



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

**DEPARTMENT OF INFORMATION TECHNOLOGY**  
**COURSE STRUCTURE AND SYLLABUS**

**For**

**B. Tech INFORMATION TECHNOLOGY**

*(Applicable for batches admitted from 2019-2020)*



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY: KAKINADA**

**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
<b>Total Credits</b>			<b>16</b>	<b>0</b>	<b>12</b>	<b>19</b>

**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
<b>Total Credits</b>			<b>18</b>	<b>1</b>	<b>10</b>	<b>21</b>



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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
<b>Total</b>			23	0	6	21
<b>*Internal Evaluation through Seminar / Test conducted for 50 marks</b>						

**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
<b>Total</b>			17	1	10	20
<b>*Internal Evaluation through Seminar conducted for 50 marks</b>						



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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	<b>Professional Elective -I</b> 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
<b>Total</b>			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	<b>Open Elective- I (Inter Disciplinary)</b>	3	0	0	3
3	IT3202	Web Technologies	3	0	0	3
4	PE3201	<b>Professional Elective II</b> (NPTEL/SWAYAM) <b>Duration: 12 Weeks Minimum</b> <b>*Course/subject title can't be repeated</b>	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
<b>Total</b>			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	<b>Open Elective II (Inter Disciplinary)</b>	3	0	0	3
5	PE4101	<b>Professional Elective III</b> 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	<b>Professional Elective IV</b> 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
<b>Total</b>			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	<b>Professional Elective- V</b> 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
<b>Total</b>			<b>9</b>	<b>0</b>	<b>0</b>	<b>16</b>

**Open Electives to be offered by IT for Other Branches:**

<p><b>Open Elective I:</b></p> <ol style="list-style-type: none"> <li>1. Data Structures</li> <li>2. Java Programming</li> <li>3. Data Base Management Systems</li> <li>4. C++ Programming</li> <li>5. Operating Systems</li> <li>6. Internet of Things</li> </ol>	<p><b>Open Elective II:</b></p> <ol style="list-style-type: none"> <li>1. Problem Solving using Python</li> <li>2. Web Technologies</li> <li>3. Machine Learning</li> <li>4. Distributed Computing</li> <li>5. AI Tools &amp; Techniques</li> <li>6. Data Science</li> </ol>
<p><b>Open Elective III:</b></p> <ol style="list-style-type: none"> <li>1. Big Data</li> <li>2. Image Processing</li> <li>3. Mobile Application Development</li> <li>4. Cyber Security</li> <li>5. Deep Learning</li> <li>6. Block Chain Technologies</li> </ol>	



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<b>I Year - I Semester</b>		<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>ENGLISH (HS1101)</b>					

**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)



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**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.





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

**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  $x^n V(x)$  – 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, 43<sup>rd</sup> 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, 10<sup>th</sup> Edition, Wiley-India.
- 2) Joel Hass, Christopher Heil and Maurice D. Weir, Thomas calculus, 14<sup>th</sup> Edition, Pearson.
- 3) Lawrence Tury, Advanced Engineering Mathematics, CRC Press, 2013.
- 4) Srimantha Pal, S C Bhunia, Engineering Mathematics, Oxford University Press.

<b>I Year - I Semester</b>		<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
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		3	0	0	3
<b>APPLIED CHEMISTRY (BS1106)</b>					

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<sub>2</sub>-O<sub>2</sub>, CH<sub>3</sub>OH-O<sub>2</sub>, 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 Publishing Co.

**Reference Books:**

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



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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>FUNDAMENTALS OF COMPUTER SCIENCE (ES1112)</b>					

**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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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

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

#### 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



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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. Kannaiyah, 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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<b>I Year - I Semester</b>		<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>0</b>	<b>0</b>	<b>3</b>	<b>1.5</b>
<b>ENGLISH LAB (HS1102)</b>					

**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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I Year - I Semester		L	T	P	C
		0	0	3	1.5
<b>APPLIED CHEMISTRY LAB (BS1107)</b>					

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

1. Determination of HCl using standard  $\text{Na}_2\text{CO}_3$  solution.
2. Determination of alkalinity of a sample containing  $\text{Na}_2\text{CO}_3$  and NaOH.
3. Determination of Mn (II) using standard oxalic acid solution.
4. Determination of ferrous iron using standard  $\text{K}_2\text{Cr}_2\text{O}_7$  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  $\text{Mg}^{+2}$  present in an antacid.
12. Determination of  $\text{CaCO}_3$  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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<b>I Year - I Semester</b>		<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>0</b>	<b>0</b>	<b>3</b>	<b>1.5</b>
<b>IT WORKSHOP (ES1105)</b>					

**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



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- 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](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](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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		<b>3</b>	<b>0</b>	<b>0</b>	<b>0</b>
<b>ENVIRONMENTAL SCIENCE (MC1101)</b>					

**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-spots 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, 2<sup>nd</sup> 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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<b>I Year - II Semester</b>		<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>MATHEMATICS - II (BS1202)</b>					

**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 –



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Newton's divide difference formula.

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

hrs)

Trapezoidal rule – Simpson's  $1/3^{\text{rd}}$  and  $3/8^{\text{th}}$  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<sup>rd</sup> 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<sup>th</sup> 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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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>MATHEMATICS - III (BS1203)</b>					

**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, 43<sup>rd</sup> 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, 10<sup>th</sup> Edition, Wiley-India.
- 2) Dean. G. Duffy, Advanced Engineering Mathematics with MATLAB, 3<sup>rd</sup> 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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<b>I Year - II Semester</b>		<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>APPLIED PHYSICS (BS1204)</b>					

**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 Uncertainty Principle –interpretation of wave function – Schrödinger 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 - Dielectric 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, 6<sup>th</sup> Edition McGraw Hill Education, 2017.
- 3) “Solid State Physics” by A. J. Dekker, Mc Millan Publishers (2011).





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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>PROGRAMMING FOR PROBLEM SOLVING USING C (ES1201)</b>					

**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.

<b>I Year - II Semester</b>		<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>DIGITAL LOGIC DESIGN (ES1213)</b>					

**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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		<b>0</b>	<b>0</b>	<b>3</b>	<b>1.5</b>
<b>APPLIED PHYSIC LAB (ES1205)</b>					

**(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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		<b>0</b>	<b>1</b>	<b>2</b>	<b>2</b>
<b>COMMUNICATION SKILLS LAB (HS1203)</b>					

**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- Gajendra Singh Chauhan, Smita Kashiramka, Cengage Publications.



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		<b>0</b>	<b>0</b>	<b>3</b>	<b>1.5</b>
<b>PROGRAMMING FOR PROBLEM SOLVING USING C LAB (ES1202)</b>					

**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.  
 $1 + 1/2 + 1/3 + 1/4 + 1/5 \dots 1/n$  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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		<b>0</b>	<b>0</b>	<b>2</b>	<b>1</b>
<b>ENGINEERING EXPLORATION PROJECT (PR1201)</b>					

**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](https://www.frogdesign.com/wpcontent/uploads/2016/03/CAT_2.0_English.pdf)
- Design Thinking for Educators (IDEO); <https://designthinkingforeducators.com/>

<b>I Year - II Semester</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
	<b>3</b>	<b>0</b>	<b>0</b>	<b>0</b>



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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 i.e., 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 Panchayati 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, Lok Sabha, Rajya Sabha, 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 Pachayati Raj: Functions PRI: Zila Panchayat, Elected officials and their roles, CEO Zila Panchayat: 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 Mayor and elected representatives of Municipalities
- Evaluate Zilla Panchayat 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 Commissionerate
- 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) Subash Kashyap, 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 and Politics Hans
- 7) J. Raj Indian Government 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](http://nptel.ac.in/courses/109104074/8)
- 2) [nptel.ac.in/courses/109104045/](http://nptel.ac.in/courses/109104045/)
- 3) [nptel.ac.in/courses/101104065/](http://nptel.ac.in/courses/101104065/)



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- 4) [www.hss.iitb.ac.in/en/lecture-details](http://www.hss.iitb.ac.in/en/lecture-details)
- 5) [www.iitb.ac.in/en/event/2nd-lecture-institute-lecture-series-indian-constitution](http://www.iitb.ac.in/en/event/2nd-lecture-institute-lecture-series-indian-constitution)

<b>II Year – I Semester</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
	<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>



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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, Bernard Kolman, Robert C. Busby and Sharon Cutler Ross, PHI.
- 3) Discrete Mathematics, S. K. Chakraborty 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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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>PRINCIPLES OF SOFTWARE ENGINEERING</b>					

**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 Quality 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, Pankaj Jalote, Wiley India, 2010.
- 2) Software Engineering, Ugrasen Suman, Cengage.

**e-Resources:**

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



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	<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>PYTHON PROGRAMMING</b>				

**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](https://www.tutorialspoint.com/python3/python_tutorial.pdf)



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	<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>DATA STRUCTURES</b>				

**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 Prim's & Kruskal's Algorithm, Dijkstra's shortest path, Transitive closure. Warshall's Algorithm,

**Text Books:**

- 1) Data Structures Using C. 2<sup>nd</sup> Edition. Reema Thareja, Oxford.
- 2) Data Structures and algorithm analysis in C, 2<sup>nd</sup>ed, 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](https://faculty.washington.edu/jstraub/dsa/Master_2_7a.pdf)



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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>COMPUTER ORGANIZATION</b>					

**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.



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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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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>OBJECT ORIENTED PROGRAMMING THROUGH C++</b>					

**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 2<sup>nd</sup> Edition.

**e- Resources:**

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



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		<b>0</b>	<b>0</b>	<b>3</b>	<b>1.5</b>
<b>PYTHON PROGRAMMING LAB</b>					

**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**

- Write a program combine\_lists that combines these lists into a dictionary.
- 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**

- Write a program to print each line of a file in reverse order.
- Write a program to compute the number of characters, words and lines in a file.

**Exercise - 8 Functions**

- 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)  $\leq$  (sum of their radii) then (they are colliding)
- Find mean, median, mode for the given set of numbers in a list.

**Exercise - 9 Functions - Continued**

- 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.
- Write a function dups to find all duplicates in the list.
- Write a function unique to find all the unique elements of a list.

**Exercise - 10 - Functions - Problem Solving**

- Write a function cumulative\_product to compute cumulative product of a list of numbers.
- Write a function reverse to reverse a list. Without using the reverse function.
- Write function to compute gcd, lcm of two numbers. Each function shouldn't exceed one line.

**Exercise 11 - Multi-D Lists**

- Write a program that defines a matrix and prints
- Write a program to perform addition of two square matrices
- Write a program to perform multiplication of two square matrices

**Exercise - 12 - Modules**

- Install packages requests, flask and explore them. using (pip)
- Write a script that imports requests and fetch content from the page. Eg. (Wiki)
- Write a simple script that serves a simple HTTP Response and a simple HTML Page

**Exercise - 13 OOP**

- Class variables and instance variable and illustration of the self variable
  - Robot
  - ATM Machine

**Exercise - 14 GUI, Graphics**

- Write a GUI for an Expression Calculator using tk
- 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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		<b>0</b>	<b>0</b>	<b>3</b>	<b>1.5</b>
<b>DATA STRUCTURES THROUGH C++ LAB</b>					

**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



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- 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 singly 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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		<b>3</b>	<b>0</b>	<b>0</b>	<b>0</b>
<b>ESSENCE OF INDIAN TRADITIONAL KNOWLEDGE</b>					

**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

**UNIT I**

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/>

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<b>EMPLOYABILITY SKILLS -I</b>					

#### 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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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>PROBABILITY AND STATISTICS</b>					

**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,  $\chi^2$  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, 8<sup>th</sup> Edition, Pearson 2007.
- 2) Jay I. Devore, Probability and Statistics for Engineering and the Sciences, 8<sup>th</sup> Edition, Cengage.
- 3) Sheldon M. Ross, Introduction to probability and statistics Engineers and the Scientists, 4<sup>th</sup> Edition, Academic Foundation, 2011.
- 4) Johannes Ledolter and Robert V. Hogg, Applied statistics for Engineers and Physical Scientists, 3<sup>rd</sup> Edition, Pearson, 2010.



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<b>JAVA PROGRAMMING</b>				

**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,



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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](https://www.w3schools.com/java/java_data_types.asp)

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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>OPERATING SYSTEMS</b>					

**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: Introduction, 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) Dhamdhare 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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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>DATABASE MANAGEMENT SYSTEMS</b>					

**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**

<b>II Year – II Semester</b>		<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>THEORY OF COMPUTATION</b>					

**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 Automata, 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  $\epsilon$ -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,  $\epsilon$ -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,



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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, 3<sup>rd</sup> Edition, Pearson, 2008.
- 2) Theory of Computer Science-Automata, Languages and Computation, K. L. P. Mishra and N. Chandrasekharan, 3<sup>rd</sup> 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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		<b>0</b>	<b>0</b>	<b>3</b>	<b>1.5</b>
<b>JAVA PROGRAMMING LAB</b>					

**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.



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- 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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		<b>0</b>	<b>0</b>	<b>2</b>	<b>1</b>
<b>UNIX OPERATING SYSTEM LAB</b>					

**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 using semaphores



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- 14) Write C program to create a thread using *pthread* library and let it run its function.
- 15) Write a C program to illustrate concurrent execution of threads using *pthread* library.





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		<b>0</b>	<b>0</b>	<b>3</b>	<b>1.5</b>
<b>DATABASE MANAGEMENT SYSTEMS LAB</b>					

**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 dropping 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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### DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – II Semester		L	T	P	C
		3	0	0	0
<b>PROFESSIONAL ETHICS &amp; HUMAN VALUES</b>					

#### 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.

**UNIT 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
<b>SOCIALLY RELEVANT PROJECT</b>					

**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
<b>ADVANCED DATA STRUCTURES</b>					

**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: 2<sup>nd</sup> 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, 2<sup>nd</sup> 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](http://utubersity.com/?page_id=878)
- 3) <http://freevidelectures.com/Course/2519/C-Programming-and-Data-Structures>
- 4) <http://freevidelectures.com/Course/2279/Data-Structures-And-Algorithms>



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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>COMPUTER NETWORKS</b>					

**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, IEEE-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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**DEPARTMENT OF INFORMATION TECHNOLOGY**

<b>III Year – I Semester</b>		<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>COMPILER DESIGN</b>					

**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, Jeffrey 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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	<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>ARTIFICIAL INTELLIGENCE</b>				

**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, propositional logic, natural deduction system, axiomatic system, semantic tableau system in propositional logic, resolution refutation in propositional 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 Luger, 5<sup>th</sup> ed, PEA.

**e-Resources:**

- 1) <https://nptel.ac.in/courses/106/105/106105077/>
- 2) <http://aima.cs.berkeley.edu/>



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	<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>SOFTWARE TESTING METHODOLOGIES</b>				

**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](https://www.tutorialspoint.com/software_testing_dictionary/test_tools.htm)



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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>NoSQL DATABASES</b>					

**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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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>SCRIPTING LANGUAGES</b>					

**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 to the 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-functions and 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, 3<sup>rd</sup> 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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	<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>COMPUTER GRAPHICS</b>				

**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 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



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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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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>R PROGRAMMING</b>					

**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
<b>DESIGN AND ANALYSIS OF ALGORITHMS</b>					

**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", 2<sup>nd</sup> Edition, Universities Press.
- 2) Harsh Bhasin, "Algorithms Design & Analysis", Oxford University Press.

**Reference Books:**

- 1) Horowitz E. Sahani S: "Fundamentals of Computer Algorithms", 2<sup>nd</sup> 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
<b>COMPUTER NETWORKS &amp; COMPILER DESIGN LAB</b>					

**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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**DEPARTMENT OF INFORMATION TECHNOLOGY**

III Year – I Semester		L	T	P	C
		0	0	3	1.5
<b>AI TOOLS &amp; TECHNIQUES LAB</b>					

**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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### DEPARTMENT OF INFORMATION TECHNOLOGY

III Year – I Semester		L	T	P	C
		2	0	0	0
<b>Employability Skills -II</b>					

#### 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 Resolution.
- 8) Stress Management: Stress - Definition, Nature, Types, Symptoms and Causes; Stress Analysis Models and Impact of Stress; Measurement and Management of Stress
- 9) Leadership and Assertiveness Skills: A Good Leader; Leaders and Managers; Leadership Theories; Types of Leaders; Leadership Behaviour; Assertiveness 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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<b>III Year – II Semester</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
	<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>DATA WAREHOUSING AND DATA MINING</b>				

**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](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](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](http://www.saedsayad.com/data_mining_map.htm)



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<b>III Year – II Semester</b>	<b>Open Elective –I</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>

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

<p><b>Electronics &amp; Communication Engineering</b></p> <ol style="list-style-type: none"> <li>1) Information Coding Theory</li> <li>2) VLSI Design</li> <li>3) Signals &amp; Systems</li> <li>4) Digital Signal Processing</li> </ol>	<p><b>Mathematics</b></p> <ol style="list-style-type: none"> <li>1) Optimization Techniques</li> <li>2) Computational Number Theory and Cryptography</li> </ol>
<p><b>Electrical and Electronics Engineering</b></p> <ol style="list-style-type: none"> <li>1) Networking Analysis</li> <li>2) Fuzzy Sets, Logic and Systems &amp; Applications</li> <li>3) Energy Management Systems and SCADA</li> <li>4) Industrial Safety Engineering</li> </ol>	<p><b>Civil Engineering</b></p> <ol style="list-style-type: none"> <li>1) Intelligent transportation engineering</li> <li>2) Remote Sensing and GI</li> <li>3) Engineering Mechanics</li> <li>4) City and Metropolitan Planning</li> <li>5) Sustainable Materials and Green Buildings</li> </ol>
<p><b>Mechanical Engineering</b></p> <ol style="list-style-type: none"> <li>1) Industrial Automation and Control</li> <li>2) Robotics</li> <li>3) CAD</li> <li>4) Mechatronics And Manufacturing Automation</li> <li>5) Non Conventional Energy Resources</li> </ol>	





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III Year – II Semester		L	T	P	C
		3	0	0	3
<b>WEB TECHNOLOGIES</b>					

**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, Robert 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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<b>III Year – II Semester</b>		<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>PROFESSIONAL ELECTIVE -II</b>					

(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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<b>III Year – II Semester</b>		<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>MANAGERIAL ECONOMICS AND FINANCIAL ACCOUNTANCY</b>					

**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		<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>0</b>	<b>0</b>	<b>3</b>	<b>1.5</b>
<b>WEB TECHNOLOGIES LAB</b>					

**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.

Logo	Web Site Name			
Home	Login	Registration	Catalogue	Cart
mca mba BCA	Description of the Web Site			



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**(b) LOGIN PAGE:**

Logo	Web Site Name			
Home	<a href="#">Login</a>	<a href="#">Registration</a>	<a href="#">Catalogue</a>	<a href="#">Cart</a>
MCA MBA BCA	Login : <input type="text" value="11a51f0003"/> Password: <input type="password" value="*****"/> <div style="text-align: center;"> <input type="button" value="Submit"/>    <input type="button" value="Reset"/> </div>			

**(c) CATALOGUE 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	<a href="#">Login</a>	<a href="#">Registration</a>	<a href="#">Catalogue</a>	<a href="#">Cart</a>
MCA MBA BCA	   	Book : XML Bible Author : Winston Publication : Wiley  Book : AI Author : S.Russel Publication : Princeton hall  Book : Java 2 Author : Watson Publication : BPB publications  Book : HTML in 24 hours Author : Sam Peter Publication : Sam	\$ 40.5   \$ 63  \$ 35.5  \$ 50	      

**(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 (Cascading Style Sheets)** 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
- Factorial of that number
  - Fibonacci series up to that number
  - Prime numbers up to that number
  - Is it palindrome or not
- 5) Write JavaScript programs on Event Handling
- Validation of registration form
  - Open a Window from the current window
  - Change color of background at each click of button or refresh of a page
  - Display calendar for the month and year selected from combo box
  - On Mouse over event
- 6) Write an XML file which will display the Book information which includes the following:
- Title of the book
  - Author Name
  - ISBN number
  - Publisher name
  - Edition
  - Price
- Write a Document Type Definition (DTD) to validate the above XML file.
  - 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.
- Create a Cookie and add these four user id's and passwords to this Cookie.
  - 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
<b>DATA MINING LAB</b>					

**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 3<sup>rd</sup> and 5<sup>th</sup> row with 2<sup>nd</sup> and 4<sup>th</sup> 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, 1<sup>st</sup> ed, Yanchang Zhao, Springer, 2012.
- 2) R for Everyone, Advanced Analytics and Graphics, 2<sup>nd</sup> ed, Jared Lander, Pearson, 2018.

**e-Resources:**

- 1) [www.r-tutor.com](http://www.r-tutor.com)



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III Year – II Semester		L	T	P	C
		0	0	0	1
<b>Industrial Training / Skill Development Programmes / Research Project in Higher Learning Institutes</b>					

**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
<b>CRYPTOGRAPHY AND NETWORK SECURITY</b>					

**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, McGrawHill, 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 Mukhopadhyay IIT 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
<b>MACHINE LEARNING</b>					

**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. Quadratic programming solution to



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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. Logistic 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”, O'Reilly.

**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
<b>ADVANCED COMPUTER NETWORKS</b>					

**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, segment, 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	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
	<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>Open Elective II</b>				

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

<p><b>Electronics &amp; Communication Engineering</b></p> <ol style="list-style-type: none"> <li>1) Information Coding Theory</li> <li>2) VLSI Design</li> <li>3) Signals &amp; Systems</li> <li>4) Digital Signal Processing</li> </ol>	<p><b>Mathematics</b></p> <ol style="list-style-type: none"> <li>1) Optimization Techniques</li> <li>2) Computational Number Theory and Cryptography</li> </ol>
<p><b>Electrical and Electronics Engineering</b></p> <ol style="list-style-type: none"> <li>1) Networking Analysis</li> <li>2) Fuzzy Sets, Logic and Systems &amp; Applications</li> <li>3) Energy Management Systems and SCADA</li> <li>4) Industrial Safety Engineering</li> </ol>	<p><b>Civil Engineering</b></p> <ol style="list-style-type: none"> <li>1) Intelligent transportation engineering</li> <li>2) Remote Sensing and GI</li> <li>3) Engineering Mechanics</li> <li>4) City and Metropolitan Planning</li> <li>5) Sustainable Materials and Green Buildings</li> </ol>
<p><b>Mechanical Engineering</b></p> <ol style="list-style-type: none"> <li>1) Industrial Automation and Control</li> <li>2) Robotics</li> <li>3) CAD</li> <li>4) Mechatronics And Manufacturing Automation</li> <li>5) Non Conventional Energy Resources</li> </ol>	



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IV Year – I Semester		L	T	P	C
		3	0	0	3
<b>BIG DATA ANALYTICS</b>					

**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 ecosystem

**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, Dirk deRoos, 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
<b>SOCIAL NETWORKING</b>					

#### 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
<b>AD-HOC AND SENSOR NETWORKS</b>					

**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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<b>IV Year – I Semester</b>		<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>CLOUD COMPUTING</b>					

**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, 1<sup>st</sup> Edition, Dan C Marinescu, MK Elsevier publisher, 2013
- 2) Cloud Computing, A Practical Approach, 1<sup>st</sup> Edition, Anthony T Velte, Toby J Velte, Robert Elsenpeter, TMH, 2017.

**Reference books:**

- 1) Mastering Cloud Computing, Foundations and Application Programming, 1<sup>st</sup> Edition, Raj Kumar Buyya, Christen vecctiola, S Tammarai selvi, TMH, 2013.
- 2) Essential of Cloud Computing, 1<sup>st</sup> Edition, K Chandrasekharan, CRC Press, 2014.
- 3) Cloud Computing, A Hands on Approach, Arshdeep Bahga, Vijay Madiseti, Universities Press, 2014.



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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>DESIGN PATTERNS</b>					

**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, façade, 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](https://www.tutorialspoint.com/design_pattern/design_pattern_overview.htm)



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<b>DISTRIBUTED SYSTEMS</b>					

**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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<b>DevOps</b>					

**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, 1<sup>st</sup> Edition, O'Reilly publications, 2016.
- 2) What is Devops? Infrastructure as code, 1<sup>st</sup> Edition, Mike Loukides ,O'Reilly publications, 2012.





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**Reference Books:**

- 1) Building a DevOps Culture, 1<sup>st</sup> Edition, Mandi Walls, O'Reilly publications, 2013.
- 2) The DevOps 2.0 Toolkit: Automating the Continuous Deployment Pipeline With Containerized Microservices, 1<sup>st</sup> Edition, Viktor Farcic, CreateSpace Independent Publishing Platform publications, 2016
- 3) Continuous Delivery: Reliable Software Releases Through Build, Test, and Deployment Automation, 1<sup>st</sup> Edition, Jez Humble and David Farley, 2010.
- 4) Achieving DevOps: A Novel About Delivering the Best of Agile, DevOps, and Microservices, 1<sup>st</sup> 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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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>INTERNET OF THINGS</b>					

**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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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>DATA SCIENCE</b>					

**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 Science, 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 Data Using 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", O'Reilly.
- 2) Allen B.Downey, "Think Stats", O'Reilly.

**Reference Books:**

- 1) Doing Data Science: Straight Talk From The Frontline, 1<sup>st</sup> Edition, Cathy O'Neil and Rachel Schutt, O'Reilly, 2013.
- 2) Mining of Massive Datasets, 2<sup>nd</sup> Edition, Jure Leskovek, Anand Rajaraman and Jeffrey Ullman, v2.1, Cambridge University Press, 2014.
- 3) "The Art of Data Science", 1<sup>st</sup> Edition, Roger D. Peng and Elizabeth matsui, Lean Publications, 2015
- 4) "Algorithms for Data Science", 1<sup>st</sup> 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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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>BIOMETRICS</b>					

**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, 1<sup>st</sup> Edition, Samir Nanavathi, Michel Thieme, and Raj Nanavathi, Wiley Eastern, 2002
- 3) Implementing Biometric Security, 1<sup>st</sup> Edition, John Chirillo and Scott Blaul Wiley Eastern Publication, 2005

**Reference Books:**

- 1) Security, Risk and the Biometric State: Governing Borders and Bodies, 1<sup>st</sup> 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, 1<sup>st</sup> Edition, John Berger, Prentice Hall, 2004



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		<b>0</b>	<b>0</b>	<b>2</b>	<b>1</b>
<b>UNIFIED MODELING LANGUAGE (UML) LAB</b>					

**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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		<b>0</b>	<b>0</b>	<b>0</b>	<b>2</b>
<b>Project –I</b>					

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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		<b>3</b>	<b>0</b>	<b>0</b>	<b>0</b>
<b>IPR &amp; PATENTS</b>					

**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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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>MANAGEMENT AND ORGANIZATIONAL BEHAVIOR</b>					

**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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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>Open Elective –III</b> 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

<b>Electronics &amp; Communication Engineering</b> <ol style="list-style-type: none"> <li>1) Information Coding Theory</li> <li>2) VLSI Design</li> <li>3) Signals &amp; Systems</li> <li>4) Digital Signal Processing</li> </ol>	<b>Mathematics</b> <ol style="list-style-type: none"> <li>1) Optimization Techniques</li> <li>2) Computational Number Theory and Cryptography</li> </ol>
<b>Electrical and Electronics Engineering</b> <ol style="list-style-type: none"> <li>1) Networking Analysis</li> <li>2) Fuzzy Sets, Logic and Systems &amp; Applications</li> <li>3) Energy Management Systems and SCADA</li> <li>4) Industrial Safety Engineering</li> </ol>	<b>Civil Engineering</b> <ol style="list-style-type: none"> <li>1) Intelligent transportation engineering</li> <li>2) Remote Sensing and GI</li> <li>3) Engineering Mechanics</li> <li>4) City and Metropolitan Planning</li> <li>5) Sustainable Materials and Green Buildings</li> </ol>
<b>Mechanical Engineering</b> <ol style="list-style-type: none"> <li>1) Industrial Automation and Control</li> <li>2) Robotics</li> <li>3) CAD</li> <li>4) Mechatronics And Manufacturing Automation</li> <li>5) Non Conventional Energy Resources</li> </ol>	



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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>DEEP LEARNING</b>					

**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





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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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		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>QUANTUM COMPUTING</b>					

**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).



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- 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](https://swayam.gov.in/nd1_noc19_cy31/preview)



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<b>BLOCKCHAIN TECHNOLOGIES</b>					

**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: 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. Antonopoulos, “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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<b>SOFTWARE PROJECT MANAGEMENT</b>					

**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, 4<sup>th</sup> 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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<b>NETWORK PROGRAMMING</b>					

**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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<b>Project -II</b>					



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**Open Electives to be offered by IT for Other Branches:**

**Open Elective I:**

For syllabus Refer to

Data Structures	<b>IT2103</b>
Java Programming	<b>IT2201</b>
Data Base Management Systems	<b>IT2203</b>
C++ Programming	<b>IT2105</b>
Operating Systems	<b>IT2202</b>
Internet of Things	<b>PE4102</b>

**Open Elective II:**

Problem Solving using Python	<b>ES2101</b>
Web Technologies	<b>IT3202</b>
Machine Learning	<b>IT4102</b>
Distributed Computing	<b>PE4102</b>
AI Tools & Techniques	<b>IT3104</b>
Data Science	<b>PE4102</b>

**Open Elective III:**

Big Data	<b>PE4101</b>
Image Processing	
Mobile Application Development	
Cyber Security	
Deep Learning	<b>PE4201</b>
Blockchain Technologies	<b>PE4201</b>



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<b>IMAGE PROCESSING</b> <b>Open Elective III</b>					

#### 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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<b>IV Year – II Semester</b>		<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>MOBILE APPLICATION DEVELOPMENT</b> <b>Open Elective III</b>					

**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



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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.



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IV Year – II Semester		<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>
<b>CYBER SECURITY</b> <b>Open Elective III</b>					

**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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**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.