) Write C program that implement Queue (its operations) using arrays.
b) Write C program that implement Queue (its operations) using linked lists

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Exercise -6(Stack)
a) Write C program that implement stack (its operations) using arrays
b) Write C program that implement stack (its operations) using Linked list
c) Write a C program that uses Stack operations to evaluate postfix expression

Exercise -7(Binary Tree)
d) Write a recursive C program for traversing a binary tree in preorder, inorder and postorder.

Exercise -8(Binary Search Tree)
a) Write a C program to Create a BST
b) Write a C program to insert a node into a BST.
c) Write a C program to delete a node from a BST.

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I Year – II Semester		L	T	P	C
		2	0	0	0
ENVIRONMENT SCIENCE					

Course Objectives:
The objectives of the course are to impart:

- Overall understanding of the natural resources.
- Basic understanding of the ecosystem and its diversity.
- Acquaintance on various environmental challenges induced due to unplanned anthropogenic activities.
- An understanding of the environmental impact of developmental activities.
- Awareness on the social issues, environmental legislation and global treaties.

UNIT I
Multidisciplinary nature of Environmental Studies: Definition, Scope and Importance – Sustainability: Stockholm and Rio Summit–Global Environmental Challenges: Global warming and climate change, acid rains, ozone layer depletion, population growth and explosion, effects. Role of information technology in environment and human health.
Ecosystems: Concept of an ecosystem. - Structure and function of an ecosystem; Producers, consumers and decomposers. - Energy flow in the ecosystem - Ecological succession. - Food chains, food webs and ecological pyramids; Introduction, types, characteristic features, structure and function of Forest ecosystem, Grassland ecosystem, Desert ecosystem, Aquatic ecosystems.

UNIT II
Natural Resources: Natural resources and associated problems.
Forest resources: Use and over – exploitation, deforestation – Timber extraction – Mining, dams and other effects on forest and tribal people.
Water resources: Use and over utilization of surface and ground water – Floods, drought, conflicts over water, dams – benefits and problems.
Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources.
Food resources: World food problems, changes caused by non-agriculture activities-effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity.
Energy resources: Growing energy needs, renewable and non-renewable energy sources use of alternate energy sources.
Land resources: Land as a resource, land degradation, Wasteland reclamation, man induced landslides, soil erosion and desertification; Role of an individual in conservation of natural resources; Equitable use of resources for sustainable lifestyles.

UNIT III
Biodiversity and its conservation: Definition: genetic, species and ecosystem diversity-classification - Value of biodiversity: consumptive use, productive use, social-Biodiversity at national and local levels. India as a mega-diversity nation - Hot-sports of biodiversity - Threats to biodiversity: habitat loss, man-wildlife conflicts. - Endangered and endemic species of India – Conservation of biodiversity: conservation of biodiversity.

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UNIT IV

Environmental Pollution: Definition, Cause, effects and control measures of Air pollution, Water pollution, Soil pollution, Noise pollution, Nuclear hazards. Role of an individual in prevention of pollution. - Pollution case studies, Sustainable Life Studies. Impact of Fire Crackers on Men and his well being.

Solid Waste Management: Sources, Classification, effects and control measures of urban and industrial solid wastes. Consumerism and waste products, Biomedical, Hazardous and e – waste management.

UNIT V

Social Issues and the Environment: Urban problems related to energy -Water conservation, rain water harvesting-Resettlement and rehabilitation of people; its problems and concerns. Environmental ethics: Issues and possible solutions. Environmental Protection Act -Air (Prevention and Control of Pollution) Act. –Water (Prevention and control of Pollution) Act - Wildlife Protection Act -Forest Conservation Act-Issues involved in enforcement of environmental legislation. -Public awareness.

Environmental Management: Impact Assessment and its significance various stages of EIA, preparation of EMP and EIS, Environmental audit. Ecotourism, Green Campus – Green business and Green politics.

The student should Visit an Industry / Ecosystem and submit a report individually on any issues related to Environmental Studies course and make a power point presentation.

Text Books:

1) Environmental Studies, K. V. S. G. Murali Krishna, VGS Publishers, Vijayawada
2) Environmental Studies, R. Rajagopalan, 2nd Edition, 2011, Oxford University Press.
3) Environmental Studies, P. N. Palanisamy, P. Manikandan, A. Geetha, and K. Manjula Rani; Pearson Education, Chennai

Reference Books:

1) Text Book of Environmental Studies, Deeshita Dave & P. Udaya Bhaskar, Cengage Learning.
2) A Textbook of Environmental Studies, Shaashi Chawla, TMH, New Delhi
3) Environmental Studies, Benny Joseph, Tata McGraw Hill Co, New Delhi
4) Perspectives in Environment Studies, Anubha Kaushik, C P Kaushik, New Age International Publishers, 2014

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II Year -I Semester		L	T	P	C
		3	0	0	3
MATHEMATICS - III					

Course Objectives:

- To familiarize the techniques in partial differential equations
- To furnish the learners with basic concepts and techniques at plus two level to lead them into advanced level by handling various real world applications.

Course Outcomes:

At the end of the course, the student will be able to

- Interpret the physical meaning of different operators such as gradient, curl and divergence (L5)
- Estimate the work done against a field, circulation and flux using vector calculus (L5)
- Apply the Laplace transform for solving differential equations (L3)
- Find or compute the Fourier series of periodic signals (L3)
- Know and be able to apply integral expressions for the forwards and inverse Fourier transform to a range of non-periodic waveforms (L3)
- Identify solution methods for partial differential equations that model physical processes (L3)

UNIT I: Vector calculus: (10 hrs)Vector Differentiation: Gradient – Directional derivative – Divergence – Curl – Scalar Potential.

Vector Integration: Line integral – Work done – Area – Surface and volume integrals – Vector integral theorems: Greens, Stokes and Gauss Divergence theorems (without proof).

UNIT II: Laplace Transforms: (10 hrs)

Laplace transforms of standard functions – Shifting theorems – Transforms of derivatives and integrals – Unit step function – Dirac's delta function – Inverse Laplace transforms – Convolution theorem (without proof).

Applications: Solving ordinary differential equations (initial value problems) using Laplace transforms.

UNIT III: Fourier series and Fourier Transforms: (10 hrs)

Fourier Series: Introduction – Periodic functions – Fourier series of periodic function – Dirichlet's conditions – Even and odd functions – Change of interval – Half-range sine and cosine series.

Fourier Transforms: Fourier integral theorem (without proof) – Fourier sine and cosine integrals – Sine and cosine transforms – Properties – inverse transforms – Finite Fourier transforms.

UNIT IV: PDE of first order: (8 hrs)

Formation of partial differential equations by elimination of arbitrary constants and arbitrary functions – Solutions of first order linear (Lagrange) equation and nonlinear (standard types) equations.

UNIT V: Second order PDE and Applications: (10 hrs)

Second order PDE: Solutions of linear partial differential equations with constant coefficients – RHS term of the type $e^{ax+by}, \sin(ax+by), \cos(ax+by), x^m y^n$.

Applications of PDE: Method of separation of Variables – Solution of One dimensional Wave, Heat and two-dimensional Laplace equation.

Text Books:

1) B. S. Grewal, Higher Engineering Mathematics, 43rd Edition, Khanna Publishers.
2) B. V. Ramana, Higher Engineering Mathematics, 2007 Edition, Tata Mc. Graw Hill Education.

Reference Books:

1) Erwin Kreyszig, Advanced Engineering Mathematics, 10th Edition, Wiley-India.
2) Dean. G. Duffy, Advanced Engineering Mathematics with MATLAB, 3rd Edition, CRC Press.
3) Peter O' Neil, Advanced Engineering Mathematics, Cengage.
4) Srimantha Pal, S C Bhunia, Engineering Mathematics, Oxford University Press.

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II Year – I Semester		L	T	P	C
		3	0	0	3
OBJECT ORIENTED PROGRAMMING THROUGH C++					

Course Objectives:

- Describe the procedural and object oriented paradigm with concepts of streams, classes, functions, data and objects
- Understand dynamic memory management techniques using pointers, constructors, destructors
- Describe the concept of function overloading, operator overloading, virtual functions and polymorphism
- Classify inheritance with the understanding of early and late binding, usage of exception handling, generic programming
- Demonstrate the use of various OOPs concepts with the help of programs

Course Outcomes:

By the end of the course, the student

- Classify object oriented programming and procedural programming
- Apply C++ features such as composition of objects, operator overloads, dynamic memory allocation, inheritance and polymorphism, file I/O, exception handling
- Build C++ classes using appropriate encapsulation and design principles
- Apply object oriented or non-object oriented techniques to solve bigger computing problems

UNIT I

Introduction to C++: Difference between C and C++, Evolution of C++, The Object Oriented Technology, Disadvantage of Conventional Programming, Key Concepts of Object Oriented Programming, Advantage of OOP, Object Oriented Language.

UNIT II

Classes and Objects &Constructors and Destructor: Classes in C++, Declaring Objects, Access Specifiers and their Scope, Defining Member Function, Overloading Member Function, Nested class, Constructors and Destructors, Introduction, Constructors and Destructor, Characteristics of Constructor and Destructor, Application with Constructor, Constructor with Arguments parameterized Constructor, Destructors, Anonymous Objects.

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UNIT III

Operator Overloading and Type Conversion & Inheritance: The Keyword Operator, Overloading Unary Operator, Operator Return Type, Overloading Assignment Operator (=), Rules for Overloading Operators, Inheritance, Reusability, Types of Inheritance, Virtual Base Classes- Object as a Class Member, Abstract Classes, Advantages of Inheritance, Disadvantages of Inheritance.

UNIT IV

Pointers & Binding Polymorphisms and Virtual Functions: Pointer, Features of Pointers, Pointer Declaration, Pointer to Class, Pointer Object, The this Pointer, Pointer to Derived Classes and Base Class, Binding Polymorphisms and Virtual Functions, Introduction, Binding in C++, Virtual Functions, Rules for Virtual Function, Virtual Destructor.

UNIT V

Generic Programming with Templates & Exception Handling: Definition of class Templates, Normal Function Templates, Over Loading of Template Function, Bubble Sort Using Function Templates, Difference between Templates and Macros, Linked Lists with Templates, Exception Handling, Principles of Exception Handling, The Keywords try throw and catch, Multiple Catch Statements, Specifying Exceptions.

Overview of Standard Template Library, STL Programming Model, Containers, Sequence Containers, Associative Containers, Algorithms, Iterators, Vectors, Lists, Maps.

Text Books:

1) A First Book of C++, Gary Bronson, Cengage Learning.
2) The Complete Reference C++, Herbert Schildt, TMH.

Reference Books:

1) Object Oriented Programming C++, Joyce Farrell, Cengage.
2) C++ Programming: from problem analysis to program design, DS Malik, Cengage Learning
3) Programming in C++, Ashok N Kamthane, Pearson 2nd Edition

e- Resources:

1) https://nptel.ac.in/courses/106/105/106105151/
2) https://github.com/topics/object-oriented-programming

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II Year – I Semester		L	T	P	C
		3	0	0	3
OPERATING SYSTEMS					

Course Objectives:

The objectives of this course is to

- Introduce to the internal operation of modern operating systems
- Define, explain, processes and threads, mutual exclusion, CPU scheduling, deadlock, memory management, and file systems
- Understand File Systems in Operating System like UNIX/Linux and Windows
- Understand Input Output Management and use of Device Driver and Secondary Storage (Disk) Mechanism
- Analyze Security and Protection Mechanism in Operating System

Course Outcomes:
After learning, the course the students should be able to:

- Describe various generations of Operating System and functions of Operating System
- Describe the concept of program, process and thread and analyze various CPU Scheduling Algorithms and compare their performance
- Solve Inter Process Communication problems using Mathematical Equations by various methods
- Compare various Memory Management Schemes especially paging and Segmentation in Operating System and apply various Page Replacement Techniques
- Outline File Systems in Operating System like UNIX/Linux and Windows

UNIT I

Operating Systems Overview: Operating system functions, Operating system structure, Operating systems operations, Computing environments, Open-Source Operating Systems.

System Structures: Operating System Services, User and Operating-System Interface, systems calls, Types of System Calls, system programs, operating system structure, operating system debugging, System Boot.

UNIT II
Process Concept: Process scheduling, Operations on processes, Inter-process communication, Communication in client server systems.
Multithreaded Programming: Multithreading models, Thread libraries, Threading issues.
Process Scheduling: Basic concepts, Scheduling criteria, Scheduling algorithms, Multiple processor scheduling, Thread scheduling.

Inter-process Communication: Race conditions, Critical Regions, Mutual exclusion with busy waiting, Sleep and wakeup, Semaphores, Mutexes, Monitors, Message passing, Barriers, Classical IPC Problems - Dining philosophers problem, Readers and writers problem.

UNIT III

Memory-Management Strategies: Introduction, Swapping, Contiguous memory allocation, Paging, Segmentation.

Virtual Memory Management: Introduction, Demand paging, Copy on-write, Page replacement, Frame allocation, Thrashing, Memory-mapped files, Kernel memory allocation.

UNIT IV

Deadlocks: Resources, Conditions for resource deadlocks, Ostrich algorithm, Deadlock detection and recovery, Deadlock avoidance, Deadlock prevention.

File Systems: Files, Directories, File system implementation, management and optimization.

Secondary-Storage Structure: Overview of disk structure, and attachment, Disk scheduling, RAID structure, Stable storage implementation.

UNIT V

System Protection: Goals of protection, Principles and domain of protection, Access matrix, Access control, Revocation of access rights.

System Security: Introduction, Program threats, System and network threats, Cryptography for security, User authentication, Implementing security defenses, Firewalling to protect systems and networks, Computer security classification.

Case Studies: Linux, Microsoft Windows.

Text Books:

1) Silberschatz A, Galvin P B, and Gagne G, Operating System Concepts, 9th edition, Wiley, 2013.
2) Tanenbaum A S, Modern Operating Systems, 3rd edition, Pearson Education, 2008. (for Interprocess Communication and File systems.)

Reference Books:

1) Dhamdhere D M, Operating Systems A Concept Based Approach, 3rd edition, Tata McGraw-Hill, 2012.
2) Stallings W, Operating Systems -Internals and Design Principles, 6th edition, Pearson Education, 2009
3) Nutt G, Operating Systems, 3rd edition, Pearson Education, 2004.

e-Resources:

1) https://nptel.ac.in/courses/106/105/106105214/

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II Year – I Semester		L	T	P	C
		3	0	0	3
DATABASE MANAGEMENT SYSTEMS					

Course Objectives:

- To introduce about database management systems
- To give a good formal foundation on the relational model of data and usage of Relational Algebra
- To introduce the concepts of basic SQL as a universal Database language
- To demonstrate the principles behind systematic database design approaches by covering conceptual design, logical design through normalization
- To provide an overview of physical design of a database system, by discussing Database indexing techniques and storage techniques

Course Outcomes:

By the end of the course, the student will be able to

- Describe a relational database and object-oriented database
- Create, maintain and manipulate a relational database using SQL
- Describe ER model and normalization for database design
- Examine issues in data storage and query processing and can formulate appropriate solutions
- Outline the role and issues in management of data such as efficiency, privacy, security, ethical responsibility, and strategic advantage

UNIT I

Introduction: Database system, Characteristics (Database Vs File System), Database Users(Actors on Scene, Workers behind the scene), Advantages of Database systems, Database applications. Brief introduction of different Data Models; Concepts of Schema, Instance and data independence; Three tier schema architecture for data independence; Database system structure, environment, Centralized and Client Server architecture for the database.

UNIT II

Relational Model: Introduction to relational model, concepts of domain, attribute, tuple, relation, importance of null values, constraints (Domain, Key constraints, integrity constraints) and their importance BASIC SQL: Simple Database schema, data types, table definitions (create, alter), different DML operations (insert, delete, update), basic SQL querying (select and project) using where clause, arithmetic & logical operations, SQL functions(Date and Time, Numeric, String conversion).

UNIT III

Entity Relationship Model: Introduction, Representation of entities, attributes, entity set, relationship, relationship set, constraints, sub classes, super class, inheritance, specialization, generalization using ER Diagrams. SQL: Creating tables with relationship, implementation of key and integrity constraints, nested queries, sub queries, grouping, aggregation, ordering, implementation of different types of joins, view(updatable and non-updatable), relational set operations.

UNIT IV

Schema Refinement (Normalization): Purpose of Normalization or schema refinement, concept of functional dependency, normal forms based on functional dependency(1NF, 2NF and 3 NF), concept of surrogate key, Boyce-codd normal form(BCNF), Lossless join and dependency preserving decomposition, Fourth normal form(4NF), Fifth Normal Form (5NF).

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UNIT V

Transaction Concept: Transaction State, Implementation of Atomicity and Durability, Concurrent Executions, Serializability, Recoverability, Implementation of Isolation, Testing for Serializability, Failure Classification, Storage, Recovery and Atomicity, Recovery algorithm.

Indexing Techniques: B+ Trees: Search, Insert, Delete algorithms, File Organization and Indexing, Cluster Indexes, Primary and Secondary Indexes , Index data Structures, Hash Based Indexing: Tree base Indexing ,Comparison of File Organizations, Indexes and Performance Tuning

Text Books:

1) Database Management Systems, 3/e, Raghurama Krishnan, Johannes Gehrke, TMH
2) Database System Concepts,5/e, Silberschatz, Korth, TMH

Reference Books:

1) Introduction to Database Systems, 8/e C J Date, PEA.
2) Database Management System, 6/e Ramez Elmasri, Shamkant B. Navathe, PEA
3) Database Principles Fundamentals of Design Implementation and Management, Corlos Coronel, Steven Morris, Peter Robb, Cengage Learning.

e-Resources:

1) https://nptel.ac.in/courses/106/105/106105175/
   https://www.geeksforgeeks.org/introduction-to-nosql/

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II Year – I Semester		L	T	P	C
		3	0	0	3

DISCRETE MATHEMATICS AND GRAPH THEORY

Course Objectives:

- To introduce the students to the topics and techniques of discrete methods and combinatorial reasoning
- To introduce a wide variety of applications. The algorithmic approach to the solution of problems is fundamental in discrete mathematics, and this approach reinforces the close ties between this discipline and the area of computer science

Course Outcomes:

At the end of the course student will be able to

- Demonstrate skills in solving mathematical problems
- Comprehend mathematical principles and logic
- Demonstrate knowledge of mathematical modeling and proficiency in using mathematical software
- Manipulate and analyze data numerically and/or graphically using appropriate Software

UNIT I

Mathematical Logic: Propositional Calculus: Statements and Notations, Connectives, Well Formed Formulas, Truth Tables, Tautologies, Equivalence of Formulas, Duality Law, Tautological Implications, Normal Forms, Theory of Inference for Statement Calculus, Consistency of Premises, Indirect Method of Proof, Predicate Calculus: Predicates, Predicative Logic, Statement Functions, Variables and Quantifiers, Free and Bound Variables, Inference Theory for Predicate Calculus.

UNIT II

Set Theory: Sets: Operations on Sets, Principle of Inclusion-Exclusion, Relations: Properties, Operations, Partition and Covering, Transitive Closure, Equivalence, Compatibility and Partial Ordering, Hasse Diagrams, Functions: Bijective, Composition, Inverse, Permutation, and Recursive Functions, Lattice and its Properties, Algebraic Structures: Algebraic Systems, Properties, Semi Groups and Monoids, Group, Subgroup and Abelian Group, Homomorphism, Isomorphism.

UNIT III

Combinatorics: Basis of Counting, Permutations, Permutations with Repetitions, Circular and Restricted Permutations, Combinations, Restricted Combinations, Binomial and Multinomial Coefficients and Theorems, Number Theory: Properties of Integers, Division Theorem, Greatest Common Divisor, Euclidean

Algorithm, Least Common Multiple, Testing for Prime Numbers, The Fundamental Theorem of Arithmetic, Modular Arithmetic, Fermat's and Euler's Theorems

UNIT IV

Recurrence Relations: Generating Functions, Function of Sequences, Partial Fractions, Calculating Coefficient of Generating Functions, Recurrence Relations, Formulation as Recurrence Relations, Solving Recurrence Relations by Substitution and Generating Functions, Method of Characteristic Roots, Solving Inhomogeneous Recurrence Relations

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UNIT-V

Graph Theory: Basic Concepts, Graph Theory and its Applications, Sub graphs, Graph Representations: Adjacency and Incidence Matrices, Isomorphic Graphs, Paths and Circuits, Eulerian and Hamiltonian Graphs, Multigraphs, Bipartite and Planar Graphs, Euler's Theorem, Graph Colouring and Covering, Chromatic Number, Spanning Trees, Prim's and Kruskal's Algorithms, BFS and DFS Spanning Trees

Text Books:

1) Discrete Mathematical Structures with Applications to Computer Science, J. P. Tremblay and P. Manohar, Tata McGraw Hill.
2) Elements of Discrete Mathematics-A Computer Oriented Approach, C. L. Liu and D. P. Mohapatra, 3rd Edition, Tata McGraw Hill.
3) Theory and Problems of Discrete Mathematics, Schaum's Outline Series, Seymour Lipschutz and Marc Lars Lipson, 3rd Edition, McGraw Hill.

Reference Books:

1) Discrete Mathematics for Computer Scientists and Mathematicians, J. L. Mott, A. Kandel and T. P. Baker, 2nd Edition, Prentice Hall of India.
2) Discrete Mathematical Structures, Bernand Kolman, Robert C. Busby and Sharon Cutler Ross, PHI.
3) Discrete Mathematics, S. K. Chakraborthy and B.K. Sarkar, Oxford, 2011.
4) Discrete Mathematics and its Applications with Combinatorics and Graph Theory, K. H. Rosen, 7th Edition, Tata McGraw Hill.

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II Year – I Semester		L	T	P	C
		0	0	3	1.5
OBJECT ORIENTED PROGRAMMING THROUGH C++ LAB					

Course Objectives:
The objective of this lab is to

- Demonstrate procedural and object oriented paradigm with concepts of streams, classes, functions, data and objects.
- Understand dynamic memory management techniques using pointers, constructors, destructors, etc
- Demonstrate the concept of function overloading, operator overloading, virtual functions and polymorphism, inheritance.

Course Outcomes:
By the end of this lab the student is able to

- Apply the various OOPs concepts with the help of programs.
-

Exercise -1 (Classes Objects)
Create a Distance class with:
•feet and inches as data members
•member function to input distance
•member function to output distance
•member function to add two distance objects

1. Write a main function to create objects of DISTANCE class. Input two distances and output the sum.
2. Write a C++ Program to illustrate the use of Constructors and Destructors (use the above program.)
3. Write a program for illustrating function overloading in adding the distance between objects (use the above problem)

Exercise – 2 (Access)
Write a program for illustrating Access Specifiers public, private, protected

1. Write a program implementing Friend Function
2. Write a program to illustrate this pointer
3. Write a Program to illustrate pointer to a class

Exercise -3 (Operator Overloading)

1. Write a program to Overload Unary, and Binary Operators as Member Function, and Non Member Function.
    1. Unary operator as member function
    2. Binary operator as non member function
2. Write a c ++ program to implement the overloading assignment = operator

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Exercise -4 (Inheritance)

1. Write C++ Programs and incorporating various forms of Inheritance
    i) Single Inheritance
    ii) Hierarchical Inheritance
    iii) Multiple Inheritances
    iv) Multi-level inheritance
    v) Hybrid inheritance
2. Also illustrate the order of execution of constructors and destructors in inheritance

Exercise -5(Templates, Exception Handling)

1. a)Write a C++ Program to illustrate template class
2. b)Write a Program to illustrate member function templates
3. c) Write a Program for Exception Handling Divide by zero
4. d)Write a Program to rethrow an Exception

Exercise -6

1. Write a C++ program illustrating user defined string processing functions using pointers (string length, string copy, string concatenation)
2. Write a C++ program illustrating Virtual classes & virtual functions.
3. Write C++ program that implement Bubble sort, to sort a given list of integers in ascending order

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II Year – I Semester		L	T	P	C
		0	0	3	1.5
OPERATING SYSTEM LAB					

Course Objectives:

- To understand the design aspects of operating system
- To study the process management concepts & Techniques
- To study the storage management concepts
- To familiarize students with the Linux environment
- To learn the fundamentals of shell scripting/programming

Course Outcomes:

- To use Unix utilities and perform basic shell control of the utilities
- To use the Unix file system and file access control
- To use of an operating system to develop software
- Students will be able to use Linux environment efficiently
- Solve problems using bash for shell scripting

1) a) Study of Unix/Linux general purpose utility command list: man,who,cat, cd, cp, ps, ls, mv, rm, mkdir, rmdir, echo, more, date, time, kill, history, chmod, chown, finger, pwd, cal, logout, shutdown.
   b) Study of vi editor
   c) Study of Bash shell, Bourne shell and C shell in Unix/Linux operating system
   d) Study of Unix/Linux file system (tree structure)
   e) Study of .bashrc, /etc/bashrc and Environment variables.
2) Write a C program that makes a copy of a file using standard I/O, and system calls
3) Write a C program to emulate the UNIX ls –l command.
4) Write a C program that illustrates how to execute two commands concurrently with a command pipe. Ex: - ls –l | sort
5) Simulate the following CPU scheduling algorithms:
   (a) Round Robin (b) SJF (c) FCFS (d) Priority
6) Multiprogramming-Memory management-Implementation of fork (), wait (), exec() and exit (), System calls
7) Simulate the following:
   a) Multiprogramming with a fixed number of tasks (MFT)
   b) Multiprogramming with a variable number of tasks (MVT)
8) Simulate Bankers Algorithm for Dead Lock Avoidance
9) Simulate Bankers Algorithm for Dead Lock Prevention.
10) Simulate the following page replacement algorithms:
    a) FIFO b) LRU c) LFU
11) Simulate the following File allocation strategies
    (a) Sequenced (b) Indexed (c) Linked

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12) Write a C program that illustrates two processes communicating using shared memory

13) Write a C program to simulate producer and consumer problem usingsemaphores

14) Write C program to create a thread using pthreads library and let it run its function.

15) Write a C program to illustrate concurrent execution of threads using pthreads library.

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II Year – I Semester		L	T	P	C
		0	0	3	1.5
DATABASE MANAGEMENT SYSTEMS LAB					

Course Objectives:
This Course will enable students to
- Populate and query a database using SQL DDL/DML Commands
- Declare and enforce integrity constraints on a database
- Writing Queries using advanced concepts of SQL
- Programming PL/SQL including procedures, functions, cursors and triggers

Course Outcomes:
At the end of the course the student will be able to:
- Utilize SQL to execute queries for creating database and performing data manipulation operations
- Examine integrity constraints to build efficient databases
- Apply Queries using Advanced Concepts of SQL
- Build PL/SQL programs including stored procedures, functions, cursors and triggers

List of Exercises:
1. Creation, altering and droping of tables and inserting rows into a table (use constraints while creating tables) examples using SELECT command.
2. Queries (along with sub Queries) using ANY, ALL, IN, EXISTS, NOTEXISTS, UNION, INTERSET, Constraints. Example:- Select the roll number and name of the student who secured fourth rank in the class.
3. Queries using Aggregate functions (COUNT, SUM, AVG, MAX and MIN), GROUP BY, HAVING and Creation and dropping of Views.
4. Queries using Conversion functions (to_char, to_number and to_date), string functions (Concatenation, lpad, rpad, ltrim, rtrim, lower, upper, initcap, length, substr and instr), date functions (Sysdate, next_day, add_months, last_day, months_between, least, greatest, trunc, round, to_char, to_date)
5.
   i. Create a simple PL/SQL program which includes declaration section, executable section and exception –Handling section (Ex. Student marks can be selected from the table and printed for those who secured first class and an exception can be raised if no records were found)
   ii. Insert data into student table and use COMMIT, ROLLBACK and SAVEPOINT in PL/SQL block.
6. Develop a program that includes the features NESTED IF, CASE and CASE expression. The program can be extended using the NULLIF and COALESCE functions.
7. Program development using WHILE LOOPS, numeric FOR LOOPS, nested loops using ERROR Handling, BUILT –IN Exceptions, USE defined Exceptions, RAISE-APPLICATION ERROR.
8. Programs development using creation of procedures, passing parameters IN and OUT of PROCEDURES.

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9. Program development using creation of stored functions, invoke functions in SQL Statements and write complex functions.
10. Develop programs using features parameters in a CURSOR, FOR UPDATE CURSOR, WHERE CURRENT of clause and CURSOR variables.
11. Develop Programs using BEFORE and AFTER Triggers, Row and Statement Triggers and INSTEAD OF Triggers
12. Create a table and perform the search operation on table using indexing and non-indexing techniques.

Text Books/Suggested Reading:

1) Oracle: The Complete Reference by Oracle Press
2) Nilesh Shah, "Database Systems Using Oracle", PHI, 2007
3) Rick F Vander Lans, "Introduction to SQL", Fourth Edition, Pearson Education, 2007

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II Year - I Semester	Skill Oriented Course- I	L	T	P	C
		0	0	4	2
ANIMATIONS- 2D ANIMATION					

Course Objectives:
This Course will enable students to learn various aspects of animation using a variety of 2-D software
and to implement advance principles of traditional animation in Adobe animate to create high quality
animation for production

Course Outcomes:
At the end of the course the student will be able to:

- learn various tools of digital 2-D animation.
- understand production pipeline to create 2-D animation.
- analyze special effects in animation to bring interest and awe in the scenes and backgrounds.
- apply the tools to create 2D animation for films and videos.

Perform Experiments related to the following concepts:

2D GRAPHIC DESIGN

Adobe Photoshop:
1. Create your visiting card
2. Create Title for any forthcoming film
3. Digital Matte Paint
4. Convert Black and White to Color
5. Convert Day mode to Night mode
6. Design Image manipulation
7. Smooth skin and remove blemishes & scars
8. Create a 3D pop-out effect
9. Create Textures
10. Timeline Animation

Adobe Illustrator:
1. Advertisement
2. Digital Illustrations
3. Brochure
4. Packet Design(Toothpaste packet, Soap cover, any Food product)
5. Danglers for display
6. Menu cards
7. Calendar Design
8. Tracing image
9. Vehicle Design
10. Festival

Adobe Indesign:
1. Magazine A4 Size
2. Newspaper layout design & advertisements – Fine arts
3. Special Supplement
4. Different categories of Books
5. Info-graphics
6. Caricatures

Corel DRAW:
1. Create a paper ad for advertising of any commercial agency
2. Package Design
3. Corporate ID
4. Exhibition Layout
5. Oblers

2D ANIMATION

1. Creating Web Banners in Adobe Flash
2. Creating a Logo Animation in Adobe Flash
3. Creating Frame by Frame animation
4. Draw Cartoon Animation using reference.
5. Create Lip Sink to Characters
6. Using filters & Special effects
7. Create a scene by using Mask layers animation

E-Learning Lab:
8. Student Application form
9. Video Controlling
10. Audio Controlling
11. Start Drag and Stop Drag Actions
12. Interactive Keyboard Controls using Flash Action Script.
13. Interactive Flash Game.
14. Creating Character Animation in After Effects

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II Year - I Semester	Skill Oriented Course- I	L	T	P	C
		0	0	4	2
DISTRIBUTED TECHNOLOGIES-SQLITE					

Course Objectives:
This Course will enable students to learn about SQLite Database and applying CRUD operations

Course Outcomes:
At the end of the course the student will be able to:

- learn about SQLite which is a relational database that is present in android and helps the users by storing important information.
- Perform various operations on server less database SQLite
- implement a small, fast, self-contained, high-reliability, full-featured using SQL database engine.

Perform Experiments related to the following concepts:

1. SQLite Installation
2. DOT(.) Commands
3. Attach, Detach Databases
4. Data types
5. Constraint
6. Create, Alter, Drop Index
7. SELECT statement
8. Operators
9. Aggregate functions
10. Core Functions
11. JOINS
12. Triggers

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II Year - I Semester		L	T	P	C
		2	0	0	0
CONSTITUTION OF INDIA					

Course Objectives:

- To Enable the student to understand the importance of constitution
- To understand the structure of executive, legislature and judiciary
- To understand philosophy of fundamental rights and duties
- To understand the autonomous nature of constitutional bodies like Supreme Court and high court controller and auditor general of India and election commission of India.
- To understand the central and state relation financial and administrative

Course Outcomes:

At the end of the course, the student will be able to have a clear knowledge on the following:

- Understand historical background of the constitution making and its importance for building a democratic India.
- Understand the functioning of three wings of the government ie., executive, legislative and judiciary.
- Understand the value of the fundamental rights and duties for becoming good citizen of India.
- Analyze the decentralization of power between central, state and local self-government.
- Apply the knowledge in strengthening of the constitutional institutions like CAG, Election Commission and UPSC for sustaining democracy.
    1. Know the sources, features and principles of Indian Constitution.
    2. Learn about Union Government, State government and its administration.
    3. Get acquainted with Local administration and Pachayati Raj.
    4. Be aware of basic concepts and developments of Human Rights.
    5. Gain knowledge on roles and functioning of Election Commission

UNIT I

Introduction to Indian Constitution: Constitution meaning of the term, Indian Constitution - Sources and constitutional history, Features - Citizenship, Preamble, Fundamental Rights and Duties, Directive Principles of State Policy.

Learning outcomes:After completion of this unit student will

- Understand the concept of Indian constitution
- Apply the knowledge on directive principle of state policy
- Analyze the History, features of Indian constitution
- Evaluate Preamble Fundamental Rights and Duties

UNIT II

Union Government and its Administration Structure of the Indian Union: Federalism, Centre-State relationship, President: Role, power and position, PM and Council of ministers, Cabinet and Central Secretariat, LokSabha, RajyaSabha, The Supreme Court and High Court: Powers and Functions;

Learning outcomes: After completion of this unit student will

- Understand the structure of Indian government
- Differentiate between the state and central government
- Explain the role of President and Prime Minister
- Know the Structure of supreme court and High court

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UNIT III

State Government and its Administration Governor - Role and Position - CM and Council of ministers, State Secretariat: Organisation, Structure and Functions

Learning outcomes: After completion of this unit student will

- Understand the structure of state government
- Analyze the role Governor and Chief Minister
- Explain the role of state Secretariat
- Differentiate between structure and functions of state secretariat

UNIT IV

A.Local Administration - District's Administration Head - Role and Importance, Municipalities - Mayor and role of Elected Representative - CEO of Municipal Corporation PachayatiRaj: Functions PRI: ZilaPanchayat, Elected officials and their roles, CEO ZilaPanchayat: Block level Organizational Hierarchy - (Different departments), Village level - Role of Elected and Appointed officials - Importance of grass root democracy

Learning outcomes:-After completion of this unit student will

- Understand the local Administration
- Compare and contrast district administration role and importance
- Analyze the role of Myer and elected representatives of Municipalities
- Evaluate Zillapanchayat block level organisation

UNIT V

Election Commission: Election Commission- Role of Chief Election Commissioner and Election Commissionerate State Election Commission:, Functions of Commissions for the welfare of SC/ST/OBC and women

Learning outcomes: After completion of this unit student will

- Know the role of Election Commission apply knowledge
- Contrast and compare the role of Chief Election commissioner and Commissiononerate
- Analyze role of state election commission
- Evaluate various commissions of viz SC/ST/OBC and women

References:

1) Durga Das Basu, Introduction to the Constitution of India, Prentice Hall of India Pvt. Ltd.
2) SubashKashyap, Indian Constitution, National Book Trust
3) J.A. Siwach, Dynamics of Indian Government & Politics
4) D.C. Gupta, Indian Government and Politics
5) H.M.Sreevai, Constitutional Law of India, 4th edition in 3 volumes (Universal Law Publication)
6) J.C. Johari, Indian Government andPolitics Hans
7) J. Raj IndianGovernment and Politics
8) M.V. Pylee, Indian Constitution Durga Das Basu, Human Rights in Constitutional Law, Prentice – Hall of India Pvt. Ltd.. New Delhi
9) Noorani, A.G., (South Asia Human Rights Documentation Centre), Challenges to Civil Right), Challenges to Civil Rights Guarantees in India, Oxford University Press 2012

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e-Resources:

1) nptel.ac.in/courses/109104074/8
2) nptel.ac.in/courses/109104045/
3) nptel.ac.in/courses/101104065/
4) www.hss.iitb.ac.in/en/lecture-details
5) www.iitb.ac.in/en/event/2nd-lecture-institute-lecture-series-indian-constitution

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II Year – II Semester		L	T	P	C
		2	0	2	3
STATISTICS WITH R					

COURSE OBJECTIVES:
After taking the course, students will be able to
• Use R for statistical programming, computation, graphics, and modeling,
• Write functions and use R in an efficient way,
• Fit some basic types of statistical models
• Use R in their own research,
• Be able to expand their knowledge of R on their own.

COURSE OUTCOMES:
At the end of this course, students will be able to:
• List motivation for learning a programming language
• Access online resources for R and import new function packages into the R workspace
• Import, review, manipulate and summarize data-sets in R
• Explore data-sets to create testable hypotheses and identify appropriate statistical tests
• Perform appropriate statistical tests using R , Create and edit visualizations with R

UNIT-I:
Introduction, How to run R, R Sessions and Functions, Basic Math, Variables, Data Types, Vectors, Conclusion, Advanced Data Structures, Data Frames, Lists, Matrices, Arrays, Classes**.**

UNIT-II:
R Programming Structures, Control Statements, Loops, - Looping Over Nonvector Sets,- If-Else,
Arithmetic and Boolean Operators and values, Default Values for Argument, Return Values, Deciding Whether to explicitly call return- Returning Complex Objects, Functions are Objective,
No Pointers in R, Recursion, A Quicksort Implementation-Extended Extended Example: A Binary Search Tree.

UNIT-III:
Doing Math and Simulation in R, Math Function, Extended Example Calculating Probability-Cumulative Sums and Products-Minima and Maxima- Calculus, Functions Fir Statistical Distribution, Sorting, Linear Algebra Operation on Vectors and Matrices, Extended Example: Vector cross Product- Extended Example: Finding Stationary Distribution of Markov Chains, Set
Operation, Input /output, Accessing the Keyboard and Monitor, Reading and writer Files,

UNIT-IV:
Graphics, Creating Graphs, The Workhorse of R Base Graphics, the plot() Function – Customizing Graphs, Saving Graphs to Files.
Probability Distributions, Normal Distribution- Binomial Distribution- Poisson Distributions Other Distribution, Basic Statistics, Correlation and Covariance, T-Tests,-ANOVA.

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UNIT-V:
Linear Models, Simple Linear Regression, -Multiple Regression Generalized Linear Models, Logistic Regression, - Poisson Regression- other Generalized Linear Models-Survival Analysis,
Nonlinear Models, Splines- Decision- Random Forests,

TEXT BOOKS:
1) The Art of R Programming, Norman Matloff, Cengage Learning
2) R for Everyone, Lander, Pearson

REFERENCE BOOKS:
1) R Cookbook, PaulTeetor, Oreilly.
2) R in Action,Rob Kabacoff, Manning

EXPERIMENTS:

1) Write a R program to take input from the user (name and age) and display the values. Also print the version of R installation.
2) Write a R program to create a sequence of numbers from 20 to 50 and find the mean of numbers from 20 to 60 and sum of numbers from 51 to 91.
3) Write a R program to create three vectors a,b,c with 3 integers. Combine the three vectors to become a 3×3 matrix where each column represents a vector. Print the content of the matrix.
4) Write a R program to find row and column index of maximum and minimum value in a given matrix.
5) Write a R program to combine three arrays so that the first row of the first array is followed by the first row of the second array and then first row of the third array.
6) Write a R program to create an array using four given columns, three given rows, and two given tables and display the content of the array.
7) Write a R program to create a data frame from four given vectors.
8) Write a R program to find Sum, Mean and Product of a Vector, ignore element like NA or NaN.
9) Write a R program to create a list containing a vector, a matrix and a list and remove the second element.
10) Write a R program to merge two given lists into one list.
11) Write a R program to create an ordered factor from data consisting of the names of months.
12) Plot the density and distribution functions for Normal approximation to the Binomial distribution.
13) Take any dataset, Visualize Tables, charts and plots. Compute visualising Measures of Central Tendency, Variation, and Shape. Box plots, Pareto diagrams. Aslo, find the mean median standard deviation and quantiles of a set of observations.
14) Take any dataset. Calculate the correlation between two variables. Draw the scatter plots. Use the scatter plot to investigate the relationship between two variables.

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15) The sales of a company for each year are shown in the table below.

x (year)	2015	2016	2017	2018	2019
y (sales in lakhs)	12	19	29	37	45

a) Find the least square regression line $y = a x + b$.

b) Use the least squares regression line as a model to estimate the sales of the company in 2021.

16) Find the least square regression line for the following set of data {(-1 , 0),(0 , 2),(1 , 4),(2 , 5) Plot the given points and the regression line in the same rectangular system of axes

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II Year – II Semester		L	T	P	C
		3	0	0	3
PRINCIPLES OF SOFTWARE ENGINEERING					

Course Objectives:
This course is designed to:

- Give exposure to phases of Software Development, common process models including Waterfall, and the Unified Process, and hands-on experience with elements of the agile process
- Give exposure to a variety of Software Engineering practices such as requirements analysis and specification, code analysis, code debugging, testing, traceability, and version control
- Give exposure to Software Design techniques

Course Outcomes:
Students taking this subject will gain software engineering skills in the following areas:

- Transform an Object-Oriented Design into high quality, executable code
- Skills to design, implement, and execute test cases at the Unit and Integration level
- Compare conventional and agile software methods

UNIT I
The Nature of Software, The Unique Nature of WebApps, Software Engineering, The Software Process, Software Engineering Practice, Software Myths, How It All Starts. A Generic Process Model, Process Assessment and Improvement, Prescriptive Process Models, Specialized Process Models, The Unified Process, Personal and Team Process Models, Process Technology.

UNIT II
Agility, Agility and the Cost of Change, Agile Process, Extreme Programming (XP), Other Agile Process Models, A Tool Set for the Agile Process, Software Engineering Knowledge , Core Principles, Principles That Guide Each Framework Activity, Requirements Engineering, Establishing the Groundwork, Eliciting Requirements, Developing Use Cases, Building the Requirements Model, Negotiating Requirements, Validating Requirements.

UNIT III
Requirements Analysis, Scenario-Based Modeling, UML Models That Supplement the Use Case, Data Modeling Concepts, Class-Based Modeling, Requirements Modeling Strategies, Flow-Oriented Modeling, Creating a Behavioral Model, Patterns for Requirements Modelling, Requirements Modeling for WebApps.

UNIT IV
Design within the Context of Software Engineering, The Design Process, Design Concepts, The Design Model, Software Architecture, Architectural Genres, Architectural Styles, Assessing Alternative Architectural Designs, Architectural Mapping Using Data Flow, What Is a Component?, Designing Class-Based Components, Conducting Component-Level

Design, Component-Level Design for WebApps, Designing Traditional Components, Component-Based Development.

UNIT V

The Golden Rules, User Interface Analysis and Design, Interface Analysis, Interface Design Steps, WebApp Interface Design, Design Evaluation, Elements of Software Qualtiy Assurance, SQA Tasks, Goals & Metrics, Statistical SQA, Software Reliability, A Strategic Approach to Software Testing, Strategic Issues, Test Strategies for Conventional Software, Test Strategies for Object-Oriented Software, Test Strategies for WebApps, Validation Testing, System Testing, The Art of Debugging, Software Testing Fundamentals, Internal and External Views of Testing, White-Box Testing, Basis Path Testing

Text Books:

1) Software Engineering a practitioner's approach, Roger S. Pressman, Seventh Edition, McGraw Hill Higher Education.
2) Software Engineering, Ian Sommerville, Ninth Edition, Pearson.

Reference Books:

1) Software Engineering, A Precise Approach, PankajJalote, Wiley India, 2010.
2) Software Engineering, Ugrasen Suman, Cengage.

e-Resources:

1) https://nptel.ac.in/courses/106/105/106105182/

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DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – II Semester		L	T	P	C
		3	0	0	3
AUTOMATA THEORY AND COMPILER DESIGN					

Course Objectives:

- To learn fundamentals of Regular and Context Free Grammars and Languages
- To understand the relation between Contexts free Languages, PDA and TM
- To study the various phases in the design of a compiler
- To understand the design of top-down and bottom-up parsers
- To understand syntax directed translation schemes
- To learn to develop algorithms to generate code for a target machine

Course Outcomes:

At the end of the course, the students will be able to:

- Ability to design, develop, and implement a compiler for any language
- Able to use LEX and YACC tools for developing a scanner and a parser
- Able to design and implement LL and LR parsers
- Able to design algorithms to perform code optimization in order to improve the performance of a program in terms of space and time complexity
- Ability to design algorithms to generate machine code

UNIT-I

Formal Language and Regular Expressions : Languages, Definition Languages regular expressions, Finite Automata – DFA, NFA. Conversion of regular expression to NFA, NFA to DFA. Applications of Finite Automata to lexical analysis, lex tools.

UNIT-II

Context Free grammars and parsing : Context free grammars, derivation, parse trees, ambiguity LL(K) grammars and LL(1) parsing

Bottom up parsing handle pruning LR Grammar Parsing, LALR parsing, parsing ambiguous grammars, YACC programming specification.

UNIT-III

Semantics : Syntax directed translation, S-attributed and L-attributed grammars, Intermediate code – abstract syntax tree, translation of simple statements and control flow statements.

Context Sensitive features – Chomsky hierarchy of languages and recognizers. Type checking, type conversions, equivalence of type expressions, overloading of functions and operations.

UNIT-IV

Run time storage : Storage organization, storage allocation strategies scope access to now local names, parameters, language facilities for dynamics storage allocation.

Code optimization : Principal sources of optimization, optimization of basic blocks, peephole optimization, flow graphs, Data flow analysis of flow graphs.

UNIT-V

Code generation : Machine dependent code generation, object code forms, generic code generation algorithm, Register allocation and assignment. Using DAG representation of Block.

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TEXT BOOKS:

1) Introduction to Automata Theory, Languages and Computation, J. E. Hopcroft, R. Motwani and J. D. Ullman, 3rd Edition, Pearson, 2008.
2) Compilers Principles, Techniques and Tools Aho, Ullman, Ravisethi, Pearson Education.

REFERENCES:

1) Louden: "Compiler Construction, Principles & Practice", 1st Edition, Thomson Press, 2006.
2) Tremblay J P, Sorenson G P: "The Theory & Practice of Compiler writing", 1st Edition, BSP publication, 2010.
3) Theory of Computation, V. Kulkarni, Oxford University Press, 2013

e-Resources:

1) https://nptel.ac.in/courses/106/104/106104028/
2) https://nptel.ac.in/courses/106/104/106104123/

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DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – II Semester		L	T	P	C
		3	0	0	3
JAVA PROGRAMMING					

Course Objectives:
The learning objectives of this course are:

- To identify Java language components and how they work together in applications
- To learn the fundamentals of object-oriented programming in Java, including defining classes, invoking methods, using class libraries.
- To learn how to extend Java classes with inheritance and dynamic binding and how to use exception handling in Java applications
- To understand how to design applications with threads in Java
- To understand how to use Java APIs for program development

Course Outcomes:
By the end of the course, the student will be

- Able to realize the concept of Object Oriented Programming & Java Programming Constructs
- Able to describe the basic concepts of Java such as operators, classes, objects, inheritance, packages, Enumeration and various keywords
- Apply the concept of exception handling and Input/ Output operations
- Able to design the applications of Java & Java applet
- Able to Analyze & Design the concept of Event Handling and Abstract Window Toolkit

UNIT I
Program Structure in Java: Introduction, Writing Simple Java Programs, Elements or Tokens in Java Programs, Java Statements, Command Line Arguments, User Input to Programs, Escape Sequences Comments, Programming Style.

Data Types, Variables, and Operators :Introduction, Data Types in Java, Declaration of Variables, Data Types, Type Casting, Scope of Variable Identifier, Literal Constants, Symbolic Constants, Formatted Output with printf() Method, Static Variables and Methods, Attribute Final, Introduction to Operators, Precedence and Associativity of Operators, Assignment Operator (=), Basic Arithmetic Operators, Increment (++) and Decrement (- -) Operators, Ternary Operator, Relational Operators, Boolean Logical Operators, Bitwise Logical Operators.

Control Statements: Introduction, if Expression, Nested if Expressions, if–else Expressions, Ternary Operator?:, Switch Statement, Iteration Statements, while Expression, do–while Loop, for Loop, Nested for Loop, For–Each for Loop, Break Statement, Continue Statement.

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UNIT II

Classes and Objects: Introduction, Class Declaration and Modifiers, Class Members, Declaration of Class Objects, Assigning One Object to Another, Access Control for Class Members, Accessing Private Members of Class, Constructor Methods for Class, Overloaded Constructor Methods, Nested Classes, Final Class and Methods, Passing Arguments by Value and by

Reference, Keyword this.
Methods: Introduction, Defining Methods, Overloaded Methods, Overloaded Constructor Methods, Class Objects as Parameters in Methods, Access Control, Recursive Methods, Nesting of Methods, Overriding Methods, Attributes Final and Static.

UNIT III

Arrays: Introduction, Declaration and Initialization of Arrays, Storage of Array in Computer Memory, Accessing Elements of Arrays, Operations on Array Elements, Assigning Array to Another Array, Dynamic Change of Array Size, Sorting of Arrays, Search for Values in Arrays, Class Arrays, Two-dimensional Arrays, Arrays of Varying Lengths, Three-dimensional Arrays, Arrays as Vectors.

Inheritance: Introduction, Process of Inheritance, Types of Inheritances, Universal Super Class-Object Class, Inhibiting Inheritance of Class Using Final, Access Control and Inheritance, Multilevel Inheritance, Application of Keyword Super, Constructor Method and Inheritance, Method Overriding, Dynamic Method Dispatch, Abstract Classes, Interfaces and Inheritance.
Interfaces: Introduction, Declaration of Interface, Implementation of Interface, Multiple Interfaces, Nested Interfaces, Inheritance of Interfaces, Default Methods in Interfaces, Static Methods in Interface, Functional Interfaces, Annotations.

UNIT IV

Packages and Java Library: Introduction, Defining Package, Importing Packages and Classes into Programs, Path and Class Path, Access Control, Packages in Java SE, Java.lang Package and its Classes, Class Object, Enumeration, class Math, Wrapper Classes, Auto-boxing and Auto-unboxing, Java util Classes and Interfaces, Formatter Class, Random Class, Time Package, Class Instant (java.time.Instant), Formatting for Date/Time in Java, Temporal Adjusters Class, Temporal Adjusters Class.

Exception Handling: Introduction, Hierarchy of Standard Exception Classes, Keywords throws and throw, try, catch, and finally Blocks, Multiple Catch Clauses, Class Throwable, Unchecked Exceptions, Checked Exceptions, try-with-resources, Catching Subclass Exception, Custom Exceptions, Nested try and catch Blocks, Rethrowing Exception, Throws Clause.

UNIT V

String Handling in Java: Introduction, Interface Char Sequence, Class String, Methods for Extracting Characters from Strings, Methods for Comparison of Strings, Methods for Modifying Strings, Methods for Searching Strings, Data Conversion and Miscellaneous Methods, Class String Buffer, Class String Builder.

Multithreaded Programming: Introduction, Need for Multiple Threads Multithreaded Programming for Multi-core Processor, Thread Class, Main Thread- Creation of New

Threads, Thread States, Thread Priority-Synchronization, Deadlock and Race Situations, Inter-thread Communication - Suspending, Resuming, and Stopping of Threads.

Java Database Connectivity: Introduction, JDBC Architecture, Installing MySQL and MySQL Connector/J, JDBC Environment Setup, Establishing JDBC Database Connections, ResultSet Interface, Creating JDBC Application, JDBC Batch Processing, JDBC Transaction Management

Text Books:

1) JAVA one step ahead, Anitha Seth, B.L.Juneja, Oxford.
2) The complete Reference Java, 8th edition, Herbert Schildt, TMH.

References Books:

1) Introduction to java programming, 7th edition by Y Daniel Liang, Pearson
2) Murach's Java Programming, Joel Murach

e-Resources:

1) https://nptel.ac.in/courses/106/105/106105191/
2) https://www.w3schools.com/java/java_data_types.asp

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DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – II Semester		L	T	P	C
		3	0	0	3

MANAGERIAL ECONOMICS AND FINANCIAL ACCOUNTANCY

Course Objectives:

- The Learning objectives of this paper are to understand the concept and nature of Managerial Economics and its relationship with other disciplines and also to understand the Concept of Demand and Demand forecasting
- To familiarize about the Production function, Input Output relationship, Cost-Output relationship and Cost-Volume-Profit Analysis
- To understand the nature of markets, Methods of Pricing in the different market structures and to know the different forms of Business organization and the concept of Business Cycles
- To learn different Accounting Systems, preparation of Financial Statement and uses of different tools for performance evaluation
- Finally, it is also to understand the concept of Capital, Capital Budgeting and the techniques used to evaluate Capital Budgeting proposals

Course Outcomes:

- The Learner is equipped with the knowledge of estimating the Demand and demand elasticities for a product
- The knowledge of understanding of the Input-Output-Cost relationships and estimation of the least cost combination of inputs
- The pupil is also ready to understand the nature of different markets and Price Output determination under various market conditions and also to have the knowledge of different Business Units
- The Learner is able to prepare Financial Statements and the usage of various Accounting tools for Analysis
- The Learner can able to evaluate various investment project proposals with the help of capital budgeting techniques for decision making

UNIT I

Introduction to Managerial Economics and demand Analysis: Definition of Managerial Economics – Scope of Managerial Economics and its relationship with other subjects –Concept of Demand, Types of Demand, Determinants of Demand- Demand schedule, Demand curve, Law of Demand and its limitations- Elasticity of Demand, Types of Elasticity of Demand and Measurement- Demand forecasting and Methods of forecasting, Concept of Supply and Law of Supply.

UNIT II

Theories of Production and Cost Analyses: Theories of Production function- Law of Variable proportions-Isoquants and Isocosts and choice of least cost factor combination-Concepts of Returns to scale and Economies of scale-Different cost concepts: opportunity costs, explicit and implicit costs-Fixed costs, Variable Costs and Total costs –Cost –Volume-Profit analysis-Determination of Breakeven point(problems)-Managerial significance and limitations of Breakeven point.

UNIT III

Introduction to Markets, Theories of the Firm & Pricing Policies: Market Structures: Perfect Competition, Monopoly, Monopolistic competition and Oligopoly – Features – Price and Output Determination – Managerial Theories of firm: Marris and Williamson's models – other Methods of Pricing: Average cost pricing, Limit Pricing, Market Skimming Pricing, Internet Pricing: (Flat Rate Pricing, Usage sensitive pricing) and Priority Pricing, Business Cycles : Meaning and Features – Phases of a Business Cycle. Features and Evaluation of Sole Trader, Partnership, Joint Stock Company – State/Public Enterprises and their forms.

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UNIT IV

Introduction to Accounting & Financing Analysis: Introduction to Double Entry System, Journal, Ledger, Trail Balance and Preparation of Final Accounts with adjustments – Preparation of Financial Statements-Analysis and Interpretation of Financial Statements-Ratio Analysis – Preparation of Funds flow and cash flow analysis (Problems)

UNIT V

Capital and Capital Budgeting: Capital Budgeting: Meaning of Capital-Capitalization-Meaning of Capital Budgeting-Time value of money- Methods of appraising Project profitability: Traditional Methods(pay back period, accounting rate of return) and modern methods(Discounted cash flow method, Net Present Value method, Internal Rate of Return Method and Profitability Index)

Text Books:

1) A R Aryasri, Managerial Economics and Financial Analysis, The McGraw – Hill companies.

Reference Books:

1) Varshney R.L, K.L Maheswari, Managerial Economics, S. Chand & Company Ltd.
2) JL Pappas and EF Brigham, Managerial Economics, Holt, R & W; New edition edition
3) N.P Srinivasn and M. SakthivelMurugan, Accounting for Management, S. Chand & Company Ltd.
4) MaheswariS.N,AnIntroduction to Accountancy, Vikas Publishing House Pvt Ltd
5) I.M Pandey, Financial Management , Vikas Publishing House Pvt Ltd
6) V. Maheswari, Managerial Economics, S. Chand & Company Ltd.

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DEPARTMENT OF INFORMATION TECHNOLOGY

II Year –I I Semester		L	T	P	C
		0	1	2	2
UNIFIED MODELING LANGUAGE (UML) LAB					

Course Objectives:

- To know the practical issues of the different object oriented analysis and design concepts
- Inculcate the art of object oriented software analysis and design
- Apply forward and reverse engineering of a software system
- Carry out the analysis and design of a system in an object oriented way

Course Outcomes:

At the end of the course, student will be able to

- Know the syntax of different UML diagrams
- Create use case documents that capture requirements for a software system
- Create class diagrams that model both the domain model and design model of a software system
- Create interaction diagrams that model the dynamic aspects of a software system
- Write code that builds a software system
- Develop simple applications

Note: For performing the experiments consider any case study (ATM/ Banking/ Library/Hospital management systems)

Experiment 1:

Familiarization with Rational Rose or Umbrella environment

Experiment 2:

a) Identify and analyze events
b) Identify Use cases
c) Develop event table

Experiment 3:

a) Identify & analyze domain classes
b) Represent use cases and a domain class diagram using Rational Rose
c) Develop CRUD matrix to represent relationships between use cases and problem domain classes

Experiment 4:

a) Develop Use case diagrams
b) Develop elaborate Use case descriptions & scenarios
c) Develop prototypes (without functionality)

Experiment 5:

a) Develop system sequence diagrams and high-level sequence diagrams for each use case
b) Identify MVC classes / objects for each use case
c) Develop Detailed Sequence Diagrams / Communication diagrams for each use case showing interactions among all the three-layer objects

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Experiment 6:

a) Develop detailed design class model (use GRASP patterns for responsibility assignment)
b) Develop three-layer package diagrams for each case study

Experiment 7:

a) Develop Use case Packages
b) Develop component diagrams
c) Identify relationships between use cases and represent them
d) Refine domain class model by showing all the associations among classes

Experiment 8:

Develop sample diagrams for other UML diagrams - state chart diagrams, activity diagrams and deployment diagrams

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II Year –I I Semester		**L**	**T**	**P**	**C**
		0	**0**	**2**	**1**
FOSS LAB					

Course Objectives:
This Course will enable students to

- provide introduction to UNIX operating system and its File System.
- develop the ability to formulate Regular Expressions and use them for Pattern Matching.
- gain an understanding of important aspects related to the Shell and the Process.
- provide a comprehensive introduction to Shell Programming, Services and Utilities.

Course Outcomes:
At the end of the course the student will be able to:

- Demonstrate UNIX commands for file handling and process control
- Construct regular expressions for pattern matching and apply them to various filters for a specific task.
- Analyze a given problem and apply requisite facets of shell programming in order to devise a shell script to solve the problem

Programs:
1. Session-1
   a)Log into the system
   b)Use vi editor to create a file called myfile.txt which contains some text.
   c)correct typing errors during creation.
   d)Save the file
   e)logout of the system

Session-2
   a)Log into the system
   b)open the file created in session 1
   c)Add some text
   d)Change some text
   e)Delete some text
   f)Save the Changes
   g)Logout of the system

2.a) Log into the system
b) Use the cat command to create a file containing the following data. Call it mytable use tabs to separate the fields.

1425	Ravi	15.65
4320	Ramu	26.27
6830	Sita	36.15
1450	Raju	21.86

c) Use the cat command to display the file, mytable

d)Use the vi command to correct any errors in the file, mytable.

e)Use the sort command to sort the file my table according to the first field. Call the sorted file my table (same name)
f)Print the file my table
g)Use the cut and paste commands to swap fields 2 and 3 of my table. Call it my table (same name)
h)Print the new file, mytable
i)Logout of the system.

3.A)
a) Login to the system
b) Use the appropriate command to determine your login shell
c) Use the /etc/passwd file to verify the result of step b.
d) Use the who command and redirect the result to a file called myfile1. Use the more command to see the contents of myfile1.
e) Use the date and who commands in sequence (in one line) such that the output of date will display on the screen and the output of who will be redirected to a file called myfile2. Use the more command to check the contents of myfile2.

B)Write a sed command that deletes the first character in each line in a file.
b)Write a sed command that deletes the character before the last character in each line in a file.
c)Write a sed command that swaps the first and second words in each line in a file.

4. a)Pipe your /etc/passwd file to awk, and print out the home directory of each user.
b)Develop an interactive grep script that asks for a word and a file name and then tells how many lines contain that word.
c)Repeat
d)Part using awk

5. a)Write a shell script that takes a command –line argument and reports on whether it is directory, a file, or something else

b)Write a shell script that accepts one or more file name as arguments and converts all of them to uppercase, provided they exist in the current directory.
c)Write a shell script that determines the period for which a specified user is working on the system.

6. a)Write a shell script that accepts a file name starting and ending line numbers as arguments and displays all the lines between the given line numbers.
b)Write a shell script that deletes all lines containing a specified word in one or more files supplied as arguments to it.

7. a)Write a shell script that computes the gross salary of a employee according to the following rules:
i)If basic salary is < 1500 then HRA =10% of the basic and DA =90% of the basic.
ii)If basic salary is >=1500 then HRA =Rs500 and DA=98% of the basic

The basic salary is entered interactively through the key board.
b)Write a shell script that accepts two integers as its arguments and computers the value of first number raised to the power of the second number.

8. a)Write an interactive file-handling shell program. Let it offer the user the choice of copying, removing, renaming, or linking files. Once the user has made a choice, have the program ask the user for the necessary information, such as the file name, new name and so on.
b)Write shell script that takes a login name as command – line argument and reports when that person logs in
c)Write a shell script which receives two file names as arguments. It should check whether the two file contents are same or not. If they are same then second file should be deleted.

9. a)Write a shell script that displays a list of all the files in the current directory to which the user has read, write and execute permissions.
b)Develop an interactive script that ask for a word and a file name and then tells how many times that word occurred in the file.
c)Write a shell script to perform the following string operations:
i)To extract a sub-string from a given string.

ii)To find the length of a given string.

10 .Write a C program that takes one or more file or directory names as command line input and reports the following information on the file:
i)File type ii)Number of links iii)Read, write and execute permissions
iv)Time of last access
(Note : Use stat/fstat system calls)

11. Write C programs that simulate the following unix commands:
a)mv b)cp (Use system calls)

12. Write a C program that simulates ls Command (Use system calls / directory API)

13. Write a shell script to accept the name of the file from standard input and perform the following tests on it a) File executable b) File readable c) File writable d) Both readable & writable

14. Write an awk program to print sum, avg of students marks list
15. Write an awk program which will find maximum word and its length in the given input File

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DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – II Semester		L	T	P	C
		0	0	3	1.5
JAVA PROGRAMMING LAB					

Course Objectives:
The aim of this lab is to

- Practice programming in the Java
- Gain knowledge of object-oriented paradigm in the Java programming language
- Learn use of Java in a variety of technologies and on different platforms

Course Outcomes:
By the end of the course student will be able to write java program for

- Evaluate default value of all primitive data type, Operations, Expressions, Control-flow, Strings
- Determine Class, Objects, Methods, Inheritance, Exception, Runtime Polymorphism, User defined Exception handling mechanism
- Illustrating simple inheritance, multi-level inheritance, Exception handling mechanism
- Construct Threads, Event Handling, implement packages, developing applets

Exercise - 1 (Basics)
a) Write a JAVA program to display default value of all primitive data type of JAVA
b) Write a java program that display the roots of a quadratic equation $ax^2+bx=0$. Calculate the discriminate D and basing on value of D, describe the nature of root.
c) Five Bikers Compete in a race such that they drive at a constant speed which may or may not be the same as the other. To qualify the race, the speed of a racer must be more than the average speed of all 5 racers. Take as input the speed of each racer and print back the speed of qualifying racers.
Exercise - 2 (Operations, Expressions, Control-flow, Strings)
a) Write a JAVA program to search for an element in a given list of elements using binary search mechanism.
b) Write a JAVA program to sort for an element in a given list of elements using bubble sort
c) Write a JAVA program to sort for an element in a given list of elements using merge sort.
d) Write a JAVA program using StringBuffer to delete, remove character.
Exercise - 3 (Class, Objects)
a) Write a JAVA program to implement class mechanism. Create a class, methods and invoke them inside main method.
b) Write a JAVA program to implement constructor.
Exercise - 4 (Methods)
a) Write a JAVA program to implement constructor overloading.
b) Write a JAVA program implement method overloading.
Exercise - 5 (Inheritance)
a) Write a JAVA program to implement Single Inheritance
b) Write a JAVA program to implement multi level Inheritance
c) Write a java program for abstract class to find areas of different shapes

Exercise - 6 (Inheritance - Continued)
a) Write a JAVA program give example for "super" keyword.

b) Write a JAVA program to implement Interface. What kind of Inheritance can be achieved?

Exercise - 7 (Exception)
a) Write a JAVA program that describes exception handling mechanism
b) Write a JAVA program Illustrating Multiple catch clauses
Exercise – 8 (Runtime Polymorphism)
a) Write a JAVA program that implements Runtime polymorphism
b) Write a Case study on run time polymorphism, inheritance that implements in above problem
Exercise – 9 (User defined Exception)
a) Write a JAVA program for creation of Illustrating throw
b) Write a JAVA program for creation of Illustrating finally
c) Write a JAVA program for creation of Java Built-in Exceptions
d) d)Write a JAVA program for creation of User Defined Exception
Exercise – 10 (Threads)
a) Write a JAVA program that creates threads by extending Thread class .First thread display "Good Morning "every 1 sec, the second thread displays "Hello "every 2 seconds and the third display "Welcome" every 3 seconds ,(Repeat the same by implementing Runnable)
b) Write a program illustrating **isAlive** and **join ()**
c) Write a Program illustrating Daemon Threads.
Exercise - 11 (Threads continuity)
a) Write a JAVA program Producer Consumer Problem
b) Write a case study on thread Synchronization after solving the above producer consumer problem
Exercise – 12 (Packages)
a) Write a JAVA program illustrate class path
b) Write a case study on including in class path in your os environment of your package.
c) Write a JAVA program that import and use the defined your package in the previous Problem
Exercise - 13 (Applet)
a) Write a JAVA program to paint like paint brush in applet.
b) Write a JAVA program to display analog clock using Applet.
c) Write a JAVA program to create different shapes and fill colors using Applet.
Exercise - 14 (Event Handling)
a) Write a JAVA program that display the x and y position of the cursor movement using Mouse.
b) Write a JAVA program that identifies key-up key-down event user entering text in a Applet.

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II Year - II Semester	Skill Oriented Course- II	L	T	P	C
		0	0	4	2
ANIMATIONS- INTRODUCTION TO 3D					

Course Objectives:
This Course will enable students to

- To know about 3D software interface.
- To know about different type of 3d modeling like polygon, nerves modeling, curve based
  modeling, Patch modeling,
- To understand the basic blocking of 3D Inorganic and organic modeling, high poly modeling, unwrapping texturing.

Course Outcomes:
At the end of the course the student will be able to:

- To understand different styles and treatment of content in 3d model creation
- To analyze the importance of cognitive 3d designing.
- To apply tools to create effective 3D modelling texturing and lighting

1. Create any Model some objects such as chairs, tables, fruits, utensils
2. Create any Model instruments, tools
3. Create any Model of Cars or Bike,
4. Create any model of the male or female character.
5. Create any Model of any animal.
6. Create any Model of any birds, fishes, and worms.
7. Apply basic material and shader types & Procedurals textures.
8. Unwrap the models of objects and characters using various projection maps.
9. Apply texture on various objects and characters.
10. Create a natural outdoor or indoor scene.
11. Create Opacity, Smoothness, Secularity, and color maps, Transparency, Reflection
12. Bump & Displacement Maps
13. Render a frame and video of indoor and outdoor scenes.
14. Render a video of indoor scenes.
15. Render a photorealistic output of an interior scene.
16. Advance lighting using mental ray render.
17. Animate day and night scene of a street with the help of lighting.

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DEPARTMENT OF INFORMATION TECHNOLOGY

II Year - II Semester	Skill Oriented Course- II	L	T	P	C
		0	0	4	2
DISTRIBUTED TECHNOLOGIES-MONGODB					

Course Objectives:
This Course will enable students to

- master the leading document-oriented NoSQL database, MongoDB Architecture, CRUD, Schema
- Design, Data Modelling and Indexing using real-life case studies
- Learn how to design Schema using Advanced Queries

Course Outcomes:
At the end of the course the student will be able to:

- Install, configure and setup the drivers to use MongoDB with your programming language of choice
- Gain an in-depth understanding of main features of MongoDB and their use cases
- Retrieve data in the database using advanced querying
- to build new types of applications for mobile, cloud, e-commerce and and social technologies

Perform Experiments related to the following concepts:

1. MongoDB on Windows
2. MongoShell
3. Databases, Documents
4. Collections
5. MongoDB Connections
6. Query and Projection
7. Operators
8. Agrregation Pipeline Operators
9. Database Commands
10. Shell Methods

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COURSE STRUCTURE AND SYLLABUS

For

B. Tech INFORMATION TECHNOLOGY

(Applicable for batches admitted from 2019-2020)

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KAKINADA - 533 003, Andhra Pradesh, India

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DEPARTMENT OF INFORMATION TECHNOLOGY

COURSE STRUCTURE - R19

I Year – I SEMESTER

S. No	Course Code	Subjects	L	T	P	Credits
1	HS1101	English	3	0	0	3
2	BS1101	Mathematics - I	3	0	0	3
3	BS1106	Applied Chemistry	3	0	0	3
4	ES1112	Fundamentals of Computer Science	3	0	0	3
5	ES1103	Engineering Drawing	1	0	3	2.5
6	HS1102	English Lab	0	0	3	1.5
7	BS1107	Applied Chemistry Lab	0	0	3	1.5
8	ES1105	IT Workshop	0	0	3	1.5
9	MC1101	Environmental Science	3	0	0	0
Total Credits			**16**	**0**	**12**	**19**

I Year – II SEMESTER

S. No	Course Code	Subjects	L	T	P	Credits
1	BS1202	Mathematics – II	3	0	0	3
2	BS1203	Mathematics – III	3	0	0	3
3	BS1204	Applied Physics	3	0	0	3
4	ES1201	Programming for Problem Solving using C	3	0	0	3
5	ES1213	Digital Logic Design	3	0	0	3
6	BS1205	Applied Physics Lab	0	0	3	1.5
7	HS1203	Communication Skills Lab	0	1	2	2
8	ES1202	Programming for Problem Solving using C Lab	0	0	3	1.5
9	PR1201	Engineering Exploration Project	0	0	2	1
10	MC1204	Constitution of India	3	0	0	0
Total Credits			**18**	**1**	**10**	**21**

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II Year – I SEMESTER

S.No	Course Code	Courses	L	T	P	Credits
1	IT2101	Discrete Mathematical Structures	3	0	0	3
2	IT2102	Principles of Software Engineering	3	0	0	3
3	ES2101	Python Programming	3	0	0	3
4	IT2103	Data Structures	3	0	0	3
5	IT2104	Computer Organization	3	0	0	3
6	IT2105	Object Oriented Programming through C++	3	0	0	3
7	ES2102	Python Programming Lab	0	0	3	1.5
8	IT2106	Data Structures through C++ Lab	0	0	3	1.5
9	MC2101	Essence of Indian Traditional Knowledge	3	0	0	0
10	MC2102	Employability Skills - I*	2	0	0	0
		Total	23	0	6	21
***Internal Evaluation through Seminar / Test conducted for 50 marks**						

II Year – II SEMESTER

S.No	Course Code	Courses	L	T	P	Credits
1	BS2201	Probability and Statistics	3	0	0	3
2	IT2201	Java Programming	2	1	0	3
3	IT2202	Operating Systems	3	0	0	3
4	IT2203	Database Management Systems	3	0	0	3
5	IT2204	Theory of Computation	3	0	0	3
6	IT2205	Java Programming Lab	0	0	3	1.5
7	IT2206	UNIX Operating Systems Lab	0	0	2	1
8	IT2207	Database Management Systems Lab	0	0	3	1.5
9	MC2201	Professional Ethics & Human Values	3	0	0	0
10	PR2201	Socially Relevant Project*	0	0	2	1
		Total	17	1	10	20
***Internal Evaluation through Seminar conducted for 50 marks**						

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III Year – I SEMESTER

S.No	Course Code	Courses	L	T	P	Credits
1	IT3101	Advanced Data Structures	3	1	0	4
2	IT3102	Computer Networks	3	0	0	3
3	IT3103	Compiler Design	3	0	0	3
4	IT3104	Artificial Intelligence	3	0	0	3
5	PE3101	**Professional Elective -I** 1. Software Testing Methodologies 2. NoSQL Databases 3. Scripting Languages 4. Computer Graphics 5. R-Programming	3	0	0	3
6	IT3105	Design and Analysis of Algorithms	3	0	0	3
7	IT3106	Computer Networks & Compiler Design Lab	0	0	3	1.5
8	IT3107	AI Tools & Techniques Lab	0	0	3	1.5
9	MC3101	Employability Skills - II*	2	0	0	0
		Total	20	1	6	22
***Internal Evaluation through Seminar / Test conducted for 50 marks**						

III Year – II SEMESTER

S.No	Course Code	Courses	L	T	P	Credits
1	IT3201	Data Warehousing and Data Mining	3	0	0	3
2	OE3201	**Open Elective- I (Inter Disciplinary)**	3	0	0	3
3	IT3202	Web Technologies	3	0	0	3
4	PE3201	**Professional Elective II** (NPTEL/SWAYAM) **Duration: 12 Weeks Minimum** ***Course/subject title can't be repeated**	3	0	0	3
5	HS3201	Managerial Economics and Financial Accountancy	3	0	0	3
6	IT3203	Web Technologies Lab	0	0	3	1.5
7	IT3204	Data Mining Lab	0	0	3	1.5
8	PR3201	Industrial Training / Skill Development Programmes / Research Project in higher learning institutes	0	0	0	1
		Total	15	0	6	19

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IV Year – I SEMESTER

S.No	Course Code	Courses	L	T	P	Credits
1	IT4101	Cryptography and Network Security	3	0	0	3
2	IT4102	Machine Learning	3	1	0	4
3	IT4103	Advanced Computer Networks	3	0	0	3
4	OE4101	**Open Elective II (Inter Disciplinary)**	3	0	0	3
5	PE4101	**Professional Elective III** 1. Big Data Analytics 2. Social Networking 3. Ad-hoc and Sensor Networks 4. Cloud Computing 5. Design Patterns	3	0	0	3
6	PE4102	**Professional Elective IV** 1. Distributed Systems 2. DevOps 3. Internet of Things 4. Data Science 5. Biometrics	3	0	0	3
7	IT4104	Unified Modeling Language (UML) Lab *	0	0	2	1
8	PR4101	Project –I	0	0	0	2
9	MC4101	IPR & Patents	3	0	0	0
		Total	21	1	2	22

*Relevant theory to be taught in the lab

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IV Year – II SEMESTER

S.No	Course Code	Courses	L	T	P	Credits
1	HS4201	Management and Organizational Behavior	3	0	0	3
2	OE4201	Open Elective- III (Inter Disciplinary)	3	0	0	3
3	PE4201	**Professional Elective- V** 1. Deep Learning 2. Quantum Computing 3. Blockchain Technologies 4. Software Project Management 5. Network Programming	3	0	0	3
4	PR4201	Project- II	0	0	0	7
		Total	9	0	0	16

Open Electives to be offered by IT for Other Branches:

Open Elective I: 1. Data Structures 2. Java Programming 3. Data Base Management Systems 4. C++ Programming 5. Operating Systems 6. Internet of Things	**Open Elective II:** 1. Problem Solving using Python 2. Web Technologies 3. Machine Learning 4. Distributed Computing 5. AI Tools & Techniques 6. Data Science
Open Elective III: 1. Big Data 2. Image Processing 3. Mobile Application Development 4. Cyber Security 5. Deep Learning 6. Block Chain Technologies	

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I Year - I Semester		L	T	P	C
		3	0	0	3
ENGLISH (HS1101)					

Introduction

The course is designed to train students in receptive (listening and reading) as well as productive and interactive (speaking and writing) skills by incorporating a comprehensive, coherent and integrated approach that improves the learners' ability to effectively use English language in academic/ workplace contexts. The shift is from *learning about the language* to *using the language*. On successful completion of the compulsory English language course/s in B.Tech., learners would be confident of appearing for international language qualification/proficiency tests such as IELTS, TOEFL, or BEC, besides being able to express themselves clearly in speech and competently handle the writing tasks and verbal ability component of campus placement tests. Activity based teaching-learning methods would be adopted to ensure that learners would engage in actual use of language both in the classroom and laboratory sessions.

Course Objectives

- Facilitate effective listening skills for better comprehension of academic lectures and English spoken by native speakers
- Focus on appropriate reading strategies for comprehension of various academic texts and authentic materials
- Help improve speaking skills through participation in activities such as role plays, discussions and structured talks/oral presentations
- Impart effective strategies for good writing and demonstrate the same in summarizing, writing well organized essays, record and report useful information
- Provide knowledge of grammatical structures and vocabulary and encourage their appropriate use in speech and writing

Course Outcomes

At the end of the module, the learners will be able to

- understand social or transactional dialogues spoken by native speakers of English and identify the context, topic, and pieces of specific information
- ask and answer general questions on familiar topics and introduce oneself/others
- employ suitable strategies for skimming and scanning to get the general idea of a text and locate specific information
- recognize paragraph structure and be able to match beginnings/endings/headings with paragraphs
- form sentences using proper grammatical structures and correct word forms

UNIT I

Lesson-1: A Drawer full of happiness from "Infotech English", Maruthi Publications
Lesson-2: Deliverance by Premchand from "The Individual Society", Pearson Publications. (Non-detailed)

Listening: Listening to short audio texts and identifying the topic. Listening to short audio texts and identifying the context and specific pieces of information to answer a series of questions both in speaking and writing.

Speaking: Asking and answering general questions on familiar topics such as home, family, work, studies and interests. Self introductions and introducing others.

Reading: Skimming text to get the main idea. Scanning to look for specific pieces of information.

Reading for Writing: Paragraph writing (specific topics) using suitable cohesive devices; linkers, sign posts and transition signals; mechanics of writing - punctuation, capital letters.

Vocabulary: Technical vocabulary from across technical branches (20) GRE Vocabulary (20) (Antonyms and Synonyms, Word applications) Verbal reasoning and sequencing of words.

Grammar: Content words and function words; word forms: verbs, nouns, adjectives and adverbs; nouns: countables and uncountables; singular and plural basic sentence structures; simple question form - wh-questions; word order in sentences.

Pronunciation: Vowels, Consonants, Plural markers and their realizations

UNIT II

Lesson-1: Nehru's letter to his daughter Indira on her birthday from "Infotech English", Maruthi Publications

Lesson-2: Bosom Friend by Hira Bansode from "The Individual Society", Pearson Publications. (Non-detailed)

Listening: Answering a series of questions about main idea and supporting ideas after listening to audio texts, both in speaking and writing.

Speaking: Discussion in pairs/ small groups on specific topics followed by short structured talks. Functional English: Greetings and leave takings.

Reading: Identifying sequence of ideas; recognizing verbal techniques that help to link the ideas in a paragraph together.

Reading for Writing: Summarizing - identifying main idea/s and rephrasing what is read; avoiding redundancies and repetitions.

Vocabulary: Technical vocabulary from across technical branches (20 words). GRE Vocabulary Analogies (20 words) (Antonyms and Synonyms, Word applications)

Grammar: Use of articles and zero article; prepositions.

Pronunciation: Past tense markers, word stress-di-syllabic words

UNIT III

Lesson-1: Stephen Hawking-Positivity 'Benchmark' from "Infotech English", Maruthi Publications

Lesson-2: Shakespeare's Sister by Virginia Woolf from "The Individual Society", Pearson Publications. (Non-detailed)

Listening: Listening for global comprehension and summarizing what is listened to, both in speaking and writing.

Speaking: Discussing specific topics in pairs or small groups and reporting what is discussed. Functional English: Complaining and Apologizing.

Reading: Reading a text in detail by making basic inferences - recognizing and interpreting specific context clues; strategies to use text clues for comprehension. Critical reading.

Reading for Writing: Summarizing - identifying main idea/s and rephrasing what is read; avoiding redundancies and repetitions. Letter writing-types, format and principles of letter writing. E-mail etiquette, Writing CV's.

Vocabulary: Technical vocabulary from across technical branches (20 words). GRE Vocabulary (20 words) (Antonyms and Synonyms, Word applications) Association, sequencing of words

Grammar: Verbs - tenses; subject-verb agreement; direct and indirect speech, reporting verbs for academic purposes.

Pronunciation: word stress-poly-syllabic words

UNIT IV

Lesson-1: Liking a Tree, Unbowed: Wangari Maathai-biography from "Infotech English", Maruthi Publications

Lesson-2: Telephone Conversation-Wole Soyinka from "The Individual Society", Pearson Publications. (Non-detailed)

Listening: Making predictions while listening to conversations/ transactional dialogues without video (only audio); listening to audio-visual texts.

Speaking: Role plays for practice of conversational English in academic contexts (formal and informal) - asking for and giving information/directions. Functional English: Permissions, Requesting, Inviting.

Reading: Studying the use of graphic elements in texts to convey information, reveal trends/patterns/relationships, communicative process or display complicated data.

Reading for Writing: Information transfer; describe, compare, contrast, identify significance/trends based on information provided in figures/charts/graphs/tables. Writing SOP, writing for media.

Vocabulary: Technical vocabulary from across technical branches (20 words) GRE Vocabulary (20 words) (Antonyms and Synonyms, Word applications) Cloze Encounters.

Grammar: Quantifying expressions - adjectives and adverbs; comparing and contrasting; degrees of comparison; use of antonyms

Pronunciation: Contrastive Stress

UNIT V

Lesson-1: Stay Hungry-Stay foolish from "Infotech English", Maruthi Publications

Lesson-2: Still I Rise by Maya Angelou from "The Individual Society", Pearson Publications. (Non-detailed)

Listening: Identifying key terms, understanding concepts and interpreting the concepts both in speaking and writing.

Speaking: Formal oral presentations on topics from academic contexts - without the use of PPT slides. Functional English: Suggesting/Opinion giving.

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Reading: Reading for comprehension. RAP Strategy Intensive reading and Extensive reading techniques.

Reading for Writing: Writing academic proposals- writing research articles: format and style.

Vocabulary: Technical vocabulary from across technical branches (20 words) GRE Vocabulary (20 words) (Antonyms and Synonyms, Word applications) Coherence, matching emotions.

Grammar: Editing short texts – identifying and correcting common errors in grammar and usage (articles, prepositions, tenses, subject verb agreement)

Pronunciation: Stress in compound words

Text Books:

1) "Infotech English", Maruthi Publications. (Detailed)
2) "The Individual Society", Pearson Publications. (Non-detailed)

Reference Books:

1) Bailey, Stephen. Academic writing: A handbook for international students. Routledge, 2014.
2) Chase, Becky Tarver. Pathways: Listening, Speaking and Critical Thinking. Heinley ELT; 2nd Edition, 2018.
3) Skillful Level 2 Reading & Writing Student's Book Pack (B1) Macmillan Educational.
4) Hewings, Martin. Cambridge Academic English (B2). CUP, 2012.

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I Year - I Semester		L	T	P	C
		3	0	0	3
MATHEMATICS-I (BS1101) **(Common to all Branch's for I Year B. Tech)**					

Course Objectives:

- This course will illuminate the students in the concepts of calculus.
- To enlighten the learners in the concept of differential equations and multivariable calculus.
- To equip the students with standard concepts and tools at an intermediate to advanced level mathematics to develop the confidence and ability among the students to handle various real world problems and their applications.

Course Outcomes:

At the end of the course, the student will be able to

- Utilize mean value theorems to real life problems (L3)
- Solve the differential equations related to various engineering fields (L3)
- Familiarize with functions of several variables which is useful in optimization (L3)
- Apply double integration techniques in evaluating areas bounded by region (L3)
- Students will also learn important tools of calculus in higher dimensions. Students will become familiar with 2- dimensional and 3-dimensional coordinate systems (L5)

UNIT I: Sequences, Series and Mean value theorems: (10 hrs)

Sequences and Series: Convergences and divergence – Ratio test – Comparison tests – Integral test – Cauchy's root test – Alternate series – Leibnitz's rule.

Mean Value Theorems (without proofs): Rolle's Theorem – Lagrange's mean value theorem – Cauchy's mean value theorem – Taylor's and Maclaurin's theorems with remainders.

UNIT II: Differential equations of first order and first degree: (10 hrs)

Linear differential equations – Bernoulli's equations – Exact equations and equations reducible to exact form.

Applications: Newton's Law of cooling – Law of natural growth and decay – Orthogonal trajectories – Electrical circuits.

UNIT III: Linear differential equations of higher order: (10 hrs)

Non-homogeneous equations of higher order with constant coefficients – with non-homogeneous term of the type e^{ax}, sin ax, cos ax, polynomials in x^n, e^{ax} V(x) and x^nV(x) – Method of Variation of parameters.

Applications: LCR circuit, Simple Harmonic motion.

UNIT IV: Partial differentiation: (10 hrs)

Introduction – Homogeneous function – Euler's theorem – Total derivative – Chain rule – Jacobian – Functional dependence – Taylor's and Mc Laurent's series expansion of functions of two variables.

Applications: Maxima and Minima of functions of two variables without constraints and Lagrange's method (with constraints).

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UNIT V: Multiple integrals: (8 hrs)
Double and Triple integrals – Change of order of integration – Change of variables.
Applications: Finding Areas and Volumes.

Text Books:

1) B. S. Grewal, Higher Engineering Mathematics, 43rd Edition, Khanna Publishers.
2) B. V. Ramana, Higher Engineering Mathematics, 2007 Edition, Tata Mc. Graw Hill Education.

Reference Books:

1) Erwin Kreyszig, Advanced Engineering Mathematics, 10th Edition, Wiley-India.
2) Joel Hass, Christopher Heil and Maurice D. Weir, Thomas calculus, 14th Edition, Pearson.
3) Lawrence Turyn, Advanced Engineering Mathematics, CRC Press, 2013.
4) Srimantha Pal, S C Bhunia, Engineering Mathematics, Oxford University Press.

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		3	**0**	**0**	**3**
APPLIED CHEMISTRY (BS1106)					

Knowledge of basic concepts of Chemistry for Engineering students will help them as professional engineers later in design and material selection, as well as utilizing the available resources.

Course Objectives:

- *Importance* of usage of plastics in household appliances and composites (FRP) in aerospace and automotive industries.
- *Outline* the basics for the construction of electrochemical cells, batteries and fuel cells. Understand the mechanism of corrosion and how it can be prevented.
- *Express* the increase in demand as wide variety of advanced materials are introduced; which have excellent engineering properties.
- *Explain* the crystal structures, and the preparation of semiconductors. Magnetic properties are also studied.
- *Recall* the increase in demand for power and hence alternative sources of power are studied due to depleting sources of fossil fuels. Advanced instrumental techniques are introduced.

UNIT I: Polymer Technology

Polymerisation:- Introduction-methods of polymerization (emulsion and suspension)-physical and mechanical properties.

Plastics: Compounding-fabrication (compression, injection, blown film, extrusion) - preparation, properties and applications of PVC, polycarbonates and Bakelite-mention some examples of plastic materials used in electronic gadgets, recycling of e-plastic waste.

Elastomers:- Natural rubber-drawbacks-vulcanization-preparation, properties and applications of synthetic rubbers (Buna S, thiokol and polyurethanes).

Composite materials: Fiber reinforced plastics-conducting polymers-biodegradable polymers-biopolymers-biomedical polymers.

Learning Outcomes: *At the end of this unit, the students will be able to*

- *Outline* the properties of polymers and various additives added and different methods of forming plastic materials.
- *Explain* the preparation, properties and applications of some plastic materials.
- *Interpret* the mechanism of conduction in conducting polymers .
- *Discuss* natural and synthetic rubbers and their applications.

UNIT II: Electrochemical Cells and Corrosion

Single electrode potential-Electrochemical series and uses of series-standard hydrogen electrode, calomel electrode-concentration cell-construction of glass electrode-Batteries: Dry cell, Ni-Cd cells, Ni-Metal hydride cells, Li ion battery, zinc air cells–Fuel cells: H_2-O_2, CH_3OH-O_2, phosphoric acid, molten carbonate.

Corrosion:-Definition-theories of corrosion (chemical and electrochemical)-galvanic corrosion, differential aeration corrosion, stress corrosion, waterline corrosion-passivity of metals-galvanic series-factors influencing rate of corrosion-corrosion control (proper designing, cathodic protection)-Protective coatings: Surface preparation, cathodic and anodic coatings, electroplating, electroless plating (nickel).

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Paints (constituents, functions, special paints).
Learning Outcomes: *At the end of this unit, the students will be able to*

- *Explain* the theory of construction of battery and fuel cells.
- *Categorize* the reasons for corrosion and study some methods of corrosion control.

UNIT III: Material Chemistry
Part I*:*
Non-elemental semiconducting materials:- Stoichiometric, controlled valency & chalcogen photo/semiconductors-preparation of semiconductors (distillation, zone refining, Czochralski crystal pulling, epitaxy, diffusion, ion implantation) - Semiconductor devices (p-n junction diode as rectifier, junction transistor).
Insulators & magnetic materials: electrical insulators-ferro and ferri magnetism-Hall effect and its applications.
Part II:
Nano materials:- Introduction-sol-gel method- characterization by BET, SEM and TEM methods-applications of graphene-carbon nanotubes and fullerenes: Types, preparation and applications

Liquid crystals:- Introduction-types-applications.
*Super conductors:-*Type –I, Type II-characteristics and applications

Learning Outcomes: *At the end of this unit, the students will be able to*

- *Understand* the importance of materials like nanomaterials and fullerenes and their uses.
- *Understand* liquid crystals and superconductors.
- *Understand* the preparation of semiconductors.

UNIT IV: Advanced Concepts/Topics in Chemistry
Computational chemistry: Introduction, Ab Initio studies

Molecular switches: characteristics of molecular motors and machines, Rotaxanes and Catenanes as artificial molecular machines, prototypes – linear motions in rotaxanes, an acid-base controlled molecular shuttle, a molecular elevator, an autonomous light-powered molecular motor

Learning Outcomes: *At the end of this unit, the students will be able to*

- *Obtain* the knowledge of computational chemistry
- *Understand* importance molecular machines

UNIT V: Spectroscopic Techniques & Non Conventional Energy Sources
Part A: SPECTROSCOPIC TECHNIQUES
Electromagnetic spectrum-UV (laws of absorption, instrumentation, theory of electronic spectroscopy, Frank-condon principle, chromophores and auxochromes, intensity shifts, applications), FT-IR (instrumentation and IR of some organic compounds, applications)-magnetic resonance imaging and CT scan (procedure & applications).

Part B*:* NON CONVENTIONAL ENERGY SOURCES
Design, working, schematic diagram, advantages and disadvantages of photovoltaic cell, hydropower, geothermal power, tidal and wave power, ocean thermal energy conversion.
Learning Outcomes: *At the end of this unit, the students will be able to*

- understand the principles of different analytical instruments.
- explain the different applications of analytical instruments.

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- design sources of energy by different natural sources.

Text Books:

1) Engineering Chemistry by Jain and Jain; Dhanpat Rai Publicating Co.

Reference Books:

1) Engineering Chemistry by Shikha Agarwal; Cambridge University Press, 2019 edition.

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I Year - I Semester		L	T	P	C
		3	0	0	3
FUNDAMENTALS OF COMPUTER SCIENCE (ES1112)					

Course Objectives:
This course is designed to:

- Explain the concepts of computers and classify based on type and generation.
- Demonstrate the techniques of writing algorithms pseudo codes & schematic flow of logic in software development process.
- Teach about the purpose of networks and types of networks and media to connect the computers
- Teach about Operating Systems and its concepts.
- Illustrate about database architecture and its components
- Illustrate about distributed computing, peer to peer, grid, cloud on demand and utility computing.

Course Outcomes:
On completion of the course the student will be able to

- Illustrate the concept of input and output devices of Computers and how it works and recognize the basic terminology used in computer programming.
- Recognize the Computer networks, types of networks and topologies.
- Summarize the concepts of Operating Systems and Databases.
- Recite the Advanced Computer Technologies like Distributed Computing & Wireless Networks.

UNIT I
A Simple Computer System: Central processing unit, the further need of secondary storage, Types of memory, Hardware, Software and people.
Peripheral Devices: Input, Output and storage, Data Preparation, Factors affecting input, Input devices, Output devices, Secondary devices, Communication between the CPU and Input/ Output devices. (Text Book 1)

UNIT II
Problem Solving and Programming: Algorithm development, Flowcharts, Looping, some programming features, Pseudo code, the one-zero game, some structured programming concepts, documents.
Programming Languages: Machine Language and assembly language, high -level and low level languages, Assemblers, Compilers, and Interpreters (Text Book 1)

UNIT III
Computer Networks: Introduction to computer Networks, Network topologies-Bus topology, star topology, Ring topology, Mesh topology, Hybrid topology, Types of Networks: Local area Network, Wide Area Networks, Metropolitan Networks, Campus/ Corporate Area Network, Personal Area Network, Network Devices- Hub, Repeater, Switch, Bridge, Router, Gateway, Network interface Card, Open System Inter connection Model (Text Book 2)
Operating systems: Introduction, Evolution of operating systems, Process Management- Process control block, Process operations, Process scheduling, Command Interpreter, Popular operating systems- Microsoft DOS, Microsoft Windows, UNIX and Linux. (Text Book 2)

UNIT IV

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KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF INFORMATION TECHNOLOGY

Database Systems: File-Oriented Approach, Database-oriented Approach-Components of Database system, Advantages & Disadvantages of Database approach, Applications of Database systems, Database views, Three-schema architecture, Database models-Hierarchical model, Network Model, relational Model, Object-oriented Data Model, Components of database management systems, Retrieving Data through Queries (Text Book 2)

Computer Systems and Development: Investigation, Analysis, Design, system processing and general program design, Presentation to management and users, Implementation, Documents. (Text Book 1)

UNIT V

Emerging Computer Technologies: Distributed Networking, Peer-to-peer Computing, Categorization of Peer-to-peer system Applications of Peer-to-peer networks, Grid Computing-components of Grid computing, Applications of Grid computing,, Cloud Computing-characteristics of cloud computing systems, cloud computing services, cloud computing architecture, cloud computing applications, Cloud computing concerns

Wireless Networks: Wireless network operations, Types of wireless networks, security in wireless Networks, Limitations of wireless Networks, Bluetooth – Bluetooth Piconets, Avoiding Interference in Bluetooth Devices, Bluetooth Security, Differences between Bluetooth and Wireless Networks. (Text Book 2)

Text Books:

1. An Introduction to Computer studies –Noel Kalicharan-Cambridge
2. Fundamentals of Computers –Reema Thareja-Oxford higher education

References Books:

1. Introduction to Information Technology – ITL education Solution Limited, Pearson
2. Computer Science and overview-J. Glenn Brookshear, Dennis Brylow-Pearson

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DEPARTMENT OF INFORMATION TECHNOLOGY

I Year - I Semester		L	T	P	C
		1	0	3	2.5
ENGINEERING DRAWING (ES1103)					

Course Objectives:

- Engineering drawing being the principal method of communication for engineers, the objective is to introduce the students, the techniques of constructing the various types of polygons, curves and scales. The objective is also to visualize and represent the 3D objects in 2D planes with proper dimensioning, scaling etc.

Course Outcomes:

- The student will learn how to visualize 2D & 3D objects.

UNIT I

Objective: To introduce the students to use drawing instruments and to draw polygons, Engg. Curves.
Polygons: Constructing regular polygons by general methods, inscribing and describing polygons on circles.
Curves: Parabola, Ellipse and Hyperbola by general and special methods, cycloids, involutes, tangents & normals for the curves.
Scales: Plain scales, diagonal scales and vernier scales

UNIT II

Objective: To introduce the students to use orthographic projections, projections of points & simple lines. To make the students draw the projections of the lines inclined to both the planes.
Orthographic Projections: Reference plane, importance of reference lines, projections of points in various quadrants, projections of lines, line parallel to both the planes, line parallel to one plane and inclined to other plane.
Projections of straight lines inclined to both the planes, determination of true lengths, angle of inclination and traces.

UNIT III

Objective: The objective is to make the students draw the projections of the plane inclined to both the planes.
Projections of planes: regular planes perpendicular/parallel to one reference plane and inclined to the other reference plane; inclined to both the reference planes.

UNIT IV

Objective: The objective is to make the students draw the projections of the various types of solids in different positions inclined to one of the planes.
Projections of Solids – Prisms, Pyramids, Cones and Cylinders with the axis inclined to both the planes.

UNIT V

Objective: The objective is to represent the object in 3D view through isometric views. The student will be able to represent and convert the isometric view to orthographic view and vice versa.
Conversion of isometric views to orthographic views; Conversion of orthographic views to isometric views.
Computer Aided Design, Drawing practice using Auto CAD, Creating 2D&3D drawings of objects

using Auto CAD

Note: *In the End Examination there will be no question from CAD.*

Text Books:

1) Engineering Drawing by N.D. Butt, Chariot Publications
2) Engineering Drawing by Agarwal & Agarwal, Tata McGraw Hill Publishers

Reference Books:

1) Engineering Drawing by K.L.Narayana & P. Kannaiah, Scitech Publishers
2) Engineering Graphics for Degree by K.C. John, PHI Publishers
3) Engineering Graphics by PI Varghese, McGrawHill Publishers
4) Engineering Drawing + AutoCad – K Venugopal, V. Prabhu Raja, New Age

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I Year - I Semester		L	T	P	C
		0	0	3	1.5
ENGLISH LAB (HS1102)					

UNIT I
Vowels, Consonants, Pronunciation, Phonetic Transcription

UNIT II
Past tense markers, word stress-di-syllabic words, Poly-Syllabic words

UNIT III
Rhythm & Intonation

UNIT IV
Contrastive Stress (Homographs)

UNIT V
Word Stress: Weak and Strong forms
Stress in compound words

References books:

1) Infotech English, Maruthi Publications (with Compact Disc).
2) Exercises in Spoken English Part 1,2,3,4, OUP and CIEFL.
3) English Pronunciation in use- Mark Hancock, Cambridge University Press.
4) English Phonetics and Phonology-Peter Roach, Cambridge University Press.
5) English Pronunciation in use- Mark Hewings, Cambridge University Press.
6) English Pronunciation Dictionary- Daniel Jones, Cambridge University Press.
7) English Phonetics for Indian Students- P. Bala Subramanian, Mac Millan Publications.

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DEPARTMENT OF INFORMATION TECHNOLOGY

I Year - I Semester		L	T	P	C
		0	0	3	1.5
APPLIED CHEMISTRY LAB (BS1107)					

Introduction to Chemistry laboratory – Molarity, normality, primary, secondary standard solutions, volumetric titrations, quantitative analysis

1. Determination of HCl using standard Na_2CO_3 solution.
2. Determination of alkalinity of a sample containing Na_2CO_3 and NaOH.
3. Determination of Mn (II) using standard oxalic acid solution.
4. Determination of ferrous iron using standard $K_2Cr_2O_7$ solution.
5. Determination of copper (II) using standard hypo solution.
6. Determination of temporary and permanent hardness of water using standard EDTA solution.
7. Determination of iron (III) by a colorimetric method.
8. Determination of the concentration of acetic acid using sodium hydroxide (pH-metry method).
9. Determination of the concentration of strong acid vs strong base (by conductometric method).
10. Determination of strong acid vs strong base (by potentiometric method).
11. Determination of Mg^{+2} present in an antacid.
12. Determination of $CaCO_3$ present in an egg shell.
13. Estimation of Vitamin C.
14. Determination of phosphoric content in soft drinks.
15. Adsorption of acetic acid by charcoal.
16. Preparation of nylon-6, 6 and Bakelite (demonstration only).

Of the above experiments at-least 10 assessment experiments should be completed in a semester.
Outcomes: The students entering into the professional course have practically very little exposure to lab classes. The experiments introduce volumetric analysis; redox titrations with different indicators; EDTA titrations; then they are exposed to a few instrumental methods of chemical analysis. Thus at the end of the lab course, the student is exposed to different methods of chemical analysis and use of some commonly employed instruments. They thus acquire some experimental skills.

Reference Books

1. A Textbook of Quantitative Analysis, Arthur J. Vogel.

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I Year - I Semester		L	T	P	C
		0	0	3	1.5
IT WORKSHOP (ES1105)					

Course Objectives:
The objective of IT Workshop is to

- Explain the internal parts of a computer, peripherals, I/O ports, connecting cables
- Demonstrate basic command line interface commands on Linux
- Teach the usage of Internet for productivity and self paced lifelong learning
- Describe about Compression, Multimedia and Antivirus tools
- Demonstrate Office Tools such as Word processors, Spreadsheets and Presentation tools

Course Outcomes:
Students should be able to:

- Assemble and disassemble components of a PC
- Construct a fully functional virtual machine, Summarize various Linux operating system commands,
- Secure a computer from cyber threats, Learn and practice programming skill in Github, Hackerrank, Codechef, HackerEarth etc.
- Recognize characters & extract text from scanned images, Create audio files and podcasts
- Create video tutorials and publishing, Use office tools for documentation, Build interactive presentations, Build websites, Create quizzes & analyze responses.

Computer Hardware:

Experiment 1: Identification of peripherals of a PC, Laptop, Server and Smart Phones: Prepare a report containing the block diagram along with the configuration of each component and its functionality, Input/ Output devices, I/O ports and interfaces, main memory, cache memory and secondary storage technologies, digital storage basics, networking components and speeds.

Operating Systems:

Experiment 2: Virtual Machine setup:

- Setting up and configuring a new Virtual Machine
- Setting up and configuring an existing Virtual Machine
- Exporting and packaging an existing Virtual Machine into a portable format

Experiment 2: Operating System installation:

- Installing an Operating System such as Linux on Computer hardware.

Experiment 3: Linux Operating System commands:

- General command syntax
- Basic *help* commands
- Basic File system commands
- Date and Time
- Basic Filters and Text processing
- Basic File compression commands

- Miscellaneous: apt-get, vi editor

Networking and Internet:

Experiment 4: Networking Commands:

- ping, ssh, ifconfig, scp, netstat, ipstat, nslookup, traceroute, telnet, host, ftp, arp, wget,route

Experiment 5: Internet Services:

- Web Browser usage and advanced settings like LAN, proxy, content, privacy, security, cookies, extensions/ plugins
- Antivirus installation, configuring a firewall, blocking pop-ups
- Email creation and usage, Creating a Digital Profile on LinkedIn
- Source control on Github, Hackerrank, Codechef, HackerEarth, etc
- Google hangout/ Skype/ gotomeeting video conferencing
- archive.org for accessing archived resources on the web

Productivity Tools:

Experiment 6: Demonstration and Practice on archival and compression tools

- scanning and image editing tools
- OCR and text extraction
- audio players, recording using Mic, editing, podcast preparation
- video players, recording using webcam/camcorder, editing
- podcast, screencast, vodcast, webcasting

Office Tools:

Experiment 7: Demonstration and Practice on Text Editors like Notepad++, Sublime Text, Atom, Brackets, Visual code, etc

Experiment 8: Demonstration and practice on Microsoft Word, Power Point

Experiment 9: Demonstration and practice on Microsoft Excel.

Experiment 10: Demonstration and practice on LaTeX and produce professional pdf documents.

Experiment 12: Cloud based productivity enhancement and collaboration tools:

- Store, sync, and share files with ease in the cloud using Google Drive
- Document creation and editing text documents in your web browser using Google docs
- Handle task lists, create project plans, analyze data with charts and filters using Google Sheets
- Create pitch decks, project presentations, training modules using Google Slides
- Manage event registrations, create quizzes, analyze responses using Google Forms
- Build public sites, internal project hubs using Google Sites
- Online collaboration through cross-platform support using Jamboard
- Keep track of important events, sharing one's schedule, and create multiple calendars using Google Calendar

Text Books:

1) Computer Fundamentals, Anita Goel, Pearson Education, 2017
2) PC Hardware Trouble Shooting Made Easy, TMH

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References Books:

1) Essential Computer and IT Fundamentals for Engineering and Science Students, Dr.N.B.Vekateswarlu, S.Chand

e-Resources:

1) https://explorersposts.grc.nasa.gov/post631/2006-2007/computer_basics/ComputerPorts.doc
2) https://explorersposts.grc.nasa.gov/post631/2006-2007/bitsnbyte/Digital_Storage_Basics.doc
3) https://www.thegeekstuff.com/2009/07/linux-ls-command-examples
4) https://www.pcsuggest.com/basic-linux-commands/
5) https://www.vmware.com/pdf/VMwarePlayerManual10.pdf
6) https://geek-university.com/vmware-player/manually-install-a-guest-operating-system/
7) https://gsuite.google.com/learning-center/products/#!/

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I Year - I Semester		L	T	P	C
		3	0	0	0
ENVIRONMENTAL SCIENCE (MC1101)					

Course Objectives:

The objectives of the course are to impart:

- Overall understanding of the natural resources.
- Basic understanding of the ecosystem and its diversity.
- Acquaintance on various environmental challenges induced due to unplanned anthropogenic activities.
- An understanding of the environmental impact of developmental activities.
- Awareness on the social issues, environmental legislation and global treaties.

UNIT I

Multidisciplinary nature of Environmental Studies: Definition, Scope and Importance –Sustainability: Stockholm and Rio Summit–Global Environmental Challenges: Global warming and climate change, acid rains, ozone layer depletion, population growth and explosion, effects. Role of information technology in environment and human health.

Ecosystems: Concept of an ecosystem. - Structure and function of an ecosystem; Producers, consumers and decomposers. - Energy flow in the ecosystem - Ecological succession. - Food chains, food webs and ecological pyramids; Introduction, types, characteristic features, structure and function of Forest ecosystem, Grassland ecosystem, Desert ecosystem, Aquatic ecosystems.

UNIT II

Natural Resources: Natural resources and associated problems.

Forest resources: Use and over – exploitation, deforestation – Timber extraction – Mining, dams and other effects on forest and tribal people.

Water resources: Use and over utilization of surface and ground water – Floods, drought, conflicts over water, dams – benefits and problems.

Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources.

Food resources: World food problems, changes caused by non-agriculture activities-effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity.

Energy resources: Growing energy needs, renewable and non-renewable energy sources use of alternate energy sources.

Land resources: Land as a resource, land degradation, Wasteland reclamation, man induced landslides, soil erosion and desertification; Role of an individual in conservation of natural resources; Equitable use of resources for sustainable lifestyles.

UNIT III

Biodiversity and its conservation: Definition: genetic, species and ecosystem diversity-classification - Value of biodiversity: consumptive use, productive use, social-Biodiversity at national and local levels. India as a mega-diversity nation - Hot-sports of biodiversity - Threats to biodiversity: habitat loss, man-wildlife conflicts. - Endangered and endemic species of India – Conservation of biodiversity: conservation of biodiversity.

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UNIT IV

Environmental Pollution: Definition, Cause, effects and control measures of Air pollution, Water pollution, Soil pollution, Noise pollution, Nuclear hazards. Role of an individual in prevention of pollution. - Pollution case studies, Sustainable Life Studies. Impact of Fire Crackers on Men and his well being.

Solid Waste Management: Sources, Classification, effects and control measures of urban and industrial solid wastes. Consumerism and waste products, Biomedical, Hazardous and e – waste management.

UNIT V

Social Issues and the Environment: Urban problems related to energy -Water conservation, rain water harvesting-Resettlement and rehabilitation of people; its problems and concerns. Environmental ethics: Issues and possible solutions. Environmental Protection Act -Air (Prevention and Control of Pollution) Act. –Water (Prevention and control of Pollution) Act -Wildlife Protection Act -Forest Conservation Act-Issues involved in enforcement of environmental legislation. -Public awareness.

Environmental Management: Impact Assessment and its significance various stages of EIA, preparation of EMP and EIS, Environmental audit. Ecotourism, Green Campus – Green business and Green politics.

The student should Visit an Industry / Ecosystem and submit a report individually on any issues related to Environmental Studies course and make a power point presentation.

Text Books:

1) Environmental Studies, K. V. S. G. Murali Krishna, VGS Publishers, Vijayawada
2) Environmental Studies, R. Rajagopalan, 2nd Edition, 2011, Oxford University Press.
3) Environmental Studies, P. N. Palanisamy, P. Manikandan, A. Geetha, and K. Manjula Rani; Pearson Education, Chennai

Reference Books:

1) Text Book of Environmental Studies, Deeshita Dave & P. Udaya Bhaskar, Cengage Learning.
2) A Textbook of Environmental Studies, Shaashi Chawla, TMH, New Delhi
3) Environmental Studies, Benny Joseph, Tata McGraw Hill Co, New Delhi
4) Perspectives in Environment Studies, Anubha Kaushik, C P Kaushik, New Age International Publishers, 2014

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DEPARTMENT OF INFORMATION TECHNOLOGY

I Year - II Semester		L	T	P	C
		3	0	0	3
MATHEMATICS - II (BS1202)					

Course Objectives:

- To instruct the concept of Matrices in solving linear algebraic equations
- To elucidate the different numerical methods to solve nonlinear algebraic equations
- To disseminate the use of different numerical techniques for carrying out numerical integration.
- To equip the students with standard concepts and tools at an intermediate to advanced level mathematics to develop the confidence and ability among the students to handle various real world problems and their applications.

Course Outcomes:

At the end of the course, the student will be able to

- develop the use of matrix algebra techniques that is needed by engineers for practical applications (L6)
- solve system of linear algebraic equations using Gauss elimination, Gauss Jordan, Gauss Seidel (L3)
- evaluate approximating the roots of polynomial and transcendental equations by different algorithms (L5)
- apply Newton's forward & backward interpolation and Lagrange's formulae for equal and unequal intervals (L3)
- apply different algorithms for approximating the solutions of ordinary differential equations to its analytical computations (L3)

UNIT I: Solving systems of linear equations, Eigen values and Eigen vectors: (10 hrs)

Rank of a matrix by echelon form and normal form – Solving system of homogeneous and non-homogeneous equations linear equations – Gauss Elimination for solving system of equations – Eigen values and Eigen vectors and their properties.

UNIT-II: Cayley-Hamilton theorem and Quadratic forms: (10 hrs)

Cayley - Hamilton theorem (without proof) – Finding inverse and power of a matrix by Cayley-Hamilton theorem – Reduction to Diagonal form – Quadratic forms and nature of the quadratic forms – Reduction of quadratic form to canonical forms by orthogonal transformation. Singular values of a matrix, singular value decomposition (Ref. Book – 1).

UNIT III: Iterative methods: (8 hrs)

Introduction – Bisection method – Secant method – Method of false position – Iteration method – Newton-Raphson method (One variable and simultaneous Equations) – Jacobi and Gauss-Seidel methods for solving system of equations.

UNIT IV: Interpolation: (10 hrs)

Introduction – Errors in polynomial interpolation – Finite differences – Forward differences – Backward differences – Central differences – Relations between operators – Newton's forward and backward formulae for interpolation – Interpolation with unequal intervals – Lagrange's interpolation formula –

Newton's divide difference formula.

UNIT V: Numerical integration and solution of ordinary differential equations: (10 hrs)

Trapezoidal rule – Simpson's $1/3^{rd}$ and $3/8^{th}$ rule – Solution of ordinary differential equations by Taylor's series – Picard's method of successive approximations – Euler's method – Runge-Kutta method (second and fourth order).

Text Books:

1) B. S. Grewal, Higher Engineering Mathematics, 43^{rd} Edition, Khanna Publishers.
2) B. V. Ramana, Higher Engineering Mathematics, 2007 Edition, Tata Mc. Graw Hill Education.

Reference Books:

1) David Poole, Linear Algebra- A modern introduction, 4^{th} Edition, Cengage.
2) Steven C. Chapra, Applied Numerical Methods with MATLAB for Engineering and Science, Tata Mc. Graw Hill Education.
3) M. K. Jain, S. R. K. Iyengar and R. K. Jain, Numerical Methods for Scientific and Engineering Computation, New Age International Publications.
4) Lawrence Turyn, Advanced Engineering Mathematics, CRC Press.

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I Year - II Semester		L	T	P	C
		3	0	0	3
MATHEMATICS - III (BS1203)					

Course Objectives:

- To familiarize the techniques in partial differential equations
- To furnish the learners with basic concepts and techniques at plus two level to lead them into advanced level by handling various real world applications.

Course Outcomes:

At the end of the course, the student will be able to

- Interpret the physical meaning of different operators such as gradient, curl and divergence (L5)
- Estimate the work done against a field, circulation and flux using vector calculus (L5)
- Apply the Laplace transform for solving differential equations (L3)
- Find or compute the Fourier series of periodic signals (L3)
- Know and be able to apply integral expressions for the forwards and inverse Fourier transform to a range of non-periodic waveforms (L3)
- Identify solution methods for partial differential equations that model physical processes (L3)

UNIT I: Vector calculus: (10 hrs)

Vector Differentiation: Gradient – Directional derivative – Divergence – Curl – Scalar Potential.
Vector Integration: Line integral – Work done – Area – Surface and volume integrals – Vector integral theorems: Greens, Stokes and Gauss Divergence theorems (without proof).

UNIT II: Laplace Transforms: (10 hrs)

Laplace transforms of standard functions – Shifting theorems – Transforms of derivatives and integrals – Unit step function – Dirac's delta function – Inverse Laplace transforms – Convolution theorem (without proof).

Applications: Solving ordinary differential equations (initial value problems) using Laplace transforms.

UNIT III: Fourier series and Fourier Transforms: (10 hrs)

Fourier Series: Introduction – Periodic functions – Fourier series of periodic function – Dirichlet's conditions – Even and odd functions – Change of interval – Half-range sine and cosine series.
Fourier Transforms: Fourier integral theorem (without proof) – Fourier sine and cosine integrals – Sine and cosine transforms – Properties – inverse transforms – Finite Fourier transforms.

UNIT IV: PDE of first order: (8 hrs)

Formation of partial differential equations by elimination of arbitrary constants and arbitrary functions – Solutions of first order linear (Lagrange) equation and nonlinear (standard types) equations.

UNIT V: Second order PDE and Applications: (10 hrs)

Second order PDE: Solutions of linear partial differential equations with constant coefficients – RHS term of the type $e^{ax+by}, \sin(ax+by), \cos(ax+by), x^m y^n$.

Applications of PDE: Method of separation of Variables – Solution of One dimensional Wave, Heat and two-dimensional Laplace equation.

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Text Books:

1) B. S. Grewal, Higher Engineering Mathematics, 43rd Edition, Khanna Publishers.
2) B. V. Ramana, Higher Engineering Mathematics, 2007 Edition, Tata Mc. Graw Hill Education.

Reference Books:

1) Erwin Kreyszig, Advanced Engineering Mathematics, 10th Edition, Wiley-India.
2) Dean. G. Duffy, Advanced Engineering Mathematics with MATLAB, 3rd Edition, CRC Press.
3) Peter O' Neil, Advanced Engineering Mathematics, Cengage.
4) Srimantha Pal, S C Bhunia, Engineering Mathematics, Oxford University Press.

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DEPARTMENT OF INFORMATION TECHNOLOGY

I Year - II Semester		L	T	P	C
		3	0	0	3
APPLIED PHYSICS (BS1204)					

Course Objectives:

Physics curriculum which is re-oriented to the needs of Circuital branches of graduate engineering courses offered by Jawaharlal Nehru Technological University Kakinada that serves as a transit to understand the branch specific advanced topics. The course is designed to:

- Impart Knowledge of Physical Optics phenomena like Interference and Diffraction required to design instruments with higher resolution.
- Understand the physics of Semiconductors and their working mechanism for their utility in sensors.
- To impart the knowledge of materials with characteristic utility in appliances.

UNIT I (10hrs)

WAVE OPTICS: Principle of Superposition - Interference of light - Conditions for sustained Interference - Interference in thin films (reflected geometry) - Newton's Rings (reflected geometry).

Diffraction - Fraunhofer Diffraction - Diffraction due to Single slit (quantitative), Double slit, N -slits and circular aperture (qualitative) – Intensity distribution curves - Diffraction Grating – Grating spectrum – missing order – resolving power – Rayleigh's criterion – Resolving powers of Microscope, Telescope and grating (qualitative).

Unit Outcomes: *The students will be able to*

- explain the need of coherent sources and the conditions for sustained interference.
- analyze the differences between interference and diffraction with applications.
- illustrate the resolving power of various optical instruments.

UNIT II (9hrs)

QUANTUM MECHANICS: Introduction – Matter waves – de Broglie's hypothesis – Davisson-Germer experiment – G. P. Thomson experiment – Heisenberg's Uncertainity Principle –interpretation of wave function – Schröedinger Time Independent and Time Dependent wave equations – Particle in a potential box.

Unit Outcomes: *The students will be able to*

- explain the fundamental concepts of quantum mechanics.
- analyze the physical significance of wave function.
- apply Schrödinger's wave equation for energy values of a free particle .

UNIT III (10hrs)

FREE ELECTRON THEORY & BAND THEORY OF SOLIDS : Introduction – Classical free electron theory (merits and demerits only) - Quantum Free electron theory – electrical conductivity based on quantum free electron theory – Fermi Dirac distribution function – Temperature dependence of Fermi-Dirac distribution function - expression for Fermi energy -Density of states.

Bloch's theorem (qualitative) – Kronig-Penney model(qualitative) – energy bands in crystalline solids – E Vs K diagram – classification of crystalline solids – effective mass of electron – m^* Vs K diagram - concept of hole.

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Unit Outcomes: *The students will be able to*

- explain the various electron theories.
- calculate the Fermi energy.
- analyze the physical significance of wave function .
- interpret the effects of temperature on Fermi Dirac distribution function.
- summarise various types of solids based on band theory.

UNIT IV (9hrs)

SEMICONDUCTOR PHYSICS: Introduction – Intrinsic semi conductors - density of charge carriers - Electrical conductivity – Fermi level – extrinsic semiconductors - p-type & n-type - Density of charge carriers - Dependence of Fermi energy on carrier concentration and temperature – Hall effect- Hall coefficient - Applications of Hall effect - Drift and Diffusion currents – Einstein's equation.

Learning Outcomes: *The students will be able to*

- classify the energy bands of semiconductors.
- outline the properties of n-type and p-type semiconductors.
- identify the type of semiconductor using Hall effect.

UNIT V (10 hrs)

MAGNETISM & DIELECTRICS: Introduction – Magnetic dipole moment – Magnetization – Magnetic susceptibility and permeability – Origin of permanent magnetic moment – Bohr magneton – Classification of magnetic materials: Dia, para & Ferro – Domain concept of Ferromagnetism - Hysteresis – soft and hard magnetic materials – applications of Ferromagnetic material.

Introduction - Dielectic polarization – Dielectric Polarizability, Susceptibility and Dielectric constant-types of polarizations: Electronic and Ionic (Quantitative), Orientational polarizations (qualitative) – Lorentz Internal field – Claussius-Mossoti equation - Frequency dependence of polarization – Applications of dielectrics.

Unit Outcomes: *The students will be able to*

- explain the concept of polarization in dielectric materials.
- summarize various types of polarization of dielectrics .
- interpret Lorentz field and Claussius- Mosotti relation in dielectrics.
- classify the magnetic materials based on susceptibility and their temperature dependence.
- explain the applications of dielectric and magnetic materials .
- Apply the concept of magnetism to magnetic devices.

Text Books:

1) "A Text book of Engineering Physics" by M.N. Avadhanulu, P.G.Kshirsagar - S.Chand Publications, 2017.
2) "Engineering Physics" by D.K.Bhattacharya and Poonam Tandon, Oxford press (2015).
3) "Engineering Physics" by R.K Gaur. and S.L Gupta., - Dhanpat Rai publishers, 2012.

Reference Books:

1) "Engineering Physics" by M. R. Srinivasan, New Age international publishers (2009).
2) "Optics" by Ajoy Ghatak, 6th Edition McGraw Hill Education, 2017.
3) "Solid State Physics" by A. J. Dekker, Mc Millan Publishers (2011).

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DEPARTMENT OF INFORMATION TECHNOLOGY

I Year - II Semester		L	T	P	C
		3	0	0	3
PROGRAMMING FOR PROBLEM SOLVING USING C (ES1201)					

Course Objectives:

The objectives of Programming for Problem Solving Using C are

- To learn about the computer systems, computing environments, developing of a computer program and Structure of a C Program
- To gain knowledge of the operators, selection, control statements and repetition in C
- To learn about the design concepts of arrays, strings, enumerated structure and union types. To learn about their usage.
- To assimilate about pointers, dynamic memory allocation and know the significance of Preprocessor.
- To assimilate about File I/O and significance of functions

Course Outcomes:

Upon the completion of the course the student will learn

- To write algorithms and to draw flowcharts for solving problems
- To convert flowcharts/algorithms to C Programs, compile and debug programs
- To use different operators, data types and write programs that use two-way/ multi-way selection
- To select the best loop construct for a given problem
- To design and implement programs to analyze the different pointer applications
- To decompose a problem into functions and to develop modular reusable code
- To apply File I/O operations

UNIT I

Introduction to Computers: Creating and running Programs, Computer Numbering System, Storing Integers, Storing Real Numbers

Introduction to the C Language: Background, C Programs, Identifiers, Types, Variable, Constants, Input/output, Programming Examples, Scope, Storage Classes and Type Qualifiers.

Structure of a C Program: Expressions Precedence and Associativity, Side Effects, Evaluating Expressions, Type Conversion Statements, Simple Programs, Command Line Arguments.

UNIT II

Bitwise Operators: Exact Size Integer Types, Logical Bitwise Operators, Shift Operators.

Selection & Making Decisions: Logical Data and Operators, Two Way Selection, Multiway Selection, More Standard Functions.

Repetition: Concept of Loop, Pretest and Post-test Loops, Initialization and Updating, Event and Counter Controlled Loops, Loops in C, Other Statements Related to Looping, Looping Applications, Programming Examples.

UNIT III

Arrays: Concepts, Using Array in C, Array Application, Two Dimensional Arrays, Multidimensional Arrays, Programming Example – Calculate Averages

Strings: String Concepts, C String, String Input / Output Functions, Arrays of Strings, String Manipulation Functions String/ Data Conversion, A Programming Example – Morse Code

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Enumerated, Structure, and Union: The Type Definition (Type def), Enumerated Types, Structure, Unions, and Programming Application.

UNIT IV

Pointers: Introduction, Pointers to pointers, Compatibility, L value and R value
Pointer Applications: Arrays, and Pointers, Pointer Arithmetic and Arrays, Memory Allocation Function, Array of Pointers, Programming Application.
Processor Commands: Processor Commands.

UNIT V

Functions: Designing, Structured Programs, Function in C, User Defined Functions, Inter-Function Communication, Standard Functions, Passing Array to Functions, Passing Pointers to Functions, Recursion
Text Input / Output: Files, Streams, Standard Library Input / Output Functions, Formatting Input / Output Functions, Character Input / Output Functions
Binary Input / Output: Text versus Binary Streams, Standard Library, Functions for Files, Converting File Type.

Text Books:

1) Programming for Problem Solving, Behrouz A. Forouzan, Richard F.Gilberg, CENGAGE.
2) The C Programming Language, Brian W.Kernighan, Dennis M. Ritchie, 2e, Pearson.

Reference Books:

1) Computer Fundamentals and Programming, Sumithabha Das, Mc Graw Hill.
2) Programming in C, Ashok N. Kamthane, Amit Kamthane, Pearson.
3) Computer Fundamentals and Programming in C, Pradip Dey, Manas Ghosh, OXFORD.

I Year - II Semester		L	T	P	C

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		3	**0**	**0**	**3**
DIGITAL LOGIC DESIGN (ES1213)					

Course objectives:

- To study the basic philosophy underlying the various number systems, negative number representation, binary arithmetic, theory of Boolean algebra and map method for minimization of switching functions.
- To introduce the basic tools for design of combinational and sequential digital logic.
- To learn simple digital circuits in preparation for computer engineering.

Course outcomes:

A student who successfully fulfills the course requirements will have demonstrated:

- An ability to define different number systems, binary addition and subtraction, 2's complement representation and operations with this representation.
- An ability to understand the different switching algebra theorems and apply them for logic functions.
- An ability to define the Karnaugh map for a few variables and perform an algorithmic reduction of logic functions.
- Students will be able to design various logic gates starting from simple ordinary gates to complex programmable logic devices & arrays.
- Students will be able to design various sequential circuits starting from flip-flop to registers and counters.

UNIT I: Digital Systems and Binary Numbers

Digital Systems, Binary Numbers, Octal and Hexadecimal Numbers, Complements of Numbers, Signed Binary Numbers, Arithmetic addition and subtraction, 4-bit codes: BCD, EXCESS 3, alphanumeric codes, 9's complement, 2421, etc.

UNIT II: Concept of Boolean algebra

Basic Theorems and Properties of Boolean algebra, Boolean Functions, Canonical and Standard Forms, Minterms and Maxterms.

Gate level Minimization

Map Method, Three-Variable K-Map, Four Variable K-Maps. Products of Sum Simplification, Sum of Products Simplification, Don't – Care Conditions, NAND and NOR Implementation, ExclusiveOR Function.

UNIT III: Combinational Logic

Introduction, Analysis Procedure, Binary Adder–Subtractor, Binary Multiplier, Decoders, Encoders, Multiplexers, Demultiplexers, Priority Encoder, Code Converters, Magnitude Comparator, HDL Models of Combinational Circuits.

Realization of Switching Functions Using PROM, PAL and PLA.

UNIT IV: Synchronous Sequential Logic

Introduction to Sequential Circuits, Storage Elements: Latches, Flip-Flops, RS- Latch Using NAND and NOR Gates, Truth Tables. RS, JK, T and D Flip Flops, Truth and Excitation Tables, Conversion of Flip Flops.

UNIT V: Registers and Counters

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Registers, Shift Registers, Ripple Counters, Synchronous Counters, Ring Counter, Johnson Counter.

Text Books:

1) Digital Design, 5/e, M.Morris Mano, Michael D Ciletti, PEA.
2) Fundamentals of Logic Design, 5/e, Roth, Cengage.

Reference Books:

1) Digital Logic and Computer Design, M.Morris Mano, PEA.
2) Digital Logic Design, Leach, Malvino, Saha, TMH.
3) Modern Digital Electronics, R.P. Jain, TMH.

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I Year - II Semester		L	T	P	C
		0	0	3	1.5
APPLIED PHYSIC LAB (ES1205)					

(Any 10 of the following listed 15 experiments)

LIST OF EXPERIMENTS:

1) Determination of wavelength of a source-Diffraction Grating-Normal incidence.
2) Newton's rings – Radius of Curvature of Plano - Convex Lens.
3) Determination of thickness of a spacer using wedge film and parallel interference fringes.
4) Magnetic field along the axis of a current carrying coil – Stewart and Gee's apparatus.
5) Energy Band gap of a Semiconductor p - n junction.
6) Characteristics of Thermistor – Temperature Coefficients
7) Determination of dielectric constant by charging and discharging method
8) Determination of resistivity of semiconductor by Four probe method.
9) Study the variation of B versus H by magnetizing the magnetic material (B-H curve).
10) Measurement of magnetic susceptibility by Gouy's method.
11) Dispersive power of diffraction grating.
12) Resolving Power of telescope
13) Resolving power of grating
14) Determination of Hall voltage and Hall coefficients of a given semiconductor using Hall effect.
15) Variation of dielectric constant with temperature.

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I Year - II Semester		L	T	P	C
		0	1	2	2
COMMUNICATION SKILLS LAB (HS1203)					

UNIT I

Oral Activity: JAM, Hypothetical Situations, Self/Peer Profile

Common Errors in Pronunciation, Neutralising Accent

UNIT II

Oral Activity: Telephonic Etiquette, Role Plays

Poster Presentations

UNIT III

Oral Activity: Oral Presentation skills, Public speaking

Data Interpretation

UNIT IV

Oral Activity: Group Discussions: Do's and Don'ts- Types, Modalities

UNIT V

Oral Activity: Interview Skills: Preparatory Techniques, Frequently asked questions, Mock Interviews.

Pronunciation: Connected speech (Pausing, Tempo, Tone, Fluency etc.,)

References:

1) Infotech English, Maruthi Publications (with Compact Disc).
2) Exercises in Spoken English Part 1,2,3,4, OUP and CIEFL.
3) English Pronunciation in use- Mark Hancock, Cambridge University Press.
4) English Phonetics and Phonology-Peter Roach, Cambridge University Press.
5) English Pronunciation in use- Mark Hewings, Cambridge University Press.
6) English Pronunciation Dictionary- Daniel Jones, Cambridge University Press.
7) English Phonetics for Indian Students- P. Bala Subramanian, Mac Millan Publications.
8) Technical Communication- Meenakshi Raman, Sangeeta Sharma, Oxford University Press.
9) Technical Communication- Gajendrea Singh Chauhan, Smita Kashiramka, Cengage Publications.

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I Year - II Semester		L	T	P	C
		0	0	3	1.5
PROGRAMMING FOR PROBLEM SOLVING USING C LAB (ES1202)					

Course Objectives:

- Apply the principles of C language in problem solving.
- To design flowcharts, algorithms and knowing how to debug programs.
- To design & develop of C programs using arrays, strings pointers & functions.
- To review the file operations, preprocessor commands.

Course Outcomes:

By the end of the Lab, the student

- Gains Knowledge on various concepts of a C language.
- Able to draw flowcharts and write algorithms.
- Able design and development of C problem solving skills.
- Able to design and develop modular programming skills.
- Able to trace and debug a program

Exercise 1:

1. Write a C program to print a block F using hash (#), where the F has a height of six characters and width of five and four characters.
2. Write a C program to compute the perimeter and area of a rectangle with a height of 7 inches and width of 5 inches.
3. Write a C program to display multiple variables.

Exercise 2:

1. Write a C program to calculate the distance between the two points.
2. Write a C program that accepts 4 integers p, q, r, s from the user where r and s are positive and p is even. If q is greater than r and s is greater than p and if the sum of r and s is greater than the sum of p and q print "Correct values", otherwise print "Wrong values".

Exercise 3:

1. Write a C program to convert a string to a long integer.
2. Write a program in C which is a Menu-Driven Program to compute the area of the various geometrical shape.
3. Write a C program to calculate the factorial of a given number.

Exercise 4:

1. Write a program in C to display the n terms of even natural number and their sum.
2. Write a program in C to display the n terms of harmonic series and their sum. 1 + 1/2 + 1/3 + 1/4 + 1/5 ... 1/n terms.
3. Write a C program to check whether a given number is an Armstrong number or not.

Exercise 5:

1. Write a program in C to print all unique elements in an array.
2. Write a program in C to separate odd and even integers in separate arrays.
3. Write a program in C to sort elements of array in ascending order.

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Exercise 6:

1. Write a program in C for multiplication of two square Matrices.
2. Write a program in C to find transpose of a given matrix.

Exercise 7:

1. Write a program in C to search an element in a row wise and column wise sorted matrix.
2. Write a program in C to print individual characters of string in reverse order.

Exercise 8:

1. Write a program in C to compare two strings without using string library functions.
2. Write a program in C to copy one string to another string.

Exercise 9:

1. Write a C Program to Store Information Using Structures with Dynamically Memory Allocation
2. Write a program in C to demonstrate how to handle the pointers in the program.

Exercise 10:

1. Write a program in C to demonstrate the use of & (address of) and *(value at address) operator.
2. Write a program in C to add two numbers using pointers.

Exercise 11:

1. Write a program in C to add numbers using call by reference.
2. Write a program in C to find the largest element using Dynamic Memory Allocation.

Exercise 12:

1. Write a program in C to swap elements using call by reference.
2. Write a program in C to count the number of vowels and consonants in a string using a pointer.

Exercise 13:

1. Write a program in C to show how a function returning pointer.
2. Write a C program to find sum of n elements entered by user. To perform this program, allocate memory dynamically using malloc( ) function.

Exercise 14:

1. Write a C program to find sum of n elements entered by user. To perform this program, allocate memory dynamically using calloc( ) function. Understand the difference between the above two programs
2. Write a program in C to convert decimal number to binary number using the function.

Exercise 15:

1. Write a program in C to check whether a number is a prime number or not using the function.
2. Write a program in C to get the largest element of an array using the function.

Exercise 16:

1. Write a program in C to append multiple lines at the end of a text file.
2. Write a program in C to copy a file in another name.
3. Write a program in C to remove a file from the disk.

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I Year - II Semester		L	T	P	C
		0	0	2	1
ENGINEERING EXPLORATION PROJECT (PR1201)					

Course Objectives:

- Build mindsets & foundations essential for designers
- Learn about the Human-Centered Design methodology and understand their real-world applications
- Use Design Thinking for problem solving methodology for investigating illdefined problems.
- Undergo several design challenges and work towards the final design challenge

Apply Design Thinking on the following Streams to

- Project Stream 1: Electronics, Robotics, IOT and Sensors
- Project Stream 2: Computer Science and IT Applications
- Project Stream 3: Mechanical and Electrical tools
- Project Stream4: Eco-friendly solutions for waste management, infrastructure, safety, alternative energy sources, Agriculture, Environmental science and other fields of engineering.

HOW TO PURSUE THE PROJECT WORK?

- The first part will be learning-based-masking students to embrace the methodology by exploring all the phases of design thinking through the wallet/ bag challenge and podcasts.
- The second part will be more discussion-based and will focus on building some necessary skills as designers and learning about complementary material for human- centered design.
- The class will then divide into teams and they will be working with one another for about 2 – 3 weeks. These teams and design challenges will be the basis for the final project and final presentation to be presented.
- The teams start with **Design Challenge** and go through all the phases more in depth from coming up with the right question to empathizing to ideating to prototyping and to testing.
- Outside of class, students will also be gathering the requirements, identifying the challenges, usability, importance etc
- At the end, Students are required to submit the final reports, and will be evaluated by the faculty.

TASKS TO BE DONE:

Task 1: Everyone is a Designer

- Understand class objectives & harness the designer mindset

Task 2: The Wallet/Bag Challenge and Podcast

- Gain a quick introduction to the design thinking methodology
- Go through all stages of the methodology through a simple design challenge
- Podcast: Observe, Listen and Engage with the surrounding environment and identify a design challenge.

Task 3: Teams & Problems

- Start Design Challenge and learn about teams & problems through this
- Foster team collaboration, find inspiration from the environment and learn how to identify problems

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Task 4: Empathizing

- Continue Design Challenge and learn empathy
- Learn techniques on how to empathize with users
- Go to the field and interview people in their environments
- Submit Activity Card

Task 5: Ideating

- Continue Design Challenge and learn how to brainstorm effectively
- Encourage exploration and foster spaces for brainstorming
- Submit Activity Card

Task 6: Prototyping

- Continue Design Challenge and learn how to create effective prototypes
- Build tangible models and use them as communication tools
- Start giving constructive feedback to classmates and teammates
- Submit Activity Card

Task 7: Testing

- Finish Design Challenge and iterate prototypes and ideas through user feedback
- Evolve ideas and prototypes through user feedback and constructive criticism
- Get peer feedback on individual and group performance
- Submit Activity Card

Task 8:

- Final Report Submission and Presentation

Note: The colleges may arrange for Guest Speakers from Various Design Fields: Graphic Design, Industrial Design, Architecture, Product Design, Organizational Design, etc to enrich the students with Design Thinking Concept.

References:

1. Tom Kelly, *The Art of Innovation: Lessons in Creativity From IDEO, America's Leading Design Firm* (Profile Books, 2002)
2. Tim Brown, Change by Design: How Design Thinking Transforms Organizations and Inspires Innovation (HarperBusiness, 2009)
3. Jeanne Liedtka, Randy Salzman, and Daisy Azer, Design Thinking for the Greater Good: Innovation in the Social Sector (Columbia Business School Publishing, 2017)

Other Useful Design Thinking Frameworks and Methodologies:

- Human-Centered Design Toolkit (IDEO); https://www.ideo.com/post/design-kit
- Design Thinking Boot Camp Bootleg (Stanford D-School); https://dschool.stanford.edu/resources/the-bootcamp-bootleg
- Collective Action Toolkit (frogdesign); https://www.frogdesign.com/wpcontent/uploads/2016/03/CAT_2.0_English.pdf
- Design Thinking for Educators (IDEO); https://designthinkingforeducators.com/

I Year - II Semester		L	T	P	C
		3	0	0	0

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CONSTITUTION OF INDIA (MC1204)

Course Objectives:

- To Enable the student to understand the importance of constitution
- To understand the structure of executive, legislature and judiciary
- To understand philosophy of fundamental rights and duties
- To understand the autonomous nature of constitutional bodies like Supreme Court and high court controller and auditor general of India and election commission of India.
- To understand the central and state relation financial and administrative

Course Outcomes:

At the end of the course, the student will be able to have a clear knowledge on the following:

- Understand historical background of the constitution making and its importance for building a democratic India.
- Understand the functioning of three wings of the government ie., executive, legislative and judiciary.
- Understand the value of the fundamental rights and duties for becoming good citizen of India.
- Analyze the decentralization of power between central, state and local self-government.
- Apply the knowledge in strengthening of the constitutional institutions like CAG, Election Commission and UPSC for sustaining democracy.
    1. Know the sources, features and principles of Indian Constitution.
    2. Learn about Union Government, State government and its administration.
    3. Get acquainted with Local administration and Pachayati Raj.
    4. Be aware of basic concepts and developments of Human Rights.
    5. Gain knowledge on roles and functioning of Election Commission

UNIT I

Introduction to Indian Constitution: Constitution meaning of the term, Indian Constitution - Sources and constitutional history, Features - Citizenship, Preamble, Fundamental Rights and Duties, Directive Principles of State Policy.

Learning outcomes:After completion of this unit student will

- Understand the concept of Indian constitution
- Apply the knowledge on directive principle of state policy
- Analyze the History, features of Indian constitution
- Evaluate Preamble Fundamental Rights and Duties

UNIT II

Union Government and its Administration Structure of the Indian Union: Federalism, Centre- State relationship, President: Role, power and position, PM and Council of ministers, Cabinet and Central Secretariat, LokSabha, RajyaSabha, The Supreme Court and High Court: Powers and Functions;

Learning outcomes:After completion of this unit student will

- Understand the structure of Indian government
- Differentiate between the state and central government
- Explain the role of President and Prime Minister
- Know the Structure of supreme court and High court

UNIT III

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State Government and its Administration Governor - Role and Position - CM and Council of ministers, State Secretariat: Organisation, Structure and Functions

Learning outcomes: After completion of this unit student will

- Understand the structure of state government
- Analyze the role Governor and Chief Minister
- Explain the role of state Secretariat
- Differentiate between structure and functions of state secretariat

UNIT IV

A.Local Administration - District's Administration Head - Role and Importance, Municipalities - Mayor and role of Elected Representative - CEO of Municipal Corporation PachayatiRaj: Functions PRI: ZilaPanchayat, Elected officials and their roles, CEO ZilaPanchayat: Block level Organizational Hierarchy - (Different departments), Village level - Role of Elected and Appointed officials - Importance of grass root democracy

Learning outcomes:-After completion of this unit student will

- Understand the local Administration
- Compare and contrast district administration role and importance
- Analyze the role of Myer and elected representatives of Municipalities
- Evaluate Zillapanchayat block level organisation

UNIT V

Election Commission: Election Commission- Role of Chief Election Commissioner and Election Commissionerate State Election Commission:, Functions of Commissions for the welfare of SC/ST/OBC and women

Learning outcomes: After completion of this unit student will

- Know the role of Election Commission apply knowledge
- Contrast and compare the role of Chief Election commissioner and Commissiononerate
- Analyze role of state election commission
- Evaluate various commissions of viz SC/ST/OBC and women

References:

1) Durga Das Basu, Introduction to the Constitution of India, Prentice Hall of India Pvt. Ltd.
2) SubashKashyap, Indian Constitution, National Book Trust
3) J.A. Siwach, Dynamics of Indian Government & Politics
4) D.C. Gupta, Indian Government and Politics
5) H.M.Sreevai, Constitutional Law of India, 4th edition in 3 volumes (Universal Law Publication)
6) J.C. Johari, Indian Government andPolitics Hans
7) J. Raj IndianGovernment and Politics
8) M.V. Pylee, Indian Constitution Durga Das Basu, Human Rights in Constitutional Law, Prentice – Hall of India Pvt. Ltd.. New Delhi
9) Noorani, A.G., (South Asia Human Rights Documentation Centre), Challenges to Civil Right), Challenges to Civil Rights Guarantees in India, Oxford University Press 2012

e-Resources:

1) nptel.ac.in/courses/109104074/8
2) nptel.ac.in/courses/109104045/
3) nptel.ac.in/courses/101104065/

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4) www.hss.iitb.ac.in/en/lecture-details
5) www.iitb.ac.in/en/event/2nd-lecture-institute-lecture-series-indian-constitution

		L	T	P	C
II Year – I Semester		**3**	**0**	**0**	**3**

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DISCRETE MATHEMATICAL STRUCTURES

Course Objectives:

- To introduce the students to the topics and techniques of discrete methods and combinatorial reasoning
- To introduce a wide variety of applications. The algorithmic approach to the solution of problems is fundamental in discrete mathematics, and this approach reinforces the close ties between this discipline and the area of computer science

Course Outcomes:

At the end of the course student will be able to

- Demonstrate skills in solving mathematical problems
- Comprehend mathematical principles and logic
- Demonstrate knowledge of mathematical modeling and proficiency in using mathematical software
- Manipulate and analyze data numerically and/or graphically using appropriate Software

UNIT I

Mathematical Logic: Propositional Calculus: Statements and Notations, Connectives, Well Formed Formulas, Truth Tables, Tautologies, Equivalence of Formulas, Duality Law, Tautological Implications, Normal Forms, Theory of Inference for Statement Calculus, Consistency of Premises, Indirect Method of Proof, Predicate Calculus: Predicates, Predicative Logic, Statement Functions, Variables and Quantifiers, Free and Bound Variables, Inference Theory for Predicate Calculus.

UNIT II

Set Theory: Sets: Operations on Sets, Principle of Inclusion-Exclusion, Relations: Properties, Operations, Partition and Covering, Transitive Closure, Equivalence, Compatibility and Partial Ordering, Hasse Diagrams, Functions: Bijective, Composition, Inverse, Permutation, and Recursive Functions, Lattice and its Properties, Algebraic Structures: Algebraic Systems, Properties, Semi Groups and Monoids, Group, Subgroup and Abelian Group, Homomorphism, Isomorphism.

UNIT III

Combinatorics: Basis of Counting, Permutations, Permutations with Repetitions, Circular and Restricted Permutations, Combinations, Restricted Combinations, Binomial and Multinomial Coefficients and Theorems, Number Theory: Properties of Integers, Division Theorem, Greatest Common Divisor, Euclidean
Algorithm, Least Common Multiple, Testing for Prime Numbers, The Fundamental Theorem of Arithmetic, Modular Arithmetic, Fermat's and Euler's Theorems

UNIT IV

Recurrence Relations: Generating Functions, Function of Sequences, Partial Fractions, Calculating Coefficient of Generating Functions, Recurrence Relations, Formulation as Recurrence Relations, Solving Recurrence Relations by Substitution and Generating Functions, Method of Characteristic Roots, Solving Inhomogeneous Recurrence Relations

UNIT-V

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Graph Theory: Basic Concepts, Graph Theory and its Applications, Sub graphs, Graph Representations: Adjacency and Incidence Matrices, Isomorphic Graphs, Paths and Circuits, Eulerian and Hamiltonian Graphs, Multigraphs, Bipartite and Planar Graphs, Euler's Theorem, Graph Colouring and Covering, Chromatic Number, Spanning Trees, Prim's and Kruskal's Algorithms, BFS and DFS Spanning Trees

Text Books:

1) Discrete Mathematical Structures with Applications to Computer Science, J. P. Tremblay and P. Manohar, Tata McGraw Hill.
2) Elements of Discrete Mathematics-A Computer Oriented Approach, C. L. Liu and D. P. Mohapatra, 3rd Edition, Tata McGraw Hill.
3) Theory and Problems of Discrete Mathematics, Schaum's Outline Series, Seymour Lipschutz and Marc Lars Lipson, 3rd Edition, McGraw Hill.

Reference Books:

1) Discrete Mathematics for Computer Scientists and Mathematicians, J. L. Mott, A. Kandel and T. P. Baker, 2nd Edition, Prentice Hall of India.
2) Discrete Mathematical Structures, Bernand Kolman, Robert C. Busby and Sharon Cutler Ross, PHI.
3) Discrete Mathematics, S. K. Chakraborthy and B.K. Sarkar, Oxford, 2011.
4) Discrete Mathematics and its Applications with Combinatorics and Graph Theory, K. H. Rosen, 7th Edition, Tata McGraw Hill.

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II Year – I Semester		L	T	P	C
		3	0	0	3
PRINCIPLES OF SOFTWARE ENGINEERING					

Course Objectives:
This course is designed to:

- Give exposure to phases of Software Development, common process models including Waterfall, and the Unified Process, and hands-on experience with elements of the agile process
- Give exposure to a variety of Software Engineering practices such as requirements analysis and specification, code analysis, code debugging, testing, traceability, and version control
- Give exposure to Software Design techniques

Course Outcomes:
Students taking this subject will gain software engineering skills in the following areas:

- Transform an Object-Oriented Design into high quality, executable code
- Skills to design, implement, and execute test cases at the Unit and Integration level
- Compare conventional and agile software methods

UNIT I
The Nature of Software, The Unique Nature of WebApps, Software Engineering, The Software Process, Software Engineering Practice, Software Myths, How It All Starts. A Generic Process Model, Process Assessment and Improvement, Prescriptive Process Models, Specialized Process Models, The Unified Process, Personal and Team Process Models, Process Technology.

UNIT II
Agility, Agility and the Cost of Change, Agile Process, Extreme Programming (XP), Other Agile Process Models, A Tool Set for the Agile Process, Software Engineering Knowledge , Core Principles, Principles That Guide Each Framework Activity, Requirements Engineering, Establishing the Groundwork, Eliciting Requirements, Developing Use Cases, Building the Requirements Model, Negotiating Requirements, Validating Requirements.

UNIT III
Requirements Analysis, Scenario-Based Modeling, UML Models That Supplement the Use Case, Data Modeling Concepts, Class-Based Modeling, Requirements Modeling Strategies, Flow-Oriented Modeling, Creating a Behavioral Model, Patterns for Requirements Modelling, Requirements Modeling for WebApps.

UNIT IV
Design within the Context of Software Engineering, The Design Process, Design Concepts, The Design Model, Software Architecture, Architectural Genres, Architectural Styles, Assessing Alternative Architectural Designs, Architectural Mapping Using Data Flow, What Is a Component?, Designing Class-Based Components, Conducting Component-Level Design, Component-Level Design for WebApps, Designing Traditional Components, Component-Based Development.

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UNIT V

The Golden Rules, User Interface Analysis and Design, Interface Analysis, Interface Design Steps, WebApp Interface Design, Design Evaluation, Elements of Software Qualtiy Assurance, SQA Tasks, Goals & Metrics, Statistical SQA, Software Reliability, A Strategic Approach to Software Testing, Strategic Issues, Test Strategies for Conventional Software, Test Strategies for Object-Oriented Software, Test Strategies for WebApps, Validation Testing, System Testing, The Art of Debugging, Software Testing Fundamentals, Internal and External Views of Testing, White-Box Testing, Basis Path Testing

Text Books:

1) Software Engineering a practitioner's approach, Roger S. Pressman, Seventh Edition, McGraw Hill Higher Education.
2) Software Engineering, Ian Sommerville, Ninth Edition, Pearson.

Reference Books:

1) Software Engineering, A Precise Approach, PankajJalote, Wiley India, 2010.
2) Software Engineering, UgrasenSuman, Cengage.

e-Resources:

1) https://nptel.ac.in/courses/106/105/106105182/

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY: KAKINADA
KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – I Semester		L	T	P	C
		3	0	0	3
PYTHON PROGRAMMING					

Course Objectives:

The Objectives of Python Programming are

- To learn about Python programming language syntax, semantics, and the runtime environment
- To be familiarized with universal computer programming concepts like data types, containers
- To be familiarized with general computer programming concepts like conditional execution, loops & functions
- To be familiarized with general coding techniques and object-oriented programming

Course Outcomes:

- Develop essential programming skills in computer programming concepts like data types, containers
- Apply the basics of programming in the Python language
- Solve coding tasks related conditional execution, loops
- Solve coding tasks related to the fundamental notions and techniques used in object-oriented programming

UNIT I

Introduction: Introduction to Python, Program Development Cycle, Input, Processing, and Output, Displaying Output with the Print Function, Comments, Variables, Reading Input from the Keyboard, Performing Calculations, Operators. Type conversions, Expressions, More about Data Output.

Data Types, and Expression: Strings Assignment, and Comment, Numeric Data Types and Character Sets, Using functions and Modules.

Decision Structures and Boolean Logic: if, if-else, if-elif-else Statements, Nested Decision Structures, Comparing Strings, Logical Operators, Boolean Variables. Repetition Structures: Introduction, while loop, for loop, Calculating a Running Total, Input Validation Loops, Nested Loops.

UNIT II

Control Statement: Definite iteration for Loop Formatting Text for output, Selection if and if else Statement Conditional Iteration The While Loop

Strings and Text Files: Accessing Character and Substring in Strings, Data Encryption, Strings and Number Systems, String Methods Text Files.

UNIT III

List and Dictionaries: Lists, Defining Simple Functions, Dictionaries

Design with Function: Functions as Abstraction Mechanisms, Problem Solving with Top Down Design, Design with Recursive Functions, Case Study Gathering Information from a File System, Managing a Program's Namespace, Higher Order Function

Modules: Modules, Standard Modules, Packages

UNIT IV

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File Operations: Reading config files in python, Writing log files in python, Understanding read functions, read(), readline() and readlines(), Understanding write functions, write() and writelines(), Manipulating file pointer using seek, Programming using file operations
Object Oriented Programming: Concept of class, object and instances, Constructor, class attributes and destructors, Real time use of class in live projects, Inheritance , overlapping and overloading operators, Adding and retrieving dynamic attributes of classes, Programming using Oops support
Design with Classes: Objects and Classes, Data modeling Examples, Case Study An ATM, Structuring Classes with Inheritance and Polymorphism

UNIT V

Errors and Exceptions: Syntax Errors, Exceptions, Handling Exceptions, Raising Exceptions, User-defined Exceptions, Defining Clean-up Actions, Redefined Clean-up Actions
Graphical User Interfaces: The Behavior of Terminal Based Programs and GUI – Based, Programs , Coding Simple GUI-Based Programs, Other Useful GUI Resources
Programming: Introduction to Programming Concepts with Scratch

Text Books:

1) Fundamentals of Python First Programs, Kenneth. A. Lambert, Cengage
2) Python Programming: A Modern Approach, Vamsi Kurama, Pearson

Reference Books:

1) Introduction to Python Programming, Gowrishankar.S, Veena A, CRC Press
2) Introduction to Programming Using Python, Y. Daniel Liang, Pearson

e-Resources:

1) https://www.python.org/
2) https://www.tutorialspoint.com/python3/python_tutorial.pdf

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DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – I Semester		L	T	P	C
		3	0	0	3
DATA STRUCTURES					

Course Objectives:

The objective of the course is to

- Introduce the fundamental concept of data structures and abstract data types
- Emphasize the importance of data structures in developing and implementing efficient algorithms
- Describe how arrays, records, linked structures, stacks, queues, trees, and graphs are represented in memory and used by algorithms

Course Outcomes:

After completing this course a student will be able to:

- Summarize the properties, interfaces, and behaviors of basic abstract data types
- Discuss the computational efficiency of the principal algorithms for sorting & searching
- Use arrays, records, linked structures, stacks, queues, trees, and Graphs in writing programs
- Demonstrate different methods for traversing trees

UNIT I

Data Structures - Definition, Classification of Data Structures, Operations on Data Structures, Abstract Data Type (ADT), Preliminaries of algorithms, Time and Space complexity.

Searching - Linear search, Binary search, Fibonacci search.

Sorting- Insertion sort, Selection sort, Exchange (Bubble sort, quick sort), distribution (radix sort), merging (Merge sort) algorithms.

UNIT II

Linked List: Introduction, Single linked list, Representation of Linked list in memory, Operations on Single Linked list-Insertion, Deletion, Search and Traversal ,Reversing Single Linked list, Applications on Single Linked list- Polynomial Expression Representation ,Addition and Multiplication, Sparse Matrix Representation using Linked List, Advantages and Disadvantages of Single Linked list, Double Linked list-Insertion, Deletion, Circular Linked list-Insertion, Deletion.

UNIT III

Queues: Introduction to Queues, Representation of Queues-using Arrays and using Linked list, Implementation of Queues-using Arrays and using Linked list, Application of Queues-Circular Queues, Deques, Priority Queues, Multiple Queues.

Stacks: Introduction to Stacks, Array Representation of Stacks, Operations on Stacks, Linked list Representation of Stacks, Operations on Linked Stack, Applications-Reversing list, Factorial Calculation, Infix to Postfix Conversion, Evaluating Postfix Expressions.

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UNIT IV

Trees: Basic Terminology in Trees, Binary Trees-Properties, Representation of Binary Trees using Arrays and Linked lists. Binary Search Trees- Basic Concepts, BST Operations: Insertion, Deletion, Tree Traversals, Applications-Expression Trees, Heap Sort, Balanced Binary Trees- AVL Trees, Insertion, Deletion and Rotations.

UNIT V

Graphs: Basic Concepts, Representations of Graphs-Adjacency Matrix and using Linked list, Graph Traversals (BFT & DFT), Applications- Minimum Spanning Tree Using Prims & Kruskals Algorithm, Dijkstra's shortest path, Transitive closure. Warshall's Algorithm,

Text Books:

1) Data Structures Using C. 2nd Edition.Reema Thareja, Oxford.
2) Data Structures and algorithm analysis in C, 2nded, Mark Allen Weiss.

Reference Books:

1) Fundamentals of Data Structures in C, 2nd Edition, Horowitz, Sahni, Universities Press.
2) Data Structures: A PseudoCode Approach, 2/e, Richard F.Gilberg, Behrouz A. Forouzon, Cengage.
3) Data Structures with C, Seymour Lipschutz TMH

e-Resources:

1) http://algs4.cs.princeton.edu/home/
2) https://faculty.washington.edu/jstraub/dsa/Master_2_7a.pdf

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DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – I Semester		L	T	P	C
		3	0	0	3
COMPUTER ORGANIZATION					

Course Objectives:
The course objectives of Computer Organization are to discuss and make student familiar with the

- Principles and the Implementation of Computer Arithmetic
- Operation of CPUs including RTL, ALU, Instruction Cycle and Busses
- Fundamentals of different Instruction Set Architectures and their relationship to the CPU Design
- Memory System and I/O Organization
- Principles of Operation of Multiprocessor Systems and Pipelining

Course Outcomes:
By the end of the course, the student will

- Develop a detailed understanding of computer systems
- Cite different number systems, binary addition and subtraction, standard, floating-point, and micro operations
- Develop a detailed understanding of architecture and functionality of central processing unit
- Exemplify in a better way the I/O and memory organization
- Illustrate the concepts of parallel processing, pipelining and inter processor communication

UNIT I
Basic Structure of Computers: Basic Organization of Computers, Historical Perspective, Bus Structures, Data Representation: Data types, Complements, Fixed Point Representation. Floating – Point Representation. Other Binary Codes, Error Detection Codes.
Computer Arithmetic: Addition and Subtraction, Multiplication Algorithms, Division Algorithms.

UNIT II
Register Transfer Language and Microoperations: Register Transfer language. Register Transfer Bus and Memory Transfers, Arithmetic Micro operations, Logic Micro Operations, Shift Micro Operations, Arithmetic Logic Shift Unit.
Basic Computer Organization and Design: Instruction Codes, Computer Register, Computer Instructions, Instruction Cycle, Memory – Reference Instructions. Input –Output and Interrupt, Complete Computer Description,

UNIT III
Central Processing Unit: General Register Organization, STACK Organization. Instruction Formats, Addressing Modes, Data Transfer and Manipulation, Program Control, Reduced Instruction Set Computer.
Microprogrammed Control: Control Memory, Address Sequencing, Micro Program example, Design of Control Unit

UNIT IV
Memory Organization: Memory Hierarchy, Main Memory, Auxiliary Memory, Associative Memory, Cache Memory, Virtual Memory.

Input-Output Organization: Peripheral Devices, Input-Output Interface, Asynchronous data transfer, Modes of Transfer, Priority Interrupts, Direct Memory Access.

UNIT-V

Multi Processors: Introduction, Characteristics of Multiprocessors, Interconnection Structures, Inter Processor Arbitration.

Pipeline: Parallel Processing, Pipelining, Instruction Pipeline, RISC Pipeline, Array Processor.

Text Books:

1) Computer System Architecture, M. Morris Mano, Third Edition, Pearson, 2008.
2) Computer Organization, Carl Hamacher, Zvonko Vranesic, Safwat Zaky, 5/e, McGraw Hill, 2002.

Reference Books:

1) Computer Organization and Architecture, William Stallings, 6/e, Pearson, 2006.
2) Structured Computer Organization, Andrew S. Tanenbaum, 4/e, Pearson, 2005.
3) Fundamentals of Computer Organization and Design, Sivarama P. Dandamudi, Springer, 2006

e- Resources:

1) https://nptel.ac.in/courses/106/105/106105163/
2) http://www.cuc.ucc.ie/CS1101/David%20Tarnoff.pdf

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DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – I Semester		L	T	P	C
		3	0	0	3
OBJECT ORIENTED PROGRAMMING THROUGH C++					

Course Objectives:

- Describe the procedural and object oriented paradigm with concepts of streams, classes, functions, data and objects
- Understand dynamic memory management techniques using pointers, constructors, destructors, etc
- Describe the concept of function overloading, operator overloading, virtual functions and polymorphism
- Classify inheritance with the understanding of early and late binding, usage of exception handling, generic programming
- Demonstrate the use of various OOPs concepts with the help of programs

Course Outcomes:

By the end of the course, the student will be able to

- Classify object oriented programming and procedural programming
- Apply C++ features such as composition of objects, operator overloads, dynamic memory allocation, inheritance and polymorphism, file I/O, exception handling
- Build C++ classes using appropriate encapsulation and design principles
- Apply object oriented or non-object oriented techniques to solve bigger computing problems

UNIT I

Introduction to C++: Difference between C and C++, Evolution of C++, The Object Oriented Technology, Disadvantage of Conventional Programming-, Key Concepts of Object Oriented Programming, Advantage of OOP, Object Oriented Language.

UNIT II

Classes and Objects &Constructors and Destructor: Classes in C++-Declaring Objects, Access Specifiers and their Scope, Defining Member Function-Overloading Member Function, Nested class, Constructors and Destructors, Introduction, Constructors and Destructor- Characteristics of Constructor and Destructor, Application with Constructor, Constructor with Arguments (parameterized Constructor, Destructors- Anonymous Objects.

UNIT III

Operator Overloading and Type Conversion & Inheritance: The Keyword Operator, Overloading Unary Operator, Operator Return Type, Overloading Assignment Operator (=), Rules for Overloading Operators,

Inheritance, Reusability, Types of Inheritance, Virtual Base Classes, Object as a Class Member, Abstract Classes, Advantages of Inheritance-Disadvantages of Inheritance.

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UNIT IV

Pointers & Binding Polymorphisms and Virtual Functions: Pointer, Features of Pointers, Pointer Declaration, Pointer to Class, Pointer Object, The this Pointer, Pointer to Derived Classes and Base Class, Binding Polymorphisms and Virtual Functions, Binding in C++, Virtual Functions, Rules for Virtual Function, Virtual Destructor.

UNIT V

Generic Programming with Templates, Need for Templates, Definition of class Templates, Normal Function Templates, Overloading of Template Function, Bubble Sort Using Function Templates, Difference Between Templates and Macros, Linked Lists with Templates, Exception Handling, Principles of Exception Handling, The Keywords try throw and catch, Multiple Catch Statements – Specifying Exceptions.

Text Books:

1) A First Book of C++, Gary Bronson, Cengage Learning.
2) The Complete Reference C++, Herbert Schildt, TMH.

Reference Books:

1) Object Oriented Programming C++, Joyce Farrell, Cengage.
2) C++ Programming: from problem analysis to program design, DS Malik, Cengage Learning.
3) Programming in C++, Ashok N Kamthane, Pearson 2nd Edition.

e- Resources:

1) https://nptel.ac.in/courses/106/105/106105151/
2) https://github.com/topics/object-oriented-programming

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DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – I Semester		L	T	P	C
		0	0	3	1.5
PYTHON PROGRAMMING LAB					

Course Objectives:

The aim of Python Programming Lab is

- To acquire programming skills in core Python.
- To acquire Object Oriented Skills in Python
- To develop the skill of designing Graphical user Interfaces in Python
- To develop the ability to write database applications in Python

Course Outcomes:

By the end of this lab, the student is able to

- Write, Test and Debug Python Programs
- Use Conditionals and Loops for Python Programs
- Use functions and represent Compound data using Lists, Tuples and Dictionaries
- Use various applications using python

Exercise 1 - Basics

a) Running instructions in Interactive interpreter and a Python Script
b) Write a program to purposefully raise Indentation Error and Correct it

Exercise 2 - Operations

a) Write a program to compute distance between two points taking input from the user (Pythagorean Theorem)
b) Write a program add.py that takes 2 numbers as command line arguments and prints its sum.

Exercise - 3 Control Flow

a) Write a Program for checking whether the given number is a even number or not.
b) Using a for loop, write a program that prints out the decimal equivalents of 1/2, 1/3, 1/4, . . . , 1/10
c) Write a program using a for loop that loops over a sequence. What is sequence ?
d) Write a program using a while loop that asks the user for a number, and prints a countdown from that number to zero.

Exercise 4 - Control Flow - Continued

a) Find the sum of all the primes below two million.
b) Each new term in the Fibonacci sequence is generated by adding the previous two terms. By starting with 1 and 2, the first 10 terms will be:
c) 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, ...
d) By considering the terms in the Fibonacci sequence whose values do not exceed four million, find the sum of the even-valued terms.

Exercise - 5 - DS

a) Write a program to count the numbers of characters in the string and store them in a dictionary data structure
b) Write a program to use split and join methods in the string and trace a birthday with a dictionary data structure.

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Exercise - 6 DS - Continued

a) Write a program combine_lists that combines these lists into a dictionary.
b) Write a program to count frequency of characters in a given file. Can you use character frequency to tell whether the given file is a Python program file, C program file or a text file?

Exercise - 7 Files

a) Write a program to print each line of a file in reverse order.
b) Write a program to compute the number of characters, words and lines in a file.

Exercise - 8 Functions

a) Write a function ball_collide that takes two balls as parameters and computes if they are colliding. Your function should return a Boolean representing whether or not the balls are colliding.
   Hint: Represent a ball on a plane as a tuple of (x, y, r), r being the radius
   If (distance between two balls centers) <= (sum of their radii) then (they are colliding)
b) Find mean, median, mode for the given set of numbers in a list.

Exercise - 9 Functions - Continued

a) Write a function nearly_equal to test whether two strings are nearly equal. Two strings a and b are nearly equal when a can be generated by a single mutation on b.
b) Write a function dups to find all duplicates in the list.
c) Write a function unique to find all the unique elements of a list.

Exercise - 10 - Functions - Problem Solving

a) Write a function cumulative_product to compute cumulative product of a list of numbers.
b) Write a function reverse to reverse a list. Without using the reverse function.
c) Write function to compute gcd, lcm of two numbers. Each function shouldn't exceed one line.

Exercise 11 - Multi-D Lists

a) Write a program that defines a matrix and prints
b) Write a program to perform addition of two square matrices
c) Write a program to perform multiplication of two square matrices

Exercise - 12 - Modules

a) Install packages requests, flask and explore them. using (pip)
d) Write a script that imports requests and fetch content from the page. Eg. (Wiki)
e) Write a simple script that serves a simple HTTP Response and a simple HTML Page

Exercise - 13 OOP

a) Class variables and instance variable and illustration of the self variable
   i) Robot
   ii) ATM Machine

Exercise - 14 GUI, Graphics

a) Write a GUI for an Expression Calculator using tk
b) Write a program to implement the following figures using turtle

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Exercise - 15 - Testing

a) Write a test-case to check the function even_numbers which return True on passing a list of all even numbers
b) Write a test-case to check the function reverse_string which returns the reversed string

Exercise - 16 - Advanced

a) Build any one classical data structure.
b) Write a program to solve knapsack problem.

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DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – I Semester		L	T	P	C
		0	0	3	1.5
DATA STRUCTURES THROUGH C++ LAB					

Course Objectives:

The objective of this lab is to

- Demonstrate procedural and object oriented paradigm with concepts of streams, classes, functions, data and objects.
- Understand dynamic memory management techniques using pointers, constructors, destructors, etc
- Demonstrate the concept of function overloading, operator overloading, virtual functions and polymorphism, inheritance.
- Demonstrate the different data structures implementation.

Course Outcomes:

By the end of this lab the student is able to

- Apply the various OOPs concepts with the help of programs.
- Implement basic data structures such as arrays and linked list.
- Programs to demonstrate fundamental algorithmic problems including Tree Traversals, Graph traversals, and shortest paths.
- Use various searching and sorting algorithms.

Exercise -1 (Classes Objects)

Create a Distance class with:

- feet and inches as data members
- member function to input distance
- member function to output distance
- member function to add two distance objects

a) Write a main function to create objects of DISTANCE class. Input two distances and output the sum.
b) Write a C++ Program to illustrate the use of Constructors and Destructors (use the above program.)
c) Write a program for illustrating function overloading in adding the distance between objects (use the above problem)

Exercise -2 (Access)

Write a program for illustrating Access Specifiers public, private, protected

a) Write a program implementing Friend Function
b) Write a program to illustrate this pointer
c) Write a Program to illustrate pointer to a class

Exercise -3 (Operator Overloading)

a) Write a program to Overload Unary, and Binary Operators as Member Function, and Non Member Function.
   i) Unary operator as member function
   ii) Binary operator as non member function
b) Write a C ++ program to implement the overloading assignment = operator

Exercise -4 (Inheritance)

a) Write C++ Programs and incorporating various forms of Inheritance
   i) Single Inheritance

ii) Hierarchical Inheritance
iii) Multiple Inheritances
iv) Multi-level inheritance
v) Hybrid inheritance

b) Also illustrate the order of execution of constructors and destructors in inheritance

Exercise -5(Templates, Exception Handling)

a) Write a C++ Program to illustrate template class
b) Write a Program to illustrate member function templates
c) Write a Program for Exception Handling Divide by zero
d) Write a Program to rethrow an Exception

Exercise -6 (Searching)

a) Write C++ program that use both recursive and non recursive functions to perform Linear search for a Key value in a given list.
b) Write C++ program that use both recursive and non recursive functions to perform Binary search for a Key value in a given list.

Exercise -7 (Sorting-I)

a) Write C++ program that implement Bubble sort, to sort a given list of integers in ascending order
b) Write C++ program that implement Quick sort, to sort a given list of integers in ascending order
c) Write C++ program that implement Insertion sort, to sort a given list of integers in ascending order

Exercise -8(Sorting-II)

a) Write C++ program that implement radix sort, to sort a given list of integers in ascending order
b) Write C program that implement merge sort, to sort a given list of integers in ascending order

Exercise -9 (Singly Linked List)

a) Write a C++ program that uses functions to create a singly linked list
b) Write a C++ program that uses functions to perform insertion operation on a singly linked list
c) Write a C++ program that uses functions to perform deletion operation on a singly linked list
d) Write a C++ program to reverse elements of a single linked list.

Exercise -10(Queue)

a) Write C++ program that implement Queue (its operations) using arrays.
b) Write C++ program that implement Queue (its operations) using linked lists

Exercise -11(Stack)

a) Write C++ program that implement stack (its operations) using arrays
b) Write C++ program that implement stack (its operations) using Linked list
c) Write a C++ program that uses Stack operations to evaluate postfix expression

Exercise -12(Binary Search Tree)

a) Write a C++ program to Create a BST
b) Write a C++ program to insert a node into a BST.
c) Write a C++ program to delete a node from a BST.
d) Write a recursive C++ program for traversing a binary tree in preorder, inorder and postorder.

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II Year – I Semester		L	T	P	C
		3	0	0	0
ESSENCE OF INDIAN TRADITIONAL KNOWLEDGE					

Course Objectives:

To facilitate the students with the concepts of Indian traditional knowledge and to make them understand the Importance of roots of knowledge system.

- The course aim of the importing basic principle of third process reasoning and inference sustainability is at the course of Indian traditional knowledge system
- To understand the legal framework and traditional knowledge and biological diversity act 2002 and geographical indication act 2003
- The courses focus on traditional knowledge and intellectual property mechanism of traditional knowledge and protection
- To know the student traditional knowledge in different sector

Course Outcomes:

After completion of the course, students will be able to:

- Understand the concept of Traditional knowledge and its importance
- Know the need and importance of protecting traditional knowledge
- Know the various enactments related to the protection of traditional knowledge
- Understand the concepts of Intellectual property to protect the traditional knowledge

UNITI

Introduction to traditional knowledge: Define traditional knowledge, nature and characteristics, scope and importance, kinds of traditional knowledge, the physical and social contexts in which traditional knowledge develop, the historical impact of social change on traditional knowledge systems. Indigenous Knowledge (IK), characteristics, traditional knowledge vis-à-vis indigenous knowledge, traditional knowledge Vs western knowledge traditional knowledge vis-à-vis formal knowledge

Learning Outcomes:

At the end of the unit, the student will able to:

- Understand the traditional knowledge.
- Contrast and compare characteristics importance kinds of traditional knowledge.
- Analyze physical and social contexts of traditional knowledge.
- Evaluate social change on traditional knowledge.

UNIT II

Protection of traditional knowledge: the need for protecting traditional knowledge Significance of TK Protection, value of TK in global economy, Role of Government to harness TK.

Learning Outcomes:

At the end of the unit, the student will able to:

- Know the need of protecting traditional knowledge.
- Apply significance of tk protection.
- Analyze the value of tk in global economy.
- Evaluate role of government

UNIT III

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Legal framework and TK: A: The Scheduled Tribes and Other Traditional Forest Dwellers (Recognition of Forest Rights) Act, 2006, Plant Varieties Protection and Farmers Rights Act, 2001 (PPVFR Act);B:The Biological Diversity Act 2002 and Rules 2004, the protection of traditional knowledge bill, 2016. Geographical indications act 2003.

Learning Outcomes:

At the end of the unit the student will able to:

- Understand legal framework of TK.
- Contrast and compare the ST and other traditional forest dwellers
- Analyze plant variant protections
- Evaluate farmers right act

UNIT IV

Traditional knowledge and intellectual property: Systems of traditional knowledge protection, Legal concepts for the protection of traditional knowledge, Certain non IPR mechanisms of traditional knowledge protection, Patents and traditional knowledge, Strategies to increase protection of traditional knowledge, global legal FORA for increasing protection of Indian Traditional Knowledge.

Learning Outcomes:

At the end of the unit, the student will able to:

- Understand TK and IPR
- Apply systems of TK protection.
- Analyze legal concepts for the protection of TK.
- Evaluate strategies to increase the protection of TK.

UNIT V

Traditional knowledge in different sectors: Traditional knowledge and engineering, Traditional medicine system, TK and biotechnology, TK in agriculture, Traditional societies depend on it for their food and healthcare needs, Importance of conservation and sustainable development of environment, Management of biodiversity, Food security of the country and protection of TK.

Learning Outcomes:

At the end of the unit, the student will able to:

- Know TK in different sectors.
- Apply TK in engineering.
- Analyze TK in various sectors.
- Evaluate food security and protection of TK in the country.

Reference Books:

1) Traditional Knowledge System in India, by Amit Jha, 2009.
2) Traditional Knowledge System and Technology in India by Basanta Kumar Mohanta and Vipin Kumar Singh, PratibhaPrakashan 2012.
3) Traditional Knowledge System in India by Amit Jha Atlantic publishers, 2002
4) "Knowledge Traditions and Practices of India" Kapil Kapoor, Michel Danino

e-Resources:

1) https://www.youtube.com/watch?v=LZP1StpYEPM
2) http://nptel.ac.in/courses/121106003/

II Year – I Semester		**L**	**T**	**P**	**C**

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		2	**0**	**0**	**0**
EMPLOYABILITY SKILLS -I					

Course Objectives:

The aim of this course is

- To explore and practice basic communication skills
- To learn skills for effective discussions & team work
- To assess and improve personal grooming

Course Outcomes:

By the end of this course, the student

- Establish effective communication with employers, supervisors, and co-workers
- Identify to explore their values and career choices through individual skill assessments
- Adapts positive attitude and appropriate body language
- Interpret the core competencies to succeed in professional and personal life

A list of vital employability skills from the standpoint of engineering students with discussion how to potentially develop such skills through campus life.

1) Soft Skills: An Introduction – Definition and Significance of Soft Skills; Process, Importance and Measurement of Soft Skill Development.
2) Self-Discovery: Discovering the Self; Setting Goals; Beliefs, Values, Attitude, Virtue.
3) Positivity and Motivation: Developing Positive Thinking and Attitude; Driving out Negativity; Meaning and Theories of Motivation; Enhancing Motivation Levels.
4) Interpersonal Communication: Interpersonal relations; communication models, process and barriers; team communication; developing interpersonal relationships through effective communication; listening skills; essential formal writing skills; corporate communication styles – assertion, persuasion, negotiation.
5) Public Speaking: Skills, Methods, Strategies and Essential tips for effective public speaking.
6) Group Discussion: Importance, Planning, Elements, Skills assessed; Effectively disagreeing, Initiating, Summarizing and Attaining the Objective.
7) Non-Verbal Communication: Importance and Elements; Body Language.
8) Teamwork and Leadership Skills: Concept of Teams; Building effective teams; Concept of Leadership and honing Leadership skills.

Reference Books:

1) Barun K. Mitra, Personality Development and Soft Skills, Oxford University Press, 2011.
2) S.P. Dhanavel, English and Soft Skills, Orient Blackswan, 2010.
3) R.S.Aggarwal, A Modern Approach to Verbal & Non-Verbal Reasoning, S.Chand & Company Ltd., 2018.
4) Raman, Meenakshi & Sharma, Sangeeta, Technical Communication Principles and Practice, Oxford University Press, 2011.
5) Managing Soft Skills for Personality Development – edited by B.N.Ghosh, McGraw Hill India, 2012.
6) English and Soft Skills – S.P.Dhanavel, Orient Blackswan India, 2010.

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DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – II Semester		L	T	P	C
		3	0	0	3
PROBABILITY AND STATISTICS					

Course Objectives:

- To familiarize the students with the foundations of probability and statistical methods
- To impart probability concepts and statistical methods in various applications Engineering

Course Outcomes:

Upon successful completion of this course, the student should be able to

- classify the concepts of data science and its importance (L4) or (L2)
- interpret the association of characteristics and through correlation and regression tools (L4)
- make use of the concepts of probability and their applications (L3)
- apply discrete and continuous probability distributions (L3)
- design the components of a classical hypothesis test (L6)
- infer the statistical inferential methods based on small and large sampling tests (L4)

UNIT I

Descriptive statistics and methods for data science: Data science – Statistics Introduction – Population vs Sample – Collection of data – primary and secondary data – Type of variable: dependent and independent Categorical and Continuous variables – Data visualization – Measures of Central tendency – Measures of Variability (spread or variance) – Skewness Kurtosis.

UNIT II

Correlation and Curve fitting: Correlation – correlation coefficient – rank correlation – regression coefficients and properties – regression lines – Method of least squares – Straight line – parabola – Exponential – Power curves.

UNIT III

Probability and Distributions: Probability – Conditional probability and Baye's theorem – Random variables – Discrete and Continuous random variables – Distribution function – Mathematical Expectation and Variance – Binomial, Poisson, Uniform and Normal distributions.

UNIT IV

Sampling Theory: Introduction – Population and samples – Sampling distribution of Means and Variance (definition only) – Central limit theorem (without proof) – Introduction to t, χ^2 and F-distributions – Point and Interval estimations – Maximum error of estimate.

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UNIT V

Tests of Hypothesis: Introduction – Hypothesis – Null and Alternative Hypothesis – Type I and Type II errors – Level of significance – One tail and two-tail tests – Tests concerning one mean and two means (Large and Small samples) – Tests on proportions.

Text Books:

1) Miller and Freund's, Probability and Statistics for Engineers,7/e, Pearson, 2008.
2) S. C. Gupta and V.K. Kapoor, Fundamentals of Mathematical Statistics, 11/e, Sultan Chand & Sons Publications, 2012.

Reference Books:

1) Shron L. Myers, Keying Ye, Ronald E Walpole, Probability and Statistics Engineers and the Scientists,8th Edition, Pearson 2007.
2) Jay l. Devore, Probability and Statistics for Engineering and the Sciences, 8th Edition, Cengage.
3) Sheldon M. Ross, Introduction to probability and statistics Engineers and the Scientists, 4th Edition, Academic Foundation, 2011.
4) Johannes Ledolter and Robert V. Hogg, Applied statistics for Engineers and Physical Scientists, 3rd Edition, Pearson, 2010.

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II Year – II Semester		L	T	P	C
		2	1	0	3
JAVA PROGRAMMING					

Course Objectives:

- Implementing programs for user interface and application development using core java principles
- Focus on object oriented concepts and java program structure and its installation
- Comprehension of java programming constructs, control structures in Java Programming Constructs
- Implementing Object oriented constructs such as various class hierarchies, interfaces and exception handling
- Understanding of Thread concepts and I/O in Java

Course Outcomes:

- Discuss and understand java programming constructs, Control structures
- Illustrate and experiment Object Oriented Concepts like classes, objects
- Apply Object Oriented Constructs such as Inheritance, interfaces, and exception handling
- Construct applications using multithreading and I/O
- Develop Dynamic User Interfaces using applets and Event Handling in java
- Develop Code Snippets using Abstract Window Toolkit and Swings

UNIT I

Program Structure in Java: Introduction, Writing Simple Java Programs, Elements or Tokens in Java Programs, Java Statements, Command Line Arguments, User Input to Programs, Escape Sequences Comments, Programming Style.

Data Types, Variables, and Operators :Introduction, Data Types in Java, Declaration of Variables, Data Types, Type Casting, Scope of Variable Identifier, Literal Constants, Symbolic Constants, Formatted Output with printf() Method, Static Variables and Methods, Attribute Final, Introduction to Operators, Precedence and Associativity of Operators, Assignment Operator (=), Basic Arithmetic Operators, Increment (++) and Decrement (- -) Operators, Ternary Operator, Relational Operators, Boolean Logical Operators, Bitwise Logical Operators.

Control Statements: Introduction, if Expression, Nested if Expressions, if–else Expressions, Ternary Operator?:, Switch Statement, Iteration Statements, while Expression, do–while Loop, for Loop, Nested for Loop, For–Each for Loop, Break Statement, Continue Statement.

UNIT II

Classes and Objects: Introduction, Class Declaration and Modifiers, Class Members, Declaration of Class Objects, Assigning One Object to Another, Access Control for Class Members, Accessing Private Members of Class, Constructor Methods for Class, Overloaded Constructor Methods, Nested Classes, Final Class and Methods, Passing Arguments by Value and by Reference, Keyword this.

Methods: Introduction, Defining Methods, Overloaded Methods, Overloaded Constructor Methods, Class Objects as Parameters in Methods, Access Control, Recursive Methods, Nesting of Methods,

Overriding Methods, Attributes Final and Static.

UNIT III

Arrays: Introduction, Declaration and Initialization of Arrays, Storage of Array in Computer Memory, Accessing Elements of Arrays, Operations on Array Elements, Assigning Array to Another Array, Dynamic Change of Array Size, Sorting of Arrays, Search for Values in Arrays, Class Arrays, Two-dimensional Arrays, Arrays of Varying Lengths, Three-dimensional Arrays, Arrays as Vectors.

Inheritance: Introduction, Process of Inheritance, Types of Inheritances, Universal Super Class-Object Class, Inhibiting Inheritance of Class Using Final, Access Control and Inheritance, Multilevel Inheritance, Application of Keyword Super, Constructor Method and Inheritance, Method Overriding, Dynamic Method Dispatch, Abstract Classes, Interfaces and Inheritance.
Interfaces: Introduction, Declaration of Interface, Implementation of Interface, Multiple Interfaces, Nested Interfaces, Inheritance of Interfaces, Default Methods in Interfaces, Static Methods in Interface, Functional Interfaces, Annotations.

UNIT IV

Packages and Java Library: Introduction, Defining Package, Importing Packages and Classes into Programs, Path and Class Path, Access Control, Packages in Java SE, Java.lang Package and its Classes, Class Object, Enumeration, class Math, Wrapper Classes, Auto-boxing and Auto-unboxing, Java util Classes and Interfaces, Formatter Class, Random Class, Time Package, Class Instant (java.time.Instant), Formatting for Date/Time in Java, Temporal Adjusters Class, Temporal Adjusters Class.
Exception Handling: Introduction, Hierarchy of Standard Exception Classes, Keywords throws and throw, try, catch, and finally Blocks, Multiple Catch Clauses, Class Throwable, Unchecked Exceptions, Checked Exceptions, try-with-resources, Catching Subclass Exception, Custom Exceptions, Nested try and catch Blocks, Rethrowing Exception, Throws Clause.

UNIT V

String Handling in Java: Introduction, Interface Char Sequence, Class String, Methods for Extracting Characters from Strings, Methods for Comparison of Strings, Methods for Modifying Strings, Methods for Searching Strings, Data Conversion and Miscellaneous Methods, Class String Buffer, Class String Builder.
Multithreaded Programming: Introduction, Need for Multiple Threads Multithreaded Programming for Multi-core Processor, Thread Class, Main Thread- Creation of New Threads, Thread States, Thread Priority-Synchronization, Deadlock and Race Situations, Inter-thread Communication - Suspending, Resuming, and Stopping of Threads.
Java Database Connectivity: Introduction, JDBC Architecture, Installing MySQL and MySQL Connector/J, JDBC Environment Setup, Establishing JDBC Database Connections, ResultSet Interface, Creating JDBC Application, JDBC Batch Processing, JDBC Transaction Management

Text Books:

1) JAVA one step ahead, Anitha Seth, B.L.Juneja, Oxford.
2) The complete Reference Java, 8th edition, Herbert Schildt, TMH.

Reference Books:

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1) Introduction to java programming, 7th edition by Y Daniel Liang, Pearson
2) Murach's Java Programming, Joel Murach

e-Resources:

1) https://nptel.ac.in/courses/106/105/106105191/
2) https://www.w3schools.com/java/java_data_types.asp

II Year – II Semester		L	T	P	C

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		3	**0**	**0**	**3**
OPERATING SYSTEMS					

Course Objectives:
The objectives of this course is to

- Introduce to the internal operation of modern operating systems
- Define, explain, processes and threads, mutual exclusion, CPU scheduling, deadlock, memory management, and file systems
- Understand File Systems in Operating System like UNIX/Linux and Windows
- Understand Input Output Management and use of Device Driver and Secondary Storage (Disk) Mechanism
- Analyze Security and Protection Mechanism in Operating System

Course Outcomes:
After learning the course the students should be able to:

- Describe various generations of Operating System and functions of Operating System
- Describe the concept of program, process and thread and analyze various CPU Scheduling Algorithms and compare their performance
- Solve Inter Process Communication problems using Mathematical Equations by various methods
- Compare various Memory Management Schemes especially paging and Segmentation in Operating System and apply various Page Replacement Techniques
- Outline File Systems in Operating System like UNIX/Linux and Windows

UNIT I
Operating Systems Overview: Operating system Concepts, Operating system functions, Evaluation of Operating systems operations. System Structures: Operating System Services, operating system structure, Systems calls- Types of System Calls, operating system debugging, System generation. Process Concept: Basic concepts, Process states, process control block, Operations on processes, Inter-process Communication.

UNIT II
Process Scheduling: Scheduling Criteria, Scheduling Algorithms, Multiple Processor Scheduling, Thread Scheduling, Examples. Multithreaded Programming: Multithreading Models, Thread Libraries, Threading Issues, Examples. Process Concurrency And Synchronization: **I**ntroduction, Race Condition, Critical Region, Mutual Exclusion, Peterson's Solution, Hardware Support, Operating System Support, Semaphores, Monitors, Classic Synchronization problem: Reader's-Writer's with unlimited & limited buffer, Producer –Consumer problem, Dining philosopher's problem.

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UNIT III

Memory-Management Strategies: Introduction, Swapping, Contiguous memory allocation, Paging, Segmentation, Examples. Virtual Memory Management: Introduction, Demand paging, Copy on-write, Page replacement, Page replacement algorithms, Frame allocation, Thrashing. Memory-mapped files, Kernel memory allocation.

UNIT IV

Deadlocks: Resources, Conditions for resource deadlocks, Graph models of deadlocks, Deadlock detection and recovery, Deadlock avoidance, Deadlock prevention.
File Systems: Files, Directories, File system implementation, management and optimization.
Secondary-Storage Structure: Overview of disk structure, and attachment, Disk scheduling, RAID structure.

UNIT V

System Protection: Goals of protection, Principles and domain of protection, Access matrix, Access control, Revocation of access rights.
System Security: Introduction, Program threats, System and network threats, Cryptography for security, User authentication, Implementing security defenses, Firewalling to protect systems and networks, Computer security classification.
Case Studies: Study of Operating System Functionalities in various operating Systems like Windows, Unix, Linux and Mobile Operating Systems.

Text Books:

1) Silberschatz A, Galvin P B, and Gagne G, Operating System Concepts, 9th edition, Wiley, 2013.
2) Stallings W, Operating Systems -Internals and Design Principles, 6th edition, Pearson Education, 2009.

Reference Books:

1) Dhamdhere D M, Operating Systems A Concept Based Approach, 3rd edition, Tata McGraw-Hill, 2012.
2) Tanenbaum A S, Modern Operating Systems, 3rd edition, Pearson Education, 2008. (for Inter process Communication and File systems.)
3) Nutt G, Operating Systems, 3rd edition, Pearson Education, 2004.

e-Resources:

1) https://nptel.ac.in/courses/106/105/106105214/

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II Year – II Semester		L	T	P	C
		3	0	0	3
DATABASE MANAGEMENT SYSTEMS					

Course Objectives:

- To introduce about database management systems.
- To give a good formal foundation on the relational model of data and usage of Relational Algebra
- To introduce the concepts of basic SQL as a universal Database language
- To demonstrate the principles behind systematic database design approaches by covering conceptual design, logical design through normalization
- To provide an overview of physical design of a database system, by discussing Database indexing techniques and storage techniques

Course Outcomes:

By the end of the course, the student will be able to

- Describe a relational database and object-oriented database
- Create, maintain and manipulate a relational database using SQL
- Describe ER model and normalization for database design
- Examine issues in data storage and query processing and can formulate appropriate solutions
- Outline the role and issues in management of data such as efficiency, privacy, security, ethical responsibility, and strategic advantage

UNIT I

Introduction: Database system, Characteristics (Database Vs File System), Database Users(Actors on Scene, Workers behind the scene), Advantages of Data base systems, Database applications. Brief introduction of different Data Models; Concepts of Schema, Instance and data independence; Three tier schema architecture for data independence; Database system structure, environment, Centralized and Client Server architecture for the database.

UNIT II

Relational Model: Introduction to relational model, concepts of domain, attribute, tuple, relation, importance of null values, constraints (Domain, Key constraints, integrity constraints) and their importance BASIC SQL: Simple Database schema, data types, table definitions (create, alter), different DML operations (insert, delete, update), basic SQL querying (select and project) using where clause, arithmetic & logical operations, SQL functions(Date and Time, Numeric, String conversion).

UNIT III

Entity Relationship Model: Introduction, Representation of entities, attributes, entity set, relationship, relationship set, constraints, sub classes, super class, inheritance, specialization, generalization using ER Diagrams. SQL: Creating tables with relationship, implementation of key and integrity constraints, nested queries, sub queries, grouping, aggregation, ordering, implementation of different types of joins, view(updatable and non-updatable), relational set operations.

UNIT IV

Schema Refinement (Normalization): Purpose of Normalization or schema refinement, concept of functional dependency, normal forms based on functional dependency(1NF, 2NF and 3 NF), concept of surrogate key, Boyce-codd normal form(BCNF), Lossless join and dependency preserving decomposition, Fourth normal form(4NF), Fifth Normal Form (5NF).

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UNIT V

Transaction Concept: Transaction State, Implementation of Atomicity and Durability, Concurrent Executions, Serializability, Recoverability, Implementation of Isolation, Testing for Serializability, Failure Classification, Storage, Recovery and Atomicity, Recovery algorithm.

Indexing Techniques: B+ Trees: Search, Insert, Delete algorithms, File Organization and Indexing, Cluster Indexes, Primary and Secondary Indexes , Index data Structures, Hash Based Indexing: Tree base Indexing, Comparison of File Organizations, Indexes and Performance Tuning.

Text Books:

1) Data base Management Systems, 3/e, Raghurama Krishnan, Johannes Gehrke, TMH.
2) Data base System Concepts,5/e, Silberschatz, Korth, TMH.

Reference Books:

1) Introduction to Database Systems, 8/e C J Date, PEA.
2) Database Management System, 6/e Ramez Elmasri, Shamkant B. Navathe, PEA.
3) Database Principles Fundamentals of Design Implementation and Management, Corlos Coronel, Steven Morris, Peter Robb, Cengage Learning.

e-Resources:

1) https://nptel.ac.in/courses/106/105/106105175/
2) https://www.geeksforgeeks.org/introduction-to-nosql/

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DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – II Semester		L	T	P	C
		3	0	0	3
THEORY OF COMPUTATION					

Course Objectives:

- To learn fundamentals of Regular and Context Free Grammars and Languages
- To understand the relation between Regular Language and Finite Automata and machines
- To learn how to design Automata's and machines as Acceptors, Verifiers and Translators
- To understand the relation between Contexts free Languages, PDA and TM
- To learn how to design PDA as acceptor and TM as Calculators

Course Outcomes:

By the end of the course students can

- Classify machines by their power to recognize languages
- Attain the knowledge of language classes & grammars relationship among them with the help of Chomsky hierarchy
- Employ finite state machines to solve problems in computing
- Illustrate deterministic and non-deterministic machines
- Comprehend the hierarchy of problems arising in the computer science

UNIT I

Finite Automata: Need of Automata theory, Central Concepts of Automata Theory, Automation, Finite Automation, Transition Systems, Acceptance of a String, DFA, Design of DFAs, NFA, Design of NFA, Equivalence of DFA and NFA, Conversion of NFA into DFA, Finite Automata with Є-Transitions, Minimization of Finite Automata, Finite Automata with output-Mealy and Moore Machines, Applications and Limitation of Finite Automata.

UNIT II

Regular Expressions, Regular Sets, Identity Rules, Equivalence of two RE, Manipulations of REs, Finite Automata and Regular Expressions, Inter Conversion, Equivalence between FA and RE, Pumping Lemma of Regular Sets, Closure Properties of Regular Sets, Grammars, Classification of Grammars, Chomsky Hierarchy Theorem, Right and Left Linear Regular Grammars, Equivalence between RG and FA, Inter Conversion.

UNIT III

Formal Languages, Context Free Grammar, Leftmost and Rightmost Derivations, Parse Trees, Ambiguous Grammars, Simplification of Context Free Grammars-Elimination of Useless Symbols, Є-Productions and Unit Productions, Normal Forms-Chomsky Normal Form and Greibach Normal Form, Pumping Lemma, Closure Properties, Applications of Context Free Grammars.

UNIT IV

Pushdown Automata, Definition, Model, Graphical Notation, Instantaneous Description, Language Acceptance of Pushdown Automata, Design of Pushdown Automata, Deterministic and Non – Deterministic Pushdown Automata, Equivalence of Pushdown Automata and Context Free Grammars,

Conversion, Two Stack Pushdown Automata, Application of Pushdown Automata.

UNIT V

Turning Machine: Definition, Model, Representation of TMs-Instantaneous Descriptions, Transition Tables and Transition Diagrams, Language of a TM, Design of TMs, Types of TMs, Church's Thesis, Universal and Restricted TM, Decidable and Un-decidable Problems, Halting Problem of TMs, Post's Correspondence Problem, Modified PCP, Classes of P and NP, NP-Hard and NP-Complete Problems.

Text Books:

1) Introduction to Automata Theory, Languages and Computation, J. E. Hopcroft, R. Motwani and J. D. Ullman, 3rd Edition, Pearson, 2008.
2) Theory of Computer Science-Automata, Languages and Computation, K. L. P. Mishra and N. Chandrasekharan, 3rd Edition, PHI, 2007.

Reference Books:

1) Elements of Theory of Computation, Lewis H.P. & Papadimition C.H., Pearson /PHI.
2) Theory of Computation, V. Kulkarni, Oxford University Press, 2013.
3) Theory of Automata, Languages and Computation, Rajendra Kumar, McGraw Hill, 2014.

e-Resources:

1) https://nptel.ac.in/courses/106/104/106104028/

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II Year – II Semester		L	T	P	C
		0	0	3	1.5
JAVA PROGRAMMING LAB					

Course Objectives:

The aim of this lab is to

- Practice programming in the Java
- Gain knowledge of object-oriented paradigm in the Java programming language
- Learn use of Java in a variety of technologies and on different platforms

Course Outcomes:

By the end of the course student will be able to write java program for

- Evaluate default value of all primitive data type, Operations, Expressions, Control-flow, Strings
- Determine Class, Objects, Methods, Inheritance, Exception, Runtime Polymorphism, User defined Exception handling mechanism
- Illustrating simple inheritance, multi-level inheritance, Exception handling mechanism
- Construct Threads, Event Handling, implement packages, developing applets

Exercise - 1 (Basics)

a) Write a JAVA program to display default value of all primitive data type of JAVA
b) Write a java program that display the roots of a quadratic equation $ax^2+bx=0$. Calculate the discriminate D and basing on value of D, describe the nature of root.
c) Five Bikers Compete in a race such that they drive at a constant speed which may or may not be the same as the other. To qualify the race, the speed of a racer must be more than the average speed of all 5 racers. Take as input the speed of each racer and print back the speed of qualifying racers.

Exercise - 2 (Operations, Expressions, Control-flow, Strings)

a) Write a JAVA program to search for an element in a given list of elements using binary search mechanism.
b) Write a JAVA program to sort for an element in a given list of elements using bubble sort
c) Write a JAVA program to sort for an element in a given list of elements using merge sort.
d) Write a JAVA program using StringBuffer to delete, remove character.

Exercise - 3 (Class, Objects)

a) Write a JAVA program to implement class mechanism. – Create a class, methods and invoke them inside main method.
b) Write a JAVA program to implement constructor.

Exercise - 4 (Methods)

a) Write a JAVA program to implement constructor overloading.
b) Write a JAVA program implement method overloading.

Exercise - 5 (Inheritance)

a) Write a JAVA program to implement Single Inheritance
b) Write a JAVA program to implement multi level Inheritance
c) Write a java program for abstract class to find areas of different shapes

Exercise - 6 (Inheritance - Continued)

a) Write a JAVA program give example for “super” keyword.

b) Write a JAVA program to implement Interface. What kind of Inheritance can be achieved?

Exercise - 7 (Exception)

a) Write a JAVA program that describes exception handling mechanism
b) Write a JAVA program Illustrating Multiple catch clauses

Exercise – 8 (Runtime Polymorphism)

a) Write a JAVA program that implements Runtime polymorphism
b) Write a Case study on run time polymorphism, inheritance that implements in above problem

Exercise – 9 (User defined Exception)

a) Write a JAVA program for creation of Illustrating throw
b) Write a JAVA program for creation of Illustrating finally
c) Write a JAVA program for creation of Java Built-in Exceptions
d) Write a JAVA program for creation of User Defined Exception

Exercise – 10 (Threads)

a) Write a JAVA program that creates threads by extending Thread class .First thread display "Good Morning "every 1 sec, the second thread displays "Hello "every 2 seconds and the third display "Welcome" every 3 seconds ,(Repeat the same by implementing Runnable)
b) Write a program illustrating **isAlive** and **join ()**
c) Write a Program illustrating Daemon Threads.

Exercise - 11 (Threads continuity)

a) Write a JAVA program Producer Consumer Problem
b) Write a case study on thread Synchronization after solving the above producer consumer problem

Exercise – 12 (Packages)

a) Write a JAVA program illustrate class path
b) Write a case study on including in class path in your os environment of your package.
c) Write a JAVA program that import and use the defined your package in the previous Problem

Exercise - 13 (Applet)

a) Write a JAVA program to paint like paint brush in applet.
b) Write a JAVA program to display analog clock using Applet.
c) Write a JAVA program to create different shapes and fill colors using Applet.

Exercise - 14 (Event Handling)

a) Write a JAVA program that display the x and y position of the cursor movement using Mouse.
b) Write a JAVA program that identifies key-up key-down event user entering text in a Applet.

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II Year – II Semester		L	T	P	C
		0	0	2	1
UNIX OPERATING SYSTEM LAB					

Course Objectives:

- To understand the design aspects of operating system
- To study the process management concepts & Techniques
- To study the storage management concepts
- To familiarize students with the Linux environment
- To learn the fundamentals of shell scripting/programming

Course Outcomes:

- To use Unix utilities and perform basic shell control of the utilities
- To use the Unix file system and file access control
- To use of an operating system to develop software
- Students will be able to use Linux environment efficiently
- Solve problems using bash for shell scripting

1) a) Study of Unix/Linux general purpose utility command list: man,who,cat, cd, cp, ps, ls, mv, rm, mkdir, rmdir, echo, more, date, time, kill, history, chmod, chown, finger, pwd, cal, logout, shutdown.
   b) Study of vi editor
   c) Study of Bash shell, Bourne shell and C shell in Unix/Linux operating system
   d) Study of Unix/Linux file system (tree structure)
   e) Study of .bashrc, /etc/bashrc and Environment variables.
2) Write a C program that makes a copy of a file using standard I/O, and system calls
3) Write a C program to emulate the UNIX ls –l command.
4) Write a C program that illustrates how to execute two commands concurrently with a command pipe. Ex: - ls –l | sort
5) Simulate the following CPU scheduling algorithms:
   (a) Round Robin (b) SJF (c) FCFS (d) Priority
6) Multiprogramming-Memory management-Implementation of fork (), wait (), exec() and exit (), System calls
7) Simulate the following:
   a) Multiprogramming with a fixed number of tasks (MFT)
   b) Multiprogramming with a variable number of tasks (MVT)
8) Simulate Bankers Algorithm for Dead Lock Avoidance
9) Simulate Bankers Algorithm for Dead Lock Prevention.
10) Simulate the following page replacement algorithms:
    a) FIFO b) LRU c) LFU
11) Simulate the following File allocation strategies
    (a) Sequenced (b) Indexed (c) Linked
12) Write a C program that illustrates two processes communicating using shared memory
13) Write a C program to simulate producer and consumer problem usingsemaphores

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14) Write C program to create a thread using *pthreads* library and let it run its function.
15) Write a C program to illustrate concurrent execution of threads using *pthreads* library.

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II Year – II Semester		L	T	P	C
		0	0	3	1.5
DATABASE MANAGEMENT SYSTEMS LAB					

Course Objectives:
This Course will enable students to

- Populate and query a database using SQL DDL/DML Commands
- Declare and enforce integrity constraints on a database
- Writing Queries using advanced concepts of SQL
- Programming PL/SQL including procedures, functions, cursors and triggers

Course Outcomes:
At the end of the course the student will be able to:

- Utilize SQL to execute queries for creating database and performing data manipulation operations
- Examine integrity constraints to build efficient databases
- Apply Queries using Advanced Concepts of SQL
- Build PL/SQL programs including stored procedures, functions, cursors and triggers

List of Exercises:

1. Creation, altering and droping of tables and inserting rows into a table (use constraints while creating tables) examples using SELECT command.
2. Queries (along with sub Queries) using ANY, ALL, IN, EXISTS, NOTEXISTS, UNION, INTERSET, Constraints. Example:- Select the roll number and name of the student who secured fourth rank in the class.
3. Queries using Aggregate functions (COUNT, SUM, AVG, MAX and MIN), GROUP BY, HAVING and Creation and dropping of Views.
4. Queries using Conversion functions (to_char, to_number and to_date), string functions (Concatenation, lpad, rpad, ltrim, rtrim, lower, upper, initcap, length, substr and instr), date functions (Sysdate, next_day, add_months, last_day, months_between, least, greatest, trunc, round, to_char, to_date)
5. a) Creation of simple PL/SQL program which includes declaration section, executable section and exception –Handling section (Ex. Student marks can be selected from the table and printed for those who secured first class and an exception can be raised if no records were found)
   b) Insert data into student table and use COMMIT, ROLLBACK and SAVEPOINT in PL/SQL block.
6. Develop a program that includes the features NESTED IF, CASE and CASE expression. The program can be extended using the NULLIF and COALESCE functions.
7. Program development using WHILE LOOPS, numeric FOR LOOPS, nested loops using ERROR Handling, BUILT –IN Exceptions, USE defined Exceptions, RAISE-APPLICATION ERROR.
8. Programs development using creation of procedures, passing parameters IN and OUT of PROCEDURES.

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9. Program development using creation of stored functions, invoke functions in SQL Statements and write complex functions.
10. Develop programs using features parameters in a CURSOR, FOR UPDATE CURSOR, WHERE CURRENT of clause and CURSOR variables.
11. Develop Programs using BEFORE and AFTER Triggers, Row and Statement Triggers and INSTEAD OF Triggers
12. Create a table and perform the search operation on table using indexing and non-indexing techniques.

Text Books/Suggested Reading:

1) Oracle: The Complete Reference by Oracle Press
2) Nilesh Shah, "Database Systems Using Oracle", PHI, 2007
3) Rick F Vander Lans, "Introduction to SQL", Fourth Edition, Pearson Education, 2007.

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II Year – II Semester		L	T	P	C
		3	0	0	0
PROFESSIONAL ETHICS & HUMAN VALUES					

Course Objectives:

- To create an awareness on Engineering Ethics and Human Values
- To instill Moral and Social Values and Loyalty
- To appreciate the rights of others
- To create awareness on assessment of safety and risk

Course Outcomes:

Students will be able to:

- Identify and analyze an ethical issue in the subject matter under investigation or in a relevant field
- Identify the multiple ethical interests at stake in a real-world situation or practice
- Articulate what makes a particular course of action ethically defensible
- Assess their own ethical values and the social context of problems
- Identify ethical concerns in research and intellectual contexts, including academic integrity, use and citation of sources, the objective presentation of data, and the treatment of human subjects
- Demonstrate knowledge of ethical values in non-classroom activities, such as service learning, internships, and field work
- Integrate, synthesize, and apply knowledge of ethical dilemmas and resolutions in academic settings, including focused and interdisciplinary research

UNIT I

Human Values:

Morals, Values and Ethics-Integrity-Work Ethic-Service learning – Civic Virtue – Respect for others – Living Peacefully –Caring –Sharing –Honesty -Courage-Cooperation–Commitment – Empathy –Self Confidence Character –Spirituality.

Learning outcomes:

1. Learn about morals, values & work ethics.
2. Learn to respect others and develop civic virtue.
3. Develop commitment
4. Learn how to live peacefully

UNIT II

Engineering Ethics:

Senses of 'Engineering Ethics-Variety of moral issued –Types of inquiry –Moral dilemmas –Moral autonomy –Kohlberg's theory-Gilligan's theory-Consensus and controversy –Models of professional roles-Theories about right action-Self-interest -Customs and religion –Uses of Ethical theories –Valuing time –Cooperation –Commitment.

Learning outcomes:

1. Learn about the ethical responsibilities of the engineers.
2. Create awareness about the customs and religions.
3. Learn time management
4. Learn about the different professional roles.

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UNIT III

Engineering as Social Experimentation:

Engineering As Social Experimentation –Framing the problem –Determining the facts –Codes of Ethics –Clarifying Concepts –Application issues –Common Ground -General Principles –Utilitarian thinking respect for persons.

Learning outcomes:

1. Demonstrate knowledge to become a social experimenter.
2. Provide depth knowledge on framing of the problem and determining the facts.
3. Provide depth knowledge on codes of ethics.
4. Develop utilitarian thinking

UNIT IV

Engineers Responsibility for Safety and Risk:

Safety and risk –Assessment of safety and risk –Risk benefit analysis and reducing risk-Safety and the Engineer-Designing for the safety-Intellectual Property rights (IPR).

Learning outcomes:

1. Create awareness about safety, risk & risk benefit analysis.
2. Engineer's design practices for providing safety.
3. Provide knowledge on intellectual property rights.

UINIT V

Global Issues:

Globalization –Cross-culture issues-Environmental Ethics –Computer Ethics –Computers as the instrument of Unethical behavior –Computers as the object of Unethical acts –Autonomous Computers-Computer codes of Ethics –Weapons Development -Ethics and Research –Analyzing Ethical Problems in research.

Learning outcomes:

1. Develop knowledge about global issues.
2. Create awareness on computer and environmental ethics
3. Analyze ethical problems in research.
4. Give a picture on weapons development.

Text Books:

1) "Engineering Ethics includes Human Values" by M.Govindarajan, S.Natarajan and, V.S.Senthil Kumar-PHI Learning Pvt. Ltd-2009
2) "Engineering Ethics" by Harris, Pritchard and Rabins, CENGAGE Learning, India Edition, 2009.
3) "Ethics in Engineering" by Mike W. Martin and Roland Schinzinger –Tata McGraw-Hill–2003.
4) "Professional Ethics and Morals" by Prof.A.R.Aryasri, DharanikotaSuyodhana-Maruthi Publications.
5) "Professional Ethics and Human Values" by A.Alavudeen, R.Kalil Rahman and M.Jayakumaran-LaxmiPublications.
6) "Professional Ethics and Human Values" by Prof.D.R.Kiran-
7) "Indian Culture, Values and Professional Ethics" by PSR Murthy-BS Publication.

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II Year – II Semester		L	T	P	C
		0	0	2	1
SOCIALLY RELEVANT PROJECT					

Course Objectives:

The aim of Socially Relevant Project is to encourage students

- To express their ideas, to solve real-world problems and to complete projects
- Using human experience to gather ideas from a wide range of problems in society by observation or pooling information
- Using scientific, social-scientific, humanistic, cultural reasoning to analyze global problems

Course Outcomes:

The student learns to

- Use scientific reasoning to gather, evaluate, and interpret ideas
- Analyze and design solutions to solve the ideas
- Use one or more creative tools to complete the projects

Student can choose any one of the given below / any other socially relevant problem and work on it to produce a project document.

1. Water Conservation Related Works
2. Swatch Bharath (Internal External)
3. Helping police
4. Traffic monitoring
5. Teaching Rural Kids (Sarva siksha Abhiyan)
6. Street light monitoring
7. Electricity Conservation
8. Solar panel utilization
9. E- policing & cyber solution
10. Pollution
11. Any social related

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III Year – I Semester		L	T	P	C
		3	1	0	4
ADVANCED DATA STRUCTURES					

Course Objectives:

- Describe and implement a variety of advanced data structures (hash tables, priority queues, balanced search trees, graphs)
- Analyze the space and time complexity of the algorithms studied in the course
- Identify different solutions for a given problem; analyze advantages and disadvantages to different solutions
- Demonstrate an understanding of Amortization
- Demonstrate an understanding of various search trees

Course Outcomes:

Upon completion of the course, graduates will be able to

- Illustrate several sub-quadratic sorting algorithms.
- Demonstrate recursive methods
- Apply advanced data structures such as balanced search trees, hash tables, priority queues and the disjoint set union/find data structure

UNIT I

Sorting: Medians and order statistics, External Sorting, Introduction, K-way Merging, Buffer Handling for parallel Operation, Run Generation, Optimal Merging of Runs.

Hashing: Introduction, Static Hashing, Hash Table, Hash Functions, Secure Hash Function, Overflow Handling, Theoretical Evaluation of Overflow Techniques, Dynamic Hashing- Motivation for Dynamic Hashing, Dynamic Hashing Using Directories, Directory less Dynamic Hashing, Alternate hash functions (mid-square, folding, digit analysis), Double Hashing

UNIT II

Priority Queues and Advance Heaps: Double Ended Priority queues, Leftist Trees: Height Biased, Weight Biased. Binomial Heaps: Cost Amortization, Definition of Binomial Heaps, Insertion, Melding two Binomial Heaps, deletion of min element. Fibonacci Heaps: Definition, Deletion from an F-heap, Decrease key, Cascading Cut.

UNIT III

Advanced and Efficient Binary Search Trees: Optimal Binary Search Trees, AVL Trees- rotations, insertion, deletion operations, Red-Black Trees, Definition, Representation of a Red-Black Tree, Searching a Red-Black Tree, Inserting into a Red Black Tree, Deletion from a Red-Black Tree, Joining Red-Black Trees, Splitting a Red-Black tree.

UNIT IV

Multi-way Search Trees: M-Way Search Trees, Definition and Properties, Searching an M-Way Search Tree, B-Trees, Definition and Properties, Number of Elements in a B-tree, Insertion into B-Tree, Deletion from a B-Tree, B+-Tree Definition, Searching a B+-Tree, Insertion into B+-tree, Deletion from a B+-Tree.

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UNIT V

Digital Search Structures: Digital Search Trees: Definition, Search, Insert and Delete. Binary Tries, Compressed Binary Tries. Multi-way Tries: Definition, searching a Trie, sampling strategies, Insertion, Deletion, Height of a Trie. Prefix Search and applications. Suffix Trees.

Text Books:

1) Fundamentals of Data Structures in C: 2nd ed, , Horowitz , Sahani, Anderson-freed, Universities Press
2) Data Structures, a Pseudo code Approach, Richard F Gilberg, Behrouz A Forouzan, Cengage.

Reference Books:

1) Data structures and Algorithm Analysis in C, 2nd edition, Mark Allen Weiss, Pearson
2) "Introduction to Algorithms", T. Cormen, R.Rivest, C. Stein, C. Leiserson, PHI publication, Second Edition, 2004, ISBN 81-203-2141-3.

e-Resources:

1) http://lcm.csa.iisc.ernet.in/dsa/dsa.html
2) http://utubersity.com/?page_id=878
3) http://freevideolectures.com/Course/2519/C-Programming-and-Data-Structures
4) http://freevideolectures.com/Course/2279/Data-Structures-And-Algorithms

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III Year – I Semester		L	T	P	C
		3	0	0	3

COMPUTER NETWORKS

Course Objectives:

The main objectives of this course are

- Study the basic taxonomy and terminology of the computer networking and enumerate the layers of OSI model and TCP/IP model
- Study data link layer concepts, design issues, and protocols

Course Outcomes:

At the end of the course, the students will be able to:

- Illustrate the OSI and TCP/IP reference model
- Analyze MAC layer protocols and LAN technologies

UNIT I

Introduction: Data Communication, components, data representation, data flow; Networks: network criteria, physical structures, network models, categories of network, inter connection of networks; The Internet: brief history, internet today, Standard organization, internet standards, Protocol Layering, TCP/IP Protocol Suite, The OSI model.

UNIT II

Physical layer: Data & Signals, Transmission Impairment, Data Rate Limits, Performance, Multiplexing, Spread Spectrum, Transmission Media: Guided Media, Unguided Media, introduction to switching: Circuit Switched Networks, Packet Switching.

UNIT III

Data Link Layer: Introduction, Link layer Addressing, Error Detection and Correction: Types of Errors, Redundancy, Detection vs Correction, Coding, block coding, cyclic codes: cyclic redundancy check, polynomials, cyclic code analysis, advantages, hard ware implementation, Checksum, Forward Error Correction, DLC Services, Data Link Layer Protocols

UNIT IV

Data Link layer: HDLC: configuration and transfer modes, framing, Point to Point protocol(PPP): services, framing, transition phase, multiplexing

Random Access: ALOHA, CSMA, CSMA/CD, CSMA/CA, Controlled Access: Reservation, Polling, Token Passing, Channelization: FDMA, TDMA, CDMA.

UNIT V

Ethernet Protocol, Standard Ethernet, Fast Ethernet,Gigabit Ethernet, 10 Gigabit Ethernet, IEE-802.11: Architecture, MAC sub layer, addressing mechanism, Physical Layer

Bluetooth: Architecture, bluetooth layers, WiMax, Cellur Telephony, Satellite Networks.

Connecting Devices, Virtual LANS

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Text Books:

1) Data Communication and Networking , Behrouz A. Forouzan, McGraw Hill, 5th Edition, 2012
2) Computer Networks , Andrew S. Tanenbaum, David J. Wetherall, Pearson Education India; 5 edition, 2013

Reference Books:

1) Computer networks, Mayank Dave, CENGAGE.
2) Computer Networks: A Systems Approach, LL Peterson, BS Davie, Morgan-Kauffman , 5th Edition, 2011.
3) Computer Networking: A Top-Down Approach JF Kurose, KW Ross, Addison-Wesley , 5th Edition, 2009

e-Resources:

1) https://nptel.ac.in/courses/106/105/106105183/

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III Year – I Semester		L	T	P	C
		3	0	0	3

COMPILER DESIGN

Course Objectives:

- To study the various phases in the design of a compiler
- To understand the design of top-down and bottom-up parsers
- To understand syntax directed translation schemes
- To introduce LEX and YACC tools
- To learn to develop algorithms to generate code for a target machine

Course Outcomes:

At the end of the course, the students will be able to:

- Design, develop, and implement a compiler for any language
- Use LEX and YACC tools for developing a scanner and a parser
- Design and implement LL and LR parsers
- Design algorithms to perform code optimization in order to improve the performance of a program in terms of space and time complexity
- Apply algorithms to generate machine code

UNIT I

Introduction: Language Processors, the structure of a compiler, the science of building a compiler, programming language basics.

Lexical Analysis: The Role of the Lexical Analyzer, Input Buffering, Recognition of Tokens, The Lexical-Analyzer Generator Lex, Finite Automata, From Regular Expressions to Automata, Design of a Lexical-Analyzer Generator, Optimization of DFA-Based Pattern Matchers.

UNIT II

Syntax Analysis: Introduction, Context-Free Grammars, Writing a Grammar, Top-Down Parsing, Recursive and Non recursive top down parsers, Bottom-Up Parsing, Introduction to LR Parsing: Simple LR, More Powerful LR Parsers, Using Ambiguous Grammars, Parser Generators.

UNIT III

Syntax-Directed Translation: Syntax-Directed Definitions, Evaluation Orders for SDD's, Applications of Syntax-Directed Translation, Syntax-Directed Translation Schemes, and Implementing L-Attributed SDD's. Intermediate-Code Generation: Variants of Syntax Trees, Three-Address Code, Types and Declarations, Type Checking, Control Flow, Back patching, Switch-Statements, Intermediate Code for Procedures.

UNIT IV

Run-Time Environments: Storage organization, Stack Allocation of Space, Access to Nonlocal Data on the Stack, Heap Management, Introduction to Garbage Collection, Introduction to Trace-Based Collection. Code Generation: Issues in the Design of a Code Generator, The Target Language, Addresses in the Target Code, Basic Blocks and Flow Graphs, Optimization of Basic Blocks, A Simple Code Generator, Peephole Optimization, Register Allocation and Assignment, Dynamic Programming Code-Generation.

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UNIT V

Machine-Independent Optimizations: The Principal Sources of Optimization, Introduction to Data-Flow Analysis, Foundations of Data-Flow Analysis, Constant Propagation, Partial-Redundancy Elimination, Loops in Flow Graphs.

Text Books:

1) Compilers: Principles, Techniques and Tools, Second Edition, Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffry D. Ullman, Pearson.
2) Compiler Construction-Principles and Practice, Kenneth C Louden, Cengage Learning.

Reference Books:

1) Modern compiler implementation in C, Andrew W Appel, Revised edition, Cambridge University Press.
2) The Theory and Practice of Compiler writing, J. P. Tremblay and P. G. Sorenson, TMH
3) Writing compilers and interpreters, R. Mak, 3rd edition, Wiley student edition**.**

e-Resources:

1) https://nptel.ac.in/courses/106/104/106104123/

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III Year – I Semester		L	T	P	C
		3	0	0	3

ARTIFICIAL INTELLIGENCE

Course Objectives:

- To have a basic proficiency in a traditional AI language including an ability to write simple to intermediate programs and an ability to understand code written in that language
- To have an understanding of the basic issues of knowledge representation and blind and heuristic search, as well as an understanding of other topics such as minimax, resolution that play an important role in AI programs
- To have a basic understanding of some of the more advanced topics of AI

Course Outcomes:

- Outline problems that are amenable to solution by AI methods, and which AI methods may be suited to solving a given problem
- Apply the language/framework of different AI methods for a given problem
- Implement basic AI algorithms
- Design and carry out an empirical evaluation of different algorithms on problem formalization and state the conclusions that the evaluation supports

UNIT I

Introduction, history, intelligent systems, foundations of AI, applications, tic-tac-toe game playing, development of AI languages, current trends.

UNIT II

Problem solving: state-space search and control strategies: Introduction, general problem solving, characteristics of problem, exhaustive searches, heuristic search techniques, iterative deepening A*, constraint satisfaction

Problem reduction and game playing: Introduction, problem reduction, game playing, alpha beta pruning, two-player perfect information games.

UNIT III

Logic concepts: Introduction, propositional calculus, proportional logic, natural deduction system, axiomatic system, semantic tableau system in proportional logic, resolution refutation in proportional logic, predicate logic.

UNIT IV

Knowledge representation: Introduction, approaches to knowledge representation, knowledge representation using semantic network, extended semantic networks for KR, knowledge representation using frames Advanced knowledge representation techniques: Introduction, conceptual dependency theory, script structure, CYC theory, case grammars, semantic web.

UNIT V

Expert system and applications: Introduction phases in building expert systems, expert system versus traditional systems

Uncertainty measure: probability theory: Introduction, probability theory, Bayesian belief networks, certainty factor theory, dempster-shafer theory.

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Fuzzy sets and fuzzy logic: Introduction, fuzzy sets, fuzzy set operations, types of membership functions, multi valued logic, fuzzy logic, linguistic variables and hedges, fuzzy propositions, inference rules for fuzzy propositions, fuzzy systems.

Text Books:

1) Artificial Intelligence- Saroj Kaushik, CENGAGE Learning.
2) Artificial intelligence, A modern Approach , 2nded, Stuart Russel, Peter Norvig, PEA.

Reference Books:

1) Artificial Intelligence- Deepak Khemani, TMH, 2013.
2) Introduction to Artificial Intelligence, Patterson, PHI.
3) Artificial intelligence, structures and Strategies for Complex problem solving, George F Lugar, 5th ed, PEA.

e-Resources:

1) https://nptel.ac.in/courses/106/105/106105077/
2) http://aima.cs.berkeley.edu/

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III Year – I Semester		L	T	P	C
		3	0	0	3
SOFTWARE TESTING METHODOLOGIES					

Course Objectives:

- To study fundamental concepts in software testing and discuss various software testing issues and solutions in software unit, integration, regression and system testing
- To learn how to plan a test project, design test cases and data, conduct testing, manage software problems and defects, generate a test report
- To expose the advanced software testing concepts such as object-oriented software testing methods, web-based and component-based software testing
- To understand software test automation problems and solutions
- To learn how to write software test documents and communicate with engineers in various forms

Course Outcomes:

By the end of the course, the student should have the ability to:

- Identify and understand various software testing problems, apply software testing knowledge and engineering methods and solve these problems by designing and selecting software test models, criteria, strategies, and methods
- Design and conduct a software test process for a software project
- Analyze the needs of software test automation
- Use various communication methods and skills to communicate with their teammates to conduct their practice-oriented software testing projects
- Basic understanding and knowledge of contemporary issues in software testing, such as component-based, web based and object oriented software testing problems
- Write test cases for given software to test it before delivery to the customer and write test scripts for both desktop and web based applications

UNIT I

Software Testing: Introduction, Evolution, Myths & Facts, Goals, Psychology, definition, Model for testing, Effective Vs Exhaustive Software Testing.

Software Testing Terminology and Methodology: Software Testing Terminology, Software Testing Life Cycle, Software Testing Methodology.

Verification and Validation: Verification & Validation Activities, Verification, Verification of Requirements, High level and low level designs, verifying code, Validation

UNIT II

Dynamic Testing-Black Box testing techniques**:** Boundary Value Analysis, Equivalence class Testing, State Table based testing, Decision table based testing, Cause-Effect Graphing based testing, Error guessing

White-Box Testing: need, Logic Coverage criteria, Basis Path testing, Graph matrices, Loop testing, data flow testing, mutation testing

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UNIT III

Static Testing: Inspections, Structured Walkthroughs, Technical Reviews
Validation activities: Unit testing, Integration Testing, Function testing, system testing, acceptance testing
Regression testing: Progressives Vs regressive testing, Regression test ability, Objectives of regression testing, Regression testing types, Regression testing techniques

UNIT IV

Efficient Test Suite Management: growing nature of test suite, Minimizing the test suite and its benefits, test suite prioritization, Types of test case prioritization, prioritization techniques, measuring the effectiveness of a prioritized test suite
Software Quality Management: Software Quality metrics, SQA models
Debugging: process, techniques, correcting bugs.

UNIT V

Automation and Testing Tools: need for automation, categorization of testing tools, selection of testing tools, Cost incurred, Guidelines for automated testing, overview of some commercial testing tools such as Win Runner, Load Runner, Jmeter and JUnit . Test Automation using Selenium tool.
Testing Object Oriented Software: basics, Object oriented testing
Testing Web based Systems: Challenges in testing for web based software, quality aspects, web engineering, testing of web based systems, Testing mobile systems

Text Books:

1) Software Testing, Principles and Practices, Naresh Chauhan, Oxford.
2) Software Testing- Yogesh Singh, CAMBRIDGE.

Reference books:

1) Foundations of Software testing, Aditya P Mathur, 2ed, Pearson.
2) Software testing techniques – Baris Beizer, Dreamtech, second edition.
3) Software Testing, Principles, techniques and Tools, M G Limaye, TMH
4) Effective Methods for Software testing, Willian E Perry, 3ed, Wiley

e-Resources:

1) https://www.tutorialspoint.com/software_testing_dictionary/test_tools.htm

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DEPARTMENT OF INFORMATION TECHNOLOGY

III Year – I Semester		L	T	P	C
		3	0	0	3
NoSQL DATABASES					

Course Objectives:
The objective of the course is to:

- Define, compare and use the four types of NoSQL Databases (Document-oriented, Key Value Pairs, Column oriented and Graph)
- Demonstrate an understanding of the detailed architecture, define objects, load data, query data and performance tune Column-oriented NoSQL databases
- Explain the detailed architecture, define objects, load data, query data and performance tune Document oriented NoSQL databases
- Ability to design entity relationship model and convert entity relationship diagrams into RDBMS and formulate SQL queries on the data

Course Outcomes:
After the completion of the course, student will be able to do the following

- Identify what type of NoSQL database to implement based on business requirements (key-value, document, full text, graph, etc.)
- Apply NoSQL data modeling from application specific queries
- Use Atomic Aggregates and denormalization as data modelling techniques to optimize query processing

UNIT I
Introduction to NoSQL: Definition And Introduction, Sorted Ordered Column-Oriented Stores, Key/Value Stores, Document Databases, Graph Databases, Examining Two Simple Examples, Location Preferences Store, Car Make And Model Database, Working With Language Bindings.

UNIT II
Interacting with NoSQL: If NoSql Then What, Language Bindings For NoSQL Data Stores, Performing Crud Operations, Creating Records, Accessing Data, Updating And Deleting Data

UNIT III
NoSQL Storage Architecture: Working With Column-Oriented Databases, Hbase Distributed Storage Architecture, Document Store Internals, Understanding Key/Value Stores In Memcached And Redis, Eventually Consistent Non-Relational Databases.

UNIT IV
NoSQL Stores: Similarities Between Sql And Mongodb Query Features, Accessing Data From Column-Oriented Databases Like Hbase, Querying Redis Data Stores, Changing Document Databases, Schema Evolution In Column-Oriented Databases, Hbase Data Import And Export, Data Evolution In Key/Value Stores.

UNIT V
Indexing and Ordering Data Sets : Essential Concepts Behind A Database Index, Indexing And Ordering In Mongodb, Creating and Using Indexes In Mongodb, Indexing And Ordering In Couchdb, Indexing In Apache Cassandra.

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Text Books:

1) Pramod Sadalage and Martin Fowler, NoSQL Distilled, Addison-Wesley Professional, 2012.
2) Dan McCreary and Ann Kelly, Making Sense of NoSQL, Manning Publications, 2013.

Reference Books:

1) Shashank Tiwari, Professional NoSQL, Wrox Press, Wiley, 2011, ISBN: 978-0-470-94224-6
2) Gaurav Vaish, Getting Started with NoSQL, Packt Publishing, 2013.

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III Year – I Semester		L	T	P	C
		3	0	0	3
SCRIPTING LANGUAGES					

Course Objectives:

From the course the student will

- Understand the concepts of scripting languages for developing web based projects
- Illustrates object oriented concepts like PHP, PYTHON, PERL
- Create database connections using PHP and build the website for the world
- Demonstrate IP address for connecting the web servers
- Analyze the internet ware application, security issues and frame works for application

Course Outcomes:

After the completion of the course, student will be able to do the following

- Ability to understand the differences between scripting languages
- Create PHP authentication Methodology for security issues
- Identify PHP encryption functions and Mcrypt Package
- Explain syntax and variables in TCL
- Able to gain some fluency programming in Ruby, JavaScript, Perl, Python, and related languages
- Master an understanding of python especially the object oriented concepts

UNIT I

Introduction to PERL and Scripting: Scripts and Programs, Origin of Scripting , Scripting Today, Characteristics of Scripting Languages, Uses for Scripting Languages, Web Scripting, and the universe of Scripting Languages. PERL- Names and Values, Variables, Scalar Expressions, Control Structures, arrays, list, hashes, strings, pattern and regular expressions, subroutines.

UNIT II

Advanced PERL: Finer points of looping, pack and unpack, file system, eval, data structures,packages, modules, objects, interfacing to the operating system, Creating Internet ware applications, Dirty Hands Internet Programming, security Issues.

PHP Basics: PHP Basics- Features, Embedding PHP Code in your Web pages, Outputting the data tothe browser, Data types, Variables, Constants, expressions, string interpolation, control structures, Function, Creating a Function, Function Libraries, Arrays, strings and Regular Expressions.

UNIT III

Advanced PHP Programming: PHP and Web Forms, Files, PHP Authentication and Methodologies-Hard Coded, File Based, Database Based, IP Based, Login Administration, Uploading Files with PHP, Sending Email using PHP, PHP Encryption Functions, the Mcrypt package, Building Web sites for the World.

UNIT IV

TCL: TCL Structure, syntax, Variables and Data in TCL, Control Flow, Data Structures,input/output, procedures , strings , patterns, files, Advance TCL- eval, source, exec and uplevel commands, Name spaces, trapping errors, event driven programs, making applications internet aware, Nuts and Bolts

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Internet Programming, Security Issues, C Interface. Tk-Visual Tool Kits, Fundamental Concepts of Tk, Tk by example, Events and Binding , Perl-Tk.

UNIT V

Python: Introduction to Python language, python-syntax, statements, functions, Built-in-functionsand Methods, Modules in python, Exception Handling. Integrated Web Applications in Python – Building Small, Efficient Python Web Systems, Web Application Framework.

Text Books:

1) The World of Scripting Languages, David Barron, Wiley Publications.
2) Python Web Programming, Steve Holden and David Beazley, New Riders Publications.
3) Beginning PHP and MySQL, 3rd Edition, Jason Gilmore, Apress Publications (Dream tech).

References Books:

1) Open Source Web Development with LAMP using Linux, Apache, MySQL, Perl and PHP, J.Lee and B.Ware (Addison Wesley) Pearson Education. Programming Python,M.Lutz,SPD.
2) PHP 6 Fast and Easy Web Development, Julie Meloni and Matt Telles, Cengage Learning Publications.
3) Tcl and the Tk Tool kit, Ousterhout, Pearson Education.
4) PHP and MySQL by Example, E.Quigley, Prentice Hall (Pearson).
5) Perl Power, J.P.Flynt, Cengage Learning.

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III Year – I Semester		L	T	P	C
		3	0	0	3
COMPUTER GRAPHICS					

Course Objectives:
From the course the student will

- To develop, design and implement two and three dimensional graphical structures
- To enable students to acquire knowledge Multimedia compression and animations
- To learn Creation, Management and Transmission of Multimedia objects

Course Outcomes:
After learning the course, the student will be able:

- Illustrate the basics of computer graphics, different graphics systems and applications of computer graphics with various algorithms for line, circle and ellipse drawing objects for 2D transformations
- Apply projections and visible surface detection techniques for display of 3D scene on 2D screen
- Illustrate able to create the general software architecture of programs that use 3D object sets with computer graphics

UNIT I
Introduction to Graphics: Application areas of Computer Graphics, overview of graphics systems, video-display devices, graphics monitors and work stations and input devices

2D Primitives: Output primitives – Line, Circle and Ellipse drawing algorithms, Attributes of output primitives, Two dimensional Geometric transformations, Two dimensional viewing – Line, Polygon, Curve and Text clipping algorithms

UNIT II

3D Concepts: Parallel and Perspective projections, Three dimensional object representation– Polygons, Curved lines, Splines, Quadric Surfaces, Visualization of data sets, 3D transformations, Viewing, Visible surfaceidentification.

UNIT III
Graphics Programming: Color Models – RGB, YIQ, CMY, HSV, Animations – General Computer Animation, Raster, Keyframe. Graphics programming using OPENGL – Basic graphics primitives, Drawing three dimensional objects, Drawing three dimensional scenes

UNIT IV
Rendering: Introduction to shading models, Flat and Smooth shading, Adding texture to faces, Adding shadows of objects, Building a camera in a program, Creating shaded objects

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UNIT V

Overview of Ray Tracing: Intersecting rays with other primitives, Adding Surface texture, Reflections and Transparency, Boolean operations on Objects.

Text Books:

1) Donald Hearn, Pauline Baker, Computer Graphics – C Version, second edition, Pearson Education,2004.
2) Schaum's Outline of Computer Graphics Second Edition, Zhigang Xiang, Roy A. Plastock.

Reference Books:

1) James D. Foley, Andries Van Dam, Steven K. Feiner, John F. Hughes, Computer Graphics-Principles and practice, Second Edition in C, Pearson Education, 2007.
2) F.S. Hill, Computer Graphics using OPENGL, Second edition, Pearson Education, 2003.

e-Resources:

1) http://math.hws.edu/eck/cs424/downloads/graphicsbook-linked.pdf
2) https://nptel.ac.in/courses/106/106/106106090/

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III Year – I Semester		L	T	P	C
		3	0	0	3
R PROGRAMMING					

Course Objectives:
After taking the course, students will be able to

- Use R for statistical programming, computation, graphics, and modeling
- Write functions and use R in an efficient way
- Fit some basic types of statistical models
- Use R in their own research
- Be able to expand their knowledge of R on their own

Course Outcomes:
At the end of this course, students will be able to:

- Demonstration and implement of basic R programming framework and data structures
- Explain critical R programming language concepts such as control structures and recursion
- Applying mathematical and statistical operations data structures in R
- Examine data-sets to create testable hypotheses and identify appropriate statistical tests
- Make use of appropriate statistical tests using R and Create and edit visualizations with regression models
- Define model choices and results

UNIT I
Introduction, How to run R, R Sessions and Functions, Basic Math, Variables, Data Types, Vectors, Conclusion, Advanced Data Structures, Data Frames, Lists, Matrices, Arrays, Classes**.**

UNIT II
R Programming Structures, Control Statements, Loops, - Looping Over Nonvector Sets,- If-Else, Arithmetic and Boolean Operators and values, Default Values for Argument, Return Values, Deciding Whether to explicitly call return- Returning Complex Objects, Functions are Objective, No Pointers in R, Recursion, A Quicksort Implementation-Extended Extended Example: A Binary Search Tree.

UNIT III
Doing Math and Simulation in R, Math Function, Extended Example Calculating Probability- Cumulative Sums and Products-Minima and Maxima- Calculus, Functions Fir Statistical Distribution, Sorting, Linear Algebra Operation on Vectors and Matrices, Extended Example: Vector cross Product- Extended Example: Finding Stationary Distribution of Markov Chains, Set Operation, Input /out put, Accessing the Keyboard and Monitor, Reading and writer Files.

UNIT IV
Graphics, Creating Graphs, The Workhorse of R Base Graphics, the plot() Function –Customizing Graphs, Saving Graphs to Files.

UNIT V
Probability Distributions, Normal Distribution- Binomial Distribution- Poisson Distributions Other Distribution, Basic Statistics, Correlation and Covariance, T-Tests,-ANOVA. Linear Models, Simple Linear Regression, -Multiple Regression Generalized Linear Models, Logistic Regression, - Poisson

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Regression- other Generalized Linear Models-Survival Analysis, Nonlinear Models, Splines- Decision-Random Forests.

Text Books:

1) The Art of R Programming, Norman Matloff, Cengage Learning
2) R for Everyone, Lander, Pearson

Reference Books:

1) R Cookbook, Paul Teetor, Oreilly.
2) R in Action, Rob Kabacoff, Manning

e- Resources:

1) https://www.tutorialspoint.com/r/index.htm

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III Year – I Semester		L	T	P	C
		3	0	0	3

DESIGN AND ANALYSIS OF ALGORITHMS

Course Objectives:

- To provide an introduction to formalisms to understand, analyze and denote time complexities of algorithms
- To introduce the different algorithmic approaches for problem solving through numerous example problems
- To provide some theoretical grounding in terms of finding the lower bounds of algorithms and the NP-completeness

Course Outcomes:

- Describe asymptotic notation used for denoting performance of algorithms
- Analyze the performance of a given algorithm and denote its time complexity using the asymptotic notation for recursive and non-recursive algorithms
- List and describe various algorithmic approaches
- Solve problems using divide and conquer, greedy, dynamic programming, backtracking and branch and bound algorithmic approaches
- Apply graph search algorithms to real world problems
- Demonstrate an understanding of NP- Completeness theory and lower bound theory

UNIT I

Introduction: Algorithm Definition, Algorithm Specification, performance Analysis, Randomized Algorithms.

Sets & Disjoint set union: introduction, union and find operations.

Basic Traversal & Search Techniques: Techniques for Graphs, connected components and Spanning Trees, Bi-connected components and DFS.

UNIT II

Divide and Conquer: General Method, Defective chessboard, Binary Search, finding the maximum and minimum, Merge sort, Quick sort.

The Greedy Method: The general Method, container loading, knapsack problem, Job sequencing with deadlines, minimum-cost spanning Trees.

UNIT III

Dynamic Programming: The general method, multistage graphs, All pairs-shortest paths, single-source shortest paths: general weights, optimal Binary search trees, 0/1 knapsack, reliability Design, The traveling salesperson problem.

UNIT IV

Backtracking: The General Method, The 8-Queens problem, sum of subsets, Graph coloring, Hamiltonian cycles, knapsack problem.

Branch and Bound: FIFO Branch-and-Bound, LC Branch-and-Bound, 0/1 Knapsack problem, Traveling salesperson problem.

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UNIT V

NP-Hard and NP-Complete problems: Basic concepts, Cook's Theorem.

String Matching: Introduction, String Matching-Meaning and Application, NaÏve String Matching Algorithm, Rabin-Karp Algorithm, Knuth-Morris-Pratt Automata, Tries, Suffix Tree.

Text Books:

1) Ellis Horowitz, Sartaj Sahni, Sanguthevar Rajasekaran, "Fundamentals of Computer Algorithms", 2nd Edition, Universities Press.
2) Harsh Bhasin, "Algorithms Design & Analysis", Oxford University Press.

Reference Books:

1) Horowitz E. Sahani S: "Fundamentals of Computer Algorithms", 2nd Edition, Galgotia Publications, 2008.
2) S. Sridhar, "Design and Analysis of Algorithms", Oxford University Press.

e-Resources:

1) http://nptel.ac.in/courses/106101060/

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III Year – I Semester		L	T	P	C
		0	0	3	1.5
COMPUTER NETWORKS & COMPILER DESIGN LAB					

Course Objectives:

- To learn and use network commands
- To learn socket programming
- To implement and analyze various network protocols
- To implement various parsers

Course Outcomes:

Upon Completion of the course, the students will be able to:

- Implement various protocols using TCP and UDP
- Compare the performance of different transport layer protocols
- Use simulation tools to analyze the performance of various network protocols
- Analyze various routing algorithms
- Implement error correction codes
- Implement parsers

List of experiments

1) Connect the computers in Local Area Network
2) Learn to use commands like tcpdump, netstat, ifconfig, nslookup and traceroute. Capture ping and traceroute PDUs using a network protocol analyzer and examine.
3) Implement Data Link Framing method - Character Count.
4) Implement Data link framing method - Bit stuffing and Destuffing.
5) Implement Error detection method - even and odd parity.
6) Implement on a data set of characters the three CRC polynomials – CRC 12, CRC 16 and CRC CCIP.
7) Implement Data Link protocols - Unrestricted simplex protocol
8) Implement data link protocols - Stop and Wait protoc
9) Simulate error correction code (like CRC).
10) Write a C program to recognize strings under ‘a’, ‘a*b+’, ‘abb’.
11) Write a C program to test whether a given identifier is valid or not.
12) Write a C program to simulate lexical analyser for validating operators
13) Write a C program for constructing recursive descent parsing.
14) Write a C program to implement LALR parsing.
15) Write a C program to implement operator precedence parsing.

SOFTWARE:

1. C / C++ / Java / Python / Equivalent Compiler 30
2. Network simulator like NS2/Glomosim/OPNET/ Packet Tracer / Equivalent

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III Year – I Semester		L	T	P	C
		0	0	3	1.5
AI TOOLS & TECHNIQUES LAB					

Course Objectives:

- Study the concepts of Artificial Intelligence
- Learn the methods of solving problems using Artificial Intelligence
- Introduce the concepts of machine learning

Course Outcomes:

At the end of the course, the students will be able to:

- Identify problems that are amenable to solution by AI methods
- Identify appropriate AI methods to solve a given problem
- Use language/framework of different AI methods for solving problems
- Implement basic AI algorithms
- Design and carry out an empirical evaluation of different algorithms on problem formalization, and state the conclusions that the evaluation supports

List of Experiments:

1. Study of Prolog.
2. Write simple fact for the statements using PROLOG.
3. Write predicates One converts centigrade temperatures to Fahrenheit, the other checks if a temperature is below freezing
4. Write a program to solve the Monkey Banana problem.
5. Write a program in turbo prolog for medical diagnosis and show the advantage and disadvantage of green and red cuts
6. Write a program to implement factorial, Fibonacci of a given number
7. Write a program to solve 4-Queen and 8-puzzle problem.
8. Write a program to solve traveling salesman problem.
9. Write a program to solve water jug problem using LISP
10. Implementation of A* Algorithm using LISP /PROLOG
11. Implementation of Hill Climbing Algorithm using LISP /PROLOG
12. Implementation of DFS and BFS for water jug problem using LISP /PROLOG
13. Implementation of Towers of Hanoi Problem using LISP /PROLOG

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III Year – I Semester		L	T	P	C
		2	0	0	0
Employability Skills -II					

Course Objectives:
The main of this course is

- To learn how to make effective presentations and impressive interviews
- To learn skills for discussing and resolving problems on the work site
- To assess and improve personal grooming
- To promote safety awareness including rules and procedures on the work site
- To develop and practice self management skills for the work site

Course Outcomes:
By the end of this course, the student

- Recite the corporate etiquette.
- Make presentations effectively with appropriate body language
- Be composed with positive attitude
- Apply their core competencies to succeed in professional and personal life

A list of vital employability skills from the standpoint of engineering students with discussion how to potentially develop such skills through campus life.

1) Interview Skills: Interviewer and Interviewee – in-depth perspectives. Before, During and After the Interview. Tips for Success.
2) Presentation Skills: Types, Content, Audience Analysis, Essential Tips – Before, During and After, Overcoming Nervousness.
3) Etiquette and Manners – Social and Business.
4) Time Management – Concept, Essentials, Tips.
5) Personality Development – Meaning, Nature, Features, Stages, Models; Learning Skills; Adaptability Skills.
6) Decision-Making and Problem-Solving Skills: Meaning, Types and Models, Group and Ethical Decision-Making, Problems and Dilemmas in application of these skills.
7) Conflict Management: Conflict - Definition, Nature, Types and Causes; Methods of Conflict Resoultion.
8) Stress Management: Stress - Definition, Nature, Types, Symptoms and Causes; Stress Analysis Models and Impact of Stress; Measurement and Managemet of Stress
9) Leadership and Assertiveness Skills: A Good Leader; Leaders and Managers; Leadership Theories; Types of Leaders; Leadership Behaviour; Assertivness Skills.

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10) Emotional Intelligence: Meaning, History, Features, Components, Intrapersonal and Management Excellence; Strategies to enhance Emotional Intelligence.

Reference Books:

1) Barun K. Mitra, Personality Development and Soft Skills, Oxford University Press, 2011.
2) S.P. Dhanavel, English and Soft Skills, Orient Blackswan, 2010.
3) R.S.Aggarwal, A Modern Approach to Verbal & Non-Verbal Reasoning, S.Chand & Company Ltd., 2018.
4) Raman, Meenakshi & Sharma, Sangeeta, Technical Communication Principles and Practice, Oxford University Press, 2011.
5) Managing Soft Skills for Personality Development – edited by B.N.Ghosh, McGraw Hill India, 2012.
6) English and Soft Skills – S.P.Dhanavel, Orient Blackswan India, 2010.

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III Year – II Semester		L	T	P	C
		3	0	0	3

DATA WAREHOUSING AND DATA MINING

Course Objectives:

- To understand data warehouse concepts, architecture, business analysis and tools
- To understand data pre-processing and data visualization techniques
- To study algorithms for finding hidden and interesting patterns in data
- To understand and apply various classification and clustering techniques using tools

Course Outcomes:

At the end of the course, the students will be able to:

- Design a Data warehouse system and perform business analysis with OLAP tools
- Apply suitable pre-processing and visualization techniques for data analysis
- Apply frequent pattern and association rule mining techniques for data analysis
- Apply appropriate classification techniques for data analysis
- Apply appropriate clustering techniques for data analysis

UNIT I

Data Warehousing, Business Analysis and On-Line Analytical Processing (OLAP): Basic Concepts, Data Warehousing Components, Building a Data Warehouse, Database Architectures for Parallel Processing, Parallel DBMS Vendors, Multidimensional Data Model, Data Warehouse Schemas for Decision Support, Concept Hierarchies, Characteristics of OLAP Systems, Typical OLAP Operations, OLAP and OLTP.

UNIT II

Introduction to Data Mining Systems, Knowledge Discovery Process, Data Mining Techniques, Issues, applications, Data Objects and attribute types, Statistical description of data, Data Preprocessing – Cleaning, Integration, Reduction, Transformation and discretization, Data Visualization, Data similarity and dissimilarity measures.

UNIT III

Frequent Pattern Analysis: Mining Frequent Patterns, Associations and Correlations, Mining Methods, Pattern Evaluation Method, Pattern Mining in Multilevel, Multi-Dimensional Space – Constraint Based Frequent Pattern Mining, Classification using Frequent Patterns

UNIT IV

Classification: Decision Tree Induction, Bayesian Classification, Rule Based Classification, Classification by Back Propagation, Support Vector Machines, Lazy Learners, Model Evaluation and Selection, Techniques to improve Classification Accuracy

UNIT V

Clustering: Clustering Techniques, Cluster analysis, Partitioning Methods, Hierarchical methods, Density Based Methods, Grid Based Methods, Evaluation of clustering, Clustering high dimensional data, Clustering with constraints, Outlier analysis, outlier detection methods.

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Text Books:

1) Jiawei Han and Micheline Kamber, "Data Mining Concepts and Techniques", Third Edition, Elsevier, 2012.
2) Pang-Ning Tan, Michael Steinbach and Vipin Kumar, Introduction to Data Mining, Pearson,2016.

Reference Books:

1) Alex Berson and Stephen J.Smith, ―Data Warehousing, Data Mining & OLAP‖, Tata McGraw – Hill Edition, 35th Reprint 2016.
2) K.P. Soman, ShyamDiwakar and V. Ajay, ―Insight into Data Mining Theory and Practice‖, Eastern Economy Edition, Prentice Hall of India, 2006.
3) Ian H.Witten and Eibe Frank, ―Data Mining: Practical Machine Learning Tools and Techniques‖, Elsevier, Second Edition.

e-Resources:

1) https://www.saedsayad.com/data_mining_map.htm
2) https://nptel.ac.in/courses/106/105/106105174/
3) (NPTEL course by Prof.Pabitra Mitra) http://onlinecourses.nptel.ac.in/noc17_mg24/preview
4) (NPTEL course by Dr. Nandan Sudarshanam & Dr. Balaraman Ravindran) http://www.saedsayad.com/data_mining_map.htm

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III Year – II Semester		L	T	P	C
		3	0	0	3
Open Elective –I					

Note: The student has to take any one **open elective course** offered in the other departments (or) SWAYAM/NPTEL courses offered by other than parent department. (12 week minimum).

Given below are some of the courses offered by NPTEL/SWAYAM

Electronics & Communication Engineering 1) Information Coding Theory 2) VLSI Design 3) Signals & Systems 4) Digital Signal Processing	**Mathematics** 1) Optimization Techniques 2) Computational Number Theory and Cryptography
Electrical and Electronics Engineering 1) Networking Analysis 2) Fuzzy Sets, Logic and Systems & Applications 3) Energy Management Systems and SCADA 4) Industrial Safety Engineering	**Civil Engineering** 1) Intelligent transportation engineering 2) Remote Sensing and GI 3) Engineering Mechanics 4) City and Metropolitan Planning 5) Sustainable Materials and Green Buildings
Mechanical Engineering 1) Industrial Automation and Control 2) Robotics 3) CAD 4) Mechatronics And Manufacturing Automation 5) Non Conventional Energy Resources	

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III Year – II Semester		L	T	P	C
		3	0	0	3
WEB TECHNOLOGIES					

Course Objectives:

From the course the student will learn

- Translate user requirements into the overall architecture and implementation of new systems and Manage Project and coordinate with the Client
- Write backend code in PHP language and Writing optimized front end code HTML and JavaScript
- Understand, create and debug database related queries and Create test code to validate the applications against client requirement
- Monitor the performance of web applications & infrastructure and Troubleshooting web application with a fast and accurate a resolution

Course Outcomes:

- Illustrate the basic concepts of HTML and CSS & apply those concepts to design static web pages.
- Identify and understand various concepts related to dynamic web pages and validate them using JavaScript
- Outline the concepts of Extensible markup language & AJAX
- Develop web Applications using Scripting Languages & Frameworks
- Create and deploy secure, usable database driven web applications using PHP and RUBY

UNIT I

HTML: Basic Syntax, Standard HTML Document Structure, Basic Text Markup, Html styles, Elements, Attributes, Heading, Layouts, Html media, Iframes Images, Hypertext Links, Lists, Tables, Forms, GET and POST method, HTML 5, Dynamic HTML.

CSS: Cascading style sheets, Levels of Style Sheets, Style Specification Formats, Selector Forms, The Box Model, Conflict Resolution, CSS3.

UNIT II

Javascript - Introduction to Javascript, Objects, Primitives Operations and Expressions, Control Statements, Arrays, Functions, Constructors, Pattern Matching using Regular Expressions, Fundamentals of Angular JS and NODE JS Angular Java Script- Introduction to Angular JS Expressions: ARRAY, Objects, Strings, Angular JS Form Validation & Form Submission.

Node.js- Introduction, Advantages, Node.js Process Model, Node JS Modules, Node JS File system, Node JS URL module, Node JS Events.

UNIT III

Working with XML: Document type Definition (DTD), XML schemas, XSLT, Document object model, Parsers - DOM and SAX.

AJAX A New Approach: Introduction to AJAX, Basics of AJAX, XML Http Request Object, AJAX UI tags, Integrating PHP and AJAX.

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UNIT IV

PHP Programming: Introduction to PHP, Creating PHP script, Running PHP script. Working with variables and constants: Using variables, Using constants, Data types, Operators. Controlling program flow: Conditional statements, Control statements, Arrays, functions.

UNIT V

Web Servers- IIS (XAMPP, LAMP) and Tomcat Servers. Java Web Technologies-Introduction to Servlet, Life cycle of Servlet, Servlet methods, Java Server Pages.
Database connectivity – Servlets, JSP, PHP, Practice of SQL Queries.
Introduction to Mongo DB and JQuery.
Web development frameworks – Introduction to Ruby, Ruby Scripting, Ruby on rails, Design, Implementation and Maintenance aspects.

Text Books:

1) Programming the World Wide Web, 7th Edition, Robet W Sebesta, Pearson, 2013.
2) Web Technologies, 1st Edition 7th impression, Uttam K Roy, Oxford, 2012.
3) Pro Mean Stack Development, 1st Edition, ELad Elrom, Apress O'Reilly, 2016
4) Java Script & jQuery the missing manual, 2nd Edition, David sawyer mcfarland, O'Reilly, 2011.
5) Web Hosting for Dummies, 1st Edition, Peter Pollock, John Wiley & Sons, 2013
6) RESTful web services, 1st Edition, Leonard Richardson, Ruby, O'Reilly, 2007

Reference Books:

1) Ruby on Rails Up and Running, Lightning fast Web development, 1st Edition, Bruce Tate, Curt Hibbs, Oreilly, 2006.
2) Programming Perl, 4th Edition, Tom Christiansen, Jonathan Orwant, O'Reilly, 2012.
3) Web Technologies, HTML, JavaScript, PHP, Java, JSP, XML and AJAX, Black book, 1st Edition, Dream Tech, 2009.
4) An Introduction to Web Design, Programming, 1st Edition, Paul S Wang, Sanda S Katila, Cengage Learning, 2003.

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III Year – II Semester		L	T	P	C
		3	0	0	3
PROFESSIONAL ELECTIVE -II					

(NPTEL/SWAYAM) Course

Duration: 12 Weeks Minimum

***Course/subject title can't be repeated**

12 Weeks NPTEL Courses by NPTEL/SWAYAM courses

1) Introduction to Industry 4.0 and Industrial Internet of Things
2) AI: Knowledge Representation and Reasoning
3) Synthesis of Digital Systems
4) Privacy and Security in Online Social Media
5) Block chain architecture design and use cases
6) Machine Learning for Engineering and Science Applications
7) Randomized Algorithms
8) Parallel Algorithms
9) Hardware Security

Note: The courses listed here are just few examples. The student can take courses offered in CSE/IT discipline which are 12 weeks minimum duration.

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III Year – II Semester		L	T	P	C
		3	0	0	3

MANAGERIAL ECONOMICS AND FINANCIAL ACCOUNTANCY

Course Objectives:

- The Learning objectives of this paper are to understand the concept and nature of Managerial Economics and its relationship with other disciplines and also to understand the Concept of Demand and Demand forecasting.
- To familiarize about the Production function, Input Output relationship, Cost-Output relationship and Cost-Volume-Profit Analysis.
- To understand the nature of markets, Methods of Pricing in the different market structures and to know the different forms of Business organization and the concept of Business Cycles.
- To learn different Accounting Systems, preparation of Financial Statement and uses of different tools for performance evaluation.
- Finally, it is also to understand the concept of Capital, Capital Budgeting and the techniques used to evaluate Capital Budgeting proposals.

Unit-I

Introduction to Managerial Economics and demand Analysis:

Definition of Managerial Economics –Scope of Managerial Economics and its relationship with other subjects – Concept of Demand, Types of Demand, Determinants of Demand- Demand schedule, Demand curve, Law of Demand and its limitations- Elasticity of Demand, Types of Elasticity of Demand and Measurement- Demand forecasting and Methods of forecasting, Concept of Supply and Law of Supply.

Unit – II:

Theories of Production and Cost Analyses:

Theories of Production function- Law of Variable proportions-Isoquants and Isocosts and choice of least cost factor combination-Concepts of Returns to scale and Economies of scale-Different cost concepts: opportunity costs, explicit and implicit costs-Fixed costs, Variable Costs and Total costs –Cost –Volume-Profit analysis-Determination of Breakeven point(problems)-Managerial significance and limitations of Breakeven point.

Unit – III:

Introduction to Markets, Theories of the Firm & Pricing Policies:

Market Structures: Perfect Competition, Monopoly, Monopolistic competition and Oligopoly – Features – Price and Output Determination – Managerial Theories of firm: Marris and Williamson's models – other Methods of Pricing: Average cost pricing, Limit Pricing, Market Skimming Pricing, Internet Pricing: (Flat Rate Pricing, Usage sensitive pricing) and Priority Pricing, Business Cycles : Meaning and Features – Phases of a Business Cycle. Features and Evaluation of Sole Trader, Partnership, Joint Stock Company – State/Public Enterprises and their forms.

Unit – IV:

Introduction to Accounting & Financing Analysis:

Introduction to Double Entry System, Journal, Ledger, Trail Balance and Preparation of Final Accounts with adjustments – Preparation of Financial Statements-Analysis and Interpretation of Financial Statements-Ratio Analysis – Preparation of Funds flow and cash flow analysis (Problems)

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Unit – V:

Capital and Capital Budgeting: Capital Budgeting: Meaning of Capital-Capitalization-Meaning of Capital Budgeting-Time value of money- Methods of appraising Project profitability: Traditional Methods(pay back period, accounting rate of return) and modern methods(Discounted cash flow method, Net Present Value method, Internal Rate of Return Method and Profitability Index)

Course Outcomes:

- The Learner is equipped with the knowledge of estimating the Demand and demand elasticities for a product.
- The knowledge of understanding of the Input-Output-Cost relationships and estimation of the least cost combination of inputs.
- The pupil is also ready to understand the nature of different markets and Price Output determination under various market conditions and also to have the knowledge of different Business Units.
- The Learner is able to prepare Financial Statements and the usage of various Accounting tools for Analysis.
- The Learner can able to evaluate various investment project proposals with the help of capital budgeting techniques for decision making.

TEXT BOOKS:

A R Aryasri, Managerial Economics and Financial Analysis, The McGraw – Hill companies.

REFERENCES:

1. Varshney R.L, K.L Maheswari, Managerial Economics, S. Chand & Company Ltd,
2. JL Pappas and EF Brigham, Managerial Economics, Holt, R & W; New edition edition
3. N.P Srinivasn and M. SakthivelMurugan, Accounting for Management, S. Chand & Company Ltd,
4. MaheswariS.N,AnIntroduction to Accountancy, Vikas Publishing House Pvt Ltd
5. I.M Pandey, Financial Management , Vikas Publishing House Pvt Ltd
6. V. Maheswari, Managerial Economics, S. Chand & Company Ltd,

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III Year – II Semester		L	T	P	C
		0	0	3	1.5

WEB TECHNOLOGIES LAB

Course Objectives:

From the course the student will

- Learn the core concepts of both the frontend and backend programming course
- Get familiar with the latest web development technologies
- Learn all about PHP and SQL databases
- Learn complete web development process

Course Outcomes:

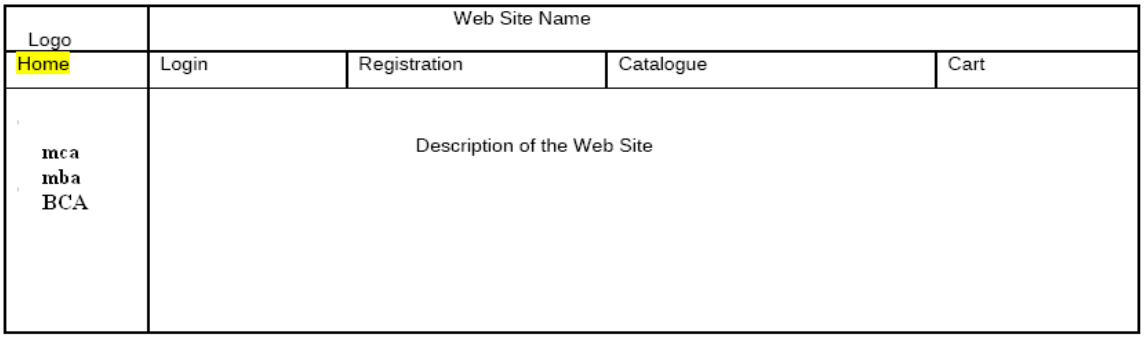
By the end of the course the student will be able to

- Analyze and apply the role of languages like HTML, CSS, XML
- Review JavaScript, PHP and protocols in the workings of the web and web applications
- Apply Web Application Terminologies, Internet Tools, E – Commerce and other web services
- Develop and Analyze dynamic Web Applications using PHP & MySql
- Install & Use Frameworks

List of Experiments:

1) Design the following static web pages required for an online book store web site:

   (a) **HOME PAGE:**
   The static home page must contain three **frames**.
   Top frame: Logo and the college name and links to Home page, Login page, Registration page, Catalogue page and Cart page (the description of these pages will be given below).
   Left frame: At least four links for navigation, which will display the catalogue of respective links.
   For e.g.: When you click the link **"MCA"** the catalogue for MCA Books should be displayed in the Right frame.
   Right frame: The *pages to the links in the left frame must be loaded here*. Initially this page contains description of the web site.



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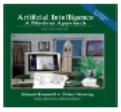
(b) **LOGIN PAGE:**

Logo	Web Site Name			
Home	Login	Registration	Catalogue	Cart
MCA MBA BCA	Login : 11a51f0003 Password: ******** Submit Reset			

(c) **CATOLOGUE PAGE:**
The catalogue page should contain the details of all the books available in the web site in a table: The details should contain the following:
1. Snap shot of Cover Page.
2. Author Name.
3. Publisher.
4. Price.
5. Add to cart button.

Logo	Web Site Name			
Home	Login	Registration	Catalogue	Cart
MCA MBA		Book : XML Bible Author : Winston Publication : Wiely	$ 40.5	Add to cart
BCA		Book : AI Author : S.Russel Publication : Princeton hall	$ 63	Add to cart
		Book : Java 2 Author : Watson Publication : BPB publications	$ 35.5	Add to cart
		Book : HTML in 24 hours Author : Sam Peter Publication : Sam	$ 50	Add to cart

(d). **REGISTRATION PAGE:**
Create a "*registration form* "with the following fields
1) Name (Text field) 2) Password (password field)
3) E-mail id (text field) 4) Phone number (text field)
5) Sex (radio button) 6) Date of birth (3 select boxes)
7) Languages known (check boxes – English, Telugu, Hindi, Tamil)

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8) Address (text area)

2) Design a web page using **CSS (C**ascading **S**tyle **S**heets**)** which includes the following: Use different font, styles:
In the style definition you define how each selector should work (font, color etc.).
Then, in the body of your pages, you refer to these selectors to activate the styles

3) Design a dynamic web page with validation using JavaScript.
4) Design a HTML having a text box and four buttons viz Factorial, Fibonacci, Prime, and Palindrome. When a button is pressed an appropriate javascript function should be called to display
   a. Factorial of that number
   b. Fibonacci series up to that number
   c. Prime numbers up to that number
   d. Is it palindrome or not
5) Write JavaScript programs on Event Handling
   a. Validation of registration form
   b. Open a Window from the current window
   c. Change color of background at each click of button or refresh of a page
   d. Display calendar for the month and year selected from combo box
   e. On Mouse over event

6) Write an XML file which will display the Book information which includes the following:
   1) Title of the book 2) Author Name 3) ISBN number
   4) Publisher name 5) Edition 6) Price
   a) Write a Document Type Definition (DTD) to validate the above XML file.
   b) Write a XML Schema Definition (XSD) to validate the above XML file.

7) Create Web pages using AJAX.

8) User Authentication:
Assume four users user1, user2, user3 and user4 having the passwords pwd1, pwd2, pwd3 and pwd4 respectively. Write a PHP for doing the following.
1. Create a Cookie and add these four user id's and passwords to this Cookie.
2. Read the user id and passwords entered in the Login form (week1) and authenticate with the values (user id and passwords) available in the cookies.
If he is a valid user (i.e., user-name and password match) you should welcome him by name (user-name) else you should display "You are not an authenticated user ''.
Use init-parameters to do this.

9) Example PHP program for registering users of a website and login.

10) Install a database (Mysql or Oracle).

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Create a table which should contain at least the following fields: name, password, email-id, phone number (these should hold the data from the registration form).
Write a PHP program to connect to that database and extract data from the tables and display them. Experiment with various SQL queries.
Insert the details of the users who register with the web site, whenever a new user clicks the submit button in the registration page (week2).

11) Write a PHP which does the following job:
Insert the details of the 3 or 4 users who register with the web site (week9) by using registration form. Authenticate the user when he submits the login form using the user name and password from the database (similar to week8 instead of cookies).
12) Implement a Servlet program on request response processing.
13) Implement a Servlet program for Registration Page.
14) Connect to a database using JSP and practice SQL Queries (MySql or Oracle).

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III Year – II Semester		L	T	P	C
		0	0	3	1.5
DATA MINING LAB					

Course Objectives:

- To understand the mathematical basics quickly and covers each and every condition of data mining in order to prepare for real-world problems
- The various classes of algorithms will be covered to give a foundation to further apply knowledge to dive deeper into the different flavors of algorithms
- Students should aware of packages and libraries of R and also familiar with functions used in R for visualization
- To enable students to use R to conduct analytics on large real life datasets
- To familiarize students with how various statistics like mean median etc

Course Outcomes:

At the end of the course, student will be able to

- Extend the functionality of R by using add-on packages
- Examine data from files and other sources and perform various data manipulation tasks on them
- Code statistical functions in R
- Use R Graphics and Tables to visualize results of various statistical operations on data
- Apply the knowledge of R gained to data Analytics for real life applications

List of Experiments:

1. Implement all basic R commands.
2. Interact data through .csv files (Import from and export to .csv files).
3. Get and Clean data using swirl exercises. (Use 'swirl' package, library and install that topic from swirl).
4. Visualize all Statistical measures (Mean, Mode, Median, Range, Inter Quartile Range etc., using Histograms, Boxplots and Scatter Plots).
5. Create a data frame with the following structure.

EMP ID	EMP NAME	SALARY	START DATE
1	Satish	5000	01-11-2013
2	Vani	7500	05-06-2011
3	Ramesh	10000	21-09-1999
4	Praveen	9500	13-09-2005
5	Pallavi	4500	23-10-2000

   a) Extract two column names using column name.
   b) Extract the first two rows and then all columns.
   c) Extract 3rd and 5th row with 2nd and 4th column.
6. Write R Program using 'apply' group of functions to create and apply normalization function on each of the numeric variables/columns of iris dataset to transform them into
   i) 0 to 1 range with min-max normalization.
   ii) a value around 0 with z-score normalization.

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7. Create a data frame with 10 observations and 3 variables and add new rows and columns to it using 'rbind' and 'cbind' function.
8. Write R program to implement linear and multiple regression on 'mtcars' dataset to estimate the value of 'mpg' variable, with best R^2 and plot the original values in 'green' and predicted values in 'red'.
9. Implement k-means clustering using R.
10. Implement k-medoids clustering using R.
11. implement density based clustering on iris dataset.
12. implement decision trees using 'readingSkills' dataset.
13. Implement decision trees using 'iris' dataset using package party and 'rpart'.
14. Use a Corpus() function to create a data corpus then Build a term Matrix and Reveal word frequencies.

Text Books:

1) R and Data Mining: Examples and Case Studies, 1st ed, Yanchang Zhao, Sprnger, 2012.
2) R for Everyone, Advanced Analytics and Graphics, 2nd ed, Jared Lander, Pearson, 2018.

e-Resources:

1) www.r-tutor.com

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III Year – II Semester		L	T	P	C
		0	0	0	1
Industrial Training / Skill Development Programmes / Research Project in Higher Learning Institutes					

Note: The Industrial Training / Skill Development Programmes / Research Project in higher learning institutes should be taken during the semester gap between II B.Tech-II Semester and III B.Tech-I Semester for a period of 4 weeks.

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IV Year – I Semester		L	T	P	C
		3	0	0	3
CRYPTOGRAPHY AND NETWORK SECURITY					

Course Objectives:

This course aims at training students to master the:

- The concepts of classical encryption techniques and concepts of finite fields and number theory
- Working principles and utilities of various cryptographic algorithms including secret key cryptography, hashes and message digests, and public key algorithms
- Design issues and working principles of various authentication protocols, PKI standards
- Various secure communication standards including Kerberos, IPsec, and SSL/TLS and email
- Concepts of cryptographic utilities and authentication mechanisms to design secure applications

Course Outcomes:

By the end of the course the student

- Identify information security goals, classical encryption techniques and acquire fundamental knowledge on the concepts of finite fields and number theory
- Compare and apply different encryption and decryption techniques to solve problems related to confidentiality and authentication
- Apply the knowledge of cryptographic checksums and evaluate the performance of different message digest algorithms for verifying the integrity of varying message sizes
- Apply different digital signature algorithms to achieve authentication and create secure applications
- Apply network security basics, analyze different attacks on networks and evaluate the performance of firewalls and security protocols like SSL, IPSec, and PGP
- Apply the knowledge of cryptographic utilities and authentication mechanisms to design secure applications

UNIT I

Classical Encryption Techniques: Security Attacks, Services & Mechanisms, Symmetric Cipher Model. Cyber Threats, Phishing Attack, Web Based Attacks, SQL Injection Attacks, Buffer Overflow& Format String Vulnerabilities, TCP session hijacking, UDP Session Hijacking. Block Ciphers: Traditional Block Cipher Structure, Block Cipher Design Principles.

UNIT II

Symmetric Key Cryptography: Data Encryption Standard (DES), Advanced Encryption Standard (AES), Blowfish, IDEA, Block Cipher Modes of Operations. Number Theory: Prime and Relatively Prime Numbers, Modular Arithmetic, Fermat's and Euler's Theorems, The Chinese Remainder Theorem, Discrete Logarithms.

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UNIT III

Public Key Cryptography: Principles, Public Key Cryptography Algorithms, RSA Algorithm, Diffie Hellman Key Exchange, Elliptic Curve Cryptography. Cryptographic Hash Functions: Application of Cryptographic Hash Functions, Requirements & Security, Secure Hash Algorithm, Message Authentication Functions, Requirements & Security, HMAC & CMAC. Digital Signatures: NIST Digital Signature Algorithm, Key Management and Distribution.

UNIT IV

User Authentication: Remote User Authentication Principles, Kerberos. Electronic Mail Security: Pretty Good Privacy (PGP) And S/MIME. IP Security: IP Security Overview, IP Security Architecture, Authentication Header, Encapsulating Security Payload, Combining Security Associations and Key Management.

UNIT V

Transport Level Security: Web Security Requirements, Secure Socket Layer (SSL) and Transport Layer Security(TLS), Secure Shell(SSH).

Firewalls: Characteristics, Types of Firewalls, Placement of Firewalls, Firewall Configuration, Trusted Systems.

Text Books:

1) Cryptography and Network Security- William Stallings, Pearson Education, 7th Edition.
2) Cryptography, Network Security and Cyber Laws – Bernard Menezes, Cengage Learning, 2010 edition.

Reference Books:

1) Cryptography and Network Security- Behrouz A Forouzan, Debdeep Mukhopadhyay, Mc-GrawHill, 3rd Edition, 2015.
2) Network Security Illustrated, Jason Albanese and Wes Sonnenreich, MGH Publishers, 2003.

e-Resources:

1) https://nptel.ac.in/courses/106/105/106105031/ lecture by Dr. Debdeep MukhopadhyayIIT Kharagpur [Video Lecture]
2) https://nptel.ac.in/courses/106/105/106105162/ lecture by Dr. Sourav Mukhopadhyay IIT Kharagpur [Video Lecture]
3) https://www.mitel.com/articles/web-communication-cryptography-and-network-security web articles by Mitel Power Connections

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IV Year – I Semester		L	T	P	C
		3	1	0	4

MACHINE LEARNING

Course Objectives:
The course is introduced for students to
- Gain knowledge about basic concepts of Machine Learning
- Study about different learning algorithms
- Learn about of evaluation of learning algorithms
- Learn about artificial neural networks

Course Outcomes:
- Identify machine learning techniques suitable for a given problem
- Solve the problems using various machine learning techniques
- Apply Dimensionality reduction techniques
- Design application using machine learning techniques

UNIT I
Introduction: Definition of learning systems, Goals and applications of machine learning, Aspects of developing a learning system: training data, concept representation, function approximation.
Inductive Classification: The concept learning task, Concept learning as search through a hypothesis space, General-to-specific ordering of hypotheses, Finding maximally specific hypotheses, Version spaces and the candidate elimination algorithm, Learning conjunctive concepts, The importance of inductive bias.

UNIT II
Decision Tree Learning: Representing concepts as decision trees, Recursive induction of decision trees, Picking the best splitting attribute: entropy and information gain, Searching for simple trees and computational complexity, Occam's razor, Overfitting, noisy data, and pruning.
Experimental Evaluation of Learning Algorithms: Measuring the accuracy of learned hypotheses. Comparing learning algorithms: cross-validation, learning curves, and statistical hypothesis testing.

UNIT III
Computational Learning Theory: Models of learnability: learning in the limit; probably approximately correct (PAC) learning. Sample complexity for infinite hypothesis spaces, Vapnik-Chervonenkis dimension.
Rule Learning: Propositional and First-Order, Translating decision trees into rules, Heuristic rule induction using separate and conquer and information gain, First-order Horn-clause induction (Inductive Logic Programming) and Foil, Learning recursive rules, Inverse resolution, Golem, and Progol.

UNIT IV
Artificial Neural Networks: Neurons and biological motivation, Linear threshold units. Perceptrons: representational limitation and gradient descent training, Multilayer networks and backpropagation, Hidden layers and constructing intermediate, distributed representations. Overfitting, learning network structure, recurrent networks.
Support Vector Machines: Maximum margin linear separators. Quadractic programming solution to

finding maximum margin separators. Kernels for learning non-linear functions.

UNIT V

Bayesian Learning: Probability theory and Bayes rule. Naive Bayes learning algorithm. Parameter smoothing. Generative vs. discriminative training. Logisitic regression. Bayes nets and Markov nets for representing dependencies.

Instance-Based Learning: Constructing explicit generalizations versus comparing to past specific examples. k-Nearest-neighbor algorithm. Case-based learning.

Text Books:

1) T.M. Mitchell, "Machine Learning", McGraw-Hill, 1997.
2) Machine Learning, Saikat Dutt, Subramanian Chandramouli, Amit Kumar Das, Pearson, 2019.

Reference Books:

1) Ethern Alpaydin, "Introduction to Machine Learning", MIT Press, 2004.
2) Stephen Marsland, "Machine Learning -An Algorithmic Perspective", Second Edition, Chapman and Hall/CRC Machine Learning and Pattern Recognition Series, 2014.
3) Andreas C. Müller and Sarah Guido "Introduction to Machine Learning with Python: A Guide for Data Scientists", Oreilly.

e-Resources:

1) Andrew Ng, "Machine Learning Yearning" https://www.deeplearning.ai/machine-learning-yearning/
2) Shai Shalev-Shwartz , Shai Ben-David, "Understanding Machine Learning: From Theory to Algorithms" , Cambridge University Press
https://www.cse.huji.ac.il/~shais/UnderstandingMachineLearning/index.html

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IV Year – I Semester		L	T	P	C
		3	0	0	3
ADVANCED COMPUTER NETWORKS					

Course Objectives:

This course is aimed at enabling the students to

- Gain core knowledge of Network layer routing protocols and IP addressing.
- Study Session layer design issues, Transport layer services, and protocols.
- Acquire knowledge of Application layer and Presentation layer paradigms and protocols.
- Provide the mathematical background of routing protocols.
- To develop some familiarity with current research problems and research methods in advance computer networks.

Course Outcomes:

After the completion of the course, student will be able to

- Illustrate reference models with layers, protocols and interfaces
- Describe the routing algorithms, Sub netting and Addressing of IP V4and IPV6
- Describe and Analysis of basic protocols of computer networks, and how they can be used to assist in network design and implementation
- Describe the concepts Wireless LANS, WIMAX, IEEE 802.11, Cellular telephony and Satellite networks

UNIT I

Network layer: Network Layer Services, Packet Switching, Performance, provided transport layers, implementation connectionless services, implementation connection oriented services, comparison of virtual –circuit and datagram subnets. IPV4 Address, Forwarding of IP Packets, Internet Protocol, ICMP v4, Mobile IP

UNIT II

Routing Algorithms–Distance Vector routing, Link State Routing, Path Vector Routing, Unicast Routing Protocol- Internet Structure, Routing Information Protocol, Open Source Path First, Border Gateway Protocol V4, Broadcast routing, Multicasting routing, Multicasting Basics, Intradomain Muticast Protocols, IGMP.

UNIT III

IPv6 Addressing, IPv6 Protocol, Transition from IPv4 to IPv6.

Transport Layer Services, connectionless versus connection oriented protocols. Transport Layer Protocols: Simple Protocol, Stop and Wait, Go-Back-N, Selective repeat, Piggy Backing.

UDP: User datagram, Services, Applications.

TCP: TCP services, TCP features, segement, A TCP connection, Flow control, error control, congestion control.

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UNIT IV

SCTP: SCTP services SCTP features, packet format, An SCTP association, flow control, error control. QUALITY OF SERVICE: flow characteristics, flow control to improve QOS: scheduling, traffic shaping, resource reservation, admission control.

UNIT V

WWW and HTTP, FTP, Telnet, Domain name system, SNMP, Multimedia data, Multimedia in the Internet.

Text Books:

1) Data Communication and Networking , Behrouz A. Forouzan, McGraw Hill, 5th Edition, 2012
2) Computer Networks , Andrew S. Tanenbaum, David J. Wetherall, Pearson Education India; 5 edition, 2013.

Reference Books:

1) Computer networks, Mayank Dave, CENGAGE.
2) Computer Networks: A Systems Approach , LL Peterson, BS Davie, Morgan-Kauffman , 5th Edition, 2011.
3) Computer Networking: A Top-Down Approach JF Kurose, KW Ross, Addison-Wesley , 5th Edition, 2009.

e-Resources:

1) https://nptel.ac.in/courses/106/105/106105183/

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IV Year – I Semester		L	T	P	C
		3	0	0	3
Open Elective II					

Note: The student has to take any one **open elective course** offered in the other departments (or) SWAYAM/NPTEL courses offered by other than parent department. (12 week minimum).

Given below are some of the courses offered by NPTEL/SWAYAM

Electronics & Communication Engineering 1) Information Coding Theory 2) VLSI Design 3) Signals & Systems 4) Digital Signal Processing	**Mathematics** 1) Optimization Techniques 2) Computational Number Theory and Cryptography
Electrical and Electronics Engineering 1) Networking Analysis 2) Fuzzy Sets, Logic and Systems & Applications 3) Energy Management Systems and SCADA 4) Industrial Safety Engineering	**Civil Engineering** 1) Intelligent transportation engineering 2) Remote Sensing and GI 3) Engineering Mechanics 4) City and Metropolitan Planning 5) Sustainable Materials and Green Buildings
Mechanical Engineering 1) Industrial Automation and Control 2) Robotics 3) CAD 4) Mechatronics And Manufacturing Automation 5) Non Conventional Energy Resources	

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IV Year – I Semester		L	T	P	C
		3	0	0	3

BIG DATA ANALYTICS

Course Objectives:

- To optimize business decisions and create competitive advantage with Big Data analytics
- To learn to analyze the big data using intelligent techniques
- To introduce programming tools PIG & HIVE in Hadoop echo system

Course Outcomes:

At the end of the course, the students will be able to

- Illustrate big data challenges in different domains including social media, transportation, finance and medicine
- Use various techniques for mining data stream
- Design and develop Hadoop
- Identify the characteristics of datasets and compare the trivial data and big data for various applications
- Explore the various search methods and visualization techniques

UNIT I

Introduction: Introduction to big data: Introduction to Big Data Platform, Challenges of Conventional Systems, Intelligent data analysis, Nature of Data, Analytic Processes and Tools, Analysis vs Reporting.

UNIT II

Stream Processing: Mining data streams: Introduction to Streams Concepts, Stream Data Model and Architecture, Stream Computing, Sampling Data in a Stream, Filtering Streams, Counting Distinct Elements in a Stream, Estimating Moments, Counting Oneness in a Window, Decaying Window, Real time Analytics Platform (RTAP) Applications, Case Studies - Real Time Sentiment Analysis - Stock Market Predictions.

UNIT III

Introduction to Hadoop: History of Hadoop, the Hadoop Distributed File System, Components of Hadoop Analysing the Data with Hadoop, Scaling Out, Hadoop Streaming, Design of HDFS, Java interfaces to HDFS Basics, Developing a Map Reduce Application, How Map Reduce Works, Anatomy of a Map Reduce Job run, Failures, Job Scheduling, Shuffle and Sort, Task execution, Map Reduce Types and Formats, Map Reduce Features Hadoop environment

UNIT IV

Frameworks and Applications: Frameworks: Applications on Big Data Using Pig and Hive, Data processing operators in Pig, Hive services, HiveQL, Querying Data in Hive, fundamentals of HBase and ZooKeeper.

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UNIT V

Predictive Analytics and Visualizations: Predictive Analytics, Simple linear regression, Multiple linear regression, Interpretation of regression coefficients, Visualizations, Visual data analysis techniques, interaction techniques, Systems and application

Text Books:

1) Tom White, "Hadoop: The Definitive Guide", Third Edition, O'reilly Media, Fourth Edition, 2015.
2) Chris Eaton, Dirk DeRoos, Tom Deutsch, George Lapis, Paul Zikopoulos, "Understanding Big Data: Analytics for Enterprise Class Hadoop and Streaming Data", McGrawHill Publishing, 2012.
3) Anand Rajaraman and Jeffrey David Ullman, "Mining of Massive Datasets", CUP, 2012.

Reference Books:

1) Bill Franks, "Taming the Big Data Tidal Wave: Finding Opportunities in Huge Data Streams with Advanced Analytics", John Wiley& sons, 2012.
2) Paul Zikopoulos, DirkdeRoos, Krishnan Parasuraman, Thomas Deutsch, James Giles, David Corrigan, "Harness the Power of Big Data:The IBM Big Data Platform", Tata McGraw Hill Publications, 2012.
3) Arshdeep Bahga and Vijay Madisetti, "Big Data Science & Analytics: A Hands On Approach ", VPT, 2016.
4) Bart Baesens, "Analytics in a Big Data World: The Essential Guide to Data Science and its Applications (WILEY Big Data Series)", John Wiley & Sons, 2014.

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DEPARTMENT OF INFORMATION TECHNOLOGY

IV Year – I Semester		L	T	P	C
		3	0	0	3
SOCIAL NETWORKING					

Course Objectives:

- Formalize different types of entities and relationships as nodes and edges and represent this information as relational data
- Plan and execute network analytical computations
- Use advanced network analysis software to generate visualizations and perform empirical investigations of network data
- Interpret and synthesize the meaning of the results with respect to a question, goal, or task
- Collect network data in different ways and from different sources while adhering to legal standards and ethics standards

Course Outcomes:

After completing the course student should:

- Know basic notation and terminology used in network science
- Be able to visualize, summarize and compare networks
- Illustrate basic principles behind network analysis algorithms
- Develop practical skills of network analysis in R programming language
- Be capable of analyzing real work networks

UNIT I

Social Network Analysis: Preliminaries and definitions, Erdos Number Project, Centrality measures, Balance and Homophily.

UNIT II

Random graph models**:** Random graphs and alternative models, Models of network growth, Navigation in social Networks, Cohesive subgroups, Multidimensional Scaling, Structural equivalence, roles and positions.

UNIT III

Network topology and diffusion, Contagion in Networks, Complex contagion, Percolation and information, Navigation in Networks Revisited.

UNIT IV

Small world experiments, small world models, origins of small world, Heavy tails, Small Diameter, Clustering of connectivity, The ErdosRenyi Model, Clustering Models.

UNIT V

Network structure -Important vertices and page rank algorithm, towards rational dynamics in networks, basics of game theory, Coloring and consensus, biased voting, network formation games, network structure and equilibrium, behavioral experiments, Spatial and agent-based models.

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Text Books:

1) S. Wasserman and K. Faust. "Social Network Analysis: Methods and Applications", Cambridge University Press.
2) D. Easley and J. Kleinberg, "Networks, Crowds and Markets: Reasoning about a highly connected world" , Cambridge University Press, 1st edition,2010

Reference Books:

1) Maarten van Steen. "Graph Theory and Complex Networks. An Introduction", 2010.
2) Reza Zafarani, Mohammed Ali Abbasi, Huan Liu. "Social Media Mining: An Introduction". Cambridge University Press 2014.
3) Maksim Tsvetovat and Alexander Kouznetsov. "Social Network Analysis for Startups". O'Reilly Media, 2011.

e-Resources:

1) https://www.classcentral.com/course/edx-social-network-analysis-sna-9134
2) https://www.coursera.org/learn/social-network-analysis

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IV Year – I Semester		L	T	P	C
		3	0	0	3

AD-HOC AND SENSOR NETWORKS

Course Objectives:

From the course the student will learn

- Architect sensor networks for various application setups
- Devise appropriate data dissemination protocols and model links cost
- Understanding of the fundamental concepts of wireless sensor networks and has a basic knowledge of the various protocols at various layers
- Evaluate the performance of sensor networks and identify bottlenecks

Course Outcomes:

- Evaluate the principles and characteristics of mobile ad hoc networks (MANETs) and what distinguishes them from infrastructure-based networks
- Determine the principles and characteristics of wireless sensor networks
- Discuss the challenges in designing MAC, routing and transport protocols for wireless ad-hoc sensor networks
- Illustrate the various sensor network Platforms, tools and applications
- Demonstrate the issues and challenges in security provisioning and also familiar with the mechanisms for implementing security and trust mechanisms in MANETs and WSNs

UNIT I

Introduction to Ad Hoc Wireless Networks- Cellular and Ad Hoc Wireless Networks, Characteristics of MANETs, Applications of MANETs, Issues and Challenges of MANETs, Ad Hoc Wireless Internet, MAC protocols for Ad hoc Wireless Networks-Issues, Design Goals and Classifications of the MAC Protocols.

UNIT II

Routing Protocols for Ad Hoc Wireless Networks- Issues in Designing a Routing Protocol, Classifications of Routing Protocols, Topology-based versus Position-based Approaches, Issues and design goals of a Transport layer protocol, Classification of Transport layer solutions, TCP over Ad hoc Wireless Networks, Solutions for TCP over Ad Hoc Wireless Networks, Other Transport layer protocols.

UNIT III

Security protocols for Ad hoc Wireless Networks- Security in Ad hoc Wireless Networks, Network Security Requirements, Issues and Challenges in Security Provisioning, Network Security Attacks, Key Management, Secure Routing in Ad hoc Wireless Networks, Cooperation in MANETs, Intrusion Detection Systems.

UNIT IV

Basics of Wireless Sensors and Applications- The Mica Mote, Sensing and Communication Range, Design Issues, Energy Consumption, Clustering of Sensors, Applications, Data Retrieval in Sensor Networks-Classification of WSNs, MAC layer, Routing layer, Transport layer, High-level application layer support, Adapting to the inherent dynamic nature of WSNs.

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UNIT V

Security in WSNs- Security in WSNs, Key Management in WSNs, Secure Data Aggregation in WSNs, Sensor Network Hardware-Components of Sensor Mote, Sensor Network Operating Systems–TinyOS, LA-TinyOS, SOS, RETOS, Imperative Language-nesC, Dataflow Style Language- TinyGALS, Node-Level Simulators, NS-2 and its sensor network extension, TOSSIM.

Text Books:

1) Ad Hoc Wireless Networks – Architectures and Protocols, C. Siva Ram Murthy, B. S. Murthy, Pearson Education, 2004.
2) Ad Hoc and Sensor Networks – Theory and Applications, Carlos Corderio Dharma P.Aggarwal, World Scientific Publications / Cambridge University Press, March 2006.
3) Wireless Sensor Networks – Principles and Practice, Fei Hu, Xiaojun Cao, An Auerbach book, CRC Press, Taylor & Francis Group, 2010.

Reference Books:

1) Wireless Sensor Networks: An Information Processing Approach, Feng Zhao, Leonidas Guibas, Elsevier Science imprint, Morgan Kauffman Publishers, 2005, rp2009.
2) Wireless Ad hoc Mobile Wireless Networks – Principles, Protocols and Applications, Subir Kumar Sarkar, et al., Auerbach Publications, Taylor & Francis Group, 2008.
3) Ad hoc Networking, Charles E.Perkins, Pearson Education, 2001
4) Wireless Ad hoc Networking, Shih-Lin Wu, Yu-Chee Tseng, Auerbach Publications, Taylor & Francis Group, 2007.

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IV Year – I Semester		L	T	P	C
		3	0	0	3
CLOUD COMPUTING					

Course Objectives:

- To implement Virtualization
- To implement Task Scheduling algorithms
- Apply Map-Reduce concept to applications
- To build Private Cloud
- Broadly educate to know the impact of engineering on legal and societal issues involved

Course Outcomes:

At the end of the course, student will be able to

- Interpret the key dimensions of the challenge of Cloud Computing
- Examine the economics, financial, and technological implications for selecting cloud computing for own organization
- Assessing the financial, technological, and organizational capacity of employer's for actively initiating and installing cloud-based applications
- Evaluate own organizations' needs for capacity building and training in cloud computing-related IT areas
- Illustrate Virtualization for Data-Center Automation

UNIT I

Introduction: Network centric computing, Network centric content, peer-to –peer systems, cloud computing delivery models and services, Ethical issues, Vulnerabilities, Major challenges for cloud computing.

Parallel and Distributed Systems: introduction, architecture, distributed systems, communication protocols, logical clocks, message delivery rules, concurrency, and model concurrency with Petri Nets.

UNIT II

Cloud Infrastructure: At Amazon, The Google Perspective, Microsoft Windows Azure, Open Source Software Platforms, Cloud storage diversity, Inter cloud, energy use and ecological impact, responsibility sharing, user experience, Software licensing.

Cloud Computing : Applications and Paradigms: Challenges for cloud, existing cloud applications and new opportunities, architectural styles, workflows, The Zookeeper, HPC on cloud.

UNIT III

Cloud Resource virtualization: Virtualization, layering and virtualization, virtual machine monitors, virtual machines, virtualization- full and para, performance and security isolation, hardware support for virtualization, Case Study: Xen, vBlades.

Cloud Resource Management and Scheduling: Policies and Mechanisms, Applications of control theory to task scheduling, Stability of a two-level resource allocation architecture, feedback control based on dynamic thresholds, coordination, resource bundling, scheduling algorithms, fair queuing, start time fair queuing, cloud scheduling subject to deadlines, Scheduling Map Reduce applications, Resource management and dynamic application scaling

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UNIT IV

Storage Systems: Evolution of storage technology, storage models, file systems and database, distributed file systems, general parallel file systems. Google file system. Apache Hadoop, Big Table, Megastore (Text book 1), Amazon Simple Storage Service(S3) (Text book 2)

Cloud Security: Cloud security risks, security – a top concern for cloud users, privacy and privacy impact assessment, trust, OS security, Virtual machine security, Security risks

UNIT V

Cloud Application Development: Amazon Web Services : EC2 – instances, connecting clients, security rules, launching, usage of S3 in Java, Cloud based simulation of a Distributed trust algorithm, Cloud service for adaptive data streaming (Text Book 1), Google: Google App Engine, Google Web Toolkit (Text Book 2),

Microsoft: Azure Services Platform, Windows live, Exchange Online, Share Point Services, Microsoft Dynamics CRM (Text Book 2)

Text Books:

1) Cloud Computing, Theory and Practice,1st Edition, Dan C Marinescu, MK Elsevier publisher ,2013
2) Cloud Computing, A Practical Approach, 1st Edition, Anthony T Velte, Toby J Velte, Robert Elsenpeter, TMH, 2017.

Reference books:

1) Mastering Cloud Computing, Foundations and Application Programming,1st Edition, Raj Kumar Buyya, Christen vecctiola, S Tammarai selvi, TMH,2013.
2) Essential of Cloud Computing, 1st Edition, K Chandrasekharan, CRC Press, 2014.
3) Cloud Computing, A Hands on Approach, Arshdeep Bahga, Vijay Madisetti, Universities Press, 2014.

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IV Year – I Semester		L	T	P	C
		3	0	0	3
DESIGN PATTERNS					

Course Objectives:

- Demonstration of patterns related to object oriented design.
- Describe the design patterns that are common in software applications
- Analyze a software development problem and express it
- Design a module structure to solve a problem, and evaluate alternatives
- Implement a module so that it executes efficiently and correctly

Course Outcomes:

- Construct a design consisting of a collection of modules
- Examine well-known design patterns (such as Iterator, Observer, Factory and Visitor)
- Distinguish between different categories of design patterns
- Ability to understand and apply common design patterns to incremental/iterative development
- Identify appropriate patterns for design of given problem
- Design the software using Pattern Oriented Architectures

UNIT I

Introduction: Design Pattern, Design Patterns in Smalltalk MVC, Describing Design Patterns, The Catalog of Design Patterns, Organizing the Catalog, How Design Patterns Solve Design Problems, How to Select a Design Pattern, How to Use a Design Pattern.

A Case Study: Designing a Document Editor: Design Problems, Document Structure, Formatting, Embellishing the User Interface, Supporting Multiple Look-and-Feel Standards, Supporting Multiple Window Systems, User Operations Spelling Checking and Hyphenation.

UNIT II

Creational Patterns: Abstract Factory, Builder, Factory Method, Prototype, Singleton, Discussion of Creational Patterns.

UNIT III

Structural Pattern: Adapter, Bridge, Composite, Decorator, açade, Flyweight, Proxy.

UNIT IV

Behavioral Patterns: Chain of Responsibility, Command, Interpreter, Iterator, Mediator, Memento, Observer.

UNIT V

Behavioral Patterns: State, Strategy, Template Method, Visitor, Discussion of Behavioral Patterns.

What to Expect from Design Patterns, a Brief History, the Pattern Community an Invitation, a Parting Thought.

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Text Books:

1) "Design Patterns", Erich Gamma, Pearson Education.

Reference Books:

1) "Head First Design patterns", Eric Freeman & Elisabeth Freeman, O'REILLY, 2007.
2) "Design Patterns in Java", Steven John Metsker & William C. Wake, Pearson education, 2006
3) "J2EE Patterns", Deepak Alur, John Crupi & Dan Malks, Pearson education, 2003.
4) "Design Patterns in C#", Steven John metsker, Pearson education, 2004.
5) "Pattern Oriented Software Architecture", F.Buschmann & others, John Wiley & Sons.

e-Resources:

1) https://www.javatpoint.com/design-patterns-in-java
2) https://www.tutorialspoint.com/design_pattern/design_pattern_overview.htm

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IV Year – I Semester		L	T	P	C
		3	0	0	3
DISTRIBUTED SYSTEMS					

Course Objectives:

- To understand the foundations of distributed systems.
- To learn issues related to clock Synchronization and the need for global state in distributed systems.
- To learn distributed mutual exclusion and deadlock detection algorithms.
- To understand the significance of agreement, fault tolerance and recovery protocols in Distributed Systems
- To learn the characteristics of peer-to-peer and distributed shared memory systems

Course Outcomes:

At the end of the course, the students will be able to:

- Enumerate the foundations and issues of distributed systems
- Illustrate the various synchronization issues and global state for distributed systems
- Demonstrate the Mutual Exclusion and Deadlock detection algorithms in distributed systems
- Describe the agreement protocols and fault tolerance mechanisms in distributed systems
- Describe the features of peer-to-peer and distributed shared memory systems

UNIT I

Introduction: Definition, Relation to computer system components, Motivation, Relation to parallel systems, Message-passing systems versus shared memory systems, Primitives for distributed communication, Synchronous versus asynchronous executions, Design issues and challenges.

A model of distributed computations: A distributed program, A model of distributed executions, Models of communication networks, Global state, Cuts, Past and future cones of an event, Models of process communications.

Logical Time: A framework for a system of logical clocks, Scalar time, Vector time, Physical clock synchronization: NTP.

UNIT II

Message ordering and group communication: Message ordering paradigms, Asynchronous execution with synchronous communication, Synchronous program order on an asynchronous system, Group communication, Causal order (CO), Total order. Global state and snapshot recording algorithms: Introduction, System model and definitions, Snapshot algorithms for FIFO channels

UNIT III

Distributed mutual exclusion algorithms: Introduction – Preliminaries – Lamport‘s algorithm – Ricart-Agrawala algorithm – Maekawa‘s algorithm – Suzuki–Kasami‘s broadcast algorithm. Deadlock detection in distributed systems: Introduction – System model – Preliminaries – Models of deadlocks – Knapp‘s classification – Algorithms for the single resource model, the AND model and the OR model

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UNIT IV

Check pointing and rollback recovery: Introduction – Background and definitions – Issues in failure recovery – Checkpoint-based recovery – Log-based rollback recovery – Coordinated check pointing algorithm – Algorithm for asynchronous check pointing and recovery. Consensus and agreement algorithms: Problem definition – Overview of results – Agreement in a failure – free system – Agreement in synchronous systems with failures.

UNIT V

Peer-to-peer computing and overlay graphs: Introduction – Data indexing and overlays – Chord – Content addressable networks – Tapestry.

Distributed shared memory: Abstraction and advantages – Memory consistency models –Shared memory Mutual Exclusion

Text Books:

1) Distributed Systems Concepts and Design, George Coulouris, Jean Dollimore and Tim Kindberg, Fifth Edition, Pearson Education, 2012.
2) Distributed computing: Principles, algorithms, and systems, Ajay D Kshemkalyani and Mukesh Singhal, Cambridge University Press, 2011.

Reference Books:

1) Distributed Operating Systems: Concepts and Design, Pradeep K Sinha, Prentice Hall of India, 2007.
2) Advanced concepts in operating systems. Mukesh Singhal and Niranjan G. Shivaratri, McGraw-Hill, 1994.
3) Distributed Systems: Principles and Paradigms, Tanenbaum A.S., Van Steen M.,Pearson Education, 2007.

e-Resources:

1) https://nptel.ac.in/courses/106/106/106106168/

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IV Year – I Semester		L	T	P	C
		3	0	0	3
DevOps					

Course Objectives:

- DevOps improves collaboration and productivity by automating infrastructure and workflows and continuously measuring applications performance

Course Outcomes:

At the end of the course, student will be able to

- Enumerate the principles of continuous development and deployment, automation of configuration management, inter-team collaboration, and IT service agility
- Describe DevOps & DevSecOps methodologies and their key concepts
- Illustrate the types of version control systems, continuous integration tools, continuous monitoring tools, and cloud models
- Set up complete private infrastructure using version control systems and CI/CD tools

UNIT I

Phases of Software Development life cycle. Values and principles of agile software development.

UNIT II

Fundamentals of DevOps: Architecture, Deployments, Orchestration, Need, Instance of applications, DevOps delivery pipeline, DevOps eco system.

UNIT III

DevOps adoption in projects: Technology aspects, Agiling capabilities, Tool stack implementation, People aspect, processes

UNIT IV

CI/CD: Introduction to Continuous Integration, Continuous Delivery and Deployment, Benefits of CI/CD, Metrics to track CICD practices

UNIT V

Devops Maturity Model: Key factors of DevOps maturity model, stages of Devops maturity model, DevOps maturity Assessment

Text Books:

1) The DevOps Handbook: How to Create World-Class Agility, Reliability, and Security in Technology Organizations, Gene Kim , John Willis , Patrick Debois , Jez Humb,1st Edition, O'Reilly publications, 2016.
2) What is Devops? Infrastructure as code, 1st Edition, Mike Loukides ,O'Reilly publications, 2012.

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Reference Books:

1) Building a DevOps Culture, 1st Edition, Mandi Walls, O'Reilly publications, 2013.
2) The DevOps 2.0 Toolkit: Automating the Continuous Deployment Pipeline With Containerized Microservices, 1st Edition, Viktor Farcic, CreateSpace Independent Publishing Platform publications, 2016
3) Continuous Delivery: Reliable Software Releases Through Build, Test, and Deployment Automation, 1st Edition, Jez Humble and David Farley, 2010.
4) Achieving DevOps: A Novel About Delivering the Best of Agile, DevOps, and Microservices, 1st Edition, Dave Harrison, Knox Lively, Apress publications, 2019.

e-Resources:

1) https://www.javatpoint.com/devops
2) https://github.com/nkatre/Free-DevOps-Books-1/blob

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IV Year – I Semester		L	T	P	C
		3	0	0	3
INTERNET OF THINGS					

Course Objectives:

- Identify problems that are amenable to solution by AI methods, and which AI methods may be suited to solving a given problem
- Formalize a given problem in the language/framework of different AI methods
- Implement basic AI algorithms.
- Design and carry out an empirical evaluation of different algorithms on problem formalization, and state the conclusions that the evaluation supports

Course Outcomes:

- Demonstrate knowledge and understanding of the security and ethical issues of the Internet of Things
- Conceptually identify vulnerabilities, including recent attacks, involving the Internet of Things
- Develop critical thinking skills
- Compare and contrast the threat environment based on industry and/or device type

UNIT I

The Internet of Things: An Overview of Internet of Things, Internet of Things Technology, behind IoTs Sources of the IoTs, M2M Communication, Examples of IoTs, Design Principles For Connected Devices

UNIT II

Business Models for Business Processes in the Internet of Things, IoT/M2M systems LAYERS AND designs standardizations ,Modified OSI Stack for the IoT/M2M Systems ,ETSI M2M domains and High-level capabilities ,Communication Technologies, Data Enrichment and Consolidation and Device Management Gateway Ease of designing and affordability

UNIT III

Design Principles for the Web Connectivity for connected-Devices, Web Communication protocols for Connected Devices, Message Communication protocols for Connected Devices, Web Connectivity for connected-Devices.

UNIT IV

Data link layer of IoT, Wireless Communication Technologies, Wired Communication Technologies, Manet Networks: Network Layer of IoT, 6lowPAN adaptation layer for devices with limited resources, Dynamic routing protocols for wireless adhoc networks Communication protocols for IoT, Service oriented protocol(COAP), Communication protocols based on the exchange of messages(MQTT), Service discovery protocols

UNIT V

Data Acquiring, Organizing and Analytics in IoT/M2M, Applications/ Services/ Business Processes, IOT/M2M Data Acquiring and Storage, Business Models for Business Processes in the Internet Of Things, Organizing Data, Transactions, Business Processes, Integration and Enterprise Systems. Data Collection, Storage and Computing Using a Cloud Platform for IoT/M2M Applications /Services

Text Books:

1) Internet of Things: Architecture, Design Principles And Applications,Rajkamal, McGraw Hill Higher Education.
2) Internet of Things, A.Bahgya and V.Madisetti, Univesity Press, 2015.
3) Internet of Things from Hype to Reality: The road to Digitization, Ammar Rayes Samersalam.

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Reference Books:

1) Designing the Internet of Things, Adrian McEwen and Hakim Cassimally, Wiley.
2) Getting Started with the Internet of Things Cuno Pfister , Oreilly.
3) Internet of Things and Data Analytics Handbook, HWAIYU GENG, Wiley publications.

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IV Year – I Semester		L	T	P	C
		3	0	0	3
DATA SCIENCE					

Course Objectives:
From the course the student will learn

- Provide you with the knowledge and expertise to become a proficient data scientist.
- Demonstrate an understanding of statistics and machine learning concepts that are vital for data science
- Learn to statistically analyze a dataset;
- Explain the significance of exploratory data analysis (EDA) in data science.
- Critically evaluate data visualizations based on their design and use for communicating stories from data

Course Outcomes:
At the end of the course, student will be able to

- Describe what Data Science is and the skill sets needed to be a data scientist
- Explain in basic terms what Statistical Inference means. Identify probability distributions commonly used as foundations for statistical modeling. Fit a model to data
- Use R to carry out basic statistical modeling and analysis
- Apply basic tools (plots, graphs, summary statistics) to carry out EDA
- Describe the Data Science Process and how its components interact.
- Use APIs and other tools to scrap the Web and collect data
- Apply EDA and the Data Science process in a case study

UNIT I
Introduction, The Ascendance of Data, Motivating Hypothetical: Data Sciencester, Finding Key Connectors, The Zen of Python, Getting Python, Virtual Environments, Whitespace Formatting, Modules, Functions, Strings, Exceptions, Lists, Tuples, Dictionaries defaultdict, Counters, Sets, Control Flow, Truthiness, Sorting, List Comprehensions, Automated Testing and assert, Object-Oriented Programming, Iterables and Generators, Randomness, Regular Expressions, Functional Programming, zip and Argument Unpacking, args and kwargs, Type Annotations, Type Annotations.

UNIT II
Visualizing Data: matplotlib, Bar Charts, Line Charts, Scatterplots. Linear Algebra: Vectors, Matrices, Statistics: Describing a Single Set of Data, Correlation, Simpson's Paradox, Some Other Correlational Caveats, Correlation and Causation.
Gradient Descent: The Idea Behind Gradient Descent, Estimating the Gradient, Using the Gradient, Choosing the Right Step Size, Using Gradient Descent to Fit Models, Minibatch and Stochastic Gradient Descent.

UNIT III
Getting Data: stdin and stdout, Reading Files, Scraping the Web, Using APIs,
Working with Data: Exploring Your DataUsing NamedTuples
Dataclasses, Cleaning and Munging, Manipulating Data, Rescaling, Dimensionality Reduction.

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Probability: Dependence and Independence, Conditional Probability, Bayes's Theorem, Random Variables, Continuous Distributions, The Normal Distribution, The Central Limit Theorem

UNIT IV

Machine Learning: Modeling, Overfitting and Underfitting, Correctness, The Bias-Variance Tradeoff, Feature Extraction and Selection, k-Nearest Neighbors, Naive Bayes, Simple Linear Regression, Multiple Regression, Digression, Logistic Regression

UNIT V

Support Vector Machines, Decision Trees, Neural Networks: Perceptrons, Feed-Forward Neural Networks, Backpropagation. Clustering: The Idea, The Model, Choosing k, Bottom-Up Hierarchical Clustering.

Recommender Systems: Manual Curation, Recommending What's Popular, User-Based Collaborative Filtering, Item-Based Collaborative Filtering, Matrix Factorization

Data Ethics, Building Bad Data Products, Trading Off Accuracy and Fairness, Collaboration, Interpretability, Recommendations, Biased Data, Data Protection

IPython, Mathematics, NumPy, pandas, scikit-learn, Visualization, R

Text books:

1) Joel Grus, "Data Science From Scratch", OReilly.
2) Allen B.Downey, "Think Stats", OReilly.

Reference Books:

1) Doing Data Science: Straight Talk From The Frontline, 1st Edition, Cathy O'Neil and Rachel Schutt, O'Reilly, 2013.
2) Mining of Massive Datasets, 2nd Edition, Jure Leskovek, Anand Rajaraman and Jeffrey Ullman, v2.1, Cambridge University Press, 2014.
3) "The Art of Data Science", 1st Edition, Roger D. Peng and Elizabeth matsui, Lean Publications, 2015
4) "Algorithms for Data Science", 1st Edition, Steele, Brian, Chandler, John, Reddy, Swarna, Springer's Publications, 2016.

e-Resources:

1) https://github.com/joelgrus/data-science-from-scratch
2) https://github.com/donnemartin/data-science-ipython-notebooks
3) https://github.com/academic/awesome-datascience

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IV Year – I Semester		L	T	P	C
		3	0	0	3
BIOMETRICS					

Course Objectives:

- Describe the principles of the three core biometric modalities (face, fingerprint and iris), and know how to deploy them in authentication scenarios
- Organize and conduct biometric data collections, and apply biometric databases in system evaluation
- Calculate distributions of within- and between-class matching scores, and calculate various error estimates based on these distributions
- Identify the privacy and security concerns surrounding biometric systems, and know how to address them in such a way that balances both
- Recognize differences between algorithm design and systems engineering in biometrics
- Deploy statistical methods in biometric system evaluation
- Itemize the most up-to-date examples of real biometric applications in human authentication

Course Outcomes:

At the end of the course, student will be able to

- Demonstrate knowledge of the basic physical and biological science and engineering principles underlying biometric systems
- Analyze biometric systems at the component level and be able to analyze and design basic biometric system applications
- Illustrate to work effectively in teams and express their work and ideas orally and in writing
- Identify the sociological and acceptance issues associated with the design and implementation of biometric systems
- Elaborate various Biometric security issues in real world applications

UNIT I

Biometrics- Introduction, benefits of biometrics over traditional authentication systems, benefits of biometrics in identification systems, selecting a biometric for a system, Applications, Key biometric terms and processes, biometric matching methods, Accuracy in biometric systems

UNIT II

Physiological Biometric Technologies- Fingerprints, Technical description, characteristics, Competing technologies, strengths, weaknesses, deployment, Facial scan, Technical description, characteristics, weaknesses, deployment, Iris scan, Technical description, characteristics, strength, weaknesses, deployment

UNIT III

Physiological Biometric Technologies- Hand Biometric: Palm Print, Vein Pattern, Signature and Hand Writing Technology-Technical description, characteristics, strengths, weaknesses and deployment.

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UNIT IV

Behavioural Biometric Technologies- Voice Recognition and Key stroke dynamics: Introduction, working, strengths and weaknesses, Voice Recognition Applications, Understanding Voice Recognition, Choice of Features, Speaker modeling, Pattern Matching, Key Stroke Dynamics, Active and Passive Biometrics.

UNIT V

Multi biometrics and multi factor biometrics- two-factor authentication with passwords, tickets and tokens, executive decision, implementation plan, Securing Biometric Template- Cancelable Biometrics, Authentication, Security Analysis.

Text Books:

1) A Privacy Enhancing Biometric, Chuck Wilson, Vein pattern recognition, CRC press, 2010
2) Biometrics: Identity Verification in a Network, 1st Edition, Samir Nanavathi, Michel Thieme, and Raj Nanavathi, Wiley Eastern, 2002
3) Implementing Biometric Security, 1st Edition, John Chirillo and Scott Blaul Wiley Eastern Publication, 2005

Reference Books:

1) Security, Risk and the Biometric State: Governing Borders and Bodies, 1st Edition, Benjamin Muller, Routledge, 2010
2) Handbook of Biometrics, Jain, Anil K.; Flynn, Patrick; Ross, Arun A. (Eds.), Springer, 2008
3) Handbook of Biometrics, Anil K. Jain, Patrick Flynn, Arun A. Ross, Springer, 2007
4) Biometrics for Network Security, 1st Edition, John Berger, Prentice Hall, 2004

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IV Year – I Semester		L	T	P	C
		0	0	2	1
UNIFIED MODELING LANGUAGE (UML) LAB					

Course Objectives:

- To know the practical issues of the different object oriented analysis and design concepts
- Inculcate the art of object oriented software analysis and design
- Apply forward and reverse engineering of a software system
- Carry out the analysis and design of a system in an object oriented way

Course Outcomes:

At the end of the course, student will be able to

- Know the syntax of different UML diagrams
- Create use case documents that capture requirements for a software system
- Create class diagrams that model both the domain model and design model of a software system
- Create interaction diagrams that model the dynamic aspects of a software system
- Write code that builds a software system
- Develop simple applications

Note: For performing the experiments consider any case study (ATM/ Banking/ Library/Hospital management systems)

Experiment 1:

Familiarization with Rational Rose or Umbrella environment

Experiment 2:

a) Identify and analyze events
b) Identify Use cases
c) Develop event table

Experiment 3:

a) Identify & analyze domain classes
b) Represent use cases and a domain class diagram using Rational Rose
c) Develop CRUD matrix to represent relationships between use cases and problem domain classes

Experiment 4:

a) Develop Use case diagrams
b) Develop elaborate Use case descriptions & scenarios
c) Develop prototypes (without functionality)

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Experiment 5:

a) Develop system sequence diagrams and high-level sequence diagrams for each use case
b) Identify MVC classes / objects for each use case
c) Develop Detailed Sequence Diagrams / Communication diagrams for each use case showing interactions among all the three-layer objects

Experiment 6:

a) Develop detailed design class model (use GRASP patterns for responsibility assignment)
b) Develop three-layer package diagrams for each case study

Experiment 7:

a) Develop Use case Packages
b) Develop component diagrams
c) Identify relationships between use cases and represent them
d) Refine domain class model by showing all the associations among classes

Experiment 8:

a) Develop sample diagrams for other UML diagrams - state chart diagrams, activity diagrams and deployment diagrams

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IV Year – I Semester		L	T	P	C
		0	0	0	2
Project –I					

Note: The marks are awarded based on: Selection of Area, Defining the problem, Submission of the Abstract and Presentation of seminar.

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IV Year – I Semester		L	T	P	C
		3	0	0	0
IPR & PATENTS					

Course Objectives:

- To know the importance of Intellectual property rights, which plays a vital role in advanced Technical and Scientific disciplines
- Imparting IPR protections and regulations for further advancement, so that the students can familiarize with the latest developments

Course Outcomes:

- IPR Laws and patents pave the way for innovative ideas which are instrumental for inventions to seek Patents
- Student gets an insight on Copyrights, Patents and Software patents which are instrumental for further advancements

UNIT I

Introduction to Intellectual Property Rights (IPR): Concept of Property - Introduction to IPR – International Instruments and IPR - WIPO - TRIPS – WTO -Laws Relating to IPR - IPR Tool Kit - Protection and Regulation - Copyrights and Neighboring Rights – Industrial Property – Patents - Agencies for IPR Registration – Traditional Knowledge –Emerging Areas of IPR - Layout Designs and Integrated Circuits – Use and Misuse of Intellectual Property Rights.

UNIT II

Copyrights and Neighboring Rights: Introduction to Copyrights – Principles of Copyright Protection – Law Relating to Copyrights - Subject Matters of Copyright – Copyright Ownership – Transfer and Duration – Right to Prepare Derivative Works –Rights of Distribution – Rights of Performers – Copyright Registration – Limitations – Infringement of Copyright – Relief and Remedy – Case Law - Semiconductor Chip Protection Act.

UNIT III

Introduction to Patents - Laws Relating to Patents in India – Patent Requirements – Product Patent and Process Patent - Patent Search - Patent Registration and Granting of Patent - Exclusive Rights – Limitations - Ownership and Transfer — Revocation of Patent – Patent Appellate Board - Infringement of Patent – Compulsory Licensing — Patent Cooperation Treaty – New developments in Patents – Software Protection and Computer related Innovations

UNIT IV

Introduction to Trademarks – Laws Relating to Trademarks – Functions of Trademark – Distinction between Trademark and Property Mark – Marks Covered under Trademark Law - Trade Mark Registration – Trade Mark Maintenance – Transfer of rights - Deceptive Similarities
Likelihood of Confusion - Dilution of Ownership – Trademarks Claims and Infringement – Remedies – Passing Off Action.

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UNIT V

Introduction to Trade Secrets – General Principles - Laws Relating to Trade Secrets –Maintaining Trade Secret – Physical Security – Employee Access Limitation – Employee Confidentiality Agreements Breach of Contract –Law of Unfair Competition – Trade Secret Litigation – Applying State Law. Cyber Law – Information Technology Act 2000 - Protection of Online and Computer Transactions – E-commerce - Data Security – Authentication and Confidentiality - Privacy - Digital Signatures – Certifying Authorities - Cyber Crimes - Prevention and Punishment – Liability of Network Providers.

References:

1) Intellectual Property Rights (Patents & Cyber Law), Dr. A. Srinivas. Oxford University Press, New Delhi.
2) Deborah E.Bouchoux: Intellectual Property, Cengage Learning, New Delhi.
3) Prabhuddha Ganguli: Intellectual Property Rights, Tata Mc-Graw –Hill, New Delhi
4) Richard Stim: Intellectual Property, Cengage Learning, New Delhi.
5) Kompal Bansal &Parishit Bansal Fundamentals of IPR for Engineers, B. S. Publications (Press).
6) Cyber Law - Texts & Cases, South-Western's Special Topics Collections.
7) R.Radha Krishnan, S.Balasubramanian: Intellectual Property Rights, Excel Books. New Delhi.
8) M.Ashok Kumar and MohdIqbal Ali: Intellectual Property Rights, Serials Pub.

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DEPARTMENT OF INFORMATION TECHNOLOGY

IV Year – II Semester		L	T	P	C
		3	0	0	3
MANAGEMENT AND ORGANIZATIONAL BEHAVIOR					

Course Objectives:

- To familiarize with the process of management, principles, leadership styles and basic concepts on Organization
- To provide conceptual knowledge on functional management that is on Human resource management and Marketing management
- To provide basic insight into select contemporary management practices and Strategic Management
- To learn theories of motivation and also deals with individual behavior, their personality and perception of individuals
- To understand about organizations groups that affect the climate of an entire organizations which helps employees in stress management

Course Outcomes:

- After completion of the Course the student will acquire the knowledge on management functions, global leadership and organizational structure
- Will familiarize with the concepts of functional management that is HRM and Marketing of new product developments
- The learner is able to think in strategically through contemporary management practices
- The learner can develop positive attitude through personality development and can equip with motivational theories
- The student can attain the group performance and grievance handling in managing the organizational culture

UNIT I

Introduction: Management and organizational concepts of management and organization- Nature and Importance of Management, Functions of Management, System approach to Management - Taylor's Scientific Management Theory, Fayol's Principles of Management, Leadership Styles, Social responsibilities of Management. Designing Organizational Structures: Basic concepts related to Organization - Departmentation and Decentralization, MBO, Process and concepts.

UNIT II

Functional Management: Human Resource Management (HRM) Concepts of HRM, Basic functions of HR Manager: Manpower planning, Recruitment, Selection, Training and Development, Wage and Salary Administration Performance Appraisal, Grievance Handling and Welfare Administration, Job Evaluation and Merit Rating. - Marketing Management: Concepts of Marketing, Marketing mix elements and marketing strategies.

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UNIT III

Strategic Management: Strategic Management and Contemporary Strategic Issues: Mission, Goals, Objectives, Policy, Strategy, Programmes, Elements of Corporate Planning Process, Environmental Scanning, Value Chain Analysis, SWOT Analysis, Steps in Strategy Formulation and implementation, Generic Strategy alternatives. Bench Marking and Balanced Score Card as Contemporary Business Strategies.

UNIT IV

Individual Behavior: Perception-Perceptual process- Impression management- Personality development – Socialization – Attitude- Process- Formation- Positive attitude- Change – Learning – Learning organizations- Reinforcement Motivation – Process- Motives – Theories of Motivation: Maslow's Theory of Human Needs, Douglas McGregor's Theory X and Theory Y, Herzberg's Two-Factor Theory of Motivation,

UNIT V

Group Dynamics: Types of Groups, Stages of Group Development, Group Behaviour and Group Performance Factors, Organizational conflicts: Reasons for Conflicts, Consequences of Conflicts in Organization, Types of Conflicts, Strategies for Managing Conflicts, Organizational Climate and Culture, Stress, Causes and effects, coping strategies of stress.

Text Books:

1) Subba Rao P., Organizational Behaviour, Himalaya Publishing House. Mumbai
2) L.M. Prasad, Principles and Practice of Management.

Reference Books:

1) Fred Luthans Organizational Behaviour, TMH, New Delhi.
2) Robins, Stephen P., Fundamentals of Management, Pearson, India.
3) Kotler Philip & Keller Kevin Lane: Marketing Mangement 12/e, PHI, 2007
4) Koontz & Weihrich: Essentials of Management, 6/e, TMH, 2007
5) Kanishka Bedi, Production and Operations Management, Oxford University Press, 2007.

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IV Year – II Semester		L	T	P	C
		3	0	0	3
Open Elective –III Code: OE4201					

Note: The student has to take any one **open elective course** offered in the other departments (or) SWAYAM/NPTEL courses offered by other than parent department. (12 week minimum).

Given below are some of the courses offered by NPTEL/SWAYAM

Electronics & Communication Engineering 1) Information Coding Theory 2) VLSI Design 3) Signals & Systems 4) Digital Signal Processing	**Mathematics** 1) Optimization Techniques 2) Computational Number Theory and Cryptography
Electrical and Electronics Engineering 1) Networking Analysis 2) Fuzzy Sets, Logic and Systems & Applications 3) Energy Management Systems and SCADA 4) Industrial Safety Engineering	**Civil Engineering** 1) Intelligent transportation engineering 2) Remote Sensing and GI 3) Engineering Mechanics 4) City and Metropolitan Planning 5) Sustainable Materials and Green Buildings
Mechanical Engineering 1) Industrial Automation and Control 2) Robotics 3) CAD 4) Mechatronics And Manufacturing Automation 5) Non Conventional Energy Resources	

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IV Year – II Semester		L	T	P	C
		3	0	0	3
DEEP LEARNING					

Course Objectives:

- Demonstrate the major technology trends driving Deep Learning
- Build, train and apply fully connected deep neural networks
- Implement efficient (vectorized) neural networks
- Analyze the key parameters and hyper parameters in a neural network's architecture

Course Outcomes:

- Demonstrate the mathematical foundation of neural network
- Describe the machine learning basics
- Compare the different architectures of deep neural network
- Build a convolutional neural network
- Build and train RNN and LSTMs

UNIT I

Linear Algebra: Scalars, Vectors, Matrices and Tensors, Matrix operations, types of matrices, Norms, Eigen decomposition, Singular Value Decomposition, Principal Components Analysis.
Probability and Information Theory: Random Variables, Probability Distributions, Marginal Probability, Conditional Probability, Expectation, Variance and Covariance, Bayes' Rule, Information Theory. Numerical Computation: Overflow and Underflow, Gradient-Based Optimization, Constrained Optimization, Linear Least Squares.

UNIT II

Machine Learning: Basics and Underfitting, Hyper parameters and Validation Sets, Estimators, Bias and Variance, Maximum Likelihood, Bayesian Statistics, Supervised and Unsupervised Learning, Stochastic Gradient Descent, Challenges Motivating Deep Learning. Deep Feedforward Networks: Learning XOR, Gradient-Based Learning, Hidden Units, Architecture Design, Back-Propagation and other Differentiation Algorithms.

UNIT III

Regularization for Deep Learning: Parameter Norm Penalties, Norm Penalties as Constrained Optimization, Regularization and Under-Constrained Problems, Dataset Augmentation, Noise Robustness, Semi-Supervised Learning, Multi-Task Learning, Early Stopping, Parameter Tying and Parameter Sharing, Sparse Representations, Bagging and Other Ensemble Methods, Dropout, Adversarial Training, Tangent Distance, Tangent Prop and Manifold Tangent Classifier. Optimization for Training Deep Models: Pure Optimization, Challenges in Neural Network Optimization, Basic Algorithms, Parameter Initialization Strategies, Algorithms with Adaptive Learning Rates, Approximate Second-Order Methods, Optimization Strategies and Meta-Algorithms.

UNIT IV

Convolutional Networks: The Convolution Operation, Pooling, Convolution, Basic Convolution Functions, Structured Outputs, Data Types, Efficient Convolution Algorithms, Random or Unsupervised

Features, Basis for Convolutional Networks.

UNIT V

Sequence Modeling: Recurrent and Recursive Nets: Unfolding Computational Graphs, Recurrent Neural Networks, Bidirectional RNNs, Encoder-Decoder Sequence-to-Sequence Architectures, Deep Recurrent Networks, Recursive Neural Networks, Echo State Networks, LSTM, Gated RNNs, Optimization for Long-Term Dependencies, Auto encoders, Deep Generative Models.

Text Books:

1) Ian Goodfellow, Yoshua Bengio, Aaron Courville, "Deep Learning", MIT Press,2016.
2) Josh Patterson and Adam Gibson, "Deep learning: A practitioner's approach", O'Reilly Media, First Edition, 2017.

Reference Books:

1) Fundamentals of Deep Learning, Designing next-generation machine intelligence algorithms, Nikhil Buduma, O'Reilly, Shroff Publishers, 2019.
2) Deep learning Cook Book, Practical recipes to get started Quickly, Douwe Osinga, O'Reilly, Shroff Publishers, 2019.

e-Resources:

1) https://keras.io/datasets/
2) http://deeplearning.net/tutorial/deeplearning.pdf
3) https://arxiv.org/pdf/1404.7828v4.pdf
4) https://github.com/lisa-lab/DeepLearningTutorials

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IV Year – II Semester		L	T	P	C
		3	0	0	3
QUANTUM COMPUTING					

Course Objectives:

- This course teaches the fundamentals of quantum information processing, including quantum computation, quantum cryptography, and quantum information theory

Course Outcomes:

By the end of this course, the student is able to

- Analyze the behaviour of basic quantum algorithms
- Implement simple quantum algorithms and information channels in the quantum circuit model
- Simulate a simple quantum error-correcting code
- Prove basic facts about quantum information channels

UNIT I

Introduction: Quantum Measurements Density Matrices, Positive-Operator Valued Measure, Fragility of quantum information: Decoherence, Quantum Superposition and Entanglement, Quantum Gates and Circuits.

UNIT II

Quantum Basics and Principles: No cloning theorem & Quantum Teleportation, Bell's inequality and its implications, Quantum Algorithms & Circuits.

UNIT III

Algorithms: Deutsch and Deutsch–Jozsa algorithms, Grover's Search Algorithm, Quantum Fourier Transform, Shore's Factorization Algorithm.

UNIT IV

Performance, Security and Scalability: Quantum Error Correction: Fault tolerance; Quantum Cryptography, Implementing Quantum Computing: issues of fidelity; Scalability in quantum computing

UNIT V

Quantum Computing Models: NMR Quantum Computing, Spintronics and QED MODEL, Linear Optical MODEL, Nonlinear Optical Approaches; Limits of all the discussed approaches, Future of Quantum computing.

Textbooks:

1) Eric R. Johnston, Nic Harrigan, Mercedes and Gimeno-Segovia "Programming Quantum Computers: Essential Algorithms And Code Samples, SHROFF/ O'Reilly.
2) Dr. Christine Corbett Moran, Mastering Quantum Computing with IBM QX: Explore the world of quantum computing using the Quantum Composer and Qiskit, Kindle Edition Packt
3) V.K Sahni, Quantum Computing (with CD), TATA McGrawHill.

References:

1) Chris Bernhardt, Quantum Computing for Everyone (The MIT Press)
2) Michael A. Nielsen and Issac L. Chuang, "Quantum Computation and Information", Cambridge (2002).

3) Riley Tipton Perry, "Quantum Computing from the Ground Up", World Scientific Publishing Ltd (2012).
4) Scott Aaronson, "Quantum Computing since Democritus", Cambridge (2013).
5) P. Kok, B. Lovett, "Introduction to Optical Quantum Information Processing", Cambridge.

e-Resources:

1) https://nptel.ac.in/courses/104104082/
2) https://swayam.gov.in/nd1_noc19_cy31/preview

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DEPARTMENT OF INFORMATION TECHNOLOGY

IV Year – II Semester		L	T	P	C
		3	0	0	3
BLOCKCHAIN TECHNOLOGIES					

Course Objectives:
By the end of the course, students will be able to

- Understand how block chain systems (mainly Bit coin and Ethereum) work and to securely interact with them
- Design, build, and deploy smart contracts and distributed applications
- Integrate ideas from block chain technology into their own projects

Course Outcomes:
At the end of the course, student will be able to

- Demonstrate the foundation of the Block chain technology and understand the processes in payment and funding
- Identify the risks involved in building Block chain applications
- Review of legal implications using smart contracts
- Choose the present landscape of Blockchain implementations and Understand Crypto currency markets
- Examine how to profit from trading crypto currencies

UNIT I
Introduction, Scenarios, Challenges Articulated, Blockchain, Blockchain Characteristics, Opportunities Using Blockchain, History of Blockchain.
Evolution of Blockchain : Evolution of Computer Applications, Centralized Applications, Decentralized Applications, Stages in Blockchain Evolution, Consortia, Forks, Public Blockchain Environments, Type of Players in Blockchain Ecosystem, Players in Market.

UNIT II
Blockchain Concepts: Introduction, Changing of Blocks, Hashing, Merkle-Tree, Consensus, Mining and Finalizing Blocks, Currency aka tokens, security on blockchain, data storage on blockchain, wallets, coding on blockchain: smart contracts, peer-to-peer network, types of blockchain nodes, risk associated with blockchain solutions, life cycle of blockchain transaction.

UNIT III
Architecting Blockchain solutions: Introduction, Obstacles for Use of Blockchain, Blockchain Relevance Evaluation Framework, Blockchain Solutions Reference Architecture, Types of Blockchain Applications,
Cryptographic Tokens, Typical Solution Architecture for Enterprise Use Cases, Types of Blockchain Solutions, Architecture Considerations, Architecture with Blockchain Platforms, Approach for Designing Blockchain Applications.

UNIT IV
Ethereum Blockchain Implementation: Introduction, Tuna Fish Tracking Use Case, Ethereum Ecosystem, Ethereum Development, Ethereum Tool Stack, Ethereum Virtual Machine, Smart Contract Programming, Integrated Development Environment, Truffle Framework, Ganache, Unit Testing, Ethereum Accounts, MyEtherWallet, Ethereum Networks/Environments, Infura, Etherscan, Ethereum Clients, Decentralized Application, Metamask, Tuna Fish Use Case Implementation, OpenZeppelin Contracts

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UNIT V

Hyperledger Blockchain Implementation, Introduction, Use Case – Car Ownership Tracking, Hyperledger Fabric, Hyperledger Fabric Transaction Flow, FabCar Use Case Implementation, Invoking Chaincode Functions Using Client Application.

Advanced Concepts in Blockchain: Introduction, InterPlanetary File System (IPFS),

Zero-Knowledge Proofs, Oracles, Self-Sovereign Identity, Blockchain with IoT and AI/ML Quantum Computing and Blockchain, Initial Coin Offering, Blockchain Cloud Offerings, Blockchain and its Future Potential.

Text Books:

1) Ambadas, Arshad Sarfarz Ariff, Sham "Blockchain for Enterprise Application Developers", Wiley
2) Andreas M. Antonpoulos, "Mastering Bitcoin: Programming the Open Blockchain" , O'Reilly

Reference Books:

1) Blockchain: A Practical Guide to Developing Business, Law, and Technology Solutions, Joseph Bambara, Paul R. Allen, Mc Graw Hill.
2) Blockchain: Blueprint for a New Economy, Melanie Swan, O'Reilly

e-Resources:

1) https://github.com/blockchainedindia/resources

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IV Year – II Semester		L	T	P	C
		3	0	0	3
SOFTWARE PROJECT MANAGEMENT					

Course Objectives:

At the end of the course, the student shall be able to:

- To describe and determine the purpose and importance of project management from the perspectives of planning, tracking and completion of project
- To compare and differentiate organization structures and project structures
- To implement a project to manage project schedule, expenses and resources with the application of suitable project management tools

Course outcomes:

Upon the completion of the course students will be able to:-

- Apply the process to be followed in the software development life-cycle models
- Apply the concepts of project management & planning
- Implement the project plans through managing people, communications and change
- Conduct activities necessary to successfully complete and close the Software projects
- Implement communication, modeling, and construction & deployment practices in software development

UNIT I

Conventional Software Management: The waterfall model, conventional software Management performance.

Evolution of Software Economics: Software Economics, pragmatic software cost estimation.

Improving Software Economics: Reducing Software product size, improving software processes, improving team effectiveness, improving automation, Achieving required quality, peer inspections.

UNIT II

The Old Way and The New: The principles of conventional software Engineering, principles of modern software management, transitioning to an iterative process.

Life Cycle Phases: Engineering and production stages, inception, Elaboration, construction, transition phases.

Artifacts of The Process: The artifact sets, Management artifacts, Engineering artifacts, programmatic artifacts.

UNIT III

Model Based Software Architectures: A Management perspective and technical perspective.

Work Flows of the Process: Software process workflows, Iteration workflows.

Checkpoints of the Process: Major mile stones, Minor Milestones, Periodic status assessments.

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UNIT IV

Iterative Process Planning: Work breakdown structures, planning guidelines, cost and schedule estimating, Iteration planning process, Pragmatic planning.
Project Organizations and Responsibilities: Line-of-Business Organizations, Project Organizations, evolution of Organizations.

UNIT V

Process Automation: Automation Building blocks, The Project Environment.
Project Control and Process Instrumentation: The seven core Metrics, Management indicators, quality indicators, life cycle expectations, pragmatic Software Metrics, Metrics automation.
Project Estimation and Management: COCOMO model, Critical Path Analysis, PERT technique, Monte Carlo approach (Text book 2)

Text Books:

1) Software Project Management, Walker Royce, Pearson Education, 2005.
2) Software Project Management, Bob Hughes, 4th edition, Mike Cotterell, TMH.

Reference Books:

1) Software Project Management, Joel Henry, Pearson Education
2) Software Project Management in practice, Pankaj Jalote, Pearson Education, 2005
3) Effective Software Project Management, Robert K.Wysocki, Wiley,2006

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IV Year – II Semester		L	T	P	C
		3	0	0	3
NETWORK PROGRAMMING					

Course Objectives:

- To understand to Linux utilities
- To understand file handling, signals
- To understand IPC, network programming in Java
- To understand processes to communicate with each other across a Computer Network

Course Outcomes:

The student is able to

- Demonstrate functional layering of network software architectures
- Write your own socket-based network application programs
- Apply software tools for network troubleshooting

UNIT I

Linux Utilities-File handling utilities, Security by file permissions, Process utilities, Disk utilities, Networking utilities, Filters, Text processing utilities and Backup utilities. Bourne again shell(bash) – Introduction, pipes and redirection, here documents, running a shell script, the shell as a programming language, shell meta characters, file name substitution, shell variables, command substitution, shell commands, the environment, quoting, test command, control structures, arithmetic in shell, shell script examples.

Review of C programming concepts-arrays, strings (library functions), pointers, function pointers, structures, unions, libraries in C.

UNIT II

Files-File Concept, File types File System Structure, Inodes, File Attributes, file I/O in C using system calls, kernel support for files, file status information-stat family, file and record locking-lockf and fcntl functions, file permissions- chmod fchmod,\ file ownership-chown, lchown , fchown, links-soft links and hard links – symlink, link, unlink. File and Directory management – Directory contents, Scanning Directories- Directory file APIs. Process- Process concept, Kernel support for process, process attributes, process control – process creation, replacing a process image, waiting for a process, process termination, zombie process, orphan process.

UNIT III

Signals- Introduction to signals, Signal generation and handling, Kernel support for signals, Signal function, unreliable signals, reliable signals, kill, raise , alarm, pause, abort, sleep functions. Interprocess Communication – Introduction to IPC mechanisms, Pipes- creation, IPC between related processes using unnamed pipes, FIFOs-creation, IPC between unrelated processes using FIFOs(Named pipes), differences between unnamed and named pipes, popen and pclose library functions, Introduction to message queues, semaphores and shared memory. Message Queues- Kernel support for messages, UNIX system V APIs for messages, client/server example. Semaphores-Kernel support for semaphores, UNIX system V APIs for semaphores.

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UNIT IV

Shared Memory- Kernel support for shared memory, UNIX system V APIs for shared memory, client/server example.
Network IPC – Introduction to Unix Sockets, IPC over a network, Client-Server model ,Address formats(Unix domain and Internet domain), Socket system calls for Connection Oriented – Communication, Socket system calls for Connectionless-Communication, Example-Client/Server Programs- Single Server-Client connection, Multiple simultaneous clients, Socket options – setsockopt, getsockopt, fcntl.

UNIT V

Network Programming in Java-Network basics, TCP sockets, UDP sockets (datagram sockets), Server programs that can handle one connection at a time and multiple connections (using multithreaded server), Remote Method Invocation (Java RMI)-Basic RMI Process, Implementation details-Client-Server Application.

Text Books:

1) Unix System Programming using C++, T.Chan, PHI.(Units II,III,IV)
2) Unix Concepts and Applications, 4th Edition, Sumitabha Das, TMH.(Unit I)
3) An Introduction to Network Programming with Java, Jan Graba, Springer, rp 2010.(Unit V)
4) Unix Network Programming ,W.R. Stevens, PHI.(Units II,III,IV)
5) Java Network Programming,3rd edition, E.R. Harold, SPD, O'Reilly.(Unit V)

Reference Books:

1) Linux System Programming, Robert Love, O'Reilly, SPD.
2) Advanced Programming in the UNIX environment, 2nd Edition, W.R.Stevens, Pearson Education.
3) UNIX for programmers and users, 3rd Edition, Graham Glass, King Ables, Pearson Education.
4) Beginning Linux Programming, 4th Edition, N.Matthew, R.Stones, Wrox, Wiley India Edition.
5) Unix Network Programming The Sockets Networking API, Vol.-I,W.R.Stevens, Bill Fenner, A.M.Rudoff, Pearson Education.
6) Unix Internals, U.Vahalia, Pearson Education.

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IV Year – II Semester		L	T	P	C
		0	0	0	7
Project -II					

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Open Electives to be offered by IT for Other Branches:

Open Elective I:

For syllabus Refer to

Data Structures	**IT2103**
Java Programming	**IT2201**
Data Base Management Systems	**IT2203**
C++ Programming	**IT2105**
Operating Systems	**IT2202**
Internet of Things	**PE4102**

Open Elective II:

Problem Solving using Python	**ES2101**
Web Technologies	**IT3202**
Machine Learning	**IT4102**
Distributed Computing	**PE4102**
AI Tools & Techniques	**IT3104**
Data Science	**PE4102**

Open Elective III:

Big Data	**PE4101**
Image Processing	
Mobile Application Development	
Cyber Security	
Deep Learning	**PE4201**
Blockchain Technologies	**PE4201**

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IV Year – II Semester		L	T	P	C
		3	0	0	3
IMAGE PROCESSING **Open Elective III**					

Course Objectives:

- To become familiar with digital image fundamentals
- To get exposed to simple image enhancement techniques in Spatial and Frequency domain
- To learn concepts of degradation function and restoration techniques
- To study the image segmentation and representation techniques
- To become familiar with image compression and recognition methods

Course Outcomes:

At the end of the course, the students will be able to:

- Know and understand the basics and fundamentals of digital image processing, such as digitization, sampling, quantization, and 2D-transforms
- Operate on images using the techniques of smoothing, sharpening and enhancement.
- Use the restoration concepts and filtering techniques
- Illustrate the basics of segmentation, features extraction, compression and recognition methods for color models

UNIT I

Digital Image Fundamentals: Steps in Digital Image Processing – Components – Elements of Visual Perception – Image Sensing and Acquisition – Image Sampling and Quantization – Relationships between pixels - Color image fundamentals - RGB, HSI models, Two-dimensional mathematical preliminaries, 2D transforms - DFT, DCT.

UNIT II

Image Enhancement: Spatial Domain: Gray level transformations – Histogram processing – Basics of Spatial Filtering– Smoothing and Sharpening Spatial Filtering, Frequency Domain: Introduction to Fourier Transform– Smoothing and Sharpening frequency domain filters – Ideal, Butterworth and Gaussian filters, Homomorphic filtering, Color image enhancement.

UNIT III

Image Restoration: Image Restoration - degradation model, Properties, Noise models – Mean Filters – Order Statistics – Adaptive filters – Band reject Filters – Band pass Filters – Notch Filters – Optimum Notch Filtering – Inverse Filtering – Wiener filtering.

UNIT IV

Image Segmentation: Edge detection, Edge linking via Hough transform – Thresholding - Region based segmentation – Region growing – Region splitting and merging – Morphological processing- erosion and dilation, Segmentation by morphological watersheds – basic concepts – Dam construction – Watershed segmentation algorithm.

UNIT V

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Image Compression and Recognition: Need for data compression, Huffman, Run Length Encoding, Shift codes, Arithmetic coding, JPEG standard, MPEG. Boundary representation, Boundary description, Fourier Descriptor, Regional Descriptors – Topological feature, Texture - Patterns and Pattern classes - Recognition based on matching.

Text Books:

1) Rafael C. Gonzalez, Richard E. Woods, Digital Image Processing, Pearson, Third Edition, 2010.
2) Anil K. Jain, Fundamentals of Digital Image Processing, Pearson, 2002.

Reference Books:

1) Kenneth R. Castleman, Digital Image Processing, Pearson, 2006.
2) D.E. Dudgeon and RM. Mersereau, Multidimensional Digital Signal Processing, Prentice Hall Professional Technical Reference, 1990.
3) William K. Pratt, Digital Image Processing, John Wiley, New York, 2002.

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IV Year – II Semester		L	T	P	C
		3	0	0	3
MOBILE APPLICATION DEVELOPMENT **Open Elective III**					

Course Objectives:

- To demonstrate the introduction and characteristics of mobile applications
- Application models of mobile application frameworks. Managing application data and User-interface design for mobile applications
- Integrating networking, the OS and hardware into mobile-applications
- Addressing enterprise requirements in mobile applications – performance, scalability, modifiability, availability and security
- Testing methodologies for mobile applications– Publishing, deployment, maintenance and management. To demonstrate their skills of using Android software development tools
- To demonstrate their ability to deploy software to mobile devices

Course Outcomes:

Upon completion of the course students should be able to:

- Install and configure Android application development tools
- Design and develop user Interfaces for the Android platform
- Save state information across important operating system events
- Apply Java programming concepts to Android application development

UNIT I

Introduction to mobile devices: Introduction to Mobile Computing, Introduction to Android Development Environment, Mobile devices vs. desktop devices, ARM and Intel architectures, Screen resolution, Touch interfaces, Application deployment, App Store, Google Play, Windows Store.
Development environments: XCode, Eclipse, VS2012, PhoneGAP, etc.; Native vs. web applications.
Factors in Developing Mobile Applications: Mobile Software Engineering, Frameworks and Tools, Generic UI Development, Android User.

UNIT II

Android User Interface: Measurements – Device and pixel density independent measuring units User Interface (UI) Components – Editable and non editable Text Views, Buttons, Radio and Toggle Buttons, Checkboxes, Spinners, Dialog and pickers Fragments – Creating fragments, Lifecycle of fragments, Fragment states, Adding fragments to Activity, adding, removing and replacing fragments with fragment transactions, interfacing between fragments and Activities, Multi-screen Activities.

UNIT III

Back Ground Running Process, Networking And Telephony Services: Services: Introduction to services – local service, remote service and binding the service, the communication between service and activity, Intent Service.
MultiThreading: Handlers, AsyncTask.
Android network programming: Http Url Connection, Connecting to REST-based and SOAP based Web

services.
Broad cast receivers: Local Broadcast Manager, Dynamic broadcast receiver, System Broadcast. Pending Intent, Notifications.

UNIT IV
Android: Introduction – Establishing the development environment – Android architecture – Activities and views – Interacting with UI – Persisting data using SQLite – Packaging and deployment – Interaction with server side applications – Using Google Maps, GPS and Wifi – Integration with social media applications.

UNIT V
Advanced Topics: Power Management: Wake locks and assertions, Low-level OS support, Writing power-smart applications.
Augmented Reality via GPS and other sensors: GPS, Accelerometer, Camera.
Mobile device security in depth: Mobile malware, Device protections, iOS "Jailbreaking", Android "rooting" and Windows' "defenestration"; Security and Hacking: Active Transactions, More on Security, Hacking Android.

Text Books:

1) Bill Phillips, Chris Stewart, Brian Hardy, and Kristin Marsicano, Android Programming: The Big Nerd
2) Ranch Guide, Big Nerd Ranch LLC, 2nd edition, 2015.
3) Valentino Lee, Heather Schneider, and Robbie Schell, Mobile Applications: Architecture, Design and Development, Prentice Hall, 2004.
4) Professional Android 4 Application Development, Reto Meier, Wiley India, (Wrox) , 2012
5) Android Application Development for Java Programmers, James C Sheusi, Cengage Learning, 2013
6) Dawn Griffiths, David Griffiths,*"Head First: Android Development" ,OReilly2015,ISBN*: 9781449362188
7) http://developer.android.com/develop/index.html
8) Jeff McWherter and Scott Gowell, "Professional Mobile Application Development", Wrox, 2012

Reference Books:

1) Beginning Android 4 Application Development, Wei-Meng Lee, Wiley India (Wrox), 2013
2) Tomasz Nurkiewicz and Ben Christensen, Reactive Programming with RxJava, O'Reilly Media, 2016.
3) Brian Fling, Mobile Design and Development, O'Reilly Media, Inc., 2009.
4) Maximiliano Firtman, Programming the Mobile Web, O'Reilly Media, Inc., 2nd ed., 2013.
5) Cristian Crumlish and Erin Malone, Designing Social Interfaces, 2nd ed., O'Reilly Media, Inc., 2014.
6) Suzanne Ginsburg, Designing the iPhone User Experience: A User-Centered Approach to Sketching and Prototyping iPhone Apps, Addison-Wesley Professional, 2010.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY: KAKINADA
KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF INFORMATION TECHNOLOGY

IV Year – II Semester		L	T	P	C
		3	0	0	3

CYBER SECURITY
Open Elective III

Course Objectives:
In this course, the student will learn about
- The essential building blocks and basic concepts around cyber security
- Types of malware
- Types of Threats & Risks

Course Outcomes:
At the end of the course, the students will be able to:
- Illustrate the broad set of technical, social & political aspects of Cyber Security and security management methods to maintain security protection
- Appreciate the vulnerabilities and threats posed by criminals, terrorist and nation states to national infrastructure
- Illustrate the nature of secure software development and operating systems
- Demonstrate the role security management plays in cyber security defense and legal and social issues at play in developing solutions.

UNIT I
Introduction: Introduction to Computer Security, Threats, Harm, Vulnerabilities, Controls, Authentication, Access Control, and Cryptography, Authentication, Access Control, Cryptography.
Programs and Programming: Unintentional (Non-malicious) Programming Oversights, Malicious Code—Malware, Countermeasures.

UNIT II
Web Security: User Side, Browser Attacks, Web Attacks Targeting Users, Obtaining User or Website Data, Email Attacks.
Operating Systems Security: Security in Operating Systems, Security in the Design of Operating Systems, Rootkit.

UNIT III
Network Security: Network Concepts, Threats to Network Communications, Wireless Network Security, Denial of Service, Distributed Denial-of-Service Strategic Defenses: Security Countermeasures, Cryptography in Network Security, Firewalls, Intrusion Detection and Prevention Systems, Network Management .
Cloud Computing and Security: Cloud Computing Concepts, Moving to the Cloud, Cloud Security Tools and Techniques, Cloud Identity Management, Securing IaaS.

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KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF INFORMATION TECHNOLOGY

UNIT IV

Privacy: Privacy Concepts, Privacy Principles and Policies, Authentication and Privacy, Data Mining, Privacy on the Web, Email Security, Privacy Impacts of Emerging Technologies, Where the Field Is Headed.

Management and Incidents: Security Planning, Business Continuity Planning, Handling Incidents, Risk Analysis, Dealing with Disaster.

UNIT V

Legal Issues and Ethics: Protecting Programs and Data, Information and the Law, Rights of Employees and Employers, Redress for Software Failures, Computer Crime, Ethical Issues in Computer Security, Incident Analysis with Ethics Emerging Topics: The Internet of Things, Economics, Computerized Elections, Cyber Warfare.

Text Books:

1) Pfleeger, C.P., Security in Computing, Prentice Hall, 2010, 5th edition.
2) Schneier, Bruce. Applied Cryptography, Second Edition, John Wiley & Sons, 1996

Reference Books:

1) Rhodes-Ousley, Mark. Information Security: The Complete Reference, Second Edition, Information Security Management: Concepts and Practice, McGraw-Hill, 2013.
2) Whitman, Michael E. and Herbert J. Mattord. Roadmap to Information Security for IT and Infosec Managers. Boston, MA: Course Technology, 2011.

COURSE STRUCTURE AND SYLLABUS

FOR

INFORMATION TECHNOLOGY

(Applicable for batches admitted from 2016-2017)

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY: KAKINADA
KAKINADA - 533 003, Andhra Pradesh, India

I Year - I Semester

S. No.	Subjects	L	T	P	Credits
1-HS	English – I	4	--	--	3
2-BS	Mathematics - I	4	--	--	3
3-BS	Mathematics – II (Mathematical Methods)	4	--	--	3
4-BS	Applied Physics	4	--	--	3
5	Computer Programming	4	--	--	3
6-ES	Engineering Drawing	4	--	--	3
7-HS	English - Communication Skills Lab - 1	--	--	3	2
8-BS	Applied / Engineering Physics Lab	--	--	3	2
9-ES	Applied / Engineering Physics – Virtual Labs – Assignments	--	--	2	--
10	Computer Programming Lab	--	--	3	2
	Total Credits				**24**

I Year - II SEMESTER

S. No.	Subjects	L	T	P	Credits
1-HS	English – II	4	--	--	3
2-BS	Mathematics - III	4	--	--	3
3-BS	Applied Chemistry	4	--	--	3
4	Object Oriented Programming through C++	4	--	--	3
5-HS	Environmental Studies	4	--	--	3
6-ES	Engineering Mechanics	4	--	--	3
7-BS	Applied / Engineering Chemistry Laboratory	--	--	3	2
8-HS	English - Communication Skills Lab – 2	--	--	3	2
9	Object Oriented Programming Lab	--	--	3	2
	Total Credits				**24**

II Year - I Semester

S. No.	Subjects	L	T	P	Credits
1-HS	Statistics with R Programming	4	--	--	3
2	Mathematical Foundations of Computer Science	4	--	--	3
3	Digital Logic Design	4	--	--	3
4	Python Programming	4	--	--	3
5	Data Structures through C++	4	--	--	3
6	Software Engineering	4	--	--	3
7	Data Structures through C++ Lab	--	--	3	2
8	Python Programming Lab	--	--	3	2
	Total Credits				**22**

II Year - II Semester

S. No.	Subjects	L	T	P	Credits
1	Computer Graphics	4	--	--	3
2	Java Programming	4	--	--	3
3	E-Commerce	4	--	--	3
4	Computer Organization	4	--	--	3
5	Object Oriented Analysis and Design using UML	4	--	--	3
6	Principles of Programming Languages	4	--	--	3
7	Unified Modeling Languages Lab	--	--	3	2
8	Java Programming Lab	--	--	3	2
	Total Credits				**22**

III Year - I Semester

S. No.	Subjects	L	T	P	Credits
1	Human Computer Interaction	4	--	--	3
2	Unix and Shell Programming	4	--	--	3
3	Advanced Java Programming	4	--	--	3
4	Database Management Systems	4	--	--	3
5	Operating Systems	4	--	--	3
6	Advanced Java Programming Lab	--	--	--	2
7	Unix and Operating Systems Lab	--	--	3	2
8	Database Management System Lab	--	--	3	2
MC	Professional Ethics & Human Values	--	3	--	--
	Total Credits				**21**

III Year - II Semester

S. No.	Subjects	L	T	P	Credits
1	Computer Networks	4	--	--	3
2	Data Mining	4	--	--	3
3	Web Technologies	4	--	--	3
4	Software Testing Methodologies	4	--	--	3
5	**Open Elective:** i. Artificial Intelligence ii. Social Networks and Semantic Web iii.Digital Signal Processing iv.Embbeded Systems v. Robotics vi.Operations Research	4	--	--	3
6	Web Technologies Lab	--	--	3	2
7	Software Testing Lab	--	--	3	2
8	Data Mining Lab	--	--	3	2
9	IPR & Patents	--	2	--	--
	Total Credits				**21**

IV Year - I Semester

S. No.	Subjects	L	T	P	Credits
1	Cryptography and Network Security	4	--	--	3
2	Mobile Computing	4	--	--	3
3	Data Ware Housing and Business Intelligence	4	--	--	3
4- HS	Managerial Economics and Financial Analysis	4	--	--	3
5	**Elective-I** i. Big Data Analytics ii. Information Retrieval Systems iii. Internet of Things iv. Multimedia Programming	4	--	--	3
6	**Elective-II** i. Cloud Computing ii. Software Project Management iii. Machine Learning iv. Decision Support System	4	--	--	3
7	Mobile Computing Lab	--	--	3	2
8	Cryptography and Network Security Lab	--	--	3	2
	Total Credits				**22**

IV Year - II Semester

S. No.	Subjects	L	T	P	Credits
1	Distributed Systems	4	--	--	3
2- HS	Management Science	4	--	--	3
3	Management Information System	4	--	--	3
4	**Elective-III** i. Concurrent and Parallel Programming ii. Cyber Security iii. Artificial Neural Networks iv. Software Quality Assurance	4	--	--	3
5	Seminar	--	3	--	2
6	Project	--	--	--	10
	Total credits				**24**

Total Course Credits = 48+44 + 42 + 46 = 180

SYLLABUS

I Year - I Semester

L	T	P	C
4	0	0	3

ENGLISH - I

Introduction:

In view of the growing importance of English as a tool for global communication and the consequent emphasis on training the students to acquire communicative competence, the syllabus has been designed to develop linguistic and communicative competence of the students of Engineering.

As far as the detailed Textbooks are concerned, the focus should be on the skills of listening, speaking, reading and writing. The nondetailed Textbooks are meant for extensive reading for pleasure and profit.

Thus the stress in the syllabus in primarily on the development of communicative skills and fostering of ideas.

Objectives:

1. To imporve the language proficiency of the students in English with emphasis on LSRW skills.
2. To enable the students to study and comprehend the prescribed lessons and subjects more effectively relating to their theorotical and practical components.
3. To develop the communication skills of the students in both formal and informal situations.

LISTENING SKILLS:

Objectives:

1. To enable the students to appreciate the role of listening skill and improve their pronounciation.
2. To enable the students to comprehend the speech of people belonging to different backgrounds and regions.
3. To enable the students to listen for general content, to fill up information and for specific information.

SPEAKING SKILLS:

Objectives:

1. To make the students aware of the importance of speaking for their personal and professional communication.
2. To enable the students to express themselves fluently and accurately in social and professional success.
3. To help the students describe objects, situations and people.
4. To make the students participate in group activities like roleplays, discussions and debates.
5. To make the students particiapte in Just a Minute talks.

READING SKILLS:

Objectives:

1. To enable the students to comprehend a text through silent reading.
2. To enable the students to guess the meanings of words, messages and inferences of texts in given contexts.
3. To enable the students to skim and scan a text.
4. To enable the students to identify the topic sentence.
5. To enable the students to identify discourse features.
6. To enable the students to make intensive and extensive reading.

WRITING SKILLS:

Objectives:

1. To make the students understand that writing is an exact formal skills.
2. To enable the students to write sentences and paragraphs.
3. To make the students identify and use appropriate vocabulary.
4. To enable the students to narrate and describe.
5. To enable the students capable of note-making.
6. To enable the students to write coherently and cohesively.
7. To make the students to write formal and informal letters.
8. To enable the students to describe graphs using expressions of comparision.
9. To enable the students to write techincal reports.

Methodology:

1. The class are to be learner-centered where the learners are to read the texts to get a comprehensive idea of those texts on their own with the help of the peer group and the teacher.
2. Integrated skill development methodology has to be adopted with focus on individual language skills as per the tasks/exercise.

3. The tasks/exercises at the end of each unit should be completed by the learners only and the teacher interventionis perimitted as per the complexity of the task/exercise.
4. The teacher is expected to use supplementary material wherever necessary and also generate activities/tasks as per the requirement.
5. The teacher is perimitted to use lecture method when a completely new concept is introduced in the class.

Assessment Procedure: Theory

1. The formative and summative assessment procedures are to be adopted (mid exams and end semester examination).
2. Neither the formative nor summative assessment procedures should test the memory of the content of the texts given in the textbook. The themes and global comprehension of the units in the present day context with application of the langauge skills learnt in the unit are to be tested.
3. Only new unseen passages are to be given to test reading skills of the learners. Written skills are to be tested from sentence level to essay level. The communication formats—emails,letters and reports-- are to be tested along with appropriate langauge and expressions.
4. Examinations:
   I mid exam + II mid exam (15% for descriptive tests+10% for online tests)= 25%

   (80% for the best of two and 20% for the other)

   Assignments= 5%

   End semester exams=70%

5. Three take home assignments are to be given to the learners where they will have to read texts from the reference books list or other sources and write their gist in their own words.

The following text books are recommended for study in I B.Tech I Semester (Common for all branches)and I B.Pharma I Sem of JNTU Kakinada from the academic year 2016-17

(R-16 Regulations)

DETAILED TEXTBOOK:

ENGLISH FOR ENGINEERS AND TECHNOLOGISTS, Published by **Orient Blackswan Pvt Ltd**

NON-DETAILED TEXTBOOK:

PANORAMA: A COURSE ON READING, Published by **Oxford University Press India**

The course content along with the study material is divided into six units.

UNIT I:

1. 'Human Resources' from English for Engineers and Technologists.

OBJECTIVE:

To develop human resources to serve the society in different ways.

OUTCOME:

The lesson motivates the readers to develop their knowledge different fields and serve the society accordingly.

2. 'An Ideal Family' from Panorama: A Course on Reading

OBJECTIVE:

To develop extensive reading skill and comprehension for pleasure and profit.

OUTCOME:

Acquisition of writing skills

UNIT 2:

1. ' Transport: Problems and Solutions' from English for Engineers and Technologists.

OBJECTIVE:

To highlight road safety measures whatever be the mode of transport.

OUTCOME:

The lesson motivates the public to adopt road safety measures.

2. 'War' from 'Panorama : A Course on Reading'

OBJECTIVE:

To develop extensive reading skill and comprehension for pleasure and profit.

OUTCOME:

Acquisition of writing skills

UNIT 3:

1. 'Evaluating Technology' from English for Engineers and Technologists.

OBJECTIVE:

To highlight the advantages and disadvantages of technology.

OUTCOME:

The lesson creates an awareness in the readers that mass production is ultimately detrimental to biological survival.

2. 'The Verger' from 'Panorama : A Course on Reading'

OBJECTIVE:

To develop extensive reading skill and comprehension for pleasure and profit.

OUTCOME:

Acquisition of writing skills

UNIT 4:

1. 'Alternative Sources of Energy' from English for Engineers and Technologists.

OBJECTIVE:

To bring into focus different sources of energy as alternatives to the depleting sources.

OUTCOME:

The lesson helps to choose a source of energy suitable for rural India.

2. ' The Scarecrow' from Panorama : A Course on Reading

OBJECTIVE:

To develop extensive reading skill and comprehension for pleasure and profit.

OUTCOME:

Acquisition of writing skills

UNIT 5:

1. 'Our Living Environment' from English for Engineers and Technologists.

OBJECTIVE:

To highlight the fact that animals must be preserved beacuase animal life is precious.

OUTCOME:

The lesson creates an awareness in the reader as to the usefulness of animals for the human society.

2. 'A Village Host to Nation' from Panorama : A Course on Reading

OBJECTIVE:

To develop extensive reading skill and comprehension for pleasure and profit.

OUTCOME:

Acquisition of writing skills

UNIT 6:

1. ' Safety and Training' from English for Engineers and Technologists.

OBJECTIVE:

To highlight the possibility of accidents in laboratories, industries and other places and to follow safety measures.

OUTCOME:

The lesson helps in identifying safety measures against different varieties of accidents at home and in the workplace.

2. 'Martin Luther King and Africa' from Panorama : A Course on Reading

OBJECTIVE:

To develop extensive reading skill and comprehension for pleasure and profit.

OUTCOME:

Acquisition of writing skills

NOTE:

All the exercises given in the prescribed lessons in both detailed and non-detailed textbooks relating to the theme and language skills must be covered.

OVERALL COURSE OUTCOME:

1. Using English languages, both written and spoken, competently and correctly.
2. Improving comprehension and fluency of speech.
3. Gaining confidence in using English in verbal situations.

MODEL QUESTION PAPER FOR THEORY

PART- I

Six short answer questions on 6 unit themes

One question on eliciting student's response to any of the themes

PART-II

Each question should be from one unit and the last question can be a combination of two or more units.

Each question should have 3 sub questions: A,B & C

A will be from the main text: 5 marks

B from non-detailed text: 3 marks

C on grammar and Vocabulary: 6 marks

I Year - I Semester

L	T	P	C
4	0	0	3

MATHEMATICS-I
(Common to ALL branches of First Year B.Tech.)

Course Objectives:

1. The course is designed to equip the students with the necessary mathematical skills and techniques that are essential for an engineering course.
2. The skills derived from the course will help the student from a necessary base to develop analytic and design concepts.

Course Outcomes: At the end of the Course, Student will be able to:

1. Solve linear differential equations of first, second and higher order.
2. Determine Laplace transform and inverse Laplace transform of various functions and use Laplace transforms to determine general solution to linear ODE.
3. Calculate total derivative, Jocobian and minima of functions of two variables.

UNIT I: Differential equations of first order and first degree:

Linear-Bernoulli-Exact-Reducible to exact.

Applications: Newton's Law of cooling-Law of natural growth and decay-Orthogonal trajectories- Electrical circuits- Chemical reactions.

UNIT II: Linear differential equations of higher order:

Non-homogeneous equations of higher order with constant coefficients with RHS term of the type e^{ax}, sin ax, cos ax, polynomials in x, e^{ax} V(x), xV(x)- Method of Variation of parameters.

Applications: LCR circuit, Simple Harmonic motion.

UNIT III: Laplace transforms:

Laplace transforms of standard functions-Shifting theorems - Transforms of derivatives and integrals – Unit step function –Dirac's delta function- Inverse Laplace transforms– Convolution theorem (with out proof).

Applications: Solving ordinary differential equations (initial value problems) using Laplace transforms.

UNIT IV: Partial differentiation:

Introduction- Homogeneous function-Euler's theorem-Total derivative-Chain rule-Generalized Mean value theorem for single variable (without proof)-Taylor's and Mc Laurent's series expansion of functions of two variables– Functional dependence- Jacobian.

Applications: Maxima and Minima of functions of two variables without constraints and Lagrange's method (with constraints).

UNIT V: First order Partial differential equations:
Formation of partial differential equations by elimination of arbitrary constants and arbitrary functions –solutions of first order linear (Lagrange) equation and nonlinear (standard types) equations.

UNIT VI: Higher order Partial differential equations:
Solutions of Linear Partial differential equations with constant coefficients. RHS term of the type $e^{ax+by}, \sin(ax+by), \cos(ax+by), x^m y^n$. Classification of second order partial differential equations.

Text Books:

1. **B.S.Grewal,** Higher Engineering Mathematics, 43rd Edition, Khanna Publishers.
2. **N.P.Bali**, Engineering Mathematics, Lakshmi Publications.

Reference Books:

1. **Erwin Kreyszig,** Advanced Engineering Mathematics, 10th Edition, Wiley-India
2. **Micheael Greenberg,** Advanced Engineering Mathematics, 9th edition, Pearson edn
3. **Dean G. Duffy,** Advanced engineering mathematics with MATLAB, CRC Press
4. **Peter O'neil,** Advanced Engineering Mathematics, Cengage Learning.
5. **Srimanta Pal, Subodh C.Bhunia**, Engineering Mathematics, Oxford University Press.
6. **Dass H.K., Rajnish Verma. Er.,** Higher Engineering Mathematics, S. Chand Co. Pvt. Ltd, Delhi.

I Year - I Semester

L	T	P	C
4	0	0	3

MATHEMATICS-II (Mathematical Methods)
(Common to ALL branches of First Year B.Tech.)

Course Objectives:

1. The course is designed to equip the students with the necessary mathematical skills and techniques that are essential for an engineering course.
2. The skills derived from the course will help the student from a necessary base to develop analytic and design concepts.
3. Understand the most basic numerical methods to solve simultaneous linear equations.

Course Outcomes: At the end of the Course, Student will be able to:

1. Calculate a root of algebraic and transcendental equations. Explain relation between the finite difference operators.
2. Compute interpolating polynomial for the given data.
3. Solve ordinary differential equations numerically using Euler's and RK method.
4. Find Fourier series and Fourier transforms for certain functions.
5. Identify/classify and solve the different types of partial differential equations.

UNIT I: Solution of Algebraic and Transcendental Equations:
Introduction- Bisection method – Method of false position – Iteration method – Newton-Raphson method (One variable and simultaneous Equations).

UNIT II: Interpolation:
Introduction- Errors in polynomial interpolation – Finite differences- Forward differences-Backward differences –Central differences – Symbolic relations and separation of symbols - Differences of a polynomial-Newton's formulae for interpolation – Interpolation with unequal intervals - Lagrange's interpolation formula.

UNIT III: Numerical Integration and solution of Ordinary Differential equations:
Trapezoidal rule- Simpson's $1/3^{rd}$ and $3/8^{th}$ rule-Solution of ordinary differential equations by Taylor's series-Picard's method of successive approximations-Euler's method - Runge-Kutta method (second and fourth order).

UNIT IV: Fourier Series:
Introduction- Periodic functions – Fourier series of -periodic function - Dirichlet's conditions – Even and odd functions –Change of interval– Half-range sine and cosine series.

UNIT V: Applications of PDE:
Method of separation of Variables- Solution of One dimensional Wave, Heat and two-dimensional Laplace equation.

UNIT VI: Fourier Transforms:
Fourier integral theorem (without proof) – Fourier sine and cosine integrals - sine and cosine transforms – properties – inverse transforms – Finite Fourier transforms.

Text Books:

1. **B.S.Grewal,** Higher Engineering Mathematics, 43rd Edition, Khanna Publishers.
2. **N.P.Bali**, Engineering Mathematics, Lakshmi Publications.

Reference Books:

1. **Dean G. Duffy,** Advanced engineering mathematics with MATLAB, CRC Press
2. **V.Ravindranath and P.Vijayalakshmi,** Mathematical Methods, Himalaya Publishing House.
3. **Erwin Kreyszig,** Advanced Engineering Mathematics, 10th Edition, Wiley-India
4. **David Kincaid, Ward Cheney**, Numerical Analysis-Mathematics of Scientific Computing, 3rd Edition, Universities Press.
5. **Srimanta Pal, Subodh C.Bhunia**, Engineering Mathematics, Oxford University Press.
6. **Dass H.K., Rajnish Verma. Er.,** Higher Engineering Mathematics, S. Chand Co. Pvt. Ltd, Delhi.

I Year - I Semester

L	T	P	C
4	0	0	3

APPLIED PHYSICS

(CSE, ECE, EEE, IT, EIE, E.Com.E)

OBJECTIVES: *Physics curriculum which is re-oriented to the needs of Circuital branches of graduate engineering courses offered by JNTUniv.Kkd. that serves as a transit to understand the branch specific advanced topics. The courses are designed to:*

- *Impart Knowledge of Physical Optics phenomena like Interference, Diffraction and Polarization involving required to design instruments with higher resolution.*
- *Teach Concepts of coherent sources, its realization and utility optical instrumentation.*
- *Study the concepts regarding the bulk response of materials to the EM fields and their analytically study in the back-drop of basic quantum mechanics.*
- *Understand the physics of Semiconductors and their working mechanism for their utility in sensors.*

UNIT-I

INTERFERENCE: Principle of Superposition – Coherent Sources – Interference in thin films (reflection geometry) – Newton's rings – construction and basic principle of Interferometers.

UNIT-II

DIFFRACTION: Fraunhofer diffraction at single slit - Cases of double slit, N-slits & Circular Aperture (Qualitative treatment only)-Grating equation - Resolving power of a grating, Telescope and Microscopes.

UNIT-III

POLARIZATION: Types of Polarization – Methods of production - Nicol Prism -Quarter wave plate and Half Wave plate – Working principle of Polarimeter (Sacharimeter).

LASERS: Characteristics– Stimulated emission – Einstein's Transition Probabilities- Pumping schemes - Ruby laser – Helium Neon laser.

UNIT-IV

ELECTROMAGNETIC FIELDS: Scalar and Vector Fields – Electric Potential- Gradient, Divergence of fields – Gauss and Stokes theorems-Propagation of EM waves through dielectric medium.

UNIT-V

QUANTUM MECHANICS: Introduction - Matter waves – Schröedinger Time Independent and Time Dependent wave equations – Particle in a box.
FREE ELECTRON THEORY: Defects of Classical free electron theory –Quantum Free electron theory - concept of Fermi Energy.

UNIT-VI

BAND THEORY OF SOLIDS: Bloch's theorem (qualitative) – Kronig – Penney model – energy bands in crystalline solids – classification of crystalline solids– effective mass of electron & concept of hole.

SEMICONDUCTOR PHYSICS: Conduction – Density of carriers in Intrinsic and Extrinsic semiconductors – Drift & Diffusion – relevance of Einstein's equation- Hall effect in semiconductors

Outcome*: Construction and working details of instruments, ie., Interferometer, Diffractometer and Polarimeter are learnt. Study EM-fields and semiconductors under the concepts of Quantum mechanics paves way for their optimal utility.*

Text Books

1. A Text book of Engineering Physics – by Dr. M.N.Avadhanulu and Dr.P.G.Kshira sagar, S.Chand & Company Ltd., (2014)
2. 'Solid State Physics' by A.J.Dekker, Mc Millan Publishers (2011)
3. Engineering Physics by D.K.Bhattacharya and Poonam Tandon, Oxford press (2015)

Reference Books

1. Applied Physics by P.K.Palanisamy, Scitech publications (2014)
2. Lasers and Non-Linear optics by B.B.Laud, New Age International Publishers (2008).
3. Engineering Physics by M. Arumugam, Anuradha Publication (2014)

I Year - I Semester

L	T	P	C
4	0	0	3

COMPUTER PROGRAMMING

Learning objectives:
Formulating algorithmic solutions to problems and implementing algorithms in C.

- Notion of Operation of a CPU, Notion of an algorithm and computational procedure, editing and executing programs in Linux.
- Understanding branching, iteration and data representation using arrays.
- Modular programming and recursive solution formulation.
- Understanding pointers and dynamic memory allocation.
- Understanding miscellaneous aspects of C.
- Comprehension of file operations.

UNIT-I:
History and Hardware - Computer Hardware, Bits and Bytes, Components, Programming Languages - Machine Language, Assembly Language, Low- and High-Level Languages, Procedural and Object-Oriented Languages, Application and System Software, The Development of C Algorithms The Software Development Process.

UNIT-II:
Introduction to C Programming- Identifiers, The main () Function, The printf () Function
Programming Style - Indentation, Comments, Data Types**,** Arithmetic Operations, Expression Types, Variables and Declarations, Negation, Operator Precedence and Associativity, Declaration Statements, Initialization.
Assignment - Implicit Type Conversions, Explicit Type Conversions (Casts), Assignment Variations, Mathematical Library Functions, Interactive Input, Formatted Output, Format Modifiers.

UNIT -III:
Control Flow-Relational Expressions - Logical Operators:
Selection: if-else Statement, nested if, examples, Multi-way selection: switch, else-if, examples.
Repetition: Basic Loop Structures, Pretest and Posttest Loops, Counter-Controlled and Condition-Controlled Loops, The while Statement, The for Statement, Nested Loops, The do-while Statement.

UNIT-IV
Modular Programming: Function and Parameter Declarations, Returning a Value, Functions with Empty Parameter Lists, Variable Scope, Variable Storage Class, Local Variable Storage Classes, Global Variable Storage Classes, Pass by Reference, Passing Addresses to a Function, Storing Addresses, Using Addresses, Declaring and Using Pointers, Passing Addresses to a Function.
Case Study: Swapping Values, Recursion - Mathematical Recursion, Recursion versus Iteration.

UNIT-V:

Arrays & Strings

Arrays: One-DimensionalArrays, Input and Output of Array Values, Array Initialization, Arrays as Function Arguments, Two-Dimensional Arrays, LargerDimensionalArrays- Matrices

Strings: String Fundamentals, String Input and Output, String Processing, Library Functions

UNIT-VI:

Pointers, Structures, Files

Pointers: Concept of a Pointer, Initialisation of pointer variables, pointers as function arguments, passing by address, Dangling memory, address arithmetic, character pointers and functions, pointers to pointers, Dynamic memory management functions, command line arguments.

Structures: Derived types,Structuresdeclaration, Initialization of structures, accessing structures, nested structures, arrays of structures, structures and functions, pointers to structures, self referential structures, unions, typedef, bit-fields.

Data Files: Declaring, Opening, and Closing File Streams, Reading from and Writing to Text Files, Random File Access

Outcomes:

- Understand the basic terminology used in computer programming
- Write, compile and debug programs in C language.
- Use different data types in a computer program.
- Design programs involving decision structures, loops and functions.
- Explain the difference between call by value and call by reference
- Understand the dynamics of memory by the use of pointers
- Use different data structures and create/update basic data files.

Text Books:

1. ANSI C Programming, Gary J. Bronson, Cengage Learning.
2. Programming in C, Bl Juneja Anita Seth, Cengage Learning.
3. The C programming Language, Dennis Richie and Brian Kernighan, Pearson Education.

Reference Books:

1. C Programming-A Problem Solving Approach, Forouzan, Gilberg, Cengage.
2. Programming with C, Bichkar, Universities Press.
3. Programming in C, ReemaThareja, OXFORD.
4. C by Example, Noel Kalicharan, Cambridge.

I Year - I Semester

L	T	P	C
4	0	0	3

ENGINEERING DRAWING

Objective: Engineering drawing being the principle method of communication for engineers, the objective to introduce the students, the techniques of constructing the various types of polygons, curves and scales. The objective is also to visualize and represent the 3D objects in 2D planes with proper dimensioning, scaling etc.

- To introduce the use and the application of drawing instruments and to make the students construct the polygons, curves and various types of scales. The student will be able to understand the need to enlarge or reduce the size of objects in representing them.
- To introduce orthographic projections and to project the points and lines parallel to one plane and inclined to other.
- To make the students draw the projections of the lines inclined to both the planes.
- To make the students draw the projections of the plane inclined to both the planes.
- To make the students draw the projections of the various types of solids in different positions inclined to one of the planes.
- To represent the object in 3D view through isometric views. The student will be able to represent and convert the isometric view to orthographic view and vice versa.

UNIT I Polygons, Construction of regular polygons using given length of a side; Ellipse, arcs of circles and Oblong methods; Scales – Vernier and Diagonal scales.

UNIT II Introduction to orthographic projections; projections of points; projections of straight lines parallel to both the planes; projections of straight lines – parallel to one plane and inclined to the other plane.

UNIT III Projections of straight lines inclined to both the planes, determination of true lengths, angle of inclinations and traces.

UNIT IV Projections of planes: regular planes perpendicular/parallel to one plane and inclined to the other reference plane; inclined to both the reference planes.

UNIT V Projections of Solids – Prisms, Pyramids, Cones and Cylinders with the axis inclined to one of the planes.

UNIT VI Conversion of isometric views to orthographic views; Conversion of orthographic views to isometric views.

Text Books:

1. Engineering Drawing, N. D. Butt, Chariot Publications
2. Engineering Drawing, K. L. Narayana & P. Kannaiah, Scitech Publishers.
3. Engineering Graphics, P.I. Varghese, McGraw Hill Publishers

Reference Books:

1. Engineering Graphics for Degree, K. C. John, PHI Publishers
2. Engineering Drawing, Agarwal & Agarwal, Tata McGraw Hill Publishers
3. Engineering Drawing + AutoCad – K Venugopal, V. Prabhu Raja, New Age

I Year - I Semester

L	T	P	C
0	0	3	2

ENGLISH - COMMUNICATION SKILLS LAB - I

PRESCRIBED LAB MANUAL FOR SEMESTER I:

'INTERACT: English Lab Manual for Undergraduate Students' Published by **Orient Blackswan Pvt Ltd.**

OBJECTIVES:

To enable the students to learn through practice the communication skills of listening, speaking, reading and writing.

OUTCOME:

A study of the communicative items in the laboratory will help the students become successful in the competitive world.

The course content along with the study material is divided into six units.

UNIT 1:

1. WHY study Spoken English?
2. Making Inqueries on the phone, thanking and responding to Thanks
   Practice work.

UNIT 2:

1. Responding to Requests and asking for Directions
   Practice work.

UNIT 3:

1. Asking for Clarifications, Inviting, Expressing Sympathy, Congratulating
2. Apologising, Advising, Suggesting, Agreeing and Disagreeing
   Practice work.

UNIT 4:

1. Letters and Sounds
   Practice work.

UNIT 5:

1. The Sounds of English
   Practice work.

UNIT 6:

1. Pronunciation
2. Stress and Intonation
   Practice work.

Assessment Procedure: Laboratory

1. Every lab session (150 minutes) should be handled by not less than two teachers (three would be ideal) where each faculty has to conduct a speaking activity for 20/30 students.
2. The teachers are to assess each learner in the class for not less than 10 speaking activities, each one to be assessed for 10 marks or 10%. The average of 10 day-to-day activity assessments is to be calculated for 10 marks for internal assessment.

The rubric given below has to be filled in for all the students for all activities.

The rubric to assess the learners:

	Body language		Fluency & Audibility	Clarity in Speech	Neutralization of accent	Appropriate Language		Total 10 marks	Remarks
	Gestures & Postures	Eye Contact				Grammar	Vocabulary & expressions		

- **Lab Assessment: Internal (25 marks)**
  1. Day-to-Day activities: 10 marks
  2. Completing the exercises in the lab manual: 5 marks
  3. Internal test (5 marks written and 5 marks oral)

- **Lab Assessment: External (50 marks)**
  1. Written test: 20 marks (writing a dialogue, note-taking and answering questions on listening to an audio recording.
  2. Oral: Reading aloud a text or a dialogue- 10 marks
  3. Viva-Voce by the external examiner: 20 marks

Reference Books:

1. Strengthen your communication skills by Dr M Hari Prasad, Dr Salivendra Raju and Dr G Suvarna Lakshmi, Maruti Publications.
2. English for Professionals by Prof Eliah, B.S Publications, Hyderabad.
3. Unlock, Listening and speaking skills 2, Cambridge University Press
4. Spring Board to Success, Orient BlackSwan
5. A Practical Course in effective english speaking skills, PHI
6. Word power made handy, Dr shalini verma, Schand Company
7. Let us hear them speak, Jayashree Mohanraj, Sage texts
8. Professional Communication, Aruna Koneru, Mc Grawhill Education
9. Cornerstone, Developing soft skills, Pearson Education

I Year - I Semester

L	T	P	C
0	0	3	2

APPLIED/ENGINEERING PHYSICS LAB

(Any 10 of the following listed experiments)

Objective: *Training field oriented Engineering graduates to handle instruments and their design methods to improve the accuracy of measurements.*

LIST OF EXPERIMENTS:

1. Determination of wavelength of a source-Diffraction Grating-Normal incidence.
2. Newton's rings – Radius of Curvature of Plano - Convex Lens.
3. Determination of thickness of a spacer using wedge film and parallel interference fringes.
4. Determination of Rigidity modulus of a material- Torsional Pendulum.
5. Determination of Acceleration due to Gravity and Radius of Gyration- Compound Pendulum.
6. Melde's experiment – Transverse and Longitudinal modes.
7. Verification of laws of vibrations in stretched strings – Sonometer.
8. Determination of velocity of sound – Volume Resonator.
9. L- C- R Series Resonance Circuit.
10. Study of I/V Characteristics of Semiconductor diode.
11. I/V characteristics of Zener diode.
12. Characteristics of Thermistor – Temperature Coefficients.
13. Magnetic field along the axis of a current carrying coil – Stewart and Gee's apparatus.
14. Energy Band gap of a Semiconductor p - n junction.
15. Hall Effect in semiconductors.
16. Time constant of CR circuit.
17. Determination of wavelength of laser source using diffraction grating.
18. Determination of Young's modulus by method of single cantilever oscillations.
19. Determination of lattice constant – lattice dimensions kit.
20. Determination of Planck's constant using photocell.

21. Determination of surface tension of liquid by capillary rise method.

Outcome: *Physics lab curriculum gives fundamental understanding of design of an instrument with targeted accuracy for physical measurements.*

I Year - I Semester

L	T	P	C
0	0	2	0

APPLIED/ENGINEERING PHYSICS - VIRTUAL LABS – ASSIGNMENTS
(Constitutes 5% marks of 30marks of Internal-component)

Objective: *Training Engineering students to prepare a technical document and improving their writing skills.*

LIST OF EXPERIMENTS

1. Hall Effect
2. Crystal Structure
3. Hysteresis
4. Brewster's angle
5. Magnetic Levitation / SQUID
6. Numerical Aperture of Optical fiber
7. Photoelectric Effect
8. Simple Harmonic Motion
9. Damped Harmonic Motion
10. LASER – Beam Divergence and Spot size
11. B-H curve
12. Michelson's interferometer
13. Black body radiation

URL: ***www.vlab.co.in***

Outcome: *Physics Virtual laboratory curriculum in the form of assignment ensures an engineering graduate to prepare a /technical/mini-project/ experimental report with scientific temper.*

I Year - I Semester

L	T	P	C
0	0	3	2

COMPUTER PROGRAMMING LAB

OBJECTIVES:

- Understand the basic concept of C Programming, and its different modules that includes conditional and looping expressions, Arrays, Strings, Functions, Pointers, Structures and File programming.

- Acquire knowledge about the basic concept of writing a program.

- Role of constants, variables, identifiers, operators, type conversion and other building blocks of C Language.

- Use of conditional expressions and looping statements to solve problems associated with conditions and repetitions.

- Role of Functions involving the idea of modularity.

Programming

Exercise - 1 Basics

a) What is an OS Command, Familiarization of Editors - vi, Emacs
b) Using commands like mkdir, ls, cp, mv, cat, pwd, and man
c) C Program to Perform Adding, Subtraction, Multiplication and Division of two numbers From Command line

Exercise - 2 Basic Math

a) Write a C Program to Simulate 3 Laws at Motion
b) Write a C Program to convert Celsius to Fahrenheit and vice versa

Exercise - 3 Control Flow - I

a)Write a C Program to Find Whether the Given Year is a Leap Year or not.
b)Write a C Program to Add Digits & Multiplication of a number

Exercise – 4 Control Flow - II

a)Write a C Program to Find Whether the Given Number is
  i) Prime Number
  ii) Armstrong Number
b) Write a C program to print Floyd Triangle
c) Write a C Program to print Pascal Triangle

Exercise – 5 Functions

a) Write a C Program demonstrating of parameter passing in Functions and returning values.
b) Write a C Program illustrating Fibonacci, Factorial with Recursion without Recursion

Exercise – 6 Control Flow - III
a) Write a C Program to make a simple Calculator to Add, Subtract, Multiply or Divide Using switch…case
b) Write a C Program to convert decimal to binary and hex (using switch call function the function)

Exercise – 7 Functions - Continued
Write a C Program to compute the values ofsin x and cos x and e^x values using Series expansion. (use factorial function)

Exercise – 8 Arrays
Demonstration of arrays
a) Search-Linear.
b) Sorting-Bubble, Selection.
c) Operations on Matrix.

Exercises - 9 Structures
a)Write a C Program to Store Information of a Movie Using Structure
b)Write a C Program to Store Information Using Structures with Dynamically Memory Allocation
c) Write a C Program to Add Two Complex Numbers by Passing Structure to a Function

Exercise - 10 Arrays and Pointers
a)Write a C Program to Access Elements of an Array Using Pointer
b) Write a C Program to find the sum of numbers with arrays and pointers.

Exercise – 11 Dynamic Memory Allocations
a) Write a C program to find sum of n elements entered by user. To perform this program, allocate memory dynamically using malloc () function.

b) Write a C program to find sum of n elements entered by user. To perform this program, allocate memory dynamically using calloc () function.

Understand the difference between the above two programs

Exercise – 12 Strings
a) Implementation of string manipulation operations **with** library function.
i) copy
ii) concatenate
iii) length
iv) compare
b) Implementation of string manipulation operations **without** library function.
i) copy

ii) concatenate
iii) length
iv) compare

Exercise -13 Files
a)Write a C programming code to open a file and to print it contents on screen.
b)Write a C program to copy files

Exercise - 14 Files Continued
a) Write a C program merges two files and stores their contents in another file.
b)Write a C program to delete a file.

Exercise - 15
a) System Assembling, Disassembling and identification of Parts / Peripherals.
b) Operating System Installation-Install Operating Systems like Windows, Linux along with necessary Device
Drivers.

Exercise - 16

a) MS-Office / Open Office

i) Word - Formatting, Page Borders, Reviewing, Equations, symbols. ii) Spread Sheet - organize data, usage of formula, graphs, charts.

iii) Powerpoint - features of power point, guidelines for preparing an effective presentation.

b) Network Configuration & Software Installation-Configuring TCP/IP, Proxy, and firewall settings. Installing application software, system software & tools.

OUTCOMES:

- Apply and practice logical ability to solve the problems.
- Understand C programming development environment, compiling, debugging, and linking and executing a program using the development environment
- Analyzing the complexity of problems, Modularize the problems into small modules and then convert them into programs
- Understand and apply the in-built functions and customized functions for solving the problems.
- Understand and apply the pointers, memory allocation techniques and use of files for dealing with variety of problems.
- Document and present the algorithms, flowcharts and programs in form of user-manuals

•Identification of various computer components, Installation of software

Note:

a) All the Programs must be executed in the Linux Environment. (Mandatory)
b) The Lab record must be a print of the LATEX (.tex) Format.

I Year - II Semester

L	T	P	C
4	0	0	3

ENGLISH -II

Introduction:

In view of the growing importance of English as a tool for global communication and the consequent emphasis on training the students to acquire communicative competence, the syllabus has been designed to develop linguistic and communicative competence of the students of Engineering.

As far as the detailed Textbooks are concerned, the focus should be on the skills of listening, speaking, reading and writing. The nondetailed Textbooks are meant for extensive reading for pleasure and profit.

Thus the stress in the syllabus in primarily on the development of communicative skills and fostering of ideas.

Objectives:

1. To imporve the language proficiency of the students in English with emphasis on LSRW skills.
2. To enable the students to study and comprehend the prescribed lessons and subjects more effectively relating to their theorotical and practical components.
3. To develop the communication skills of the students in both formal and informal situations.

LISTENING SKILLS:

Objectives:

4. To enable the students to appreciate the role of listening skill and improve their pronounciation.
5. To enable the students to comprehend the speech of people belonging to different backgrounds and regions.
6. To enable the students to listen for general content, to fill up information and for specific information.

SPEAKING SKILLS:

Objectives:

1. To make the students aware of the importance of speaking for their personal and professional communication.
2. To enable the students to express themselves fluently and accurately in social and professional success.
3. To help the students describe objects, situations and people.
4. To make the students participate in group activities like roleplays, discussions and debates.
5. To make the students particiapte in Just a Minute talks.

READING SKILLS:

Objectives:

1. To enable the students to comprehend a text through silent reading.
2. To enable the students to guess the meanings of words, messages and inferences of texts in given contexts.
3. To enable the students to skim and scan a text.
4. To enable the students to identify the topic sentence.
5. To enable the students to identify discourse features.
6. To enable the students to make intensive and extensive reading.

WRITING SKILLS:

Objectives:

1. To make the students understand that writing is an exact formal skills.
2. To enable the students to write sentences and paragraphs.
3. To make the students identify and use appropriate vocabulary.
4. To enable the students to narrate and describe.
5. To enable the students capable of note-making.
6. To enable the students to write coherently and cohesively.
7. To make the students to write formal and informal letters.
8. To enable the students to describe graphs using expressions of comparision.
9. To enable the students to write techincal reports.

Methodology:

1. The class are to be learner-centered where the learners are to read the texts to get a comprehensive idea of those texts on their own with the help of the peer group and the teacher.
2. Integrated skill development methodology has to be adopted with focus on individual language skills as per the tasks/exercise.

3. The tasks/exercises at the end of each unit should be completed by the learners only and the teacher interventionis perimitted as per the complexity of the task/exercise.
4. The teacher is expected to use supplementary material wherever necessary and also generate activities/tasks as per the requirement.
5. The teacher is perimitted to use lecture method when a completely new concept is introduced in the class.

Assessment Procedure: Theory

6. The formative and summative assessment procedures are to be adopted (mid exams and end semester examination).
7. Neither the formative nor summative assessment procedures should test the memory of the content of the texts given in the textbook. The themes and global comprehension of the units in the present day context with application of the langauge skills learnt in the unit are to be tested.
8. Only new unseen passages are to be given to test reading skills of the learners. Written skills are to be tested from sentence level to essay level. The communication formats—emails,letters and reports-- are to be tested along with appropriate langauge and expressions.
9. Examinations:

I mid exam + II mid exam (15% for descriptive tests+10% for online tests)= 25%

(80% for the best of two and 20% for the other)

Assignments= 5%

End semester exams=70%

10. Three take home assignments are to be given to the learners where they will have to read texts from the reference books list or other sources and write their gist in their own words.

The following text books are recommended for study in I B.Tech II Semester (Common for all branches)and I B.Pharma II Sem of JNTU Kakinada from the academic year 2016-17 **(R-16 Regulations)**

DETAILED TEXTBOOK: ENGLISH ENCOUNTERS Published by **Maruthi Publishers**.

DETAILED NON-DETAIL:THE GREAT INDIAN SCIENTISTS Published by **Cenguage learning**

The course content along with the study material is divided into six units.

UNIT 1:

1. ' The Greatest Resource- Education' from English Encounters

OBJECTIVE:

Schumacher describes the education system by saying that it was mere training, something more than mere knowledge of facts.

OUTCOME:

The lesson underscores that the ultimate aim of Education is to enhance wisdom.

2. ' A P J Abdul Kalam' from The Great Indian Scientists.

OBJECTIVE:

The lesson highlights Abdul Kalam's contributions to Indian science and the awards he received.

OUTCOME:

Abdul Kalam's simple life and service to the nation inspires the readers to follow in his footsteps.

UNIT 2:

1. ' A Dilemma' from English Encounters

OBJECTIVE: The lesson centres on the pros and cons of the development of science and technology.

OUTCOME: The lesson enables the students to promote peaceful co-existence and universal harmony among people and society.

2. 'C V Raman' from The Great Indian Scientists.

OBJECTIVE:

The lesson highlights the dedicated research work of C V Raman and his achievements in Physics.

OUTCOME:

The Achievements of C V Raman are inspiring and exemplary to the readers and all scientists.

UNIT 3:

1. 'Cultural Shock': Adjustments to new Cultural Environments from English Encounters.

OBJECTIVE:

The lesson depicts of the symptoms of Cultural Shock and the aftermath consequences.

OUTCOME: The lesson imparts the students to manage different cultural shocks due to globalization.

2. 'Homi Jehangir Bhabha' from The Great Indian Scientists.

OBJECTIVE:

The lesson highlights Homi Jehangir Bhabha's contributions to Indian nuclear programme as architect.

OUTCOME:

The seminal contributions of Homi Jehangir Bhabha to Indian nuclear programme provide an aspiration to the readers to serve the nation and sterngthen it.

UNIT 4:

1. 'The Lottery' from English Encounters.

OBJECTIVE:

The lesson highlights insightful commentary on cultural traditions.

OUTCOME:

The theme projects society’s need to re examine its traditions when they are outdated.

2. 'Jagadish Chandra Bose' from The Great Indian Scientists.

OBJECTIVE:

The lesson gives an account of the unique discoveries and inventions of Jagadish Chandra Bose in Science.

OUTCOME: The Scientific discoveries and inventions of Jagadish Chandra Bose provide inspiration to the readers to make their own contributions to science and technology, and strengthen the nation.

UNIT 5:

1. ' The Health Threats of Climate Change' from English Encounters.

OBJECTIVE:

The essay presents several health disorders that spring out due to environmental changes

OUTCOME:

The lesson offers several inputs to protect environment for the sustainability of the future generations.

2. ' Prafulla Chandra Ray' from The Great Indian Scientists.

OBJECTIVE:

The lesson given an account of the experiments and discoveries in Pharmaceuticals of Prafulla Chandra Ray.

OUTCOME:

Prafulla Chandra Ray's scientific achievements and patriotic fervour provide inspiration to the reader.

UNIT 6:

1. ' The Chief Software Architect' from English Encounters

OBJECTIVE:

The lesson supports the developments of technology for the betterment of human life.

OUTCOME:

Pupil get inspired by eminent personalities who toiled for the present day advancement of software development.

2. ' Srinivasa Ramanujan' from The Great Indian Scientists.

OBJECTIVE:

The lesson highlights the extraordinary achievements of Srinivasa Ramanujan, a great mathematician and the most romantic figure in mathematics.

OUTCOME:

The lesson provides inspiration to the readers to think and tap their innate talents.

NOTE:

All the exercises given in the prescribed lessons in both detailed and non-detailed textbooks relating to the theme and language skills must be covered.

MODEL QUESTION PAPER FOR THEORY

PART- I

Six short answer questions on 6 unit themes

One question on eliciting student's response to any of the themes

PART-II

Each question should be from one unit and the last question can be a combination of two or more units.

Each question should have 3 sub questions: A,B & C

A will be from the main text: 5 marks

B from non-detailed text: 3 marks

C on grammar and Vocabulary: 6 marks

I Year - II Semester

L	T	P	C
4	0	0	3

MATHEMATICS-III
(Common to ALL branches of First Year B.Tech.)

Course Objectives:

1. The course is designed to equip the students with the necessary mathematical skills and techniques that are essential for an engineering course.
2. The skills derived from the course will help the student from a necessary base to develop analytic and design concepts.
3. Understand the most basic numerical methods to solve simultaneous linear equations.

Course Outcomes: At the end of the Course, Student will be able to:

1. Determine rank, Eigenvalues and Eigen vectors of a given matrix and solve simultaneous linear equations.
2. Solve simultaneous linear equations numerically using various matrix methods.
3. Determine double integral over a region and triple integral over a volume.
4. Calculate gradient of a scalar function, divergence and curl of a vector function. Determine line, surface and volume integrals. Apply Green, Stokes and Gauss divergence theorems to calculate line, surface and volume integrals.

UNIT I: Linear systems of equations:

Rank-Echelon form-Normal form – Solution of linear systems – Gauss elimination - Gauss Jordon- Gauss Jacobi and Gauss Seidal methods.Applications: Finding the current in electrical circuits.

UNIT II: Eigen values - Eigen vectors and Quadratic forms:

Eigen values - Eigen vectors– Properties – Cayley-Hamilton theorem - Inverse and powers of a matrix by using Cayley-Hamilton theorem- Diagonalization- Quadratic forms- Reduction of quadratic form to canonical form – Rank - Positive, negative and semi definite - Index – Signature.

Applications: Free vibration of a two-mass system.

UNIT III: Multiple integrals:

Curve tracing: Cartesian, Polar and Parametric forms.

Multiple integrals: Double and triple integrals – Change of variables – Change of order of integration.

Applications: Finding Areas and Volumes.

UNIT IV: Special functions:

Beta and Gamma functions- Properties - Relation between Beta and Gamma functions- Evaluation of improper integrals.

Applications: Evaluation of integrals.

UNIT V: Vector Differentiation:
Gradient- Divergence- Curl - Laplacian and second order operators -Vector identities.
Applications: Equation of continuity, potential surfaces

UNIT VI: Vector Integration:

Line integral – Work done – Potential function – Area- Surface and volume integrals Vector integral theorems: Greens, Stokes and Gauss Divergence theorems (without proof) and related problems.
Applications: Work done, Force.

Text Books:

1. **B.S.Grewal,** Higher Engineering Mathematics, 43rd Edition, Khanna Publishers.
2. **N.P.Bali**, Engineering Mathematics, Lakshmi Publications.

Reference Books:

1. **Greenberg,** Advanced Engineering Mathematics, 2nd edition, Pearson edn
2. **Erwin Kreyszig,** Advanced Engineering Mathematics, 10th Edition, Wiley-India
3. **Peter O'Neil,** Advanced Engineering Mathematics,7th edition, Cengage Learning.
4. **D.W. Jordan and T.Smith,** Mathematical Techniques, Oxford University Press.
5. **Srimanta Pal, Subodh C.Bhunia**, Engineering Mathematics, Oxford University Press.
6. **Dass H.K., Rajnish Verma. Er.,** Higher Engineering Mathematics, S. Chand Co. Pvt. Ltd, Delhi.

I Year - II Semester

L	T	P	C
4	0	0	3

APPLIED CHEMISTRY
(EEE, ECE, CSE, IT, EIE, E. Com. E.)

Knowledge of basic concepts of Chemistry for Engineering students will help them as professional engineers later in design and material selection, as well as utilizing the available resources.

Learning Objectives:

- Plastics are nowadays used in household appliances; also they are used as composites (FRP) in aerospace industries.
- Fuels as a source of energy are a basic need of any industry, particularly industries like thermal power stations, steel industry, fertilizer industry etc., and hence they are introduced.
- The basics for the construction of galvanic cells as well as some of the sensors used in instruments are introduced. Also if corrosion is to be controlled, one has to understand the mechanism of corrosion which itself is explained by electrochemical theory.
- With the increase in demand, a wide variety of materials are coming up; some of them have excellent engineering properties and a few of these materials are introduced.
- Understanding of crystal structures will help to understand the conductivity, semiconductors and superconductors. Magnetic properties are also studied.
- With the increase in demand for power and also with depleting sources of fossil fuels, the demand for alternative sources of fuels is increasing. Some of the prospective fuel sources are introduced.

UNIT I: HIGH POLYMERS AND PLASTICS

Polymerisation : Introduction- Mechanism of polymerization - Stereo regular polymers – methods of polymerization (emulsion and suspension) -Physical and mechanical properties – Plastics as engineering materials : advantages and limitations – Thermoplastics and Thermosetting plastics – Compounding and fabrication (4/5 techniques)- Preparation, properties and applications of polyethene, PVC, Bakelite Teflon and polycarbonates

Elastomers – Natural rubber- compounding and vulcanization – Synthetic rubbers : Buna S, Buna N, Thiokol and polyurethanes – Applications of elastomers.

Composite materials & Fiber reinforced plastics – Biodegradable polymers – Conducting polymers.

UNIT II: FUEL TECHNOLOGY

Fuels:- Introduction – Classification – Calorific value - HCV and LCV – Dulong's formula – Bomb calorimeter – Numerical problems – Coal — Proximate and ultimate analysis – Significance of the analyses – Liquid fuels – Petroleum- Refining – Cracking – Synthetic petrol –Petrol knocking – Diesel knocking - Octane and Cetane ratings – Anti-knock agents – Power alcohol – Bio-diesel – Gaseous fuels – Natural gas. LPG and CNG – Combustion – Calculation of air for the combustion of a fuel – Flue gas analysis – Orsat apparatus – Numerical problems on combustion.

Explosives:- Introduction, classification, examples: RDX, TNT and ammonium nitrite - rocket fuels.

UNIT III: ELECTROCHEMICAL CELLS AND CORROSION

Galvanic cells - Reversible and irreversible cells – Single electrode potential – Electro chemical series and uses of this series- Standard electrodes (Hydrogen and Calomel electrodes) - Concentration Cells – Batteries: Dry Cell - Ni-Cd cells - Ni-Metal hydride cells - Li cells - Zinc – air cells.

Corrosion:- Definition – Theories of Corrosion (electrochemical) – Formation of galvanic cells by different metals, by concentration cells, by differential aeration and waterline corrosion – Passivity of metals – Pitting corrosion - Galvanic series – Factors which influence the rate of corrosion - Protection from corrosion – Design and material selection – Cathodic protection - Protective coatings: – Surface preparation – Metallic (cathodic and anodic) coatings - Methods of application on metals (Galvanizing, Tinning, Electroplating, Electroless plating)

UNIT IV: CHEMISTRY OF ADVANCED MATERIALS

Nano materials:- Introduction – Sol-gel method & chemical reduction method of preparation – Characterization by BET method and TEM methods - Carbon nano tubes and fullerenes: Types, preparation, properties and applications

Liquid crystals:- Introduction – Types – Applications

Superconductors :- Type-I & Type-2, properties &applications

Green synthesis:- Principles - 3or 4 methods of synthesis with examples – R_4M_4 principles

UNIT V: SOLID STATE CHEMISTRY

Types of solids - close packing of atoms and ions - BCC , FCC, structures of rock salt - cesium chloride- spinel - normal and inverse spinels,

Non-elemental ***semiconducting Materials***:- Stoichiometric, controlled valency & Chalcogen photo/semiconductors, Preparation of Semiconductors - Semiconductor Devices:- p-n junction diode as rectifier – junction transistor.

Insulators (electrical and electronic applications)

Magnetic materials:- Ferro and ferri magnetism. Hall effect and its applications.

UNIT VI: NON CONVENTIONAL ENERGY SOURCES AND STORAGE DEVICES

Solar Energy: - Introduction, application of solar energy, conversion of solar energy (Thermal conversion & photo conversion) – photovoltaic cell: design, working and its importance

Non-conventional energy sources:

(i) Hydropower include setup a hydropower plant (schematic diagram)

(ii) Geothermal energy: Introduction-schematic diagram of a geothermal power plant

(iii) Tidal and wave power: Introduction- Design and working-movement of tides and their effect on sea level.

(iv) Ocean thermal energy: Introduction, closed-cycle, ocean thermal energy conversion (OTEC), open cycle OTEC, hybrid OTEC, schematic diagram and explanation.

(v) Biomass and biofuels

Fuel cells:- Introduction - cell representation, H_2-O_2 fuel cell: Design and working, advantages and limitations. Types of fuel cells: Alkaline fuel cell - methanol-oxygen - phosphoric acid fuel cells - molten carbonate fuel cells.

Outcomes: The advantages and limitations of plastic materials and their use in design would be understood. Fuels which are used commonly and their economics, advantages and limitations are discussed. Reasons for corrosion and some methods of corrosion control would be understood.

The students would be now aware of materials like nano-materials and fullerenes and their uses. Similarly liquid crystals and superconductors are understood. The importance of green synthesis is well understood and how they are different from conventional methods is also explained. Conductance phenomenon is better understood. The students are exposed to some of the alternative fuels and their advantages and limitations.

Standard Books:

1. Engineering Chemistry by Jain and Jain; Dhanpat Rai Publicating Co.
2. Engineering Chemistry by Shikha Agarwal; Cambridge University Press, 2015 edition.

Reference Books:

1. Engineering Chemistry of Wiley India Pvt. Ltd., Vairam and others, 2014 edition (second).
2. Engineering Chemistry by Prasanth Rath, Cengage Learning, 2015 edition.
3. A text book of engineering Chemistry by S. S. Dara; S. Chand & Co Ltd., Latest Edition
4. Applied Chemistry by H.D. Gesser, Springer Publishers
5. Text book of Nano-science and nanotechnology by B.S. Murthy, P. Shankar and others, University Press, IIM

I Year - II Semester

L	T	P	C
4	0	0	3

OBJECT-ORIENTED PROGRAMMING THROUGH C++

OBJECTIVES:

- This course is designed to provide a comprehensive study of the C programming language. It stresses the strengths of C, which provide students with the means of writing efficient, maintainable and portable code. The nature of C language is emphasized in the wide variety of examples and applications. To learn and acquire art of computer programming. To know about some popular programming languages and how to choose
- Programming language for solving a problem.

UNIT-I: Introduction to C++

Difference between C and C++- Evolution of C++- The Object Oriented Technology- Disadvantage of Conventional Programming- Key Concepts of Object Oriented Programming- Advantage of OOP- Object Oriented Language.

UNIT-II: Classes and Objects &Constructors and Destructor

Classes in C++-Declaring Objects- Access Specifiers and their Scope- Defining Member Function-Overloading Member Function- Nested class, Constructors and Destructors, Introduction- Constructors and Destructor- Characteristics of Constructor and Destructor- Application with Constructor- Constructor with Arguments (parameterized Constructor- Destructors- Anonymous Objects.

UNIT-III: Operator Overloading and Type Conversion & Inheritance

The Keyword Operator- Overloading Unary Operator- Operator Return Type- Overloading Assignment Operator (=)- Rules for Overloading Operators, Inheritance, Reusability- Types of Inheritance- Virtual Base Classes- Object as a Class Member- Abstract Classes- Advantages of Inheritance-Disadvantages of Inheritance,

UNIT-IV: Pointers & Binding Polymorphisms and Virtual Functions

Pointer, Features of Pointers- Pointer Declaration- Pointer to Class- Pointer Object- The this Pointer- Pointer to Derived Classes and Base Class, Binding Polymorphisms and Virtual Functions, Introduction- Binding in C++- Virtual Functions- Rules for Virtual Function- Virtual Destructor.

UNIT-V: Generic Programming with Templates & Exception Handling

Generic Programming with Templates, Need for Templates- Definition of class Templates- Normal Function Templates- Over Loading of Template Function-Bubble Sort Using Function Templates- Difference Between Templates and Macros- Linked Lists with Templates, Exception Handling- Principles of Exception Handling- The Keywords try throw and catch- Multiple Catch Statements –Specifying Exceptions.

UNIT-VI: Overview of Standard Template Library

Overview of Standard Template Library- STL Programming Model- Containers- Sequence Containers- Associative Containers- Algorithms- Iterators- Vectors- Lists- Maps.

OUTCOMES:

- Understand the basic terminology used in computer programming
- Write, compile and debug programs in C language. Use different data types in a computer program.
- Design programs involving decision structures, loops and functions.
- Explain the difference between call by value and call by reference

Text Books:

1. A First Book of C++, Gary Bronson, Cengage Learing.
2. The Complete Reference C++, Herbert Schildt, TMH.
3. Programming in C++, Ashok N Kamathane, Pearson 2nd Edition.

Reference Books:

1. Object Oriented Programming C++, Joyce Farrell, Cengage.
2. C++ Programming: from problem analysis to program design, DS Malik, Cengage Learing.

I Year - II Semester

L	T	P	C
4	0	0	3

ENVIRONMENTAL STUDIES

Course Learning Objectives:

The objectives of the course is to impart

- Overall understanding of the natural resources
- Basic understanding of the ecosystem and its diversity
- Acquaintance on various environmental challenges induced due to unplanned anthropogenic activities
- An understanding of the environmental impact of developmental activities
- Awareness on the social issues, environmental legislation and global treaties
-

Course Outcomes:

The student should have knowledge on

- The natural resources and their importance for the sustenance of the life and recognize the need to conserve the natural resources
- The concepts of the ecosystem and its function in the environment. The need for protecting the producers and consumers in various ecosystems and their role in the food web
- The biodiversity of India and the threats to biodiversity, and conservation practices to protect the biodiversity
- Various attributes of the pollution and their impacts and measures to reduce or control the pollution along with waste management practices
- Social issues both rural and urban environment and the possible means to combat the challenges
- The environmental legislations of India and the first global initiatives towards sustainable development.
- About environmental assessment and the stages involved in EIA and the environmental audit.
- Self Sustaining Green Campus with Environment Friendly aspect of – Energy, Water and Wastewater reuse Plantation, Rain water Harvesting, Parking Curriculum.

Syllabus:

UNIT – I Multidisciplinary nature of Environmental Studies: Definition, Scope and Importance –Sustainability: Stockholm and Rio Summit–Global Environmental Challenges: Global warming and climate change, Carbon Credits, acid rains, ozone layer depletion, population growth and explosion, effects. Role of information Technology in Environment and human health.

Ecosystems: Concept of an ecosystem. - Structure and function of an ecosystem. - Producers, consumers and decomposers. - Energy flow in the ecosystem - Ecological succession. - Food chains, food webs and ecological pyramids. - Introduction, types, characteristic features, structure and function of Forest ecosystem, Grassland ecosystem, Desert ecosystem, Aquatic ecosystems.

UNIT – II Natural Resources: Natural resources and associated problems

Forest resources – Use and over – exploitation, deforestation – Timber extraction – Mining, dams and other effects on forest and tribal people

Water resources – Use and over utilization of surface and ground water – Floods, drought, conflicts over water, dams – benefits and problems

Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources, Sustainable mining of Granite, Literate, Coal, Sea and River sands.

Food resources: World food problems, changes caused by non-agriculture activities-effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity

Energy resources: Growing energy needs, renewable and non-renewable energy sources use of alternate energy sources Vs Oil and Natural Gas Extraction.

Land resources: Land as a resource, land degradation, Wasteland reclamation, man induced landslides, soil erosion and desertification. Role of an individual in conservation of natural resources. Equitable use of resources for sustainable lifestyles.

UNIT – III Biodiversity and its conservation: Definition: genetic, species and ecosystem diversity- classification - Value of biodiversity: consumptive use, productive use, social- Biodiversity at national and local levels. India as a mega-diversity nation - Hot-spots of biodiversity - Threats to biodiversity: habitat loss, man-wildlife conflicts - Endangered and endemic species of India – Conservation of biodiversity: conservation of biodiversity.

UNIT – IV Environmental Pollution: Definition, Cause, effects and control measures of Air pollution, Water pollution, Soil pollution, Noise pollution, Nuclear hazards. Role of an individual in prevention of pollution. - Pollution case studies, Sustainable Life Studies. Impact of Fire Crackers on Men and his well being.

Solid Waste Management: Sources, Classification, effects and control measures of urban and industrial solid wastes. Consumerism and waste products, Biomedical, Hazardous and e – waste management.

UNIT – V Social Issues and the Environment: Urban problems related to energy -Water conservation, rain water harvesting-Resettlement and rehabilitation of people; its problems and concerns. Environmental ethics: Issues and possible solutions. Environmental Protection Act - Air (Prevention and Control of Pollution) Act. –Water (Prevention and control of Pollution) Act -Wildlife Protection Act -Forest Conservation Act-Issues involved in enforcement of environmental legislation. -Public awareness.

UNIT – VI Environmental Management: Impact Assessment and its significance various stages of EIA, preparation of EMP and EIS, Environmental audit. Ecotourism, Green Campus – Green business and Green politics.

The student should Visit an Industry / Ecosystem and submit a report individually on any issues related to Environmental Studies course and make a power point presentation.

TEXT BOOKS:

1. Environmental Studies, K. V. S. G. Murali Krishna, VGS Publishers, Vijayawada
2. Environmental Studies, R. Rajagopalan, 2nd Edition, 2011, Oxford University Press.
3. Environmental Studies, P. N. Palanisamy, P. Manikandan, A. Geetha, and K. Manjula Rani; Pearson Education, Chennai

REFERENCE:

1. Text Book of Environmental Studies, Deeshita Dave & P. Udaya Bhaskar, Cengage Learning.

2. A Textbook of Environmental Studies, Shaashi Chawla, TMH, New Delhi

3. Environmental Studies, Benny Joseph, Tata McGraw Hill Co, New Delhi

4. Perspectives in Environment Studies, Anubha Kaushik, C P Kaushik, New Age International Publishers, 2014

I Year - II Semester

L	T	P	C
4	0	0	3

ENIGINEERING MECHANICS

Objectives: The students completing this course are expected to understand the concepts of forces and its resolution in different planes, resultant of force system, Forces acting on a body, their free body diagrams using graphical methods. They are required to understand the concepts of centre of gravity and moments of inertia and their application, Analysis of frames and trusses, different types of motion, friction and application of work - energy method.

UNIT – I

Objectives: The students are to be exposed to the concepts of force and friction, direction and its application.

Introduction to Engg. Mechanics – Basic Concepts.

Systems of Forces: Coplanar Concurrent Forces – Components in Space – Resultant – Moment of Force and its Application – Couples and Resultant of Force Systems.

Friction: Introduction**,** limiting friction and impending motion, coulomb's laws of dry friction, coefficient of friction, cone of friction

UNIT II

Objectives: The students are to be exposed to application of free body diagrams. Solution to problems using graphical methods and law of triangle of forces.

Equilibrium of Systems of Forces: Free Body Diagrams, Equations of Equilibrium of Coplanar Systems, Spatial Systems for concurrent forces. Lamis Theorm, Graphical method for the equilibrium of coplanar forces, Converse of the law of Triangle of forces, converse of the law of polygon of forces condition of equilibrium, analysis of plane trusses.

UNIT – III

Objectives : The students are to be exposed to concepts of centre of gravity.

Centroid: Centroids of simple figures (from basic principles) – Centroids of Composite Figures

Centre of Gravity: Centre of gravity of simple body (from basic principles), centre of gravity of composite bodies, Pappus theorems.

UNIT IV

Objective: The students are to be exposed to concepts of moment of inertia and polar moment of inertia including transfer methods and their applications.

Area moments of Inertia: Definition – Polar Moment of Inertia, Transfer Theorem, Moments of Inertia of Composite Figures, Products of Inertia, Transfer Formula for Product of Inertia. **Mass Moment of Inertia:** Moment of Inertia of Masses, Transfer Formula for Mass Moments of Inertia, mass moment of inertia of composite bodies.

UNIT – V

Objectives: The students are to be exposed to motion in straight line and in curvilinear paths, its velocity and acceleration computation and methods of representing plane motion.

Kinematics: Rectilinear and Curvelinear motions – Velocity and Acceleration – Motion of Rigid Body – Types and their Analysis in Planar Motion. **Kinetics:** Analysis as a Particle and Analysis as a Rigid Body in Translation – Central Force Motion – Equations of Plane Motion – Fixed Axis Rotation – Rolling Bodies.

UNIT – VI

Objectives: The students are to be exposed to concepts of work, energy and particle motion

Work – Energy Method: Equations for Translation, Work-Energy Applications to Particle Motion, Connected System-Fixed Axis Rotation and Plane Motion. Impulse momentum method.

TEXT BOOKS :

1. Engg. Mechanics - S.Timoshenko & D.H.Young., 4th Edn - , Mc Graw Hill publications.

REFERENCES :

1. Engineering Mechanics statics and dynamics – R.C.Hibbeler, 11th Edn – Pearson Publ.
2. Engineering Mechanics, statics – J.L.Meriam, 6th Edn – Wiley India Pvt Ltd.
3. Engineering Mechanics, statics and dynamics – I.H.Shames, – Pearson Publ.
4. Mechanics For Engineers, statics - F.P.Beer & E.R.Johnston – 5th Edn Mc Graw Hill Publ.
5. Mechanics For Engineers, dynamics - F.P.Beer & E.R.Johnston –5th Edn Mc Graw Hill Publ.
6. Theory & Problems of engineering mechanics, statics & dynamics – E.W.Nelson, C.L.Best & W.G. McLean, 5th Edn – Schaum's outline series - Mc Graw Hill Publ.
7. Singer's Engineering Mechanics: Statics And Dynamics, K. Vijay Kumar Reddy, J. Suresh Kumar, Bs Publications
8. Engineering Mechanics, Fedinand . L. Singer, Harper – Collins.
9. Engineering Mechanics statics and dynamics , A Nelson , Mc Graw Hill publications

I Year - II Semester

L	T	P	C
0	0	3	2

APPLIED / ENGINEERING CHEMISTRY LABORATORY
(*Common to all branches)*

1. Introduction to Chemistry laboratory – Molarity, Normality, Primary, secondary standard solutions, Volumetric titrations, Quantitative analysis, Qualitative analysis, etc.
2. Trial experiment - Determination of HCl using standard Na_2CO_3 solution.
3. Determination of alkalinity of a sample containing Na_2CO_3 and NaOH.
4. Determination of $KMnO_4$ using standard Oxalic acid solution.
5. Determination of Ferrous iron using standard $K_2Cr_2O_7$ solution.
6. Determination of Copper using standard $K_2Cr_2O_7$ solution.
7. Determination of temporary and permanent hardness of water using standard EDTA solution.
8. Determination of Copper using standard EDTA solution.
9. Determination of Iron by a Colorimetric method using thiocynate as reagent.
10. Determination of pH of the given sample solution using pH meter.
11. Conductometric titration between strong acid and strong base.
12. Conductometric titration between strong acid and weak base.
13. Potentiometric titration between strong acid and strong base.
14. Potentiometric titration between strong acid and weak base.
15. Determination of Zinc using standard EDTA solution.
16. Determination of Vitamin – C.

Outcomes: The students entering into the professional course have practically very little exposure to lab classes. The experiments introduce volumetric analysis; redox titrations with different indicators; EDTA titrations; then they are exposed to a few instrumental methods of chemical analysis. Thus at the end of the lab course, the student is exposed to different methods of chemical analysis and use of some commonly employed instruments. They thus acquire some experimental skills.

Reference Books

1. A Textbook of Quantitative Analysis, Arthur J. Vogel.
2. Dr. Jyotsna Cherukuris (2012) *Laboratory Manual of engineering chemistry-II,* VGS Techno Series
3. Chemistry Practical Manual, Lorven Publications
4. K. Mukkanti (2009) *Practical Engineering Chemistry,* B.S. Publication

		L	T	P	C
I Year - II Semester	**ENGLISH - COMMUNICATION SKILLS LAB- II**	**0**	**0**	**3**	**2**

PRESCRIBED LAB MANUAL FOR SEMESTER II:

'INTERACT: English Lab Manual for Undergraduate Students' Published by **Orient Blackswan Pvt Ltd.**

OBJECTIVES:

To enable the students to learn demonstratively the communication skills of listening, speaking, reading and writing.

OUTCOME:

A study of the communicative items in the laboratory will help the students become successful in the competitive world.

The course content along with the study material is divided into six units.

UNIT 1:

1. Debating
   Practice work

UNIT 2:

1. Group Discussions
   Practice work

UNIT 3:

1. Presentation Skills
   Practice work

UNIT 4:

1. Interview Skills
   Practice work

UNIT 5:

1. Email,
2. Curriculum Vitae
   Practice work

UNIT 6:

1. Idiomatic Expressions
2. Common Errors in English
   Practice work

Reference Books:

1. Strengthen your communication skills by Dr M Hari Prasad, Dr Salivendra Raju and Dr G Suvarna Lakshmi, Maruti Publications.
2. English for Professionals by Prof Eliah, B.S Publications, Hyderabad.
3. Unlock, Listening and speaking skills 2, Cambridge University Press
4. Spring Board to Success, Orient BlackSwan
5. A Practical Course in effective english speaking skills, PHI
6. Word power made handy, Dr shalini verma, Schand Company
7. Let us hear them speak, Jayashree Mohanraj, Sage texts
8. Professional Communication, Aruna Koneru, Mc Grawhill Education
9. Cornerstone, Developing soft skills, Pearson Education

I Year - II Semester

L	T	P	C
0	0	3	2

OBJECT-ORIENTED PROGRAMMING LAB

OBJECTIV:

- To strengthen their problem solving ability by applying the characteristics of an object- oriented approach.
- To introduce object oriented concepts in C++ and Java.

Programmi:

Exercise – 1 (Basics)

Write a Simple Program on printing "Hello World" and "Hello Name" where name is the input from the user

a) Convert any two programs that are written in C into C++
b) Write a description of using g++ (150 Words)

Exercise – 2 (Expressions Control Flow)

a) Write a Program that computes the simple interest and compound interest payable on principalamount(inRs.)ofloanborrowedbythecustomerfromabankforagiverperiodof time (in years) at specific rate of interest. Further determine whether the bank will benefit by charging simple interest or compound interest.
b) WriteaProgramtocalculatethefareforthepassengerstravelinginabus. WhenaPassenger enters the bus, the conductor asks "What distance will you travel?" On knowing distance from passenger (as an approximate integer), the conductor mentions the fare to the passenger according to following criteria.

Exercise – 3 (Variables, Scope, Allocation)

a) Write a program to implement call by value and call by reference using reference variable.

b) Write a program to illustrate scope resolution, new and delete Operators. (Dyanamic Memory Allocation)
c) Write a program to illustrate Storage classes

d) Write a program to illustrate Enumerations

Exercises –4 (Functions)

Write a program illustrating Inline Functions

a) Write a program illustrate function overloading. Write 2 overloading functions for power.
b) Write a program illustrate the use of default arguments for simple interest function.

Exercise -5 (Functions –Exercise Continued)

a) Write a program to illustrate function overloading. Write 2 overloading functions for adding two numbers

b) Write a program illustrate function template for power of a number.

c) Write a program to illustrate function template for swapping of two numbers.

Exercise -6 (Classes Objects)

Create a Distance class with:

- feet and inches as data members
- member function to input distance
- member function to output distance
- member function to add two distance objects

a). Write a main function to create objects of DISTANCE class. Input two distances and output the sum.

b). Write a C++ Program to illustrate the use of Constructors and Destructors (use the above program.)

c) Write a program for illustrating function overloading in adding the distance between objects (use the above problem)

d). Write a C++ program demonstrating a BankAccount with necessary methods and variables

Exercise – 7 (Access)

Write a program for illustratingAccess Specifiers public, private, protected

a) Write a program implementing Friend Function
b) Write a program to illustrate this pointer
c) Write a Program to illustrate pointer to a class

Exercise -8 (Operator Overloading)

a). Write a program to Overload Unary, and Binary Operators as Member Function, and Non Member Function.

i. Unary operator as member function

ii. Binary operator as nonmember function

b). Write a c ++ program to implement the overloading assignment = operator

c).Write a case study on Overloading Operators and Overloading Functions (150 Words)

Exercise -9 (Inheritance)

a) Write C++ Programs and incorporating various forms of Inheritance

i) Single Inheritance

ii) Hierarchical Inheritance

iii) Multiple Inheritances

iv) Multi-level inheritance

v) Hybrid inheritance

b) Write a program to show Virtual Base Class

c) Write a case study on using virtual classes (150 Words)

Exercise-10 (Inheritance –Continued)

a) Write a Program in C++ to illustrate the order of execution of constructors and destructors in inheritance

b) Write a Program to *show* how *constructors* are invoked in *derived class*

Exercise -11 (Polymorphism)

a) Write a program to illustrate runtime polymorphism

b) Write a program to illustrate this pointer

c) Write a program illustrates pure virtual function and calculate the area of different shapes by using abstract class.

d) Write a case study on virtual functions (150 Words)

Exercise -12(Templates)

a) Write a C++ Program to illustrate template class

b) Write a Program to illustrate class templates with multiple parameters

c) Write a Program to illustrate member function templates

Exercise -13 (Exception Handling)

a).Write a Program for Exception Handling Divide by zero

b). Write a Program to rethrow an Exception

Exercise -14 (STL)

a) Write a Program to implement List and List Operations

b) Write a Program to implementVector andVector Operations

Exercise -15 (STLContinued)

a) Write a Program to implement Deque and Deque Operations

b) Write a Program to implement Map and Map Operations

OUTCOMES:

- Explain whatconstitutesanobject-oriented approachtoprogrammingandidentify potential benefits of object-oriented programming over other approaches.
- Apply an object-oriented approach to developing applications of varying complexities

II Year - I Semester

L	T	P	C
4	0	0	3

STATISTICS WITH R PROGRAMMING

OBJECTIVE:

After taking the course, students will be able to

- Use R for statistical programming, computation, graphics, and modeling,
- Write functions and use R in an efficient way,
- Fit some basic types of statistical models
- Use R in their own research,
- Be able to expand their knowledge of R on their own.

UNIT-I:

Introduction, How to run R, R Sessions and Functions, Basic Math, Variables, Data Types, Vectors, Conclusion, Advanced Data Structures, Data Frames, Lists, Matrices, Arrays, Classes**.**

UNIT-II:

R Programming Structures, Control Statements, Loops, - Looping Over Nonvector Sets,- If-Else, Arithmetic and Boolean Operators and values, Default Values for Argument, Return Values, Deciding Whether to explicitly call return- Returning Complex Objects, Functions are Objective, No Pointers in R, Recursion, A Quicksort Implementation-Extended Extended Example: A Binary Search Tree.

UNIT-III:

Doing Math and Simulation in R, Math Function, Extended Example Calculating Probability- Cumulative Sums and Products-Minima and Maxima- Calculus, Functions Fir Statistical Distribution, Sorting, Linear Algebra Operation on Vectors and Matrices, Extended Example: Vector cross Product- Extended Example: Finding Stationary Distribution of Markov Chains, Set Operation, Input /out put, Accessing the Keyboard and Monitor, Reading and writer Files,

UNIT-IV:

Graphics, Creating Graphs, The Workhorse of R Base Graphics, the plot() Function – Customizing Graphs, Saving Graphs to Files.

UNIT-V:

Probability Distributions, Normal Distribution- Binomial Distribution- Poisson Distributions Other Distribution, Basic Statistics, Correlation and Covariance, T-Tests,-ANOVA.

UNIT-VI:

Linear Models, Simple Linear Regression, -Multiple Regression Generalized Linear Models, Logistic Regression, - Poisson Regression- other Generalized Linear Models-Survival Analysis, Nonlinear Models, Splines- Decision- Random Forests,

OUTCOMES:

At the end of this course, students will be able to:

- List motivation for learning a programming language
- Access online resources for R and import new function packages into the R workspace
- Import, review, manipulate and summarize data-sets in R
- Explore data-sets to create testable hypotheses and identify appropriate statistical tests
- Perform appropriate statistical tests using R Create and edit visualizations with

TEXT BOOKS:

1) The Art of R Programming, Norman Matloff, Cengage Learning
2) R for Everyone, Lander, Pearson

REFERENCE BOOKS:

1) R Cookbook, PaulTeetor, Oreilly.
2) R in Action,Rob Kabacoff, Manning

II Year - I Semester

L	T	P	C
4	0	0	3

MATHEMATICAL FOUNDATION OF COMPUTER SCIENCE

OBJECTIVES:

- To introduce the students to the topics and techniques of discrete methods and combinatorial reasoning.
- To introduce a wide variety of applications. The algorithmic approach to the solution of problems is fundamental in discrete mathematics, and this approach reinforces the close ties between this discipline and the area of computer science.

UNIT -I:

Mathematical Logic: Propositional Calculus: Statements and Notations, Connectives, Well Formed Formulas, Truth Tables, Tautologies, Equivalence of Formulas, Duality Law, Tautological Implications, Normal Forms, Theory of Inference for Statement Calculus, Consistency of Premises, Indirect Method of Proof. Predicate Calculus:Predicative Logic, Statement Functions, Variables and Quantifiers, Free and Bound Variables, Inference Theory for Predicate Calculus.

UNIT -II:

Set Theory: Introduction, Operations on Binary Sets, Principle of Inclusion and Exclusion, *Relations:* Properties of Binary Relations, Relation Matrix and Digraph, Operations on Relations, Partition and Covering, Transitive Closure, Equivalence, Compatibility and Partial Ordering Relations, Hasse Diagrams, *Functions:* Bijective Functions, Composition of Functions, Inverse Functions, Permutation Functions, Recursive Functions, Lattice and its Properties.

UNIT- III:

Algebraic Structures and Number Theory: *Algebraic Structures:*Algebraic Systems, Examples, General Properties, Semi Groups and Monoids, Homomorphism of Semi Groups and Monoids, Group, Subgroup, Abelian Group, Homomorphism, Isomorphism, *Number Theory:*Properties of Integers, Division Theorem, The Greatest Common Divisor, Euclidean Algorithm, Least Common Multiple, Testing for Prime Numbers, The Fundamental Theorem of Arithmetic, Modular Arithmetic (Fermat's Theorem and Euler's Theorem)

UNIT -IV:

Combinatorics: Basic of Counting, Permutations, Permutations with Repetitions, Circular Permutations, Restricted Permutations, Combinations, Restricted Combinations, Generating Functions of Permutations and Combinations, Binomial and Multinomial Coefficients, Binomial and Multinomial Theorems, The Principles of Inclusion–Exclusion, Pigeonhole Principle and its Application.

UNIT -V:

Recurrence Relations: Generating Functions, Function of Sequences, Partial Fractions, Calculating Coefficient of Generating Functions, Recurrence Relations, Formulation as Recurrence Relations, Solving Recurrence Relations by Substitution and Generating Functions, Method of Characteristic Roots, Solving Inhomogeneous Recurrence Relations

UNIT -VI:

Graph Theory: Basic Concepts of Graphs, Sub graphs, Matrix Representation of Graphs: Adjacency Matrices, Incidence Matrices, Isomorphic Graphs, Paths and Circuits, Eulerian and Hamiltonian Graphs, Multigraphs, Planar Graphs, Euler's Formula, Graph Colouring and Covering, Chromatic Number, Spanning Trees, Algorithms for Spanning Trees (Problems Only and Theorems without Proofs).

OUTCOMES:

- Student will be able to demonstrate skills in solving mathematical problems
- Student will be able to comprehend mathematical principles and logic
- Student will be able to demonstrate knowledge of mathematical modeling and proficiency in using mathematical software
- Student will be able to manipulate and analyze data numerically and/or graphically using appropriate Software
- Student will be able to communicate effectively mathematical ideas/results verbally or in writing

TEXT BOOKS:

1.Discrete Mathematical Structures with Applications to Computer Science, J. P. Tremblay and P. Manohar, Tata McGraw Hill.

2. Elements of Discrete Mathematics-A Computer Oriented Approach, C. L. Liu and D. P. Mohapatra, 3rdEdition, Tata McGraw Hill.

3. Discrete Mathematics and its Applications with Combinatorics and Graph Theory, K. H. Rosen, 7th Edition, Tata McGraw Hill.

REFERENCE BOOKS:

1. Discrete Mathematics for Computer Scientists and Mathematicians, J. L. Mott, A. Kandel, T.P. Baker, 2nd Edition, Prentice Hall of India.

2. Discrete Mathematical Structures, BernandKolman, Robert C. Busby, Sharon Cutler Ross, PHI.

3. Discrete Mathematics, S. K. Chakraborthy and B.K. Sarkar, Oxford, 2011.

II Year - I Semester

L	T	P	C
4	0	0	3

DIGITAL LOGIC DESIGN

OBJECTIVE:

- To introduce the basic tools for design with combinational and sequential digital logic and state machines.
- To learn simple digital circuits in preparation for computer engineering.

UNIT- I: Digital Systems and Binary Numbers

Digital Systems, Binary Numbers, Binary Numbers, Octal and Hexadecimal Numbers, Complements of Numbers, Complements of Numbers, Signed Binary Numbers,Arithmetic addition and subtraction

UNIT -II: Concept of Boolean algebra

Basic Theorems and Properties of Boolean algebra, Boolean Functions, Canonical and Standard Forms, Minterms and Maxterms,

UNIT- III: Gate level Minimization

Map Method, Two-Variable K-Map, Three-Variable K-Map, Four Variable K-Maps. Products of Sum Simplification, Sum of Products Simplification, Don't – Care Conditions, NAND and NOR Implementation, Exclusive-OR Function

UNIT- IV:Combinational Logic

Introduction, Analysis Procedure, Design Procedure, Binary Adder–Subtractor, Decimal Adder, Binary Multiplier, Decoders, Encoders, Multiplexers, HDL Models of Combinational Circuits

UNIT- V: Synchronous Sequential Logic

Introduction to Sequential Circuits, Storage Elements: Latches, Storage Elements: Flip-Flops, Analysis of Clocked **Sequential** Circuits, Mealy and Moore Models of Finite State Machines

UNIT -VI: Registers and Counters

Registers, Shift Registers, Ripple Counters, Synchronous Counters, Ring Counter, Johnson Counter, Ripple Counter

OUTCOMES:

A student who successfully fulfills the course requirements will have demonstrated:

- An ability to define different number systems, binary addition and subtraction, 2's complement representation and operations with this representation.
- An ability to understand the different switching algebra theorems and apply them for logic functions.
- An ability to define the Karnaugh map for a few variables and perform an algorithmic reduction of logic functions.
- An ability to define the other minimization methods for any number of variables Variable Entered Mapping (VEM) and Quine-MeCluskey (QM) Techniques and perform an algorithmic reduction of logic functions.

TEXT BOOKS:

1. Digital Design, 5/e, M.Morris Mano, Michael D Ciletti, PEA.
2. Fundamentals of Logic Design, 5/e, Roth, Cengage.

REFERENCE BOOKS:

1. Digital Logic and Computer Design, M.Morris Mano, PEA.
2. Digital Logic Design, Leach, Malvino, Saha, TMH.
3. Modern Digital Electronics, R.P. Jain, TMH.

II Year - I Semester

L	T	P	C
4	0	0	3

PYTHON PROGRAMMING

OBJECTIVES:

- Introduction to Scripting Language
- Exposure to various problems solving approaches of computer science

UNIT – I:

Introduction: History of Python, Need of Python Programming, Applications Basics of Python Programming Using the REPL(Shell), Running Python Scripts, Variables, Assignment, Keywords, Input-Output, Indentation.

UNIT – II:

Types, Operators and Expressions: Types - Integers, Strings, Booleans; Operators- Arithmetic Operators, Comparison (Relational) Operators, Assignment Operators, Logical Operators, Bitwise Operators, Membership Operators, Identity Operators, Expressions and order of evaluations Control Flow- if, if-elif-else, for, while, break, continue, pass

UNIT – III:

Data Structures Lists - Operations, Slicing, Methods; Tuples, Sets, Dictionaries, Sequences. Comprehensions.

UNIT – IV:

Functions - Defining Functions, Calling Functions, Passing Arguments, Keyword Arguments, Default Arguments, Variable-length arguments, Anonymous Functions, Fruitful Functions(Function Returning Values), Scope of the Variables in a Function - Global and Local Variables.

Modules: Creating modules, import statement, from. Import statement, name spacing,

Python packages, Introduction to PIP, Installing Packages via PIP, Using Python Packages

UNIT – V:

Object Oriented Programming OOP in Python: Classes, 'self variable', Methods, Constructor Method, Inheritance, Overriding Methods, Datahiding,

Error and Exceptions: Difference between an error and Exception, Handling Exception, try except block, Raising Exceptions, User Defined Exceptions

UNIT – VI:

Brief Tour of the Standard Library - Operating System Interface - String Pattern Matching, Mathematics, Internet Access, Dates and Times, Data Compression, Multithreading, GUI Programming, Turtle Graphics

Testing: Why testing is required ?, Basic concepts of testing, Unit testing in Python, Writing Test cases, Running Tests.

OUTCOMES:

- Making Software easily right out of the box.
- Experience with an interpreted Language.
- To build software for real needs.
- Prior Introduction to testing software

TEXT BOOKS

1. Python Programming: A Modern Approach, Vamsi Kurama, Pearson
2. Learning Python, Mark Lutz, Orielly

Reference Books:

1. Think Python, Allen Downey, Green Tea Press
2. Core Python Programming, W.Chun, Pearson.
3. Introduction to Python, Kenneth A. Lambert, Cengage

II Year - I Semester

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DATA STRUCTURES THROUGH C++

OBJECTIVES:

- To be familiar with basic techniques of object oriented principles and exception handling using C++
- To be familiar with the concepts like Inheritance, Polymorphism
- Solve problems using data structures such as linear lists, stacks, queues, hash tables
- Be familiar with advanced data structures such as balanced search trees, AVLTrees, and B Trees.

UNIT-I: ARRAYS

Abstract Data Types and the C++ Class, An Introduction to C++ Class- Data Abstraction and Encapsulation in C++- Declaring Class Objects and Invoking Member Functions- Special Class Operations- Miscellaneous Topics- ADTs and C++Classes, The Array as an Abstract Data Type, The Polynomial Abstract Data type- Polynomial Representation- Polynomial Addition. Spares Matrices,Introduction- Sparse Matrix Representation- Transposing a Matrix- Matrix Multiplication, Representation of Arrays.

UNIT-II: STACKS AND QUEUES

Templates in C++, Template Functions- Using Templates to Represent Container Classes, The Stack Abstract Data Type, The Queue Abstract Data Type, Subtyping and Inheritance in C++, Evaluation of Expressions, Expression- Postfix Notation- Infix to Postfix.

UNIT-III: LINKED LISTS

Single Linked List and Chains, Representing Chains in C++, Defining a Node in C++- Designing a Chain Class in C++- Pointer manipulation in C++- Chain Manipulation Operations, The Template Class Chain, Implementing Chains with Templates- Chain Iterators- Chain Operations- Reusing a Class, Circular Lists, Available Space Lists, Linked Stacks and Queues, Polynomials, Polynomial Representation- Adding Polynomials- Circular List Representation of Polynomials, Equivalence Classes, Sparse Matrices, Sparse Matrix Representation- Sparse Matrix Input- Deleting a Sparse Matrix, Doubly Linked Lists, Generalized Lists, Representation of Generalized Lists- Recursive Algorithms for Lists- Reference Counts, Shared and Recursive Lists

UNIT-IV: TREES

Introduction, Terminology, Representation of Trees, Binary Trees, The Abstract Data Type, Properties of Binary Tress, Binary Tree Representations, Binary Tree Traversal and Tree Iterators, Introduction, Inorder Traversal Preorder Traversal, Postorder Traversal, Thread Binary Trees, Threads, Inorder Traversal of a Threaded Binary Tree, Inserting a Node into a Threaded Binary Tree, Heaps, Priority Queues, Definition of a Max Heap, Insertion into a Max Heap, Deletion from a Max Heap, Binary Search Trees, Definition, Searching a Binary Search Tree, Insertion into a Binary Search Tree, Deletion from a Binary Search Tree, Height of Binary Search Tree.

UNIT-V: GRAPHS

The Graph Abstract Data Type, Introduction, Definition, Graph Representation, Elementary Graph Operation, Depth First Search, Breadth First Search, Connected Components, Spanning Trees, Biconnected Components, Minimum Cost Spanning Trees, Kruskal S Algorithm, Prim s Algorithm Sollin' s Algorithm, Shortest Paths and Transitive Closure, Single Source/All Destination: Nonnegative Edge Cost, Single Source/All Destination: General Weights, All-Pairs Shortest Path, Transitive Closure.

UNIT-VI: SORTING

Insertion Sort, Quick Sort, Merge Sort Merging, Iterative Merge Sort, Recursive Merge Sort, Heap Sort.

OUTCOMES:

- Distinguish between procedures and object oriented programming.
- Apply advanced data structure strategies for exploring complex data structures.
- Compare and contrast various data structures and design techniques in the area of Performance.
- Implement data structure algorithms through C++. • Incorporate data structures into the applications such as binary search trees, AVL and B Trees
- Implement all data structures like stacks, queues, trees, lists and graphs and compare their Performance and trade offs

TEXT BOOKS:

1. Data structures, Algorithms and Applications in C++, S.Sahni, University Press (India) Pvt.Ltd, 2nd edition, Universities Press, Pvt. Ltd.
2. Data structures and Algorithm Analysis in C++, Mark Allen Weiss, Pearson Education. Ltd., Second Edition.
3. Data structures and Algorithms in C++, Michael T.Goodrich, R.Tamassia and .Mount, Wiley student edition, John Wiley and Sons.

REFERENCE BOOKS:

1. Data structures and algorithms in C++, 3rd Edition, Adam Drozdek, Thomson
2. Data structures using C and C++, Langsam, Augenstein and Tanenbaum, PHI.
3. Problem solving with C++, The OOP, Fourth edition, W.Savitch, Pearson education.

II Year - I Semester

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SOFTWARE ENGINEERING

OBJECTIVES

- To understand the software life cycle models.
- To understand the software requirements and SRS document.
- To understand the importance of modeling and modeling languages.
- To design and develop correct and robust software products.
- To understand the quality control and how to ensure good quality software.
- To understand the planning and estimation of software projects.
- To understand the implementation issues, validation and verification procedures.
- To understand the maintenance of software

UNIT-I:

Software and Software Engineering: The Nature of Software, The Unique Nature of WebApps, Software Engineering, Software Process, Software Engineering Practice, Software Myths.

Process Models: A Generic Process Model, Process Assessment and Improvement, Prescriptive Process Models, Specialized Process Models, The Unified Process, Personal and Team Process Models, Process Terminology, Product and Process.

UNIT-II:

Requirements Analysis And Specification: Requirements Gathering and Analysis, Software Requirement Specification (SRS), Formal System Specification.

Software Design: Overview of the Design Process, How to Characterise of a Design?, Cohesion and Coupling, Layered Arrangement of Modules, Approaches to Software Design

UNIT – III:

Function-Oriented Software Design: Overview of SA/SD Methodology, Structured Analysis, Developing the DFD Model of a System, Structured Design, Detailed Design, Design Review, over view of Object Oriented design.

User Interface Design: Characteristics of Good User Interface, Basic Concepts, Types of User Interfaces, Fundamentals of Component-based GUI Development, A User Interface Design Methodology.

UNIT – IV:

Coding And Testing: Coding, Code Review, Software Documentation, Testing, Unit Testing, Black-Box Testing, White-Box Testing, Debugging, Program Analysis Tool, Integration Testing, Testing Object-Oriented Programs, System Testing, Some General Issues Associated with Testing

UNIT – V:

Software Reliability And Quality Management: Software Reliability, Statistical Testing, Software Quality, Software Quality Management System, ISO 9000, SEI Capability Maturity Model.

Computer Aided Software Engineering: Case and its Scope, Case Environment, Case Support in Software Life Cycle, Other Characteristics of Case Tools, Towards Second Generation CASE Tool, Architecture of a Case Environment

UNIT – VI

Software Maintenance: Software maintenance, Maintenance Process Models, Maintenance Cost, Software Configuration Management.

Software Reuse: what can be Reused? Why almost No Reuse So Far? Basic Issues in Reuse Approach, Reuse at Organization Level.

OUTCOMES

- Define and develop a software project from requirement gathering to implementation.
- Obtain knowledge about principles and practices of software engineering.
- Focus on the fundamentals of modeling a software project.
- Obtain knowledge about estimation and maintenance of software systems

TEXT BOOKS:

1. Software Engineering A practitioner's Approach, Roger S. Pressman, Seventh Edition McGrawHill International Edition.
2. Fundamentals of Software Engineering, Rajib Mall, Third Edition, PHI.
3. Software Engineering, Ian Sommerville, Ninth edition, Pearson education

REFERENCE BOOKS:

1. Software Engineering : A Primer, Waman S Jawadekar, Tata McGraw-Hill, 2008
2. Software Engineering, A Precise Approach, PankajJalote, Wiley India,2010.
3. Software Engineering, Principles and Practices, Deepak Jain, Oxford University Press.
    1. Software Engineering1: Abstraction and modeling, Diner Bjorner, Springer International edition, 2006.

II Year - I Semester

L	T	P	C
0	0	3	2

DATA STRUCTURES THROUGH C++ LAB

OBJECTIVES:

- To develop skills to design and analyze simple linear and non linear data structures
- To Strengthen the ability to identify and apply the suitable data structure for the given real world problem
- To Gain knowledge in practical applications of data structures

List of Experiments:

1. Implementation of Singly linked list.
2. Implementation of Doubly linked list.
3. Implementation of Multistack in a Single Array.
4. Implementation of Circular Queue
5. Implementation of Binary Search trees.
6. Implementation of Hash table.
7. Implementation of Heaps.
8. Implementation of Breadth First Search Techniques.
9. Implementation of Depth First Search Techniques.
10. Implementation of Prim's Algorithm.
11. Implementation of Dijkstra's Algorithm.
12. Implementation of Kruskal's Algorithm
13. Implementation of MergeSort
14. Implementation of Quick Sort
15. Implementation of Data Searching using divide and conquer technique

OUTCOMES:

At the end of this lab session, the student will

- Be able to design and analyze the time and space efficiency of the data structure
- Be capable to identity the appropriate data structure for given problem
- Have practical knowledge on the application of data structures

II Year - I Semester

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PYTHON PROGRAMMING LAB

Exercise 1 - Basics

a) Running instructions in Interactive interpreter and a Python Script
b) Write a program to purposefully raise Indentation Error and Correct it

Exercise 2 - Operations

a) Write a program to compute distance between two points taking input from the user (Pythagorean Theorem)
b) Write a program add.py that takes 2 numbers as command line arguments and prints its sum.

Exercise - 3 Control Flow

a) Write a Program for checking whether the given number is a even number or not.

b) Using a for loop, write a program that prints out the decimal equivalents of 1/2, 1/3, 1/4, . . . , 1/10

c) Write a program using a for loop that loops over a sequence. What is sequence ?

d) Write a program using a while loop that asks the user for a number, and prints a countdown from that number to zero.

Exercise 4 - Control Flow - Continued

a) Find the sum of all the primes below two million.
Each new term in the Fibonacci sequence is generated by adding the previous two terms. By starting with 1 and 2, the first 10 terms will be:

1, 2, 3, 5, 8, 13, 21, 34, 55, 89, ...

b) By considering the terms in the Fibonacci sequence whose values do not exceed four million, find the sum of the even-valued terms.

Exercise - 5 - DS

a) Write a program to count the numbers of characters in the string and store them in a dictionary data structure
b) Write a program to use split and join methods in the string and trace a birthday with a dictionary data structure.

Exercise - 6 DS - Continued

a) Write a program combine_lists that combines these lists into a dictionary.

b) Write a program to count frequency of characters in a given file. Can you use character frequency to tell whether the given file is a Python program file, C program file or a text file?

Exercise - 7 Files

a) Write a program to print each line of a file in reverse order.
b) Write a program to compute the number of characters, words and lines in a file.

Exercise - 8 Functions

a) Write a function ball_collide that takes two balls as parameters and computes if they are colliding. Your function should return a Boolean representing whether or not the balls are colliding.

Hint: Represent a ball on a plane as a tuple of (x, y, r), r being the radius

If (distance between two balls centers) <= (sum of their radii) then (they are colliding)

b) Find mean, median, mode for the given set of numbers in a list.

Exercise - 9 Functions - Continued

a) Write a function nearly_equal to test whether two strings are nearly equal. Two strings a and b are nearly equal when a can be generated by a single mutation on b.
b) Write a function dups to find all duplicates in the list.
c) Write a function unique to find all the unique elements of a list.

Exercise - 10 - Functions - Problem Solving

a) Write a function cumulative_product to compute cumulative product of a list of numbers.
b) Write a function reverse to reverse a list. Without using the reverse function.
c) Write function to compute gcd, lcm of two numbers. Each function shouldn't exceed one line.

Exercise 11 - Multi-D Lists

a) Write a program that defines a matrix and prints
b) Write a program to perform addition of two square matrices
c) Write a program to perform multiplication of two square matrices

Exercise - 12 - Modules

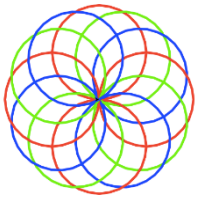
a) Install packages requests, flask and explore them. using (pip)
b) Write a script that imports requests and fetch content from the page. Eg. (Wiki)
c) Write a simple script that serves a simple HTTPResponse and a simple HTML Page

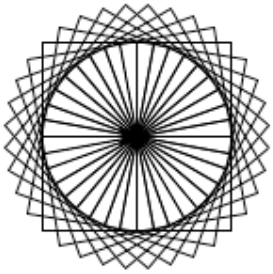
Exercise - 13 OOP

a) Class variables and instance variable and illustration of the self variable
i) Robot
ii) ATM Machine

Exercise - 14 GUI, Graphics

1. Write a GUI for an Expression Calculator using tk
2. Write a program to implement the following figures using turtle





Exercise - 15 - Testing

a) Write a test-case to check the function even_numbers which return True on passing a list of all even numbers
b) Write a test-case to check the function reverse_string which returns the reversed string

Exercise - 16 - Advanced

a) Build any one classical data structure.
b) Write a program to solve knapsack problem.

II Year - II Semester

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COMPUTER GRAPHICS

OBJECTIVES:

- To develop, design and implement two and three dimensional graphical structures
- To enable students to acquire knowledge Multimedia compression and animations
- To learn Creation, Management and Transmission of Multimedia objects.

UNIT-I:

2D Primitives Output primitives – Line, Circle and Ellipse drawing algorithms - Attributes of output primitives – Two dimensional Geometric transformations - Two dimensional viewing – Line, Polygon, Curve and Text clipping algorithms

UNIT-II:

3D Concepts Parallel and Perspective projections - Three dimensional object representation – Polygons, Curved lines, Splines, Quadric Surfaces, - Visualization of data sets - 3Dtransformations – Viewing -Visible surface identification.

UNIT-III:

Graphics Programming

Color Models – RGB, YIQ, CMY, HSV – Animations – General Computer Animation, Raster, Keyframe - Graphics programming using OPENGL – Basic graphics primitives –Drawing three dimensional objects - Drawing three dimensional scenes

UNIT- IV:

Rendering

Introduction to Shading models – Flat and Smooth shading – Adding texture to faces –Adding shadows of objects – Building a camera in a program – Creating shaded objects– Rendering texture – Drawing Shadows.

UNIT- V:
Fractals

Fractals and Self similarity – Peano curves – Creating image by iterated functions –Mandelbrot sets – Julia Sets – Random Fractals

UNIT- VI:
Overview of Ray Tracing Intersecting rays with other primitives – Adding Surface texture – Reflections and Transparency – Boolean operations on Objects.

OUTCOMES:

- Know and be able to describe the general software architecture of programs that use 3D computer graphics.
- Know and be able to discuss hardware system architecture for computer graphics. This Includes, but is not limited to: graphics pipeline, frame buffers, and graphic accelerators /co-processors.
- Know and be able to select among models for lighting/shading: Color, ambient light; distant and light with sources; Phong reflection model; and shading (flat, smooth, Gourand, Phong).

TEXT BOOKS:

1. Donald Hearn, Pauline Baker, Computer Graphics – C Version, second edition, Pearson Education,2004.
2. F.S. Hill, Computer Graphics using OPENGL, Second edition, Pearson Education, 2003.

REFERENCE BOOKS:

1. James D. Foley, Andries Van Dam, Steven K. Feiner, John F. Hughes, Computer Graphics-Principles and practice, Second Edition in C, Pearson Education, 2007.

II Year - II Semester

L	T	P	C
4	0	0	3

JAVA PROGRAMMING

OBJECTIVES:

- Understanding the OOP's concepts, classes and objects, threads, files, applets, swings and act.
- This course introduces computer programming using the JAVA programming language with object-oriented programming principles.
- Emphasis is placed on event-driven programming methods, including creating and manipulating objects, classes, and using Java for network level programming and middleware development

UNIT-I:

Introduction to OOP, procedural programming language and object oriented language, principles of OOP, applications of OOP, history of java, java features, JVM, program structure.

Variables, primitive data types, identifiers, literals, operators, expressions, precedence rules and associativity, primitive type conversion and casting, flow of control.

UNIT-II:

Classes and objects, class declaration, creating objects, methods, constructors and constructor overloading, garbage collector, importance of static keyword and examples, this keyword, arrays, command line arguments, nested classes.

UNIT-III:

Inheritance, types of inheritance, super keyword, final keyword, overriding and abstract class.

Interfaces, creating the packages, using packages, importance of CLASSPATH and java.lang package. Exception handling, importance of try, catch, throw throws and finally block, user-defined exceptions, Assertions.

UNIT-IV:

Multithreading: introduction, thread life cycle, creation of threads, thread priorities, thread synchronization, communication between threads. Reading data from files and writing data to files, random access file,

UNIT-V:

Applet class, Applet structure, Applet life cycle, sample Applet programs. Event handling: event delegation model, sources of event, Event Listeners, adapter classes, inner classes.

UNIT-VI:

AWT: introduction, components and containers, Button, Label, Checkbox, Radio Buttons, List Boxes, Choice Boxes, Container class, Layouts, Menu and Scrollbar.

OUTCOMES:

- Understand Java programming concepts and utilize Java Graphical User Interface in Program writing.
- Write, compile, execute and troubleshoot Java programming for networking concepts.
- Build Java Application for distributed environment.
- Design and Develop multi-tier applications.
- Identify and Analyze Enterprise applications.

TEXT BOOKS:

1. The complete Reference Java, 8th edition, Herbert Schildt, TMH.
2. Programming in JAVA, Sachin Malhotra, Saurabh Choudary, Oxford.
3. Introduction to java programming, 7th edition by Y Daniel Liang, Pearson.

REFERENCE BOOKS:

1. Swing: Introduction, JFrame, JApplet, JPanel, Componets in Swings, Layout Managers in
2. Swings, JList and JScrollPane, Split Pane, JTabbedPane, JTree, JTable, Dialog Box.

II Year - II Semester

L	T	P	C
4	0	0	3

E-COMMERCE

OBJECTIVES:

- Identify the major categories and trends of e-commerce applications.
- Identify the essential processes of an e-commerce system.
- Identify several factors and web store requirements needed to succeed in e-commerce.
- Discuss the benefits and trade-offs of various e-commerce clicks and bricks alternatives.
- Understand the main technologies behind e-commerce systems and how these technologies interact.
- Discuss the various marketing strategies for an online business.
- Define various electronic payment types and associated security risks and the ways to protect against them.

UNIT – I

Electronic Commerce-Frame work, anatomy of E-Commerce applications, E-Commerce Consumer applications, E-Commerce organization applications. Consumer Oriented Electronic commerce - Mercantile Process models.

UNIT – II

Electronic payment systems - Digital Token-Based, Smart Cards, Credit Cards, Risks in Electronic Payment systems. Inter Organizational Commerce - EDI, EDI Implementation, Value added networks.

UNIT – III

Intra Organizational Commerce - work Flow, Automation Customization and internal Commerce, Supply chain Management.

UNIT – IV

Corporate Digital Library - Document Library, digital Document types, corporate Data Warehouses. Advertising and Marketing - Information based marketing, Advertising on Internet, on-line marketing process, market research.

UNIT – V

Consumer Search and Resource Discovery - Information search and Retrieval, Commerce Catalogues, Information Filtering.

UNIT – VI

Multimedia - key multimedia concepts, Digital Video and electronic Commerce, Desktop video processing, Desktop video conferencing.

OUTCOMES:

- Identify, interpret and analyze stakeholder needs
- Identify and apply relevant problem solving methodologies
- Design components, systems and/or processes to meet required specifications
- Design components, systems and/or processes to meet required specifications
- Demonstrate research skills

TEXT BOOK:

1. Frontiers of electronic commerce – Kalakata, Whinston, Pearson.

REFERENCE BOOKS:

1. E-Commerce fundamentals and applications Hendry Chan, Raymond Lee, Tharam Dillon, Ellizabeth Chang, John Wiley.
2. E-Commerce, S.Jaiswal – Galgotia.
3. E-Commerce, Efrain Turbon, Jae Lee, David King, H.Michael Chang.
4. Electronic Commerce – Gary P.Schneider – Thomson.
5. E-Commerce – Business, Technology, Society, Kenneth C.Taudon, Carol Guyerico Traver.

II Year - II Semester

L	T	P	C
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COMPUTER ORGANIZATION

OBJECTIVES:

- Understand the architecture of a modern computer with its various processing units. Also the Performance measurement of the computer system.
- In addition to this the memory management system of computer.

UNIT -I:

Basic Structure Of Computers: Functional unit, Basic Operational concepts, Bus structures, System Software, Performance, The history of computer development.

UNIT -II:

Machine Instruction and Programs:

Instruction and Instruction Sequencing: Register Transfer Notation, Assembly Language Notation, Basic Instruction Types,

Addressing Modes, Basic Input/output Operations, The role of Stacks and Queues in computer programming equation. Component of Instructions: Logic Instructions, shift and Rotate Instructions

UNIT -III:

Type of Instructions: Arithmetic and Logic Instructions, Branch Instructions, Addressing Modes, Input/output Operations

UNIT -IV:

INPUT/OUTPUT ORGANIZATION: Accessing I/O Devices, Interrupts: Interrupt Hardware, Enabling and Disabling Interrupts, Handling Multiple Devices, Direct Memory Access,

Buses: Synchronous Bus, Asynchronous Bus, Interface Circuits, Standard I/O Interface: Peripheral Component Interconnect (PCI) Bus, Universal Serial Bus (USB)

UNIT -V:

The MEMORY SYSTEMS: Basic memory circuits, Memory System Consideration, Read-Only Memory: ROM, PROM, EPROM, EEPROM, Flash Memory,

Cache Memories: Mapping Functions, INTERLEAVING

Secondary Storage: Magnetic Hard Disks, Optical Disks,

UNIT -VI:

Processing Unit: Fundamental Concepts: Register Transfers, Performing An Arithmetic Or Logic Operation, Fetching A Word From Memory,
Execution of Complete Instruction, Hardwired Control,

Micro programmed Control: Microinstructions, Micro program Sequencing, Wide Branch Addressing Microinstructions with next –Address Field

OUTCOMES:

- Students can understand the architecture of modern computer.
- They can analyze the Performance of a computer using performance equation
- Understanding of different instruction types.
- Students can calculate the effective address of an operand by addressing modes
- They can understand how computer stores positive and negative numbers.
- Understanding of how a computer performs arithmetic operation of positive and negative numbers.

TEXT BOOKS:

1. Computer Organization, Carl Hamacher, Zvonks Vranesic, Safea Zaky, 5th Edition, McGraw Hill.
2. Computer Architecture and Organization, John P. Hayes, 3rd Edition, McGraw Hill.

REFERENCE BOOKS:

1. Computer Organization and Architecture – William Stallings Sixth Edition, Pearson/PHI
2. Structured Computer Organization – Andrew S. Tanenbaum, 4th Edition PHI/Pearson
3. Fundamentals or Computer Organization and Design, - Sivaraama Dandamudi Springer Int. Edition.
4. “Computer Organization and Design: The Hardware/Software Interface” by David A. Patterson and John L. Hennessy.
5. J .P. Hayes, "Computer Architecture and Organization", McGraw-Hill, 1998.

II Year - II Semester

L	T	P	C
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OBJECT ORIENTED ANALYSIS & DESIGN USING UML

OBJECTIVE:

- To understand how to solve complex problems
- Analyze and design solutions to problems using object oriented approach
- Study the notations of Unified Modeling Language

UNIT-I:

Introduction: The Structure of Complex systems, The Inherent Complexity of Software, Attributes of Complex System, Organized and Disorganized Complexity, Bringing Order to Chaos, Designing Complex Systems, Evolution of Object Model, Foundation of Object Model, Elements of Object Model, Applying the Object Model.

UNIT-II:

Classes and Objects: Nature of object, Relationships among objects, Nature of a Class, Relationship among Classes, Interplay of Classes and Objects, Identifying Classes and Objects, Importance of Proper Classification, Identifying Classes and Objects, Key abstractions and Mechanisms.

UNIT-III:

Introduction to UML: Why we model, Conceptual model of UML, Architecture, Classes, Relationships, Common Mechanisms, Class diagrams, Object diagrams.

UNIT-IV:

Basic Behavioral Modeling: Interactions, Interaction diagrams, Use cases, Use case Diagrams, Activity Diagrams.

UNIT-V:

Advanced Behavioral Modeling: Events and signals, state machines, processes and Threads, time and space, state chart diagrams.

UNIT-VI:

Architectural Modeling: Component, Deployment, Component diagrams and Deployment diagrams.

Case Study: The Unified Library application.

OUTCOME:

- Ability to find solutions to the complex problems using object oriented approach
- Represent classes, responsibilities and states using UML notation
- Identify classes and responsibilities of the problem domain

TEXT BOOKS:

1. "Object- Oriented Analysis And Design with Applications", Grady BOOCH, Robert A. Maksimchuk, Michael W. ENGLE, Bobbi J. Young, Jim Conallen, Kellia Houston, 3rd edition, 2013, PEARSON.
2. "The Unified Modeling Language User Guide", Grady Booch, James Rumbaugh, Ivar Jacobson, 12th Impression, 2012, PEARSON.

REFERENCE BOOKS:

1. "Object-oriented analysis and design using UML", Mahesh P. Matha, PHI
2. "Head first object-oriented analysis and design", Brett D. McLaughlin, Gary Pollice, Dave West, O"Reilly
3. "Object-oriented analysis and design with the Unified process", John W. Satzinger, Robert B. Jackson, Stephen D. Burd, Cengage Learning

"The Unified modeling language Reference manual", James Rumbaugh, Ivar Jacobson, Grady Booch, Addison-Wesley

II Year - II Semester

L	T	P	C
4	0	0	3

PRINCIPLES OF PROGRAMMING LANGUAGES

OBJECTIVES:

- To understand and describe syntax and semantics of programming languages
- To understand data, data types, and basic statements
- To understand call-return architecture and ways of implementing them
- To understand object-orientation, concurrency, and event handling in programming languages
- To develop programs in non-procedural programming paradigms

UNIT- I:

Syntax and semantics: Evolution of programming languages, describing syntax, context, free grammars, attribute grammars, describing semantics, lexical analysis, parsing, recursive - decent bottom - up parsing

UNIT -II:

Data, data types, and basic statements: Names, variables, binding, type checking, scope, scope rules, lifetime and garbage collection, primitive data types, strings, array types, associative arrays, record types, union types, pointers and references, Arithmetic expressions, overloaded operators, type conversions, relational and boolean expressions , assignment statements , mixed mode assignments, control structures – selection, iterations, branching, guarded Statements

UNIT -III:

Subprograms and implementations: Subprograms, design issues, local referencing, parameter passing, overloaded methods, generic methods, design issues for functions, semantics of call and return, implementing simple subprograms, stack and dynamic local variables, nested subprograms, blocks, dynamic scoping

UNIT -IV:

Object- orientation, concurrency, and event handling: Object – orientation, design issues for OOP languages, implementation of object, oriented constructs, concurrency, semaphores,
Monitors, message passing, threads, statement level concurrency, exception handling, event handling

UNIT -V:

Functional programming languages: Introduction to lambda calculus, fundamentals of functional programming languages, Programming with Scheme, –
Programming with ML,

UNIT -VI:

Logic programming languages: Introduction to logic and logic programming, – Programming with Prolog, multi - paradigm languages

OUTCOMES:

- Describe syntax and semantics of programming languages
- Explain data, data types, and basic statements of programming languages
- Design and implement subprogram constructs, Apply object - oriented, concurrency, and event handling programming constructs
- Develop programs in Scheme, ML, and Prolog
- Understand and adopt new programming languages

TEXT BOOKS:

1. Robert W. Sebesta, "Concepts of Programming Languages", Tenth Edition, Addison Wesley, 2012.
2. Programming Langugaes, Principles & Paradigms, 2ed, Allen B Tucker, Robert E Noonan, TMH

REFERENCE BOOKS:

1. R. Kent Dybvig, "The Scheme programming language", Fourth Edition, MIT Press, 2009.
2. Jeffrey D. Ullman, "Elements of ML programming", Second Edition, Prentice Hall, 1998.
3. Richard A. O'Keefe, "The craft of Prolog", MIT Press, 2009.
4. W. F. Clocksin and C. S. Mellish, "Programming in Prolog: Using the ISO Standard", Fifth Edition, Springer, 2003

II Year - II Semester

L	T	P	C
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UNIFIED MODELING LANGUAGES LAB

OBJECTIVES:

- Construct UML diagrams for static view and dynamic view of the system.
- Generate creational patterns by applicable patterns for given context.
- Create refined model for given Scenario using structural patterns.
- Construct behavioral patterns for given applications.

Week 1:
Familiarization with Rational Rose or Umbrello

For each case study:

Week 2, 3 & 4:
For each case study:

- a) Identify and analyze events
- b) Identify Use cases
- c) Develop event table
- d) Identify & analyze domain classes
- e) Represent use cases and a domain class diagram using Rational Rose
- f) Develop CRUD matrix to represent relationships between use cases and problem domain classes

Week 5 & 6:

- **For each case study:**
- a) Develop Use case diagrams
- b) Develop elaborate Use case descriptions & scenarios
- c) Develop prototypes (without functionality)
- d) Develop system sequence diagrams

Week 7, 8, 9 & 10:
For each case study:

- a) Develop high-level sequence diagrams for each use case
- b) Identify MVC classes / objects for each use case
- c) Develop Detailed Sequence Diagrams / Communication diagrams for each use case showing interactions among all the three-layer objects
- d) Develop detailed design class model (use GRASP patterns for responsibility assignment)
- e) Develop three-layer package diagrams for each case study

Week 11 & 12:

- **For each case study:**
- a) Develop Use case Packages
- b) Develop component diagrams
- c) Identify relationships between use cases and represent them
- d) Refine domain class model by showing all the associations among classes

- **Week 13 onwards:**
- **For each case study:**
- a) Develop sample diagrams for other UML diagrams - state chart diagrams, activity diagrams and deployment diagrams

OUTCOMES:

- Understand the Case studies and design the Model.
- Understand how design patterns solve design problems.
- Develop design solutions using creational patterns.

Construct design solutions by using structural and behavioral patterns

II Year - II Semester

L	T	P	C
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JAVA PROGRAMMING LAB

Exercise - 1 (Basics)

a). Write a JAVA program to display default value of all primitive data type of JAVA

b). Write a java program that display the roots of a quadratic equation ax2+bx=0. Calculate thediscriminate D and basing on value of D, describe the nature of root.

c). Five Bikers Compete in a race such that they drive at a constant speed which may or may not be the same as the other. To qualify the race, the speed of a racer must be more than the average speed of all 5 racers. Take as input the speed of each racer and print back the speed of qualifying racers.

d) Write a case study on **`public static void main`(250 words)**

Exercise - 2 (Operations, Expressions, Control-flow, Strings)

a). Write a JAVA program to search for an element in a given list of elements using binary search mechanism.

b). Write a JAVA program to sort for an element in a given list of elements using bubble sort

(c). Write a JAVA program to sort for an element in a given list of elements using merge sort.

(d) Write a JAVA program using StringBufferto delete, remove character.

Exercise - 3 (Class, Objects)

a). Write a JAVA program to implement class mechanism. – Create a class, methods and invoke them inside main method.

b). Write a JAVA program to implement constructor.

Exercise - 4 (Methods)

a). Write a JAVA program to implement constructor overloading.

b). Write a JAVA program implement method overloading.

Exercise - 5 (Inheritance)

a). Write a JAVA program to implement Single Inheritance

b). Write a JAVA program to implement multi level Inheritance

c). Write a java program for abstract class to find areas of different shapes

Exercise - 6 (Inheritance - Continued)

a). Write a JAVA program give example for "super" keyword.

b). Write a JAVA program to implement Interface. What kind of Inheritance can be achieved?

Exercise - 7 (Exception)

a).Write a JAVA program that describes exception handling mechanism

b).Write a JAVA program Illustrating Multiple catch clauses

Exercise – 8 (Runtime Polymorphism)

a). Write a JAVA program that implements Runtime polymorphism

b). Write a Case study on run time polymorphism, inheritance that implements in above problem

Exercise – 9 (User defined Exception)

a). Write a JAVA program for creation of Illustrating throw

b). Write a JAVA program for creation of Illustrating finally

c). Write a JAVA program for creation of Java Built-in Exceptions

d).Write a JAVA program for creation of User Defined Exception

Exercise – 10 (Threads)

a). Write a JAVA program that creates threads by extending Thread class .First thread display "Good Morning "every 1 sec, the second thread displays "Hello "every 2 seconds and the third display "Welcome" every 3 seconds ,(Repeat the same by implementing Runnable)

b). Write a program illustrating **isAlive** and **join ()**

c). Write a Program illustrating Daemon Threads.

Exercise - 11 (Threads continuity)

a).Write a JAVA program Producer Consumer Problem

b).Write a case study on thread Synchronization after solving the above producer consumer problem

Exercise – 12 (Packages)

a). Write a JAVA program illustrate class path

b). Write a case study on including in class path in your os environment of your package.

c). Write a JAVA program that import and use the defined your package in the previous Problem

Exercise - 13 (Applet)

a).Write a JAVA program to paint like paint brush in applet.

b) Write a JAVA program to display analog clock using Applet.

c). Write a JAVA program to create different shapes and fill colors using Applet.

Exercise - 14 (Event Handling)

a).Write a JAVA program that display the x and y position of the cursor movement using Mouse.

b).Write a JAVA program that identifies key-up key-down event user entering text in a Applet.

Exercise - 15 (Swings)

a).Write a JAVA programto build a Calculator in Swings

b). Write a JAVA program to display the digital watch in swing tutorial.

Exercise – 16 (Swings - Continued)

a). Write a JAVA program that to create a single ball bouncing inside a JPanel.

b). Write a JAVA program JTree as displaying a real tree upside down.

III Year - I Semester

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HUMAN COMPUTER INTERACTION

OBJECTIVES:

- Demonstrate an understanding of guidelines, principles, and theories influencing human Computer interaction.
- Recognize how a computer system may be modified to include human diversity.
- Select an effective style for a specific application.
- Design mock ups and carry out user and expert evaluation of interfaces.
- Carry out the steps of experimental design, usability and experimental testing, and evaluation of human computer interaction systems.
- Use the information sources available, and be aware of the methodologies and technologies supporting advances in HCI.

UNIT-I:

The User Interface: Introduction, Importance of the User Interface, Importance and benefits of Good Design History of Human Computer Interface. Characteristics of Graphical and Web User Interface: Graphical User Interface, popularity of graphics, concepts of Direct Manipulation, Graphical System advantage and disadvantage, Characteristics of GUI. Web User Interface, popularity of web, Characteristics of Web Interface, Merging of Graphical Business systems& the Web, Principles of User Interface Design

UNIT-II:

The User Interface Design Process: Obstacles and Pitfall in the development Process, Usability, The Design Team, Human Interaction with Computers, Important Human Characteristics in Design, Human Consideration in Design, Human Interaction Speeds, Performance versus Preference, Methods for Gaining and Understanding of Users

UNIT-III:

Understanding Business Functions: Business Definitions & Requirement analysis, Determining Business Functions, Design standards or Style Guides, System Training and Documentation

UNIT-IV:

Principles of Good Screen Design: Human considerations in screen Design, interface design goals, test for a good design, screen meaning and purpose, Technological considerations in Interface Design System Menus and Navigation Schemes: Structure, Functions, Context, Formatting, Phrasing and Selecting, Navigating of Menus, Kinds of Graphical Menus Windows Interface: Windows characteristic, Components of Window, Windows Presentation Styles, Types of Windows, Window Management, Web systems

UNIT-V:

Device and Screen-Based Control: Device based controls, Operable Controls, Text entry/read-Only Controls, Section Controls, Combining Entry/Selection Controls, Other Operable Controls and Presentation Controls, Selecting proper controls

UNIT-VI:

Effective Feedback Guidance and Assistance: Providing the Proper Feedback, Guidance and Assistance Effective Internationalization and Accessibility- International consideration, Accessibility, Create meaningful Graphics, Icons and Images, Colors-uses, possible problems with colors, choosing colors

OUTCOMES:

- Students are assessed on their ability to communicate and apply UCD methods in the capstone project course. Assessment includes examination of team reports and how HCI students can discuss challenges and solutions for adapting UCD methods to fit the practical needs of an actual project

TEXT BOOKS:

1. Wilbert O. Galitz, “The Essential Guide to User Interface Design”, Wiley India Edition
2. Prece, Rogers, “Sharps Interaction Design”, Wiley India.
3. Ben Shneidermann,”Designing the user interfaces”. 3rd Edition, Pearson Education Asia.

REFERENCES BOOKS:

1. Soren Lauesen, “User Interface Design” , Pearson Education
2. Alan Cooper, Robert Riemann, David Cronin, “Essentials of Interaction Design”, Wiley
3. Alan Dix, Janet Fincay, GreGoryd, Abowd, Russell, Bealg,”HumanComputer Interaction”, Pearson Education.

III Year - I Semester

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UNIX AND SHELL PROGRAMMING

OBJECTIVES:

- Written technical communication and effective use of concepts and terminology.
- Facility with UNIX command syntax and semantics.
- Ability to read and understand specifications, scripts and programs.
- Individual capability in problem solving using the tools presented within the class. Students will demonstrate a mastery of the course materials and concepts within in class discussions.

UNIT-I

Introduction to unix-Brief History-What is Unix-Unix Components-Using Unix-Commands in Unix-Some Basic Commands-Command Substitution-Giving Multiple Commands.

UNIT-II

The File system –The Basics of Files-What's in a File-Directories and File Names-Permissions-I Nodes-The Directory Hierarchy, File Attributes and Permissions-The File Command knowing the File Type-The Chmod Command Changing File Permissions-The Chown Command Changing the Owner of a File-The Chgrp Command Changing the Group of a File.

UNIT-III

Using the Shell-Command Line Structure-Met characters-Creating New Commands-Command Arguments and Parameters-Program Output as Arguments-Shell Variables- -More on I/O Redirection-Looping in Shell Programs.

UNIT-IV

Filters-The Grep Family-Other Filters-The Stream Editor Sed-The AWK Pattern Scanning and processing Language-Good Files and Good Filters.

UNIT-V

Shell Programming-Shell Variables-The Export Command-The Profile File a Script Run During Starting-The First Shell Script-The read Command-Positional parameters-The $? Variable knowing the exit Status-More about the Set Command-The Exit Command-Branching Control Structures-Loop Control Structures-The Continue and Break Statement-The Expr Command: Performing Integer Arithmetic-Real Arithmetic in Shell Programs-The here Document(<<)-The Sleep Command-Debugging Scripts-The Script Command-The Eval Command-The Exec Command.

UNIT-VI

The Process-The Meaning-Parent and Child Processes-Types of Processes-More about Foreground and Background processes-Internal and External Commands-Process Creation-The Trap Command-The Stty Command-The Kill Command-Job Control.

OUTCOMES:

- Documentation will demonstrate good organization and readability.
- File processing projects will require data organization, problem solving and research.
- Scripts and programs will demonstrate simple effective user interfaces.
- Scripts and programs will demonstrate effective use of structured programming.
- Scripts and programs will be accompanied by printed output demonstrating completion of a test plan.
- Testing will demonstrate both black and glass box testing strategies.
- Project work will involve group participation.

TEXT BOOKS:

1. The Unix programming Environment by Brain W. Kernighan & Rob Pike, Pearson.
2. Introduction to Unix Shell Programming by M.G.Venkateshmurthy, Pearson.

REFERENCE BOOKS:

Unix and shell programmingby B.M. Harwani, OXFORD university press.

III Year - I Semester

L	T	P	C
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ADVANCED JAVA PROGRAMMING

OBJECTIVES:

- Getting the student to be well trained in Advanced Java Programming skills for an easy entry in the IT Industry.

UNIT –I:

Recapitulation of XTML, XTML5, Java Swing package – use of System class – Applet Context – signed applet – object serialization- shallow and deep copying – Java collections –Iterators – Array Lists – sets –hashset-hash table- queue- priority queue class-vector class- comparable interface.

UNIT – II:

Java Beans Introduction to Java Beans, Advantages of Java Beans, BDK Introspection, Using Bound properties, Bean Info Interface, Constrained properties Persistence, Customizers, Java Beans API

UNIT - III:

Introduction to Servelets: Lifecycle of a Serverlet, JSDK The Servelet API, The javax.servelet Package, Reading Servelet parameters, Reading Initialization parameters. The javax.servelet HTTP package, Handling Http Request & Responses, Using Cookies-Session Tracking, servlet chaining-Security Issues.

UNIT -IV:

Introduction to JSP The Problem with Servelet. The Anatomy of a JSP Page, JSP Processing. JSP Application Design with MVC Setting Up and JSP Environment: Installing the Java Software Development Kit, Tomcat Server & Testing Tomcat

UNIT - V:

JSP Application Development: Generating Dynamic Content, Using Scripting Elements Implicit JSP Objects, Conditional Processing – Displaying Values Using an Expression to Set an Attribute, Declaring Variables and Methods Error Handling and Debugging Sharing Data

Between JSP pages, Requests, and Users Passing Control and Date between Pages – Sharing Session and Application Data – Memory Usage Considerations

UNIT - VI:

Database Access Database Programming using JDBC Studying Javax.sql. package. Accessing MySql database- Accessing MS Access database- Accessing a Database from a JSP Page Application – Specific Database Actions Deploying JAVA Beans in a JSP Page. Introduction to struts framework.

OUTCOMES:

- Construct a Web Application using Servlets
- Construct a Web application using Java Server Pages
- Construct an enterprise application using Session Beans
- Construct an enterprise application using Entity Beans linked with Database
- Construct an asynchronous enterprise application using Message-Driven Beans

TEXT BOOKS:

1. Internet and World wide web- How to program , Dietel and Nieto , Pearson. (Chapters: 3, 4, 8, 9, 10, 11, 12 to 18)
2. The Complete Reference, Java 2 , 3ed, Patrik Naughton, Herbert Schildt, TMH. (Chapters: 19, 20, 21, 22, 25, 27)
3. Java Server Pages , Hans Bergstan, Oreilly (Chapters: 1-9)

REFERENCE BOOKS:

1. Jakarta Struts cook book, Bill Siggelkow, SPD, Oreilly (Chapter 8)
2. Murach's, Beginning Java JDK5, Murach, SPD.
3. An introduction to Web Design and Programming, Wang Thomson
4. Web application technologies concepts, Knuckles, John Wiley.
5. Programming world wide web, Sebesta, Pearson
6. Building Web Applications, NIIT, PHI
7. Web Warrior Guide to Web Programing, Bai, Ekedaw, Thomas, Wiley
8. Beginning Web Programming, Jon Duckett ,Wrox, Wiley
9. Java server pages, Pekowsky, Pearson

III Year - I Semester

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DATA BASE MANAGEMENT SYSTEMS

OBJECTIVES

- To learn the principles of systematically designing and using large scale Database Management Systems for various applications.

UNIT-I: An Overview of Database Management, Introduction- What is Database System- What is Database-Why Database- Data Independence- Relation Systems and Others- Summary,
Database system architecture, Introduction- The Three Levels of Architecture-The External Level- the Conceptual Level- the Internal Level- Mapping- the Database Administrator-The Database Management Systems- Client/Server Architecture.

UNIT-II:
The E/R Models, The Relational Model, Relational Calculus, Introduction to Database Design, Database Design and Er Diagrams-Entities Attributes, and Entity Sets-Relationship and Relationship Sets-Conceptual Design With the Er Models, The Relational Model Integrity Constraints Over Relations- Key Constraints –Foreign Key Constraints-General Constraints, Relational Algebra and Calculus, Relational Algebra- Selection and Projection- Set Operation, Renaming – Joins- Division- More Examples of Queries, Relational Calculus, Tuple Relational Calculus- Domain Relational Calculus.

UNIT-III:
Queries, Constraints, Triggers: The Form of Basic SQL Query, Union, Intersect, and Except, Nested Queries, Aggregate Operators, Null Values, Complex Integrity Constraints in SQL, Triggers and Active Database.

UNIT-IV:
Schema Refinement (Normalization) : Purpose of Normalization or schema refinement, concept of functional dependency, normal forms based on functional dependency(1NF, 2NF and 3 NF), concept of surrogate key, Boyce-codd normal form(BCNF), Lossless join and dependency preserving decomposition, Fourth normal form(4NF).

UNIT-V:

Transaction Management and Concurrency Control:

Transaction, properties of transactions, transaction log, and transaction management with SQL using commit rollback and savepoint.

Concurrency control for lost updates, uncommitted data, inconsistent retrievals and the Scheduler. Concurrency control with locking methods : lock granularity, lock types, two phase locking for ensuring serializability, deadlocks, Concurrency control with time stamp ordering : Wait/Die and Wound/Wait Schemes, Database Recovery management : Transaction recovery.

UNIT-VI:

Overview of Storages and Indexing, Data on External Storage- File Organization and Indexing – Clustered Indexing – Primary and Secondary Indexes, Index Data Structures, Hash-Based Indexing – Tree-Based Indexing, Comparison of File Organization

OUTCOMES

- Describe a relational database and object-oriented database.
- Create, maintain and manipulate a relational database using SQL
- Describe ER model and normalization for database design.
- Examine issues in data storage and query processing and can formulate appropriate solutions.
- Understand the role and issues in management of data such as efficiency, privacy, security, ethical responsibility, and strategic advantage.
- Design and build database system for a given real world problem

TEXT BOOKS:

1. Introduction to Database Systems, CJ Date, Pearson

2. Data base Management Systems, Raghurama Krishnan, Johannes Gehrke, TATA McGraw Hill 3rd Edition

3. Database Systems - The Complete Book, H G Molina, J D Ullman, J Widom Pearson

REFERENCES BOOKS:

1. Data base Systems design, Implementation, and Management, Peter Rob & Carlos Coronel 7th Edition.

2. Fundamentals of Database Systems, Elmasri Navrate Pearson Education

3. Introduction to Database Systems, C.J.Date Pearson Education

III Year - I Semester

L	T	P	C
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OPERATING SYSTEMS

OBJECTIVES:

- Study the basic concepts and functions of operating systems.
- Understand the structure and functions of OS.
- Learn about Processes, Threads and Scheduling algorithms.
- Understand the principles of concurrency and Deadlocks.
- Learn various memory management schemes.
- Study I/O management and File systems.
- Learn the basics of Linux system and perform administrative tasks on Linux Servers.

UNIT I

Introduction to Operating System Concept: Types of operating systems, operating systems concepts, operating systems services, Introduction to System call, System call types.

UNIT-II:

Process Management – Process concept, The process, Process State Diagram , Process control block, Process Scheduling- Scheduling Queues, Schedulers, Operations on Processes, Interprocess Communication, Threading Issues, Scheduling-Basic Concepts, Scheduling Criteria, Scheduling Algorithms.

UNIT-III:

Memory Management: Swapping, Contiguous Memory Allocation, Paging, structure of the Page Table, Segmentation

Virtual Memory Management:

Virtual Memory, Demand Paging, Page-Replacement Algorithms, Thrashing

UNIT-IV:

Concurrency: ProcessSynchronization, The Critical- Section Problem, Synchronization Hardware, Semaphores, Classic Problems of Synchronization, Monitors, Synchronization examples

Principles of deadlock – System Model, Deadlock Characterization, Deadlock Prevention, Detection and Avoidance, Recovery form Deadlock

UNIT-V:

File system Interface- the concept of a file, Access Methods, Directory structure, File system mounting, file sharing, protection.

File System implementation- File system structure, allocation methods, free-space management

Mass-storage structure overview of Mass-storage structure, Disk scheduling, Device drivers,

UNIT VI:

Linux System: Components of LINUX, Interprocess Communication, Synchronization, Interrupt, Exception and System Call.

Android Software Platform: Android Architecture, Operating System Services, Android Runtime Application Development, Application Structure, Application Process management

OUTCOMES:

- Design various Scheduling algorithms.
- Apply the principles of concurrency.
- Design deadlock, prevention and avoidance algorithms.
- Compare and contrast various memory management schemes.
- Design and Implement a prototype file systems.
- Perform administrative tasks on Linux Servers
- Introduction to Android Operating System Internals

TEXT BOOK:

1. Operating System Concepts,Abraham Silberschatz, Peter Baer Galvin and Greg Gagne 9th Edition, John Wiley and Sons Inc., 2012.
2.Operating Systems – Internals and Design Principles, William Stallings, 7th Edition, Prentice Hall, 2011.
3. Operating Systems-S Halder, Alex A Aravind Pearson Education Second Edition 2016 .

REFERENCES:

1.Modern Operating Systems, Andrew S. Tanenbaum, Second Edition, Addison Wesley, 2001.
2. Operating Systems: A Design-Oriented Approach, Charles Crowley, Tata Mc Graw Hill Education", 1996.
3. Operating Systems: A Concept-Based Approach, D M Dhamdhere, Second Edition, Tata Mc Graw-Hill Education, 2007.

III Year - I Semester

L	T	P	C
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ADVANCED JAVA PROGRAMING LAB

OBJECTIVES:

- To develop skills in students in developing applications using advanced concepts of advanced Java programming concepts like JDBC, Servlets, JSP, Java Beans, etc.

PROGRAMS LIST:

1. Write a program to prompt the user for a hostname and then looks up the IP address for the hostname and displays the results.

2**.** Write a program to read the webpage from a website and display the contents of the webpage.

3**.** Write programs for TCP server and Client interaction as per given below.

i). A program to create TCP server to send a message to client.
ii). A program to create TCP client to receive the message sent by the server.

4. Write programs for Datagram server and Client interaction as per given below.

i). A program to create Datagram server to send a message to client.
ii). A program to create Datagram client to receive the message sent by the server

5. Write a program by using JDBC to execute a SQL query for a database and display the results.

6. Write a program by using JDBC to execute an update query without using Prepared Statement and display the results.

7. Write a program by using JDBC to execute an update query by using Prepared Statement and display the results.

8. Write a program to execute a stored procedure in the database by using Callable Statement and display the results.

9. Write a program to display a greeting message in the browser by using Http Servlet.

10. Write a program to receive two numbers from a HTML form and display their sum in the browser by using Http Servlet.

11. Write a program to display a list of five websites in a HTML form and visit to the selected website by using Response redirection.

12. Write a program to store the user information into Cookies. Write another program to display the above stored information by retrieving from Cookies.

13. Write a program in Java Beans to add a Button to the Bean and display the number of times the button has been clicked.

14. Write a program for Java Bean with Simple property by using SimpleBeanInfo class.

15. Write a program for Java Bean with Indexed Property by using SimpleBeanInfo class.

16. Write a program to develop a Enterprise Java Bean of "Session Bean" type.

OUTCOMES:

- After successful completion of course, students will be able appreciate and apply the advanced concepts of Java including JDBC, Servlets, JSP, Java Beans, etc.

III Year - I Semester

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UNIX AND OPERATING SYSTEMS LAB

OBJECTIVES:

- To understand the design aspects of operating system.
- To study the process management concepts & Techniques.
- To study the storage management concepts.
- To familiarize students with the Linux environment
- To learn the fundamentals of shell scripting/programming
- To familiarize students with basic Unix administration

Operating Systems

1. Simulate the following CPU scheduling algorithms
   a) Round Robin b) SJF c) FCFS d) Priority
2. Multiprogramming-Memory management- Implementation of fork (), wait (), exec() and exit (), System calls
3. Simulate the following
   a) Multiprogramming with a fixed number of tasks (MFT)
   b) Multiprogramming with a variable number of tasks (MVT)
4. Simulate Bankers Algorithm for Dead Lock Avoidance
5. Simulate Bankers Algorithm for Dead Lock Prevention.
6. Simulate the following page replacement algorithms.
   a) FIFO b) LRU c) LFU
7. Simulate the following File allocation strategies
   a) Sequenced b) Indexed c) Linked

UNIX Programming

List of Experiments:

1. Basic Shell Commands Shell Programs:
2. Fibonacci Series
3. Designing Calculator
4. File Operations
5. Base conversion
6. Usage of cut and grep commands
7. Usage of user defined functions Administration
8. Managing User Accounts
9. User Quota Management
10. Installation of RPM software and Zipping, tar
11. Configuring RAID
12. Configuring Web server

OUTCOMES:

- To use Unix utilities and perform basic shell control of the utilities
- To use the Unix file system and file access control.
- To use of an operating system to develop software
- Work confidently in Unix/Linux environment
- Write shell scripts to automate various tasks
- Master the basics of Linux administration

III Year - I Semester

L	T	P	C
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DATA BASE MANAGEMENT SYSTEM LAB

OBJECTIVES:

- To provide a sound introduction to the discipline of database management as a subject in its own right, rather than as a compendium of techniques and product-specific tools.
- To familiarize the participant with the nuances of database environments towards an information-oriented data-processing oriented framework
- To give a good formal foundation on the relational model of data
- To present SQL and procedural interfaces to SQL comprehensively
- To give an introduction to systematic database design approaches covering conceptual design, logical design and an overview of physical design

List of Experiments:

SQL

1. Queries to facilitate acquaintance of Built-In Functions, String Functions, Numeric Functions, Date Functions and Conversion Functions.
2. Queries using operators in SQL
3. Queries to Retrieve and Change Data: Select, Insert, Delete, and Update
4. Queries using Group By, Order By, and Having Clauses
5. Queries on Controlling Data: Commit, Rollback, and Save point
6. Queries to Build Report in SQL *PLUS
7. Queries for Creating, Dropping, and Altering Tables, Views, and Constraints
8. Queries on Joins and Correlated Sub-Queries
9. Queries on Working with Index, Sequence, Synonym, Controlling Access, and Locking Rows for Update, Creating Password and Security features

PL/SQL

10. Write a PL/SQL Code using Basic Variable, Anchored Declarations, and Usage of Assignment Operation

11. Write a PL/SQL Code Bind and Substitution Variables. Printing in PL/SQL

12. Write a PL/SQL block using SQL and Control Structures in PL/SQL

13. Write a PL/SQL Code using Cursors, Exceptions and Composite Data Types

14. Write a PL/SQL Code using Procedures, Functions, and Packages FORMS

15. Write a PL/SQL Code Creation of forms for any Information System such as Student Information System, Employee Information System etc. 18

16. Demonstration of database connectivity

OUTCOMES:

- Understand, appreciate and effectively explain the underlying concepts of database technologies
- Design and implement a database schema for a given problem-domain
- Normalize a database
- Populate and query a database using SQL DML/DDL commands.
- Declare and enforce integrity constraints on a database using a state-of-the-artRDBMS
- Programming PL/SQL including stored procedures, stored functions, cursors, packages.
- Design and build a GUI application using a 4GL

Note: The creation of sample database for the purpose of the experiments is expected to be predecided by the instructor.

Text Books/Suggested Reading:

1. Oracle: The Complete Reference by Oracle Press

2. Nilesh Shah, "Database Systems Using Oracle", PHI, 2007.

3. Rick F Vander Lans, "Introduction to SQL", Fourth Edition, Pearson Education, 2007.

III Year - I Semester

L	T	P	C
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PROFESSIONAL ETHICSAND HUMAN VALUES

Course Objectives:

***To give basic insights and inputs to the student to inculcate Human values to grow as a responsible human beings with proper personality.**
***Professional Ethics instills the student to maintain ethical conduct and discharge their professional duties.**

UNIT I: Human Values:
Morals, Values and Ethics – Integrity –Trustworthiness - Work Ethics – Service Learning – Civic Virtue – Respect for others – Living Peacefully – Caring – Sharing – Honesty –Courage – Value Time – Co-operation – Commitment – Empathy – Self-confidence – Spirituality-Character.

UNIT: II: Principles for Harmony:
Truthfulness – Customs and Traditions -Value Education – Human Dignity – Human Rights – Fundamental Duties - Aspirations and Harmony (I, We & Nature) – Gender Bias - Emotional Intelligence – Salovey – Mayer Model – Emotional Competencies – Conscientiousness.

UNIT III: Engineering Ethics and Social Experimentation:
History of Ethics - Need of Engineering Ethics - Senses of Engineering Ethics- Profession and Professionalism —Self Interest - Moral Autonomy – Utilitarianism – Virtue Theory - Uses of Ethical Theories - Deontology- Types of Inquiry –Kohlberg's Theory - Gilligan's Argument – Heinz's Dilemma - Comparison with Standard Experiments — Learning from the Past – Engineers as Managers – Consultants and Leaders – Balanced Outlook on Law - Role of Codes – Codes and Experimental Nature of Engineering.

UNIT IV: Engineers' Responsibilities towards Safety and Risk:

Concept of Safety - Safety and Risk – Types of Risks – Voluntary v/sInvoluntary Risk – Consequences - Risk Assessment – Accountability – Liability - Reversible Effects - Threshold Levels of Risk - Delayed v/sImmediate Risk - Safety and the Engineer – Designing for Safety – Risk-Benefit Analysis-Accidents.

UNIT V: Engineers' Duties and Rights:

Concept of Duty - Professional Duties – Collegiality - Techniques for Achieving Collegiality – Senses of Loyalty - Consensus and Controversy - Professional and Individual Rights – Confidential and Proprietary Information - Conflict of Interest-Ethical egoism - Collective Bargaining – Confidentiality - Gifts and Bribes - Problem solving-Occupational Crimes-Industrial Espionage- Price Fixing-Whistle Blowing.

UNIT VI: Global Issues:

Globalization and MNCs –Cross Culture Issues - Business Ethics – Media Ethics - Environmental Ethics – Endangering Lives - Bio Ethics - Computer Ethics - War Ethics – Research Ethics -Intellectual Property Rights.

- Related Cases Shall be dealt where ever necessary.

Outcome:

***It gives a comprehensive understanding of a variety issues that are encountered by every professional in discharging professional duties.**

***It provides the student the sensitivity and global outlook in the contemporary world to fulfill the professional obligations effectively.**

References:

1. Professional Ethics by R. Subramaniam – Oxford Publications, New Delhi.
2. Ethics in Engineering by Mike W. Martin and Roland Schinzinger - Tata McGraw-Hill – 2003.
3. Professional Ethics and Morals by Prof.A.R.Aryasri, DharanikotaSuyodhana - Maruthi Publications.
4. Engineering Ethics by Harris, Pritchard and Rabins, Cengage Learning, New Delhi.
5. Human Values & Professional Ethics by S. B. Gogate, Vikas Publishing House Pvt. Ltd., Noida.
6. Engineering Ethics & Human Values by M.Govindarajan, S.Natarajan and V.S.SenthilKumar-PHI Learning Pvt. Ltd – 2009.
7. Professional Ethics and Human Values by A. Alavudeen, R.Kalil Rahman and M. Jayakumaran – University Science Press.
8. Professional Ethics and Human Values by Prof.D.R.Kiran-Tata McGraw-Hill - 2013
9. Human Values And Professional Ethics by Jayshree Suresh and B. S. Raghavan, S.Chand Publications

III Year - II Semester

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COMPUTER NETWORKS

OBJECTIVES:

- Understand state-of-the-art in network protocols, architectures, and applications.
- Process of networking research
- Constraints and thought processes for networking research
- Problem Formulation—Approach—Analysis—

UNIT – I:
Introduction: Network Topologies WAN, LAN, MAN. Reference models- The OSI Reference Model- the TCP/IP Reference Model - A Comparison of the OSI and TCP/IP Reference Models

UNIT – II:
Physical Layer – Fourier Analysis – Bandwidth Limited Signals – The Maximum Data Rate of a Channel - Guided Transmission Media, Digital Modulation and Multiplexing: Frequency Division Multiplexing, Time Division Multiplexing, Code Division Multiplexing
Data Link Layer Design Issues, Error Detection and Correction, Elementary Data Link Protocols, Sliding Window Protocols

UNIT – III:
The Data Link Layer - Services Provided to the Network Layer – Framing – Error Control – Flow Control, Error Detection and Correction – Error-Correcting Codes – Error Detecting Codes, Elementary Data Link Protocols- A Utopian Simplex Protocol-A Simplex Stop and Wait Protocol for an Error free channel-A Simplex Stop and Wait Protocol for a Noisy Channel, Sliding Window Protocols-A One Bit Sliding Window Protocol-A Protocol Using Go-Back-N-A Protocol Using Selective Repeat

UNIT – IV:
The Medium Access Control Sublayer-The Channel Allocation Problem-Static Channel Allocation-Assumptions for Dynamic Channel Allocation, Multiple Access Protocols-Aloha-Carrier Sense Multiple Access Protocols-Collision-Free Protocols-Limited Contention Protocols-Wireless LAN Protocols, Ethernet-Classic Ethernet Physical Layer-Classic Ethernet MAC Sublayer Protocol-Ethernet Performance-Fast Ethernet Gigabit Ethernet-10-Gigabit Ethernet-Retrospective on Ethernet, Wireless Lans-The 802.11 Architecture and Protocol Stack-The 802.11 Physical Layer-The802.11 MAC Sublayer Protocol-The 805.11 Frame Structure-Services

UNIT – V:
Design Issues-The Network Layer Design Issues – Store and Forward Packet Switching-Services Provided to the Transport layer- Implementation of Connectionless Service-Implementation of Connection Oriented Service-Comparison of Virtual Circuit and Datagram Networks, Routing Algorithms-The Optimality principle-Shortest path Algorithm, Congestion Control Algorithms-

Approaches to Congestion Control-Traffic Aware Routing-Admission Control-Traffic Throttling-Load Shedding.

UNIT – VI:

Transport Layer – The Internet Transport Protocols: Udp, the Internet Transport Protocols: Tcp
Application Layer –The Domain Name System: The DNS Name Space, Resource Records, Name Servers, Electronic Mail: Architecture and Services, The User Agent, Message Formats, Message Transfer, Final Delivery

OUTCOMES:

- Understand OSI and TCP/IP models
- Analyze MAC layer protocols and LAN technologies
- 3 .Design applications using internet protocols
- 4 .Understand routing and congestion control algorithms
- 5 .Understand how internet works

TEXT BOOKS:

1. Tanenbaum and David J Wetherall, Computer Networks, 5th Edition, Pearson Edu, 2010
2. Computer Networks: A Top Down Approach, Behrouz A. Forouzan, FirouzMosharraf, McGraw Hill Education

REFERENCE BOOKS:

1. Larry L. Peterson and Bruce S. Davie, “Computer Networks - A Systems Approach” (5th ed), Morgan Kaufmann/ Elsevier, 2011

III Year - II Semester

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DATA MINING

OBJECTIVES:

- Students will be enabled to understand and implement classical models and algorithms in data warehousing and data mining.
- They will learn how to analyze the data, identify the problems, and choose the relevant models and algorithms to apply.
- They will further be able to assess the strengths and weaknesses of various methods and algorithms and to analyze their behavior.

UNIT –I:

Introduction: Why Data Mining? What Is Data Mining?1.3 What Kinds of Data Can Be Mined?1.4 What Kinds of Patterns Can Be Mined? Which Technologies Are Used? Which Kinds of Applications Are Targeted? Major Issues in Data Mining. Data Objects and Attribute Types, Basic Statistical Descriptions of Data, Data Visualization, Measuring Data Similarity and Dissimilarity

UNIT –II:

Data Pre-processing: Data Preprocessing: An Overview, Data Cleaning, Data Integration, Data Reduction, Data Transformation and Data Discretization

UNIT –III:

Classification: Basic Concepts, General Approach to solving a classification problem, Decision Tree Induction: Working of Decision Tree, building a decision tree, methods for expressing an attribute test conditions, measures for selecting the best split, Algorithm for decision tree induction.

UNIT –IV:

Classification: Alterative Techniques, Bayes' Theorem, Naïve Bayesian Classification, Bayesian Belief Networks

UNIT –V

Association Analysis: Basic Concepts and Algorithms: Problem Defecation, Frequent Item Set generation, Rule generation, compact representation of frequent item sets, FP-Growth Algorithm. **(Tan & Vipin)**

UNIT –VI

Cluster Analysis: Basic Concepts and Algorithms: Overview: What Is Cluster Analysis? Different Types of Clustering, Different Types of Clusters; K-means: The Basic K-means Algorithm, K-means Additional Issues, Bisecting K-means, Strengths and Weaknesses; Agglomerative Hierarchical Clustering: Basic Agglomerative Hierarchical Clustering Algorithm DBSCAN: Traditional Density Center-Based Approach, DBSCAN Algorithm, Strengths and Weaknesses. **(Tan & Vipin)**

OUTCOMES:

- Understand stages in building a Data Warehouse
- Understand the need and importance of preprocessing techniques
- Understand the need and importance of Similarity and dissimilarity techniques
- Analyze and evaluate performance of algorithms for Association Rules.
- Analyze Classification and Clustering algorithms

TEXT BOOKS:

1. Introduction to Data Mining: Pang-Ning Tan & Michael Steinbach, Vipin Kumar, Pearson.
2. Data Mining concepts and Techniques, 3/e, Jiawei Han, Michel Kamber, Elsevier.

REFERENCE BOOKS:

1. Data Mining Techniques and Applications: An Introduction, Hongbo Du, Cengage Learning.
2. Data Mining : Vikram Pudi and P. Radha Krishna, Oxford.
3. Data Mining and Analysis - Fundamental Concepts and Algorithms; Mohammed J. Zaki, Wagner Meira, Jr, Oxford
4. Data Warehousing Data Mining & OLAP, Alex Berson, Stephen Smith, TMH.

III Year - II Semester

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WEB TECHNOLOGIES

OBJECTIVES:

- This course is designed to introduce students with no programming experience to the programming languages and techniques associated with the World Wide Web. The course will introduce web-based media-rich programming tools for creating interactive web pages.

UNIT-I: HTML, CSS

Basic Syntax, Standard HTML Document Structure, Basic Text Markup, Images, Hypertext Links, Lists, Tables, Forms, HTML5

CSS: Levels of Style Sheets, Style Specification Formats, Selector Forms, The Box Model, Conflict Resolution

UNIT-II:
Javascript

The Basic of Javascript: Objects, Primitives Operations and Expressions, ScreenOutput and Keyboard Input, Control Statements, Object Creation and Modfication, Arrays, Functions, Constructors, Patttern Matching using Regular Expressions

DHTML: Positioning Moving and Changing Elements

UNIT-III:

XML: Document type Definition, XML schemas, Document object model, XSLT, DOM and SAX Approaches,

AJAX A New Approach: Introduction to AJAX, Integrating PHP and AJAX.

UNIT-IV:

PHP Programming: Introducing PHP: Creating PHP script, Running PHP script. **Working with variables and constants:** Using variables, Using constants, Data types,Operators.**Controlling program flow:** Conditional statements,Control statements,Arrays,functions.Working with forms and Databases such as MySQL.

UNIT-V:

Introduction to PERL, Operators and if statements, Program design and control structures, Arrays, Hashs and File handling, Regular expressions, Subroutines, Retrieving documents from the web with Perl.

UNIT-VI:

Introduction to Ruby, Variables, types, simple I/O, Control, Arrays, Hashes, Methods, Classes, Iterators, Pattern Matching. Overview of Rails.

OUTCOMES:

- Analyze a web page and identify its elements and attributes.
- Create web pages using XHTML and Cascading Styles sheets.
- Build dynamic web pages.
- Build web applications using PHP.
- Programming through PERL and Ruby
- Write simple client-side scripts using AJAX

TEXT BOOKS:

1. Programming the World Wide Web, Robet W Sebesta, 7ed, Pearson.
2. Web Technologies, Uttam K Roy, Oxford
3. The Web Warrior Guide to Web Programming, Bai, Ekedahl, Farrelll, Gosselin, Zak, Karparhi, Maclntyre, Morrissey, Cengage

REFERENCE BOOKS:

1. Ruby on Rails Up and Running, Lightning fast Web development, Bruce Tate, Curt Hibbs, Oreilly (2006)
2. Programming Perl, 4ed, Tom Christiansen, Jonathan Orwant, Oreilly (2012)
3. Web Technologies, HTML< JavaScript, PHP, Java, JSP, XML and AJAX, Black book, Dream Tech.
4. An Introduction to Web Design, Programming, Paul S Wang, Sanda S Katila, Cengage Learning
5. http://www.upriss.org.uk/perl/PerlCourse.html

III Year - II Semester

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SOFTWARE TESTING METHODOLOGIES

OBJECTIVE:

Fundamentals for various testing methodologies.

- Describe the principles and procedures for designing test cases.
- Provide supports to debugging methods.
- Acts as the reference for software testing techniques and strategies.

UNIT-I:

Introduction: Purpose of Testing, Dichotomies, Model for Testing, Consequences of Bugs,Taxonomy of Bugs.

Flow graphs and Path testing: Basics Concepts of Path Testing, Predicates, Path Predicates andAchievable Paths, Path Sensitizing, Path Instrumentation, Application of Path Testing.

UNIT-II:

Transaction Flow Testing: Transaction Flows, Transaction Flow Testing Techniques.

Dataflow testing: Basics of Dataflow Testing, Strategies in Dataflow Testing, Application ofDataflow Testing.

UNIT-III:

Domain Testing: Domains and Paths, Nice & Ugly Domains, Domain testing, Domains andInterfaces Testing, Domain and Interface Testing, Domains and Testability.

Paths, Path products and Regular expressions: Path Products & Path Expression, Reduction Procedure, Applications, Regular Expressions & Flow Anomaly Detection.

UNIT-IV:

Syntax Testing: Why, What and How, A Grammar for formats, Test Case Generation, Implementation and Application and Testability Tips.

Logic Based Testing: Overview, Decision Tables, Path Expressions, KV Charts, and Specifications.

UNIT – V:

State, State Graphs and Transition Testing: State Graphs, Good & Bad State Graphs, State Testing, and Testability Tips.

Graph Matrices and Application:-Motivational overview, matrix of graph, relations, power of a matrix, node reduction algorithm.

UNIT -VI:

Software Testing Tools: Introduction to Testing, Automated Testing, Concepts of Test Automation, Introduction to list of tools like Win runner, Load Runner, Jmeter, About Win Runner ,Using Win runner, Mapping the GUI, Recording Test, Working with Test, Enhancing Test, Checkpoints, Test Script Language, Putting it all together, Running and Debugging Tests, Analyzing Results, Batch Tests, Rapid Test Script Wizard.

OUTCOME:

- Understand the basic testing procedures.
- Able to support in generating test cases and test suites.
- Able to test the applications manually by applying different testing methods and automation tools.
- Apply tools to resolve the problems in Real time environment.

TEXT BOOKS:

1. Software testing techniques – Boris Beizer, Dreamtech, second edition.
2. Software Testing- Yogesh Singh, Camebridge

REFERENCE BOOKS:

1. The Craft of software testing - Brian Marick, Pearson Education.
2. Software Testing, 3rd edition, P.C. Jorgensen, Aurbach Publications (Dist.by SPD).
3. Software Testing, N.Chauhan, Oxford University Press.
4. Introduction to Software Testing, P.Ammann&J.Offutt, Cambridge Univ.Press.
5. Effective methods of Software Testing, Perry, John Wiley, 2nd Edition, 1999.
6. Software Testing Concepts and Tools, P.NageswaraRao, dreamtech Press
7. Win Runner in simple steps by Hakeem Shittu, 2007 Genixpress.
8. Foundations of Software Testing, D.Graham& Others, Cengage Learning

III Year - II Semester

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ARTIFICIAL INTELLIGENCE

(Open Elective)

OBJECTIVES:

- To have a basic proficiency in a traditional AI language including an ability to write simple to intermediate programs and an ability to understand code written in that language.
- To have an understanding of the basic issues of knowledge representation and blind and heuristic search, as well as an understanding of other topics such as minimax, resolution, etc. that play an important role in AI programs.
- To have a basic understanding of some of the more advanced topics of AI such as learning, natural language processing, agents and robotics, expert systems, and planning

UNIT-I:

Introduction to artificial intelligence: Introduction ,history, intelligent systems, foundations of AI, applications, tic-tac-tie game playing, development of ai languages, current trends in AI

UNIT-II:

Problem solving: state-space search and control strategies : Introduction, general problem solving, characteristics of problem, exhaustive searches, heuristic search techniques, iterative-deepening a*, constraint satisfaction

Problem reduction and game playing: Introduction, problem reduction, game playing, alpha-beta pruning, two-player perfect information games

UNIT-III:

Logic concepts: Introduction, propositional calculus, proportional logic, natural deduction system, axiomatic system, semantic tableau system in proportional logic, resolution refutation in proportional logic, predicate logic

UNIT-IV:

Knowledge representation: Introduction, approaches to knowledge representation, knowledge representation using semantic network, extended semantic networks for KR, knowledge representation using frames **advanced knowledge representation techniques:** Introduction, conceptual dependency theory, script structure, cyc theory, case grammars, semantic web

UNIT-V:

Expert system and applications: Introduction phases in building expert systems, expert system versus traditional systems, rule-based expert systems blackboard systems truth maintenance systems, application of expert systems, list of shells and tools

UNIT-VI:

Uncertainty measure: probability theory: Introduction, probability theory, Bayesian belief networks, certainty factor theory, dempster-shafer theory

Fuzzy sets and fuzzy logic: Introduction, fuzzy sets, fuzzy set operations, types of membership functions, multi valued logic, fuzzy logic, linguistic variables and hedges, fuzzy propositions, inference rules for fuzzy propositions, fuzzy systems.

OUTCOMES:

- Identify problems that are amenable to solution by AI methods, and which AI methods may be suited to solving a given problem.
- Formalize a given problem in the language/framework of different AI methods (e.g., as a search problem, as a constraint satisfaction problem, as a planning problem, as a Markov decision process, etc).
- Implement basic AI algorithms (e.g., standard search algorithms or dynamic programming).
- Design and carry out an empirical evaluation of different algorithms on a problem formalization, and state the conclusions that the evaluation supports.

TEXT BOOKS:

1. Artificial Intelligence- Saroj Kaushik, CENGAGE Learning,
2. Artificial intelligence, A modern Approach , 2nd ed, Stuart Russel, Peter Norvig, PEA
3. Artificial Intelligence- Rich, Kevin Knight, Shiv Shankar B Nair, 3rd ed, TMH
4. Introduction to Artificial Intelligence, Patterson, PHI

REFERNCE BOOKS:

1. Atificial intelligence, structures and Strategies for Complex problem solving, -George F Lugar, 5th ed, PEA
2. Introduction to Artificial Intelligence, Ertel, Wolf Gang, Springer
3. Artificial Intelligence, A new Synthesis, Nils J Nilsson, Elsevier

SOCIAL NETWORKS AND SEMANTIC WEB

(Open Elective)

OBJECTIVES:

- To learn Knowledge Representation for the Semantic Web
- To learn Ontology Engineering
- To learn Semantic Web Applications, Services and Technology
- To learn Social Network Analysis and semantic web

UNIT –I:

Web Intelligence Thinking and Intelligent Web Applications, The Information Age ,The World Wide Web, Limitations of Today's Web, The Next Generation Web, Machine Intelligence, Artificial Intelligence, Ontology, Inference engines, Software Agents, Berners-Lee www, Semantic Road Map, Logic on the semantic Web.

UNIT -II:

Knowledge Representation for the Semantic Web Ontologies and their role in the semantic web, Ontologies Languages for the Semantic Web – Resource Description Framework(RDF) / RDF Schema, Ontology Web Language(OWL), UML, XML/XML Schema.

UNIT-III:

Ontology Engineering Ontology Engineering, Constructing Ontology, Ontology Development Tools, Ontology Methods, Ontology Sharing and Merging, Ontology Libraries and Ontology Mapping, Logic, Rule and Inference Engines.

UNIT-IV:

Semantic Web Applications, Services and Technology Semantic Web applications and services, Semantic Search, e-learning, Semantic Bioinformatics, Knowledge Base ,XML Based Web Services, Creating an OWL-S Ontology for Web Services, Semantic Search Technology, Web Search Agents and Semantic Methods,

UNIT-V:

Social Network Analysis and semantic web What is social Networks analysis, development of the social networks analysis.

UNIT- VI

Electronic Sources for Network Analysis – Electronic Discussion networks, Blogs and Online Communities, Web Based Networks. Building Semantic Web Applications with social network features.

OUTCOMES:

Understand semantic web basics, architecture and technologies

- Able to represent data from a chosen problem in XML with appropriate semantic
- Tags obtained or derived from the ontology Able to understand the semantic relationships among these data elements using
- Resource Description Framework (RDF) Able to design and implement a web services
- application that "discovers" the
- Data and/or other web services via the semantic web Able to discover the capabilities and limitations of semantic web technology for social networks

TEXT BOOKS:

1. Thinking on the Web - Berners Lee, Gödel and Turing, Wiley inter science, 2008.
2. Social Networks and the Semantic Web, Peter Mika, Springer, 2007.

REFERENCE BOOKS:

1. Semantic Web Technologies, Trends and Research in Ontology Based Systems, J.Davies, R.Studer, P.Warren, John Wiley & Sons.
2. Semantic Web and Semantic Web Services -Liyang Lu Chapman and Hall/CRC Publishers,(Taylor & Francis Group)
3. Information sharing on the semantic Web - Heiner Stuckenschmidt; Frank Van Harmelen, Springer Publications. 4. Programming the Semantic Web, T.Segaran, C.Evans, J.Taylor, O'Reilly, SPD.

DIGITAL SIGNAL PROCESSING

(Open Elective)

OBJECTIVES:

- To study DFT and its computation
- To study the design techniques for digital filters
- To study the finite word length effects in signal processing
- To study the non-parametric methods of power spectrum estimations
- To study the fundamentals of digital signal processors.

UNIT -I

Discrete Fourier Transform

DFT and its properties, Relation between DTFT and DFT, FFT computations using Decimation in time and Decimation in frequency algorithms, Overlap-add and save methods

UNIT -II

Infinite Impulse Response Digital Filters

Review of design of analogue Butterworth and Chebyshev Filters, Frequency transformation in analogue domain - Design of IIR digital filters using impulse invariance technique - Design of digital filters using bilinear transform - pre warping - Realization using direct, cascade and parallel forms.

UNIT- III

Finite Impulse Response Digital Filters

Symmetric and Ant symmetric FIR filters - Linear phase FIR filters - Design using Hamming, Henning and Blackman Windows - Frequency sampling method - Realization of FIR filters - Transversal, Linear phase and Polyphasestructures.

UNIT -IV

Finite Word Length Effects

Fixed point and floating point number representations - Comparison - Truncation and Rounding errors - Quantization noise - derivation for quantization noise power - coefficient quantization error - Product quantization error –

UNIT -V

Overflow error - Round off noise power - limit cycle oscillations due to product round off and overflow errors - signal scaling

UNIT -VI

Multirate Signal Processing

Introduction to Multirate signal processing-Decimation-Interpolation-Polyphase implementation of FIR filters for interpolator and decimator -Multistage implementation of sampling rate conversion- Design of narrow band filters - Applications of Multirate signal processing.

OUTCOMES:

- an ability to apply knowledge of Mathematics, science, and engineering
- an ability to design and conduct experiments and interpret data
- an ability to design a system, component or process to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability
- an ability to function as part of a multi-disciplinary team

TEXT BOOKS:

1. John G Proakis and Manolakis, “Digital Signal Processing Principles, Algorithms and Applications", Pearson, Fourth Edition, 2007.
2. S.Salivahanan, A. Vallavaraj, C. Gnanapriya, Digital Signal Processing, TMH/McGraw HillInternational, 2007

REFERENCE BOOKS:

1. E.C. Ifeachor and B.W. Jervis, " Digital signal processing - A practical approach", Second edition, Pearson, 2002.
2. S.K. Mitra, Digital Signal Processing, A Computer Based approach, Tata Mc GrawHill, 1998.
3. P.P.Vaidyanathan, Multirate Systems & Filter Banks, Prentice Hall, Englewood cliffs, NJ, 1993.
4. Johny R. Johnson, Introduction to Digital Signal Processing, PHI, 2006.

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EMBEDDED SYSTEMS

(Open Elective)

OBJECTIVES:

- Technology capabilities and limitations of the hardware, software components
- Methods to evaluate design tradeoffs between different technology choices.
- Design Methodologies

UNIT-I:

Introduction to Embedded systems: What is an embedded system Vs. General computing system, history, classification, major application areas, and purpose of embedded systems. Core of embedded system, memory, sensors and actuators, communication interface, embedded firmware, other system components, PCB and passive components.

UNIT-II:

8—bit microcontrollers architecture: Characteristics, quality attributes application specific, domain specific, embedded systems. Factors to be considered in selecting a controller, 8051 architecture, memory organization, registers, oscillator unit, ports, source current, sinking current, design examples.

UNIT-III:

RTOS and Scheduling, Operating basics, types, RTOS, tasks, process and threads, multiprocessing and multitasking, types of multitasking, non preemptive, preemptive scheduling.

UNIT-IV:

Task communication of RTOS, Shared memory, pipes, memory mapped objects, message passing, message queue, mailbox, signaling, RPC and sockets, task communication/synchronization issues, racing, deadlock, live lock, the dining philosopher's problem.

UNIT-V:

The producer-consumer problem, Reader writers problem, Priority Inversion, Priority ceiling, Task Synchronization techniques, busy waiting, sleep and wakery, semaphore, mutex, critical section objects, events, device, device drivers, how to clause an RTOS, Integration and testing of embedded hardware and fire ware.

UNIT-VI:

Simulators, emulators, Debuggers, Embedded Product Development life cycle (EDLC), Trends in embedded Industry, Introduction to ARM family of processor.

OUTCOMES:

Understand the basics of an embedded system

- Program an embedded system
- Design, implement and test an embedded system.
- Identify the unique characteristics of real-time systems
- Explain the general structure of a real-time system
- Define the unique design problems and challenges of real-time systems

TEXT BOOK:

1. Introduction to embedded systems Shibu. K.V, TMH, 2009.

REFERENCE BOOKS:

1. Ayala & Gadre: The 8051 Microcontroller & Embedded Systems using Assembly and C, CENGAGE
2. Embedded Systems, Rajkamal, TMH, 2009.
3. Embedded Software Primer, David Simon, Pearson.
4. The 8051 Microcontroller and Embedded Systems, Mazidi, Mazidi, Pearson,.

ROBOTICS

(Open Elective)

OBJECTIVES:

- To introduce the basic concepts, parts of robots and types of robots.
- To make the student familiar with the various drive systems for robot, sensors and their applications in robots and programming of robots.
- To discuss about the various applications of robots, justification and implementation of robot.

UNIT -I:

Introduction

Specifications of Robots- Classifications of robots – Work envelope - Flexible automation versus Robotic technology – Applications of Robots ROBOT KINEMATICS AND DYNAMICS Positions,

UNIT-II:

Orientations and frames, Mappings

Changing descriptions from frame to frame, Operators: Translations, Rotations and Transformations - Transformation Arithmetic - D-H Representation - Forward and inverse Kinematics Of Six Degree of Freedom Robot Arm – Robot Arm dynamics

UNIT -III:

Robot Drives and Power Transmission Systems

Robot drive mechanisms, hydraulic – electric – servomotor- stepper motor - pneumatic drives, Mechanical transmission method - Gear transmission, Belt drives, cables, Roller chains, Link - Rod systems - Rotary-to-Rotary motion conversion, Rotary-to-Linear motion conversion, Rack and Pinion drives, Lead screws, Ball Bearing screws,

UNIT- IV:

Manipulators

Construction of Manipulators, Manipulator Dynamic and Force Control, Electronic and Pneumatic manipulators

UNIT- V:

Robot End Effectors

Classification of End effectors – Tools as end effectors. Drive system for grippers-Mechanical adhesive-vacuum-magnetic-grippers. Hooks&scoops. Gripper force analysis and gripper design. Active and passive grippers.

UNIT- VI:

Path planning & Programming

Trajectory planning and avoidance of obstacles, path planning, skew motion, joint integrated motion – straight line motion-Robot languages-computer control and Robot software.

OUTCOMES:

- The Student must be able to design automatic manufacturing cells with robotic control using
- The principle behind robotic drive system, end effectors, sensor, machine vision robot Kinematics and programming.

TEXT BOOKS:

1. Deb S. R. and Deb S., "Robotics Technology and Flexible Automation", Tata McGraw Hill Education Pvt. Ltd, 2010.
2. John J.Craig, "Introduction to Robotics", Pearson, 2009.
3. Mikell P. Groover et. al., "Industrial Robots - Technology, Programming and Applications", McGraw Hill, New York, 2008.

REFERENCE BOOKS:

1. Richard D Klafter, Thomas A Chmielewski, Michael Negin, "Robotics Engineering – An Integrated Approach", Eastern Economy Edition, Prentice Hall of India Pvt. Ltd., 2006.
2. Fu K S, Gonzalez R C, Lee C.S.G, "Robotics: Control, Sensing, Vision and Intelligence", McGraw Hill, 1987

OPERATION RESEARCH

(Open Elective)

OBJECTIVE:

- Identify and develop operational research models from the verbal description of the real system.
- Understand the mathematical tools that are needed to solve optimisation problems.
- Use mathematical software to solve the proposed models.
- Develop a report that describes the model and the solving technique, analyse the results and propose recommendations in language understandable to the decision-making processes in Management Engineering

UNIT-I:

Introduction to Operations Research: Basics definition, scope, objectives, phases, models and limitations of Operations Research. Linear Programming Problem – Formulation of LPP, Graphical solution of LPP. Simple Method, Artificial variables, big-M method, two-phase method, degeneracy and unbound solutions**.**

UNIT-II:

Transportation Problem. Formulation, solution, unbalanced Transportation problem. Finding basic feasible solutions – Northwest corner rule, least cost method and Vogel's approximation method. Optimality test: the stepping stone method and MODI method

UNIT-III:

Assignment model. Formulation. Hungarian method for optimal solution. Solving unbalanced problem. Traveling salesman problem and assignment problem Sequencing models. Solution of Sequencing Problem – Processing n Jobs through 2 Machines – Processing n Jobs through 3 Machines – Processing 2 Jobs through m machines – Processing n Jobs through m Machines

UNIT-IV:

Dynamic programming. Characteristics of dynamic programming. Dynamic programming approach for Priority Management employment smoothening, capital budgeting, Stage Coach/Shortest Path, cargo loading and Reliability problems Games Theory. Competitive games, rectangular game, saddle point, minimax (maximin) method of optimal strategies, value of the game. Solution of games with saddle points, dominance principle. Rectangular games without saddle point – mixed strategy for 2 X 2 games

UNIT-V:

Replacement Models. Replacement of Items that Deteriorate whose maintenance costs increase with time without change in the money value. Replacement of items that fail suddenly: individual replacement policy, group replacement policy

UNIT-VI:

Inventory models. Inventory costs. Models with deterministic demand – model (a) demand rate uniform and production rate infinite, model (b) demand rate non-uniform and production rate infinite, model (c) demand rate uniform and production rate finite.

OUTCOME:

- Methodology of Operations Research.
- Linear programming: solving methods, duality, and sensitivity analysis.
- Integer Programming.
- Network flows.
- Multi-criteria decision techniques.
- Decision making under uncertainty and risk.
- Game theory. Dynamic programming**.**

TEXT BOOKS:

1. P. Sankara Iyer,"Operations Research", Tata McGraw-Hill, 2008.
2. A.M. Natarajan, P. Balasubramani, A. Tamilarasi, "Operations Research", Pearson Education, 2005**.**

REFERENCE BOOKS:

1. J K Sharma. "Operations Research Theory & Applications, 3e", Macmillan India Ltd, 2007.
2. P. K. Gupta and D. S. Hira, "Operations Research", S. Chand & co., 2007.
3. J K Sharma., "Operations Research, Problems and Solutions, 3e", Macmillan India Ltd
4. N.V.S. Raju, "Operations Research", HI-TECH, 2002

III Year - II Semester

L	T	P	C
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WEB TECHNOLOGIES LAB

OBJECTIVES:

- To acquire knowledge of XHTML, Java Script and XML to develop web applications
- Ability to develop dynamic web content using Java Servlets and JSP
- To understand JDBC connections and Java Mail API
- To understand the design and development process of a complete web application

1. Design the following static web pages required for an online book store web site.

1) HOME PAGE:

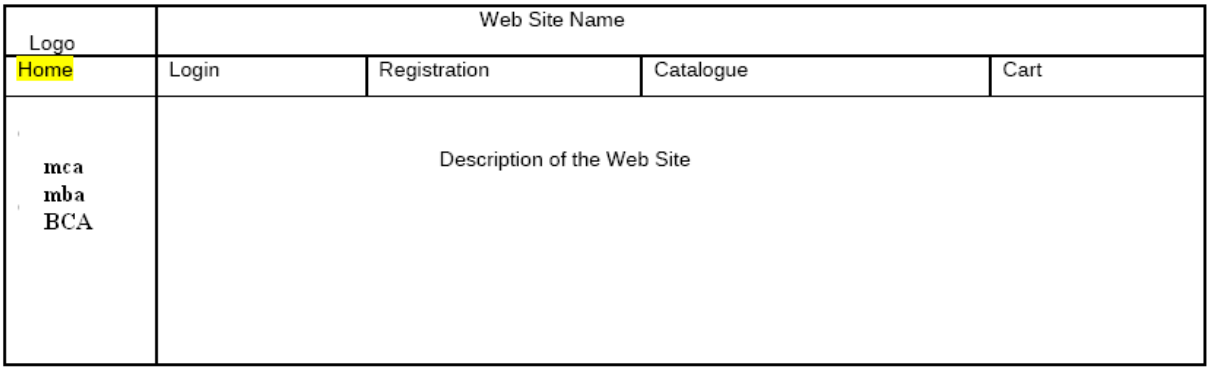
The static home page must contain three **frames**.

Top frame: Logo and the college name and links to Home page, Login page, Registration page, Catalogue page and Cart page (the description of these pages will be given below).

Left frame: At least four links for navigation, which will display the catalogue of respective links.

For e.g.: When you click the link **"MCA"** the catalogue for MCA Books should be displayed in the Right frame.

Right frame: The *pages to the links in the left frame must be loaded here*. Initially this page contains description of the web site.



2)LOGIN PAGE

Logo	Web Site Name			
Home	Login	Registration	Catalogue	Cart
MCA MBA BCA	Login : 11a51f0003 Password: ******** Submit Reset			

3) CATOLOGUE PAGE:

The catalogue page should contain the details of all the books available in the web site in a table. The details should contain the following:

1. Snap shot of Cover Page.
2. Author Name.
3. Publisher.
4. Price.
5. Add to cart button.

Logo	Web Site Name			
Home	Login	Registration	Catalogue	Cart
MCA MBA		Book : XML Bible Author : Winston Publication : Wiely	$ 40.5	Add to cart
BCA		Book : AI Author : S.Russel Publication : Princeton hall	$ 63	Add to cart
		Book : Java 2 Author : Watson Publication : BPB publications	$ 35.5	Add to cart
		Book : HTML in 24 hours Author : Sam Peter Publication : Sam	$ 50	Add to cart

4. REGISTRATION PAGE:
Create a "*registration form* "with the following fields
1) Name (Text field)
2) Password (password field)
3) E-mail id (text field)
4) Phone number (text field)
5) Sex (radio button)
6) Date of birth (3 select boxes)
7) Languages known (check boxes – English, Telugu, Hindi, Tamil)
8) Address (text area)

5. DESIGN A WEB PAGE USING CSS (Cascading **S**tyle **S**heets**)** which includes the following:
1) Use different font, styles:
In the style definition you define how each selector should work (font, color etc.).
Then, in the body of your pages, you refer to these selectors to activate the styles

6. WRITE AN XML file which will display the Book information which includes the following:
1) Title of the book
2) Author Name
3) ISBN number
4) Publisher name
5) Edition
6) Price
Write a Document Type Definition (DTD) to validate the above XML file.

7. Write Ruby program reads a number and calculates the factorial value of it and prints the Same.

8. Write a Ruby program which counts number of lines in a text files using its regular Expressions facility.

9. Write a Ruby program that uses iterator to find out the length of a string.

10. Write simple Ruby programs that uses arrays in Ruby.

11. Write programs which uses associative arrays concept of Ruby.

12. Write Ruby program which uses Math module to find area of a triangle.

13. Write Ruby program which uses tk module to display a window

14. Define complex class in Ruby and do write methods to carry operations on complex objects.

15. Write a program which illustrates the use of associative arrays in perl.

16. Write perl program takes set names along the command line and prints whether they are regular files or special files

17. Write a perl program to implement UNIX `passed' program

18. An example perl program to connect to a MySQl database table and executing simple commands.
19. Example PHP program for cotactus page.
20. User Authentication:
    Assume four users user1, user2, user3 and user4 having the passwords pwd1, pwd2, pwd3 and pwd4 respectively. Write a PHP for doing the following.
    1. Create a Cookie and add these four user id's and passwords to this Cookie.
    2. Read the user id and passwords entered in the Login form (week1) and authenticate with the values (user id and passwords) available in the cookies.
    If he is a valid user (i.e., user-name and password match) you should welcome him by name (user-name) else you should display "You are not an authenticated user ''.
    Use init-parameters to do this.

21. Example PHP program for registering users of a website and login.

22. Install a database (Mysql or Oracle).
Create a table which should contain at least the following fields: name, password, email-id, phone number (these should hold the data from the registration form).
Write a PHP program to connect to that database and extract data from the tables and display them. Experiment with various SQL queries.
Insert the details of the users who register with the web site, whenever a new user clicks the submit button in the registration page (week2).

23. Write a PHP which does the following job:
Insert the details of the 3 or 4 users who register with the web site (week9) by using registration form. Authenticate the user when he submits the login form using the user name and password from the database (similar to week8 instead of cookies).

24. Create tables in the database which contain the details of items (books in our case like Book name , Price, Quantity, Amount) of each category. Modify your catalogue page (week 2)in such a way that you should connect to the database and extract data from the tables and display them in the catalogue page using PHP

25. **HTTP** is a stateless protocol. Session is required to maintain the state.
The user may add some items to cart from the catalog page. He can check the cart page for the selected items. He may visit the catalogue again and select some more items. Here our interest is the selected items should be added to the old cart rather than a new cart. Multiple users can do the same thing at a time(i.e., from different systems in the LAN using the ip-address instead of local host). This can be achieved through the use of sessions. Every user will have his own session which will be created after his successful login to the website. When the user logs out his session should get invalidated (by using the method session. Invalidate ().
Modify your catalogue and cart PHP pages to achieve the above mentioned functionality using sessions.

OUTCOMES:

- Students will be able to develop static web sites using XHTML and Java Scripts
- To implement XML and XSLT for web applications
- Develop Dynamic web content using Java Servlets and JSP
- To develop JDBC connections and implement a complete Dynamic web Application

III Year - II Semester

L	T	P	C
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SOFTWARE TESTING LAB

OBJECTIVES:

- Demonstrate the UML diagrams with ATM system descriptions.
- Demonstrate the working of software testing tools with c language.
- Study of testing tools- win runner, selenium etc.
- Writing test cases for various applications

1 Write programs in 'C' Language to demonstrate the working ofthe following constructs:

i) do...while

ii) while….do

iii) if…else

iv) switch

v) for

2 "A program written in 'C' language for Matrix Multiplication fails" Introspect the causes for its failure and write down the possible reasons for its failure.

3 Take any system (e.g. ATM system) and study its system specifications and report the various bugs.

4 Write the test cases for any known application (e.g. Banking application)

5 Create a test plan document for any application (e.g. Library Management System)

6 Study of Win Runner Testing Tool and its implementation

a) Win runner Testing Process and Win runner User Interface.
b) How Win Runner identifies GUI(Graphical User Interface) objects in an application and describes the two modes for organizing GUI map files.
c) How to record a test script and explains the basics of Test Script Language (TSL).
d) How to synchronize a test when the application responds slowly.
e) How to create a test that checks GUI objects and compare the behaviour of GUI objects in different versions of the sample application.

f) How to create and run a test that checks bitmaps in your application and run the test on different versions of the sample application and examine any differences, pixel by pixel.

g) How to Create Data-Driven Tests which supports to run a single test on several sets of data from a data table.

h) How to read and check text found in GUI objects and bitmaps.

i) How to create a batch test that automatically runs the tests.

j) How to update the GUI object descriptions which in turn supports test scripts as the application changes.

7 Apply Win Runner testing tool implementation in any real time applications.

OUTCOMES:

- Find practical solutions to the problems
- Solve specific problems alone or in teams
- Manage a project from beginning to end
- Work independently as well as in teams
- Define, formulate and analyze a problem

III Year - II Semester

L	T	P	C
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DATA MINING LAB

OBJECTIVES:

- Practical exposure on implementation of well known data mining tasks.
- Exposure to real life data sets for analysis and prediction.
- Learning performance evaluation of data mining algorithms in a supervised and an unsupervised setting.
- Handling a small data mining project for a given practical domain.

System/Software Requirements:

- **Intel based desktop PC**
- **WEKA TOOL**

1. Demonstration of preprocessing on dataset student.arff

2. Demonstration of preprocessing on dataset labor.arff

3. Demonstration of Association rule process on dataset contactlenses.arff using apriori algorithm

4. Demonstration of Association rule process on dataset test.arff using apriori algorithm

5. Demonstration of classification rule process on dataset student.arff using j48 algorithm

6. Demonstration of classification rule process on dataset employee.arff using j48 algorithm

7. Demonstration of classification rule process on dataset employee.arff using id3 algorithm

8. Demonstration of classification rule process on dataset employee.arff using naïve bayes algorithm

9. Demonstration of clustering rule process on dataset iris.arff using simple k-means

10. Demonstration of clustering rule process on dataset student.arff using simple k- means.

OUTCOMES:

- The data mining process and important issues around data cleaning, pre-processing and integration.
- The principle algorithms and techniques used in data mining, such as clustering, association mining, classification and prediction.

III Year - II Semester

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INTELLECTUAL PROPERTY RIGHTS AND PATENTS

Objectives:

***To know the importance of Intellectual property rights, which plays a vital role in advanced Technical and Scientific disciplines.**

***Imparting IPR protections and regulations for further advancement, so that the students can familiarize with the latest developments.**

Unit I: Introduction to Intellectual Property Rights (IPR)

Concept of Property - Introduction to IPR – International Instruments and IPR - WIPO - TRIPS – WTO -Laws Relating to IPR - IPR Tool Kit - Protection and Regulation - Copyrights and Neighboring Rights – Industrial Property – Patents - Agencies for IPR Registration – Traditional Knowledge –Emerging Areas of IPR - Layout Designs and Integrated Circuits – Use and Misuse of Intellectual Property Rights.

Unit II: Copyrights and Neighboring Rights

Introduction to Copyrights – Principles of Copyright Protection – Law Relating to Copyrights - Subject Matters of Copyright – Copyright Ownership – Transfer and Duration – Right to Prepare Derivative Works –Rights of Distribution – Rights of Performers – Copyright Registration – Limitations – Infringement of Copyright – Relief and Remedy – Case Law - Semiconductor Chip Protection Act.

UNIT III: Patents

Introduction to Patents - Laws Relating to Patents in India – Patent Requirements – Product Patent and Process Patent - Patent Search - Patent Registration and Granting of Patent - Exclusive Rights – Limitations - Ownership and Transfer — Revocation of Patent – Patent Appellate Board - Infringement of Patent – Compulsory Licensing — Patent Cooperation Treaty – New developments in Patents – Software Protection and Computer related Innovations.

UNIT IV: Trademarks

Introduction to Trademarks – Laws Relating to Trademarks – Functions of Trademark – Distinction between Trademark and Property Mark – Marks Covered under Trademark Law - Trade Mark Registration – Trade Mark Maintenance – Transfer of rights - Deceptive Similarities - Likelihood of Confusion - Dilution of Ownership – Trademarks Claims and Infringement – Remedies – Passing Off Action.

UNIT V: Trade Secrets

Introduction to Trade Secrets – General Principles - Laws Relating to Trade Secrets - Maintaining Trade Secret – Physical Security – Employee Access Limitation – Employee

Confidentiality Agreements – Breach of Contract –Law of Unfair Competition – Trade Secret Litigation – Applying State Law.

UNIT VI: Cyber Law and Cyber Crime

Introduction to Cyber Law – Information Technology Act 2000 - Protection of Online and Computer Transactions - E-commerce - Data Security – Authentication and Confidentiality - Privacy - Digital Signatures – Certifying Authorities - Cyber Crimes - Prevention and Punishment – Liability of Network Providers.

- Relevant Cases Shall be dealt where ever necessary.

Outcome:

*** IPR Laws and patents pave the way for innovative ideas which are instrumental for inventions to seek Patents.**

***Student get an insight on Copyrights, Patents and Software patents which are instrumental for further advancements.**

References:

1. Intellectual Property Rights (Patents & Cyber Law), Dr. A. Srinivas. Oxford University Press, New Delhi.
2. Deborah E.Bouchoux: Intellectual Property, Cengage Learning, New Delhi.
3. PrabhuddhaGanguli: Intellectual Property Rights, Tata Mc-Graw –Hill, New Delhi
4. Richard Stim: Intellectual Property, Cengage Learning, New Delhi.
5. Kompal Bansal &Parishit Bansal Fundamentals of IPR for Engineers, B. S. Publications (Press).
6. Cyber Law - Texts & Cases, South-Western's Special Topics Collections.
7. R.Radha Krishnan, S.Balasubramanian: Intellectual Property Rights, Excel Books. New Delhi.
8. M.Ashok Kumar and MohdIqbal Ali: Intellectual Property Rights, Serials Pub.

IV Year - I Semester

L	T	P	C
4	0	0	3

CRYPTOGRAPHY AND NETWORK SECURITY

OBJECTIVES:

- Understand security concepts, Ethics in Network Security.
- Understand security threats, and the security services and mechanisms to counter them
- Comprehend and apply relevant cryptographic techniques
- Comprehend security services and mechanisms in the network protocol stack
- Comprehend and apply authentication services and mechanisms
- Comprehend and apply relevant protocol like SSL, SSH etc.
- Comprehend and apply email security services and mechanisms
- Comprehend and apply web security services and mechanisms
- Comprehend computer and network access control

UNIT- I: Basic Principles
Security Goals, Cryptographic Attacks, Services and Mechanisms, Mathematics of Cryptography

UNIT -II: Symmetric Encryption
Mathematics of Symmetric Key Cryptography, Introduction to Modern Symmetric Key Ciphers, Data Encryption Standard, Advanced Encryption Standard.

UNIT- III: Asymmetric Encryption
Mathematics of Asymmetric Key Cryptography, Asymmetric Key Cryptography

UNIT -IV: Data Integrity, Digital Signature Schemes & Key Management
Message Integrity and Message Authentication, Cryptographic Hash Functions, Digital Signature, Key Management.

UNIT-V: Network Security-I
Security at application layer: PGP and S/MIME, Security at the Transport Layer: SSL and TLS

UNIT- VI: Network Security-II
Security at the Network Layer: IPSec, System Security

OUTCOMES:

- To be familiarity with information security awareness and a clear understanding of Its importance.
- To master fundamentals of secret and public cryptography
- To master protocols for security services
- To be familiar with network security threats and countermeasures
- To be familiar with network security designs using available secure solutions (such asPGP, SSL, IPSec, etc)

TEXT BOOKS:

1) Cryptography and Network Security, Behrouz A Forouzan, Debdeep Mukhopadhyay, (3e) Mc Graw Hill.
2) Cryptography and Network Security, William Stallings, (6e) Pearson.
3) Everyday Cryptography, Keith M.Martin, Oxford.

REFERENCE BOOKS:

1) Network Security and Cryptography, Bernard Meneges, Cengage Learning.

IV Year - I Semester

L	T	P	C
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MOBILE COMPUTING

OBJECTIVE:

- To make the student understand the concept of mobile computing paradigm, its novel applications and limitations.
- To understand the typical mobile networking infrastructure through a popular GSM protocol
- To understand the issues and solutions of various layers of mobile networks, namely MAC layer, Network Layer & Transport Layer
- To understand the database issues in mobile environments & data delivery models.
- To understand the ad hoc networks and related concepts.
- To understand the platforms and protocols used in mobile environment.

UNIT- I

Introduction: Mobile Communications, Mobile Computing – Paradigm, Promises/Novel Applications and Impediments and Architecture; Mobile and Handheld Devices, Limitations of Mobile and Handheld Devices.

GSM – Services, System Architecture, Radio Interfaces, Protocols, Localization, Calling, Handover, Security, New Data Services, GPRS.

UNIT –II

(Wireless) Medium Access Control (MAC) : Motivation for a specialized MAC (Hidden and exposed terminals, Near and far terminals), SDMA, FDMA, TDMA, CDMA, Wireless LAN/(IEEE 802.11)

UNIT –III

Mobile Network Layer: IP and Mobile IP Network Layers, Packet Delivery and Handover Management, Location Management, Registration, Tunneling and Encapsulation, Route Optimization, DHCP.

UNIT –IV

Mobile Transport Layer: Conventional TCP/IP Protocols, Indirect TCP, Snooping TCP, Mobile TCP, Other Transport Layer Protocols for Mobile Networks.

Database Issues: Database Hoarding & Caching Techniques, Client-Server Computing & Adaptation, Transactional Models, Query processing, Data Recovery Process & QoS Issues.

UNIT- V

Data Dissemination and Synchronization : Communications Asymmetry, Classification of Data Delivery Mechanisms, Data Dissemination, Broadcast Models, Selective Tuning and Indexing Methods, Data Synchronization – Introduction, Software, and Protocols.

UNIT- VI

Mobile Ad hoc Networks (MANETs) : Introduction, Applications & Challenges of a MANET, Routing, Classification of Routing Algorithms, Algorithms such as DSR, AODV, DSDV, etc. , Mobile Agents, Service Discovery.

Protocols and Platforms for Mobile Computing : WAP, Bluetooth, XML, J2ME, Java Card, PalmOS, Windows CE, SymbianOS, Linux for Mobile Devices, Android.

OUTCOMES:

- Able to think and develop new mobile application.
- Able to take any new technical issue related to this new paradigm and come up with a solution(s).
- Able to develop new ad hoc network applications and/or algorithms/protocols.
- Able to understand & develop any existing or new protocol related to mobile environment

TEXT BOOKS:

1. Jochen Schiller, "Mobile Communications", Addison-Wesley, Second Edition, 2009.
2. Raj Kamal, "Mobile Computing", Oxford University Press, 2007, ISBN: 0195686772

REFERENCE BOOKS:

1. ASOKE K TALUKDER, HASAN AHMED, ROOPA R YAVAGAL, "Mobile Computing, Technology Applications and Service Creation" Second Edition, Mc Graw Hill.
2. UWE Hansmann, Lother Merk, Martin S. Nocklous, Thomas Stober, "Principles of Mobile Computing," Second Edition, Springer.

IV Year - I Semester

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DATA WAREHOUSING AND BUSINESS INTELLIGENCE

OBJECTIVES:

- Approach business problems data-analytically by identifying opportunities to derive business value from data.
- Know the basics of data mining techniques and how they can be applied to extract relevant Business in

UNIT- I:

Introduction to Data Mining: Motivation for Data Mining, Data Mining-Definition & Functionalities, Classification of DM systems, DM task primitives, Integration of a Data Mining system with a Database or a Data Warehouse, Major issues in Data Mining. **Data Warehousing** (Overview Only): Overview of concepts like star schema, fact and dimension tables, OLAP operations, From OLAP to Data Mining.

UNIT -II:

Data Preprocessing: Why? Descriptive Data Summarization, Data Cleaning: Missing Values, Noisy Data, Data Integration and Transformation. Data Reduction:-Data Cube Aggregation, Dimensionality reduction, Data Compression, Numerosity Reduction, Data Discretization and Concept hierarchy generation for numerical and categorical data.

UNIT- III:

Mining Frequent Patterns, Associations, and Correlations: Market Basket Analysis, Frequent Itemsets, Closed Itemsets, and Association Rules, Frequent Pattern Mining, Efficient and Scalable Frequent Itemset Mining Methods, The Apriori Algorithm for finding Frequent Itemsets Using Candidate Generation, Generating Association Rules from Frequent Itemsets, Improving the Efficiency of Apriori, Frequent Itemsets without Candidate Generation using FP Tree, Mining Multilevel Association Rules, Mining Multidimensional Association Rules, From Association Mining to Correlation Analysis, Constraint-Based Association Mining.

UNIT- IV:

Classification & Prediction: What is it? Issues regarding Classification and prediction
Classification methods: Decision tree, Bayesian Classification, Rule based Prediction: Linear and non linear regression, Accuracy and Error measures, Evaluating the accuracy of a Classifier or Predictor.

Cluster Analysis: What is it? Types of Data in cluster analysis, Categories of clustering methods, Partitioning methods ñ K-Means, K-Mediods. Hierarchical Clustering- Agglomerative and Divisive Clustering, BIRCH and ROCK methods, DBSCAN, Outlier Analysis

UNIT- V:

Mining Stream and Sequence Data: What is stream data? Classification, Clustering Association Mining in stream data. Mining Sequence Patterns in Transactional Databases. **Spatial Data and Text Mining:** Spatial Data Cube Construction and Spatial OLAP, Mining Spatial Association and Co-location Patterns, Spatial Clustering Methods, Spatial Classification and Spatial Trend Analysis. Text Mining Text Data Analysis and Information Retrieval, Dimensionality Reduction for Text, Text Mining Approaches.

UNIT- VI:

Web Mining: Web mining introduction, Web Content Mining, Web Structure Mining, Web Usage mining, Automatic Classification of web Documents.

Data Mining for Business Intelligence Applications: Data mining for business Applications like Balanced Scorecard, Fraud Detection, Click stream Mining, Market Segmentation, retail industry, telecommunications industry, banking & finance and CRM etc

OUTCOMES

- Describe the scope and application of business intelligence and decision support;
- Design systems for sourcing and structuring data to provide an integrated, non-volatile collection of data for decision support using data warehouses;
- Design multidimensional data models and implement them using star schemas and relational databases;
- Communicate and foster realistic expectations of the role of OLAP technology and business intelligence systems in management and decision support;
- Explain the need for evolutionary development approaches to developing business intelligence and data warehouse systems;
- Develop a simple business intelligence system using an OLAP tool;
- Apply theories and principles of data visualization to encourage high quality analysis of business information to inform decision making;
- Design governance mechanisms for the development and management of business intelligence and data warehouse systems in an organization.

TEXT BOOKS:

1. Han, Kamber, "Data Mining Concepts and Techniques", Morgan Kaufmann 2 nd Edition
2. P. N. Tan, M. Steinbach, Vipin Kumar, introduction to Data Miming, Pearson Education

REFERENCE BOOKS:

1. MacLennan Jamie, Tang ZhaoHui and Crivat Bogdan, Data Mining with Microsoft SQL Server 2008î, Wiley India Edition.
2. G. Shmueli, N.R. Patel, P.C. Bruce, ìData Mining for Business Intelligence: Concepts, Techniques and Applications in Microsoft Office Excel with XLMinerî, Wiley India.
3. Michael Berry and Gordon Linoff ìData Mining Techniquesî, 2nd Edition Wiley Publications.
4. Alex Berson and Smith, ìData Mining and Data Warehousing and OLAPî, McGraw Hill Publication.
5. E. G. Mallach, ìDecision Support and Data Warehouse Systems", Tata McGraw Hill.
6. Michael Berry and Gordon Linoff ìMastering Data Mining- Art & science of CRMî, Wiley Student Edition
7. Arijay Chaudhry & P. S. Deshpande, ìMultidimensional Data Analysis and Data Mining Dreamtech Press
8. Vikram Pudi & Radha Krishna, ìData Miningî, Oxford Higher Education.
9. Chakrabarti, S., ìMining the Web: Discovering knowledge from hypertext dataî,
10. M. Jarke, M. Lenzerini, Y. Vassiliou, P. Vassiliadis (ed.), ìFundamentals of Data Warehousesî, Springer-Verlag, 1999.telligence.

IV Year - I Semester

L	T	P	C
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MANAGERIAL ECONOMICS AND FINANCIAL ANALYSIS
(Common to all Branches)

Course Objectives:

- The Learning objectives of this paper is to understand the concept and nature of Managerial Economics and its relationship with other disciplines and also to understand the Concept of Demand and Demand forecasting, Production function, Input Output relationship, Cost-Output relationship and Cost-Volume-Profit Analysis.
- To understand the nature of markets, Methods of Pricing in the different market structures and to know the different forms of Business organization and the concept of Business Cycles.
- To learn different Accounting Systems, preparation of Financial Statement and uses of different tools for performance evaluation. Finally, it is also to understand the concept of Capital, Capital Budgeting and the techniques used to evaluate Capital Budgeting proposals.

UNIT-I

Introduction to Managerial Economics and demand Analysis:

Definition of Managerial Economics –Scope of Managerial Economics and its relationship with other subjects –Concept of Demand, Types of Demand, Determinants of Demand- Demand schedule, Demand curve, Law of Demand and its limitations- Elasticity of Demand, Types of Elasticity of Demand and Measurement- Demand forecasting and Methods of forecasting, Concept of Supply and Law of Supply.

UNIT – II:

Production and Cost Analyses:

Concept of Production function- Cobb-Douglas Production function- Leontief production function - Law of Variable proportions-Isoquants and Isocosts and choice of least cost factor combination-Concepts of Returns to scale and Economies of scale-Different cost concepts: opportunity costs, explicit and implicit costs- Fixed costs, Variable Costs and Total costs –Cost – Volume-Profit analysis-Determination of Breakeven point(simple problems)-Managerial significance and limitations of Breakeven point.

UNIT – III:

Introduction to Markets, Theories of the Firm & Pricing Policies:

Market Structures: Perfect Competition, Monopoly, Monopolistic competition and Oligopoly – Features – Price and Output Determination – Managerial Theories of firm: Marris and Williamson's models – other Methods of Pricing: Average cost pricing, Limit Pricing, Market Skimming Pricing, Internet Pricing: (Flat Rate Pricing, Usage sensitive pricing) and Priority Pricing.

UNIT – IV:

Types of Business Organization and Business Cycles:

Features and Evaluation of Sole Trader, Partnership, Joint Stock Company – State/Public Enterprises and their forms – Business Cycles : Meaning and Features – Phases of a Business Cycle.

UNIT – V:

Introduction to Accounting & Financing Analysis:

Introduction to Double Entry Systems – Preparation of Financial Statements-Analysis and Interpretation of Financial Statements-Ratio Analysis – Preparation of Funds flow and cash flow statements (Simple Problems)

UNIT – VI:

Capital and Capital Budgeting: Capital Budgeting: Meaning of Capital-Capitalization-Meaning of Capital Budgeting-Time value of money- Methods of appraising Project profitability: Traditional Methods(pay back period, accounting rate of return) and modern methods(Discounted cash flow method, Net Present Value method, Internal Rate of Return Method and Profitability Index)

Course Outcome:

*****The Learner is equipped with the knowledge of estimating the Demand and demand elasticities for a product and the knowledge of understanding of the Input-Output-Cost relationships and estimation of the least cost combination of inputs.

***** One is also ready to understand the nature of different markets and Price Output determination under various market conditions and also to have the knowledge of different Business Units.

*****The Learner is able to prepare Financial Statements and the usage of various Accounting tools for Analysis and to evaluate various investment project proposals with the help of capital budgeting techniques for decision making.

TEXT BOOKS

1. Dr. N. AppaRao, Dr. P. Vijay Kumar: 'Managerial Economics and Financial Analysis', Cengage Publications, New Delhi – 2011
2. Dr. A. R. Aryasri – Managerial Economics and Financial Analysis, TMH 2011
3. Prof. J.V.Prabhakararao, Prof. P. Venkatarao. 'Managerial Economics and Financial Analysis', Ravindra Publication.

REFERENCES:

1. Dr. B. Kuberudu and Dr. T. V. Ramana: Managerial Economics & Financial Analysis, Himalaya Publishing House, 2014.
2. V. Maheswari: Managerial Economics, Sultan Chand.2014
3. Suma Damodaran: Managerial Economics, Oxford 2011.
4. VanithaAgarwal: Managerial Economics, Pearson Publications 2011.
5. Sanjay Dhameja: Financial Accounting for Managers, Pearson.
6. Maheswari: Financial Accounting, Vikas Publications.
7. S. A. Siddiqui& A. S. Siddiqui: Managerial Economics and Financial Analysis, New Age International Publishers, 2012
8. Ramesh Singh, Indian Economy, 7th Edn., TMH2015
9. Pankaj Tandon A Text Book of Microeconomic Theory, Sage Publishers, 2015
10. Shailaja Gajjala and Usha Munipalle, Univerties press, 2015

IV Year - I Semester

L	T	P	C
4	0	0	3

BIG DATA ANALYTICS

(Elective - 1)

OBJECTIVES:

- Optimize business decisions and create competitive advantage with Big Data analytics
- Introducing Java concepts required for developing map reduce programs
- Derive business benefit from unstructured data
- Imparting the architectural concepts of Hadoop and introducing map reduce paradigm
- To introduce programming tools PIG & HIVE in Hadoop echo system.

UNIT – I:

Data structures in Java: Linked List, Stacks, Queues, Sets, Maps; Generics: Generic classes and Type parameters, Implementing Generic Types, Generic Methods, Wrapper Classes, Concept of Serialization

UNIT – II:

Working with Big Data: Google File System, Hadoop Distributed File System (HDFS) – Building blocks of Hadoop (Namenode, Datanode, Secondary Namenode, Job Tracker, Task Tracker), Introducing and Configuring Hadoop cluster (Local, Pseudo-distributed mode, Fully Distributed mode), Configuring XML files.

UNIT – III:

Writing MapReduce Programs: A Weather Dataset, Understanding Hadoop API for MapReduce Framework (Old and New), Basic programs of Hadoop MapReduce: Driver code, Mapper code, Reducer code, Record Reader, Combiner, Partitioner

UNIT – IV:

Hadoop I/O: The Writable Interface, Writable Comparable and comparators, Writable Classes: Writable wrappers for Java primitives, Text, Bytes Writable, Null Writable, Object Writable and Generic Writable, Writable collections, Implementing a Custom Writable: Implementing a Raw Comparator for speed, Custom comparators

UNIT – V:

Pig: Hadoop Programming Made Easier

Admiring the Pig Architecture, Going with the Pig Latin Application Flow, Working through the ABCs of Pig Latin, Evaluating Local and Distributed Modes of Running Pig Scripts, Checking out the Pig Script Interfaces, Scripting with Pig Latin

UNIT – VI:

Applying Structure to Hadoop Data with Hive:

Saying Hello to Hive, Seeing How the Hive is Put Together, Getting Started with Apache Hive, Examining the Hive Clients, Working with Hive Data Types, Creating and Managing Databases and Tables, Seeing How the Hive Data Manipulation Language Works, Querying and Analyzing Data.

OUTCOMES:

- Preparing for data summarization, query, and analysis.
- Applying data modeling techniques to large data sets
- Creating applications for Big Data analytics
- Building a complete business data analytic solution

TEXT BOOKS:

1. Big Java 4th Edition, Cay Horstmann, Wiley John Wiley & Sons, INC
2. Hadoop: The Definitive Guide by Tom White, 3rd Edition, O'reilly
3. Hadoop in Action by Chuck Lam, MANNING Publ.
4. Hadoop for Dummies by Dirk deRoos, Paul C.Zikopoulos, Roman B.Melnyk,Bruce Brown, Rafael Coss

REFERENCE BOOKS:

1. Hadoop in Practice by Alex Holmes, MANNING Publ.
2. Hadoop MapReduce Cookbook, Srinath Perera, Thilina Gunarathne

SOFTWARE LINKS:

1. Hadoop:http://hadoop.apache.org/
2. Hive: https://cwiki.apache.org/confluence/display/Hive/Home
3. Piglatin: http://pig.apache.org/docs/r0.7.0/tutorial.html

INFORMATION RETRIEVAL SYSTEMS

OBJECTIVES:

- To provide the foundation knowledge in information retrieval.
- To equip students with sound skills to solve computational search problems.
- To appreciate how to evaluate search engines.
- To appreciate the different applications of information retrieval techniques in the Internet or Web environment.
- To provide hands-on experience in building search engines and/or hands-on experience in evaluating search engines.

UNIT-I:

Introduction to Information Storage and Retrieval System: Introduction, Domain Analysis of IR systems and other types of Information Systems, IR System Evaluation.
Introduction to Data Structures and Algorithms related to Information Retrieval: Basic Concepts, Data structures, Algorithms

UNIT-II:

Inverted files: Introduction, Structures used in Inverted Files, Building Inverted file using a sorted array, Modifications to Basic Techniques.

UNIT-III:

Signature Files: Introduction, Concepts of Signature Files, Compression, Vertical Partitioning, Horizontal Partitioning.

UNIT-IV:

New Indices for Text: PAT Trees and PAT Arrays: Introduction, PAT Tree structure, algorithms on the PAT Trees, Building PAT trees as PATRICA Trees, PAT representation as arrays.

UNIT-V:

Stemming Algorithms: Introduction, Types of Stemming Algorithms, Experimental Evaluations of Stemming to Compress Inverted Files

UNIT-VI:

Thesaurus Construction: Introduction, Features of Thesauri, Thesaurus Construction, Thesaurus construction from Texts, Merging existing Thesauri

OUTCOMES:

- Identify basic theories in information retrieval systems
- Identify the analysis tools as they apply to information retrieval systems
- Understands the problems solved in current IR systems
- Describes the advantages of current IR systems
- Understand the difficulty of representing and retrieving documents.
- Understand the latest technologies for linking, describing and searching the web.

TEXT BOOKS:

1. Frakes, W.B., Ricardo Baeza-Yates: Information Retrieval Data Structures and Algorithms, Prentice Hall, 1992.
2. Modern Information Retrieval by Yates Pearson Education.
3. Information Storage & Retrieval by Robert Korfhage – John Wiley & Sons.

REFERENCE BOOKS:

1. Kowalski, Gerald, Mark T Maybury: Information Retrieval Systems: Theory and Implementation, Kluwer Academic Press, 1997.
2. Information retrieval Algorithms and Heuristics, 2ed, Springer

INTERNET OF THINGS

OBJECTIVES:

- Identify problems that are amenable to solution by AI methods, and which AI methods may be suited to solving a given problem.
- Formalize a given problem in the language/framework of different AI methods (e.g., as a search problem, as a constraint satisfaction problem, as a planning problem, as a Markov decision process, etc).
- Implement basic AI algorithms (e.g., standard search algorithms or dynamic programming).
- Design and carry out an empirical evaluation of different algorithms on problem formalization, and state the conclusions that the evaluation supports.

UNIT- I

Introduction to Internet of Things, Definition & Characteristics of IoT, Physical Design of IoT Logical Design of IoT, IoT Enabling Technologies, IoT Levels & Deployment Templates Domain Specific IoTs: Home, Cities, Environment, Energy systems, Logistics, Agriculture, Health & Lifestyle

UNIT- II

IOT & M2M: Introduction, M2M, Difference between IoT and M2M, SDN and NFV for IoT, 1 Need for IoT Systems Management , Simple Network Management Protocol (SNMP) , Limitations of SNMP, Network Operator Requirements, NETCONF, YANG, IoT Systems Management with NETCONF-YANG, NETOPEER

UNIT- III

IoT Platforms Design Methodology IoT Design Methodology, Case Study on IoT System for Weather Monitoring , Motivation for Using Python , IoT Systems - Logical Design using Python ,Installing Python , Python Data Types & Data Structures ,Control Flow , Functions, Modules, Packages , File Handling l, Date/Time Operations , Classes ,Python Packages of Interest for IoT

UNIT -IV

IoT Physical Devices & Endpoints, Raspberry Pi , About the Board , Linux on Raspberry Pi , Raspberry Pi Interfaces , Programming Raspberry Pi with Python , Other IoT Devices, IoT Physical Servers & Cloud Offerings , Introduction to Cloud Storage Models & Communication APIs , WAMP - AutoBahn for IoT , Xively Cloud for IoT , Python Web Application Framework - Django , Designing a RESTful Web API , Amazon Web Services for ,SkyNet IoT Messaging Platform

UNIT -V

Case Studies Illustrating IoT Design, Introduction, Home Automation, Cities, Environment, Agriculture, Productivity Applications

UNIT -VI

Data Analytics for IoT , Introduction , Apache Hadoop, Using Hadoop MapReduce for Batch Data Analysis , Apache Oozie , Apache Spark , Apache Storm , Using Apache Storm for Real-time Data Analysis , Structural Health Monitoring Case Study , Tools for IOT, Chef Case Studies, NETCONF-YANG Case Studies.

OUTCOMES:

- Demonstrate knowledge and understanding of the security and ethical issues of the Internet of Things
- Conceptually identify vulnerabilities, including recent attacks, involving the Internet of Things
- Develop critical thinking skills
- Compare and contrast the threat environment based on industry and/or device type

TEXTBOOKS:

Internet of Things, A.Bahgya and V.Madisetti, Univesity Press, 2015

REFERNCE BOOKS:

Fundamentals of Python, K.A.Lambert and B.L.Juneja, Cengage Learning, 2012.

MULTIMEDIA PROGRAMMING

UNIT 1:

Multimedia Information Representation:

Introduction, Digitization Principles – Analog Signals, Encoder Design, Decoder Design. Text – Unformatted Text, Formatted Text, Hyper Text. Images- Graphics, Digitized Documents, Digitized Pictures. Audio – PCM Speech, CD – Quality Audio, Synthesized Audio. Video – Broadcast Television, Digital Video, PC Video, Video Content.

UNIT 2:

Text Compression:

Compression Principles – Source Encoder and Destination
Decoder, Lossless and Lossy Compression, Entropy Encoding, Source Encoding. Text Compression – Static and Dynamic Huffman Coding, Arithmetic Coding.

UNIT 3:

Image Compression:

Graphics Interchange Format (GIF), Tagged Image File Format (TIFF), Digitised Documents, JPEG.

UNIT 4:

Audio Compression:

Differential Pulse Coded Modulation (DPCM), Adaptive
Differential PCM (ADPCM), Adaptive Predictive Coding and Linear Predictive Coding,
MPEG Audio Coding.

UNIT 5:

Video Compression:

Principles, H.261 Video Compression, MPEG 1, MPEG 2 and MPEG 4.

UNIT 6:

Multimedia Applications:

Inter- personnel Communication, Interactive Applications over the Internet, Entertainment Applications and Multimedia Conferencing.

TEXT BOOK:

1. Halshall, Fred. “Multimedia Communications – Applications, Networks,
Protocols and Standards”. 2001. Pearson Education.

REFERENCE BOOKS:

1. Chapman, Nigel and Chapman, Jenny. “Digital Multimedia”. 2000. John Wily &Sons.
2. Steinmaetz, Ralf and Nahrstedt, Klara. Multimedia: “Communications and Applications”. 2003. Pearson Education.

IV Year - I Semester

L	T	P	C
4	0	0	3

CLOUD COMPUTING
(Elective-II)

OBJECTIVES:

- The student will learn about the cloud environment, building software systems and components that scale to millions of users in modern internet cloud concepts capabilities across the various cloud service models including Iaas, Paas, Saas, and developing cloud based software applications on top of cloud platforms.

UNIT -I: Systems modeling, Clustering and virtualization

Scalable Computing over the Internet, Technologies for Network based systems, System models for Distributed and Cloud Computing, Software environments for distributed systems and clouds, Performance, Security And Energy Efficiency

UNIT- II: Virtual Machines and Virtualization of Clusters and Data Centers

Implementation Levels of Virtualization, Virtualization Structures/ Tools and mechanisms, Virtualization of CPU, Memory and I/O Devices, Virtual Clusters and Resource Management, Virtualization for Data Center Automation.

UNIT- III: Cloud Platform Architecture

Cloud Computing and service Models, Architectural Design of Compute and Storage Clouds, Public Cloud Platforms, Inter Cloud Resource Management, Cloud Security and Trust Management. Service Oriented Architecture, Message Oriented Middleware.

UNIT -IV: Cloud Programming and Software Environments

Features of Cloud and Grid Platforms, Parallel & Distributed Programming Paradigms, Programming Support of Google App Engine, Programming on Amazon AWS and Microsoft Azure, Emerging Cloud Software Environments.

UNIT- V: Cloud Resource Management and Scheduling

Policies and Mechanisms for Resource Management Applications of Control Theory to Task Scheduling on a Cloud, Stability of a Two Level Resource Allocation Architecture, Feedback Control Based on Dynamic Thresholds. Coordination of Specialized Autonomic Performance Managers, Resource Bundling, Scheduling Algorithms for Computing Clouds, Fair Queuing, Start Time Fair Queuing, Borrowed Virtual Time, Cloud Scheduling Subject to Deadlines, Scheduling MapReduce Applications Subject to Deadlines.

UNIT- VI: Storage Systems

Evolution of storage technology, storage models, file systems and database, distributed file systems, general parallel file systems. Google file system. Apache Hadoop, Big Table, Megastore, Amazon Simple Storage Service (S3)

OUTCOMES:

- Understanding the key dimensions of the challenge of Cloud Computing
- Assessment of the economics , financial, and technological implications for selecting cloud computing for own organization
- Assessing the financial, technological, and organizational capacity of employer's for actively initiating and installing cloud-based applications.
- Assessment of own organizations' needs for capacity building and training in cloud computing-related IT areas

TEXT BOOKS:

1. Distributed and Cloud Computing, Kai Hwang, Geoffry C. Fox, Jack J. Dongarra MK Elsevier.
2. Cloud Computing, Theory and Practice, Dan C Marinescu, MK Elsevier.
3. Cloud Computing, A Hands on approach, Arshadeep Bahga, Vijay Madisetti, University Press

REFERNCE BOOKS:

1. Cloud Computing, A Practical Approach, Anthony T Velte, Toby J Velte, Robert Elsenpeter, TMH
2. Mastering Cloud Computing, Foundations and Application Programming, Raj Kumar Buyya, Christen vecctiola, S Tammarai selvi, TMH

SOFTWARE PROJECT MANAGEMENT

OBJECTIVES:

- To study how to plan and manage projects at each stage of the software development life cycle (SDLC)
- To train software project managers and other individuals involved in software project planning and tracking and oversight in the implementation of the software project management process.
- To understand successful software projects that support organization's strategic goals

UNIT -I: Introduction

Project, Management, Software Project Management activities, Challenges in software projects, Stakeholders, Objectives & goals

Project Planning: Step-wise planning, Project Scope, Project Products & deliverables, Project activities, Effort estimation, Infrastructure

UNIT -II: Project Approach

Lifecycle models, Choosing Technology, Prototyping

Iterative & incremental Process Framework: Lifecycle phases, Process Artifacts, Process workflows (Book 2)

UNIT -III: Effort estimation & activity Planning

Estimation techniques, Function Point analysis, SLOC, COCOMO, Use case-based estimation , Activity Identification Approaches, Network planning models, Critical path analysis

UNIT -IV: Risk Management

Risk categories, Identification, Assessment, Planning and management, PERT technique, Monte Carlo approach

UNIT -V: Project Monitoring & Control, Resource Allocation

Creating a framework for monitoring & control, Progress monitoring, Cost monitoring, Earned value Analysis, Defects Tracking, Issues Tracking, Status reports, Types of Resources, Identifying resource requirements, Resource scheduling

UNIT -VI: Software Quality

Planning Quality, Defining Quality - ISO 9016, Quality Measures, Quantitative Quality Management Planning, Product Quality & Process Quality

Metrics, Statistical Process Control Capability Maturity Model, Enhancing software Quality (Book3)

OUTCOMES:

- To match organizational needs to the most effective software development model
- To understand the basic concepts and issues of software project management
- To effectively Planning the software projects
- To implement the project plans through managing people, communications and change
- To select and employ mechanisms for tracking the software projects
- To conduct activities necessary to successfully complete and close the Software projects
- To develop the skills for tracking and controlling software deliverables
- To create project plans that address real-world management challenges

TEXT BOOKS:

1. Software Project Management, Bob Hughes & Mike Cotterell, TATA Mcgraw-Hill
2. Software Project Management, Walker Royce: Pearson Education, 2005.
3. Software Project Management in practice, Pankaj Jalote, Pearson.

REFERENCE BOOKS:

1. Software Project Management, Joel Henry, Pearson Education.

MACHINE LEARNING

OBJECTIVES:

- Familiarity with a set of well-known supervised, unsupervised and semi-supervised
- learning algorithms.
- The ability to implement some basic machine learning algorithms
- Understanding of how machine learning algorithms are evaluated

UNIT- I: The ingredients of machine learning, Tasks: the problems that can be solved with machine learning, Models: the output of machine learning, Features, the workhorses of machine learning. **Binary classification and related tasks:** Classification, Scoring and ranking, Class probability estimation

UNIT- II: Beyond binary classification: Handling more than two classes, Regression, Unsupervised and descriptive learning. **Concept learning**: The hypothesis space, Paths through the hypothesis space, Beyond conjunctive concepts

UNIT- III: Tree models: Decision trees, Ranking and probability estimation trees, Tree learning as variance reduction. **Rule models:** Learning ordered rule lists, Learning unordered rule sets, Descriptive rule learning, First-order rule learning

UNIT- IV: Linear models: The least-squares method, The perceptron: a heuristic learning algorithm for linear classifiers, Support vector machines, obtaining probabilities from linear classifiers, Going beyond linearity with kernel methods. **Distance Based Models:** Introduction, Neighbours and exemplars, Nearest Neighbours classification, Distance Based Clustering, Hierarchical Clustering.

UNIT- V: Probabilistic models: The normal distribution and its geometric interpretations, Probabilistic models for categorical data, Discriminative learning by optimising conditional likelihood Probabilistic models with hidden variables. **Features:** Kinds of feature, Feature transformations, Feature construction and selection. Model ensembles: Bagging and random forests, Boosting

UNIT- VI: Dimensionality Reduction: Principal Component Analysis (PCA), Implementation and demonstration. **Artificial Neural Networks:** Introduction, Neural network representation, appropriate problems for neural network learning, Multilayer networks and the back propagation algorithm.

OUTCOMES:

- Recognize the characteristics of machine learning that make it useful to real-world
- Problems.
- Characterize machine learning algorithms as supervised, semi-supervised, and
- Unsupervised.
- Have heard of a few machine learning toolboxes.
- Be able to use support vector machines.
- Be able to use regularized regression algorithms.
- Understand the concept behind neural networks for learning non-linear functions.

TEXT BOOKS:

1) Machine Learning: The art and science of algorithms that make sense of data, Peter Flach, Cambridge.
2) Machine Learning, Tom M. Mitchell, MGH.

REFERENCE BOOKS:

1) Understanding Machine Learning: From Theory to Algorithms, Shai Shalev-Shwartz, Shai Ben-David, Cambridge.
2) Machine Learning in Action, Peter Harington, 2012, Cengage.

DECISION SUPPORT SYSTEMS

Objectives:

1. Increase the effectiveness of the manager's decision-making process.
2. Supports the manager in the decision-making process but does not replace it.
3. Ability to select appropriate modelling techniques for supporting semi-structured business decision making
4. Ability to identify and select appropriate decision support systems for generating innovative business solutions

UNIT – I:

Introduction to Decision Support Systems, How Decision Support Systems Evolved-What is a DSS? Why decision Support Systems Matter – DSS Benefits – Why Study DSS?- The plan of This book.

UNIT – II:

Human Decision –Making Processes what is a Decision? –The Decision Process, Types of Decision, How Business People make Decision, The Impact of Psychological Type on Decision Making, The Impact of culture on Decision Making

UNIT – III:

Systems, Information Quality. And Models- About Systems- Information Systems Data Flow Diagrams – DSS as Information Systems- Information and Information Quality- Models

UNIT – IV:

Types of Decision Support Systems – the DSS Hierarchy – Generalizing the DSS Categories – Matching DSS to the Decision Type.

UNIT – V:

DSS Architecture, Hardware and Operating Systems platform – Defining the DSS Architecture- The Major Options- DSS on the Central Corporate System- DSS and Clint/Server Computing

UNIT – VI:

DSS Software Tools – DSS Software Categories - Standard Packages – Programming Languages DSS, Models in Decision Support Systems- Types of Models- Discrete – Event Simulation Models – Random Numbers, Pseudo-Random Numbers, and Statistical Distribution – Static Simulation Model

Outcomes:

1. Recognize the relationship between business information needs and decision making
2.Appraise the general nature and range of decision support systems
3.Appraise issues related to the development of DSS
4.Select appropriate modelling techniques

TEXT BOOKS:

1. Decision Support and Data Warehouse Systems, Efrem G. Mallach Mc Graw Hill.
2. Decision Support Systems for Business Intelligence,Vicki L. Sauter,Wiley

REFERENCE:

1. Decision Support Systems (2nd Edition) George M. Marakas,Prentice Hall

IV Year - I Semester

L	T	P	C
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MOBILE COMPUTING LAB

OBJECTIVES:

- To introduce the characteristics, basic concepts and systems issues in mobile and pervasive computing
- To illustrate architecture and protocols in pervasive computing and to identify the trends and latest development of the technologies in the area
- To give practical experience in the area through the design and execution of a modest
- To design successful mobile and pervasive computing applications and services research project To evaluate critical design tradeoffs associated with different mobile technologies, architectures, interfaces and business models and how they impact the usability, security, privacy and commercial viability of mobile and pervasive computing services and applications
- To discover the characteristics of pervasive computing applications including the major

Programming:

1. Write a J2ME program to show how to change the font size and colour.

2. Write a J2ME program which creates the following kind of menu.

    * cut

    * copy

    * past

    * delete

    * select all

    * unselect all

3. Create a J2ME menu which has the following options (Event Handling):

    · cut - can be on/off

    · copy - can be on/off

    · paste - can be on/off

· delete - can be on/off

· select all - put all 4 options on

· unselect all - put all

4. Create a MIDP application, which draws a bar graph to the display. Data values can be given at int [] array. You can enter four data (integer) values to the input text field.
5. Create an MIDP application which examine, that a phone number, which a user has entered is in the given format (Input checking):

   * Area code should be one of the following: 040, 041, 050, 0400, 044

   * There should 6-8 numbers in telephone number (+ area code)

6. Write a sample program to show how to make a SOCKET Connection from J2ME phone. This J2ME sample program shows how to how to make a SOCKET Connection from a J2ME Phone. Many a times there is a need to connect backend HTTP server from the J2ME application. Show how to make a SOCKET connection from the phone to port 80.

7. Login to HTTP Server from a J2ME Program. This J2ME sample program shows how to display a simple LOGIN SCREEN on the J2ME phone and how to authenticate to a HTTP server. Many J2ME applications for security reasons require the authentication of the user. This free J2ME sample program, shows how a J2ME application can do authentication to the backend server. Note: Use Apache Tomcat Server as Web Server and MySQL as Database Server.

8. The following should be carried out with respect to the given set of application domains: (Assume that the Server is connected to the well maintained database of the given domain. Mobile Client is to be connected to the Server and fetch the required data value/information)

   • Students Marks Enquiry

   • Town/City Movie Enquiry

   • Railway/Road/Air (For example PNR) Enquiry/Status

   • Sports (say, Cricket) Update

   • Town/City Weather Update

   • Public Exams (say Intermediate or SSC)/ Entrance (Say EAMCET) Results Enquiry

   Divide Student into Batches and suggest them to design database according to their domains and render information according the requests.

9. Write an Android application program that displays Hello World using Terminal.

10. Write an Android application program that displays Hello World using Eclipse.

11. Write an Android application program that accepts a name from the user and displays the hello name to the user in response as output using Eclipse.

12. Write an Android application program that demonstrates the following:

    (i) Linear Layout

    (ii) Relative Layout

    (iii) Table Layout

    (iv) Grid View layout

13. Write an Android application program that converts the temperature in Celsius to Fahrenheit.

14. Write an Android application program that demonstrates intent in mobile application development

OUTCOME:

- To analyze the strengths and limitations of the tools and devices for development of pervasive computing systems
- To explore the characteristics of different types of mobile networks on the performance of a pervasive computing system
- To analyze and compare the performance of different data dissemination techniques and algorithms for mobile real-time applications
- To develop an attitude to propose solutions with comparisons for problems related to pervasive computing system through investigation

IV Year - I Semester

L	T	P	C
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CRYPTOGRAPHY AND NETWORKING SECURITY LAB

Programming:

Breaking the Shift Cipher

Breaking the Mono-alphabetic Substitution Cipher

One-Time Pad and Perfect Secrecy

Message Authentication Codes

Cryptographic Hash Functions and Applications

Symmetric Key Encryption Standards (DES)

Symmetric Key Encryption Standards (AES)

Diffie-Hellman Key Establishment

Public-Key Cryptosystems (PKCSv1.5)

Digital Signatures

IV Year - II Semester

L	T	P	C
4	0	0	3

DISTRIBUTED SYSTEMS

OBJECTIVES:

- Provides an introduction to the fundamentals of distributed computer systems, assuming the availability of facilities for data transmission, IPC mechanisms in distributed systems, Remote procedure calls.
- Expose students to current technology used to build architectures to enhance distributed Computing infrastructures with various computing principles

UNIT-I:

Characterization of Distributed Systems: Introduction, Examples of Distributed Systems, Resource Sharing and the Web, Challenges.

System Models: Introduction, Architectural Models- Software Layers, System Architecture, Variations, Interface and Objects, Design Requirements for Distributed Architectures, Fundamental Models- Interaction Model, Failure Model, Security Model.

UNIT-II:

Interprocess Communication: Introduction, The API for the Internet Protocols- The Characteristics of Interprocess communication, Sockets, UDP Datagram Communication, TCP Stream Communication; External Data Representation and Marshalling; Client Server Communication; Group Communication- IP Multicast- an implementation of group communication, Reliability and Ordering of Multicast.

UNIT-III:

Distributed Objects and Remote Invocation: Introduction, Communication between Distributed Objects- Object Model, Distributed Object Modal, Design Issues for RMI, Implementation of RMI, Distributed Garbage Collection; Remote Procedure Call, Events and Notifications, Case Study: JAVA RMI

UNIT-IV:

Operating System Support: Introduction, The Operating System Layer, Protection, Processes and Threads –Address Space, Creation of a New Process, Threads.

UNIT-V:

Distributed File Systems: Introduction, File Service Architecture; Peer-to-Peer Systems: Introduction, Napster and its Legacy, Peer-to-Peer Middleware, Routing Overlays.

Coordination and Agreement: Introduction, Distributed Mutual Exclusion, Elections, Multicast Communication.

UNIT-VI:

Transactions & Replications: Introduction, System Model and Group Communication, Concurrency Control in Distributed Transactions, Distributed Dead Locks, Transaction Recovery; Replication-Introduction, Passive (Primary) Replication, Active Replication.

OUTCOMES:

- Develop a familiarity with distributed file systems.
- Describe important characteristics of distributed systems and the salient architectural features of such systems.
- Describe the features and applications of important standard protocols which are used in distributed systems.
- Gaining practical experience of inter-process communication in a distributed environment

TEXT BOOKS:

1. Ajay D Kshemkalyani, Mukesh Sighal, "Distributed Computing, Principles, Algorithms and Systems", Cambridge
2. George Coulouris, Jean Dollimore, Tim Kindberg, "Distributed Systems- Concepts and Design", Fourth Edition, Pearson Publication

REFERENCE BOOKS

Distributed-Systems-Principles-Paradigms-Tanenbaum PHI

IV Year - II Semester

L	T	P	C
4	0	0	3

MANAGEMENT SCIENCE

Course Objectives:

***To familiarize with the process of management and to provide basic insight into select contemporary management practices**

***To provide conceptual knowledge on functional management and strategic management.**

UNIT I

Introduction to Management: Concept –nature and importance of Management –Generic Functions of Management – Evaluation of Management thought- Theories of Motivation – Decision making process-Designing organization structure- Principles of organization – Organizational typology- International Management: Global Leadership and Organizational behavior Effectiveness(GLOBE) structure

UNIT II

Operations Management: Principles and Types of Management – Work study- Statistical Quality Control- Control charts (P-chart, R-chart, and C-chart) Simple problems- Material Management: Need for Inventory control- EOQ, ABC analysis (simple problems) and Types of ABC analysis (HML, SDE, VED, and FSN analysis).

UNIT III

Functional Management: Concept of HRM, HRD and PMIR- Functions of HR Manager- Wage payment plans(Simple Problems) – Job Evaluation and Merit Rating - Marketing Management- Functions of Marketing – Marketing strategies based on product Life Cycle, Channels of distributions. Operationlizing change through performance management.

UNIT IV

Project Management: (PERT/CPM): Development of Network – Difference between PERT and CPM Identifying Critical Path- Probability- Project Crashing (Simple Problems)

Unit V

Strategic Management: Vision, Mission, Goals, Strategy – Elements of Corporate Planning Process – Environmental Scanning – SWOT analysis- Steps in Strategy Formulation and Implementation, Generic Strategy Alternatives. Global strategies, theories of Multinational Companies.

UNIT VI

Contemporary Management Practice: Basic concepts of MIS, MRP, Justin- Time(JIT) system, Total Quality Management(TQM), Six sigma and Capability Maturity Model(CMM) Levies, Supply Chain Management , Enterprise Resource Planning (ERP), Business Process outsourcing (BPO), Business process Re-engineering and Bench Marking, Balanced Score Card.

Course Outcome:

***After completion of the Course the student will acquire the knowledge on management functions, global leadership and organizational behavior.**

***Will familiarize with the concepts of functional management project management and strategic management.**

Text Books

1. Dr. P. Vijaya Kumar & Dr. N. Appa Rao, '*Management Science'* Cengage, Delhi, 2012.
2. Dr. A. R. Aryasri, *Management Science'* TMH 2011.

References:

1. Koontz & Weihrich: 'Essentials *of management'* TMH 2011
2. Seth & Rastogi: Global Management Systems, Cengage learning , Delhi, 2011
3. Robbins: Organizational Behaviour, Pearson publications, 2011
4. Kanishka Bedi: Production & Operations Management, Oxford Publications, 2011
5. Philip Kotler & Armstrong: Principles of Marketing, Pearson publications
6. Biswajit Patnaik: Human Resource Management, PHI, 2011
7. Hitt and Vijaya Kumar: Starategic Management, Cengage learning
8. Prem Chadha: Performance Management, Trinity Press(An imprint of Laxmi Publications Pvt. Ltd.) Delhi 2015.
9. Anil Bhat& Arya Kumar : Principles of Management, Oxford University Press, New Delhi, 2015.

IV Year - II Semester

L	T	P	C
4	0	0	3

MANAGEMENT INFORMATION SYSTEMS

OBJECTIVES:

- MIS is very useful for efficient and effective planning and control functions of the management. Management is the art of getting things done through others. MIS will be instrumental in getting the things done by providing quick and timely information to the management.

- MIS is helpful in controlling costs by giving information about idle time, labour turnover, wastages and losses and surplus capacity.

- By making comparison of actual performance with the standard and budgeted performance, variances are brought to the notice of the management by MIS which can be corrected by taking remedial steps.

UNIT - I:

Information System And Organization

Matching the Information System Plan to the Organizational Strategic Plan – Identifying Key Organizational Objective and Processes and Developing an Information System Development – User role in Systems Development Process – Maintainability and Recoverability in System Design.

UNIT - II:

Representation And Analysis Of System Structure

Models for Representing Systems: Mathematical, Graphical and Hierarchical organization Chart, Tree Diagram) – Information Flow – Process Flow – Methods and Heuristics – Decomposition and Aggregation – Information Architecture – Application of System Representation to Case Studies.

UNIT - III:

Systems, Information and Decision Theory

Information Theory – Information Content and Redundancy – Classification and Compression – Summarizing and Filtering – Inferences and Uncertainty.

UNIT- IV:

Identifying Information needed to Support Decision Making – Human Factors – Problem characteristics and Information System Capabilities in Decision Making.

UNIT – V:

Information System Application

Transaction Processing Applications – Basic Accounting Application – Applications for Budgeting and Planning – Other use of Information Technology: Automation – Word Processing – Electronic Mail – Evaluation Remote Conferencing and Graphics – System and Selection – Cost Benefit – Centralized versus Decentralized Allocation Mechanism.

UNIT – VI:

Development And Maintenance Of Information Systems

Systems analysis and design – System development life cycle – Limitation – End user Development – Managing End Users – off– the shelf software packages – Outsourcing – Comparison of different methodologies.

OUTCOMES:

- MIS brings to the notice of the management strength (i.e., strong points) of the organization, to take advantage of the opportunities available.

- MIS reports on production statistics regarding rejection, defective and spoilage and their effect on costs and quality of the products.

TEXT BOOK:

1. Laudon K.C, Laudon J.P, Brabston M.E, "Management Information Systems - Managing the digital firm", Pearson Education, 2004.

REFERENCES:

1. Turban E.F, Potter R.E, "Introduction to Information Technology"; Wiley, 2 004.

2. Jeffrey A.Hoffer, Joey F.George, Joseph S. Valachich, "Modern Systems Analys and Design", Third Edition, Prentice Hall, 2002.

IV Year - II Semester

L	T	P	C
4	0	0	3

CONCURRENT AND PARALLEL PROGRAMMING

(Elective - III)

OBJECTIVES:

- Improvement of students comprehension of CPP, new programming concepts, paradigms and idioms
- Change of 'mood' regarding Concurrency counter-intuitiveness
- Proactive attitude: theoretical teaching shouldn't be so dull
- Multipath, individually paced, stop–and–replay, personalized learning process
- Frequent assessment of learning advances on the subject

UNIT- 1

Concurrent versus sequential programming. Concurrent programming constructs and race condition. Synchronization primitives.

UNIT-II

Processes and threads. Interprocess communication. Livelock and deadlocks, starvation, and deadlock prevention. Issues and challenges in concurrent programming paradigm and current trends.

UNIT-III

Parallel algorithms – sorting, ranking, searching, traversals, prefix sum etc.,

UNIT- IV

Parallel programming paradigms – Data parallel, Task parallel, Shared memory and message passing, Parallel Architectures, GPGPU, pthreads, STM,

UNIT-V

OpenMP, OpenCL, Cilk++, Intel TBB, CUDA

UNIT-VI

Heterogeneous Computing: C++AMP, OpenCL

OUTCOMES:

- Understanding improvement of CPP concepts presented
- The number of reinforcement–exercises assigned
- The time required for the resolution of exercises
- Compliance level with the new model of theoretical teaching

TEXT BOOKS:

1. Mordechai Ben-Ari. Principles of Concurrent and Distributed Programming, Prentice-Hall international.
2. Greg Andrews. Concurrent Programming: Principles and Practice, Addison Wesley.
3. GadiTaubenfeld. Synchronization Algorithms and Concurrent Programming, Pearson.

REFERENCES:

1. M. Ben-Ari. Principles of Concurrent Programming, Prentice Hall.
2. Fred B. Schneider. On Concurrent Programming, Springer.
3. Brinch Hansen. The Origins of Concurrent Programming: From Semaphor

CYBER SECURITY

OBJECTIVES:

- The Cyber security Course will provide the students with foundational Cyber Security principles, Security architecture, risk management, attacks, incidents, and emerging IT and IS technologies.
- Students will gain insight into the importance of Cyber Security and the integral role of Cyber Security professionals.

UNIT- I: Introduction to Cybercrime:

Introduction, Cybercrime: Definition and Origins of the Word, Cybercrime and Information Security ,Who are Cybercriminals? , Classifications of Cybercrimes, Cybercrime: The Legal Perspectives, Cybercrimes: An Indian Perspective, Cybercrime and the Indian ITA 2000, A Global Perspective on Cybercrimes, Cybercrime Era: Survival Mantra for the Netizens

UNIT -II: Cyber offenses:

How Criminals Plan Them –Introduction, How Criminals Plan the Attacks, Social Engineering, Cyber stalking, Cyber cafe and Cybercrimes, Botnets: The Fuel for Cybercrime, Attack Vector Cloud Computing.

UNIT -III: Cybercrime Mobile and Wireless Devices:

Introduction, Proliferation of Mobile and Wireless Devices, Trends in Mobility, Credit Card Frauds in Mobile and Wireless Computing Era, Security Challenges Posed by Mobile Devices, Registry Settings for Mobile Devices, Authentication Service Security, Attacks on Mobile/Cell Phones, Mobile Devices: Security Implications for Organizations, Organizational Measures for Handling Mobile, Organizational Security Policies and Measures in Mobile Computing Era, Laptops.

UNIT -IV: Tools and Methods Used in Cybercrime:

Introduction, Proxy Servers and Anonymizers, Phishing, Password Cracking, Key loggers and Spywares, Virus and Worms, Trojan Horses and Backdoors, Steganography, DoS and DDoS Attacks, SQL Injection, Buffer Overflow, Attacks on Wireless Networks, Phishing and Identity Theft: Introduction, Phishing, Identity Theft (ID Theft)

UNIT -V: Cybercrimes and Cyber security:

Why Do We Need Cyber laws: The Indian Context, The Indian IT Act, Challenges to Indian Law and Cybercrime Scenario in India, Consequences of Not Addressing the Weakness in Information Technology Act, Digital Signatures and the Indian IT Act, Information Security Planning and Governance, Information Security Policy Standards, Practices, The information Security Blueprint, Security education, Training and awareness program, Continuing Strategies.

UNIT -VI: Understanding Computer Forensics:

Introduction, Historical Background of Cyber forensics, Digital Forensics Science, The Need for Computer Forensics, Cyber forensics and Digital Evidence, Forensics Analysis of E-Mail, Digital Forensics Life Cycle, Chain of Custody Concept, Network Forensics, Approaching a Computer Forensics Investigation, Computer Forensics and Steganography, Relevance of the OSI 7 Layer Model to Computer Forensics, Forensics and Social Networking Sites: The Security/Privacy Threats, Computer Forensics from Compliance Perspective, Challenges in Computer Forensics, Special Tools and Techniques, Forensics Auditing, Ant forensics

OUTCOMES:

- Cyber Security architecture principles
- Identifying System and application security threats and vulnerabilities
- Identifying different classes of attacks
- Cyber Security incidents to apply appropriate response
- Describing risk management processes and practices
- Evaluation of decision making outcomes of Cyber Security scenarios

TEXT BOOKS:

1. Cyber Security: Understanding Cyber Crimes, Computer Forensics and Legal Perspectives, Nina Godbole, Sunit Belapure, Wiley.
2. Principles of Information Security, Micheal E.Whitman and Herbert J.Mattord, Cengage Learning.

REFERENCES:

1. Information Security, Mark Rhodes, Ousley, MGH.

ARTIFICIAL NEURAL NETWORKS

OBJECTIVES:

- Understand the role of neural networks in engineering, artificial intelligence, and cognitive modeling.
- Provide knowledge of supervised learning in neural networks
- Provide knowledge of computation and dynamical systems using neural networks
- Provide knowledge of reinforcement learning using neural networks.
- Provide knowledge of unsupervised learning using neural networks.
- Provide hands-on experience in selected applications

UNIT-I: Introduction and ANN Structure.

Biological neurons and artificial neurons. Model of an ANN. Activation functions used in ANNs. Typical classes of network architectures.

UNIT-II

Mathematical Foundations and Learning mechanisms.Re-visiting vector and matrix algebra. State-space concepts. Concepts of optimization. Error-correction learning. Memory-based learning. Hebbian learning. Competitive learning.

UNIT-III

Single layer perceptrons. Structure and learning of perceptrons. Pattern classifier - introduction and Bayes' classifiers. Perceptron as a pattern classifier. Perceptron convergence. Limitations of a perceptrons.

UNIT-IV: Feed forward ANN.

Structures of Multi-layer feed forward networks. Back propagation algorithm. Back propagation - training and convergence. Functional approximation with back propagation. Practical and design issues of back propagation learning.

UNIT-V: Radial Basis Function Networks.

Pattern separability and interpolation. Regularization Theory. Regularization and RBF networks.RBF network design and training. Approximation properties of RBF.

UNIT-VI: Support Vector machines.

Linear separability and optimal hyperplane.Determination of optimal hyperplane. Optimal hyperplane for nonseparable patterns. Design of a SVM.Examples of SVM.

OUTCOMES:

- This course has been designed to offer as a graduate-level/ final year undergraduate level elective subject to the students of any branch of engineering/ science, having basic foundations of matrix algebra, calculus and preferably (not essential) with a basic knowledge of optimization.
- Students and researchers desirous of working on pattern recognition and classification, regression and interpolation from sparse observations; control and optimization are expected to find this course useful. The course covers theories and usage of artificial neural networks (ANN) for problems pertaining to classification (supervised/ unsupervised) and regression.
- The course starts with some mathematical foundations and the structures of artificial neurons, which mimics biological neurons in a grossly scaled down version. It offers mathematical basis of learning mechanisms through ANN. The course introduces perceptrons, discusses its capabilities and limitations as a pattern classifier and later develops concepts of multilayer perceptrons with back propagation learning.

TEXT BOOKS:

1. Simon Haykin, "Neural Networks: A comprehensive foundation", Second Edition, Pearson Education Asia.
2. Satish Kumar, "Neural Networks: A classroom approach", Tata McGraw Hill, 2004.

REFERENCE BOOKS:

1. Robert J. Schalkoff, "Artificial Neural Networks", McGraw-Hill International Editions, 1997.

SOFTWARE QUALITY ASSURANCE

OBJECTIVES:

- Describe approaches to quality assurance
- Understand quality models
- Evaluate the system based on the chosen quality model

Unit I: Introduction:

The Software Quality Challenge. What is Software Quality?
Software Quality Factors: The Components of the Software Quality Assurance System - Overview **Pre-Project Software Quality Components**

Unit II:

SQA Components in the Project Life Cycle

Integrating Quality Activities in the Project Life Cycle, ReviewsSoftware Testing - Strategies Software Testing –Implementation, Assuring the Quality of Software Maintenance

Unit III: Software Quality Infrastructure Components

Procedures and Work Instructions. Supporting Quality Devices Staff Training, Instructing and Certification. Preventive and Corrective Actions.

Unit IV: Software Quality Management Components

Project Progress Control: Software Quality Metrics, Software Quality Costs

Unit V: Standards, Certification and Assessment

SQA StandardsISO 9001 Certification Software, Process Assessment

Unit VI: Organizing for Quality Assurance

Management and its Role in Quality Assurance, The Software Quality Assurance

OUTCOMES:

Upon Completion of the course, the students will be able to

- Describe different approaches to testing software applications
- Analyze specifications and identify appropriate test generation strategies
- Develop an appropriate test design for a given test object

TEXT BOOKS:

1. Software Quality Assurance, Theory of implementation-Daniel Galin, Pearson
2. MauroPezze and Michal Young, "Software Testing and Analysis. Process, Principles, and Techniques", John Wiley 2008

REFERENCE BOOKS:

1. BorizBeizer, "Software Testing Techniques", 2nd Edition, DreamTech, 2009.
2. Aditya P. Mathur, "Foundations of Software Testing", Pearson, 2008
3. Mauro Pezze and Michal Young, "Software Testing and Analysis. Process, Principles, and Techniques", John Wiley 2008
4. Stephen H. Kan, "Metrics and Models in Software Quality Engineering", 2nd Edition, Pearson, 2003
5. KshirasagarNaik and PriyadarshiTripathy (Eds), "Software Testing and Quality Assurance: Theory and Practice", John Wiley, 2008

ACADEMIC REGULATIONS
COURSE STRUCTURE
AND
DETAILED SYLLABUS

INFORMATION TECHNOLOGY

For
INFORMATION TECHNOLOGY FOUR DEGREE COURSE
(Applicable for batches admitted from 2013-2014)

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY: KAKINADA
KAKINADA - 533 003, Andhra Pradesh, India

COURSE STRUCTURE

I Year – I SEMESTER

S. No.	Subject	T	P	Credits
1	English – I	3+1	--	3
2	Mathematics - I	3+1	--	3
3	Engineering Chemistry	3+1	--	3
4	Engineering Mechanics	3+1	--	3
5	Computer Programming	3+1	-	3
6	Environmental Studies	3+1	--	3
7	Engineering Chemistry Laboratory	--	3	2
8	English - Communication Skills Lab - I	--	3	2
9	C Programming Lab	--	3	2
Total Credits				**24**

I Year – II SEMESTER

S. No.	Subject	T	P	Credits
1	English – II	3+1	--	3
2	Mathematics – II (Mathematical Methods)	3+1	--	3
3	Mathematics – III	3+1	--	3
4	Engineering Physics	3+1	--	3
5	Professional Ethics and Human Values	3+1	--	3
6	Engineering Drawing	3+1	--	3
7	English - Communication Skills Lab - II	--	3	2
8	Engineering Physics Lab	--	3	2
9	Engineering Physics – Virtual Labs - Assignments	--	2	--
10	Engg.Workshop & IT Workshop	--	3	2
Total Credits				**24**

II Year – I SEMESTER

S. No.	Subject	T	P	Credits
1	Managerial Economics and Financial Analysis	4	--	3
2	Object Oriented Programming through C++	4	--	3
3	Mathematical Foundations of Computer Science	4	--	3
4	Digital Logic Design	4	--	3
5	Data Structures	4	--	3
6	Object Oriented Programming Lab	--	3	2
7	Data Structures Lab	--	3	2
8	Digital Logic Design Lab	--	3	2
9	Seminar	--	--	1
Total Credits				**22**

II Year – II SEMESTER

S. No.	Subject	T	P	Credits
1	Probability and statistics	4	--	3
2	Java Programming	4	--	3
3	Advanced Data Structures	4	--	3
4	Computer Organization	4	--	3
5	Language Processors (50% FLAT + 50% CD)	4	--	3
6	Advanced Data Structures Lab	--	3	2
7	Java Programming Lab	--	3	2
8	Free Open Source Software(FOSS) Lab	--	3	2
Total Credits				**21**

III Year – I SEMESTER

S. No.	Subject	T	P	Credits
1	Software Engineering	4	-	3
2	Data Communication	4	-	3t
3	Advanced JAVA	4	-	3
4	Database Management Systems	4	-	3
5	Operating Systems	4	-	3
6	Advanced JAVA Lab	-	3	2
7	Operating System Lab	-	3	2
8	Database Management Systems Lab		3	2
9	Linux Programming Lab	-	3	2
10	IPR and Patents- 1	2	-	-
11	Seminar	--	--	1
Total Credits				**24**

III Year – II SEMESTER

S. No.	Subject	T	P	Credits
1	Computer Networks	4	-	3
2	Data Ware housing and Mining	4	-	3
3	Design and Analysis of Algorithms	4	-	3
4	Software Testing	4	-	3
5	Web Technologies	4	-	3
6	Computer Networks Lab	-	3	2
7	Software Testing Lab	-	3	2
8	Web Technologies Lab	-	3	2
10	IPR and Patents-II	2	--	--
Total Credits				**21**

IV Year – I SEMESTER

S. No.	Subject	T	P	Credits
1	Cryptography and Network Security	4	-	3
2	UML & Design Patterns	4	-	3
3	Mobile Computing	4	-	3
4	**Elective –I**	4	-	3
5	**Elective – II**	4	-	3
6	UML & Design Patterns Lab	-	3	2
7	Mobile Application Development Lab	-	3	2
8	Software Testing Lab	-	3	2
9	Hadoop & BigData Lab	-	3	2
Total Credits				**23**

IV Year – II SEMESTER

S. No.	Subject	T	P	Credits
1	**Elective – III**	4	-	3
2	Distributed Systems	4	-	3
3	Mathematical Opimization (LP, Scheduling, Simulation, QT, Markov analysis, NLP, PERT CPM Network related problems etc)	4	-	3
4	Management Science	4	-	3
5	Project	-	-	9
Total Credits				**21**

Elective – I:
i) Embedded and Real Time Systems
ii) Information Retrieval Systems
iii) Multimedia Computing

Elective – II:
i. Hadoop and Big Data
ii. Software Project Management
iii. Computer Vision
iv. Advanced Databases

Elective – III:
i) Human Computer Interaction
ii) Advanced Operating Systems
iii)Mobile Adhoc & Sensor Networks
iv)Pattern Recognition

SYLLABUS

I Year – I SEMESTER	T	P	C
	3+1	0	3

ENGLISH –I
(Common to All Branches)

DETAILED TEXT-I English Essentials : Recommended Topics :

1. **IN LONDON: M.K.GANDHI**
   OBJECTIVE: To apprise the learner how Gandhi spent a period of three years in London as a student.
   OUTCOME: The learner will understand how Gandhi grew in introspection and maturity.
2. **THE KNOWLEDGE SOCIETY- APJ KALAM**
   OBJECTIVE: To make the learners rediscover India as a land of Knowledge.
   OUTCOME: The learners will achieve a higher quality of life, strength and sovereignty of a developed nation.
3. **THE SCIENTIFIC POINT OF VIEW- J.B.S. HALDANE**
   OBJECTIVE: This essay discusses how scientific point of view seeks to arrive at the truth without being biased by emotion.
   OUTCOME: This develops in the student the scientific attitude to solve many problems which we find difficult to tackle.
4. **PRINCIPLES OF GOOD WRITING:**
   OBJECTIVE: To inform the learners how to write clearly and logically.
   OUTCOME: The learner will be able to think clearly and logically and write clearly and logically.
5. **MAN'S PERIL**
   OBJECTIVE: To inform the learner that all men are in peril.
   OUTCOME: The learner will understand that all men can come together and avert the peril.
6. **THE DYING SUN—SIR JAMES JEANS**
   OBJECTIVE: This excerpt from the book "The Mysterious Universe" presents the mysterious nature of the Universe and the stars which present numerous problems to the scientific mind. Sir James Jeans uses a poetic approach to discuss the scientific phenomena.

OUTCOME: This provides the students to think about the scientific phenomena from a different angle and also exposes the readers to poetic expressions.

7. **LUCK—MARK TWAIN**

OBJECTIVE: This is a short story about a man's public image and his true nature. The theme of the story is that luck can be a factor of life, so that even if one is incompetent but lucky, one can still succeed.

OUTCOME: The story is humourous in that it contains a lot of irony. Thus this develops in the learner understand humourous texts and use of words for irony.

Text Book : 'English Essentials' by Ravindra Publications

NON-DETAILED TEXT:

(From Modern Trailblazers of Orient Blackswan)
(Common single Text book for two semesters)
(Semester I (1 to 4 lessons)/ Semester II (5 to 8 lessons)

1. **G.D.Naidu**
   OBJECTIVE: To inspire the learners by G.D.Naidu's example of inventions and contributions.
   OUTCOME: The learner will be in a position to emulate G.D.Naidu and take to practical applications.
2. **G.R.Gopinath**
   OBJECTIVE: To inspire the learners by his example of inventions.
   OUTCOME: Like G.R.Gopinath, the learners will be able to achieve much at a low cost and help the common man.
3. **Sudhamurthy**
   OBJECTIVE: To inspire the learners by the unique interests and contributions of Sudha Murthy.
   OUTCOME: The learner will take interest in multiple fields of knowledge and make life worthwhile through social service.
4. **Vijay Bhatkar**
   OBJECTIVE: To inspire the learner by his work and studies in different fields of engineering and science.
   OUTCOME: The learner will emulate him and produce memorable things.

Text Book : 'Trail Blazers' by Orient Black Swan Pvt. Ltd. Publishers

I Year – I SEMESTER

T	P	C
3+1	0	3

MATHEMATICS – I (DIFFERENTIAL EQUATIONS)
(Common to All Branches)

UNIT I: Differential equations of first order and first degree:

Linear-Bernoulli-Exact-Reducible to exact.

Applications : Newton's Law of cooling-Law of natural growth and decay-orthogonal trajectories.

Subject Category
ABET Learning Objectives a d e
ABET internal assessments 1 2 6
JNTUK External Evaluation A B E

UNIT II: Linear differential equations of higher order:

Non-homogeneous equations of higher order with constant coefficients with RHS term of the type e^{ax} , Sin ax, cos ax, polynomials in x, e^{ax} V(x), xV(x).

Applications: LCR circuit, Simple Harmonic motion

Subject Category
ABET Learning Objectives a d e
ABET internal assessments 1 2 6
JNTUK External Evaluation A B E

UNIT III Laplace transforms:

Laplace transforms of standard functions-ShiftingTheorems, Transforms of derivatives and integrals – Unit step function –Dirac's delta function- Inverse Laplace transforms– Convolution theorem (with out proof).

Application: Solutions of ordinary differential equations using Laplace transforms.

Subject Category
ABET Learning Objectives a e
ABET internal assessments 1 2 6
JNTUK External Evaluation A B E

UNIT IV Partial differentiation:

Introduction- Total derivative-Chain rule-Generalized Mean Value theorem for single variable (without proof)-Taylors and Mc Laurent's series for two variables– Functional dependence- Jacobian.

Applications: Maxima and Minima of functions of two variables with constraints and without constraints.

Subject Category
ABET Learning Objectives a c e
ABET internal assessments 1 2 6
JNTUK External Evaluation A B E

UNIT V First order Partial differential equations:

Formation of partial differential equations by elimination of arbitrary constants and arbitrary functions –solutions of first order linear (Lagrange) equation and nonlinear (standard type) equations

Subject Category
ABET Learning Objectives a e
ABET internal assessments 1 2 6
JNTUK External Evaluation A B E

UNIT VI Higher order Partial differential equations:

Solutions of Linear Partial differential equations with constant coefficients- Method of separation of Variables

Applications: One- dimensional Wave, Heat equations - two-dimensional Laplace Equation.

Subject Category
ABET Learning Objectives a e
ABET internal assessments 1 2 6
JNTUK External Evaluation B E

Books:

1. **B.S.GREWAL,** Higher Engineering Mathematics, 42nd Edition, Khanna Publishers
2. **ERWIN KREYSZIG,** Advanced Engineering Mathematics, 9th Edition, Wiley-India
3. **GREENBERG,** Advanced Engineering Mathematics, 2nd edition, Pearson edn
4. **DEAN G. DUFFY,** Advanced engineering mathematics with MATLAB, CRC Press
5. **PETER O'NEIL,** advanced Engineering Mathematics, Cengage Learning.

Subject Category	ABET Learning Objectives	ABET Internal Assessments	JNTUK External Evaluation	Remarks
Theory Design Analysis Algorithms Drawing Others	a) Apply knowledge of math, science, & engineering b) Design & conduct experiments, analyze & interpret data c) Design a system/process to meet desired needs within economic, social, political, ethical, health/safety, manufacturability, & sustainability constraints d) Function on multidisciplinary teams e) Identify, formulate, & solve engineering problems f) Understand professional & ethical responsibilities g) Communicate effectively h) Understand impact of engineering solutions in global, economic, environmental, & societal context i) Recognize need for & be able to engage in lifelong learning j) Know contemporary issues k) Use techniques, skills, modern tools for engineering practices	1. Objective tests 2. Essay questions tests 3. Peer tutoring based 4. Simulation based 5. Design oriented 6. Problem based 7. Experiential (project based) based 8. Lab work or field work based 9. Presentation based 10. Case Studies based 11. Role-play based 12. Portfolio based	A. Questions should have: B. Definitions, Principle of operation or philosophy of concept. C. Mathematical treatment, derivations, analysis, synthesis, numerical problems with inference. D. Design oriented problems E. Trouble shooting type of questions F. Applications related questions G. Brain storming questions	

I Year – I SEMESTER

T	P	C
3+1	0	3

ENGINEERING CHEMISTRY

UNIT-I: WATER TECHNOLOGY

Hard Water – Estimation of hardness by EDTA method – Potable water- Sterilization and Disinfection – Boiler feed water – Boiler troubles – Priming and foaming , scale formation, corrosion, caustic embrittlement, turbine deposits – Softening of water – Lime soda, Zeolite processes – Reverse osmosis – Electro Dialysis, Ion exchange process

Objectives : For prospective engineers knowledge about water used in industries (boilers etc.) and for drinking purposes is useful; hence chemistry of hard water, boiler troubles and modern methods of softening hard water is introduced.

UNIT-II : ELECTROCHEMISTRY

Concept of Ionic conductance – Ionic Mobilities – Applications of Kohlrausch law – Conductometric titrations – Galvanic cells – Electrode potentials – Nernst equation – Electrochemical series – Potentiometric titrations – Concentration cells – Ion selective electrode –Glass electrodes – Fluoride electrode; Batteries and Fuel cells

Objectives : Knowledge of galvanic cells, electrode potentials, concentration cells is necessary for engineers to understand corrosion problem and its control ; also this knowledge helps in understanding modern bio-sensors, fuel cells and improve them.

UNIT-III : CORROSION

Causes and effects of corrosion – theories of corrosion (dry, chemical and electrochemical corrosion) – Factors affecting corrosion – Corrosion control methods – Cathodic protection –Sacrificial Anodic, Impressed current methods – Surface coatings – Methods of application on metals (Hot dipping, Galvanizing, tinning , Cladding, Electroplating, Electroless plating) – Organic surface coatings – Paints – Their constituents and their functions.

Objectives : the problems associated with corrosion are well known and the engineers must be aware of these problems and also how to counter them

UNIT-IV : HIGH POLYMERS

Types of Polymerization – Stereo regular Polymers – Physical and Mechanical properties of polymers – Plastics –

Thermoplastics and thermo setting plastics – Compounding and Fabrication of plastics – Preparation and properties of Polyethylene, PVC and Bakelite – Elastomers – Rubber and Vulcanization – Synthetic rubbers – Styrene butadiene rubber – Thiokol – applications.

Objectives : Plastics are materials used very widely as engineering materials. An understanding of properties particularly physical and mechanical properties of polymers / plastics / elastomers helps in selecting suitable materials for different purposes.

UNIT-V : FUELS

Coal – Proximate and ultimate analysis – Numerical problems based on analysis – Calorific vaule – HCV and LCV – Problems based on calorific values; petroleum – Refining – Cracking – Petrol – Diesel knocking; Gaseous fuels – Natural gas – LPG, CNG – Combustion – Problems on air requirements.

Objectives : A board understanding of the more important fuels employed on a large scale is necessary for all engineer to understand energy – related problems and solve them.

UNIT-VI : CHEMISTRY OF ADVANCED MATERIALS

Nanometerials (Preparation of carbon nanotubes and fullerenes – Properties of nanomaterials – Engineering applications) – Liquid crystals (Types – Application in LCD and Engineering Applications) – Fiber reinforced plastics – Biodegradable polymers – Conducting polymers – Solar cells (Solar heaters – Photo voltaic cells – Solar reflectors – Green house concepts – Green chemistry (Methods for green synthesis and Applications) – Cement – Hardening and setting – Deterioration of cement concrete

Objectives : With the knowledge available now, future engineers should know at least some of the advanced materials that are becoming available. Hence some of them are introduced here.

TEXT BOOKSS

1. Jain and Jain (Latest Edition), Engineering Chemistry, Dhanpat Rai Publishing company Ltd,
2. N.Y.S.Murthy, V.Anuradha, KRamaRao "A Text Book of Engineering Chemistry", Maruthi Publications
3. C.Parameswara Murthy, C.V.Agarwal, Adhra Naidu (2006) Text Book of Engineering Chemistry, B.S.Publications
4. B.Sivasankar (2010), Engineering Chemistry, McGraw-Hill companies.
5. Ch.Venkata Ramana Reddy and Ramadevi (2013) , Engineering Chemistry, Cengage Learning

REFERENCES

1. S.S. Dara (2013) Text Book of Engineering Chemistry, S.Chand Technical Series
2. K.Sesha Maheswaramma and Mridula Chugh (2013), Engineering Chemistry, Pearson Publications.
3. R.Gopalan, D.Venkatappayya, Sulochana Nagarajan (2011), Text Book of Engineering Chemistry, Vikas Publications.
4. B.Viswanathan and M.Aulice Scibioh (2009), Fuel Cells, Principals and applications, University Press.

I Year – I SEMESTER

T	P	C
3+1	0	3

ENGINEERING MECHANICS

Objectives: The students completing this course are expected to understand the concepts of forces and its resolution in different planes ,resultant of force system, Forces acting on a body, their free body diagrams using graphical methods. They are required to understand the concepts of centre of gravity and moments of inertia and their application, Analysis of frames and trusses, different types of motion, friction and application of work - energy method.

UNIT – I

Objectives: The students are to be exposed to the concepts of force and friction , direction and its application.

Introduction to Engg. Mechanics – Basic Concepts.

Systems of Forces : Coplanar Concurrent Forces – Components in Space – Resultant – Moment of Force and its Application – Couples and Resultant of Force Systems. Introduction **,** limiting friction and impending motion, coulomb's laws of dry friction , coefficient of friction, cone of friction

UNIT II

Objectives: The students are to be exposed to application of free body diagrams. Solution to problems using graphical methods and law of triangle of forces.

Equilibrium of Systems of Forces : Free Body Diagrams, Equations of Equilibrium of Coplanar Systems, Spatial Systems for concurrent forces. Lamis Theorm, Graphical method for the equilibrium of coplanar forces, Converse of the law of Triangle of forces, converse of the law of polygon of forces condition of equilibrium.

UNIT – III

Objectives : The students are to be exposed to concepts of centre of gravity.

Centroid : Centroids of simple figures (from basic principles) – Centroids of Composite Figures

Centre of Gravity : Centre of gravity of simple body (from basis principles), centre of gravity of composite bodies, pappus theorem.

UNIT IV

Objective: The students are to be exposed to concepts of moment of inertia and polar moment of inertia including transfer methods and their applications.

Area moments of Inertia : Definition – Polar Moment of Inertia, Transfer Theorem, Moments of Inertia of Composite Figures, Products of Inertia, Transfer Formula for Product of Inertia. **Mass Moment of Inertia :** Moment of Inertia of Masses, Transfer Formula for Mass Moments of Inertia, mass moment of inertia of composite bodies.

UNIT – V

Objectives : The students are to be exposed to motion in straight line and in curvilinear paths, its velocity and acceleration computation and methods of representing plane motion.

Kinematics : Rectilinear and Curvelinear motions – Velocity and Acceleration – Motion of Rigid Body – Types and their Analysis in Planar Motion. **Kinetics :** Analysis as a Particle and Analysis as a Rigid Body in Translation – Central Force Motion – Equations of Plane Motion – Fixed Axis Rotation – Rolling Bodies.

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UNIT – VI

Objectives: The students are to be exposed to concepts of work, energy and particle motion

Work – Energy Method : Equations for Translation, Work-Energy Applications to Particle Motion, Connected System-Fixed Axis Rotation and Plane Motion. Impulse momentum method.

TEXT BOOKS:

1. Engg. Mechanics - S.Timoshenko & D.H.Young., 4th Edn - , Mc Graw Hill publications.
2. Engineering Mechanics: Statics and Dynamics 3rd edition, Andrew Pytel and Jaan Kiusalaas; Cengage Learning publishers.

REFERENCES:

1. Engineering Mechanics statics and dynamics – R.C.Hibbeler, 11th Edn – Pearson Publ.
2. Engineering Mechanics , statics – J.L.Meriam, 6th Edn – Wiley India Pvt Ltd.
3. Engineering Mechanics , dynamics – J.L.Meriam, 6th Edn – Wiley India Pvt Ltd.
4. Engineering Mechanics , statics and dynamics – I.H.Shames, – Pearson Publ.
5. Mechanics For Engineers , statics - F.P.Beer & E.R.Johnston – 5th Edn Mc Graw Hill Publ.
6. Mechanics For Engineers, dynamics - F.P.Beer & E.R.Johnston – 5th Edn Mc Graw Hill Publ.
7. Theory & Problems of engineering mechanics, statics & dynamics – E.W.Nelson, C.L.Best & W.G. McLean, 5th Edn – Schaum's outline series - Mc Graw Hill Publ.
8. Engineering Mechanics , Fedinand . L. Singer , Harper – Collins.
9. Engineering Mechanics statics and dynamics , A Nelson, Mc Graw Hill publications
10. Engineering Mechanics, Tayal. Umesh Publ.

I Year – I SEMESTER

T	P	C
3+1	0	3

COMPUTER PROGRAMMING

Objectives: Formulating algorithmic solutions to problems and implementing algorithms in C

UNIT I:

Unit objective: Notion of Operation of a CPU, Notion of an algorithm and computational procedure, editing and executing programs in Linux

Introduction: Computer systems, Hardware and Software Concepts**,**

Problem Solving: Algorithm / Pseudo code, flowchart, program development steps, computer languages: machine, symbolic and highlevel languages, Creating and Running Programs: Writing, Editing(vi/emacs editor), Compiling(gcc), Linking and Executing in under Linux.

BASICS OF C: Structure of a C program, identifiers, basic data types and sizes. Constants, Variables, Arthmetic , relational and logical operators, increment and decrement operators, conditional operator, assignment operator, expressions, type conversions, Conditional Expressions, precedence and order of evaluation, Sample Programs.

UNIT II:

Unit objective: understanding branching, iteration and data representation using arrays

SELECTION – MAKING DECISION: TWO WAY SELECTION: if-else, null else, nested if, examples, Multi-way selection: switch, else-if, examples**.**

ITERATIVE: loops- while, do-while and for statements , break, continue, initialization and updating, event and counter controlled loops, Looping applications: Summation, powers, smallest and largest.

ARRAYS: Arrays- concepts, declaration, definition, accessing elements, storing elements, Strings and String Manipulations, 1-D arrays, 2-D arrays and character arrays, string manipulations, Multidimensional arrays, array applications: Matrix operations, checking the symmetricity of a Matrix**.**

STRINGS: concepts, c strings.

UNIT III:

Objective: Modular programming and recursive solution formulation

FUNCTIONS- MODULAR PROGRAMMING: functions, basics, parameter passing, storage classes extern, auto, register, static, scope rules, block structure, user defined functions, standard library functions, recursive functions, Recursive solutions for fibonacci series, towers of Hanoi, header files, C Preprocessor, example c programs, Passing 1-D arrays, 2-D arrays to functions.

UNIT IV:

Objective: Understanding pointers and dynamic memory allocation

POINTERS: pointers- concepts, initialization of pointer variables, pointers and function arguments, passing by address- dangling memory, address arithmetic, character pointers and functions, pointers to pointers, pointers and multi-dimensional arrays, dynamic memory management functions, command line arguments

UNIT V:

Objective: Understanding miscellaneous aspects of C

ENUMERATED, STRUCTURE AND UNION TYPES: Derived types- structures- declaration, definition and initialization of structures, accessing structures, nested structures, arrays of structures, structures and functions, pointers to structures, self referential structures, unions, typedef, bit-fields, program applications

BIT-WISE OPERATORS: logical, shift, rotation, masks.

UNIT VI:

Objective: Comprehension of file operations

FILE HANDLING: Input and output- concept of a file, text files and binary files, Formatted I/O, File I/O operations, example programs

Text Books:

1. Problem Solving and Program Design in C, Hanly, Koffman, 7th ed, PERSON
2. Programming in C, Second Edition Pradip Dey and Manas Ghosh, OXFORD Higher Education
3. Programming in C, A practical approach Ajay Mittal PEARSON
4. The C programming Language by Dennis Richie and Brian Kernighan
5. Programming in C, B. L. Juneja, Anith Seth, Cengage Learning.

Reference Books and web links:

1. C Programming, A Problem Solving Approach, Forouzan, Gilberg, Prasad, CENGAGE
2. Programming with C, Bichkar, Universities Press
3. Programming in C, Reema Thareja, OXFORD
4. C by Example, Noel Kalicharan, Cambridge

I Year – I SEMESTER

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ENVIRONMENTAL STUDIES

Course Learning Objectives:

The objectives of the course is to impart

1. Overall understanding of the natural resources
2. Basic understanding of the ecosystem and its diversity
3. Acquaintance on various environmental challenges induced due to unplanned anthropogenic activities
4. An understanding of the environmental impact of developmental activities
5. Awareness on the social issues, environmental legislation and global treaties

Course Outcomes:

The student should have knowledge on

1. The natural resources and their importance for the sustenance of the life and recognise the need to conserve the natural resources
2. The concepts of the ecosystem and its function in the environment. The need for protecting the producers and consumers in various ecosystems and their role in the food web
3. The biodiversity of India and the threats to biodiversity, and conservation practices to protect the biodiversity
4. Various attributes of the pollution and their impacts and measures to reduce or control the pollution along with waste management practices
5. Social issues both rural and urban environment and the possible means to combat the challenges
6. The environmental legislations of India and the first global initiatives towards sustainable development.
7. About environmental assessment and the stages involved in EIA and the environmental audit

Syllabus:

UNIT - I

Multidisciplinary nature of Environmental Studies: Definition, Scope and Importance –Sustainability: Stockholm and Rio Summit–Global Environmental Challenges: Global warming and climate change, acid rains, ozone layer depletion, population growth and explosion, effects. Role of information Technology in Environment and human health.

Ecosystems: Concept of an ecosystem. - Structure and function of an ecosystem. - Producers, consumers and

decomposers. - Energy flow in the ecosystem - Ecological succession. - Food chains, food webs and ecological pyramids. - Introduction, types, characteristic features, structure and function of Forest ecosystem, Grassland ecosystem, Desert ecosystem, Aquatic ecosystems.

UNIT - II

Natural Resources: Natural resources and associated problems

Forest resources – Use and over – exploitation, deforestation – Timber extraction – Mining, dams and other effects on forest and tribal people

Water resources – Use and over utilization of surface and ground water – Floods, drought, conflicts over water, dams – benefits and problems

Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources

Food resources: World food problems, changes caused by non-agriculture activities-effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity

Energy resources: Growing energy needs, renewable and non-renewable energy sources use of alternate energy sources.

Land resources: Land as a resource, land degradation, Wasteland reclamation, man induced landslides, soil erosion and desertification. Role of an individual in conservation of natural resources. Equitable use of resources for sustainable lifestyles.

UNIT - III

Biodiversity and its conservation: Definition: genetic, species and ecosystem diversity- classification - Value of biodiversity: consumptive use, productive use, social- Biodiversity at national and local levels. India as a mega-diversity nation - Hot-sports of biodiversity - Threats to biodiversity: habitat loss, man-wildlife conflicts. - Endangered and endemic species of India – Conservation of biodiversity: conservation of biodiversity.

UNIT - IV

Environmental Pollution: Definition, Cause, effects and control measures of Air pollution, Water pollution, Soil pollution, Noise pollution, Nuclear hazards. Role of an individual in prevention of pollution. - Pollution case studies.

Solid Waste Management: Sources, classification, effects and control measures of urban and industrial solid wastes. Consumerism and waste products.

UNIT - V

Social Issues and the Environment: Urban problems related to energy -Water conservation, rain water harvesting- Resettlement and rehabilitation of people; its problems and concerns. Environmental ethics: Issues and possible solutions. Environmental Protection Act -Air (Prevention and Control of Pollution) Act. –Water (Prevention and control of Pollution) Act -Wildlife Protection Act -Forest Conservation Act-Issues involved in enforcement of environmental legislation. -Public awareness.

UNIT - VI

Environmental Management: Impact Assessment and its significance various stages of EIA, preparation of EMP and EIS, Environmental audit. Ecotourism

The student should submit a report individually on any issues related to Environmental Studies course and make a power point presentation.

Text Books:

1. Environmental Studies by R. Rajagopalan, 2nd Edition, 2011, Oxford University Press.
2. A Textbook of Environmental Studies by Shaashi Chawla, TMH, New Delhi
3. Environmental Studies by P.N. Palanisamy, P. Manikandan, A. Geetha, and K. Manjula Rani; Pearson Education, Chennai

Reference:

1. Text Book of Environmental Studies by Deeshita Dave & P. Udaya Bhaskar, Cengage Learning.
2. Environmental Studies by K.V.S.G. Murali Krishna, VGS Publishers, Vijayawada
3. Environmental Studies by Benny Joseph, Tata McGraw Hill Co, New Delhi
4. Environmental Studies by Piyush Malaviya, Pratibha Singh, Anoop singh: Acme Learning, New Delhi

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I Year – I SEMESTER

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ENGINEERING CHEMISTRY LABORATORY

List of Experiments

1. Introduction to chemistry laboratory – Molarity, Normality, Primary, Secondary standard solutions, Volumetric titrations, Quantitative analysis, Quantitative analysis etc.,
2. Trial experiment – Estimation of HCI using standard Na_2co_3 solutions
3. Estimation of $KMnO_4$ using standard Oxalic acid solution.
4. Estimation of Ferric iron using standard $K_2Cr_2O_7$ solution.
5. Estimation of Copper using standard $K_2Cr_2O_7$ solution.
6. Estimation of Total Hardness water using standard EDTA solution.
7. Estimation of Copper using standard EDTA solution.
8. Estimation of Copper using Colorimeter
9. Estimation of pH of the given sample solution using pH meter.
10. Conductometric Titrations between strong acid and strong base
11. Conductometric Titrations between strong acid and Weak base
12. Potentiometric Titrations between strong acid and strong base
13. Potentiometric Titrations between strong acid and Weak base

14. Estimatinog of Zinc using standard potassium ferrocyanide solution
15. Estimation of Vitamin – C

TEXT BOOKSS

1. Dr.Jyotsna Cherukuis(2012)Laboratory Manual of Engineering Chemistry-II, VGS Techno Series
2. Chemistry Practical Manual, Lorven Publications
3. K. Mukkanti (2009) Practical Engineering Chemistry, B.S.Publication

I Year – I SEMESTER **T P C**
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ENGLISH – COMMUNICATION SKILLS LAB – I

Suggested Lab Manuals:

OBJECTIVE: To impart to the learner the skills of grammar as well as communication through listening, speaking, reading, and writing including soft, that is life skills.

BASIC COMMUNICATION SKILLS

UNIT 1	A. Greeting and Introductions
	B. Pure Vowels
UNIT 2	A. Asking for information and Requests
	B. Diphthongs
UNIT 3	A. Invitations
	B. Consonants
UNIT 4	A. Commands and Instructions
	B. Accent and Rhythm
UNIT 5	A. Suggestions and Opinions
	B. Intonation

Text Book:

'Strengthen your Communication Skills' Part-A by Maruthi Publications

Reference Books:

1. INFOTECH English (Maruthi Publications)
2. Personality Development and Soft Skills (Oxford University Press, New Delhi)

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C PROGRAMMING LAB

Exercise l

a) Write a C Program to calculate the area of triangle using the formula

area = (s (s-a) (s-b)(s-c))$^{1/2}$ where s= (a+b+c)/2

b) Write a C program to find the largest of three numbers using ternary operator.

c) Write a C Program to swap two numbers without using a temporary variable.

Exercise 2

a) 2's complement of a number is obtained by scanning it from right to left and complementing all the bits after the first appearance of a 1. Thus 2's complement of 11100 is 00100. Write a C program to find the 2's complement of a binary number.

b) Write a C program to find the roots of a quadratic equation.

c) Write a C program, which takes two integer operands and one operator form the user, performs the operation and then prints the result. (Consider the operators +,-,*, /, % and use Switch Statement)

Exercise 3

a) Write a C program to find the sum of individual digits of a positive integer and find the reverse of the given number.

b) A Fibonacci sequence is defined as follows: the first and second terms in the sequence are 0 and 1. Subsequent terms are found by adding the preceding two terms in the sequence. Write a C program to generate the first n terms of the

c) Write a C program to generate all the prime numbers between 1 and n, where n is a value supplied by the user.

Exercise 4

a) Write a C Program to print the multiplication table of a given number n up to a given value, where n is entered by the user.

b) Write a C Program to enter a decimal number, and calculate and display the binary equivalent of that number.

c) Write a C Program to check whether the given number is Armstrong number or not.

Exercise 5

a) Write a C program to interchange the largest and smallest numbers in the array.

b) Write a C program to implement a liner search.

c) Write a C program to implement binary search

Exercise 6

a) Write a C program to implement sorting of an array of elements .

b) Write a C program to input two m x n matrices, check the compatibility and perform addition and multiplication of them

Exercise 7

Write a C program that uses functions to perform the following operations:

i. To insert a sub-string in to given main string from given position.

ii. To delete n Characters from a given position in given string.

iii. To replace a character of string either fr beginning or ending or at a specified location

Exercise 8

Write a C program that uses functions to perform the following operations using Structure:

i) Reading a complex number ii) Writing a complex number

iii) Addition of two complex numbers iv) Multiplication of two complex numbers

Exercise 9

Write C Programs for the following string operations without using the built in functions

- to concatenate two strings
- to append a string to another string
- to compare two strings

Exercise 10

Write C Programs for the following string operations without using the built in functions

- to find t he length of a string
- to find whether a given string is palindrome or not

Exercise 11

a) Write a C functions to find both the largest and smallest number of an array of integers.

b) Write C programs illustrating call by value and call by reference cncepts.

Exercise 12

Write C programs that use both recursive and non-recursive functions for the following

i) To find the factorial of a given integer.

ii) To find the GCD (greatest common divisor) of two given integers.

iii) To find Fibonacci sequence

Exercise 13

a) Write C Program to reverse a string using pointers

b) Write a C Program to compare two arrays using pointers

Exercise 14

a) Write a C program consisting of Pointer based function to exchange value of two integers using passing by address.

b) Write a C program to swap two numbers using pointers

Exercise 15

Examples which explores the use of structures, union and other user defined variables

Exercise 16

a) Write a C program which copies one file to another.

b) Write a C program to count the number of characters and number of lines in a file.

c) Write a C Program to merge two files into a third file. The names of the files must be entered using command line arguments.

I Year – II SEMESTER

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ENGLISH –II
(Common to All Branches)

DETAILED TEXT-II : Sure Outcomes: English for Engineers and Technologists **Recommended Topics :**

1. **TECHNOLOGY WITH A HUMAN FACE**
   OBJECTIVE: To make the learner understand how modern life has been shaped by technology.
   OUTCOME: The proposed technology is people's technology. It serves the human person instead of making him the servant of machines.
2. **CLIMATE CHANGE AND HUMAN STRATEGY**
   OBJECTIVE: To make the learner understand how the unequal heating of earth's surface by the Sun, an atmospheric circulation pattern is developed and maintained.
   OUTCOME: The learner's understand that climate must be preserved.
3. **EMERGING TECHNOLOGIES**
   OBJECTIVE: To introduce the technologies of the 20th century and 21st centuries to the learners.
   OUTCOME: The learner will adopt the applications of modern technologies such as nanotechnology.
4. **WATER- THE ELIXIR OF LIFE**
   OBJECTIVE: To inform the learner of the various advantages and characteristics of water.
   OUTCOME: The learners will understand that water is the elixir of life.
5. **THE SECRET OF WORK**
   OBJECTIVE: In this lesson, Swami Vivekananda highlights the importance of work for any development.
   OUTCOME: The students will learn to work hard with devotion and dedication.
6. **WORK BRINGS SOLACE**
   OBJECTIVE: In this lesson Abdul Kalam highlights the advantage of work.
   OUTCOME: The students will understand the advantages of work. They will overcome their personal problems and address themselves to national and other problems.

Text Book : 'Sure Outcomes' by Orient Black Swan Pvt. Ltd. Publishers

NON-DETAILED TEXT:

(From Modern Trailblazers of Orient Blackswan)
(Common single Text book for two semesters)
(Semester I (1 to 4 lessons)/ Semester II (5 to 8 lessons)

5. **J.C. Bose**
   OBJECTIVE: To apprise of J.C.Bose's original contributions.
   OUTCOME: The learner will be inspired by Bose's achievements so that he may start his own original work.
6. **Homi Jehangir Bhaba**
   OBJECTIVE: To show Bhabha as the originator of nuclear experiments in India.
   OUTCOME: The learner will be inspired by Bhabha's achievements so as to make his own experiments.
7. **Vikram Sarabhai**
   OBJECTIVE: To inform the learner of the pioneering experiments conducted by Sarabhai in nuclear energy and relevance of space programmes.
   OUTCOME: The learner will realize that development is impossible without scientific research.
8. **A Shadow- R.K.Narayan**
   OBJECTIVE: To expose the reader to the pleasure of the humorous story
   OUTCOME: The learner will be in a position to appreciate the art of writing a short story and try his hand at it.

Text Book : 'Trail Blazers' by Orient Black Swan Pvt. Ltd. Publishers

I Year – II SEMESTER

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MATHEMATICS – II
(MATHEMATICAL METHODS)

(Common to All Branches)

UNIT I Solution of Algebraic and Transcendental Equations:

Introduction- Bisection Method – Method of False Position – Iteration Method – Newton-Raphson Method (One variable and Simultaneous Equestions)

Subject Category
ABET Learning Objectives a e k
ABET internal assessments 1 2 4 6
JNTUK External Evaluation A B E

UNIT II Interpolation:

Introduction- Errors in Polynomial Interpolation – Finite differences- Forward Differences- Backward differences –Central differences – Symbolic relations and separation of symbols-Differences of a polynomial-Newton's formulae for interpolation – Interpolation with unevenly spaced points - Lagrange's Interpolation formula

Subject Category
ABET Learning Objectives a e
ABET internal assessments 1 2 4 6
JNTUK External Evaluation A B E

UNIT III Numerical solution of Ordinary Differential equations:

Solution by Taylor's series-Picard's Method of successive Approximations-Euler's Method-Runge-Kutta Methods

Subject Category
ABET Learning Objectives a e
ABET internal assessments 1 2 4 6
JNTUK External Evaluation A B E

UNIT IV Fourier Series:

Introduction- Determination of Fourier coefficients – even and odd functions –change of interval– Half-range sine and cosine series

application: Amplitude, spectrum of a periodic function

Subject Category
ABET Learning Objectives a e d
ABET internal assessments 1 2 6
JNTUK External Evaluation A B E

UNIT V Fourier Transforms:

Fourier integral theorem (only statement) – Fourier sine and cosine integrals - sine and cosine transforms – properties – inverse transforms – Finite Fourier transforms

Subject Category
ABET Learning Objectives a d e k
ABET internal assessments 1 2 6
JNTUK External Evaluation A B E

UNIT VI Z-transform:

Introduction– properties – Damping rule – Shifting rule – Initial and final value theorems -Inverse z transform- - Convolution theorem – Solution of difference equation by Z - transforms.

Subject Category
ABET Learning Objectives a b e k
ABET internal assessments 1 2 6
JNTUK External Evaluation A B E

BOOKS:

1. **B.S. GREWAL,** Higher Engineering Mathematics, 42nd Edition, Khanna Publishers
2. **DEAN G. DUFFY,** Advanced Engineering Mathematics with MATLAB, CRC Press
3. **V.RAVINDRANATH and P. VIJAYALAXMI,** Mathematical Methods, Himalaya Publishing House
4. **ERWYN KREYSZIG,** Advanced Engineering Mathematics, 9th Edition, Wiley-India

Subject Category	ABET Learning Objectives	ABET Internal Assessments	JNTUK External Evaluation	Remarks
Theory Design Analysis Algorithms Drawing Others	a) Apply knowledge of math, science, & engineering b) Design & conduct experiments, analyze & interpret data c) Design a system/process to meet desired needs within economic, social, political, ethical, health/safety, manufacturability, & sustainability constraints d) Function on multidisciplinary teams e) Identify, formulate, & solve engineering problems f) Understand professional & ethical responsibilities g) Communicate effectively h) Understand impact of engineering solutions in global, economic, environmental, & societal context i) Recognize need for & be able to engage in lifelong learning j) Know contemporary issues k) Use techniques, skills, modern tools for engineering practices	1. Objective tests 2. Essay questions tests 3. Peer tutoring based 4. Simulation based 5. Design oriented 6. Problem based 7. Experiential (project based) based 8. Lab work or field work based 9. Presentation based 10. Case Studies based 11. Role-play based 12. Portfolio based	A. Questions should have: B. Definitions, Principle of operation or philosophy of concept. C. Mathematical treatment, derivations, analysis, synthesis, numerical problems with inference. D. Design oriented problems E. Trouble shooting type of questions F. Applications related questions G. Brain storming questions	

I Year – II SEMESTER

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MATHEMATICS – III
(LINEAR ALGEBRA & VECTOR CALCULUS)
(Common to All Branches)

UNIT I Linear systems of equations:

Rank-Echelon form, Normal form – Solution of Linear Systems – Direct Methods- Gauss Elimination - Gauss Jordon and Gauss Seidal Methods.

Application: Finding the current in a electrical circuit.

Subject Category
ABET Learning Objectives a e k
ABET internal assessments 1 2 6 4
JNTUK External Evaluation A B E

UNIT II Eigen values - Eigen vectors and Quadratic forms:

Eigen values - Eigen vectors– Properties – Cayley-Hamilton Theorem - Inverse and powers of a matrix by using Cayley-Hamilton theorem- Quadratic forms- Reduction of quadratic form to canonical form – Rank - Positive, negative definite - semi definite - index – signature.

Application: Free vibration of a two-mass system.

Subject Category
ABET Learning Objectives a d e k
ABET internal assessments 1 2 4 6
JNTUK External Evaluation A B E

UNIT III Multiple integrals:

Review concepts of Curve tracing (Cartesian - Polar and Parametric curves)-

Applications of Integration to Lengths, Volumes and Surface areas of revolution in Cartesian and Polar Coordinates.

Multiple integrals - double and triple integrals – change of variables – Change of order of Integration

Application: Moments of inertia

Subject Category
ABET Learning Objectives a e d
ABET internal assessments 1 2 6
JNTUK External Evaluation A B E

UNIT IV Special functions:

Beta and Gamma functions- Properties - Relation between Beta and Gamma functions- Evaluation of improper integrals

Application: Evaluation of integrals

Subject Category
ABET Learning Objectives a e
ABET internal assessments 1 2 6

JNTUK External Evaluation A B E

UNIT V Vector Differentiation:

Gradient- Divergence- Curl - Laplacian and second order operators -Vector identities

Application: Equation of continuity, potential surfaces

Subject Category

ABET Learning Objectives a e

ABET internal assessments 1 2 6

JNTUK External Evaluation A B E

UNIT VI Vector Integration:

Line integral – work done – Potential function – area- surface and volume integrals Vector integral theorems: Greens, Stokes and Gauss Divergence Theorems (Without proof) and related problems.

application: work done, Force

Subject Category

ABET Learning Objectives a e

ABET internal assessments 1 2 6

JNTUK External Evaluation A B E

BOOKS:

1. **GREENBERG,** Advanced Engineering Mathematics, 9th Edition, Wiley-India
2. **B.V. RAMANA,** Higher Engineering Mathematics, Tata McGrawhill
3. **ERWIN KREYSZIG,** Advanced Engineering Mathematics, 9th Edition, Wiley-India
4. **PETER O'NEIL,** Advanced Engineering Mathematics, Cengage Learning
5. **D.W. JORDAN AND T. SMITH,** Mathematical Techniques, Oxford University Press

Subject Category	ABET Learning Objectives	ABET Internal Assessments	JNTUK External Evaluation	Remarks
Theory Design Analysis Algorithms Drawing Others	a) Apply knowledge of math, science, & engineering b) Design & conduct experiments, analyze & interpret data c) Design a system/process to meet desired needs within economic, social, political, ethical, health/safety, manufacturability, & sustainability constraints d) Function on multidisciplinary teams e) Identify, formulate, & solve engineering problems f) Understand professional & ethical responsibilities g) Communicate effectively h) Understand impact of engineering solutions in global, economic, environmental, & societal context i) Recognize need for & be able to engage in lifelong learning j) Know contemporary issues k) Use techniques, skills, modern tools for engineering practices	1. Objective tests 2. Essay questions tests 3. Peer tutoring based 4. Simulation based 5. Design oriented 6. Problem based 7. Experiential (project based) based 8. Lab work or field work based 9. Presentation based 10. Case Studies based 11. Role-play based 12. Portfolio based	A. Questions should have: B. Definitions, Principle of operation or philosophy of concept. C. Mathematical treatment, derivations, analysis, synthesis, numerical problems with inference. D. Design oriented problems E. Trouble shooting type of questions F. Applications related questions G. Brain storming questions	

I Year – II SEMESTER

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ENGINEERING PHYSICS

UNIT-I
PHYSICAL OPTICS FOR INSTRUMENTS

"Objective Designing an instrument and enhancing the resolution for its operation would be effective as achieved through study of applicational aspects of physical Optics"

INTERFACE : Introduction – Interference in thin films by reflection – Newton's rings.

DIFFRACTION : Introduction – Fraunhofer diffraction - Fraunhofer diffraction at double slit (qualitative) – Diffraction grating – Grating spectrum – Resolving power of a grating – Rayleigh's criterion for resolving power.

POLARIZATION : Introduction – Types of Polarization – Double refraction – Quarter wave plate ad Half Wave plate.

UNIT-II
COHERENT OPTICS – COMMUNICATIONS AND STRUCTURE OF MATERIALS

Objectives while lasers are trusted Non-linear coherent sources established for the fitness of instrumentation, establishing a structure property relationship for materials requires allotment of an equivalent footing in convening the physics knowledge base.

LASERS: Introduction – coherent sources – Characteristics of lasers – Spontaneous and Stimulated emission of radiation – Einstein's coefficients – Population inversion – Three and Four level pumping schemes – Ruby laser – Helium Neon laser.

FIBER OPTICS : Introduction – Principle of Optical Fiber – Acceptance angle and acceptance cone – Numerical aperture.

CRYSTALLOGRAPHY : Introduction – Space lattice – Basis – Unit Cell – Lattice parameters – Bravais lattices – Crystal systems – Structures and packing fractions of SC,BCC and FCC

X-RAY DIFFRACTION TECHNIQUES : Directions and planes in crystals – Miller indices – Separation between successive [h k l] planes – Bragg's law.

UNIT-III
MAGNETIC, ELECTRIC FIELD RESPONSE OF MATERIALS & SUPERCONDUCTIVITY

"Objective many of the Electrical or Electronic gadgets are designed basing on the response of naturally abundant and artificially made materials, while their response to E- or H- fields controls their performance.

MAGNETIC PROPERTIES : Magnetic permeability – Magnetization – Organ or magnetic moment – Classification of Magnetic materials – Dir, para, Ferro, anti ferro and ferri-magnetism – Hysteresis curve

DIELECTRIC PROPERTIES : Introduction – Dielectric constant – Electronic, ionic and orientational polarization – internal fields – Clausius – Mossotti equation – Dielectric loss, Breakdown and Strength.
SUPERCONDUCTIVITY : General properties – Meissner effect – Type I and Type II superconductors – BCS Theory Flux quantization London's equations – Penetration depth – DC and AC Josephson effects – SQUIDS.

UNIT – IV
ACOUSTICS AND EM – FIELDS:
Objective: The utility and nuances of ever pervading SHM and its consequences would be the first hand-on to as it clearly conveyed through the detailed studies of Acoustics of Buildings, while vectorial concepts of EM fields paves the student to gear – up for a deeper understanding.
ACOUSTICS:_ Sound absorption, absorption coefficient and its measurements, Reverberations time – Sabine's formula, Eyring's formula.
ELECTRO-MAGNETIC FIELDS: Gauss and stokes theorems (qualitative) – Fundamental laws of electromagnetism – Maxwell's Electromagnetic Equations (Calculus approach).

UNIT – V
QUANTUM MECHANICS FOR ELECTRONIC TRANSPORT
Objective: The discrepancy between classical estimates and laboratory observations of physical properties exhibited by materials would be lifted out through the understanding quantum picture of sub-atomic world dominated by electron and its presence.
QUANTUM MECHANICS: Introduction to matter waves – Schrodinger Time Independent and Time Dependent wave equations – Particle in a box.
FREE ELECTRON THEORY: Classical free electron theory – electrical conductivity – Mean free path – Relaxation time and drifty velocity – Quantum free electron theory – Fermi – Dirac (analytical) and its dependence on temperature – Fermi energy – density of states – derivations for current density.
BAND THEORY OF SOLIDS: Bloch theorem (qualitative) – Kronig – Penney model – Origin of energy band formation in solids – Classification of materials into conductors, semi – conductors & insulators – Concepts of effective mass of electron - concept of hole.

UNIT – VI
SEMICONDUCTOR PHYSICS:
Objective: In the wake of ever increasing demand for the space and power the watch word "small is beautiful", understanding the physics of electronic transport as underlying mechanism for appliances would provide a knowledge base.
Introduction – Intrinsic semiconductor and carrier concentration – Equation for conductivity – Extrinsic semiconductor and carrier concentration – Drift and diffusion – Einstein's equation – Hall

Effect – direct & indirect band gap semiconductors – Electronic transport Mechanism for LEDs, Photo conductors and solar cells.

TEXT BOOKS

1. Solid state Physics by A.J. Dekker (Mc Millan India Ltd)
2. A text book of Engineering Physics by M.N. Avadhanulu & P.G. Kshirasagar (S. Chand publications)
3. Engineering Physics b;y M.R. Srinivasan (New Age international publishers)

REFERENCE BOOKS

1. 'Introduction to solid state physics' by Charles Kittle (Willey India Pvt.Ltd)
2. 'Applied Physics' by T. Bhimasenkaram (BSP BH Publications)
3. 'Applied Physics' by M.Arumugam (Anuradha Agencies)
4. 'Engineering Physics' by Palanisamy (Scitech Publishers)
5. 'Engineering Physics' by D.K.Bhattacharya (Oxford University press)
6. 'Engineering Physics' by Mani Naidu S (Pearson Publications)
7. 'Engineering Physics' by Sanjay D Jain and Girish G Sahasrabudhe (University Press)
8. 'Engineering Physics' by B.K.Pandey & S. Chaturvedi (Cengage Learning)

I Year – II SEMESTER

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Professional Ethics and Human Values

UNIT I : Human Values:

Morals, Values and Ethics – Integrity – Work Ethics – Service Learning – Civic Virtue – Respect for others – Living Peacefully – Caring – Sharing – Honesty –Courage – Value time – Co-operation – Commitment – Empathy – Self-confidence – Spirituality- Character.

UNIT II : Engineering Ethics:

The History of Ethics-Purposes for Engineering Ethics-Engineering Ethics-Consensus and Controversy –Professional and Professionalism –Professional Roles to be played by an Engineer –Self Interest, Customs and Religion-Uses of Ethical Theories-Professional Ethics-Types of Inquiry – Engineering and Ethics-Kohlberg's Theory – Gilligan's Argument –Heinz's Dilemma.

UNIT III : Engineering as Social Experimentation:

Comparison with Standard Experiments – Knowledge gained – Conscientiousness – Relevant Information – Learning from the Past – Engineers as Managers, Consultants, and Leaders – Accountability – Role of Codes – Codes and Experimental Nature of Engineering.

UNIT IV : Engineers' Responsibility for Safety and Risk:

Safety and Risk, Concept of Safety – Types of Risks – Voluntary v/s Involuntary Risk- Short term v/s Long term Consequences- Expected Probability- Reversible Effects-Threshold Levels for Risk- Delayed v/s Immediate Risk-Safety and the Engineer – Designing for Safety – Risk-Benefit Analysis-Accidents.

UNIT V : Engineers' Responsibilities and Rights:

Collegiality-Techniques for Achieving Collegiality –Two Senses of Loyalty-obligations of Loyalty-misguided Loyalty – professionalism and Loyalty- Professional Rights –Professional Responsibilities – confidential and proprietary information-Conflict of Interest-solving conflict problems – Self-interest, Customs and Religion- Ethical egoism-Collective bargaining-Confidentiality-Acceptance of Bribes/Gifts-when is a Gift and a Bribe-examples of Gifts v/s Bribes-problem solving-interests in other companies-Occupational Crimes-industrial espionage-price fixing-

endangering lives- Whistle Blowing-types of whistle blowing-when should it be attempted-preventing whistle blowing.

UNIT VI : Global Issues:

Globalization- Cross-culture Issues-Environmental Ethics-Computer Ethics-computers as the instrument of Unethical behaviour-computers as the object of Unethical Acts-autonomous computers-computer codes of Ethics-Weapons Development-Ethics and Research-Analysing Ethical Problems in Research-Intellectual Property Rights.

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Text Books:

1. "Engineering Ethics and Human Values" by M.Govindarajan, S.Natarajan and V.S.SenthilKumar-PHI Learning Pvt. Ltd-2009
2. "Professional Ethics and Morals" by Prof.A.R.Aryasri, Dharanikota Suyodhana-Maruthi Publications
3. "Professional Ethics and Human Values" by A.Alavudeen, R.Kalil Rahman and M.Jayakumaran-Laxmi Publications
4. "Professional Ethics and Human Values" by Prof.D.R.Kiran-
5. "Indian Culture, Values and Professional Ethics" by PSR Murthy-BS Publication
6. "Ethics in Engineering" by Mike W. Martin and Roland Schinzinger – Tata McGraw-Hill – 2003.
7. "Engineering Ethics" by Harris, Pritchard and Rabins, CENGAGE Learning, India Edition, 2009.

I Year – II SEMESTER

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ENGINEERING DRAWING

Objective: Engineering drawing being the principle method of communication for engineers, the objective to introduce the students, the techniques of constructing the various types of polygons, curves and scales. The objective is also to visualize and represent the 3D objects in 2D planes with proper dimensioning, scaling etc.

UNIT I

Objective: The objective is to introduce the use and the application of drawing instruments and to make the students construct the polygons, curves and various types of scales. The student will be able to understand the need to enlarge or reduce the size of objects in representing them.

Polygons, Construction of regular polygons using given length of a side; Ellipse, arcs of circles and Oblong methods; Scales – Vernier and Diagonal scales.

UNIT II

Objective: The objective is to introduce orthographic projections and to project the points and lines parallel to one plane and inclined to other.

Introduction to orthographic projections; projections of points; projections of straight lines parallel to both the planes; projections of straight lines – parallel to one plane and inclined to the other plane.

UNIT III

Objective: The objective is to make the students draw the projections of the lines inclined to both the planes.

Projections of straight lines inclined to both the planes, determination of true lengths, angle of inclinations and traces.

UNIT IV

Objective: The objective is to make the students draw the projections of the plane inclined to both the planes.

Projections of planes: regular planes perpendicular/parallel to one plane and inclined to the other reference plane; inclined to both the reference planes.

UNIT V

Objective: The objective is to make the students draw the projections of the various types of solids in different positions inclined to one of the planes.
Projections of Solids – Prisms, Pyramids, Cones and Cylinders with the axis inclined to one of the planes.

UNIT VI

Objective: The objective is to represent the object in 3D view through isometric views. The student will be able to represent and convert the isometric view to orthographic view and vice versa.
Conversion of isometric views to orthographic views; Conversion of orthographic views to isometric views.

TEXT BOOKS:

1. Engineering Drawing by N.D. Butt, Chariot Publications
2. Engineering Drawing by K.L.Narayana & P. Kannaiah, Scitech Publishers.
3. Engineering Graphics by PI Varghese, McGrawHill Publishers

REFERENCE BOOKS:

1. Engineering Graphics for Degree by K.C. John, PHI Publishers
2. Engineering Drawing by Agarwal & Agarwal, Tata McGraw Hill Publishers
3. Engineering Drawing + AutoCad – K Venugopal, V. Prabhu Raja, New Age

I Year – II SEMESTER

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ENGLISH – COMMUNICATION SKILLS LAB – II

Suggested Lab Manuals:

OBJECTIVE: To impart to the learner the skills of grammar as well as communication through listening, speaking, reading, and writing including soft, that is life skills.

ADVANCED COMMUNICATION SKILLS

UNIT 6	Body language
UNIT 7	Dialogues
UNIT 8	Interviews and Telephonic Interviews
UNIT 9	Group Discussions
UNIT 10	Presentation Skills
UNIT 11	Debates

Text Book:

'Strengthen your Communication Skills' Part-B by Maruthi Publications

Reference Books:

1. INFOTECH English (Maruthi Publications)
2. Personality Development and Soft Skills (Oxford University Press, New Delhi)

I Year – II SEMESTER

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ENGINEERING PHYSICS LAB

List of Experiments

1. Determination of wavelength of a source-Diffraction Grating-Normal incidence
2. Newton's rings –Radius of Curvature of Plano_Convex Lens.
3. Determination of thickness of a thin object using parallel interference fringes.
4. Determination of Rigidity modulus of a material- Torsional Pendulum.
5. Determination of Acceleration due to Gravity and Radius of Gyration- Compound Pendulum.
6. Melde's experiment – Transverse and Longitudinal modes.
7. Verification of laws of stretched string – Sonometer.
8. Determination of velocity of sound – Volume resonator.
9. L C R Senes Resonance Circuit
10. Study of I/V Characteristics of Semiconductor diode
11. I/V characteristics of Zener diode
12. Thermistor characteristics – Temperature Coefficient
13. Magnetic field along the axis of a current carrying coil – Stewart and Gee's apparatus.
14. Energy Band gap of a Semiconductor p.n junction.
15. Hall Effect for semiconductor.

REFERENCE:

1. Engineering Physics Lab Manual by Dr.Y. Aparna & Dr.K.Venkateswarao (V.G.S.Book links)
2. Physics practical manual, Lorven Publications.

I Year – II SEMESTER

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Engineering Physics
Virtual Labs - Assignments

List of Experiments

1. Hall Effect
2. Crystal Structure
3. Hysteresis
4. Brewster's angle
5. Magnetic Levitation / SQUID
6. Numerical Aperture of Optical fiber
7. Photoelectric Effect
8. Simple Harmonic Motion
9. Damped Harmonic Motion
10. LASER – Beam Divergence and Spot size

URL : WWW.vlab.co.in

I Year – II SEMESTER **T P C**
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ENGINEERING WORKSHOP & IT WORKSHOP

ENGINEERING WORKSHOP:

Course Objective: To impart hands-on practice on basic engineering trades and skills.
Note: At least two exercises to be done from each trade.

Trade:

Carpentry	1. T-Lap Joint
	2. Cross Lap Joint
	3. Dovetail Joint
	4. Mortise and Tennon Joint
Fitting	1. Vee Fit
	2. Square Fit
	3. Half Round Fit
	4. Dovetail Fit
Black Smithy	1. Round rod to Square
	2. S-Hook
	3. Round Rod to Flat Ring
	4. Round Rod to Square headed bolt
House Wiring	1. Parallel / Series Connection of three bulbs
	2. Stair Case wiring
	3. Florescent Lamp Fitting
	4. Measurement of Earth Resistance
Tin Smithy	1. Taper Tray
	2. Square Box without lid
	3. Open Scoop
	4. Funnel

IT WORKSHOP:

Objectives: Enabling the student to understand basic hardware and software tools through practical exposure

PC Hardware:
Identification of basic peripherals, assembling a PC, installation of system software like MS Windows, device drivers. Troubleshooting Hardware and software _ some tips and tricks.

Internet & World Wide Web:
Different ways of hooking the PC on to the internet from home and workplace and effectively usage of the internet, web browsers, email, newsgroups and discussion forums

.Awareness of cyber hygiene(protecting the personal computer from getting infected with the viruses), worms and other cyber attacks .

Productivity tools Crafting professional word documents; excel spread sheets, power point presentations and personal web sites using the Microsoft suite of office tools

(Note: Student should be thoroughly exposed to minimum of 12 Tasks)

PC Hardware

Task 1: Identification of the peripherals of a computer.

To prepare a report containing the block diagram of the CPU along with the configuration of each peripheral and its functions. Description of various I/O Devices

Task 2(Optional) : A practice on disassembling the components of a PC and assembling them to back to working condition.

Task 3: Examples of Operating systems- DOS, MS Windows, Installation of MS windows on a PC.

Task 4: Introduction to Memory and Storage Devices , I/O Port, Device Drivers, Assemblers, Compilers, Interpreters , Linkers, Loaders.

Task 5:

Hardware Troubleshooting (Demonstration):

Identification of a problem and fixing a defective PC(improper assembly or defective peripherals).

Software Troubleshooting (Demonstration):. Identification of a problem and fixing the PC for any software issues

Internet & Networking Infrastructure

Task 6: Demonstrating Importance of Networking, Transmission Media, Networking Devices- Gateway, Routers, Hub, Bridge, NIC ,Bluetooth Technology, Wireless Technology, Modem, DSL, Dialup Connection.

Orientation & Connectivity Boot Camp and web browsing:

Students are trained to configure the network settings to connect to the Internet. They are trained to demonstrate the same through web browsing (including all tool bar options) and email access.

Task 7: **Search Engines & Netiquette:**

Students are enabled to use search engines for simple search, academic search and any other context based search (Bing, Google etc). Students are acquainted to the principles of micro-blogging, wiki, collaboration using social networks, participating in online technology forums

Task 8: Cyber Hygiene (Demonstration): Awareness of various threats on the internet. Importance of security patch updates and anti-virus solutions. Ethical Hacking, Firewalls, Multi-factor authentication techniques including Smartcard, Biometrics are also practiced

Word

Task 9 : MS Word Orientation:
Accessing, overview of toolbars, saving files, Using help and resources, rulers, formatting ,Drop Cap , Applying Text effects, Using Character Spacing, OLE in Word, using templates, Borders and Colors, Inserting Header and Footer, Using Date and Time option, security features in word, converting documents while saving
Task 10: Creating project : Abstract Features to be covered:- Formatting Styles, Inserting table, Bullets and Numbering, Changing Text Direction, Cell alignment, Footnote, Hyperlink, Symbols, Spell Check , Track Changes, Images from files and clipart, Drawing toolbar and Word Art, Formatting Images, Textboxes and Paragraphs.

Excel

Task 11: Using spread sheet features of EXCEL including the macros, formulae, pivot tables, graphical representations
Creating a Scheduler - Features to be covered:- Gridlines, Format Cells, Summation, auto fill, Formatting Text

LOOKUP/VLOOKUP

Task 12: Performance Analysis - Features to be covered:- Split cells, freeze panes, group and outline, Sorting, Boolean and logical operators, Conditional formatting

Power Point
Task 13: Students will be working on basic power point utilities and tools which help them create basic power point presentation. Topic covered during this week includes :- PPT Orientation, Slide Layouts, Inserting Text, Word Art, Formatting Text, Bullets and Numbering, Auto Shapes, Lines and Arrows, Hyperlinks, Inserting –Images, Clip Art, Tables and Charts in Powerpoint.

Task 14: Focusing on the power and potential of Microsoft power point. Helps them learn best practices in designing and preparing power point presentation. Topic covered during this week includes: - Master Layouts (slide, template, and notes),

Types of views (basic, presentation, slide slotter, notes etc), Inserting – Background, textures, Design Templates, Hidden slides, OLE in PPT.

TEXT BOOK:

Faculty to consolidate the workshop manuals using the following references

1. Computer Fundamentals, Anita Goel, Pearson
2. Scott Mueller's Upgrading and Repairing PCs, 18/e, Scott. Mueller, QUE, Pearson,2008
3. Information Technology Workshop,3e, G Praveen Babu, M V Narayana BS Publications.
4. Comdex Information Technology , Vikas Gupta, dreamtech.

REFERENCE BOOK:

1. Essential Computer and IT Fundamentals for Engineering and Science Students, Dr. N.B. Venkateswarlu

II Year – I SEMESTER **T P**
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MANAGERIAL ECONOMICS AND FINANCIAL ANALYSIS

Unit – I: (*The Learning objective of this Unit is to understand the concept and nature of Managerial Economic s and its relationship with other disciplines, Concept of Demand and Demand forecasting)

Introduction to Managerial Economics and demand Analysis:

Definition of Managerial Economics and Scope-Managerial Economics and its relation with other subjects-Concepts of Demand-Types-Determents-Law of Demand its Exception-Elasticity of Demand-Types and Measurement-Demand forecasting and its Methods.

(**The Learner is equipped with the knowledge of estimating the Demand for a product and the relationship between Price and Demand)

Unit – II: (*The Learning objective of this Unit is to understand the concept of Production function, Input Output relationship, different Cost Concepts and Concept of Cost-Volume-Profit Analysis)

Production and Cost Analyses:

Production function-Isoquants and Isocosts-Law of Variable proportions-Cobb-Douglas Production function-Economics of Sale-Cost Concepts-Opportunity Cost-Fixed vs Variable Costs-Explicit Costs vs Implicit Costs-Out of Pocket Costs vs Imputed Costs-Cost Volume Profit analysis-Determination of Break-Even Point (Simple Problem)

(**One should understand the Cost Concepts for decision making and to estimate the least cost combination of inputs).

Unit – III: (*The Learning Objective of this Unit is t understand the Nature of Competition, Characteristics of Pricing in the different market structure and significance of various pricing methods)

Introduction to Markets, Theories of the Firm & Pricing Policies:

Market Structures: Perfect Competition, Monopoly and Monopolistic and Oligopoly – Features – Price, Output Determination – Managerial Theories of firm: Maris and Williamson's models – Methods of Pricing: Limit Pricing, Market Skimming Pricing, Internet Pricing: Flat Rate Pricing, Usage sensitive, Transaction based pricing, Priority Pricing.

(** One has to understand the nature of different markets and Price Output determination under various market conditions)

Unit – IV: (*The Learning objective of this Unit is to know the different forms of Business organization and their Merits and Demerits both public & private Enterprises and the concepts of Business Cycles)

Types of Business Organization and Business Cycles:

Features and Evaluation of Sole Trader – Partnership – Joint Stock Company – State/Public Enterprises and their forms – Business Cycles – Meaning and Features – Phases of Business Cycle.

(**One should equipped with the knowledge of different Business Units)

Unit – V: (*The Learning objective of this Unit is to understand the different Accounting Systems preparation of Financial Statements and uses of different tools for performance evaluation)

Introduction to Accounting & Financing Analysis:

Introduction to Double Entry Systems – Preparation of Financial Statements-Analysis and Interpretation of Financial Statements-Ratio Analysis – Preparation of Funds flow cash flow statements (Simple Problems)

(**The Learner is able to prepare Financial Statements and the usage of various Accounting tools for Analysis)

Unit – VI: (*The Learning objective of this Unit is to understand the concept of Capital, Capitalization, Capital Budgeting and to know the techniques used to evaluate Capital Budgeting proposals by using different methods)

Capital and Capital Budgeting: Capital Budgeting: Meaning of Capital-Capitalization-Meaning of Capital Budgeting-Need for Capital Budgeting-Techniques of Capital Budgeting-Traditional and Modern Methods.

(**The Learner is able to evaluate various investment project proposals with the help of capital budgeting techniques for decision making)

Note: *Learning Objective

** Learning Assessment

Text Books

1. Dr. N. Appa Rao, Dr. P. Vijay Kumar: 'Managerial Economics and Financial Analysis', Cengage Publications, New Delhi – 2011
2. Dr. A. R. Aryasri – Managerial Economics and Financial Analysis, TMH 2011

3. Prof. J.V.Prabhakara rao, Prof. P. Venkatarao. 'Managerial Economics and Financial Analysis', Ravindra Publication.

References:

1. V. Maheswari: Managerial Economics, Sultan Chand.
2. Suma Damodaran: Managerial Economics, Oxford 2011.
3. Dr. B. Kuberudu and Dr. T. V. Ramana: Managerial Economics & Financial Analysis, Himalaya Publishing House 2011.
4. Vanitha Agarwal: Managerial Economics, Pearson Publications 2011.
5. Sanjay Dhameja: Financial Accounting for Managers, Pearson.
6. Maheswari: Financial Accounting, Vikas Publications.
7. S. A. Siddiqui & A. S. Siddiqui: Managerial Economics and Financial Analysis, New Age International Publishers, 2012.

II Year – I SEMESTER

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OBJECT-ORIENTED PROGRAMMING THROUGH C++

Objectives: Expertise in object oriented principles and their implementation in C++

UNIT I :

Objectives: Exposure to basics of object oriented mode, C++ programming and I/O in C++

INTRODUCTION: Differences Between C And C++, The Object Oriented Technology , Disadvantage of Conventional Programming, Concepts of Object Oriented Programming, Advantages of Oop. Structure of A C++ Program, Header Files and Libraries

INPUT AND OUTPUT IN C++ :

Introduction, Streams In C++ And Stream Classes, Pre-Defined Streams, Stream Classes, Formatted And Unformatted Data,Unformatted Console I/O Operations, Member Functions Of Istream Class, Formatted Console I/O Operations, Bit Fields, Flags Without Bit Field, Manipulators, User Defined Manipulators

UNIT II :

Objectives: Focus on Basic concept in C++ programming, Operators, control structures , functions, overloading, recursion

Tokens In C++, Variable Declaration and Initialization, Data Types, Operators In C and C++, Scope Access Operator, Namespace, Memory Management Operators, Comma Operator, Revision of Decision Statements, Control Loop Statements

FUNCTIONS IN C++ : Introduction, Structure of Function, Passing Arguments, Lvalues and Rvalues, Retrun By Reference, Returning More Values By Reference, Default Arguments, Const Arguments, Inputting Default Arguments, Inline Functions, Function Overloading, Principles of Function Overloading, Recursion

UNIT III :

Objectives: Acquaintance with classes, objects and member functions

CLASSES AND OBJECTS : Introduction, Classes In C++, Declaring Objects, Access Specifiers and Their Scope, Member Functions, Outside Member Function as Inline, Data Hiding or Encapsulation, Classes, Objects and Memory, Static Member Variables, Static Member Functions Static Object, Array of Objects, Objects as Function Arguments, Friend Functions, The Const Member Functions, The Volatile Member Function, Recursive Member Function, Local Classes, Empty, Static And Const Classes, Member Function And Non- Member Function, Overloading Member Functions, Nested Class

UNIT IV :

Objectives: Focus on constructors, destructors, variants in them, operator overloading, type conversions

CONSTRUCTORS AND DESTRUCTORS : Introduction, Characteristic of Constructors & Destructors, Applications With Constructors, Parameterized Constructor, Overloading Constructors (Multiple Constructors), Array of Objects Using Constructors, Constructors With Default Arguments, Copy Constructors, The Const Objects, Destructors, Calling Constructors and Destructors, Qualifier And Nested Classes, Anonymous Objects, Private Constructors and Destructors, Dynamic Initialization Using Constructrs, Dynamic Operators and Constructors, Recursive Constructor, Constructor And Destructor With Static Members, Local Vs. Global Object

OPERATOR OVERLOADING AND TYPE CONVERSION : Introduction, Overloading Unary Operators, Constraint on Increment and Decrement Operators, Overloading Binary Operators, Overloading With Friend Function, Overloading Assignment Operator (=), Type Conversion, Rules for Overloading Operators, One Argument Constructor and Operator Function, Overloading Stream Operators

UNIT V :

Objective: Concentration on inheritance, types of inheritance, polymorphism, virtual functions

INHERITANCE : Introduction, Reusability, Access Specifiers and Simple Inheritance, Protected Data With Private Inheritance, Types of Inheritances(Single Inheritance, Multilevel Inheritance, Multiple Inheritance, Hierarchical Inheritance, Hybrid Inheritance, Multipath Inheritance), Virtual Base Classes, Constructors, Destructors, and

Inheritance, Object as a Class Member, Abstract Classes, Qualifier Classes And Inheritance, Constructor in Derived Class, Pointers and Inheritance, Overloading Member Function, Advantages of Inheritance, Disadvantages of Inheritance.

BINDING, POLYMORPHISM AND VIRTUAL FUNCTIONS: Introduction, Binding In C++, Static (Early) Binding, Dynamic (Late) Binding, Pointer to Base and Derived Class Objects, Virtual Functions, Rules For Virtual Functions, Array of Pointers, Pure Virtual Functions, Abstract Classes, Working of Virtual Functions, Virtual Functions in Derived Classes, Object Slicing, Constructors and Virtual Functions, Virtual Destructors, Destructor and Virtual Functions.

UNIT VI :

Objectives: Focus on Files, File operations, generic programming, templates, function templates, Exception handling

APPLICATIONS WITH FILES: Introduction, File Stream Classes, File Opening Modes, File Pointers and Manipulators, Manipulators With Arguments, Sequential Access Files, Binary and Ascii Filesrandom Access Operation,

GENERIC PROGRAMMING WITH TEMPLATES : Introduction, Need of Template, Definition of Class Template, Normal Function Template, Working of Function Templates, Class Template With More Parameters, Functions Templates With More Arguments, Overloading of Template Functions, Member Function Templates,Recursion With Template Function, Class Template With Overloaded Operators, Class Template Revisited, Class Templates and Inheritance, Container Classes , Types of Containers, Container Adaptors, Iterators

EXCEPTION HANDLING : Introduction, Principles of Exception Handling,The Keywords Try, Throw and Catch , Exception Handling Mechanism, Multiple Catch Statements, Catching Multiple Exceptions, Re-Throwing Exception, Specifying Exception, Exceptions In Constructor and Destructors, Controlling Uncaught Exceptions, Class Template With Exception Handling.

TEXT BOOKS :

1. Programming In C++ , Ashok N Kamthane. Pearson 2nd Edition.

2. Object Oriented Programming C++ , Joyce Farrell, Cengage

3. Mastering C ++, Venugopal, Rajkumar, Ravi kumar TMH
4. Object Oriented Programming with C++, 2nd ed, Sourav Sahay, OXFORD

REFERENCE BOOKS:

1. The Complete Reference, C++, 4ed, Herbert Schildt, TMH

II Year – I SEMESTER

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MATHEMATICAL FOUNDATIONS OF COMPUTER SCIENCE

Objectives: Acquaintance with the basic mathematical implication for computer science, applications of mathematics in computer science

UNIT I:

Objective: Acquiring the relevance of statements, inferences and predicates in computer science

Mathematical Logic :

Propositional Calculus: Statements and Notations, Connectives, Truth Tables, Tautologies, Equivalence of Formulas, Duality law, Tautological Implications, Normal Forms, Theory of Inference for Statement Calculus, **Consistency of Premises, Indirect Method of Proof.**

Predicate calculus: Predicative Logic, Statement Functions, Variables and Quantifiers, Free & Bound Variables, Inference theory for predicate calculus.

UNIT II :

Objective: Overview of number theory, basic algorithms in number theory and mathematical induction

Number Theory & Induction:

Properties of integers, Division Theorem, The Greatest Common Divisor, Euclidean Algorithm, Least Common Multiple, Testing for Prime Numbers, The Fundamental Theorem of Arithmetic, Modular Arithmetic (Fermat's Theorem and Euler 's Theorem)

Mathematical Induction: Principle of Mathematical Induction, exercises

UNIT III:

Objective: Focuses on sets and relations and their operations, relations and functions

Set Theory:

Introduction, Operations on Binary Sets, Principle of Inclusion and Exclusion

Relations: Properties of Binary Relations, Relation Matrix and Digraph, Operations on Relations, Partition and Covering, Transitive Closure, Equivalence, Compatibility and Partial Ordering Relations, Hasse Diagrams.

Functions: Bijective Functions, Composition of Functions, Inverse Functions, Permutation Functions, Recursive Functions

UNIT IV:

Objectives: Exposure of graphs, their representation, types, trees and tree variants

Graph Theory:

Basic Concepts of Graphs, Sub graphs, Matrix Representation of Graphs: Adjacency Matrices, Incidence Matrices, Isomorphic Graphs, Paths and Circuits, Eulerian and Hamiltonian Graphs, Multigraphs, (Problems and Theorems without proofs)

Planar Graphs, Euler's Formula, Graph Colouring and Covering, Chromatic Number,(Problems and Theorems without proofs)

Trees, Directed trees, Binary Trees, Decision Trees,

Spanning Trees: Properties, Algorithms for Spanning trees and Minimum Spanning Tree.

UNIT V:

Objective: Overview of algebraic structures, Group theory, Binomial theorem, permutations and combinations

Algebraic Structures: Lattice: Properties, Lattices as Algebraic Systems, Algebraic Systems with one Binary Operation, Properties of Binary operations, Semi groups and Monoids: Homomorphism of Semi groups and Monoids, Groups: Abelian Group, Cosets, Subgroups (Definitions and Examples of all Structures) Algebraic Systems with two Binary Operations: Rings

Combinatorics: Basic of Counting, Permutations, Derangements, Permutations with Repetition of Objects, Circular Permutations, Restricted Permutations, Combinations, Restricted Combinations, Pigeonhole Principle and its Application.

Binomial Theorem: Binomial and Multinomial Coefficients, Generating Functions of Permutations and Combinations, The Principles of Inclusion – Exclusion.

UNIT VI:

Objective: Overview of generating functions, recurrence relations and solving recurrence relations

Recurrence Relation:

Generating Function of Sequences, Partial Fractions, Calculating Coefficient of Generating Functions

Recurrence Relations, Formulation as Recurrence Relations, Solving linear homogeneous recurrence Relations by substitution, generating functions and The Method of Characteristic Roots.

Solving Inhomogeneous Recurrence Relations

TEXT BOOKS :

1. Discrete Mathematical Structures with Applications to Computer Science, Tremblay, Manohar, TMH
2. Discrete Mathematics for Computer Scientists & Mathematicians, 2/e, Mott, Kandel, Baker, PHI
3. Discrete Mathematics, Swapan Kumar chakrborthy, Bikash kanti sarkar, OXFORD
4. Discrete Mathematics and its Applications with combinatorics and graph theory, 7th ed, Rosen, TMH
5. Discrete Mathematics, Theory and Applications, Malik sen, Cengage
6. Discrete mathematics and Graph theory, 3rd ed, Biswal, PHI

REFERENCE BOOKS:

1. Discrete Mathematics, Proofs, Structures and applications, 3rd ed, CRC Press
2. Discrete Mathematics, S.Santha, Cengage
3. Discrete Mathematics with Applications, Thomas Koshy, Elsevier
4. Discrete Mathematics,2/e, JK Sharma ,Macmillan

II Year – I SEMESTER **T P**
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DIGITAL LOGIC DESIGN

Unit I: Number Systems

Binary, Octal, Decimal, Hexadecimal Number Systems. Conversion of Numbers From One Radix To Another Radix, r's Complement and (r-1)'s Complement Subtraction of Unsigned Numbers, Problems, Signed Binary Numbers, Weighted and Non weighted codes

Unit II:Logic Gates And Boolean Algebra

Basic Gates NOT, AND, OR, Boolean Theorms,Complement And Dual of Logical Expressions, Universal Gates, Ex-Or and Ex-Nor Gates, SOP,POS, Minimizations of Logic Functions Using Boolean Theorems, Two level Realization of Logic Functions Using Universal Gates

Gate Level Minimization: Karnaugh Map Method (K-Map): Minimization of Boolean Functions maximum upto Four Variables, POS and SOP, Simplifications With Don't Care Conditions Using K-Map.

Unit III: Combinational Logic Circuits

Design of Half Adder, Full Adder, Half Subtractor, Full Subtractor, Ripple Adders and Subtractors, Ripple Adder/Subtractor Using Ones and Twos Complement Method. Design of Decoders, Encoders, Multiplexers, Demultiplexers, Higher Order Demultiplexers and Multiplexers, Priority Encoder, Code Converters, Magnitude Comparator.

Unit IV: Introduction to Sequential Logic Circuits

Classification of Sequential Circuits, Basic Sequential Logic Circuits: Latch and Flip-Flop, RS- Latch Using NAND and NOR Gates, Truth Tables. RS,JK,T and D Flip Flops , Truth and Excitation Tables, Conversion of Flip Flops. Flip Flops With Asynchronous Inputs (Preset and Clear).

Unit V: Registers and Counters

Design of Registers, Buffer Register, Control Buffer Registers, Bidirectional Shift Registers, Universal Shift Register, Design of Ripple Counters, Synchronous Counters and Variable Modulus Counters, Ring Counter, Johnson Counter.

Unit VI: Introduction to Programmable Logic Devices (PLDs)

PLA, PAL, PROM. Realization of Switching Functions Using PROM, PAL and PLA. Comparison of PLA, PAL and PROM.

TEXT BOOKS :

1. Digital Design ,4/e, M.Morris Mano, Michael D Ciletti, PEA
2. Fundamentals of Logic Design, 5/e, Roth, Cengage

REFERENCE BOOKS

1. Switching and Finite Automata Theory,3/e,Kohavi, Jha, Cambridge.
2. Digital Logic Design, Leach, Malvino, Saha,TMH
3.Modern Digital Electronics, R.P. Jain, TMH

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DATA STRUCTURES

Objectives: Comprehensive knowledge of data structures and ability to implement the same in software applications

UNIT I:

Objective: exposure to algorithmic complexities, recursive algorithms, searching and sorting techniques

Preliminaries of algorithm, Algorithm analysis and complexity,

Data structure- Definition , types of data structures

Recursion: Definition, Design Methodology and Implementation of recursive algorithms, Linear and binary recursion, recursive algorithms for factorial function, GCD computation, Fibonacci sequence, Towers of Hanoi, Tail recursion

List Searches using Linear Search, Binary Search, Fibonacci Search

Sorting Techniques: Basic concepts, Sorting by : insertion (Insertion sort), selection (heap sort), exchange (bubble sort, quick sort), distribution (radix sort)and merging (merge sort) Algorithms.

UNIT II:

Objectives: Applying stack and queue techniques for logical operations

Stacks and Queues: Basic Stack Operations, Representation of a Stack using Arrays, Stack Applications: Reversing list, Factorial Calculation, Infix to postfix Transformation, Evaluating Arithmetic Expressions.

Queues: Basic Queues Operations, Representation of a Queue using array, Implementation of Queue Operations using Stack, Applications of Queues-Round robin Algorithm, Circular Queues, Priority Queues.

UNIT III:

Objectives: Exposure to list representation models in various types of applications

Linked Lists: Introduction, single linked list, representation of a linked list in memory, Operations on a single linked list, Reversing a single linked list, applications of single linked list to represent polynomial expressions and sparse matrix manipulation, Advantages and disadvantages of single linked list, Circular linked list, Double linked list

UNIT IV:

Objectives: Implementation of tree implementation in various forms

Trees: Basic tree concepts, Binary Trees: Properties, Representation of Binary Trees using arrays and linked lists, operations on a Binary tree , Binary Tree Traversals (recursive), Creation of binary tree from in, pre and post order traversals

UNIT-V:

Objectives: Advanced understanding of other variants of trees and their operations

Advanced concepts of Trees: Tree Travels using stack (non recursive), Threaded Binary Trees. Binary search tree, Basic concepts, BST operations: insertion, deletion, Balanced binary trees – need, basics and applications in computer science (No operations)

UNIT VI:

Objectives: orientation on graphs, representation of graphs, graph traversals, spanning trees

Graphs: Basic concepts, Representations of Graphs: using Linked list and adjacency matrix, Graph algorithms

Graph Traversals (BFS & DFS), applications: Dijkstra's shortest path, Transitive closure, Minimum Spanning Tree using Prim's Algorithm, warshall's Algorithm(**Algorithemic Concepts Only, No Programs required**).

TEXT BOOKS:

1. Data Structure with C, Seymour Lipschutz, TMH
2. Data Structures using C,Reema Thareja, Oxford
3. Data Structures, 2/e, Richard F, Gilberg , Forouzan, Cengage
4. Data Structure & Algorithm Analysis in C, 2nd Edition Mark Allen Weiss

REFERENCE BOOKS:

1.Data Structures and Algorithms, 2008,G.A.V.Pai, TMH

2.Classic Data Structures, 2/e, Debasis ,Samanta,PHI,2009

3. Fundamentals of DataStructure in C, 2/e, Horowitz,Sahni, Anderson Freed,University Prees

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OBJECT ORIENTED PROGRAMMING LAB

1. Write a C++ program illustrating Variable Scope.
2. Write a C++ program illustrating Swap integer values by reference.
3. Write a C++ program illustrating Checking whether the number is even or odd using Ternary operator.
4. Write a C++ program illustrating a program to find the roots of a quadratic equation .Use switch statements to handle different values of the discriminant (b^2-4*a*c).
5. Write a C++ program illustrating interactive program to multiply 2 variables after checking the compatibility.
6. Write a C++ program illustrating interactive program for computing the roots of a quadratic equation by handling all possible cases.Use streams to perform I/O operations.
7. Write a C++ program illustrating to sort integer numbers.
8. Write a C++ program illustrating factorial using recursion.
9. Write a C++ program illustrating pass by value, pass by reference, pass by address.
10. Write a C++ program illustrating Function overloading.
11. Write a C++ program illustrating an interactive program for swapping integer, real, and character type variables without using function overloading .Write the same program by using function overloading features and compare the same with its C counterpart.
12. Write a C++ program illustrating inline functions.
13. Write a C++ program illustrating Friend function.
14. Write a C++ program illustrating Exception handling.
15. Write a C++ program illustrating Function template.
16. Write a C++ program illustrating Overloading increment, decrement, binary+&<< operator.
17. Write a C++ program illustrating Virtual function.
18. Write a C++ program illustrating an interactive program to process complex numbers .It has to Perform addition, subtraction, multiplication, and division of complex numbers. print results in x+iy form. Create a class for the complex number representation.
19. Write a C++ program illustrating user defined string processing functions using pointers (string length, string copy, string concatenation)
20. Write a C++ program illustrating Constructor overloading (Both parameterised and default).
21. Write a C++ program illustrating Copy constructor.

22. Write a C++ program illustrating access data members & member functions using 'THIS' pointer.
23. Write a C++ program illustrating for overloading ++ operator to increment data.
24. Write a C++ program illustrating overloading of new and delete operator.
25. Write a C++ program illustrating Abstract classes.
26. Write a C++ program illustrating Inheritance (Multiple, Multilevel, Hybrid).
27. Write a C++ program illustrating Virtual classes & virtual functions.
28. Write a C++ program illustrating overloading function template.
29. Write a C++ program illustrating Class template.

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DATA STRUCTURES LAB

Exercise 1:

Write recursive program which computes the n^{th} Fibonacci number, for appropriate values of n.

Analyze behavior of the program Obtain the frequency count of the statement for various values of n.

Exercise 2:

Write recursive program for the following

a) Write recursive and non recursive C program for calculation of Factorial of an integer
b) Write recursive and non recursive C program for calculation of GCD (n, m)
c) Write recursive and non recursive C program for Towers of Hanoi : N disks are to be transferred from peg S to peg D with Peg I as the intermediate peg.

Exercise 3:

a) Write C program that use both recursive and non recursive functions to perform Linear search for a Key value in a given list.
b) Write C program that use both recursive and non recursive functions to perform Binary search for a Key value in a given list.
c) Write C program that use both recursive and non recursive functions to perform Fibonacci search for a Key value in a given list.

Exercise 4:

a) Write C program that implement Bubble sort, to sort a given list of integers in ascending order
b) Write C program that implement Quick sort, to sort a given list of integers in ascending order
c) Write C program that implement Insertion sort,to sort a given list of integers in ascending order

Exercise 5:

a) Write C program that implement heap sort, to sort a given list of integers in ascending order
b) Write C program that implement radix sort, to sort a given list of integers in ascending order
c) Write C program that implement merge sort, to sort a given list of integers in ascending order

Exercise 6:

a) Write C program that implement stack (its operations) using arrays
b) Write C program that implement stack (its operations) using Linked list

Exercise 7:

a) Write a C program that uses Stack operations to Convert infix expression into postfix expression

a) Write C program that implement Queue (its operations) using arrays.

b) Write C program that implement Queue (its operations) using linked lists

Exercise 8:

a) Write a C program that uses functions to create a singly linked list

b) Write a C program that uses functions to perform insertion operation on a singly linked list

c) Write a C program that uses functions to perform deletion operation on a singly linked list

Exercise 9:

d) Adding two large integers which are represented in linked list fashion.

e) Write a C program to reverse elements of a single linked list.

f) Write a C program to store a polynomial expression in memory using linked list

g) Write a C program to representation the given Sparse matrix using arrays.

h) Write a C program to representation the given Sparse matrix using linked list

Exercise10:

a) Write a C program to Create a Binary Tree of integers

b) Write a recursive C program for Traversing a binary tree in preorder, inorder and postorder.

c) Write a non recursive C program for Traversing a binary tree in preorder, inorder and postorder.

d) Program to check balance property of a tree.

Exercise 11:

a) Write a C program to Create a BST

b) Write a C program to insert a node into a BST.

c) Write a C program to delete a node from a BST.

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DIGITAL LOGIC DESIGN LAB

List of Experiments:

1) Verification of Basic Logic Gates.
2) Implementing all individual gates with Universal Gates NAND & NOR.
3) Design a circuit for the given Canonical form, draw the circuit diagram and verify the De-Morgan laws.
4) Design a Combinational Logic circuit for 4x1 MUX and verify the truth table.
5) Design a Combinational Logic circuit for 1x4 De-MUX and verify the truth table.
6) Verify the ***data read*** and ***data write*** operations for the IC 74189.
7) Design a Gray code encoder and interface it to SRAM IC 74189 for write operation display on 7-segment.
8) Design a Gray code De-coder and interface it to SRAM IC 74189 for read operation display it on 7-segment.
9) Construct Half Adder and Full Adder using Half Adder and verify the truth table.
10) Verification of truth tables of the basic Flip- Flops with ***Synchronous*** and ***Asynchronous*** modes.
11) Implementation of Master Slave Flip-Flop with J-K Flip- Flop and verify the truth table for ***race around*** condition**.**
12) Design a Decade Counter and verify the truth table.
13) Design the Mod 6 counter using D-Flip -Flop.
14) Construct 4-bit ring counter with T-Flip –Flop and verify the truth table.
15) Design a 8 – bit right Shift Register using D-Flip -Flop and verify the truth table.

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II Year – II SEMESTER

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PROBABILITY AND STATISTICS

(Common to CE, CSE, IT, Chemical, PE, PCE, Civil Branches)

UNIT I Random variables and Distributions:

Introduction- Random variables- Distribution function- Discrete distributions (Review of Binomial and Poisson distributions)- Continuous distributions: Normal, Normal approximation to Binomial distribution, Gamma and Weibull distributions

Subject Category
ABET Learning Objectives a b e k
ABET internal assessments 1 2 6
JNTUK External Evaluation A B E

UNIT II Moments and Generating functions:

Introduction-Mathematical expectation and properties - Moment generating function - Moments of standard distributions (Binomial, Poisson and Normal distributions) – Properties

Subject Category
ABET Learning Objectives a e
ABET internal assessments 1 2 6
JNTUK External Evaluation A B E

UNIT III Sampling Theory:

Introduction - Population and samples- Sampling distribution of mean for large and small samples (with known and unknown variance) - Proportion sums and differences of means -Sampling distribution of variance -Point and interval estimators for means and proportions

Subject Category
ABET Learning Objectives a e k
ABET internal assessments 1 2 6
JNTUK External Evaluation A B E

UNIT IV Tests of Hypothesis:

Introduction - Type I and Type II errors - Maximum error - One tail, two-tail tests- Tests concerning one mean and proportion, two means- Proportions and their differences using Z-test, Student's t-test - F-test and Chi -square test - ANOVA for one-way and two-way classified data

Subject Category
ABET Learning Objectives a b d e h k
ABET internal assessments 1 2 6 7 10
JNTUK External Evaluation A B D E F

UNIT V Curve fitting and Correlation:

Introduction - Fitting a straight line –Second degree curve-exponential curve-power curve by method of least squares.

Simple Correlation and Regression - Rank correlation - Multiple regression

Subject Category
ABET Learning Objectives a d e h k

ABET internal assessments 1 2 6 10
JNTUK External Evaluation A B E

UNIT VI Statistical Quality Control Methods:
Introduction - Methods for preparing control charts – Problems using x-bar, p, R charts and attribute charts
Subject Category
ABET Learning Objectives a e k
ABET internal assessments 1 2 6
JNTUK External Evaluation A B E F

Books:

1. Probability and Statistics for Engineers: Miller and John E. Freund, Prentice Hall of India
2. Probability and Statistics for Engineers and Scientists: Ronald E. Walpole, Sharon L. Mayers and Keying Ye: Pearson
3. Probability, Statistics and Random Processes, Murugesan, Anuradha Publishers, Chenai:

Subject Category	ABET Learning Objectives	ABET Internal Assessments	JNTUK External Evaluation	Remarks
Theory Design Analysis Algorithms Drawing Others	a) Apply knowledge of math, science, & engineering b) Design & conduct experiments, analyze & interpret data c) Design a system/process to meet desired needs within economic, social, political, ethical, health/safety, manufacturability, & sustainability constraints d) Function on multidisciplinary teams e) Identify, formulate, & solve engineering problems f) Understand professional & ethical responsibilities g) Communicate effectively h) Understand impact of engineering solutions in global, economic, environmental, & societal context i) Recognize need for & be able to engage in lifelong learning j) Know contemporary issues k) Use techniques, skills, modern tools for engineering practices	1. Objective tests 2. Essay questions tests 3. Peer tutoring based 4. Simulation based 5. Design oriented 6. Problem based 7. Experiential (project based) based 8. Lab work or field work based 9. Presentation based 10. Case Studies based 11. Role-play based 12. Portfolio based	A. Questions should have: B. Definitions, Principle of operation or philosophy of concept. C. Mathematical treatment, derivations, analysis, synthesis, numerical problems with inference. D. Design oriented problems E. Trouble shooting type of questions F. Applications related questions G. Brain storming questions	

II Year – II SEMESTER **T P**
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JAVA PROGRAMMING

Objective: Implementing programs for user interface and application development using core java principles

UNIT I:

Objective: Focus on object oriented concepts and java program structure and its installation

Introduction to OOP

Introduction, Need of Object Oriented Programming, Principles of Object Oriented Languages, Procedural languages Vs OOP, Applications of OOP, History of JAVA, Java Virtual Machine, Java Features, Program structures, Installation of JDK1.6

UNIT II:

Objective: Comprehension of java programming constructs, control structures in Java

Programming Constructs

Variables , Primitive Datatypes, Identifiers- Naming Coventions, Keywords, Literals, Operators-Binary,Unary and ternary, Expressions, Precedence rules and Associativity, Primitive TypeConversion and Casting, Flow of control-Branching,Conditional, loops.,

Classes and Objects- classes, Objects, Creating Objects, Methods, constructors-Constructor overloading, cleaning up unused objects-Garbage collector, Class variable and Methods-Static keyword, this keyword, Arrays, Command line arguments

UNIT III:

Objective: Implementing Object oriented constructs such as various class hierarchies, interfaces and exception handling

Inheritance: Types of Inheritance, Deriving classes using extends keyword, Method overloading, super keyword, final keyword, Abstract class

Interfaces, Packages and Enumeration: Interface-Extending interface, Interface Vs Abstract classes, Packages-Creating packages , using Packages, Access protection, java.lang package

Exceptions & Assertions - Introduction, Exception handling techniques-try...catch, throw, throws, finally block, user

defined exception, Exception Encapsulation and Enrichment, Assertions

UNIT IV:

Objective: Understanding of Thread concepts and I/O in Java

MultiThreading : java.lang.Thread, The main Thread, Creation of new threads, Thread priority, Multithreading-Using isAlive() and join(), Syncronization, suspending and Resuming threads, Communication between Threads

Input/Output: reading and writing data, java.io package

UNIT V:

Objective: Being able to build dynamic user interfaces using applets and Event handling in java

Applets- Applet class, Applet structure, An Example Applet Program, Applet Life Cycle, paint(),update() and repaint()

Event Handling -Introduction, Event Delegation Model, java.awt.event Description,Sources of Events, Event Listeners, Adapter classes, Inner classes

UNIT VI:

Objective: Understanding of various components of Java AWT and Swings and writing code snippets using them

Abstract Window Toolkit

Why AWT?, java.awt package, Components and Containers, Button, Label, Checkbox, Radio buttons, List boxes, Choice boxes, Text field and Text area, container classes, Layouts, Menu, Scroll bar

Swing:

Introduction , JFrame, JApplet, JPanel, Components in swings, Layout Managers, JList and JScroll Pane, Split Pane, JTabbedPane, Dialog Box

Pluggable Look and Feel

Text Books:

1. The Complete Refernce Java, 8ed, Herbert Schildt, TMH
2. Programming in JAVA, Sachin Malhotra, Saurabh choudhary, Oxford.
3. JAVA for Beginners, 4e, Joyce Farrell, Ankit R. Bhavsar, Cengage Learning.
4. Object oriented programming with JAVA, Essentials and Applications, Raj Kumar Bhuyya, Selvi, Chu TMH

5. Introduction to Java programming, 7th ed, Y Daniel Liang, Pearson

Reference Books:

1. JAVA Programming, K.Rajkumar.Pearson
2. Core JAVA, Black Book, Nageswara Rao, Wiley, Dream Tech
3. Core JAVA for Beginners, Rashmi Kanta Das, Vikas.
4. Object Oriented Programming Through Java, P. Radha Krishna, Universities Press

II Year – II SEMESTER **T P**
3+1 0

ADVANCED DATA STRUCTURES
(Note: C++ and Java implementation is not included in the syllabus)

Objectives: Exposed to hashing approaches, variants of trees , heaps, queues, implementation of graph algorithms, analysis of sorting algorithms with respect to bounds and file organizations and operations

Unit I :

Objectives: Comprehensive understanding of dictionaries, hashing mechanism which supports faster retrieval and skip lists

Dictionaries : Sets, Dictionaries, Hash Tables, Open Hashing, Closed Hashing (Rehashing Methods), Hashing Functions(Division Method, Multiplication Method, Universal Hashing), Skip Lists, Analysis of Skip Lists. (Reference 1)

Unit II :

Objectives: Illustartion of Balanced trees and their operations

AVL Trees: Maximum Height of AVL Tree, Insertions and Deletions. 2-3 Trees : Insertion, Deletion.

Unit III :

Objectives: Concentration on heaps, queues and their operations

Priority Queues :

Binary Heaps : Implementation of Insert and Delete min, Creating Heap.

Binomial Queues : Binomial Queue Operations, Binomial Amortized Analysis, Lazy Binomial Queues

Unit IV :

Objectives: Detailed knowledge of nonlinear data structures and various algorithms using them

Graph algorithms : Minimum-Cost Spanning Trees- Prim's Algorithm, Kruskal's Algorithm Shortest Path Algorithms: Dijkstra's Algorithm, All Pairs Shortest Paths Problem: Floyd's Algorithm, Warshall's Algorithm,

Unit V :

Objectives: Analysis of complexities for various sorting techniques along with their lower bounds

Sorting Methods : Order Statistics: Lower Bound on Complexity for Sorting Methods: Lower Bound on Worst Case Complexity, Lower Bound on Average Case Complexity, Heap Sort, Quick Sort, Radix Sorting, Merge Sort.

Unit VI :

Objectives: Illustration of tries which share some properties of table look up, various issues related to the design of file structures

Pattern matching and Tries : Pattern matching algorithms- the Boyer –Moore algorithm, the Knuth-Morris-Pratt algorithm

Tries: Definitions and concepts of digital search tree, Binary trie, Patricia , Multi-way trie

File Structures: Fundamental File Processing Operations- opening files, closing files, Reading and Writing file contents, Special characters in files.

Fundamental File Structure Concepts- Field and record organization, Managing fixed-length, fixed-field buffers.

(Reference 5)

Text Books :

1. Data Structures, A Pseudocode Approach, Richard F Gilberg, Behrouz A Forouzan, Cengage.
2. Fundamentals of DATA STRUCTURES in C: 2nd ed, , Horowitz , Sahani, Anderson-freed, Universities Press
3. Data structures and Algorithm Analysis in C, 2nd edition, Mark Allen Weiss, Pearson

Reference Books:

1. Web : http://lcm.csa.iisc.ernet.in/dsa/dsa.html
2. http://utubersity.com/?page_id=878
3. http://freevideolectures.com/Course/2519/C-Programming-and-Data-Structures
4. http://freevideolectures.com/Course/2279/Data-Structures-And-Algorithms
5. File Structures :An Object oriented approach with C++, 3rd ed, Michel J Folk, Greg Riccardi, Bill Zoellick
6. C and Data Structures: A Snap Shot oriented Treatise with Live examples from Science and Engineering, NB Venkateswarlu & EV Prasad, S Chand, 2010.

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COMPUTER ORGANIZATION

Objectives: Comprehensive knowledge of computer system including the analysis and design of components of the system

UNIT I :

Objectives: Gives a view of computer system from user's perspective, representation of data

BASIC STRUCTURE OF COMPUTERS : Computer Types, Functional unit, Basic Operational concepts, Bus structures,

Data Representation: Data types, Complements, Fixed Point Representation. Floating – Point Representation. Other Binary Codes, Error Detection codes.

UNIT II :

Objectives: Understanding RTL, Micro operations, ALU, Organization of stored program computer, types of instructions and design of basic components of the system

REGISTER TRANSFER LANGUAGE AND MICROOPERATIONS: Register Transfer language. Register Transfer Bus and memory transfers, Arithmetic Micro operations, logic micro operations, shift micro operations, Arithmetic logic shift unit.

BASIC COMPUTER ORGANIZATION AND DESIGN : Instruction codes, Computer Register Computer instructions, Timing and control, Instruction cycle, Memory – Reference Instructions. Input – Output and Interrupt, Design of basic computer, Design of Accumulator Logic.

UNIT III :

Objectives: Illustration of data paths and control flow for sequencing in CPUs, Microprogramming of control unit of CPU

CENTRAL PROCESSING UNIT : General Register Organization, STACK organization. Instruction formats. Addressing modes. DATA Transfer and manipulation. Program control. Reduced Instruction set computer.

MICRO PROGRAMMED CONTROL : Control memory, Address sequencing, micro program example, design of control unit

UNIT IV :

Objectives: Illustration of algorithms for basic arithmetic operations using binary and decimal representation

COMPUTER ARITHMETIC : Addition and subtraction, multiplication Algorithms, Division Algorithms, Floating –

point Arithmetic operations. Decimal Arithmetic unit, Decimal Arithmetic operations.

UNIT V :

Objectives: Description of different parameters of a memory system, organization and mapping of various types of memories

THE MEMORY SYSTEM : Memory Hierarchy, Main memory, Auxiliary memory, Associative Memory, Cache Memory, Virtual Memory.

UNIT-VI

Objectives: Describes the means of interaction devices with CPU, their characteristics, modes and introduction multiprocessors.

INPUT-OUTPUT ORGANIZATION : Peripheral Devices, Input-Output Interface, Asynchronous data transfer, Modes of Transfer, Priority Interrupts, Direct memory Access.

MULTI PROCESSORS : Introduction, Characteristics or Multiprocessors, Interconnection Structures, Inter processor Arbitration.

TEXT BOOKS :

1. Computer System Architecture, M.Moris Mano, 3rd Edition, Pearson/PHI

2. Computer Organization , Carl Hamacher, Zvonks Vranesic, SafeaZaky, 5th Edition, McGraw Hill.

3. Computer Architecture a quantitative approach, John L. Hennessy and David A. Patterson, Fourth Edition Elsevier

REFERENCES :

1. Computer Organization and Architecture – William Stallings Sixth Edition, Pearson/PHI

2. Structured Computer Organization – Andrew S. Tanenbaum, 4th Edition PHI/Pearson

3. Fundamentals or Computer Organization and Design, - Sivaraama Dandamudi Springer Int. Edition.

II Year – II SEMESTER **T P**
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LANGUAGE PROCESSORS (50%FLAT+50%CD)

Objectives: Describes how a programming language works, how input is converted into output from the machine hardware level and various phases of compiler

UNIT I:

Objectives: Delineation of various components of formal languages and grammars, regular expressions and equivalence of finite automata and regular expressions.

Formal Language and Regular Expressions:

Languages, operations on languages, regular expressions (re), languages associated with (re), operations on (re), Identity rules for (re), Finite Automata: DFA, NFA, Conversion of regular expression to NFA, NFA to DFA. Applications of Finite Automata to lexical analysis

UNIT II:

Objectives: Illustration of grammars and their role in compilers and various parsing techniques

Context Free grammars and parsing:

Context free Grammars, Leftmost Derivations, Rightmost Derivations, Parse Trees, Ambiguity Grammars,

Top-Down Parsing, Recursive Descent Parsers: LL(1) Parsers.

Rightmost Parsers: Shift Reduce Parser, LR (0) Parser, SLR (1) Parser, LR (1) & LALR (1) Parsers, Ambiguous Grammars

UNIT III:

Objectives: Description of Syntax trees, its variants, language classifications

Syntax Directed Translation:

Definitions, construction of Syntax Trees, S-attributed and L-attributed grammars, Intermediate code generation, abstract syntax tree, translation of simple statements and control flow statements.

Semantic Analysis:

Semantic Errors, Chomsky hierarchy of languages and recognizers, Type checking, type conversions, equivalence of type expressions.

UNIT IV:

Objectives: Focus on various storage allocation schemes

Storage Organization:
Storage language Issues, Storage Allocation, Storage Allocation Strategies, Scope, Access to Nonlocal Names, Parameter Passing, Dynamics Storage Allocation Techniques.

UNIT V:
Objectives: Enforces various schemes for optimizing code
Code Optimization:
Issues in the design of code optimization, Principal sources of optimization, optimization of basic blocks, Loop optimization, peephole optimization

UNIT VI:
Objectives: Describes the role of code generator and its **design issues**
Code Generation:
Issues in the design of code Generation, Machine Dependent Code Generation, object code forms, Register allocation and assignment, DAG representation of basic Blocks, Generating code from DAGs.

Text Books:
1. A Text Book on Automata Theory, Nasir S.F.B, P.K. Srimani, Cambridge university Press
2. Introduction to Automata Theory, Formal languages and computation, Shamalendu kandar,
3. Compilers Principles, Techniques and Tools, Aho, Ullman, Ravi Sethi, PEA
4. Introduction to theory of computation, 2nd ed, Michel sipser, CENGAGE
5. Principles of Compiler Design, A.V. Aho . J.D.Ullman; PEA

Reference Books:
1. Theory of Computer Science, Automata languages and computation , 2/e, Mishra, Chandra Shekaran, PHI

2. Theory of Computation , aproblem solving approach, kavi Mahesh, Wiley

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ADVANCED DATA STRUCTURES LAB

1. To implement functions of Dictionary using Hashing (division method, Multiplication method, Universal hashing)
2. To perform various operations i.e, insertions and deletions on AVL trees
3. To perform various operations i.e., insertions and deletions on 2-3 trees.
4. To implement operations on binary heap.
5. To implement operations on graphs
   i) vertex insertion
   ii) Vertex deletion
   iii) finding vertex
   iv)Edge addition and deletion
6. To implement Depth First Search for a graph non recursively.
7. To implement Breadth First Search for a graph non recursively.
8. To implement Prim's algorithm to generate a min-cost spanning tree.
9. To implement Krushkal's algorithm to generate a min-cost spanning tree.
10. To implement Dijkstra's algorithm to find shortest path in the graph.
11. To implement pattern matching using Boyer-Moore algorithm.
12. To implement Knuth-Morris-Pratt algorithm for pattern matching.

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JAVA PROGRAMMING LAB

1. Write a JAVA program to display default value of all primitive data types of JAVA
2. Write a JAVA program that displays the roots of a quadratic equation ax2+bx+c=0. Calculate the discriminent D and basing on the value of D, describe the nature of roots.
3. Write a JAVA program to display the Fibonacci sequence
4. Write a JAVA program give example for command line arguments.
5. Write a JAVA program to sort given list of numbers.
6. Write a JAVA program to search for an element in a given list of elements (linear search).
7. Write a JAVA program to search for an element in a given list of elements using binary search mechanism.
8. Write a JAVA program to determine the addition of two matrices.
9. Write a JAVA program to determine multiplication of two matrices.
10. Write a JAVA program to sort an array of strings
11. Write a JAVA program to check whether given string is palindrome or not.
12. Write a JAVA program for the following
    - 1. Example for call by value. 2. Example for call by reference.
13. Write a JAVA program to give the example for 'this' operator. And also use the'this' keyword as return statement.
14. Write a JAVA program to demonstrate static variables, methods, and blocks.
15. Write a JAVA program to give the example for 'super' keyword.
16. Write a JAVA program that illustrates simple inheritance.
17. Write a JAVA program that illustrates multi-level inheritance
18. Write a JAVA program demonstrating the difference between method overloading and method overriding.
19. Write a JAVA program demonstrating the difference between method overloading and constructor overloading.

20. Write a JAVA program that describes exception handling mechanism.
21. Write a JAVA program for example of try and catch block. In this check whether the given array size is negative or not.
22. Write a JAVA program to illustrate sub class exception precedence over base class.
23. Write a JAVA program for creation of user defined exception.
24. Write a JAVA program to illustrate creation of threads using runnable class.(start method start each of the newly created thread. Inside the run method there is sleep() for suspend the thread for 500 milliseconds).
25. Write a JAVA program to create a class MyThread in this class a constructor, call the base class constructor, using super and starts the thread. The run method of the class starts after this. It can be observed that both main thread and created child thread are executed concurrently
26. Write a JAVA program illustrating multiple inheritance using interfaces.
27. Write a JAVA program to create a package named pl, and implement this package in ex1 class.
28. Write a JAVA program to create a package named mypack and import it in circle class.
29. Write a JAVA program to give a simple example for abstract class.
30. Write a JAVA program that describes the life cycle of an applet.
    - Write a JAVA program to create a dialogbox and menu.
    - Write a JAVA program to create a grid layout control.
31. Write a JAVA program to create a border layout control.
32. Write a JAVA program to create a padding layout control.
33. Write a JAVA program to create a simple calculator.
34. Write a JAVA program that displays the x and y position of the cursor movement using Mouse.
35. Write a JAVA program that displays number of characters, lines and words in a text file.

FREE OPEN SOURCE SOFTWARE (FOSS) LAB

Objectives:

- To teach students various unix utilities and shell scripting

Programs:

1.

Session-1

a)Log into the system

b)Use vi editor to create a file called myfile.txt which contains some text.

c)correct typing errors during creation.

d)Save the file

e)logout of the system

Session-2

a)Log into the system

b)open the file created in session 1

c)Add some text

d)Change some text

e)Delete some text

f)Save the Changes

g)Logout of the system

2.

a)Log into the system

b)Use the cat command to create a file containing the following data. Call it mytable use tabs to separate the fields.

1425	Ravi	15.65
4320	Ramu	26.27
6830	Sita	36.15
1450	Raju	21.86

c)Use the cat command to display the file, mytable.

d)Use the vi command to correct any errors in the file, mytable.

e)Use the sort command to sort the file mytable according to the first field. Call the sorted file my table (same name)

f)Print the file mytable

g)Use the cut and paste commands to swap fields 2 and 3 of mytable. Call it my table (same name)

h)Print the new file, mytable

i)Logout of the system.

3.

1) a)Login to the system

b)Use the appropriate command to determine your login shell

c)Use the /etc/passwd file to verify the result of step b.

d)Use the who command and redirect the result to a file called myfile1. Use the more command to see the contents of myfile1.

e)Use the date and who commands in sequence (in one line) such that the output of date will display on the screen and the output of who will be redirected to a file called myfile2. Use the more command to check the contents of myfile2.

2) a)Write a sed command that deletes the first character in each line in a file.

b)Write a sed command that deletes the character before the last character in each line in a file.

c)Write a sed command that swaps the first and second words in each line in a file.

4. a)Pipe your /etc/passwd file to awk, and print out the home directory of each user.

b)Develop an interactive grep script that asks for a word and a file name and then tells how many lines contain that word.

c)Repeat

d)Part using awk

5. a)Write a shell script that takes a command –line argument and reports on whether it is directory, a file, or something else.

b)Write a shell script that accepts one or more file name as arguments and converts all of them to uppercase, provided they exist in the current directory.

c)Write a shell script that determines the period for which a specified user is working on the system.

6. a)Write a shell script that accepts a file name starting and ending line numbers as arguments and displays all the lines between the given line numbers.

b)Write a shell script that deletes all lines containing a specified word in one or more files supplied as arguments to it.

7. a)Write a shell script that computes the gross salary of a employee according to the following rules:

i)If basic salary is < 1500 then HRA =10% of the basic and DA =90% of the basic.

ii)If basic salary is >=1500 then HRA =Rs500 and DA=98% of the basic
The basic salary is entered interactively through the key board.
b)Write a shell script that accepts two integers as its arguments and computers the value of first number raised to the power of the second number.

8. a)Write an interactive file-handling shell program. Let it offer the user the choice of copying, removing, renaming, or linking files. Once the user has made a choice, have the program ask the user for the necessary information, such as the file name, new name and so on.
b)Write shell script that takes a login name as command – line argument and reports when that person logs in
c)Write a shell script which receives two file names as arguments. It should check whether the two file contents are same or not. If they are same then second file should be deleted.

9. a)Write a shell script that displays a list of all the files in the current directory to which the user has read, write and execute permissions.
b)Develop an interactive script that ask for a word and a file name and then tells how many times that word occurred in the file.
c)Write a shell script to perform the following string operations:
i)To extract a sub-string from a given string.
ii)To find the length of a given string.

10 . Write a C program that takes one or more file or directory names as command line input and reports the following information on the file:
i)File type ii)Number of links iii)Read, write and execute permissions
iv)Time of last access
(Note : Use stat/fstat system calls)

11. Write C programs that simulate the following unix commands:
a)mv b)cp (Use system calls)

12. Write a C program that simulates ls Command
(Use system calls / directory API)

13. Do the following Shell programs also

1) Write a shell script to check whether a particular user has logged in or not. If he has logged in, also check whether he has eligibility to receive a message or not

2) Write a shell script to accept the name of the file from standard input and perform the following tests on it

a) File executable b) File readable c) File writable d) Both readable & writable

3) Write a shell script which will display the username and terminal name who login recently in to the unix system

4) Write a shell script to find no. of files in a directory

5) Write a shell script to check whether a given number is perfect or not

6) Write a menu driven shell script to copy, edit, rename and delete a file

7) Write a shell script for concatenation of two strings

3) Write a shell script which will display Fibonacci series up to a given number of argument

9) Write a shell script to accept student number, name, marks in 5 subjects. Find total, average and grade. Display the result of student and store in a file called stu.dat

Rules: avg>=80 then grade A
Avg<80&&Avg>=70 then grade B
Avg<70&&Avg>=60 then grade C
Avg<60&&Avg>=50 then grade D
Avg<50&&Avg>=40 then grade E
Else grade F

10) Write a shell script to accept empno,empname,basic. Find DA,HRA,TA,PF using following rules. Display empno, empname, basic, DA,HRA,PF,TA,GROSS SAL and NETSAL. Also store all details in a file called emp.dat

Rules: HRA is 18% of basic if basic > 5000 otherwise 550
DA is 35% of basic
PF is 13% of basic
IT is 14% of basic
TA is 10% of basic

11) Write a shell script to demonstrate break and continue statements

12) Write a shell script to satisfy the following menu options

a. Display current directory path
b. Display todays date
c. Display users who are connected to the unix system
d. Quit

13) Write a shell script to delete all files whose size is zero bytes from current directory

14) Write a shell script to display string palindrome from given arguments
15) Write a shell script which will display Armstrong numbers from given arguments
16) Write a shell script to display reverse numbers from given argument list
17) Write a shell script to display factorial value from given argument list
18) Write a shell script which will find maximum file size in the given argument list
19) Write a shell script which will greet you “Good Morning”, ”Good Afternoon”, “Good Evening’ and “Good Night” according to current time
20) Write a shell script to sort the elements in a array using bubble sort technique
21) Write a shell script to find largest element in a array
22) Write an awk program to print sum, avg of students marks list
23) Write an awk program to display students pass/fail report
24) Write an awk program to count the no. of vowels in a given file
25) Write an awk program which will find maximum word and its length in the given input File
26) Write a shell script to generate the mathematical tables.
27) Write a shell script to sort elements of given array by using selection sort.
28) Write a shell script to search given number using binary search.
29) Write a shell script to find number of vowels, consonants, numbers, white spaces and special characters in a given string.
30) Write a shell script to lock the terminal.

III Year – I SEMESTER **Software Engineering** **T 4**

Course Objectives:
The students will have a broad understanding of the discipline of software engineering and its application to the development of and management of software systems.

Course Outcomes:
1. knowledge of basic SW engineering methods and practices, and their appropriate application;
2. general understanding of software process models such as the waterfall and evolutionary models.
3. understanding of the role of project management including planning, scheduling, risk management, etc.
4. understanding of software requirements and the SRS document
5. understanding of different software architectural styles.
6. understanding of implementation issues such as modularity and coding standards.
7. understanding of approaches to verification and validation including static analysis, and reviews.
8. understanding of software testing approachs such as unit testing and integration testing.
9. understanding of software evolution and related issues such as version management.
10. understanding on quality control and how to ensure good quality software.
11. understanding of some ethical and professional issues that are important for software engineers.
12. development of significant teamwork and project based experience

Syllabus:

UNIT I:
Introduction to Software Engineering: Software, Software Crisis, Software Engineering definition, Evolution of Software Engineering Methodologies, Software Engineering Challenges.
Software Processes: Software Process, Process Classification, Phased development life cycle, Software Development Process Models- Process, use, applicability and Advantages/limitations

UNIT II:
Requirements Engineering: Software Requirements, Requirements engineering Process, Requirements elicitation, Requirements

Analysis, Structured Analysis, Data Oriented Analysis, Object oriented Analysis, Prototyping Analysis, Requirements Specification, Requirements Validation, requirement Management.

UNIT III:
Software Design: Software Design Process, Characteristics of Good Software Design, Design Principles, Modular Design, Design Methodologies, Structured Design, Structured Design Methodology, Transform Vs Transaction Analysis.
Object-Oriented Design: Object oriented Analysis and Design Principles

UNIT IV:
Implementation: Coding Principles, Coding Process, Code verification, Code documentation
Software Testing: Testing Fundamentals, Test Planning, Black Box Testing, White Box Testing, Levels of Testing, Usability Testing, Regression testing, Debugging approaches

UNIT V:
Software Project Management: Project Management Essentials, What is Project management, Software Configuration Management.
Project Planning and Estimation: Project Planning activities, Software Metrics and measurements, Project Size Estimation, Effort Estimation Techniques.

UNIT VI:
Software Quality: Software Quality Factors, Verification & Validation, Software Quality Assurance, The Capability Maturity Model
Software Maintenance: Software maintenance, Maintenance Process Models, Maintenance Cost, Reengineering, Reengineering activities, Software Reuse.

TEXT BOOKS:

1. Software Engineering, concepts and practices, Ugrasen Suman, Cengage learning
2. Software Engineering, 8/e, Sommerville, Pearson.
3. Software Engineering, 7/e , Roger S.Pressman , TMH

REFERENCE BOOKS:

1. Software Engineering, A Precise approach, Pankaj Jalote, Wiley
2. Software Engineering principles and practice, W S Jawadekar, TMH
3. Software Engineering concepts, R Fairley, TMH

III Year – I SEMESTER **Data Communication** **T 4**

Course Objectives:

1. To have a detailed study of various analog and digital modulation and demodulation techniques
2. To have a thorough knowledge of various multiplexing schemes and Data communication protocols
3. To know about the standards and mechanisms of television systems

Course Outcomes:

1. Knowledge of working of basic communication systems
2. Ability to evaluate alternative models of communication system design

Syllabus:

Unit I:

INTRODUCTION TO DATA COMMUNICATIONS AND NETWORKING: Standards Organizations for Data Communications, Layered Network Architecture, Open Systems Interconnection, Data Communications Circuits, Serial and parallel Data Transmission, Data communications Networks, Alternate Protocol Suites.

SIGNALS, NOISE, MODULATION, AND DEMODULATION:Signal Analysis, Electrical Noise and Signal-to-Noise Ratio, Analog Modulation Systems, Information Capacity, Bits, Bit Rate, Baud, and *M*-ary Encoding, Digital Modulation.

Unit II :

METALLIC CABLE TRANSMISSION MEDIA: Metallic Transmission Lines, Transverse Electromagnetic Waves, Characteristics of Electromagnetic Waves

OPTICAL FIBER TRANSMISSION MEDIA: Advantages of Optical Fiber cables, Disadvantages of Optical Fiber Cables, Electromagnetic spectrum, Optical Fiber Communications System Block Diagram, Optical Fiber construction, Propagation of Light Through an Optical fiber Cable, Optical Fiber Modes and Classifications, Optical Fiber Comparison, Losses in Optical Fiber Cables, Light sources, Light Detectors, Lasers.

Unit III :

DIGITAL TRANSMISSION: Pulse Modulation, Pulse code Modulation, Dynamic Range, Signal Voltage –to-Quantization Noise Voltage Ratio, Linear Versus Nonlinear PCM Codes, Companding, PCM Line Speed, Delta Modulation PCM and Differential PCM.

MULTIPLEXING AND T CARRIERS: Time- Division Multiplexing, T1 Digital Carrier System, Digital Line Encoding, T Carrier systems, Frequency- Division Multiplexing, Wavelength-Division Multiplexing, Synchronous Optical Network

Unit IV:

WIRELESS COMMUNICATIONS SYSTEMS: Electromagnetic Polarization, Electromagnetic Radiation, Optical Properties of Radio Waves, Terrestrial Propagation of Electromagnetic Waves, Skip Distance, Free-Space Path Loss, Microwave Communications Systems, Satellite Communications Systems.

Unit V:

TELEPHONE INSTRUMENTS AND SIGNALS: The Subscriber Loop, Standard Telephone Set, Basic Telephone Call Procedures, Call Progress Tones and Signals, Cordless Telephones, Caller ID, Electronic Telephones, Paging systems.

CELLULAR TELEPHONE SYSTEMS: First- Generation Analog Cellular Telephone, Personal Communications system, Second-Generation Cellular Telephone Systems, N-AMPS, Digital Cellular Telephone, Interim Standard, Global system for Mobile Communications.

Unit VI:

DATA COMMUNICATIONS CODES, ERROR CONTROL, AND DATA FORMATS:

Data Communications Character Codes, Bar Codes, Error Control, Error Detection and Correction, Character Synchronization.

DATA COMMUNICATIONS EQUIPMENT: Digital Service Unit and Channel Service Unit, Voice- Band Data Communication Modems, Bell Systems-Compatible Voice- Band Modems, Voice-Band Modem Block Diagram, Voice- Band Modem Classifications, Asynchronous Voice-Band Modems, Synchronous Voice-Band Modems, Modem Synchronization, 56K Modems, Modem Control: The AT Command Set, Cable Modems.

TEXT BOOKS:

1. Introduction to Data Communications and Networking, Wayne Tomasi, Pearson Education.

Reference Books :

1. Data Communications and Networking, Behrouz A Forouzan, Fourth Edition.TMH.
2. Data and Computer communications, 8/e, William Stallings, PHI.
3. Computer Communications and Networking Technologies, Gallow, Second Edition Thomson
4. Computer Networking and Internet, Fred Halsll, Lingana

Gouda Kulkarni, Fifth Edition, Pearson Education

III Year – I SEMESTER **Advanced JAVA** **T**

4

Course Objectives:
Getting the student to be well trained in Advanced Java Programming skills for an easy entry in the IT Industry.

Course Outcomes:

1. Construct a Web Application using Servlets
2. Construct a Web application using Java Server Pages
3. Construct an enterprise application using Session Beans
4. Construct an enterprise application using Entity Beans linked with Database
5. Construct an asynchronous enterprise application using Message-Driven Beans
6. Map java inheritance hierarchy with database tables using various mapping techniques.
7. Persist different types of collections.

Syllabus:

UNIT –I:
Recapitulation of XTML, XTML5, Java Swing package – use of System class – Applet Context – signed applet – object serialization-shallow and deep copying – Java collections –Iterators – Array Lists – sets –hashset-hash table- queue- priority queue class-vector class-comparable interface.

UNIT – II:
Java Beans Introduction to Java Beans, Advantages of Java Beans, BDK Introspection, Using Bound properties, Bean Info Interface, Constrained properties Persistence, Customizers, Java Beans API

UNIT - III:
Introduction to Servelets: Lifecycle of a Serverlet, JSDK The Servelet API, The javax.servelet Package, Reading Servelet parameters, Reading Initialization parameters. The javax.servelet HTTP package, Handling Http Request & Responses, Using Cookies-Session Tracking, servlet chaining-Security Issues.

UNIT -IV:
Introduction to JSP The Problem with Servelet. The Anatomy of a JSP Page, JSP Processing. JSP Application Design with MVC Setting Up and JSP Environment: Installing the Java Software Development Kit, Tomcat Server & Testing Tomcat

UNIT - V:

JSP Application Development: Generating Dynamic Content, Using Scripting Elements Implicit JSP Objects, Conditional Processing – Displaying Values Using an Expression to Set an Attribute, Declaring Variables and Methods Error Handling and Debugging Sharing Data Between JSP pages, Requests, and Users Passing Control and Date between Pages – Sharing Session and Application Data – Memory Usage Considerations

UNIT - VI:

Database Access Database Programming using JDBC Studying Javax.sql. package. Accessing MySql database- Accessing MS Access database- Accessing a Database from a JSP Page Application – Specific Database Actions Deploying JAVA Beans in a JSP Page. Introduction to struts framework.

TEXT BOOKS:

1. Internet and World wide web- How to program , Dietel and Nieto , Pearson. (Chapters: 3, 4, 8, 9, 10, 11, 12 to 18)
2. The Complete Reference, Java 2 , 3ed, Patrik Naughton, Herbert Schildt, TMH. (Chapters: 19, 20, 21, 22, 25, 27)
3. Java Server Pages , Hans Bergstan, Oreilly (Chapters: 1-9)

REFERENCE BOOKS:

1. Jakarta Struts cook book, Bill Siggelkow, SPD, Oreilly (Chapter 8)
2. Murach's , Beginning Java JDK5, Murach, SPD.
3. An introduction to Web Design and Programming, Wang Thomson
4. Web application technologies concepts, Knuckles, John Wiley.
5. Programming world wide web, Sebesta, Pearson
6. Building Web Applications, NIIT, PHI
7. Web Warrior Guide to Web Programing, Bai, Ekedaw, Thomas, Wiley
8. Beginneing Web Programming, Jon Duckett ,Wrox, Wiley
9. Java server pages, Pekowsky, Pearson

III Year – I SEMESTER **Database Management Systems** **T**

4

Course Objectives:
Provides students with theoretical knowledge and practical skills in the use of databases and database management systems in information technology applications. The logical design, physical design and implementation of relational databases are covered.

Course Outcomes:

1. define a Database Management System
2. give a description of the Database Management structure
3. understand the applications of Databases
4. know the advantages and disadvantages of the different models
5. compare relational model with the Structured Query Language (SQL)
6. know the constraints and controversies associated with relational database model.
7. know the rules guiding transaction ACID
8. understand the concept of data planning and Database design
9. identify the various functions of Database Administrator

Syllabus:

Unit – I: INTRODUCTION
Database system, Characteristics (Database Vs File System), Database Users(Actors on Scene, Workers behind the scene), Advantages of Data base systems, Database applications.
Brief introduction of different Data Models; Concepts of Schema, Instance and data independence; Three tier schema architecture for data independence; Database system structure, environment, Centralized and Client Server architecture for the database.

Unit – II:
RELATIONAL MODEL : Introduction to relational model, concepts of domain, attribute, tuple, relation, importance of null values, constraints (Domain, Key constraints, integrity constraints) and their importance
BASIC SQL : Simple Database schema, data types, table definitions (create, alter), different DML operations (insert, delete, update), basic SQL querying (select and project) using where clause, arithmetic & logical operations, SQL functions(Date and Time, Numeric, String conversion).

Unit – III:

Entity Relationship Model: Introduction, Representation of entities, attributes, entity set, relationship, relationship set, constraints, sub classes, super class, inheritance, specialization, generalization using ER Diagrams.
SQL : Creating tables with relationship, implementation of key and integrity constraints, nested queries, sub queries, grouping, aggregation, ordering, implementation of different types of joins, view(updatable and non-updatable), relational set operations.

Unit – IV:
SCHEMA REFINEMENT (NORMALIZATION) : Purpose of Normalization or schema refinement, concept of functional dependency, normal forms based on functional dependency(1NF, 2NF and 3 NF), concept of surrogate key, Boyce-codd normal form(BCNF), Lossless join and dependency preserving decomposition, Fourth normal form(4NF).

Unit – V:
TRANSACTION MANAGEMENT AND CONCURRENCY CONTROL : Transaction, properties of transactions, transaction log, and transaction management with SQL using commit rollback and savepoint.
Concurrency control for lost updates, uncommitted data, inconsistent retrievals and the Scheduler. Concurrency control with locking methods : lock granularity, lock types, two phase locking for ensuring serializability, deadlocks, Concurrency control with time stamp ordering : Wait/Die and Wound/Wait Schemes, Database Recovery management : Transaction recovery.
SQL constructs that grant access or revoke access from user or user groups. Basic PL/SQL procedures, functions and triggers.

UNIT – VI:
STORAGE AND INDEXING : Database file organization, file organization on disk, heap files and sorted files, hashing, single and multi-level indexes, dynamic multilevel indexing using B-Tree and B+ tree, index on multiple keys.

Text Books :

1. Database Management Systems, 3/e Raghuram Krishnan, Johannes Gehrke, TMH
2. Database Management System, 6/e Ramez Elmasri, Shamkant B. Navathe, PEA
3. Database Principles Fundamentals of Design Implementation and Management, Corlos Coronel, Steven Morris, Peter Robb, Cengage Learning.

Reference Books :

1. Database System Concepts. 5/e Silberschatz, Korth, TMH
2. Introduction to Database Systems, 8/e C J Date, PEA

3. The Database book principles & practice using Oracle/MySql Narain Gehani, University Press.

III Year – I SEMESTER **Operating Systems** **T 4**

Course Objectives:
To gain knowledge about the Operating Systems concepts such as process, main memory management, secondary memory management, CPU and disk scheduling etc

Course Outcomes:
By the end of the course student will be able to

- describe the general architecture of computers
- describe, contrast and compare differing structures for operating Systems
- understand and analyse theory and implementation of: processes, resource control (concurrency etc.), physical and virtual memory, scheduling, I/O and files

Syllabus:

UNIT-I:
Computer System and Operating System Overview: Overview of computer operating systems, operating systems functions, protection and security, distributed systems, special purpose systems, operating systems structures and systems calls, operating systems generation.

UNIT-II:
Process Management – Process concept- process scheduling, operations, Inter process communication. Multi Thread programming models. Process scheduling criteria and algorithms, and their evaluation.

UNIT-III:
Concurrency: Process synchronization, the critical- section problem, Peterson's Solution, synchronization Hardware, semaphores, classic problems of synchronization, monitors, Synchronization examples

UNIT-IV:
Memory Management: Swapping, contiguous memory allocation, paging, structure of the page table, segmentation
Virtual Memory Management:
virtual memory, demand paging, page-Replacement, algorithms, Allocation of Frames, Thrashing

UNIT-V:

Principles of deadlock – system model, deadlock characterization, deadlock prevention, detection and avoidance, recovery form deadlock,

UNIT-VI:

File system Interface- the concept of a file, Access Methods, Directory structure, File system mounting, file sharing, protection.

File System implementation- File system structure, allocation methods, free-space management

Mass-storage structure overview of Mass-storage structure, Disk structure, disk attachment, disk scheduling

TEXT BOOKS:

1. Operating System Concepts- Abraham Silberchatz, Peter B. Galvin, Greg Gagne 7th Edition, John Wiley.
2. Operating Systems' – Internal and Design Principles Stallings, Sixth Edition–2005, Pearson education

REFERENCE BOOKS:

1. http://nptel.iitm.ac.in/courses/Webcourse-contents/IISc-BANG/ Operating%20Systems/New_index1.html
2. Operating systems- A Concept based Approach- D.M.Dhamdhere, 2nd Edition, TMH
3. Operating System A Design Approach-Crowley, TMH.
4. Modern Operating Systems, Andrew S Tanenbaum 3rd edition PHI.

III Year – I SEMESTER **Advanced JAVA Lab** **T 0**

Objective :
To give the student about the practical orientation of advanced programming in JAVA

PROGRAMS LIST:

1. Write a program to prompt the user for a hostname and then looks up the IP address for the hostname and displays the results.

2. Write a program to read the webpage from a website and display the contents of the webpage.

3. Write programs for TCP server and Client interaction as per given below.
   i. A program to create TCP server to send a message to client.
   ii. A program to create TCP client to receive the message sent by the server.

4. Write programs for Datagram server and Client interaction as per given below.
   i. A program to create Datagram server to send a message to client.
   ii. A program to create Datagram client to receive the message sent by the server.

5. Write a program by using JDBC to execute a SQL query for a database and display the results.

6. Write a program by using JDBC to execute an update query without using PreparedStatement and display the results.

7. Write a program by using JDBC to execute an update query by using PreparedStatement and display the results.

8. Write a program to execute a stored procedure in the database by using CallableStatement and display the results.

9. Write a program to display a greeting message in the browser by using HttpServlet.

10. Write a program to receive two numbers from a HTML form and display their sum in the browser by using HttpServlet.

11. Write a program to display a list of five websites in a HTML form and visit to the selected website by using Response redirection.

12. Write a program to store the user information into Cookies. Write another program to display the above stored information by retrieving from Cookies.

13. Write a program in Java Beans to add a Button to the Bean and display the number of times the button has been clicked.

14. Write a program for Java Bean with Simple property by using SimpleBeanInfo class.

15. Write a program for Java Bean with Indexed Property by using SimpleBeanInfo class.

16. Write a program to develop a Enterprise Java Bean of "Session Bean" type.

17. Write a program to develop a Enterprise Java Bean of "Entity Session Bean" type.

18. Write a program to develop a Enterprise Java Bean of "Message Driven Bean" type

III Year – I SEMESTER **Operating System Lab** **T 0**

Objective :

· To provide an understanding of the design aspects of operating system

Recommended Systems/Software Requirements:

· Intel based desktop PC with minimum of 166 MHZ or faster processor

with atleast 64 MB RAM and 100 MB free disk space

Lab Experiments:

1. Simulate the following CPU scheduling algorithms
   a) Round Robin b) SJF c) FCFS d) Priority

2. **.** Loading executable programs into memory and execute System Call implementation-read(), write(), open () and close()

3. . Multiprogramming-Memory management- Implementation of Fork(), Wait(), Exec() and Exit() System calls

4**.** Simulate all File allocation strategies

   a) Sequenced b) Indexed c) Linked

5. Simulate MVT and MFT

6. Simulate all File Organization Techniques

   a) Single level directory b) Two level c) **Hierarchical** d) DAG

7. Simulate Bankers Algorithm for Dead Lock Avoidance

8. Simulate Bankers Algorithm for Dead Lock Prevention.

9. Simulate all page replacement algorithms.
   a) FIFO b) LRU c) LFU etc….

10**.** Simulate Paging Technique of memory management.

III Year – I SEMESTER **Database Management Systems Lab** **T 0**

Objectives:

· To teach the student database design and query and PL/SQL.

System/Software Requirements:

· Intel based desktop PC
· Mysql /Oracle latest version Recommended

PROGRAMS LIST:

1) Creation, altering and droping of tables and inserting rows into a table (use constraints while creating tables) examples using SELECT command.

2) Queries (along with sub Queries) using ANY, ALL, IN, EXISTS, NOTEXISTS, UNION, INTERSET, Constraints.
Example:- Select the roll number and name of the student who secured fourth rank in the class.

3) Queries using Aggregate functions (COUNT, SUM, AVG, MAX and
MIN), GROUP BY, HAVING and Creation and dropping of Views.

4) Queries using Conversion functions (to_char, to_number and to_date), string functions (Concatenation, lpad, rpad, ltrim, rtrim, lower, upper, initcap, length, substr and instr), date functions (Sysdate, next_day, add_months, last_day, months_between, least, greatest, trunc, round, to_char, to_date)

5)
i)Creation of simple PL/SQL program which includes declaration section, executable section and exception –Handling section (Ex. Student marks can be selected from the table and printed for those who secured first class and an exception can be raised if no records were found)

ii)Insert data into student table and use COMMIT, ROLLBACK and SAVEPOINT in PL/SQL block.

6) Develop a program that includes the features NESTED IF, CASE and CASE expression. The program can be extended using the NULLIF and COALESCE functions.

7) Program development using WHILE LOOPS, numeric FOR LOOPS, nested loops using ERROR Handling, BUILT –IN Exceptions, USE defined Exceptions, RAISE- APPLICATION ERROR.

8) Programs development using creation of procedures, passing parameters IN and OUT of PROCEDURES.
9) Program development using creation of stored functions, invoke functions in SQL Statements and write complex functions.

10) Program development using creation of package specification, package bodies, private objects, package variables and cursors and calling stored packages.

11) Develop programs using features parameters in a CURSOR, FOR UPDATE CURSOR, WHERE CURRENT of clause and CURSOR variables.

12) Develop Programs using BEFORE and AFTER Triggers, Row and Statement Triggers and INSTEAD OF Triggers

TEXT BOOKS :

1) ORACLE PL/SQL by example. Benjamin Rosenzweig, Elena Silvestrova, Pearson Education 3rd Edition
2) ORACLE DATA BASE LOG PL/SQL Programming SCOTT URMAN, Tata Mc-Graw Hill.
3) SQL & PL/SQL for Oracle 10g, Black Book, Dr.P.S. Deshpande.
4) Data Base Management System, Oracle SQL and PL/SQL, Pranab kumar Das Gupta, P Radha Krishna, PHI

III Year – I SEMESTER **Linux Programming Lab** **T 0**

Objectives:
To give a practical orientation of programming in Linux environment using system calls and advanced concepts in unix programming

PROGRAMS LIST:

1. Write C programs that uses open, read, write system calls.
2. Write C programs that differentiates FILE *(file stream pointers in C standard library) and file descriptors by using functions such as fdopen, fileno.
3. Write a C program which displays a given files meta data by using stat system call and st_mode structure.
4. Write a C program which lists all the files of current working directory whose size is more than given number of data blocks.
5. Write a C program which lists all the files of current working directory which contains hard link files.
6. Write a C program to emulates file system checking utility (fsck command) using system calls.
7. Example C program which supports that child process inherits environment variables, command line arguments, opened' files.
8. Simple C programs to have process trees and process chains.
9. Simple C program that demonstrates the failure of fork system call because of crossing system limits.
10. Simple C programs to demonstrate the use of pipe system call for inter process communication and also emulating piping in shell.
11. Simple C programs to demonstrate the use of popen standard library function call for inter process communication and also emulating piping in shell.
12. Simple C program to use named pipes for inter process communication.
13. Simple C programs to illustrate the use of exec family of functions.
14. Write a C program which emulates simple shell.
15. Write C program to create a thread using pthreads library and let it run its function.
16. Write a C program to illustrate concurrent execution of threads using pthreads library.
17. Write a C program to simulate ptrhead_create function failure by repeatedly calling the same.

18. Write a C program which creates a thread using pthread and passes arguments to the thread function.
19. Write C programs which uses sigset, sifillset, sigprocmask, related system calls and structures.
20. Write a C program to simulate memory segment violation run time error and implement a signal handler (both reliable and unreliable) which handles situation.
21. Write a C program to illustrate the use of sbrk system call.
22. Write a C program to illustrate inter process communication via message queues.
23. Write a C program to illustrate inter process communication via shared memory.
24. Write a C program to simulate producer and consumer problem using semaphores, shared memory, and fork.
25. Write a C program to simulate producer and consumer problem using semaphores, shared memory, and pthread_create.
26. Write a C program to simulate producer and consumer problem using muexes, shared memory, and threads.
27. Write socket Programs in C for Echo/Ping/Talk Commands.
28. Create a Socket (TCP) between two computers and enable file transfer between them.
29. Write a Program to implement Remote Command Execution.
30. Write a code simulating ARP/RARP.

III Year – I SEMESTER

T	P	C
2	0	0

INTELLECTUAL PROPERTY RIGHTS AND PATENTS – 1

Unit 1

Introduction to Intellectual Property Law – The Evolutionary Past - The IPR Tool Kit- Para -Legal Tasks in Intellectual Property Law – Ethical obligations in Para Legal Tasks in Intellectual Property Law - Introduction to Cyber Law

– Innovations and Inventions Trade related Intellectual Property Right

Unit 2

Introduction to Trade mark – Trade mark Registration Process – Post registration procedures – Trade mark maintenance - Transfer of Rights - Inter partes Proceeding – Infringement - Dilution Ownership of Trade mark

– Likelihood of confusion - Trademarks claims – Trade marks Litigations – International Trade mark Law –

Unit 3

Introduction to Copyrights – – Principles of Copyright Principles -The subjects Matter of Copy right – The Rights Afforded by Copyright Law – Copy right Ownership, Transfer and duration – Right to prepare Derivative works – Rights of Distribution – Rights of Perform the work Publicity Copyright Formalities and Registrations - Limitions - Copyright disputes and International Copyright Law – Semiconductor Chip Protection Act

Unit 4

Introduction to Trade Secret – Maintaining Trade Secret – Physical Secrurity –Employee Limitation - Employee confidentiality agreement - Trade Secret Law - Unfair Competation – Trade Secret Letigation – Breach of Contract – Applying State Law

Books:

1. Deborah E.Bouchoux: “Intellectual Property”. Cengage learning , New Delhi
2. Kompal Bansal & Parishit Bansal "Fundamentals of IPR for Engineers", BS Publications (Press)
3. Cyber Law. Texts & Cases, South-Western’s Special Topics Collections
4. Prabhuddha Ganguli: ‘ Intellectual Property Rights” Tata Mc-Graw – Hill, New Delhi
5. Richard Stim: "Intellectual Property", Cengage Learning, New Delhi.
6. R. Radha Krishnan, S. Balasubramanian: "Intellectual Property Rights", Excel Books. New Delhi.
7. M.Ashok Kumar and Mohd.Iqbal Ali: “Intellectual Property Right” Serials Pub.

III Year – I SEMESTER

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Seminar

III Year – II SEMESTER

T	P	C
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Computer Networks

Course Objectives:

At the end of the course, the students will be able to:

1. Build an understanding of the fundamental concepts of computer networking.
2. Familiarize the student with the basic taxonomy and terminology of the computer networking area.
3. Introduce the student to advanced networking concepts, preparing the student for entry Advanced courses in computer networking.

Course Outcomes:

After completing this course the student must demonstrate the knowledge and ability to:

1. Independently understand basic computer network technology.
2. Identify the different types of network topologies and protocols.
3. Enumerate the layers of the OSI model and TCP/IP. Explain the function(s) of each layer.

Syllabus:

UNIT – I :

Introduction: OSI overview, TCP/IP and other networks models, Examples of Networks: Novell Networks, Arpanet, Internet, Network Topologies WAN, LAN, MAN.

UNIT – II :

Physical Layer and overview of PL Switching: Multiplexing: frequency division multiplexing, wave length division multiplexing, synchronous time division multiplexing, statistical time division multiplexing, introduction to switching: Circuit Switched Networks, Datagram Networks, Virtual Circuit Networks.

UNIT – III:

Data link layer: Design issues, **Framing**: fixed size framing, variable size framing, flow control, error control, error detection and correction, CRC, Checksum: idea, one's complement internet checksum, services provided to Network Layer, **Elementary Data Link Layer protocols**: simplex protocol, Simplex stop and wait, Simplex protocol for Noisy Channel.

Sliding window protocol: One bit, Go back N, Selective repeat-Stop and wait protocol, Data link layer in HDLC: configuration and transfer modes, frames, control field, point to point protocol (PPP): framing transition phase, multiplexing, multi link PPP.

UNIT – IV :

Random Access: ALOHA, MAC addresses, Carrier sense multiple access (CSMA), CSMA with Collision Detection, CSMA with Collision Avoidance, Controlled Access: Reservation, Polling, Token Passing, Channelization: frequency division multiple access(FDMA), time division multiple access(TDMA), code division multiple access(CDMA).

Network Layer: Virtual circuit and Datagram subnets-Routing algorithm shortest path routing, Flooding, Hierarchical routing, Broad cast, Multi cast, distance vector routing.

UNIT –V :

IEEE Standards: – data link layer, physical layer, Manchester encoding, Standard Ethernet: MAC sub layer, physical layer, Fast Ethernet: MAC sub layer, physical layer, IEEE-802.11: Architecture, MAC sub layer, addressing mechanism, frame structure.

UNIT –VI :

Application layer (WWW and HTTP): ARCHITECTURE : Client (Browser) ,Server ,Uniform Resource Locator HTTP: HTTP Transaction, HTTP Operational Model and Client/Server Communication, HTTP Generic Message Format, HTTP Request Message Format, HTTP Response Message Format

The wireless web : WAP—The Wireless Application Protocol

TEXT BOOKS :

1. Data Communications and Networks – Behrouz A. Forouzan.Third Edition TMH.
2. Computer Networks, 5ed, David Patterson, Elsevier
3. Computer Networks — Andrew S Tanenbaum, 4th Edition. Pearson Education/PHI
4. Computer Networks, Mayank Dave, CENGAGE

REFERENCES :

1. An Engineering Approach to Computer Networks-S.Keshav, 2nd Edition, Pearson Education
2. Understanding communications and Networks, 3rd Edition, W.A. Shay, Thomson

III Year – II SEMESTER

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Data Ware housing and Mining

Course Objectives:
Students will be enabled to understand and implement classical models and algorithms in data warehousing and data mining. They will learn how to analyze the data, identify the problems, and choose the relevant models and algorithms to apply. They will further be able to assess the strengths and weaknesses of various methods and algorithms and to analyze their behavior.

Course Outcomes:
1. understand why there is a need for data warehouse in addition to traditional operational database systems;
2. identify components in typical data warehouse architectures;
3. design a data warehouse and understand the process required to construct one;
4. understand why there is a need for data mining and in what ways it is different from traditional statistical techniques;
5. understand the details of different algorithms made available by popular commercial data mining software;
6. solve real data mining problems by using the right tools to find interesting patterns

Syllabus:

UNIT –I:
Introduction : What Motivated Data Mining? Why Is It Important, Data Mining—On What Kind of Data, Data Mining Functionalities—What Kinds of Patterns Can Be Mined? Are All of the Patterns Interesting? Classification of Data Mining Systems, Data Mining Task Primitives, Integration of a Data Mining System with a Database or Data Warehouse System, Major Issues in Data Mining. **(Han & Kamber)**

UNIT –II:
Data Pre-processing : Why Pre-process the Data? Descriptive Data Summarization, Data Cleaning, Data Integration and Transformation, Data Reduction, Data Discretization and Concept Hierarchy Generation. **(Han & Kamber)**

UNIT –III:
Data Warehouse and OLAP Technology: An Overview : What Is a Data Warehouse? A Multidimensional Data Model, Data Warehouse Architecture, Data Warehouse Implementation, From Data Warehousing to Data Mining. **(Han & Kamber)**

UNIT –IV:
Classification : Basic Concepts, General Approach to solving a classification problem, Decision Tree Induction: Working of Decision Tree, building a decision tree, methods for expressing an attribute test conditions, measures for selecting the best split, Algorithm for decision tree induction.
Model Over fitting: Due to presence of noise, due to lack of representation samples, evaluating the performance of classifier: holdout method, random sub sampling, cross-validation, bootstrap. **(Tan & Vipin)**

UNIT –V
Association Analysis: Basic Concepts and Algorithms : Introduction, Frequent Item Set generation, Rule generation, compact representation of frequent item sets, FP-Growth Algorithm. **(Tan & Vipin)**

UNIT –VI
Cluster Analysis: Basic Concepts and Algorithms : What Is Cluster Analysis? Different Types of Clustering, Different Types of Clusters, K-means, The Basic K-means Algorithm, K-means: Additional Issues, Bisecting K-means, K-means and Different Types of Clusters, Strengths and Weaknesses, K-means as an Optimization Problem, Agglomerative Hierarchical Clustering, Basic Agglomerative Hierarchical Clustering Algorithm, Specific Techniques, DBSCAN, Traditional Density: Center-Based Approach, The DBSCAN Algorithm, Strengths and Weaknesses. **(Tan & Vipin)**

Text Books :

1. Introduction to Data Mining : Pang-Ning Tan & Michael Steinbach, Vipin Kumar, Pearson.
2. Data Mining concepts and Techniques, 3/e, Jiawei Han, Michel Kamber, Elsevier.

Reference Books :

1. Data Mining Techniques and Applications: An Introduction, Hongbo Du, Cengage Learning.
2. Data Mining : Introductory and Advanced topics : Dunham, Pearson.
3. Data Warehousing Data Mining & OLAP, Alex Berson, Stephen Smith, TMH.
4. Data Mining Techniques, Arun K Pujari, Universities Press.

III Year – II SEMESTER

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Design and Analysis of Algorithms

Course Objectives:

Upon completion of this course, students will be able to do the following:

- Analyze the asymptotic performance of algorithms.
- Write rigorous correctness proofs for algorithms.
- Demonstrate a familiarity with major algorithms and data structures.
- Apply important algorithmic design paradigms and methods of analysis.
- Synthesize efficient algorithms in common engineering design situations.

Course Outcomes:

Students who complete the course will have demonstrated the ability to do the following:

- Analyze worst-case running times of algorithms using asymptotic analysis.
- Describe the divide-and-conquer paradigm and explain when an algorithmic design situation calls for it.
- Describe the dynamic-programming paradigm and explain when an algorithmic design situation calls for it.
- Describe the greedy paradigm and explain when an algorithmic design situation calls for it.
- Explain the major graph algorithms and their analyses. Employ graphs to model engineering problems, when appropriate. Synthesize new graph algorithms and algorithms that employ graph computations as key components, and analyze them.
- Explain the different ways to analyze randomized algorithms (expected running time, probability of error). Recite algorithms that employ randomization. Explain the difference between a randomized algorithm and an algorithm with probabilistic inputs.
- Analyze randomized algorithms. Employ indicator random variables and linearity of expectation to perform the analyses. Recite analyses of algorithms that employ this method of analysis.

Syllabus:

UNIT-I:
Introduction: Algorithm, Psuedo code for expressing algorithms, performance Analysis-Space complexity, Time complexity, Asymptotic Notation- Big oh notation, Omega notation, Theta notation and Little oh notation, probabilistic analysis, Amortized analysis.

UNIT-II:
Divide and conquer: General method, applications-Binary search, Quick sort, Merge sort

UNIT-III:

Greedy method: General method, applications-Job sequencing with deadlines, knapsack problem, spanning trees, Minimum cost spanning trees, Single source shortest path problem.

UNIT-IV:
Dynamic Programming: General method, applications-Matrix chain multiplication, Optimal binary search trees, 0/1 knapsack problem, All pairs shortest path problem, Travelling sales person problem, Reliability design.

UNIT-V:
Backtracking: General method, applications-n-queen problem, sum of subsets problem, graph coloring, Hamiltonian cycles.

UNIT-VI:
Branch and Bound: General method, applications - Travelling sales person problem,0/1 knapsack problem- LC Branch and Bound solution, FIFO Branch and Bound solution.

TEXT BOOKS:

1. Fundamentals of Computer Algorithms, Ellis Horowitz, Satraj Sahni and Rajasekharam, Universities Press.
2. Design and Analysis of Algorithms , S Sridhar, Oxford
3. Design and Analysis of Algorithms, Parag Himanshu Dave, Himansu BAlachandra Dave, 2ed,Pearson Education.

REFERENCE BOOKS:

1. Design and Analysis of algorithms, Aho, Ullman and Hopcroft,Pearson education.
2. Introduction to the Design and Analysis of Algorithms, Anany Levitin, PEA
3. Introduction to Algorithms, second edition, T.H.Cormen, C.E.Leiserson, R.L.Rivest and C.Stein,PHI Pvt. Ltd.
4. Algorithm Design, Foundation, Analysis and internet Examples, Michel T Goodrich, Roberto Tamassia, Wiley

III Year – II SEMESTER

T	P	C
4	0	3

Software Testing

Course Objectives:

1. To study fundamental concepts in software testing, including software testing objectives, process, criteria, strategies, and methods.
2. To discuss various software testing issues and solutions in software unit test; integration, regression, and system testing.
3. To learn how to planning a test project, design test cases and data, conduct testing operations, manage software problems and defects, generate a testing report.
4. To expose the advanced software testing topics, such as object-oriented software testing methods, and component-based software testing issues, challenges, and solutions.
5. To gain software testing experience by applying software testing knowledge and methods to practice-oriented software testing projects.
6. To understand software test automation problems and solutions.
7. To learn how to write software testing documents, and communicate with engineers in various forms.
8. To gain the techniques and skills on how to use modern software testing tools to support software testing projects.

Course Outcomes:

By the end of the course, the student should:

1. Have an ability to apply software testing knowledge and engineering methods.
2. Have an ability to design and conduct a software test process for a software testing project.
3. Have an ability to identify the needs of software test automation, and define and develop a test tool to support test automation.
4. Have an ability understand and identify various software testing problems, and solve these problems by designing and selecting software test models, criteria, strategies, and methods.
5. Have an ability to use various communication methods and skills to communicate with their teammates to conduct their practice-oriented software testing projects.
6. Have basic understanding and knowledge of contemporary issues in software testing, such as component-based software testing problems
7. Have an ability to use software testing methods and modern software testing tools for their testing projects.

Syllabus:

UNIT I:

Software Testing: Introduction, Evolution, Myths & Facts, Goals, Psychology, Definition, Model for testing, Effective Vs Exhaustive Software Testing.

Software Testing Terminology and Methodology: Software Testing Terminology, Software Testing Life Cycle, relating test life cycle to development life cycle, Software Testing Methodology.

UNIT II:

Verification and Validation: Verification & Validation Activities, Verification, Verification of Requirements, High level and low level designs, How to verify code, Validation

Dynamic Testing I: Black Box testing techniques: Boundary Value Analysis, Equivalence class Testing, State Table based testing, Decision table based testing, Cause-Effect Graphing based testing, Error guessing

UNIT III:

Dynamic Testing II: White-Box Testing: need, Logic coverage criteria, Basis path testing, Graph matrices, Loop testing, data flow testing, mutation testing

Static Testing: inspections, Structured Walkthroughs, Technical reviews

UNIT IV:

Validation activities: Unit testing, Integration Testing,. Function testing, system testing, acceptance testing

Regression testing: Progressives Vs regressive testing, Regression testability, Objectives of regression testing, When regression testing done?, Regression testing types, Regression testing techniques

UNIT V:

Efficient Test Suite Management: Test case deisgnWhy does a test suite grow, Minimizing the test suite and its benefits, test suite prioritization, Types of test case prioritization, prioritization techniques, measuring the effectiveness of a prioritized test suite

Software Quality Management: Software Quality metrics, SQA models

Debugging: process, techniques, correcting bugs, Basics of testing management tools, test link and Jira

UNIT VI:

Automation and Testing Tools: need for automation, categorization of testing tools, selection of testing tools, Cost incurred, Guidelines for automated testing, overview of some commercial testing tools.

Testing Object Oriented Software: basics, Object oriented testing

Testing Web based Systems: Challenges in testing for web based software, quality aspects, web engineering, testing of web based systems, Testing mobile systems

Text Books:

1. Software Testing, Principles and Practices, Naresh Chauhan, Oxford
2. Foundations of Software testing, Aditya P Mathur, 2ed, Pearson
3. Software Testing- Yogesh Singh, CAMBRIDGE

Reference books:

1. *Software testing techniques - Baris Beizer, International Thomson computer press, second edition.*
2. Software Testing, Principles, techniques and Tools, M G Limaye, TMH
3. Effective Methods for Software testing, Willian E Perry, 3ed, Wiley

III Year – II SEMESTER

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Web Technologies

Course Objectives:

This course is designed to introduce students with no programming experience to the programming languages and techniques associated with the World Wide Web. The course will introduce web-based media-rich programming tools for creating interactive web pages.

Course Outcomes:

1. Analyze a web page and identify its elements and attributes.
2. Create web pages using XHTML and Cascading Styles sheets.
3. Build dynamic web pages .
4. Build web applications using PHP.
5. Programming through PERL and Ruby
6. write simple client-side scripts using AJAX

Syllabus:

UNIT-I:

HTML tags, Lists, Tables, Images, forms, Frames. Cascading style sheets. Introduction to Java script. Objects in Java Script. Dynamic HTML with Java Script

UNIT-II:

Working with XML: Document type Definition, XML schemas, Document object model, XSLT, DOM and SAX.

UNIT-III:

AJAX A New Approach: Introduction to AJAX, Integrating PHP and AJAX. Consuming WEB services in AJAX**:** (SOAP, WSDL,UDDI)

UNIT-IV:

PHP Programming: Introducing PHP: Creating PHP script, Running PHP script. **Working with variables and constants:** Using variables,Using constants,Data types,Operators.**Controlling program flow:** Conditional statements,Control statements,Arrays,functions.Working with forms and Databases such as mySql, Oracle, SQL Sever.

UNIT-V:

Introduction to PERL, Perl language elements, Interface with CGI- A form to mail program, Simple page search

UNIT-VI:

Introduction to Ruby, variables, types, simple I/O, Control, Arrays, Hashes, Methods, Classes, Iterators, Pattern Matching, Practical Web Applications

Text Books:

1. Programming the World Wide Web, Robet W Sebesta, 7ed, Pearson.
2. Web Technologies, Uttam K Roy, Oxford
3. The Web Warrior Guide to Web Programming, Bai, Ekedahl, Farrelll, Gosselin, Zak, Karparhi, Maclntyre, Morrissey, Cengage

Reference Books:

1. Ruby on Rails Up and Running, Lightning fast Web development, Bruce Tate, Curt Hibbs, Oreilly (2006)
2. Programming Perl, 4ed, Tom Christiansen, Jonathan Orwant, Oreilly (2012)
3. Web Technologies, HTML< JavaScript, PHP, Java, JSP, XML and AJAX, Black book, Dream Tech.
4. An Introduction to Web Design, Programming, Paul S Wang, Sanda S Katila, Cengage

III Year – II SEMESTER **T P C**

0 3 2

Computer Networks & Network Programming Lab

Objectives:
· To teach students practicle orientation of f networking concepts
· To teach students various forms of IPC through Unix and socket Programming

PART – A

1. **I**mplement the data link layer framing methods such as character stuffing and bit stuffing.
2. Implement on a data set of characters the three CRC polynomials – CRC 12, CRC 16 and CRC CCIP.
3. Implement Dijkstra's algorithm to compute the Shortest path thru a graph.
4. Take an example subnet graph with weights indicating delay between nodes. Now obtain Routing table art each node using distance vector routing algorithm
5. Take an example subnet of hosts. Obtain broadcast tree for it.

PART – B

1. Implement the following forms of IPC.
   a)Pipes b)FIFO
2. Implement file transfer using Message Queue form of IPC
3. Write a programme to create an integer variable using shared memory concept and increment the variable
4. simultaneously by two processes. Use senphores to avoid race conditions
5. Design TCP iterative Client and server application to reverse the given input sentence
6. Design TCP iterative Client and server application to reverse the given input sentence
7. Design TCP client and server application to transfer file
8. Design a TCP concurrent server to convert a given text into upper case using multiplexing system call "select"
9. Design a TCP concurrent server to echo given set of sentences using poll functions
10. Design UDP Client and server application to reverse the given input sentence
11. Design UDP Client server to transfer a file
12. Design using poll client server application to multiplex TCP and UDP requests for converting a given text into upper case.
13. Design a RPC application to add and subtract a given pair of integers

III Year – II SEMESTER **T P C**

0 3 2

Software Testing Lab

Lab Assignments

Problem Statement 01
Consider an automated banking application. The user can dial the bank from a personal computer, provide a six-digit password, and follow with a series of keyword commands that activate the banking function. The software for the application accepts data in the following form:

Area Code	Blank or three-digit number
Prefix	Three-digit number, not beginning with 0 or 1
Suffix	Four-digit number
Password	Six-character alphanumeric
Commands	"Check status", "Deposit", "Withdrawal"

Design adhoc test cases to test the system

Problem Statement 02
Consider an automated banking application. The user can dial the bank from a personal computer, provide a six-digit password, and follow with a series of keyword commands that activate the banking function. The software for the application accepts data in the following form:

Area Code	Blank or three-digit number
Prefix	Three-digit number, not beginning with 0 or 1
Suffix	Four-digit number
Password	Six-character alphanumeric
Commands	"Check status", "Deposit", "Withdrawal"

Design the test cases to test the system using following Black Box testing technique:
BVA, Worst BVA, Robust BVA, Robust Worst BVA
Equivalence class testing (Input/Output domain)

Problem Statement 03
Consider an application that is required to validate a number according to the following simple rules:
1. A number can start with an optional sign.
2. The optional sign can be followed by any number of digits.
3. The digits can be optionally followed by a decimal point, represented by a period.
4. If there is a decimal point, then there should be two digits after the decimal.
5. Any number-whether or not it has a decimal point, should be terminated a blank.
6. A number can start with an optional sign.
7. The optional sign can be followed by any number of digits.
8. The digits can be optionally followed by a decimal point, represented by a period.
9. If there is a decimal point, then there should be two digits after the decimal.

10. Any number-whether or not it has a decimal point, should be terminated a blank. Generate test cases to test valid and invalid numbers.
(HINT) Use Decision table and cause-effect graph to generate test cases.

Problem Statement 04
Generate test cases using Black box testing technique to Calculate Standard Deduction on
Taxable Income. The standard deduction is higher for tax payers who are 65 or older or blind. Use the method given below to calculate tax.

1. The first factor that determines the standard deduction is the filing status. The basic standard deduction for the various filing status are:

Single	$4,750
Married, filing a joint return	$9,500
Married, filing a separate return	$7,000

2. If a married couple is filing separate returns and one spouse is not taking standard
Deduction, the other spouse also is not eligible for standard deduction.

3. An additional $1,000 is allowed as standard deduction, if either the filer is 65 yrs or the spouse is 65 yrs or older (the latter case applicable when the filing status is "Married" and filing "joint").

4. An additional $1,000 is allowed as standard deduction, if either the filer is blind or the spouse is blind (the latter case applicable when the filing status is
"married" and filing "joint").

(HINT):
From the above description, it is clear that the calculation of standard deduction depends on the following 3 factors:
1. Status of filing of the filer
2. Age of the filer
3. Whether the filer is blind or not

In addition, in certain cases, the following additional factors also come into play in calculating the standard deduction.
1. Whether spouse has claimed standard deduction
2. Whether spouse is blind
3. Whether the spouse is more than 65 years old

Problem Statement 05
Consider the following program segment:

```
1. int max (int i, int j, int k)
2. {
3. int max;
4. if (i>j) then
5. if (i>k) then max=i;
6. else max=k;
7. else if (j > k) max=j
8. else max=k
9. return (max);
10. }
```

a) Draw the control flow graph for this program segment
b) Determine the cyclomatic complexity for this program
c) Determine the independent paths

Problem Statement 06
Source code of simple insertion sort implementation using array in ascending order in c programming language

```
#include<stdio.h>
int main(){
int i,j,s,temp,a[20];
Printf ("Enter total elements: "); Scanf ("%d",&s);
printf("Enter %d elements: ",s); for(i=0;i<s;i++) scanf("%d",&a[i]); for(i=1;i<s;i++){
temp=a[i]; j=i-1; while((temp<a[j])&&(j>=0)){ a[j+1]=a[j];
j=j-1;
}
a[j+1]=temp;
}
printf("After sorting: ");
for(i=0;i<s;i++)
printf(" %d",a[i]);
return 0;
}
```

HINT: for loop is represented as while loop

a) Draw the program graph for given program segment b) Determine the DD path graph
c) Determine the independent paths
d) Generate the test cases for each independent path

Problem Statement 07

Consider a system having an FSM for a stack having the following states and transitions:

States

Initial: Before creation
Empty: Number of elements = 0
Holding: Number of elements > 0, but less than the maximum capacity
Full: Number elements = maximum
Final: After destruction
Initial to Empty: Create
Empty to Holding, Empty to Full, Holding to Holding, Holding to Full: Add
Empty to Final, Full to Final, Holding to Final: Destroy
Holding to Empty, Full to Holding, Full to Empty: Delete

Design test cases for this FSM using state table-based testing.

Problem Statement 08

Given the following fragment of code, how many tests are required for 100% decision coverage? Give the test cases**.**

```
if width > length
then biggest_dimension = width if height > width
then biggest dimension = height end_if
else if biggest dimension = length then if height > length
then biggest_dimension = height end_if
end_if end_if
```

Hint 04 test cases

Problem Statement 09

Given the following code, how much minimum number of test cases is required for full statement and branch coverage?

```
read p read q
if p+q> 100
then print "Large" endif
```

```
if p > 50
then print "p Large" endif
```

Hint 1 test for statement coverage, 2 for branch coverage

Problem Statement 10
Consider a program to input two numbers and print them in ascending order given below. Find all du paths and identify those du-paths that are not feasible. Also find all dc paths and generate the test cases for all paths (dc paths and non dc paths).

```
#include<stdio.h>
#include<conio.h>
1. void main ()
2. {
3 int a, b, t;
4. Clrscr ();
5. Printf ("Enter first number");
6. scanf ("%d",&a);
7. printf("Enter second number");
8. scanf("%d",&b);
9. if (a<b){
10. t=a;
11a=b;
12 b=t;
13}
14. printf ("%d %d", a, b);
15 getch ();
}
```

Problem Statement 11
Consider the above program and generate possible program slices for all variables. Design at least one test case from every slice.

Problem Statement 12
Consider the code to arrange the nos. in ascending order. Generate the test cases for relational coverage, loop coverage and path testing. Check the adequacy of the test cases through mutation testing and also compute the mutation score for each.

```
i = 0;
n=4; //N-Number of nodes present in the graph
While (i<n-1) do j = i + 1;
While (j<n) do
if A[i]<A[j] then swap (A[i], A[j]); end do;
i=i+1;
end do
```

III Year – II SEMESTER

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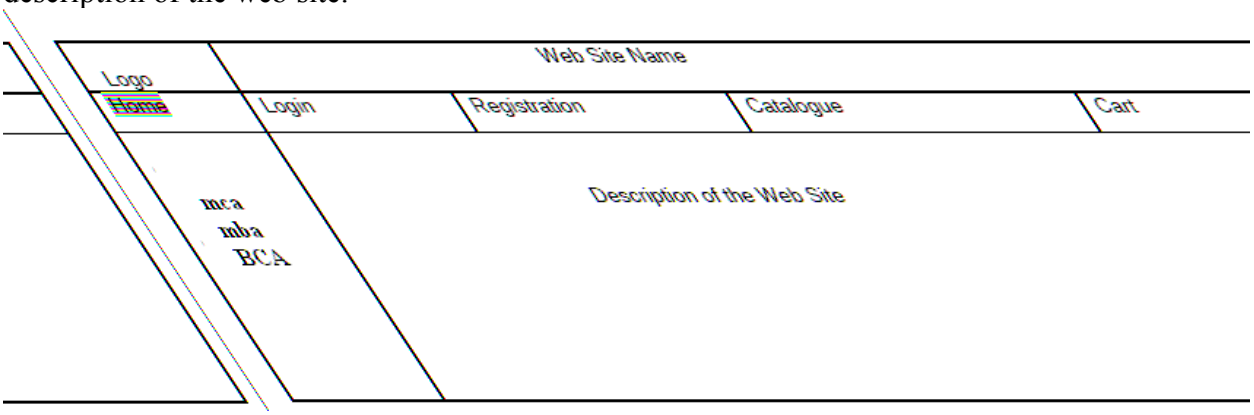
Web Technologies Lab

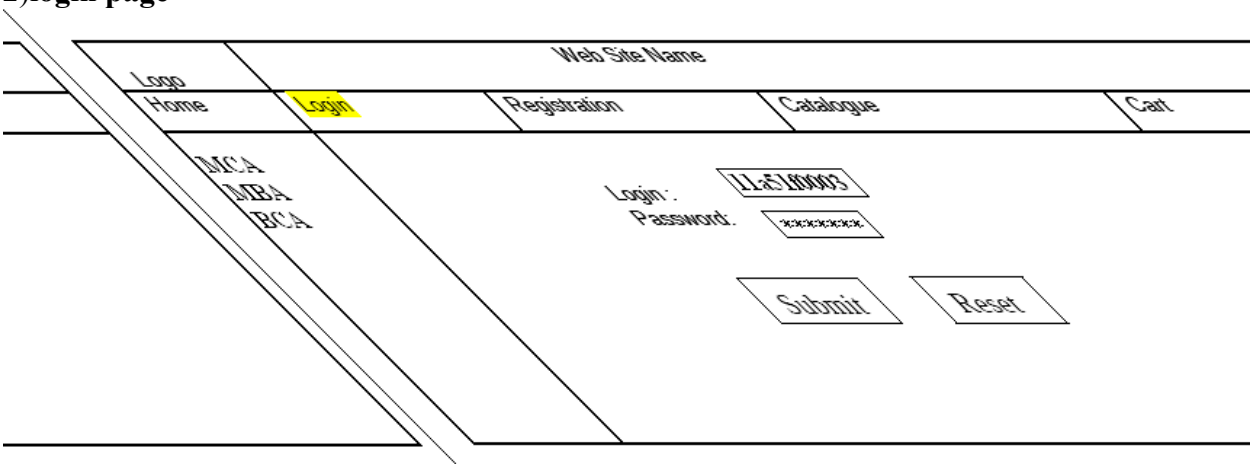
1. Design the following static web pages required for an online book store web site.

1) **HOME PAGE:**

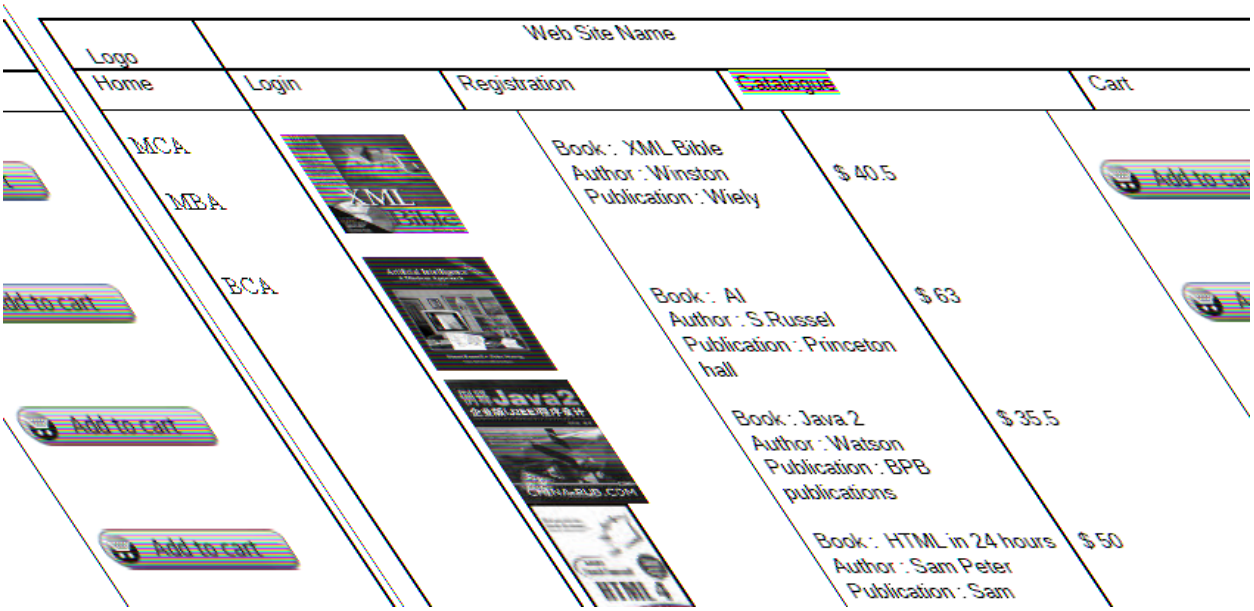
The static home page must contain three **frames**.
Top frame : Logo and the college name and links to Home page, Login page, Registration page, Catalogue page and Cart page (the description of these pages will be given below).
Left frame : At least four links for navigation, which will display the catalogue of respective links.
For e.g.: When you click the link **"MCA"** the catalogue for MCA Books should be displayed in the Right frame.
Right frame: The *pages to the links in the left frame must be loaded here*. Initially this page contains description of the web site.



2)**login page**



3) **CATOLOGUE PAGE:**
The catalogue page should contain the details of all the books available in the web site in a table.
The details should contain the following:
1. Snap shot of Cover Page.
2. Author Name.
3. Publisher.
4. Price.
5. Add to cart button.



4. **REGISTRATION PAGE:**
Create a "*registration form* "with the following fields
1) Name (Text field)
2) Password (password field)
3) E-mail id (text field)
4) Phone number (text field)
5) Sex (radio button)
6) Date of birth (3 select boxes)
7) Languages known (check boxes – English, Telugu, Hindi, Tamil)
8) Address (text area)

5. Design a web page using **CSS (C**ascading **S**tyle **S**heets**)** which includes the following:
1) Use different font, styles:
In the style definition you define how each selector should work (font, color etc.).
Then, in the body of your pages, you refer to these selectors to activate the styles

6. Write an XML file which will display the Book information which includes the following:
1) Title of the book
2) Author Name
3) ISBN number
4) Publisher name
5) Edition
6) Price
Write a Document Type Definition (DTD) to validate the above XML file.

7. Write Ruby program reads a number and calculates the factorial value of it and prints the same.

8. Write a Ruby program which counts number of lines in a text file using its regular expressions facility.

9. Write a Ruby program that uses iterator to find out the length of a string.

10. Write simple Ruby programs that uses arrays in Ruby.

11. Write programs which uses associative arrays concept of Ruby.

12. Write Ruby program which uses Math module to find area of a triangle.

13. Write Ruby program which uses tk module to display a window

14. Define complex class in Ruby and do write methods to carry operations on complex objects.

15. Write a program which illustrates the use of associative arrays in perl.

16. Write perl program takes a set names along the command line and prints whether they are regular files or special files

17. Write a perl program to implement UNIX `passwd' program

18. An example perl program to connect to a MySQl database table and executing simple commands.

19. Example PHP program for cotactus page.

20. User Authentication :
Assume four users user1,user2,user3 and user4 having the passwords pwd1,pwd2,pwd3 and pwd4 respectively. Write a PHP for doing the following.
1. Create a Cookie and add these four user id's and passwords to this Cookie.
2. Read the user id and passwords entered in the Login form (week1) and authenticate with the values (user id and passwords) available in the cookies.
If he is a valid user(i.e., user-name and password match) you should welcome him by name(user-name) else you should display " You are not an authenticated user ''.
Use init-parameters to do this.

21. Example PHP program for registering users of a website and login.

22. Install a database(Mysql or Oracle).
Create a table which should contain at least the following fields: name, password, email-id, phone number(these should hold the data from the registration form).
Write a PHP program to connect to that database and extract data from the tables and display them. Experiment with various SQL queries.
Insert the details of the users who register with the web site, whenever a new user clicks the submit button in the registration page (week2).

23. Write a PHP which does the following job:
Insert the details of the 3 or 4 users who register with the web site (week9) by using registration form. Authenticate the user when he submits the login form using the user name and password from the database (similar to week8 instead of cookies).

24. Create tables in the database which contain the details of items (books in our case like Book name , Price, Quantity, Amount) of each category. Modify your catalogue page (week 2)in such a way that you should connect to the database and extract data from the tables and display them in the catalogue page using PHP

25. HTTP is a stateless protocol. Session is required to maintain the state.
The user may add some items to cart from the catalog page. He can check the cart page for the selected items. He may visit the catalogue again and select some more items. Here our interest is the selected items should be added to the old cart rather than a new cart. Multiple users can do the same thing at a time(i.e., from different systems in the LAN using the ip-address instead of localhost). This can be achieved through the use of sessions. Every user will have his own session which will be created after his successful login to the website. When the user logs out his session should get invalidated (by using the method session.invalidate()).
Modify your catalogue and cart PHP pages to achieve the above mentioned functionality using sessions.

III Year – II SEMESTER **T P C**

2 0 0

INTELLECTUAL PROPERTY RIGHTS AND PATENTS - II

UNIT - I

Intellectual Property Law Basics – Types of Intellectual Property – Agencies responsible for Intellectual Property Regristration - Cyber crime and E-commerce – International Aspects of Computer and Online Crime

UNIT - II

Introduction to Patent Law – Rights and Limitations – Rights under Patent Law –Patent requirements - Ownership - Transfer - Patents Application Process – Patent Infringement - Patent Litigation - International Patent Law – Double Patenting – Patent Searching – Patent Law Treaty - New developments in Patent Law - Invention Developers and Promoters

UNIT - III

Introduction to Transactional Law: Creating Wealth and Managing Risk – The Employment Relationship in the Internet and Tech Sector – Contact for the Internet and Tech Sector - Business Assets in Information Age – Symbol and Trademark – Trolls and Landmines and other Metaphors

UNIT - IV

Regulatory , Compliance and Liability Issues – State Privacy Law - Date Security – Privacy issues - Controlling Over use or Misuse of 1 Intellectual Property Rights

BOOKS:

1. Deborah E.Bouchoux: “Intellectual Property”. Cengage learning , New Delhi
2. Kompal Bansal & Parishit Bansal "Fundamentals of IPR for Engineers", BS Publications (Press)
3. Cyber Law. Texts & Cases, South-Western’s Special Topics Collections
4. Prabhuddha Ganguli: ‘ Intellectual Property Rights” Tata Mc-Graw – Hill, New Delhi
5. Richard Stim: "Intellectual Property", Cengage Learning, New Delhi.
6. R. Radha Krishnan, S. Balasubramanian: "Intellectual Property Rights", Excel Books. New Delhi.
7. M.Ashok Kumar and Mohd.Iqbal Ali: “Intellectual Property Right” Serials Pub.

IV Year – I SEMESTER **T P C**

4 0 3

Cryptography and Network Security

Course objectives:

The main objective of this course is to teach students to understand and how to address various software security problems in a secure and controlled environment. During this course the students will gain knowledge (both theoretical and practical) in various kinds of software security problems, and techniques that could be used to protect the software from security threats. The students will also learn to understand the "modus operandi" of adversaries; which could be used for increasing software dependability.

Course outcomes:

1. be able to individually reason about software security problems and protection techniques on both an abstract and a more technically advanced level.
2. be able to individually explain how software exploitation techniques, used by adversaries, function and how to protect against them.

Syllabus:

UNIT I : Classical Encryption Techniques

Objectives: *The Objectives of this unit is to present an overview of the main concepts of cryptography, understand the threats & attacks, understand ethical hacking.*

Introduction: Security attacks, services & mechanisms, Symmetric Cipher Model, Substitution Techniques, Transportation Techniques, Cyber threats and their defense(Phishing Defensive measures, web based attacks, SQL injection & Defense techniques)(TEXT BOOK 2), Buffer overflow & format string vulnerabilities, TCP session hijacking(ARP attacks, route table modification) UDP hijacking (man-in-the-middle attacks)(TEXT BOOK 3).

UNIT II: Block Ciphers & Symmetric Key Cryptography

Objectives: *The Objectives of this unit is to understand the difference between stream ciphers & block ciphers, present an overview of the Feistel Cipher and explain the encryption and decryption, present an overview of DES, Triple DES, Blowfish, IDEA.*

Traditional Block Cipher Structure, DES, Block Cipher Design Principles, AES-Structure, Transformation functions, Key Expansion, Blowfish, CAST-128, IDEA, Block Cipher Modes of Operations

UNIT III: Number Theory & Asymmetric Key Cryptography

Objectives: *Presents the basic principles of public key cryptography, Distinct uses of public key cryptosystems*

Number Theory: Prime and Relatively Prime Numbers, Modular Arithmetic, Fermat's and Euler's Theorems, The Chinese Remainder theorem, Discrete logarithms.

Public Key Cryptography: Principles, public key cryptography algorithms, RSA Algorithms, Diffie Hellman Key Exchange, Elgamal encryption & decryption, Elliptic Curve Cryptography.

UNIT IV : Cryptographic Hash Functions & Digital Signatures

Objectives: *Present overview of the basic structure of cryptographic functions, Message Authentication Codes, Understand the operation of SHA-512, HMAC, Digital Signature*

Application of Cryptographic hash Functions, Requirements & Security, Secure Hash Algorithm, Message Authentication Functions, Requirements & Security, HMAC & CMAC. Digital Signatures, NIST Digital Signature Algorithm. Key management & distribution.

UNIT V: User Authentication, Transport Layer Security & Email Security

Objectives: *Present an overview of techniques for remote user authentication, Kerberos, Summarize Web Security threats and Web traffic security approaches, overview of SSL & TLS. Present an overview of electronic mail security.*

User Authentication: Remote user authentication principles, Kerberos
Transport Level Security: Web Security Requirements, Secure Socket Layer (SSL) and Transport Layer Security (TLS), Secure Shell(SSH)
Electronic Mail Security: Pretty Good Privacy (PGP) and S/MIME.

UNIT VI: IP Security & Intrusion Detection Systems
Objectives: *Provide an overview of IP Security, concept of security association, Intrusion Detection Techniques*

IP Security: IP Security Overview, IP Security Architecture, Authentication Header, Encapsulating Security Payload, Combining Security Associations and Key Management.
Intrusion detection: Overview, Approaches for IDS/IPS, Signature based IDS, Host based IDS/IPS. (TEXT BOOK 2)

TEXT BOOKS:

1. Cryptography & Network Security: Principles and Practices, William Stallings, PEA, Sixth edition.
2. Introduction to Computer Networks & Cyber Security, Chwan Hwa Wu, J.David Irwin, CRC press
3. Hack Proofing your Network, Russell, Kaminsky, Forest Puppy, Wiley Dreamtech.

REFERENCE BOOKS:

1.Everyday Cryptography, Fundamental Principles & Applications, Keith Martin, Oxford
2. Network Security & Cryptography, Bernard Menezes, Cengage,2010

IV Year – I SEMESTER **T P C**

4 0 3

UML and Design Patterns

Course Objectives:

The focus of this course is on design rather than implementation.

1. Introducing the Unified Process and showing how UML can be used within the process.
2. Presenting a comparison of the major UML tools for industrial-strength development.
3. introduction to design patterns, practical experience with a selection of central patterns.

Course Outcomes:

Students successfully completing this course will be able to:

1. identify the purpose and methods of use of common object-oriented design patterns
2. select and apply these patterns in their own designs for simple programs
3. represent the data dependencies of a simple program using UML
4. represent user and programmatic interactions using UML
5. create design documentation outlining the testable and complete design of a simple program
6. produce and present documents for the purpose of capturing software requirements and specification
7. produce plans to limit risks specific to software designed for use in a particular social context

Syllabus:

Unit I: Introduction : Introduction to OOAD; typical activities / workflows / disciplines in OOAD, Introduction to iterative development and the Unified Process, Introduction to UML; mapping disciplines to UML artifacts, Introduction to Design Patterns - goals of a good design, Introducing a case study & MVC architecture

Unit II: Inception: Artifacts in inception, Understanding requirements - the FURPS model, Understanding Use case model - introduction, use case types and formats, Writing use cases - goals and scope of a use case, elements / sections of a use case, Use case diagrams, Use cases in the UP context and UP artifacts, Identifying additional requirements, Writing requirements for the case study in the use case model

Unit III: Elaboration: System sequence diagrams for use case model, Domain model : identifying concepts, adding associations, adding attributes, Interaction Diagrams, Introduction to GRASP design Patterns ,Design Model: Use case realizations with GRASP patterns, Design Class diagrams in each MVC layer
Mapping Design to Code, Design class diagrams for case study and skeleton code

Unit 4: More Design Patterns: Fabrication, Indirection, Singleton, Factory, Facade, Publish-Subscribe

Unit 5: More UML diagrams : State-Chart diagrams, Activity diagrams, Component Diagrams, Deployment diagrams, Object diagrams

Unit 6: Advanced concepts in OOAD : Use case relationships, Generalizations
Domain Model refinements, Architecture, Packaging model elements

Textbooks:

1. 'Applying UML and patterns' by Craig Larman, Pearson
2. Object-Oriented Analysis & Design with the Unified Process by Satzinger, Jackson & Burd Cengage Learning
3. 'UML distilled' by Martin Fowler , Addison Wesley, 2003

Reference:

1. O'reilly ' s 'Head-First Design Patterns' by Eric Freeman et al, Oreillly
2. UML 2 Toolkit, by Hans-Erik Eriksson, Magnus Penker, Brian Lyons, David Fado: WILE\'-Dreamtech lndia Pvt. Lid.

IV Year – I SEMESTER	**T**	**P**	**C**
4	**0**	**3**

Mobile Computing

Course Objective:

1) To make the student understand the concept of mobile computing paradigm, its novel applications and limitations.
2) To understand the typical mobile networking infrastructure through a popular GSM protocol
3) To understand the issues and solutions of various layers of mobile networks, namely MAC layer, Network Layer & Transport Layer
4) To understand the database issues in mobile environments & data delivery models.
5) To understand the ad hoc networks and related concepts.
6) To understand the platforms and protocols used in mobile environment.

Course Outcomes:

1) Able to think and develop new mobile application.
2) Able to take any new technical issue related to this new paradigm and come up with a solution(s).
3) Able to develop new ad hoc network applications and/or algorithms/protocols.
4) Able to understand & develop any existing or new protocol related to mobile environment

Syllabus:

UNIT I

Introduction: Mobile Communications, Mobile Computing – Paradigm, Promises/Novel Applications and Impediments and Architecture; Mobile and Handheld Devices, Limitations of Mobile and Handheld Devices.

GSM – Services, System Architecture, Radio Interfaces, Protocols, Localization, Calling, Handover, Security, New Data Services, GPRS.

UNIT –II

(Wireless) Medium Access Control (MAC) : Motivation for a specialized MAC (Hidden and exposed terminals, Near and far terminals), SDMA, FDMA, TDMA, CDMA, Wireless LAN/(IEEE 802.11)

UNIT –III

Mobile Network Layer : IP and Mobile IP Network Layers, Packet Delivery and Handover Management, Location Management, Registration, Tunneling and Encapsulation, Route Optimization, DHCP.

UNIT –IV

Mobile Transport Layer : Conventional TCP/IP Protocols, Indirect TCP, Snooping TCP, Mobile TCP, Other Transport Layer Protocols for Mobile Networks.

Database Issues : Database Hoarding & Caching Techniques, Client-Server Computing & Adaptation, Transactional Models, Query processing, Data Recovery Process & QoS Issues.

UNIT V

Data Dissemination and Synchronization : Communications Asymmetry, Classification of Data Delivery Mechanisms, Data Dissemination, Broadcast Models, Selective Tuning and Indexing Methods, Data Synchronization – Introduction, Software, and Protocols.

UNIT VI

Mobile Ad hoc Networks (MANETs) : Introduction, Applications & Challenges of a MANET, Routing, Classification of

Routing Algorithms, Algorithms such as DSR, AODV, DSDV, etc. , Mobile Agents, Service Discovery.

Protocols and Platforms for Mobile Computing : WAP, Bluetooth, XML, J2ME, JavaCard, PalmOS, Windows CE, SymbianOS, Linux for Mobile Devices,Android.

Text Books:

1. Jochen Schiller, “Mobile Communications”, Addison-Wesley, Second Edition, 2009.

2. Raj Kamal, “Mobile Computing”, Oxford University Press, 2007, ISBN: 0195686772

Reference Book:

1. ASOKE K TALUKDER, HASAN AHMED, ROOPA R YAVAGAL, “Mobile Computing, Technology Applications and Service Creation” Second Edition, Mc Graw Hill.
2. UWE Hansmann, Lother Merk, Martin S. Nocklous, Thomas Stober, “Principles of Mobile Computing,” Second Edition, Springer.

IV Year – I SEMESTER

T	P	C
3+1	0	3

Elective - 1

Embedded ad Real Time Systems

Course Objectives:

Develop an understanding of the technologies behind the embedded computing systems

1. technology capabilities and limitations of the hardware, software components
2. methods to evaluate design tradeoffs between different technology choices.
3. design methodologies

Course Outcomes:

Understand the basics of an embedded system

1. Program an embedded system
2. Design, implement and test an embedded system.

Identify the unique characteristics of real-time systems

1. Explain the general structure of a real-time system
2. Define the unique design problems and challenges of real-time systems

Syllabus:

Unit-I:

Introduction to Embedded systems: What is an embedded system Vs. General computing system, history, classification, major application areas, and purpose of embedded systems. Core of embedded system, memory, sensors and actuators, communication interface, embedded firmware, other system components, PCB and passive components.

UNIT-II:

8—bit microcontrollers architecture: Characteristics, quality attributes application specific, domain specific, embedded systems. Factors to be considered in selecting a controller, 8051 architecture, memory organization, registers, oscillator unit, ports, source current, sinking current, design examples.

UNIT-III:

RTOS and Scheduling, Operating basics, types, RTOS, tasks, process and threads, multiprocessing and multitasking, types of multitasking, non preemptive, preemptive scheduling.

UNIT-IV:

Task communication of RTOS, Shared memory, pipes, memory mapped objects, message passing, message queue, mailbox, signaling, RPC and sockets, task communication/synchronization issues, racing, deadlock, live lock, the dining philosopher's problem.

UNIT-V:

The producer-consumer problem, Reader writers problem, Priority Inversion, Priority ceiling, Task Synchronization techniques, busy waiting, sleep and wakery, semaphore, mutex, critical section objects, events, device, device drivers, how to clause an RTOS, Integration and testing of embedded hardware and fire ware.

UNIT-VI:

Simulators, emulators, Debuggers, Embedded Product Development life cycle (EDLC), Trends in embedded Industry, Introduction to ARM family of processor.

TEXT BOOK:

1. Introduction to embedded systems Shibu. K.V, TMH, 2009.

REFERENCE BOOKS:

1. Ayala & Gadre: The 8051 Microcontroller & Embedded Systems using Assembly and C, CENGAGE
2. Embedded Systems, Rajkamal, TMH, 2009.
3. Embedded Software Primer, David Simon, Pearson.
4. The 8051 Microcontroller and Embedded Systems, Mazidi, Mazidi, Pearson,.

Information Retrieval Systems

COURSE OBJECTIVES

- To provide the foundation knowledge in information retrieval.
- To equip students with sound skills to solve computational search problems.
- To appreciate how to evaluate search engines.
- To appreciate the different applications of information retrieval techniques in the Internet or Web environment.
- To provide hands-on experience in building search engines and/or hands-on experience in evaluating search engines.

COURSE OUTCOMES

After completing the course student will be able to:

- Identify basic theories in information retrieval systems
- Identify the analysis tools as they apply to information retrieval systems
- Understands the problems solved in current IR systems
- Describes the advantages of current IR systems
- Understand the difficulty of representing and retrieving documents.
- Understand the latest technologies for linking, describing and searching the web.
- Explain the concepts of indexing, vocabulary, normalization and dictionary in information retrieval.
- Evaluate information retrieval algorithms, and give an account of the difficulties of evaluation
- Use different information retrieval techniques in various application areas
- Apply IR principles to locate relevant information large collections of data
- Analyze performance of retrieval systems when dealing with unmanaged data sources
- Implement retrieval systems for web search tasks.
- Understand and apply the basic concepts of information retrieval;
- Appreciate the limitations of different information retrieval techniques;
- Write programs to implement search engines;
- Evaluate search engines;
- Develop skills in problem solving using systematic approaches;
- Solve complex problems in groups and develop group work.

SYLLLABUS:

Unit I:
Introduction to Information Storage and Retrieval System: Introduction, Domain Analysis of IR systems and other types of Information Systems, IR System Evaluation.
Introduction to Data Structures and Algorithms related to Information Retrieval: Basic Concepts, Data structures, Algorithms

Unit II:
Inverted files: Introduction, Structures used in Inverted Files, Building Inverted file using a sorted array, Modifications to Basic Techniques.

Unit III:
Signature Files: Introduction, Concepts of Signature Files, Compression, Vertical Partitioning, Horizontal Partitioning.

Unit IV:
New Indices for Text: PAT Trees and PAT Arrays: Introduction, PAT Tree structure, algorithms on the PAT Trees, Building PAT trees as PATRICA Trees, PAT representation as arrays.

Unit V:

Stemming Algorithms: Introduction, Types of Stemming Algorithms, Experimental Evaluations of Stemming to Compress Inverted Files

Unit VI:

Thesaurus Construction: Introduction, Features of Thesauri, Thesaurus Construction, Thesaurus construction from Texts, Merging existing Thesauri

TEXT BOOK :

1. Frakes, W.B., Ricardo Baeza-Yates: Information Retrieval Data Structures and Algorithms, Prentice Hall, 1992.
2. Modern Information Retrival By Yates Pearson Education.
3. Information Storage & Retieval By Robert Korfhage – John Wiley & Sons.

REFERENCES :

1. Kowalski, Gerald, Mark T Maybury: Information Retrieval Systems: Theory and Implementation, Kluwer Academic Press, 1997.
2. Information retrieval Algorithms and Heuristics, 2ed, Springer

Multimedia Computing

Course objectives:
To provide the foundation knowledge of multimedia computing, e.g. media
characteristics, compression standards, multimedia representation, data formats, multimedia technology development.

Course outcomes:
1. understand the characteristics of different media; understand the representations of different multimedia data; understand different data formats; be able to take into considerations in multimedia system designs;
2. understand the characteristics of human's visual system; understand the characteristics of human's audio system; be able to take into considerations in multimedia techniques design and implementation;
3. understand different compression principles; understand different compression techniques; understand different multimedia compression standards; be able to design and develop multimedia systems according to the requirements of multimedia applications.
4. program multimedia data and be able to design and implement media applications; □

Syllabus:

UNIT–I:
Fundamental concepts in Text and Image: Multimedia and hypermedia, World Wide Web, overview of multimedia software tools. Graphics and image data representation graphics/image data types, file formats, Color in image and video: color science, color models in images, color models in video.

UNIT–II:
Fundamental concepts in video and digital audio: Types of video signals, analog video, digital video, digitization of sound, MIDI, quantization and transmission of audio.

UNIT–III:
Multimedia data compression I: Lossless compression algorithm: Run-Length Coding, Variable Length Coding, Dictionary Based Coding, Arithmetic Coding, Lossless Image Compression,

UNIT–IV:
Multimedia data compression II: Lossy compression algorithm: Quantization, Transform Coding, Wavelet-Based Coding, Embedded Zerotree of Wavelet Coefficients Set Partitioning in Hierarchical Trees (SPIHT).

UNIT–V:
Basic Video Compression Techniques: Introduction to video compression, video compression based on motion compensation, search for motion vectors, MPEG, Basic Audio Compression Techniques.

UNIT–VI:
Multimedia Networks: Basics of Multimedia Networks, Multimedia Network Communications and Applications: Quality of Multimedia Data Transmission, Multimedia over IP, Multimedia over ATM Networks, Transport of MPEG-4, Media-on-Demand (MOD).

TEXT BOOKS:

1. Fudamentals of Multimedia by Ze-Nian Li and Mark S. Drew Pearson Education.

REFERENCE BOOKS:

1. Digital Multimedia, Nigel chapman and jenny chapman, Wiley-Dreamtech
2. Macromedia Flash MX Professional 2004 Unleashed, Pearson.
3. Multimedia and communications Technology, Steve Heath, Elsevier (Focal Press).
4. Multimedia Applications, Steinmetz, Nahrstedt, Springer.
5. Multimedia Basics by Weixel Thomson
6. Multimedia Technology and Applications, David Hilman , Galgotia

IV Year – I SEMESTER

T	P	C
3+1	0	3

Elective - II
Hadoop and Big Data

Course Objectives:

- Optimize business decisions and create competitive advantage with Big Data analytics
- Introducing Java concepts required for developing map reduce programs
- Derive business benefit from unstructured data
- Imparting the architectural concepts of Hadoop and introducing map reduce paradigm
- To introduce programming tools PIG & HIVE in Hadoop echo system.

Course Outcomes:

- Preparing for data summarization, query, and analysis.
- Applying data modelling techniques to large data sets
- Creating applications for Big Data analytics
- Building a complete business data analytic solution

Unit 1:
Data structures in Java: Linked List, Stacks, Queues, Sets, Maps; Generics: Generic classes and Type parameters, Implementing Generic Types, Generic Methods, Wrapper Classes, Concept of Serialization

Reference:
Big Java 4th Edition, Cay Horstmann, Wiley John Wiley & Sons, INC

Unit 2:
Working with Big Data: Google File System, Hadoop Distributed File System (HDFS) – Building blocks of Hadoop (Namenode, Datanode, Secondary Namenode, JobTracker, TaskTracker), Introducing and Configuring Hadoop cluster (Local, Pseudo-distributed mode, Fully Distributed mode), Configuring XML files.

References:
Hadoop: The Definitive Guide by Tom White, 3rd Edition, O'reilly
Hadoop in Action by Chuck Lam, MANNING Publ.

Unit 3:
Writing MapReduce Programs: A Weather Dataset, Understanding Hadoop API for MapReduce Framework (Old and New), Basic programs of Hadoop MapReduce: Driver code, Mapper code, Reducer code, RecordReader, Combiner, Partitioner

Reference:
Hadoop: The Definitive Guide by Tom White, 3rd Edition, O'reilly

Unit 4:
Hadoop I/O: The Writable Interface, WritableComparable and comparators, Writable Classes: Writable wrappers for Java primitives, Text, BytesWritable, NullWritable, ObjectWritable and GenericWritable, Writable collections, Implementing a Custom Writable: Implementing a RawComparator for speed, Custom comparators

Reference:
Hadoop: The Definitive Guide by Tom White, 3rd Edition, O'reilly

Unit 5:

Pig: Hadoop Programming Made Easier
Admiring the Pig Architecture, Going with the Pig Latin Application Flow, Working through the ABCs of Pig Latin, Evaluating Local and Distributed Modes of Running Pig Scripts, Checking out the Pig Script Interfaces, Scripting with Pig Latin

Reference:
Hadoop for Dummies by Dirk deRoos, Paul C.Zikopoulos, Roman B.Melnyk,Bruce Brown, Rafael Coss

Unit 6:

Applying Structure to Hadoop Data with Hive:
Saying Hello to Hive, Seeing How the Hive is Put Together, Getting Started with Apache Hive, Examining the Hive Clients, Working with Hive Data Types, Creating and Managing Databases and Tables, Seeing How the Hive Data Manipulation Language Works, Querying and Analyzing Data

References:
Hadoop for Dummies by Dirk deRoos, Paul C.Zikopoulos, Roman B.Melnyk,Bruce Brown, Rafael Coss

Text Books:

1. Big Java 4th Edition, Cay Horstmann, Wiley John Wiley & Sons, INC
2. Hadoop: The Definitive Guide by Tom White, 3rd Edition, O'reilly
3. Hadoop in Action by Chuck Lam, MANNING Publ.
4. Hadoop for Dummies by Dirk deRoos, Paul C.Zikopoulos, Roman B.Melnyk,Bruce Brown, Rafael Coss

References:

1. Hadoop in Practice by Alex Holmes, MANNING Publ.
2. Hadoop MapReduce Cookbook,Srinath Perera, Thilina Gunarathne

Software Links:

1. Hadoop:http://hadoop.apache.org/
2. Hive: https://cwiki.apache.org/confluence/display/Hive/Home

Piglatin: http://pig.apache.org/docs/r0.7.0/tutorial.html

Software Project Management

Course Objectives:

1. To study how to plan and manage projects at each stage of the software development life cycle (SDLC)
2. To train software project managers and other individuals involved in software project planning and tracking and oversight in the implementation of the software project management process.
3. To understand successful software projects that support organization's strategic goals

Course Outcomes:

1. To match organizational needs to the most effective software development model
2. To understand the basic concepts and issues of software project management
3. To effectively Planning the software projects
4. To implement the project plans through managing people, communications and change
5. To select and employ mechanisms for tracking the software projects
6. To conduct activities necessary to successfully complete and close the Software projects
7. To develop the skills for tracking and controlling software deliverables
8. To create project plans that address real-world management challenges

Syllabus:

Unit I: Introduction

Project, Management, Software Project Management activities, Challenges in software projects, Stakeholders, Objectives & goals

Project Planning: Step-wise planning, Project Scope, Project Products & deliverables, Project activities, Effort estimation, Infrastructure

Unit II: Project Approach

Lifecycle models, Choosing Technology, Protoyping

Iterative & incremental Process Framework: Lifecycle phases, Process Artifacts, Process workflows (Book 2)

Unit III: Effort estimation & activity Planning

Estimation techniques, Function Point analysis, SLOC, COCOMO, Usecase-based estimation , Activity Identification Approaches, Network planning models, Critical path analysis

Unit IV: Risk Management

Risk categories, Identification, Assessment, Planning and management, PERT technique, Monte Carlo approach

Unit V: Project Monitoring & Control , Resource Allocation

Creating a framework for monitoring & control, Progress monitoring, Cost monitoring, Earned value Analysis, Defects Tracking, Issues Tracking, Status reports, Types of Resources, Identifying resource requirements, Resource scheduling

Unit VI: Software Quality

Planning Quality, Defining Quality - ISO 9016, Quality Measures, Quantitative Quality Management Planning, Product Quality & Process Quality

Metrics, Statistical Process Control Capability Maturity Model, Enhancing software Quality (Book3)

Text Books:

1. Software Project Management, Bob Hughes & Mike Cotterell, TATA Mcgraw-Hill
2. Software Project Management, Walker Royce: Pearson Education, 2005.
3. Software Project Management in practice, Pankaj Jalote, Pearson.

Reference Book:

1. Software Project Management, Joel Henry, Pearson Education.

Computer Vision

Course Objectives:
To make the students to understand

1. The fundamentals of Computer Graphics and Image Processing
2. The concepts related edge detection, segmentation, morphology and image compression methods.

Course Outcomes:

1. understanding of digital image processing fundamentals: hardware and software, digitization, enhancement and restoration, encoding, segmentation, feature detection
2. ability to apply image processing techniques in both the spatial and frequency (Fourier) domains
3. Ability To understand (i.e., be able to describe, analyse and reason about) how digital images are represented, manipulated, encoded and processed, with emphasis on algorithm design, implementation and performance evaluation

SYLLABUS:

UNIT I:
Introduction: Applications of Computer Graphics and Image Processing, Fundamentals on Pixel concepts, effect of Aliasing and Jaggles, Advantages of high resolution systems
DDA line algorithms: Bresenhams line and circle derivations and algorithms

UNIT II:
2-D Transformations: Translations, Scaling, rotation, reflection and shear transformations, Homogeneous coordinates, **Composite Transformations**- Reflection about an arbitrary line; Windowing and clipping, viewing transformations, Cohen- Sutherland clipping algorithm

UNIT III:
Digital Image Properties: Metric and topological properties of Digital Images, Histogram, entropy, Visual Perception, Image Quality, Color perceived by humans, Color Spaces, Palette Images, color Constancy
Color Images: Pixel brightness transformations, Local Preprocessing, image smoothing, Edge detectors, Robert Operators, Laplace, Prewitt, Sobel, Fri-chen, Canny Edge detection

UNIT IV:
Mathematical Morphology: Basic Mathematical Concepts, Binary dilation and Erosion, Opening and closing, Gray Scale dilation and erosion, Skeleton, Thinning , Thickening Ultimate erosion, Geodesic transformations, Morphology and reconstruction, Morphological Segmentation

UNIT V:
SEGMENTATION: Threshold detection methods, Optimal Thresholding, Edge based Segmentation-Edge image thresholding, Edge relaxation, Border tracing, Hough Transforms, Region based segmentation: Region Mergingm Region Splitting, Splitting and Merging, Watershed Segmentation.

UNIT VI:
Image Data Compression: Image data Properties, Discrete Image Transformations in data compression, Discrete Cosine and Wavelet Transforms, Types of DWT and merits; Predicative Compression methods, Hierarchical and Progressive Compression methods, Comparison of Compression methods, JPEG- MPEG Image Compression methods.

Text Books:

1. Computer Graphics C Version, Donald Hearn, M Paulli Baker , Pearson (Uniit I and Unit II)
2. Image Processing, Analysis and Machine Vision, Millan Sonka, Vaclov Halvoc, Roger Boyle, Cengage Learning, 3ed, (Unit III, Unit IV, Unit V and Unit VI)

References:

1. Computer & Machine Vision, Theory , Algorithms , Practicles, E R Davies, Elsevier, 4ed
2. Digital Image Processing with MATLAB and LABVIEW, Vipul Singh, Elsevier
3. Digital Image Processing, R C Gonzalez &R E woods, Addison Pearson, 3ed.

Advanced Databases

Course Objectives:

1. Be able to design high-quality relational databases and database applications.
2. Have developed skills in advanced visual& conceptual modeling and database design.
3. Be able to translate complex conceptual data models into logical and physical data
4. Base designs.
5. Have developed an appreciation of emergingdatabase trends as theyapplyto semi-structured data, the internet,andobject-oriented databases

Course Outcomes:

1. Identify, describe, and categorize database objects
2. Design and implement advanced queries using Structured Query Language
3. Design, construct and maintain a database and various database objects using procedural language constructs, forms and reports to solve problems
4. Administer a database by recommending and implementing procedures including database tuning, backup and recovery
5. Propose, implement and maintain database security mechanisms
6. Explore non-relational database systems and structures

Syllabus:

UNIT – I :

Algorithms for Query Processing and Optimization: Translating SQL queries into relational algebra-algorithms for external sorting-algorithms for select and join operations-algorithms for project and set operations-implementing aggregate operations and outer joins-combining operations using pipelining-using heuristics in query optimization.

UNIT –II:

Data base systems architecture and the system Catalog: System architectures for DBMSs, Catalogs for Relational DBMSs, System catalog information in oracle.

Practical database design and tuning: Physical Database Design in Relational Databases-an overview of Database Tuning in Relational systems.

UNIT – III:

Distributed DBMS Concepts and Design: Introduction-function and architecture of a Distributed DBMS-Distributed Relational Database Design-

transparencies in a Distributed DBMS-Date's Twelve Rules for Distributed DBMS.

Distributed DBMS-Advanced Concepts: Distributed Transaction Management-Distributed Concurrency Control-Distributed Deadlock Management-Distributed Database Recovery-The X/Open Distributed Transaction processing model-Replication Servers.

UNIT – IV:

Introduction to Object DBMSs: Advanced Database Applications-Weaknesses of RDBMSs-Object oriented Concepts-Storing objects in a Relational Database-Next generation Database systems.

Object-Oriented DBMSs-Concepts and Design : Introduction to Object-Oriented Data Models and DBMSs-OODBMS perspectives-Persistence-Issues in OODBMSs-The object Oriented Database System Manifesto-Advantages and Disadvantages of OODBMSs-Object oriented Database Design.

UNIT V:

Object-Oriented DBMSs-Standards and Systems: Object management group-Object Database Standard ODMG3.0, 1999-Object store.

Object relational DBMSs: Introduction to Object-relational Database systems- third generation Database manifesto-Postgres-an early ORDBMS-SQL3.

UNIT – VI :

Emerging database technologies and applications: Hadoop, BIg Data characteristics, NO SQL databases, BASE, Brewer's theorem, Relationship between CAP, ACID and No SQL databases, comparison with Relational databases, No SQL databases types, Comparative study of NoSQL products, Case studies using MangoDB and Cassandra

TEXT BOOK:

1. "Fundamentals of Database Systems", ElmasriNavate, 5/e, Pearson Education.
2. Principles of distributed databases S Ceri and Palgettgi TMH
3. Getting started with No SQL Databases , Gaurav Vaish

REFERENCES BOOKS:

1. "Principles of Distributed Database Systems", Ozsu, 2/e, PHI.

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UML and Design Patterns Lab

(Textbook no.2 i.e. Object-Oriented Analysis & Design with the Unified Process by Satzinger, Jackson & Burd Cengage Learning will be the primary source for finding templates for developing different artifacts / diagrams)

Take three case studies:

- **Customer Support System (in the** Object-Oriented Analysis & Design with the Unified Process by Satzinger, Jackson & Burd Cengage Learning)
- **Point-Of-Sale Terminal (in Larman textbook)**
- **Library Management System (in the reference book no. 2 i.e. UML toolkit)**

Week 1:

Familiarization with Rational Rose or Umbrello

For each case study:

Week 2, 3 & 4:

For each case study:

a) Identify and analyze events
b) Identify Use cases
c) Develop event table
d) Identify & analyze domain classes
e) Represent use cases and a domain class diagram using Rational Rose
f) Develop CRUD matrix to represent relationships between use cases and problem domain classes

Week 5 & 6:

For each case study:

a) Develop Use case diagrams
b) Develop elaborate Use case descriptions & scenarios
c) Develop prototypes (without functionality)
d) Develop system sequence diagrams

Week 7, 8, 9 & 10:

For each case study:

a) Develop high-level sequence diagrams for each use case
b) Identify MVC classes / objects for each use case
c) Develop Detailed Sequence Diagrams / Communication diagrams for each use case showing interactions among all the three-layer objects
d) Develop detailed design class model (use GRASP patterns for responsibility assignment)
e) Develop three-layer package diagrams for each case study

Week 11 & 12:

For each case study:

a) Develop Use case Packages
b) Develop component diagrams
c) Identify relationships between use cases and represent them
d) Refine domain class model by showing all the associations among classes

Week 13 onwards:

For each case study:

a) Develop sample diagrams for other UML diagrams - state chart diagrams, activity diagrams and deployment diagrams

Mobile Application Development Lab

1. Write a J2ME program to show how to change the font size and colour.
2. Write a J2ME program which creates the following kind of menu.
    * cut
    * copy
    * past
    * delete
    * select all
    * unselect all
3. Create a J2ME menu which has the following options (Event Handling):
    - cut - can be on/off
    - copy - can be on/off
    - paste - can be on/off
    - delete - can be on/off
    - select all - put all 4 options on
    - unselect all - put all

4. Create a MIDP application, which draws a bar graph to the display. Data values can be given at int[] array. You can enter four data (integer) values to the input text field.

5. Create an MIDP application which examine, that a phone number, which a user has entered is in the given format (Input checking):
* Area code should be one of the following: 040, 041, 050, 0400, 044
* There should 6-8 numbers in telephone number (+ area code)

6. Write a sample program to show how to make a SOCKET Connection from J2ME phone. This J2ME sample program shows how to how to make a SOCKET Connection from a J2ME Phone. Many a times there is a need to connect backend HTTP server from the J2ME application. Show how to make a SOCKET connection from the phone to port 80.

7. Login to HTTP Server from a J2ME Program. This J2ME sample program shows how to display a simple LOGIN SCREEN on the J2ME phone and how to authenticate to a HTTP server. Many J2ME applications for security reasons require the authentication of the user. This free J2ME sample program, shows how a J2ME application can do authentication to the backend server. Note: Use Apache Tomcat Server as Web Server and MySQL as Database Server.
8. The following should be carried out with respect to the given set of application domains: (Assume that the Server is connected to the well-maintained database of the given domain. Mobile Client is to be connected to the Server and fetch the required data value/information)
    • Students Marks Enquiry
    • Town/City Movie Enquiry
    • Railway/Road/Air (For example PNR) Enquiry/Status
    • Sports (say, Cricket) Update
    • Town/City Weather Update
    • Public Exams (say Intermediate or SSC)/ Entrance (Say EAMCET) Results Enquiry

Divide Student into Batches and suggest them to design database according to their domains and render information according the requests.

9. Write an Android application program that displays Hello World using Terminal.

10. Write an Android application program that displays Hello World using Eclipse.

11. Write an Android application program that accepts a name from the user and displays the hello name to the user in response as output using Eclipse.

12. Write an Android application program that demonstrates the following:
    (i) LinearLayout
    (ii) RelativeLayout
    (iii) TableLayout
    (iv) GridView layout

13. Write an Android application program that converts the temperature in Celsius to Fahrenheit.

14. Write an Android application program that demonstrates intent in mobile application development.

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Software Engineering Lab

Objective:

- The Software Engineering lab will facilitate the students to develop a preliminary yet practical understanding of software development process and tools

Experiments:

Take any real time problem and do the following experiments

1. Do the Requirement Analysis and Prepare SRS
2. Using COCOMO model estimate effort.
3. Calculate effort using FP oriented estimation model.
4. Analyze the Risk related to the project and prepare RMMM plan.
5. Develop Time-line chart and project table using PERT or CPM project scheduling methods.
6. Draw E-R diagrams, DFD, CFD and structured charts for the project.
7. Design of Test cases based on requirements and design.
8. Prepare FTR
9. Prepare Version control and change control for software configuration items.

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Hadoop & BigData Lab

Week 1,2:

1. Implement the following Data structures in Java
a)Linked Lists b) Stacks c) Queues d) Set e) Map

Week 3, 4:

2. (i)Perform setting up and Installing Hadoop in its three operating modes:
Standalone,
Pseudo distributed,
Fully distributed

(ii)Use web based tools to monitor your Hadoop setup.

Week 5:

3. Implement the following file management tasks in Hadoop:

- **Adding files and directories**
- **Retrieving files**
- **Deleting files**

Hint: A typical Hadoop workflow creates data files (such as log files) elsewhere and copies them into HDFS using one of the above command line utilities.

Week 6:

4. Run a basic Word Count Map Reduce program to understand Map Reduce Paradigm.

Week 7:

5. Write a Map Reduce program that mines weather data.

Weather sensors collecting data every hour at many locations across the globe gather a large volume of log data, which is a good candidate for analysis with MapReduce, since it is semi structured and record-oriented.

Week 8:

6. Implement Matrix Multiplication with Hadoop Map Reduce

Week 9,10:

7. Install and Run Pig then write Pig Latin scripts to sort, group, join, project, and filter your data.

Week 11,12:

8. Install and Run Hive then use Hive to create, alter, and drop databases, tables, views, functions, and indexes

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Elective - III

Human Computer Interaction

Course Objectives:

The main objective is to get student to think constructively and analytically about how to design and evaluate interactive technologies.

Course Outcomes:

1. Explain the capabilities of both humans and computers from the viewpoint of human information processing.
2. Describe typical human–computer interaction (HCI) models, styles, and various historic HCI paradigms.
3. Apply an interactive design process and universal design principles to designing HCI systems.
4. Describe and use HCI design principles, standards and guidelines.
5. Analyze and identify user models, user support, socio-organizational issues, and stakeholder requirements of HCI systems.
6. Discuss tasks and dialogs of relevant HCI systems based on task analysis and dialog design.

Syllabus:

UNIT I:

Introduction: Usability of Interactive Systems- introduction, usability goals and measures, usability motivations, universal usability, goals for our profession

Managing Design Processes: Introduction, Organizational design to support usability, Four pillars of design, development methodologies, Ethnographic observation, Participatory design, Scenario Development, Social impact statement for early design review, legal issues, Usability Testing and Laboratories

UNIT II:

Menu Selection, Form Fill-In and Dialog Boxes: Introduction, Task- Related Menu Organization, Single menus, Combinations of Multiple Menus, Content Organization, Fast Movement Through Menus, Data entry with Menus: Form Fill-in, dialog Boxes, and alternatives, Audio Menus and menus for Small Displays

UNIT III:

Command and Natural Languages: Introduction, Command organization Functionality, Strategies and Structure, Naming and Abbreviations, Natural Language in Computing

Interaction Devices: Introduction, Keyboards and Keypads, Pointing Devices, Speech and Auditory Interfaces, Displays- Small and large

UNIT IV:

Quality of Service: Introduction, Models of Response-Time impacts, Expectations and attitudes, User Productivity, Variability in Response Time, Frustrating Experiences

Balancing Function and Fashion: Introduction, Error Messages, Nonanthropomorphic Design, Display Design, Web Page Design, Window Design, Color

UNIT V:

User Documentation and Online Help: Introduction, Online Vs Paper Documentation, Reading from paper Vs from Displays, Shaping the content of the Documentation, Accessing the Documentation, Online tutorials and animated documentation, Online communities for User Assistance, The Development Process

UNIT VI:

Information Search: Introduction, Searching in Textual Documents and Database Querying, Multimedia Document Searches, Advanced Filtering and Searching Interfaces

Information Visualization: Introduction, Data Type by Task Taxonomy, Challenges for Information Visualization

Text Books:

1. Designing the User Interface, Strategies for Effective Human Computer Interaction, 5ed, Ben Shneiderman, Catherine Plaisant, Maxine Cohen, Steven M Jacobs, Pearson

2. The Essential guide to user interface design,2/e, Wilbert O Galitz, Wiley DreamaTech.

Reference Books:

1. Human Computer, Interaction Dan R.Olsan, Cengage ,2010.
2. Designing the user interface. 4/e, Ben Shneidermann , PEA.
3. User Interface Design, Soren Lauesen , PEA.
4. Interaction Design PRECE, ROGERS, SHARPS, Wiley.

Advanced Operating Systems

Course Objectives:
The aim of this module is to study, learn, and understand the main concepts of advanced operating systems (parallel processing systems, distributed systems, real time systems, network operating systems, and open source operating systems); Hardware and software features that support these systems.

Course Outcomes:
1. Outline the potential benefits of distributed systems
2. Summarize the major security issues associated with distributed systems along with the
3. range of techniques available for increasing system security

Syllabus:

UNIT–I:
Introduction to Distributed systems: Goals of distributed system, hardware and software concepts, design issues.
Communication in Distributed systems: Layered protocols, ATM networks, the Client - Server model, remote procedure call and group communication.

UNIT–II:
Synchronization in Distributed systems: Clock synchronization, Mutual exclusion, E-tech algorithms, the Bully algorithm, a ring algorithm, atomic transactions,

UNIT-III:
Deadlocks: deadlock in distributed systems, Distributed deadlock prevention, and distributed dead lock detection.

UNIT–IV:
Processes: Processes and Processors in distributed systems: Threads, system models, Processor allocation, Scheduling in distributed system, Fault tolerance and real time distributed systems.

UNIT-V:

Distributed file systems: Distributed file systems design, distributed file system implementation, trends in distributed file systems**.**

Distributed shared memory : What is shared memory, consistency models, page based distributed shared memory, shared variable distributed shared memory, object based DSM.

UNIT-VI:

Case study MACH : Introduction to MACH, process management in MACH, memory management in MACH, communication in MACH, UNIX emulation in MACH. Case study DCE : Introduction to DCE threads, RPC's, Time service, Directory service, security service, Distributed file system.
TEXT BOOKS:

1. Distributed Operating System - Andrew. S. Tanenbaum, PHI
2. Operating Systems' – Internal and Design Principles Stallings, Fifth Edition–2005, Pearson education/PHI

REFERENCE BOOKS:

1. Operating System Principles- Abraham Silberchatz, Peter B. Galvin, Greg Gagne
   7th Edition, John Wiley.
2. Modern Operating Systems, Andrew S Tanenbaum 2nd edition Pearson/PHI

Mobile Adhoc & Sensor Networks

Course Objectives:

1) To make the student understand the concepts of MOBILE AD HOC NETWORKS (Manets) as well as Wireless Sensor Networks (WSN), their characteristics, novel applications, and technical challenges.
2) To understand the issues and solutions of various layers of Manets, namely MAC layer, Network Layer & Transport Layer in Manets and WSN.
3) To understand the platforms and protocols used in Manets and WSN.
4) To make the student take up further research as part of his higher studies

Course Outcomes:

1) Able to think and develop new applications in Manets and WSN.
2) Able to take any new technical issue related to these new thrust areas and come up with a solution(s).
3) Able to develop algorithms/protocols for Manets and WSN.

Syllabus:

UNIT I :

Introduction to Ad Hoc Networks: Characteristics of MANETs, applications of MANETs, and challenges of MANETs.

Routing in MANETs: Criteria for classification, Taxonomy of MANET routing algorithms, Topology based routing algorithms, Position based routing algorithms,

UNIT II:

Data Transmission: Broadcast storm problem, Broadcasting, Multicasting and Geocasting

UNIT III:

TCP over Ad Hoc: TCP protocol overview, TCP and MANETs, and Solutions for TCP over Ad hoc

UNIT IV:

Basics of Wireless Sensors and Applications: Applications, Classification of sensor networks, Architecture of sensor networks, Physical layer, MAC layer, Link layer

UNIT V :

Data Retrieval in Sensor Networks: Routing layer, Transport layer, High-level application layer support, Adapting to the inherent dynamic nature of WSNs, and Sensor Networks and mobile robots.

UNIT VI :

Security: Security in ad hoc networks, Key management, Secure routing, Cooperation in MANETs, and Intrusion detection systems.

Sensor Network Platforms and Tools: Sensor Network Hardware, Berkeley motes, Sensor Network Programming Challenges, Node-Level Software Platforms, TinyOS, NS-2 and TOSSIM.

Textbook:

1. *Ad hoc and Sensor Networks* - Theory and Applications, by Carlos Cordeiro and Dharma P. Agrawal, World Scientific Publications, March 2006, ISBN 981-256-681-3.
2. Wireless Sensor Networks: An Information Processing Approach, Feng Zhao, Leonidas Guibas, Elsevier Science ISBN: 978-1-55860-914-3,
   (Morgan Kauffman)

Pattern Recognition

Course Objectives:
The course is designed to introduce students to theoretical concepts and practical issues associated with pattern recognition

Course Outcomes:

1. Design systems and algorithms for pattern recognition (signal classification), with focus on sequences of patterns that are analyzed using, e.g., hidden Markov models (HMM),
2. Analyse classification problems probabilistically and estimate classifier performance,
3. Understand and analyse methods for automatic training of classification systems,
4. Apply Maximum-likelihood parameter estimation in relatively complex probabilistic models, such as mixture density models and hidden Markov models,
5. Understand the principles of Bayesian parameter estimation and apply them in relatively simple probabilistic models

Syllabus:

UNIT-I:
Introduction: Machine perception, pattern recognition example, pattern recognition systems, the Design cycle, learning and adaptation
Bayesian Decision Theory: Introduction, continuous features – two categories classifications, minimum error-rate classification-zero–one loss function, classifiers, discriminant functions, and decision surfaces

UNIT-II:
Normal density: Univariate and multivariate density, discriminant functions for the normal Density different cases, Bayes decision theory – discrete features, compound Bayesian decision theory and context

UNIT-III :
Maximum likelihood and Bayesian parameter estimation: Introduction, maximum likelihood Estimation, Bayesian estimation, Bayesian parameter estimation–Gaussian case

UNIT-IV :
Un-supervised learning and clustering: Introduction, mixture densities and identifiability, maximum likelihood estimates, application to normal mixtures, K-means clustering. Date description and clustering – similarity measures, criteria function for clustering

UNIT-V :
Pattern recognition using discrete hidden Markov models: Discrete-time Markov process, Extensions to hidden Markov models, three basic problems of HMMs, types of HMMs

UNIT-VI :
Continuous hidden Markov models :
Continuous observation densities, multiple mixtures per state, speech recognition applications.

Text Books:
1. Pattern classifications, Richard O. Duda, Peter E. Hart, David G. Stroke. Wiley student edition, Second Edition.
2. Pattern Recognition, An Introduction, V Susheela Devi, M Narsimha Murthy, Universiy Press

Reference Books:
1. R.C Gonzalez and R.E. Woods, “Digital Image Processing”, Addison Wesley, 1992.
2.Pattern Recognition and Image Analysis – Earl Gose, Richard John baugh, Steve Jost PHI 2004
3. Fundamentals of speech Recognition, Lawerence Rabiner, Biing – Hwang Juang Pearson education.
4. Pattern Recognition, Sergios Theodoridis, Konstantinos Koutroumbas, Academic Press, Elsevier, 4ed,

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Distributed Systems

Course Objectives:

1. provides an introduction to the fundamentals of distributed computer systems, assuming the availability of facilities for data transmission, IPC mechanisms in distributed systems, Remote procedure calls.
2. Expose students to current technology used to build architectures to enhance distributed computing infrastructures with various computing principles

Course Outcomes:

1. Develop a familiarity with distributed file systems.
2. Describe important characteristics of distributed systems and the salient architectural features of such systems.
3. Describe the features and applications of important standard protocols which are used in distributed systems.
4. Gaining practical experience of inter-process communication in a distributed environment

Syllabus:

UNIT-I:

Characterization of Distributed Systems: Introduction, Examples of Distributed Systems, Resource Sharing and the Web, Challenges.

System Models: Introduction, Architectural Models- Software Layers, System Architecture, Variations, Interface and Objects, Design Requirements for Distributed Architectures, Fundamental Models- Interaction Model, Failure Model, Security Model.

UNIT-II:

Interprocess Communication: Introduction, The API for the Internet Protocols- The Characteristics of Interprocess communication, Sockets, UDP Datagram Communication, TCP Stream Communication; External Data Representation and Marshalling; Client Server Communication; Group Communication- IP Multicast- an implementation of group communication, Reliability and Ordering of Multicast.

UNIT-III:

Distributed Objects and Remote Invocation: Introduction, Communication between Distributed Objects- Object Model, Distributed Object Modal, Design Issues for RMI, Implementation of RMI, Distributed Garbage Collection; Remote Procedure Call, Events and Notifications, Case Study: JAVA RMI

UNIT-IV:

Operating System Support: Introduction, The Operating System Layer, Protection, Processes and Threads –Address Space, Creation of a New Process, Threads.

UNIT-V:

Distributed File Systems: Introduction, File Service Architecture; Peer-to-Peer Systems: Introduction, Napster and its Legacy, Peer-to-Peer Middleware, Routing Overlays.

Coordination and Agreement: Introduction, Distributed Mutual Exclusion, Elections, Multicast Communication.

UNIT-VI:

Transactions & Replications: Introduction, System Model and Group Communication, Concurrency Control in Distributed Transactions, Distributed Dead Locks, Transaction Recovery; Replication- Introduction, Passive (Primary) Replication, Active Replication.

TEXT BOOKS:

1. Ajay D Kshemkalyani, Mukesh Sighal, “Distributed Computing, Principles, Algorithms and Systems”, Cambridge
2. George Coulouris, Jean Dollimore, Tim Kindberg, “Distributed Systems- Concepts and Design”, Fourth Edition, Pearson Publication

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Mathematical Optimization

Course Objectives:

The student will learn about the mathematical modeling, Linear Programming, Simplex method, Transportation problem, assignment problems, processing jobs through several machines, queuing, Inventory management and management decision making, Project management techniques, simulation techniques, probability distributions and markov analysis.

Course Outcomes:

1. Concept of mathematical modeling and development of a model.
2. Use of graphical solution in solving LPP.
3. Determining minimum transportation costs.
4. Use of assignment models in business and industry.
5. Processing of jobs through different number of machines.
6. Solving queuing problems in single-channel and multiple-channel situations
7. Inventory management and management decision making
8. Project management and simulation techniques
9. Understand application of probability distributions and markov process in different situations.

Syllabus:

UNIT I:

Introduction to Operations Research: Definition, Features, types of OR models, Methodology, Tools, Limitations and applications of Linear Programming.

Linear Programming I: Introduction, Formulation of LPP, Assumptions for solving LPP, Applications of LPP, Graphical method of solving LPP.

UNIT II:

Linear Programming II: Introduction, steps in solving problems using simplex method, Principle of simplex method- Maximization and minimization problems, solution by simplex method, limitations of LPP simplex method.

Linear Programming III: Introduction, concept of primal dual relationship, formulation of the dual of the primal problem, solution of LP problems using duality.

UNIT III:

The Transportation Problem: Basics, Solution of Transportation problem with several methods, performing optimality test, degeneracy in transportation problem.

Assignment model: Definition, Formulation, Different methods of solutions, Hungarian assignment method, unbalanced assignment problems

UNIT IV:

The Sequencing problems: introduction, basics, types of sequencing problems, priority sequencing, sequencing n jobs through two machines, n jobs and m machines, two jobs 3 machines case.

Waiting Line(Queuing) Theory: introduction, objectives and models, benefits and limitations, single channel and multi-channel queuing models.

UNIT V:

Inventory Management: introduction, objectives, developing the model, EOQ, Selective inventory management.

Project management PERT & CPM: introduction, construction of networks, calculation of EST, LST, EFT and LFT, drawing of networks and calculation of timings

UNIT VI:

Simulation: introduction, applications, advantages and limitations, Monte Carlo simulation technique, steps involved in use of simulation, generating and using random system, simulation of queuing system, investment decisions using simulation.

Probability theory and markov analysis: Basics, law of probability, discre and continuous random variables, cumulative distribution function, frequency and probability distributions, mean and standard deviation, Binomial

probability distribution, Normal probability distribution. Markovian process- applications, Markovian decision problems.

TEXT BOOKS:

1. Operations research, 2ed, Col D S Cheema, University Science Press, Lakshmi Publications.
2. Hamdy H. Taha, "Operations Research -An Introduction" Pearson Education,2003
3. Taha Hamdy- Operations Research- An Introduction ,Prentice-Hall, 7th edition

REFERNCE BOOKS:

1. Operations Research, Panneer Selvan, Prentice Hall of India.
2. Banks, J, Carson II J. S., Nelson B.L., and Nicol D.M. Discrete – Event System Simulation. Pearson Education Asia, 3rd edition,
3. Principles of Operation Research (with applications to managerial decisions) – H.M Wagher, PHI, New Delhi

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Management Science

Unit I

Introduction to Management: Concept –nature and importance of

Management – Functions of Management – Evaluation of Management thought- Theories of Motivation – Decision making process-Designing organization structure- Principles of organization - Types of organization structure

Unit II

Operations Management: Principles and Types of Management – Work study- Statistical Quality Control- Control charts (P-chart, R-chart, and Cchart) Simple problems- Material Management: Need for Inventory control- EOQ, ABC analysis (simple problems) and Types of ABC analysis (HML, SDE, VED, and FSN analysis)

Unit III

Functional Management: Concept of HRM, HRD and PMIR- Functions of HR Manager- Wage payment plans(Simple Problems) – Job Evaluation and Merit Rating - Marketing Management- Functions of Marketing – Marketing strategies based on product Life Cycle, Channels of distributions.

Unit IV

Project Management: (PERT/CPM): Development of Network – Difference between PERT and CPM Identifying Critical Path- Probability- Project Crashing (Simple Problems)

Unit V

Strategic Management: Vision, Mission, Goals, Strategy – Elements of Corporate Planning Process – Environmental Scanning – SWOT analysis- Steps in Strategy Formulation and Implementation, Generic Strategy alternatives

Unit VI

Contemporary Management Practice: Basic concepts of MIS, MRP, Justin-Time(JIT) system, Total Quality Management(TQM), Six sigma and Capability Maturity Model(CMM) Levies, Supply Chain Management , Enterprise Resource Planning (ERP), Business Process outsourcing (BPO), Business process Re-engineering and Bench Marking, Balanced Score Card.

Text Books

1. Dr. P. Vijaya Kumar & Dr. N. Appa Rao, '*Management Science'* Cengage, Delhi, 2012.
2. Dr. A. R. Aryasri, *Management Science'* TMH 2011.

References

1. Koontz & Weihrich: 'Essentials *of management'* TMH 2011
2. Seth & Rastogi: Global Management Systems, Cengage learning , Delhi, 2011
3. Robbins: Organizational Behaviour, Pearson publications, 2011
4. Kanishka Bedi: Production & Operations Management, Oxford Publications, 2011
5. Philip Kotler & Armstrong: Principles of Marketing, Pearson publications
6. Biswajit Patnaik: Human Resource Management, PHI, 2011
7. Hitt and Vijaya Kumar: Starategic Management, Cengage learning

Objective: To familiarize with the process of management and to provide basic insights into select contemporary management practices.

Codes/ Tables: Normal Distribution Function Tables need to be permitted into the examination Halls

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Project