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ACCREDITED BY NAAC



PROCEEDING OF THE
JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
(Established by Govt. Act No. 30 of 2008)
Kukatpally, Hyderabad – 500 085, Telangana (India)

Lr. No A1/ B.Tech. IT&E/2020

Date : 27.01.2020

Sub: JNTUH, Hyderabad- Directorate of Academic & Planning – B.Tech. Information Technology and Engineering (ITE) Courses Structure and Syllabi from the Academic Year 2019-20 – Approval - Orders – Issued.

- Read: 1 Lr. No.Nill, dated 27.09.2019, the Principal, Malla Reddy College of Engineering.(Q9), Maisammaguda (V), Dulapally, Secunderabad, Medchal Dist.
2 Univ. Lr. No A1/ B.Tech IT&E/2019, dated 23.10.2019.
3 Lr. No A1/ B.Tech. IT&E/2019, dated 17.12.2019.
4 Note orders of the Vice-Chancellor dated 25.01.2020.

The Principal, Malla Reddy College of Engineering.(Q9), Maisammaguda (V), Dulapally, Secunderabad, Medchal Dist., requested the University to accord permission to start a new B.Tech course in B.Tech. Information Technology and Engineering (ITE) during the academic year 2019-20.

Permission was given to the Principal, Malla Reddy College of Engineering.(Q9), Maisammaguda (V), Dulapally, Secunderabad, Medchal Dist. to start the new B.Tech. Information Technology and Engineering (IT&E) course from the Academic Year 2019-20. B.Tech. IT&E first year syllabus is common with B.Tech. CSE and IT courses of R18 Regulations, vide (2) read above.

In view of this, the University conducted a Board of Studies Meeting with the local members of **Computer Science and Engineering** Board on 21st Dec. 2019, for framing the II, III & IV year Course Structure and Syllabus for B.Tech. Information Technology and Engineering (ITE) course. The Chairman, Board of Studies in CSE has submitted and recommended course structure and syllabus for the above new B.Tech course.

Based on the recommendations of the Chairman, Board of Studies in CSE, the Vice-Chancellor is pleased to approve the B.Tech Information Technology and Engineering (ITE) Course Structure and Syllabus for implementation from the Academic Year 2019-20, at Malla Reddy College of Engineering.(Q9), Maisammaguda (V), Dulapally, Secunderabad, Medchal Dist, subject to ratification by the Academic Senate.

Encl:- As above.

To
The DE/CE, JNTUH, Hyderabad.

Copy to the Principal, Malla Reddy College of Engineering.(Q9), Maisammaguda (V), Dulapally, Secunderabad, Medchal Dist.

REGISTRAR I/c

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
B. Tech. in INFORMATION TECHNOLOGY & ENGINEERING (ITE)

COURSE STRUCTURE (R18)

Applicable From 2019-20 Admitted Batch

I YEAR I SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	MA101BS	Mathematics - I	3	1	0	4
2	CH102BS	Chemistry	3	1	0	4
3	EE103ES	Basic Electrical Engineering	3	0	0	3
4	ME105ES	Engineering Workshop	1	0	3	2.5
5	EN105HS	English	2	0	0	2
6	CH106BS	Engineering Chemistry Lab	0	0	3	1.5
7	EN107HS	English Language and Communication Skills Lab	0	0	2	1
8	EE108ES	Basic Electrical Engineering Lab	0	0	2	1
		Induction Programme				
		Total Credits	12	2	10	19

I YEAR II SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	MA201BS	Mathematics - II	3	1	0	4
2	AP202BS	Applied Physics	3	1	0	4
3	CS203ES	Programming for Problem Solving	3	1	0	4
4	ME204ES	Engineering Graphics	1	0	4	3
5	AP205BS	Applied Physics Lab	0	0	3	1.5
6	CS206ES	Programming for Problem Solving Lab	0	0	3	1.5
7	*MC209ES	Environmental Science	3	0	0	0
		Total Credits	13	3	10	18

*MC – Satisfied/Unsatisfied

II YEAR I SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	ESC	Analog & Digital Electronics	3	0	0	3
2	PCC	Data Structures	3	1	0	4
3	BSC	Statistical Methods for Data Science	3	0	0	3
4	PCC	Computer Organization & Microcontroller	3	0	0	3
5	PCC	Python Programming	3	0	0	3
6	ESC	Analog & Digital Electronics Lab	0	0	2	1
7	PCC	Data Structures Lab using Python	0	0	3	1.5
8	BSC	Statistical Methods Lab using R	0	0	2	1
9	PCC	IT Workshop & Microcontroller Lab	0	0	3	1.5
10	*MC	Gender Sensitization Lab	0	0	2	0
		Total Credits	15	1	12	21

II YEAR II SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	PCC	Discrete Mathematics	3	0	0	3
2	HS MC	Business Economics & Financial Analysis	3	0	0	3
3	PCC	Operating Systems	3	0	0	3
4	PCC	Database Management Systems	3	1	0	4
5	PCC	Object Oriented Programming using Java	3	1	0	4
6	PCC	Operating Systems Lab	0	0	3	1.5
7	PCC	Database Management Systems Lab	0	0	3	1.5
8	PCC	Java Programming Lab	0	0	2	1
9	*MC	Constitution of India	3	0	0	0
		Total Credits	18	2	8	21

III YEAR I SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	PCC	Formal Languages & Automata Theory	3	0	0	3
2	PCC	Software Engineering	3	0	0	3
3	PCC	Computer Networks	3	0	0	3
4	PCC	Scripting Languages	3	0	0	3
5	PEC	Professional Elective-I	3	0	0	3
6	PEC	Professional Elective-II	3	0	0	3
7	PCC	Software Engineering Lab	0	0	3	1.5
8	PCC	Computer Networks & Scripting Languages Lab	0	0	3	1.5
9	HSMC	Advanced Communication Skills Lab	0	0	2	1
10	*MC	Environmental Science	3	0	0	0
		Total Credits	21	0	8	22

III YEAR II SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	PCC	Android Application Development	3	0	0	3
2	PCC	Principles of Compiler Construction	3	0	0	3
3	PCC	Design and Analysis of Algorithms	3	1	0	4
4	PCC	Information Security	3	0	0	3
5	PEC	Professional Elective - III	3	0	0	3
6	OEC	Open Elective-I (Humanities)	3	0	0	3
7	PCC	Information Security Lab	0	0	3	1.5
8	PCC	Android Application Development Lab	0	0	3	1.5
		Total Credits	18	1	6	22

IV YEAR I SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	PCC	Internet of Things	3	0	0	3.0
2	PCC	Data Mining	2	0	0	2.0
3	PEC	Professional Elective -IV	3	0	0	3.0
4	PEC	Professional Elective -V	3	0	0	3.0
5	OEC	Open Elective-II	3	0	0	3.0
6	PCC	Internet of Things & Data Mining Lab	0	0	2	1.0
7	SI	Industrial Oriented Mini Project/ Summer Internship	0	0	0	2.0*
8	PROJ	Project Stage -I	0	0	6	3.0
9	PROJ	Seminar	0	0	2	1.0
		Total Credits	14	0	10	21

* To be carried out during the summer vacation between 6th and 7th semesters (Minimum of 6 weeks duration)

IV YEAR II SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	HSMC	Organizational Behaviour	3	0	0	3
2	PEC	Professional Elective -VI	3	0	0	3
3	OEC	Open Elective-II	3	0	0	3
4	PROJ	Project Stage - II	0	0	14	7
		Total Credits	9	0	14	16

*MC – Satisfied/Unsatisfied

Professional Elective-I

1. Data Science
2. Soft computing

3. Biometrics
4. Object Oriented Analysis & Design
5. Computer Graphics

Professional Elective-II

1. Distributed Databases
2. Artificial Intelligence
3. Database Security
4. Software Reliability
5. Principles of Programming Languages

Professional Elective-III

1. Cloud Computing
2. Machine Learning
3. Ethical Hacking
4. Software Testing Methodologies
5. Information Retrieval System

Professional Elective-IV

1. Big Data Analytics
2. Pattern Recognition
3. Network Security & Cryptography
4. Software Process & Project Management
5. Distributed Systems

Professional Elective-V

1. Natural Language Processing
2. Image Processing
3. Ad hoc & Sensor Networks
4. Human Computer Interaction
5. Advanced Algorithms

Professional Elective-VI

1. High Performance Computing

2. Deep Learning
3. Cyber Forensics
4. Agile Software Development
5. Advanced Computer Architecture

Open Elective (I) Humanities

1. Entrepreneurship
2. Fundamentals of Management for Engineers
3. Cyber Law & Ethics

Open Elective (II)

1. Data Structures
2. Artificial Intelligence
3. Python Programming
4. Java Programming

Open Elective (III)

1. Machine Learning
2. Mobile Application Development
3. Scripting Languages
4. Database Management Systems

MA101BS: MATHEMATICS - I

B.Tech. I Year I Sem.

L T P C
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Course Objectives: To learn

- Types of matrices and their properties.
- Concept of a rank of the matrix and applying this concept to know the consistency and solving the system of linear equations.
- Concept of Eigen values and eigenvectors and to reduce the quadratic form to canonical form.
- Concept of Sequence.
- Concept of nature of the series.
- Geometrical approach to the mean value theorems and their application to the mathematical problems
- Evaluation of surface areas and volumes of revolutions of curves.
- Evaluation of improper integrals using Beta and Gamma functions.
- Partial differentiation, concept of total derivative
- Finding maxima and minima of function of two and three variables.

Course Outcomes: After learning the contents of this paper the student must be able to

- Write the matrix representation of a set of linear equations and to analyse the solution of the system of equations
- Find the Eigen values and Eigen vectors
- Reduce the quadratic form to canonical form using orthogonal transformations.
- Analyse the nature of sequence and series.
- Solve the applications on the mean value theorems.
- Evaluate the improper integrals using Beta and Gamma functions
- Find the extreme values of functions of two variables with/ without constraints.

UNIT-I: Matrices

Matrices: Types of Matrices, Symmetric, Hermitian, Skew-symmetric, Skew-Hermitian, orthogonal matrices; Unitary Matrices; rank of a matrix by Echelon form and Normal form,

Inverse of Non-singular matrices by Gauss-Jordan method; System of linear equations; solving system of Homogeneous and Non-Homogeneous equations. Gauss elimination method; Gauss Seidel Iteration Method.

UNIT-II: Eigen values and Eigen vectors

Linear Transformation and Orthogonal Transformation: Eigen values and Eigenvectors and their properties: Diagonalization of a matrix; Cayley-Hamilton Theorem (without proof); finding inverse and power of a matrix by Cayley-Hamilton Theorem; Quadratic forms and Nature of the Quadratic Forms; Reduction of Quadratic form to canonical forms by Orthogonal Transformation

UNIT-III: Sequences & Series

Sequence: Definition of a Sequence, limit; Convergent, Divergent and Oscillatory sequences.

Series: Convergent, Divergent and Oscillatory Series; Series of positive terms; Comparison test, p-test, D'Alembert's ratio test; Raabe's test; Cauchy's Integral test; Cauchy's root test; logarithmic test. Alternating series: Leibnitz test; Alternating Convergent series: Absolute and Conditionally Convergence.

UNIT-IV: Calculus

Mean value theorems: Rolle's theorem, Lagrange's Mean value theorem with their Geometrical Interpretation and applications, Cauchy's Mean value Theorem. Taylor's Series. Applications of definite integrals to evaluate surface areas and volumes of revolutions of curves (Only in Cartesian coordinates), Definition of Improper Integral: Beta and Gamma functions and their applications.

UNIT-V: Multivariable calculus (Partial Differentiation and applications)

Definitions of Limit and continuity.
Partial Differentiation; Euler's Theorem; Total derivative; Jacobian; Functional dependence & independence, Maxima and minima of functions of two variables and three variables using method of Lagrange multipliers.

TEXTBOOKS:

1. B.S. Grewal, Higher Engineering Mathematics, Khanna Publishers, 36th Edition, 2010

2. Erwin kreyszig, Advanced Engineering Mathematics, 9th Edition, John Wiley & Sons, 2006.
3. G.B. Thomas and R.L. Finney, Calculus and Analytic geometry, 9th Edition, Pearson, Reprint, 2002.

REFERENCES:

1. N.P. Bahl and Manish Goyal, A text book of Engineering Mathematics, Laxmi Publications, Reprint, 2008.
2. Ramana B.V., Higher Engineering Mathematics, Tata McGraw Hill New Delhi, 11th Reprint, 2010.

CH102BS/CH202BS: CHEMISTRY

B.Tech. I Year I Sem.

L T P C
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Course Objectives:

- To bring adaptability to the concepts of chemistry and to acquire the required skills to become a perfect engineer.
- To impart the basic knowledge of atomic, molecular and electronic modifications which makes the student to understand the technology based on them.
- To acquire the knowledge of electrochemistry, corrosion and water treatment which are essential for the Engineers and in industry.
- To acquire the skills pertaining to spectroscopy and to apply them for medical and other fields.
- To impart the knowledge of stereochemistry and synthetic aspects useful for understanding reaction pathways

Course Outcomes: The basic concepts included in this course will help the student to gain:

- The knowledge of atomic, molecular and electronic changes, band theory related to conductivity.
- The required principles and concepts of electrochemistry, corrosion and in understanding the problem of water and its treatments.
- The required skills to get clear concepts on basic spectroscopy and application to medical and other fields.
- The knowledge of configurational and conformational analysis of molecules and reaction mechanisms.

Unit - I:

Molecular structure and Theories of Bonding: Atomic and Molecular orbitals. Linear Combination of Atomic Orbitals (LCAO), molecular orbitals of diatomic molecules, molecular orbital energy level diagrams of N₂, O₂ and F₂ molecules. π molecular orbitals of butadiene and benzene.

Crystal Field Theory (CFT): Salient Features of CFT – Crystal Field Splitting of transition metal ion d- orbitals in Tetrahedral, Octahedral and square planar geometries. Band structure of solids and effect of doping on conductance.

Unit - II:

Water and its treatment: Introduction – hardness of water – Causes of hardness - Types of hardness: temporary and permanent – expression and units of hardness – Estimation of hardness of water by complexometric method. Potable water and its specifications. Steps involved in treatment of water – Disinfection of water by chlorination and ozonization. Boiler feed water and its treatment – Calgon conditioning, Phosphate conditioning and Colloidal conditioning. External treatment of water – Ion exchange process. Desalination of water – Reverse osmosis. Numerical problems.

Unit - III:

Electrochemistry and corrosion: Electro chemical cells – electrode potential, standard electrode potential, types of electrodes – calomel, Quinhydrone and glass electrode. Nernst equation. Determination of pH of a solution by using quinhydrone and glass electrode. Electrochemical series and its applications. Numerical problems. Potentiometric titrations. Batteries – Primary (Lithium cell) and secondary batteries (Lead – acid storage battery and Lithium ion battery). Causes and effects of corrosion – theories of chemical and electrochemical corrosion – mechanism of electrochemical corrosion, Types of corrosion: Galvanic, water-line and pitting corrosion. Factors affecting rate of corrosion, Corrosion control methods- Cathodic protection – Sacrificial anode and impressed current cathodic methods. Surface coatings – metallic coatings – methods of application. Electroless plating of Nickel.

Unit - IV:

Stereochemistry, Reaction Mechanism and synthesis of drug molecules: Introduction to representation of 3-dimensional structures, Structural and stereoisomers, configurations, symmetry and chirality. Enantiomers, diastereomers, optical activity and Absolute configuration. Conformation analysis of n-butane. Substitution reactions: Nucleophilic substitution reactions: Mechanism of S_N1 , S_N2 reactions. Electrophilic and nucleophilic addition reactions: Addition of HBr to propene. Markownikoff and anti Markownikoff's additions. Grignard additions on carbonyl compounds. Elimination

reactions: Dehydro halogenation of alkylhalides. Saytzeff rule. Oxidation reactions: Oxidation of alcohols using $KMnO_4$ and chromic acid.

Reduction reactions: reduction of carbonyl compounds using $LiAlH_4$ & $NaBH_4$. Hydroboration of olefins. Structure, synthesis and pharmaceutical applications of Paracetamol and Aspirin.

Unit - V:

Spectroscopic techniques and applications: Principles of spectroscopy, selection rules and applications of electronic spectroscopy, vibrational and rotational spectroscopy. Basic concepts of Nuclear magnetic resonance Spectroscopy, chemical shift. Introduction to Magnetic resonance imaging.

Suggested Text Books:

1. Physical Chemistry, by P.W. Atkins
2. Engineering Chemistry by P.C.Jain & M.Jain; Dhanpat Rai Publishing Company (P) Ltd., New Delhi.
3. Fundamentals of Molecular Spectroscopy, by C.N. Banwell
4. Organic Chemistry: Structure and Function by K.P.C. Volhardt and N.E.Schore, 5th Edition.
5. University Chemistry, by B.M. Mahan, Pearson IV Edition.
6. Engineering Chemistry (NPTEL Web-book), by B.L. Tembe, Kamaluddin and M.S. Krishnan

EE103ES/EE203ES: BASIC ELECTRICAL ENGINEERING

B.Tech. I Year I Sem.

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Course Objectives:

- To introduce the concepts of electrical circuits and its components
- To understand magnetic circuits, DC circuits and AC single phase & three phase circuits
- To study and understand the different types of DC/AC machines and Transformers.
- To impart the knowledge of various electrical installations.
- To introduce the concept of power, power factor and its improvement.

Course Outcomes:

- To analyze and solve electrical circuits using network laws and theorems.
- To understand and analyze basic Electric and Magnetic circuits
- To study the working principles of Electrical Machines
- To introduce components of Low Voltage Electrical Installations

UNIT-I: D.C. Circuits

Electrical circuit elements (R , L and C), voltage and current sources, KVL&KCL, analysis of simple circuits with dc excitation. Superposition, Thevenin and Norton Theorems. Time-domain analysis of first-order RL and RC circuits.

UNIT-II: A.C. Circuits

Representation of sinusoidal waveforms, peak and rms values, phasor representation, real power, reactive power, apparent power, power factor, Analysis of single-phase ac circuits consisting of R , L , C , RL , RC , RLC combinations (series and parallel), resonance in series $R-L-C$ circuit.

Three-phase balanced circuits, voltage and current relations in star and delta connections.

UNIT-III: Transformers

Ideal and practical transformer, equivalent circuit, losses in transformers, regulation and efficiency. Auto-transformer and three-phase transformer connections.

UNIT-IV: Electrical Machines

Generation of rotating magnetic fields, Construction and working of a three-phase induction motor, Significance of torque-slip characteristic. Loss components and efficiency, starting and speed control of induction motor. Single-phase induction motor. Construction, working, torque-speed characteristic and speed control of separately excited dc motor. Construction and working of synchronous generators.

UNIT-V: Electrical Installations

Components of LT Switchgear: Switch Fuse Unit (SFU), MCB, ELCB, MCCB, Types of Wires and Cables, Earthing. Types of Batteries, Important Characteristics for Batteries, Elementary calculations for energy consumption, power factor improvement and battery backup.

Suggested Text-Books/Reference-Books:

1. Basic Electrical Engineering - D.P. Koithari and I.J. Nagrath, 3rd edition 2010, Tata McGraw Hill.
2. D.C. Kulshrestha, "Basic Electrical Engineering", McGraw Hill, 2009.
3. L.S. Bobrow, Fundamentals of Electrical Engineering", Oxford University Press, 2011
4. Electrical and Electronics Technology, E. Hughes, 10th Edition, Pearson, 2010
5. Electrical Engineering Fundamentals, Vincent Deltoro, Second Edition, Prentice Hall India, 1989.

ME105ES/ME205ES: ENGINEERING WORKSHOP

B.Tech. I Year I Sem.

L T P C
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Pre-requisites: Practical skill

Course Objectives:

- To Study of different hand operated power tools, uses and their demonstration.
- To gain a good basic working knowledge required for the production of various engineering products.
- To provide hands on experience about use of different engineering materials, tools, equipments and processes those are common in the engineering field.
- To develop a right attitude, team working, precision and safety at work place.
- It explains the construction, function, use and application of different working tools, equipment and machines.
- To study commonly used carpentry joints.
- To have practical exposure to various welding and joining processes.
- Identify and use marking out tools, hand tools, measuring equipment and to work to prescribed tolerances.

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

- Study and practice on machine tools and their operations
- Practice on manufacturing of components using workshop trades including plumbing, fitting, carpentry, foundry, house wiring and welding.
- Identify and apply suitable tools for different trades of Engineering processes including drilling, material removing, measuring, chiselling.
- Apply basic electrical engineering knowledge for house wiring practice.

1. TRADES FOR EXERCISES:

At least two exercises from each trade:

- I. Carpentry – (T-Lap Joint, Dovetail Joint, Mortise & Tenon Joint)
- II. Fitting – (V-Fit, Dovetail Fit & Semi-circular fit)

- III. Tin-Smithy – (Square Tin, Rectangular Tray & Conical Funnel)
- IV. Foundry – (Preparation of Green Sand Mould using Single Piece and Split Pattern)
- V. Welding Practice – (Arc Welding & Gas Welding)
- VI. House-wiring – (Parallel & Series, Two-way Switch and Tube Light)
- VII. Black Smithy – (Round to Square, Fan Hook and S-Hook)

2. TRADES FOR DEMONSTRATION & EXPOSURE:

Plumbing, Machine Shop, Metal Cutting (Water Plasma), Power tools in construction and Wood Working

TEXT BOOKS:

1. Workshop Practice /B. L. Juneja / Cengage
2. Workshop Manual / K. Venugopal / Anuradha.

REFERENCE BOOKS:

1. Work shop Manual - P. Kanniah/K. L. Narayana/ SciTech
2. Workshop Manual / Venkat Reddy/ BSP

EN105HS/EN205HS: ENGLISH

B.Tech. I Year I Sem.

L T P C
2 0 0 2

INTRODUCTION

In view of the growing importance of English as a tool for global communication and the consequent emphasis on training students to acquire language skills, the syllabus of English has been designed to develop linguistic, communicative and critical thinking competencies of Engineering students.

In English classes, the focus should be on the skills development in the areas of vocabulary, grammar, reading and writing. For this, the teachers should use the prescribed text for detailed study. The students should be encouraged to read the texts leading to reading comprehension and different passages may be given for practice in the class. The time should be utilized for working out the exercises given after each excerpt, and also for supplementing the exercises with authentic materials of a similar kind, for example, newspaper articles, advertisements, promotional material etc. *The focus in this syllabus is on skill development, fostering ideas and practice of language skills in various contexts and cultures.*

Learning Objectives: The course will help to

- Improve the language proficiency of students in English with an emphasis on Vocabulary, Grammar, Reading and Writing skills.
- Equip students to study academic subjects more effectively and critically using the theoretical and practical components of English syllabus.
- Develop study skills and communication skills in formal and informal situations.

Course Outcomes: Students should be able to

- Use English Language effectively in spoken and written forms.
- Comprehend the given texts and respond appropriately.
- Communicate confidently in various contexts and different cultures.
- Acquire basic proficiency in English including reading and listening comprehension, writing and speaking skills.

SYLLABUS

UNIT –I

'The Raman Effect' from the prescribed textbook 'English for Engineers' published by Cambridge University Press.

Vocabulary Building: The Concept of Word Formation – The Use of Prefixes and Suffixes.

Grammar: Identifying Common Errors in Writing with Reference to Articles and Prepositions.

Reading: Reading and its Importance- Techniques for Effective Reading.

Basic Writing Skills: Sentence Structures -Use of Phrases and Clauses in Sentences-

Importance of Proper Punctuation- Techniques for writing precisely – **Paragraph writing** –

Types, Structures and Features of a Paragraph - Creating Coherence-Organizing Principles of Paragraphs in Documents.

UNIT –II

'Ancient Architecture in India' from the prescribed textbook 'English for Engineers' published by Cambridge University Press.

Vocabulary: Synonyms and Antonyms.

Grammar: Identifying Common Errors in Writing with Reference to Noun-pronoun Agreement and Subject-verb Agreement.

Reading: Improving Comprehension Skills – Techniques for Good Comprehension

Writing: Format of a Formal Letter-**Writing Formal Letters** E.g., Letter of Complaint, Letter of Requisition, Job Application with Resume.

UNIT –III

'Blue Jeans' from the prescribed textbook 'English for Engineers' published by Cambridge University Press.

Vocabulary: Acquaintance with Prefixes and Suffixes from Foreign Languages in English to form Derivatives-Words from Foreign Languages and their Use in English.

Grammar: Identifying Common Errors in Writing with Reference to Misplaced Modifiers and Tenses.

Reading: Sub-skills of Reading- Skimming and Scanning

Writing: Nature and Style of Sensible Writing- **Defining- Describing** Objects, Places and Events – **Classifying**- Providing Examples or Evidence

UNIT -IV

'What Should You Be Eating' from the prescribed textbook 'English for Engineers' published by Cambridge University Press.

Vocabulary: Standard Abbreviations in English

Grammar: Redundancies and Clichés in Oral and Written Communication.

Reading: Comprehension- Intensive Reading and Extensive Reading

Writing: Writing Practices--Writing Introduction and Conclusion - Essay Writing-Précis Writing.

UNIT -V

'How a Chinese Billionaire Built Her Fortune' from the prescribed textbook 'English for Engineers' published by Cambridge University Press.

Vocabulary: Technical Vocabulary and their usage

Grammar: Common Errors in English

Reading: Reading Comprehension-Exercises for Practice

Writing: Technical Reports- Introduction – Characteristics of a Report – Categories of Reports

Formats- Structure of Reports (Manuscript Format)-Types of Reports - Writing a Report.

Prescribed Textbook:

1. Sudarshana, N.P. and Savitha, C. (2018). English for Engineers. Cambridge University Press.

References:

1. Swan, M. (2016). Practical English Usage. Oxford University Press.
2. Kumar, S and Lata, P. (2018). Communication Skills. Oxford University Press.
3. Wood, F.T. (2007). Remedial English Grammar. Macmillan.
4. Zinsser, William. (2001). On Writing Well. Harper Resource Book.
5. Hamp-Lyons, L. (2006). Study Writing. Cambridge University Press.
6. Exercises in Spoken English. Parts I –III. CIEFL, Hyderabad. Oxford University Press.

CH106BS/CH206ES: ENGINEERING CHEMISTRY LAB

B.Tech. I Year I Sem.

L T P C
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Course Objectives: The course consists of experiments related to the principles of chemistry required for engineering student. The student will learn:

- Estimation of hardness and chloride content in water to check its suitability for drinking purpose.
- To determine the rate constant of reactions from concentrations as a function of time.
- The measurement of physical properties like adsorption and viscosity.
- To synthesize the drug molecules and check the purity of organic molecules by thin layer chromatographic (TLC) technique.

Course Outcomes: The experiments will make the student gain skills on:

- Determination of parameters like hardness and chloride content in water.
- Estimation of rate constant of a reaction from concentration – time relationships.
- Determination of physical properties like adsorption and viscosity.
- Calculation of R_f values of some organic molecules by TLC technique.

List of Experiments:

1. Determination of total hardness of water by complexometric method using EDTA
2. Determination of chloride content of water by Argentometry
3. Estimation of an HCl by Conductometric titrations
4. Estimation of Acetic acid by Conductometric titrations
5. Estimation of HCl by Potentiometric titrations
6. Estimation of Fe^{2+} by Potentiometry using $KMnO_4$
7. Determination of rate constant of acid catalysed hydrolysis of methyl acetate
8. Synthesis of Aspirin and Paracetamol
9. Thin layer chromatography calculation of R_f values. eg ortho and para nitro phenols
10. Determination of acid value of coconut oil
11. Verification of Freundlich adsorption isotherm-adsorption of acetic acid on charcoal

12. Determination of viscosity of castor oil and ground nut oil by using Ostwald's viscometer.
13. Determination of partition coefficient of acetic acid between n-butanol and water.
14. Determination of surface tension of a give liquid using stalagmometer.

References

1. Senior practical physical chemistry, B.D. Khosla, A. Gulati and V. Gang (R. Chand & Co., Delhi)
2. An introduction to practical chemistry, K.K. Sharma and D. S. Sharma (Vikas publishing, N. Delhi)
3. Vogel's text book of practical organic chemistry 5th edition
4. Text book on Experiments and calculations in Engineering chemistry – S.S. Dara

EN107HS/EN207HS: ENGLISH LANGUAGE AND COMMUNICATION SKILLS LAB

B.Tech. I Year I Sem.

L T P C
0 0 2 1

The **Language Lab** focuses on the production and practice of sounds of language and familiarizes the students with the use of English in everyday situations both in formal and informal contexts.

Course Objectives:

- To facilitate computer-assisted multi-media instruction enabling individualized and independent language learning
- To sensitize students to the nuances of English speech sounds, word accent, intonation and rhythm
- To bring about a consistent accent and intelligibility in students' pronunciation of English by providing an opportunity for practice in speaking
- To improve the fluency of students in spoken English and neutralize their mother tongue influence
- To train students to use language appropriately for public speaking and interviews

Learning Outcomes: Students will be able to attain

- Better understanding of nuances of English language through audio-visual experience and group activities
- Neutralization of accent for intelligibility
- Speaking skills with clarity and confidence which in turn enhances their employability skills

Syllabus

English Language and Communication Skills Lab (ELCS) shall have two parts:

- a. Computer Assisted Language Learning (CALL) Lab
- b. Interactive Communication Skills (ICS) Lab

Listening Skills

Objectives

1. To enable students develop their listening skills so that they may appreciate its role in the LSRW skills approach to language and improve their pronunciation
2. To equip students with necessary training in listening so that they can comprehend the speech of people of different backgrounds and regions

Students should be given practice in listening to the sounds of the language, to be able to recognize them and find the distinction between different sounds, to be able to mark stress and recognize and use the right intonation in sentences.

- Listening for general content
- Listening to fill up information
- Intensive listening
- Listening for specific information

Speaking Skills

Objectives

1. To involve students in speaking activities in various contexts
 2. To enable students express themselves fluently and appropriately in social and professional contexts
- Oral practice: Just A Minute (JAM) Sessions
 - Describing objects/situations/people
 - Role play – Individual/Group activities

The following course content is prescribed for the English Language and Communication Skills Lab based on Unit-6 of AICTE Model Curriculum 2018 for B.Tech first English. As the syllabus is very limited, it is required to prepare teaching/learning materials by the teachers collectively in the form of handouts based on the needs of the students in their respective colleges for effective teaching/learning and timesaving in the Lab)

Exercise – I

CALL Lab:

Understand: Listening Skill- Its importance – Purpose- Process- Types- Barriers of Listening.

Practice: Introduction to Phonetics – Speech Sounds – Vowels and Consonants.

ICS Lab:

Understand: Communication at Work Place- Spoken vs. Written language.

Practice: Ice-Breaking Activity and JAM Session- Situational Dialogues – Greetings – Taking Leave – Introducing Oneself and Others.

Exercise – II

CALL Lab:

Understand: Structure of Syllables – Word Stress and Rhythm– Weak Forms and Strong Forms in Context.

Practice: Basic Rules of Word Accent - Stress Shift - Weak Forms and Strong Forms in Context.

ICS Lab:

Understand: Features of Good Conversation – Non-verbal Communication.

Practice: Situational Dialogues – Role-Play- Expressions in Various Situations –Making Requests and Seeking Permissions - Telephone Etiquette.

Exercise - III

CALL Lab:

Understand: Intonation-Errors in Pronunciation-the Influence of Mother Tongue (MT).

Practice: Common Indian Variants in Pronunciation – Differences in British and American Pronunciation.

ICS Lab:

Understand: How to make Formal Presentations.

Practice: Formal Presentations.

Exercise – IV

CALL Lab:

Understand: Listening for General Details.

Practice: Listening Comprehension Tests.

ICS Lab:

Understand: Public Speaking – Exposure to Structured Talks.

Practice: Making a Short Speech – Extempore.

Exercise – V

CALL Lab:

Understand: Listening for Specific Details.

Practice: Listening Comprehension Tests.

ICS Lab:

Understand: Interview Skills.

Practice: Mock Interviews.

Minimum Requirement of infrastructural facilities for ELCS Lab:

1. Computer Assisted Language Learning (CALL) Lab:

The Computer Assisted Language Learning Lab has to accommodate 40 students with 40 systems, with one Master Console, LAN facility and English language learning software for self-study by students.

System Requirement (Hardware component):

Computer network with LAN facility (minimum 40 systems with multimedia) with the following specifications:

- i) Computers with Suitable Configuration
- ii) High Fidelity Headphones

2. Interactive Communication Skills (ICS) Lab:

The Interactive Communication Skills Lab: A Spacious room with movable chairs and audio-visual aids with a Public-Address System, a LCD and a projector etc.

EE108S/EE208ES: BASIC ELECTRICAL ENGINEERING LAB

B.Tech. I Year I Sem.

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Course Objectives:

- To analyze a given network by applying various electrical laws and network theorems
- To know the response of electrical circuits for different excitations
- To calculate, measure and know the relation between basic electrical parameters.
- To analyze the performance characteristics of DC and AC electrical machines

Course Outcomes:

- Get an exposure to basic electrical laws.
- Understand the response of different types of electrical circuits to different excitations.
- Understand the measurement, calculation and relation between the basic electrical parameters
- Understand the basic characteristics of transformers and electrical machines.

List of experiments/demonstrations:

1. Verification of Ohm's Law
2. Verification of KVL and KCL
3. Transient Response of Series RL and RC circuits using DC excitation
4. Transient Response of RLC Series circuit using DC excitation
5. Resonance in series RLC circuit
6. Calculations and Verification of Impedance and Current of RL, RC and RLC series circuits
7. Measurement of Voltage, Current and Real Power in primary and Secondary Circuits of a Single Phase Transformer
8. Load Test on Single Phase Transformer (Calculate Efficiency and Regulation)
9. Three Phase Transformer: Verification of Relationship between Voltages and Currents (Star-Delta, Delta-Delta, Delta-star, Star-Star)

MA201BS: MATHEMATICS - II

B.Tech. I Year II Sem.

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10. Measurement of Active and Reactive Power in a balanced Three-phase circuit
11. Performance Characteristics of a Separately/Self Excited DC Shunt/Compound Motor
12. Torque-Speed Characteristics of a Separately/Self Excited DC Shunt/Compound Motor
13. Performance Characteristics of a Three-phase Induction Motor
14. Torque-Speed Characteristics of a Three-phase Induction Motor
15. No-Load Characteristics of a Three-phase Alternator

Course Objectives: To learn

- Methods of solving the differential equations of first and higher order.
- Evaluation of multiple integrals and their applications
- The physical quantities involved in engineering field related to vector valued functions
- The basic properties of vector valued functions and their applications to line, surface and volume integrals

Course Outcomes: After learning the contents of this paper the student must be able to

- Identify whether the given differential equation of first order is exact or not
- Solve higher differential equation and apply the concept of differential equation to real world problems
- Evaluate the multiple integrals and apply the concept to find areas, volumes, centre of mass and Gravity for cubes, sphere and rectangular parallelepiped
- Evaluate the line, surface and volume integrals and converting them from one to another

UNIT-I: First Order ODE

Exact, linear and Bernoulli's equations; Applications : Newton's law of cooling, Law of natural growth and decay; Equations not of first degree: equations solvable for p, equations solvable for y, equations solvable for x and Clairaut's type.

UNIT-II: Ordinary Differential Equations of Higher Order

Second order linear differential equations with constant coefficients: Non-Homogeneous terms of the type e^{ax} , $\sin ax$, $\cos ax$, polynomials in x, $e^{ax}V(x)$ and $x V(x)$; method of variation of parameters; Equations reducible to linear ODE with constant coefficients: Legendre's equation, Cauchy-Euler equation.

Course Objectives:

- Students will demonstrate skills in scientific inquiry, problem solving and laboratory techniques.
- Students will be able to demonstrate competency and understanding of the concepts found in Quantum Mechanics, Fiber optics and lasers, Semiconductor physics and Electromagnetic theory and a broad base of knowledge in physics.
- The graduates will be able to solve non-traditional problems that potentially draw on knowledge in multiple areas of physics.
- To study applications in engineering like memory devices, transformer core and electromagnetic machinery.

Course Outcomes: Upon graduation:

- The student would be able to learn the fundamental concepts on Quantum behaviour of matter in its micro state.
- The knowledge of fundamentals of Semiconductor physics, Optoelectronics, Lasers and fibre optics enable the students to apply to various systems like communications, solar cell, photo cells and so on.
- Design, characterization and study of properties of material help the students to prepare new materials for various engineering applications.
- The course also helps the students to be exposed to the phenomena of electromagnetism and also to have exposure on magnetic materials and dielectric materials.

UNIT-I: Quantum Mechanics

Introduction to quantum physics, Black body radiation, Planck's law, Photoelectric effect, Compton effect, de-Broglie's hypothesis, Wave-particle duality, Davisson and Germer experiment, Heisenberg's Uncertainty principle, Born's interpretation of the wave function, Schrodinger's time independent wave equation, Particle in one dimensional box.

UNIT-III: Multivariable Calculus (Integration)

Evaluation of Double Integrals (Cartesian and polar coordinates); change of order of integration (only Cartesian form); Evaluation of Triple Integrals: Change of variables (Cartesian to polar) for double and (Cartesian to Spherical and Cylindrical polar coordinates) for triple integrals.

Applications: Areas (by double integrals) and volumes (by double integrals and triple integrals), Centre of mass and Gravity (constant and variable densities) by double and triple integrals (applications involving cubes, sphere and rectangular parallelepiped).

UNIT-IV: Vector Differentiation

Vector point functions and scalar point functions. Gradient, Divergence and Curl. Directional derivatives, Tangent plane and normal line. Vector Identities. Scalar potential functions. Solenoidal and Irrotational vectors.

UNIT-V: Vector Integration

Line, Surface and Volume Integrals. Theorems of Green, Gauss and Stokes (without proofs) and their applications.

TEXT BOOKS:

1. B.S. Grewal, Higher Engineering Mathematics, Khanna Publishers, 36th Edition, 2010
2. Erwin kreyszig, Advanced Engineering Mathematics, 9th Edition, John Wiley & Sons, 2006
3. G.B. Thomas and R.L. Finney, Calculus and Analytic geometry, 9th Edition, Pearson, Reprint, 2002.

REFERENCES:

1. Paras Ram, Engineering Mathematics, 2nd Edition, CBS Publishes
2. S. L. Ross, Differential Equations, 3rd Ed., Wiley India, 1984.

UNIT-II: Semiconductor Physics

Intrinsic and Extrinsic semiconductors, Dependence of Fermi level on carrier-concentration and temperature, Carrier generation and recombination, Carrier transport: diffusion and drift, Hall effect, p-n junction diode, Zener diode and their V-I Characteristics, Bipolar Junction Transistor (BJT): Construction, Principle of operation.

UNIT-III: Optoelectronics

Radiative and non-radiative recombination mechanisms in semiconductors, LED and semiconductor lasers: Device structure, Materials, Characteristics and figures of merit, Semiconductor photodetectors: Solar cell, PIN and Avalanche and their structure, Materials, working principle and Characteristics.

UNIT-IV: Lasers and Fibre Optics

Lasers: Introduction to interaction of radiation with matter, Coherence, Principle and working of Laser, Population inversion, Pumping, Types of Lasers: Ruby laser, Carbon dioxide (CO_2) laser, He-Ne laser, Applications of laser. Fibre Optics: Introduction, Optical fibre as a dielectric wave guide, Total internal reflection, Acceptance angle, Acceptance cone and Numerical aperture, Step and Graded index fibres, Losses associated with optical fibres, Applications of optical fibres.

UNIT-V: Electromagnetism and Magnetic Properties of Materials

Laws of electrostatics, Electric current and the continuity equation, Ampere's and Faraday's laws, Maxwell's equations, Polarisation, Permittivity and Dielectric constant, Internal fields in a solid, Clausius-Mossotti equation, Ferroelectrics and Piezoelectrics. Magnetisation, permeability and susceptibility, Classification of magnetic materials, Ferromagnetism and ferromagnetic domains, Hysteresis, Applications of magnetic materials.

TEXT BOOKS:

1. Engineering Physics, B.K. Pandey, S. Chaturvedi - Cengage Learning.
2. Halliday and Resnick, Physics - Wiley.
3. A textbook of Engineering Physics, Dr. M. N. Avadhanulu, Dr. P. G. Kshirsagar - S. Chand

REFERENCES:

1. Richard Robinett, Quantum Mechanics
2. J. Singh, Semiconductor Optoelectronics: Physics and Technology, Mc Graw-Hill inc. (1995).
3. Online Course: "Optoelectronic Materials and Devices" by Monica Katyar and Deepak Gupta on NPTEL

CS103ES/CS203ES: PROGRAMMING FOR PROBLEM SOLVING

B.Tech. I Year II Sem.

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Course Objectives:

- To learn the fundamentals of computers.
- To understand the various steps in program development.
- To learn the syntax and semantics of C programming language.
- To learn the usage of structured programming approach in solving problems.

Course Outcomes: The student will learn

- To write algorithms and to draw flowcharts for solving problems.
- To convert the algorithms/flowcharts to C programs.
- To code and test a given logic in C programming language.
- To decompose a problem into functions and to develop modular reusable code.
- To use arrays, pointers, strings and structures to write C programs.
- Searching and sorting problems.

Unit - I: Introduction to Programming

Introduction to components of a computer system: disks, primary and secondary memory, processor, operating system, compilers, creating, compiling and executing a program etc.,

Number systems

Introduction to Algorithms: steps to solve logical and numerical problems. Representation of Algorithm, Flowchart/Pseudo code with examples, Program design and structured programming

Introduction to C Programming Language: variables (with data types and space requirements), Syntax and Logical Errors in compilation, object and executable code, Operators, expressions and precedence, Expression evaluation, Storage classes (auto, extern, static and register), type conversion, The main method and command line arguments Bitwise operations: Bitwise AND, OR, XOR and NOT operators

Conditional Branching and Loops: Writing and evaluation of conditionals and consequent branching with if, if-else, switch-case, ternary operator, goto, iteration with for, while, do-while loops

I/O: Simple input and output with scanf and printf, formatted I/O, Introduction to stdin, stdout and stderr.

Command line arguments

Unit - II: Arrays, Strings, Structures and Pointers:

Arrays: one and two dimensional arrays, creating, accessing and manipulating elements of arrays

Strings: Introduction to strings, handling strings as array of characters, basic string functions available in C (strlen, strcat, strcpy, strstr etc.), arrays of strings

Structures: Defining structures, initializing structures, unions, Array of structures

Pointers: Idea of pointers, Defining pointers, Pointers to Arrays and Structures, Use of Pointers in self-referential structures, usage of self referential structures in linked list (no implementation)

Enumeration data type

Unit - III: Preprocessor and File handling in C:

Preprocessor: Commonly used Preprocessor commands like include, define, undef, if, ifdef, ifndef

Files: Text and Binary files, Creating and Reading and writing text and binary files, Appending data to existing files, Writing and reading structures using binary files, Random access using fseek, ftell and rewind functions.

Unit - IV: Function and Dynamic Memory Allocation:

Functions: Designing structured programs, Declaring a function, Signature of a function, Parameters and return type of a function, passing parameters to functions, call by value, Passing arrays to functions, passing pointers to functions, idea of call by reference, Some C standard functions and libraries

Recursion: Simple programs, such as Finding Factorial, Fibonacci series etc., Limitations of Recursive functions

Dynamic memory allocation: Allocating and freeing memory, Allocating memory for arrays of different data types

Unit - V: Introduction to Algorithms:

ME104ES/ME204ES: ENGINEERING GRAPHICS

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B.Tech. I Year II Sem.

Algorithms for finding roots of a quadratic equations, finding minimum and maximum numbers of a given set, finding if a number is prime number, etc.
Basic searching in an array of elements (linear and binary search techniques),
Basic algorithms to sort array of elements (Bubble, Insertion and Selection sort algorithms),
Basic concept of order of complexity through the example programs

TEXT BOOKS:

1. Byron Gottfried, Schaum's Outline of Programming with C, McGraw-Hill
2. B.A. Forouzan and R.F. Gilberg C Programming and Data Structures, Cengage Learning, (3rd Edition)

REFERENCE BOOKS:

1. Brian W. Kernighan and Dennis M. Ritchie, The C Programming Language, Prentice
2. Hall of India
3. R.G. Dromey, How to solve it by Computer, Pearson (16th Impression)
4. Programming in C, Stephen G. Kochan, Fourth Edition, Pearson Education.
5. Herbert Schildt, C: The Complete Reference, Mc Graw Hill, 4th Edition

Pre-requisites: Nil

Course objectives:

- To provide basic concepts in engineering drawing.
- To impart knowledge about standard principles of orthographic projection of objects.
- To draw sectional views and pictorial views of solids.

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

- Preparing working drawings to communicate the ideas and information.
- Read, understand and interpret engineering drawings.

UNIT – I

Introduction to Engineering Drawing: Principles of Engineering Graphics and their Significance, Conic Sections including the Rectangular Hyperbola – General method only. Cycloid, Epicycloid and Hypocycloid, Scales – Plain & Diagonal.

UNIT - II

Orthographic Projections: Principles of Orthographic Projections – Conventions – Projections of Points and Lines, Projections of Plane regular geometric figures.—Auxiliary Planes.

UNIT – III

Projections of Regular Solids – Auxiliary Views - Sections or Sectional views of Right Regular Solids – Prism, Cylinder, Pyramid, Cone – Auxiliary views – Sections of Sphere

UNIT – IV

Development of Surfaces of Right Regular Solids – Prism, Cylinder, Pyramid and Cone, Intersection of Solids: Intersection of – Prism vs Prism- Cylinder Vs Cylinder

UNIT – V

Isometric Projections: Principles of Isometric Projection – Isometric Scale – Isometric Views – Conventions – Isometric Views of Lines, Plane Figures, Simple and Compound Solids – Isometric Projection of objects having non-isometric lines. Isometric Projection of Spherical Parts. Conversion of Isometric Views to Orthographic Views and Vice-versa – Conventions

Introduction to CAD: (For Internal Evaluation Weightage only):

Introduction to CAD Software Package Commands - Free Hand Sketches of 2D - Creation of 2D Sketches by CAD Package

TEXTBOOKS:

1. Engineering Drawing N.D. Bhatt / Charotar
2. Engineering Drawing / N. S. Parthasarathy and Vela Murali/ Oxford

REFERENCE BOOKS:

1. Engineering Drawing / Basant Agrawal and McAgrawal/ McGraw Hill
2. Engineering Drawing/ M. B. Shah, B.C. Rane / Pearson.
3. Computer Aided Engineering Drawing – K Balaveera Reddy et al – CBS Publishers

AP105BS/AP205BS: APPLIED PHYSICS LAB

B.Tech. I Year II Sem.

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List of Experiments:

1. Energy gap of P-N junction diode: To determine the energy gap of a semiconductor diode.
2. Solar Cell: To study the V-I Characteristics of solar cell.
3. Light emitting diode: Plot V-I and P-I characteristics of light emitting diode.
4. Stewart – Gee's experiment: Determination of magnetic field along the axis of a current carrying coil.
5. Hall effect: To determine Hall co-efficient of a given semiconductor.
6. Photoelectric effect: To determine work function of a given material.
7. LASER: To study the characteristics of LASER sources.
8. Optical fibre: To determine the bending losses of Optical fibres.
9. LCR Circuit: To determine the Quality factor of LCR Circuit.
10. R-C Circuit: To determine the time constant of R-C circuit.

Note: Any 8 experiments are to be performed

CS106S/CS206S: PROGRAMMING FOR PROBLEM SOLVING LAB

B.Tech. I Year II Sem.

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[Note: The programs may be executed using any available Open Source/ Freely available IDE]

Some of the Tools available are:

CodeLite: <https://code-lite.org/>

Code::Blocks: <http://www.codeblocks.org/>

DevC++ : <http://www.bloodshed.net/devcpp.html>

Eclipse: <http://www.eclipse.org>

This list is not exhaustive and is NOT in any order of preference]

Course Objectives: The students will learn the following:

- To work with an IDE to create, edit, compile, run and debug programs
- To analyze the various steps in program development.
- To develop programs to solve basic problems by understanding basic concepts in C like operators, control statements etc.
- To develop modular, reusable and readable C Programs using the concepts like functions, arrays etc.
- To Write programs using the Dynamic Memory Allocation concept.
- To create, read from and write to text and binary files

Course Outcomes: The candidate is expected to be able to:

- formulate the algorithms for simple problems
- translate given algorithms to a working and correct program
- correct syntax errors as reported by the compilers
- identify and correct logical errors encountered during execution
- represent and manipulate data with arrays, strings and structures
- use pointers of different types
- create, read and write to and from simple text and binary files
- modularize the code with functions so that they can be reused

Practice sessions:

- Write a simple program that prints the results of all the operators available in C (including pre/ post increment , bitwise and/or/not , etc.). Read required operand values from standard input.
- Write a simple program that converts one given data type to another using auto conversion and casting. Take the values from standard input.

Simple numeric problems:

- Write a program for find the max and min from the three numbers.
- Write the program for the simple, compound interest.
- Write program that declares Class awarded for a given percentage of marks, where mark <40%= Failed, 40% to <60% = Second class, 60% to <70%=First class, >= 70% = Distinction. Read percentage from standard input.
- Write a program that prints a multiplication table for a given number and the number of rows in the table. For example, for a number 5 and rows = 3, the output should be:
 - $5 \times 1 = 5$
 - $5 \times 2 = 10$
 - $5 \times 3 = 15$
- Write a program that shows the binary equivalent of a given positive number between 0 to 255.

Expression Evaluation:

- A building has 10 floors with a floor height of 3 meters each. A ball is dropped from the top of the building. Find the time taken by the ball to reach each floor. (Use the formula $s = ut + (1/2)at^2$ where u and a are the initial velocity in m/sec (= 0) and acceleration in m/sec^2 (= 9.8 m/sec^2)).
- Write a C program, which takes two integer operands and one operator from the user, performs the operation and then prints the result. (Consider the operators +, -, *, /, % and use Switch Statement)
- Write a program that finds if a given number is a prime number
- Write a C program to find the sum of individual digits of a positive integer and test given number is palindrome.

- e. A Fibonacci sequence is defined as follows: the first and second terms in the sequence are 0 and 1. Subsequent terms are found by adding the preceding two terms in the sequence. Write a C program to generate the first n terms of the sequence.
- f. Write a C program to generate all the prime numbers between 1 and n , where n is a value supplied by the user.
- g. Write a C program to find the roots of a Quadratic equation.
- h. Write a C program to calculate the following, where x is a fractional value.
- i. $1-x/2+x^{2/4}-x^{3/6}$
- j. Write a C program to read in two numbers, x and n , and then compute the sum of this geometric progression: $1+x+x^2+x^3+\dots+x^n$. For example: if n is 3 and x is 5, then the program computes $1+5+25+125$.

Arrays and Pointers and Functions:

- a. Write a C program to find the minimum, maximum and average in an array of integers.
 - b. Write a functions to compute mean, variance, Standard Deviation, sorting of n elements in single dimension array.
 - c. Write a C program that uses functions to perform the following:
 - d. Addition of Two Matrices
 - e. ii. Multiplication of Two Matrices
 - f. iii. Transpose of a matrix with memory dynamically allocated for the new matrix as row and column counts may not be same.
 - g. Write C programs that use both recursive and non-recursive functions
 - h. To find the factorial of a given integer.
 - i. ii. To find the GCD (greatest common divisor) of two given integers.
 - j. iii. To find x^y
 - k. Write a program for reading elements using pointer into array and display the values using array.
 - l. Write a program for display values reverse order from array using pointer.
 - m. Write a program through pointer variable to sum of n elements from array.
- Files:**
- a. Write a C program to display the contents of a file to standard output device.

- b. Write a C program which copies one file to another, replacing all lowercase characters with their uppercase equivalents.
- c. Write a C program to count the number of lines a character occurs in a text file. The file name and the character are supplied as command line arguments.
- d. Write a C program that does the following:
It should first create a binary file and store 10 integers, where the file name and 10 values are given in the command line. (hint: convert the strings using atoi function)
Now the program asks for an index and a value from the user and the value at that index should be changed to the new value in the file. (hint: use fseek function)
The program should then read all 10 values and print them back.
- e. Write a C program to merge two files into a third file (i.e., the contents of the first file followed by those of the second are put in the third file).

Strings:

- a. Write a C program to convert a Roman numeral ranging from I to L to its decimal equivalent.
- b. Write a C program that converts a number ranging from 1 to 50 to Roman equivalent
- c. Write a C program that uses functions to perform the following operations:
- d. To insert a sub-string in to a given main string from a given position.
- e. ii. To delete n Characters from a given position in a given string.
- f. Write a C program to determine if the given string is a palindrome or not (Spelled same in both directions with or without a meaning like madam, civic, noon, abccba, etc.)
- g. Write a C program that displays the position of a character ch in the string S or – 1 if S doesn't contain ch .
- h. Write a C program to count the lines, words and characters in a given text.

Miscellaneous:

- a. Write a menu driven C program that allows a user to enter n numbers and then choose between finding the smallest, largest, sum, or average. The menu and all the choices are to be functions. Use a switch statement to determine what action to take. Display an error message if an invalid choice is entered.

Course Objectives:

- Understanding the importance of ecological balance for sustainable development.
- Understanding the impacts of developmental activities and mitigation measures.
- Understanding the environmental policies and regulations

Course Outcomes:

- Based on this course, the Engineering graduate will understand /evaluate / develop technologies on the basis of ecological principles and environmental regulations which in turn helps in sustainable development

UNIT-I

Ecosystems: Definition, Scope, and Importance of ecosystem. Classification, structure, and function of an ecosystem, Food chains, food webs, and ecological pyramids. Flow of energy, Biogeochemical cycles, Bioaccumulation, Biomagnification, ecosystem value, services and carrying capacity, Field visits.

UNIT-II

Natural Resources: Classification of Resources: Living and Non-Living resources, water resources: use and over utilization of surface and ground water, floods and droughts, Dams: benefits and problems. Mineral resources: use and exploitation, environmental effects of extracting and using mineral resources, Land resources: Forest resources, Energy resources: growing energy needs, renewable and non renewable energy sources, use of alternate energy source, case studies.

UNIT-III

Biodiversity And Biotic Resources: Introduction, Definition, genetic, species and ecosystem diversity. Value of biodiversity; consumptive use, productive use, social, ethical, aesthetic and optional values. India as a mega diversity nation, Hot spots of biodiversity. Field visit. Threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts; conservation of biodiversity: In-Situ and Ex-situ conservation. National Biodiversity act.

b. Write a C program to construct a pyramid of numbers as follows:

```

1      *
1 2    **
1 2 3  ***
      4 5 6
          7 8 9
              10 11 12
                  13 14 15 16
                      17 18 19 20 21
                          22 23 24 25 26 27
                              28 29 30 31 32 33 34
                                  35 36 37 38 39 40 41 42
                                      43 44 45 46 47 48 49 50
                                          51 52 53 54 55 56 57 58 59 60
                                              61 62 63 64 65 66 67 68 69 70
                                                  71 72 73 74 75 76 77 78 79 80
                                                      81 82 83 84 85 86 87 88 89 90
                                                          91 92 93 94 95 96 97 98 99 100
  
```

Sorting and Searching:

- Write a C program that uses non recursive function to search for a Key value in a given
- list of integers using linear search method.
- Write a C program that uses non recursive function to search for a Key value in a given
- sorted list of integers using binary search method.
- Write a C program that implements the Bubble sort method to sort a given list of integers in ascending order.
- Write a C program that sorts the given array of integers using selection sort in descending order
- Write a C program that sorts the given array of integers using insertion sort in ascending order
- Write a C program that sorts a given array of names

Suggested Reference Books for solving the problems:

- Byron Gottfried, Schaum's Outline of Programming with C, McGraw-Hill
- B.A. Forouzan and R.F. Gilberg C Programming and Data Structures, Cengage Learning, (3rd Edition)
- Brian W. Kernighan and Dennis M. Ritchie, The C Programming Language, Prentice
- Hall of India
- R.G. Dromey, How to solve it by Computer, Pearson (16th Impression)
- Programming in C, Stephen G. Kochan, Fourth Edition, Pearson Education.
- Herbert Schildt, C: The Complete Reference, Mc Graw Hill, 4th Edition

UNIT-IV

Environmental Pollution and Control Technologies: Environmental Pollution:

Classification of pollution, **Air Pollution:** Primary and secondary pollutants, Automobile and Industrial pollution, Ambient air quality standards. **Water pollution:** Sources and types of pollution, drinking water quality standards. **Soil Pollution:** Sources and types, Impacts of modern agriculture, degradation of soil. **Noise Pollution:** Sources and Health hazards, standards, **Solid waste:** Municipal Solid Waste management, composition and characteristics of e-Waste and its management. **Pollution control technologies:** Wastewater Treatment methods: Primary, secondary and Tertiary.

Overview of air pollution control technologies, Concepts of bioremediation. **Global**

Environmental Issues and Global Efforts: Climate change and impacts on human environment: Ozone depletion and Ozone depleting substances (ODS). Deforestation and desertification. International conventions / Protocols: Earth summit, Kyoto protocol, and Montreal Protocol. NAPCC-Gol Initiatives.

UNIT-V

Environmental Policy, Legislation & EIA: Environmental Protection act, Legal aspects Air

Act- 1981, Water Act, Forest Act, Wild life Act, Municipal solid waste management and handling rules, biomedical waste management and handling rules, hazardous waste management and handling rules. EIA: EIA structure, methods of baseline data acquisition.

Overview on Impacts of air, water, biological and Socio-economical aspects. Strategies for risk assessment, Concepts of Environmental Management Plan (EMP). **Towards**

Sustainable Future: Concept of Sustainable Development Goals, Population and its explosion, Crazy Consumerism, Environmental Education, Urban Sprawl, Human health, Environmental Ethics, Concept of Green Building, Ecological Foot Print, Life Cycle assessment (LCA), Low carbon life style.

TEXT BOOKS:

- 1 Textbook of Environmental Studies for Undergraduate Courses by Erach Bharucha for University Grants Commission.
- 2 Environmental Studies by R. Rajagopalan, Oxford University Press.

REFERENCE BOOKS:

1. Environmental Science: towards a sustainable future by Richard T. Wright. 2008 PHL Learning Private Ltd. New Delhi.
2. Environmental Engineering and science by Gilbert M. Masters and Wendell P. Ela. 2008 PHL Learning Pvt. Ltd.
3. Environmental Science by Daniel B. Botkin & Edward A. Keller, Wiley INDIA edition.
4. Environmental Studies by Anubha Kaushik, 4th Edition, New age international publishers.
5. Text book of Environmental Science and Technology - Dr. M. Anji Reddy 2007, BS Publications.
6. Introduction to Environmental Science by Y. Anjaneyulu, BS. Publications.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

II Year B.Tech. ITE I-Sem

CS301ES: ANALOG AND DIGITAL ELECTRONICS

L	T	P	C
3	0	0	3

Course Objectives:

1. To introduce components such as diodes, BJTs and FETs.
2. To know the applications of components.
3. To give understanding of various types of amplifier circuits
4. To learn basic techniques for the design of digital circuits and fundamental concepts used in the design of digital systems.
5. To understand the concepts of combinational logic circuits and sequential circuits.

Course Outcomes: Upon completion of the Course, the students will be able to:

1. Know the characteristics of various components.
2. Understand the utilization of components.
3. Design and analyze small signal amplifier circuits.
4. Learn Postulates of Boolean algebra and to minimize combinational functions
5. Design and analyze combinational and sequential circuits
6. Know about the logic families and realization of logic gates.

UNIT - I

Diodes and Applications: Junction diode characteristics: Open circuited p-n junction, p-n junction as a rectifier, V-I characteristics, effect of temperature, diode resistance, diffusion capacitance, diode switching times, breakdown diodes, Tunnel diodes, photo diode, LED.

Diode Applications - clipping circuits, comparators, Half wave rectifier, Full wave rectifier, rectifier with capacitor filter.

UNIT - II

BJTs: Transistor characteristics: The junction transistor, transistor as an amplifier, CB, CE, CC configurations, comparison of transistor configurations, the operating point, self-bias or Emitter bias, bias compensation, thermal runaway and stability, transistor at low frequencies, CE amplifier response, gain bandwidth product, Emitter follower, RC coupled amplifier, two cascaded CE and multi stage CE amplifiers.

UNIT - III

FETs and Digital Circuits: FETs: JFET, V-I characteristics, MOSFET, low frequency CS and CD amplifiers, CS and CD amplifiers.

Digital Circuits: Digital (binary) operations of a system, OR gate, AND gate, NOT, EXCLUSIVE OR gate, De Morgan Laws, NAND and NOR DTL gates, modified DTL gates, HTL and TTL gates, output stages, RTL and DCTL, CMOS, Comparison of logic families.

UNIT - IV

Combinational Logic Circuits: Basic Theorems and Properties of Boolean Algebra, Canonical and Standard Forms, Digital Logic Gates, The Map Method, Product-of-Sums Simplification, Don't-Care Conditions, NAND and NOR Implementation, Exclusive-OR Function, Binary Adder-Subtractor, Decimal Adder, Binary Multiplier, Magnitude Comparator, Decoders, Encoders, Multiplexers.

UNIT - V

Sequential Logic Circuits: Sequential Circuits, Storage Elements: Latches and flip flops, Analysis of Clocked Sequential Circuits, State Reduction and Assignment, Shift Registers, Ripple Counters, Synchronous Counters, Random-Access Memory, Read-Only Memory.

TEXT BOOKS:

1. Integrated Electronics: Analog and Digital Circuits and Systems, 2/e, Jacob Millman, Christos Halkias and Chethan D. Parikh, Tata McGraw-Hill Education, India, 2010.
2. Digital Design, 5/e, Morris Mano and Michael D. Cilette, Pearson, 2011.

REFERENCES:

1. Electronic Devices and Circuits, Jimmy J Cathey, Schaum's outline series, 1988.
2. Digital Principles, 3/e, Roger L. Tokheim, Schaum's outline series, 1994.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

CS302PC: DATA STRUCTURES

II Year B. Tech. ITE I-Sem

L	T	P	C
3	1	0	4

Prerequisites: A course on "Programming for Problem Solving".

Course Objectives:

- Exploring basic data structures such as stacks and queues.
- Introduces a variety of data structures such as hash tables, search trees, tries, heaps, graphs.
- Introduces sorting and pattern matching algorithms

Course Outcomes:

- Ability to select the data structures that efficiently model the information in a problem.
- Ability to assess efficiency trade-offs among different data structure implementations or combinations.
- Implement and know the application of algorithms for sorting and pattern matching.
- Design programs using a variety of data structures, including hash tables, binary and general tree structures, search trees, tries, heaps, graphs, and AVL-trees.

UNIT - I

Introduction to Data Structures, abstract data types, Linear list – singly linked list implementation, insertion, deletion and searching operations on linear list, Stacks-Operations, array and linked representations of stacks, stack applications, Queues-operations, array and linked representations.

UNIT - II

Dictionaries: linear list representation, skip list representation, operations - insertion, deletion and searching.

Hash Table Representation: hash functions, collision resolution-separate chaining, open addressing-linear probing, quadratic probing, double hashing, rehashing, extendible hashing.

UNIT - III

Search Trees: Binary Search Trees, Definition, Implementation, Operations- Searching, Insertion and Deletion, AVL Trees. Definition, Height of an AVL Tree, Operations – Insertion, Deletion and Searching, Red –Black, Splay Trees.

UNIT - IV

Graphs: Graph Implementation Methods, Graph Traversal Methods.

Sorting: Heap Sort, External Sorting- Model for external sorting, Merge Sort.

UNIT - V

Pattern Matching and Tries: Pattern matching algorithms-Brute force, the Boyer –Moore algorithm, the Knuth-Morris-Pratt algorithm, Standard Tries, Compressed Tries, Suffix tries.

TEXT BOOKS:

1. Fundamentals of Data Structures in C, 2nd Edition, E. Horowitz, S. Sahni and Susan Anderson Freed, Universities Press.
2. Data Structures using C – A. S. Tanenbaum, Y. Langsam, and M.J. Augenstein, PHI/Pearson Education.

REFERENCE:

1. Data Structures: A Pseudocode Approach with C, 2nd Edition, R. F. Gilbert and B. A. Forouzan, Cengage Learning.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

MA304BS: STATISTICAL METHODS FOR DATA SCIENCE

II Year B. Tech. I TE I-Sem

L	T	P	C
3	0	0	3

Course Objectives:

- To introduce the concepts of Probability and Statistics.
- To learn how to apply Probability and Statistics to solve engineering and data science problems.
- To keep a balance between theory and methodology.
- To show the applications of Probability and Statistics in engineering and data science with examples.
- To learn how to apply testing of hypothesis techniques to make decisions.

Course Outcomes: At the end of the course a student acquires the ability to

- Compute probabilities using theorems in probability and probability distributions.
- Find estimates of parameters and test hypothesis about parameters.
- Establish relationship between variables using correlation and regression.
- Apply the tools in Probability and Statistics in engineering and data science.
- Take decisions by analyzing the data.

UNIT - I

Basic Statistics and Probability: Measures of Central tendency, Dispersion, Moments, Skewness and Kurtosis. **Sample space and Events** - Probability - The Axioms of probability - some elementary Theorems Conditional probability - Bayes' Theorem

UNIT - II

Random variables: Discrete and continuous probability distributions. Mathematical Expectation Joint probability mass/ density function, Marginal probability mass / density function

UNIT - III

Probability Distributions and Sampling distribution: Binomial, Poisson and normal, exponential Distributions, related properties. Types of sampling, Sampling Distributions – Sampling Distribution of means (σ known and unknown).

Testing of Hypothesis I: Point Estimation - Interval Estimation – Testing of hypothesis- Null hypothesis -Alternative hypothesis- Type I and Type II errors – Critical region. Confidence interval for population mean and proportion, Test of hypotheses for one and two means - Test of hypotheses for one and two Proportions.

UNIT - IV

Testing of Hypothesis II: Student's t-test for one and two sample means, paired t-test, confidence interval for population mean, F-test for significance of variances - Chi-Square test for one sample variance, Goodness of Fit, independence of attributes.

UNIT - V

Correlation & Regression: Scatter Plot-Coefficient of correlation- Rank Correlation- Regression - The lines of regression- Multiple regression and logistic regression

TEXT BOOKS:

1. S. C. Gupta and V. K. Kapoor, "Fundamentals of Mathematical Statistics", Sultan Chand, 2014.
2. Miller and Freund's, "Probability and Statistics for Engineers", 8th edition, PHI

REFERENCE BOOKS:

1. T. K. V. Iyengar & B. Krishna Gandhi, "Probability and Statistics", S Chand, 2015.
2. D. C. Montgomery and G. C. Runger, "Applied Statistics and Probability for Engineers", 5th Edition, John Wiley, 2012.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

IT303PC: COMPUTER ORGANIZATION AND MICROCONTROLLER

II Year B. Tech. ITE I-Sem

L T P C
3 0 0 3

Course Objectives:

- To understand basic components of computers.
- To understand the architecture of 8086 processor.
- To understand the instruction sets, instruction formats and various addressing modes.
- To understand the representation of data at the machine level and how computations are performed at machine level.
- To understand the memory organization and I/O organization.
- To understand the parallelism both in terms of single and multiple processors.
- To program a micro-controller board for simple applications.

Course Outcomes:

- Able to understand the basic components and the design of CPU, ALU and Control Unit.
- Ability to understand memory hierarchy and its impact on computer cost/performance.
- Ability to understand the advantage of instruction level parallelism and pipelining for high performance Processor design.
- Ability to understand the instruction set, instruction formats and addressing modes of 8086.
- Ability to write assembly language programs to solve problems.
- Ability to program a micro-controller using Object C, Controlling basic devices like LED, DC Motor, Servo Motor, Relay etc., Reading analog and digital inputs from sensors and to generate PWM Output.

UNIT - I

Digital Computers: Introduction, Block diagram of Digital Computer, Definition of Computer Organization, Computer Design and Computer Architecture.

Computer Arithmetic: Introduction, Addition and Subtraction, Multiplication Algorithms, Division Algorithms, Floating - point Arithmetic operations.

Basic Computer Organization and Design: Instruction codes, Computer Registers, Computer instructions, Timing and Control, Instruction cycle, Memory Reference Instructions, Input – Output and Interrupt, Complete Computer Description.

UNIT - II

Central Processing Unit: The 8086 Processor Architecture, Register organization, Physical memory organization, General Bus Operation, I/O Addressing Capability, Special Processor Activities, Minimum and Maximum mode system and timings.

8086 Instruction Set and Assembler Directives: Machine language instruction formats, Addressing modes, Instruction set of 8086, Assembler directives and operators.

Assembly Language Programming with 8086: Machine level programs, Machine coding the programs, Programming with an assembler, Assembly Language example programs. Stack structure of 8086, Interrupts and Interrupt service routines

UNIT - III

Input-Output Organization: Peripheral Devices, Input-Output Interface, Asynchronous data transfer, Modes of Transfer, Priority Interrupt, Direct memory Access, Input –Output Processor (IOP).

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

Micro Programmed Control: Control memory, Address sequencing, micro program example, design of control unit.

UNIT - IV

Introduction to Arduino Microcontroller Board and Programming: Hardware features of ATMEGA based Arduino Board, Installing IDE for Arduino Programming, Programming Arduino with Sketches, Program to blink the on-board LED as the first program, Using serial I/O to print data on computer.

Arduino Programming: Program Structure, Primitive Data Types, Strings and String Manipulation functions, Control Statements, Data Type conversions, logical operators, bitwise operators, functions.

UNIT - V

Digital and Analog Input and Output: Reading digital and analog data from pins, writing a digital value (0 or 1) to a pin, converting digital data to analog output (PWM) Applications of Arduino: Reading a switch position, Determining how long a switch is pressed, Reading a keypad, Reading analog values, Detecting light with Light Dependent Resistor (LDR), Measuring Temperature with Negative Temperature Coefficient (NTC) Resistor, Controlling LEDs, Adjusting the Brightness of LED, Using a DC Motor with H-Bridge, Controlling position of a Servo Motor.

TEXT BOOKS:

1. Computer System Architecture, M. Morris Mano, Third Edition, Pearson.
2. Advanced Microprocessors and Peripherals, K M Bhurchandi, A. K Ray, 3rd edition, McGraw Hill India Education Private Ltd.
3. Arduino Cookbook, Michael Margolis, O'Reilly (SPD), 2nd Edition, 2017

REFERENCES BOOKS:

1. Microprocessors and Interfacing, D V Hall, SSSP Rao, 3rd edition, McGraw Hill India Education Private Ltd.
2. Carl Hamacher, Zvonko Vranesic, Satwat Zaky: Computer Organization, 5th Edition, Tata McGraw Hill, 2002
3. Computer Organization and Architecture, William Stallings, 9th Edition, Pearson.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

IT305PC: PYTHON PROGRAMMING

II Year B.Tech. ITE I-Sem

L T P C
3 0 0 3

Course Objectives: This course will enable students to

- Learn Syntax and Semantics and create Functions in Python.
- Handle Strings and Files in Python.
- Understand Lists, Dictionaries and Regular expressions in Python.
- Implement Object Oriented Programming concepts in Python.
- Build Web Services and introduction to Network and Database Programming in Python.

Course Outcomes: The students should be able to:

- Examine Python syntax and semantics and be fluent in the use of Python flow control and functions.
- Demonstrate proficiency in handling Strings and File Systems.
- Create, run and manipulate Python Programs using core data structures like Lists, Dictionaries and use Regular Expressions.
- Interpret the concepts of Object-Oriented Programming as used in Python.
- Implement exemplary applications related to Network Programming, Web Services and Databases in Python.

UNIT - I

Python Basics, Objects- Python Objects, Standard Types, Other Built-in Types, Internal Types,

Standard Type Operators, Standard Type Built-in Functions, Categorizing the Standard Types,

Unsupported Types

Numbers - Introduction to Numbers, Integers, Floating Point Real Numbers, Complex Numbers, Operators, Built-in Functions, Related Modules

Sequences - Strings, Lists, and Tuples, Mapping and Set Types

UNIT - II

FILES: File Objects, File Built-in Function [open()], File Built-in Methods, File Built-in Attributes, Standard Files, Command-line Arguments, File System, File Execution, Persistent Storage Modules, Related Modules
Exceptions: Exceptions in Python, Detecting and Handling Exceptions, Context Management,
*Exceptions as Strings, Raising Exceptions, Assertions, Standard Exceptions, *Creating Exceptions, Why Exceptions (Now)?, Why Exceptions at All?, Exceptions and the sys Module, Related Modules
Modules: Modules and Files, Namespaces, Importing Modules, Importing Module Attributes, Module Built-in Functions, Packages, Other Features of Modules

UNIT - III

Regular Expressions: Introduction, Special Symbols and Characters, Res and Python Multithreaded Programming: Introduction, Threads and Processes, Python, Threads, and the Global Interpreter Lock, Thread Module, Threading Module, Related Modules

UNIT - IV

GUI Programming: Introduction, Tkinter and Python Programming, Brief Tour of Other GUIs, Related Modules and Other GUIs
WEB Programming: Introduction, Web Surfing with Python, Creating Simple Web Clients, Advanced Web Clients, CGI-Helping Servers Process Client Data, Building CGI Application Advanced CGI, Web (HTTP) Servers

UNIT - V

Database Programming:
Introduction, Python Database Application Programmer's Interface (DB-API), Object Relational Managers (ORMs), Related Modules

Text Book:

1. Core Python Programming, Wesley J. Chun, Second Edition, Pearson.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

CS306ES: ANALOG AND DIGITAL ELECTRONICS LAB

II Year B.Tech. ITE I-Sem

L T P C
0 0 2 1

Course Objectives:

- To introduce components such as diodes, BJTs and FETs.
- To know the applications of components.
- To give understanding of various types of amplifier circuits
- To learn basic techniques for the design of digital circuits and fundamental concepts used in the design of digital systems.

- To understand the concepts of combinational logic circuits and sequential circuits.

Course Outcomes: Upon completion of the Course, the students will be able to:

- Know the characteristics of various components.
- Understand the utilization of components.
- Design and analyze small signal amplifier circuits.
- Postulates of Boolean algebra and to minimize combinational functions
- Design and analyze combinational and sequential circuits
- Known about the logic families and realization of logic gates.

LIST OF EXPERIMENTS

1. Full Wave Rectifier with & without filters
2. Common Emitter Amplifier Characteristics
3. Common Base Amplifier Characteristics
4. Common Source amplifier Characteristics
5. Measurement of h-parameters of transistor in CB, CE, CC configurations
6. Input and Output characteristics of FET in CS configuration
7. Realization of Boolean Expressions using Gates
8. Design and realization logic gates using universal gates
9. Generation of clock using NAND / NOR gates
10. Design a 4 – bit Adder / Subtractor
11. Design and realization a Synchronous and Asynchronous counter using flip-flops
12. Realization of logic gates using DTL, TTL, ECL, etc.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

IT306PC: DATA STRUCTURES LAB Using Python

II Year B.Tech. ITE I-Sem

L T P C
0 0 3 1.5

Prerequisites:

1. Course on "Programming for problem solving".

Course Objectives:

2. It covers various concepts of Python programming language
3. It introduces searching and sorting algorithms
4. It provides an understanding of data structures such as stacks and queues.

Course Outcomes:

1. Ability to develop Python programs for computing and real life applications using basic elements like control statements, arrays, functions, and strings, and data structures like stacks, queues and linked lists.
2. Ability to implement searching and sorting algorithms

LIST OF EXPERIMENTS

1. Write a program that uses functions to perform the following operations on singly linked list:
Traversal
i) Creation ii) Insertion iii) Deletion iv)
2. Write a program that uses functions to perform the following operations on doubly linked list:
Traversal
i) Creation ii) Insertion iii) Deletion iv)
3. Write a program that uses functions to perform the following operations on circular linked list:
Traversal
i) Creation ii) Insertion iii) Deletion iv)
4. Write a program to implement stack (its operations)
5. Write a program to implement Queue (its operations)

6. Write a program that implements the following sorting methods to sort a given list of integers in ascending order
i) Bubble sort ii) Selection sort iii) Insertion sort

7. Write a program that use both recursive and non recursive functions to perform the following searching operations for a Key value in a given list of integers:
i) Linear search ii) Binary search

8. Write a program to implement the tree traversal methods.

9. Write a program to implement the graph traversal methods.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

MA307BS: STATISTICAL METHODS LAB USING R

II Year B.Tech. ITE I-Sem

L	T	P	C
0	0	2	1

Course Objectives:

- To learn how to load, clean data in R
- To learn how to compute probabilities in R
- To learn how to fit probability distributions in R
- To learn how to apply testing of hypothesis techniques to make decisions using R
- To learn how to fit regression lines to a dataset using R

Course Outcomes: At the end of the course a student acquires the ability to

- Handle the data set using R
- Visualize and make decisions about the data using R
- Compute the probabilities using R
- Fit the appropriate probability distribution and to a dataset using R
- Draw conclusions by fitting appropriate regression model to the dataset using R

List of Exercises Using R:

1. Basic Commands, Indexing Data, Loading Data
2. Descriptive Statistics
3. Visualization
4. Calculating simple probabilities
5. Fitting of Binomial distribution
6. Fitting of Poisson distribution
7. Fitting of Normal Distribution
8. Testing of hypothesis for means
9. Testing of hypothesis for proportions
10. Student's t-test
11. Chi-square test for independence of Attributes

12. Chi-square test for goodness of fit
13. Correlation coefficient and rank correlation coefficient
14. Simple linear regression
15. Multiple linear regression
16. Logistic regression

Reference Books:

1. Gareth James, Daniela Witten, Trevor Hastie, Robert Tibshirani, "An Introduction to Statistical Learning", Springer Publications.
2. Matthias Kohl, "Introduction to Statistical data analysis with R", Bookboon.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

IT309PC: IT WORKSHOP & MICROCONTROLLER LAB

II Year B.Tech. ITE I-Sem

L T P C
0 0 3 1.5

PC Hardware introduces the students to a personal computer and its basic peripherals, the process of assembling a personal computer, installation of system software like MS Windows, Linux and the required device drivers. In addition hardware and software level troubleshooting process, tips and tricks would be covered. **The students should work on working PC to disassemble and assemble to working condition and install Windows and Linux on the same PC. Students are suggested to work similar tasks in the Laptop scenario wherever possible. Internet & World Wide Web** module introduces the different ways of hooking the PC on to the internet from home and workplace and effectively usage of the internet. Usage of web browsers, email, newsgroups and discussion forums would be covered. In addition, awareness of cyber hygiene, i.e., protecting the personal computer from getting infected with the viruses, worms and other cyber attacks would be introduced. **Productivity tools** module would enable the students in crafting professional word documents, excel spread sheets, power point presentations and personal web sites using the Microsoft suite of office tools and LaTeX.

PC Hardware

Task 1: Identify the peripherals of a computer, components in a CPU and its functions. Draw the block diagram of the CPU along with the configuration of each peripheral and submit to your instructor.

Task 2: Every student should disassemble and assemble the PC back to working condition. Lab instructors should verify the work and follow it up with a Viva. Also students need to go through the video which shows the process of assembling a PC. A video would be given as part of the course content.

Task 3: Every student should individually install MS windows on the personal computer. Lab instructor should verify the installation and follow it up with a Viva.

Task 4: Every student should install Linux on the computer. This computer should have windows installed. The system should be configured as dual boot with both windows and Linux. Lab instructors should verify the installation and follow it up with a Viva

Task 5: Hardware Troubleshooting: Students have to be given a PC which does not boot due to improper assembly or defective peripherals. They should identify the problem and fix it to get the computer back to working condition. The work done should be verified by the instructor and followed up with a Viva.

Task 6: Software Troubleshooting: Students have to be given a malfunctioning CPU due to system software problems. They should identify the problem and fix it to get the computer back to working condition. The work done should be verified by the instructor and followed up with a Viva.

Internet & World Wide Web

Task 1: Orientation & Connectivity Boot Camp: Students should get connected to their Local Area Network and access the Internet. In the process they configure the TCP/IP setting. Finally students should demonstrate, to the instructor, how to access the websites and email. If there is no internet connectivity preparations need to be made by the instructors to simulate the WWW on the LAN.

Task 2: Web Browsers, Surfing the Web: Students customize their web browsers with the LAN proxy settings, bookmarks, search toolbars and pop up blockers. Also, plug-ins like Macromedia Flash and JRE for applets should be configured.

Task 3: Search Engines & Netiquette: Students should know what search engines are and how to use the search engines. A few topics would be given to the students for which they need to search on Google. This should be demonstrated to the instructors by the student.

Task 4: Cyber Hygiene: Students would be exposed to the various threats on the internet and would be asked to configure their computer to be safe on the internet. They need to first install an antivirus software, configure their personal firewall and windows update on their computer. Then they need to customize their browsers to block pop ups, block active x downloads to avoid viruses and/or worms.

LaTeX and Word

Task 1 – Word Orientation: The mentor needs to give an overview of LaTeX and Microsoft (MS) office 2007/ equivalent (FOSS) tool word: Importance of LaTeX and MS office 2007/ equivalent (FOSS) tool Word as word Processors, Details of the four tasks and features that would be covered in each, Using LaTeX and word – Accessing, overview of toolbars, saving files, Using help and resources, rulers, format painter in word.

Task 2: Using LaTeX and Word to create project certificate. Features to be covered:- Formatting Fonts in word, Drop Cap in word, Applying Text effects, Using Character Spacing, Borders and Colors, Inserting Header and Footer, Using Date and Time option in both LaTeX and Word.

Task 3: Creating project abstract Features to be covered:-Formatting Styles, Inserting table, Bullets and Numbering, Changing Text Direction, Cell alignment, Footnote, Hyperlink, Symbols, Spell Check, Track Changes.

Task 4 : Creating a Newsletter : Features to be covered:- Table of Content, Newspaper columns, Images from files and clipart, Drawing toolbar and Word Art, Formatting Images, Textboxes, Paragraphs and Mail Merge in word.

Excel

Excel Orientation: The mentor needs to tell the importance of MS office 2007/ equivalent (FOSS) tool Excel as a Spreadsheet tool, give the details of the four tasks and features that would be covered in each. Using Excel – Accessing, overview of toolbars, saving excel files, Using help and resources.

Task 1: Creating a Scheduler - Features to be covered: Gridlines, Format Cells, Summation, auto fill, Formatting Text

Task 2 : Calculating GPA - Features to be covered:- Cell Referencing, Formulae in excel – average, std deviation, Charts, Renaming and Inserting worksheets, Hyper linking, Count function, LOOKUP/VLOOKUP

Task 3: Performance Analysis - Features to be covered:- Split cells, freeze panes, group and outline, Sorting, Boolean and logical operators, Conditional formatting

LaTeX and MS/equivalent (FOSS) tool Power Point

Task 1: Students will be working on basic power point utilities and tools which help them create basic power point presentation. Topic covered during this week includes :- PPT Orientation, Slide Layouts, Inserting Text, Word Art, Formatting Text, Bullets and Numbering, Auto Shapes, Lines and Arrows in both LaTeX and Powerpoint. Students will be given model power point presentation which needs to be replicated (exactly how it's asked).

Task 2: Second week helps students in making their presentations interactive. Topic covered during this week includes: Hyperlinks, Inserting –Images, Clip Art, Audio, Video, Objects, Tables and Charts.

Task 3: Concentrating on the in and out of Microsoft power point and presentations in LaTeX. Helps them learn best practices in designing and preparing power point presentation. Topic covered during this week includes: - Master Layouts (slide, template, and notes), Types of views (basic, presentation, slide slotter, notes etc), and Inserting – Background, textures, Design Templates, Hidden slides.

REFERENCE BOOKS:

1. Comdex Information Technology course tool kit Vikas Gupta, WILEY Dreamtech
2. The Complete Computer upgrade and repair book, 3rd edition Cheryl A Schmidt, WILEY Dreamtech
3. Introduction to Information Technology, ITL Education Solutions limited, Pearson Education.
4. PC Hardware and A+Handbook – Kate J. Chase PHI (Microsoft)
5. LaTeX Companion – Leslie Lamport, PHI/Pearson.
6. IT Essentials PC Hardware and Software Companion Guide Third Edition by David Anfinson and Ken Quazeme. – CISCO Press, Pearson Education. IT Essentials PC Hardware and Software Labs and Study Guide Third Edition by Patrick Regar – CISCO Press, Pearson Education. Microsoft Office 2007: The Missing Manual - Chris Grover, Matthew MacDonald, E.A.Vander Veer O'reilly Media

MICROCONTROLLER LAB EXERCISES:

1. Switch an LED on/off with Arduino using a switch connected to another pin. The LED should be on/off according to the position of the switch.
2. Create a traffic light signal with three colored lights (Red, Orange and Green) with a duty cycle of 5-2-10 seconds.
3. Use Light Dependent Resistor (LDR) and control an LED that should switch-on/off depending on the light.
4. Control a servo motor angle that is taken from the keypad
5. Control the direction of a DC motor based on the position of a switch with H-Bridge (L293 based).
6. Convert an analog voltage to digital value and show it on the screen.
7. Show the temperature using temperature sensor (either NTC or LM35)
8. Control a Relay using a threshold light using LDR.
9. Create an application that has three LEDs (Red, Green and white). The LEDs should follow the cycle (All Off, Red On, Green On, White On) for each push of a push button.

TEXT BOOK:

1. Arduino Cookbook, Michael Margolis, O'Reilly (SPD), 2nd Edition, 2017

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

*MC309/MC409: GENDER SENSITIZATION LAB

(An Activity-based Course)

II Year B.Tech. ITE I-Sem

L T P C
0 0 2 0

COURSE DESCRIPTION

This course offers an introduction to Gender Studies, an interdisciplinary field that asks critical questions about the meanings of sex and gender in society. The primary goal of this course is to familiarize students with key issues, questions and debates in Gender Studies, both historical and contemporary. It draws on multiple disciplines – such as literature, history, economics, psychology, sociology, philosophy, political science, anthropology and media studies – to examine cultural assumptions about sex, gender, and sexuality.

This course integrates analysis of current events through student presentations, aiming to increase awareness of contemporary and historical experiences of women, and of the multiple ways that sex and gender interact with race, class, caste, nationality and other social identities. This course also seeks to build an understanding and initiate and strengthen programmes combating gender-based violence and discrimination. The course also features several exercises and reflective activities designed to examine the concepts of gender, gender-based violence, sexuality, and rights. It will further explore the impact of gender-based violence on education, health and development.

Objectives of the Course:

- To develop students' sensibility with regard to issues of gender in contemporary India.
- To provide a critical perspective on the socialization of men and women.
- To introduce students to information about some key biological aspects of genders.
- To expose the students to debates on the politics and economics of work.
- To help students reflect critically on gender violence.
- To expose students to more egalitarian interactions between men and women.

Learning Outcomes:

- Students will have developed a better understanding of important issues related to gender in contemporary India.
- Students will be sensitized to basic dimensions of the biological, sociological, psychological and legal aspects of gender. This will be achieved through discussion of materials derived from research, facts, everyday life, literature and film.
- Students will attain a finer grasp of how gender discrimination works in our society and how to counter it.
- Students will acquire insight into the gendered division of labour and its relation to politics and economics.
- Men and women students and professionals will be better equipped to work and live together as equals.
- Students will develop a sense of appreciation of women in all walks of life.
- Through providing accounts of studies and movements as well as the new laws that provide protection and relief to women, the textbook will empower students to understand and respond to gender violence.

UNIT - I: UNDERSTANDING GENDER

Introduction: Definition of Gender-Basic Gender Concepts and Terminology-Exploring Attitudes towards Gender-Construction of Gender-Socialization: Making Women, Making Men - Preparing for Womanhood. Growing up Male. First lessons in Caste.

UNIT - II: GENDER ROLES AND RELATIONS

Two or Many? -Struggles with Discrimination-Gender Roles and Relations-Types of Gender Roles-Gender Roles and Relationships Matrix-Missing Women-Sex Selection and Its Consequences- Declining Sex Ratio. Demographic Consequences-Gender Spectrum: Beyond the Binary

UNIT - III: GENDER AND LABOUR

Division and Valuation of Labour-Housework: The Invisible Labor- "My Mother doesn't Work." "Share the Load." -Work: Its Politics and Economics -Fact and Fiction. Unrecognized and Unaccounted work. -Gender Development Issues-Gender, Governance and Sustainable Development-Gender and Human Rights-Gender and Mainstreaming

UNIT - IV: GENDER - BASED VIOLENCE

The Concept of Violence- Types of Gender-based Violence-Gender-based Violence from a Human Rights Perspective-Sexual Harassment: Say No! -Sexual Harassment, not Eve-teasing- Coping with Everyday Harassment- Further Reading: "Chupai".
Domestic Violence: Speaking Out's 'Home a Safe Place?' -When Women Unite [Film].
Rebuilding Lives. Thinking about Sexual Violence Blaming the Victim-"I Fought for my Life...."

UNIT - V: GENDER AND CULTURE

Gender and Film-Gender and Electronic Media-Gender and Advertisement-Gender and Popular Literature- Gender Development Issues-Gender Issues-Gender Sensitive Language-Gender and Popular Literature - Just Relationships: Being Together as Equals
Mary Kom and Onler. Love and Acid just do not Mix. Love Letters. Mothers and Fathers.
Rosa Parks-The Brave Heart.

Note: Since it is Interdisciplinary Course, Resource Persons can be drawn from the fields of English Literature or Sociology or Political Science or any other qualified faculty who has expertise in this field from engineering departments.

➤ *Classes will consist of a combination of activities: dialogue-based lectures, discussions, collaborative learning activities, group work and in-class assignments. Apart from the above prescribed book, Teachers can make use of any authentic materials related to the topics given in the syllabus on "Gender".*

➤ **ESSENTIAL READING:** The Textbook, "Towards a World of Equals: A Bilingual Textbook on Gender" written by A.Suneetha, Uma Bhargubanda, Duggirala Vasanta, Rama Melkote, Vasudha Nagaraj, Asma Rasheed, Gogu Shyamala, Deepa Sreenivas and Susie Tharu published by Telugu Akademi, Telangana Government in 2015.

ASSESSMENT AND GRADING:

- Discussion & Classroom Participation: 20%
- Project/Assignment: 30%
- End Term Exam: 50%

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

CS401PC: DISCRETE MATHEMATICS

II Year B.Tech. ITE II-Sem

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Prerequisites: An understanding of Mathematics in general is sufficient.

Course Objectives:

1. Introduces the elementary discrete mathematics for computer science and engineering.
2. Topics include formal logic notation, methods of proof, induction, sets, relations, graph theory, permutations and combinations, counting principles; recurrence relations and generating functions.

Course Outcomes:

1. Ability to understand and construct precise mathematical proofs
2. Ability to use logic and set theory to formulate precise statements
3. Ability to analyze and solve counting problems on finite and discrete structures
4. Ability to describe and manipulate sequences
5. Ability to apply graph theory in solving computing problems

UNIT - I

The Foundations: Logic and Proofs: Propositional Logic, Applications of Propositional Logic, Propositional Equivalence, Predicates and Quantifiers, Nested Quantifiers, Rules of Inference, Introduction to Proofs, Proof Methods and Strategy.

UNIT - II

Basic Structures, Sets, Functions, Sequences, Sums, Matrices and Relations, Sets, Functions, Sequences & Summations, Cardinality of Sets and Matrices, Relations, Relations and Their Properties, n-ary Relations and Their Applications, Representing Relations, Closures of Relations, Equivalence Relations, Partial Orderings.

UNIT - III

Algorithms, Induction and Recursion: Algorithms, The Growth of Functions, Complexity of Algorithms

Induction and Recursion: Mathematical Induction, Strong Induction and Well-Ordering, Recursive Definitions and Structural Induction, Recursive Algorithms, Program Correctness

UNIT - IV

Discrete Probability and Advanced Counting Techniques: An Introduction to Discrete Probability, Probability Theory, Bayes' Theorem, Expected Value and Variance

Advanced Counting Techniques: Recurrence Relations, Solving Linear Recurrence Relations, Divide-and-Conquer Algorithms and Recurrence Relations, Generating Functions, Inclusion-Exclusion, Applications of Inclusion-Exclusion

UNIT - V

Graphs: Graphs and Graph Models, Graph Terminology and Special Types of Graphs, Representing Graphs and Graph Isomorphism, Connectivity, Euler and Hamilton Paths, Shortest-Path Problems, Planar Graphs, Graph Coloring.

Trees: Introduction to Trees, Applications of Trees, Tree Traversal, Spanning Trees, Minimum Spanning Trees

TEXT BOOK:

1. Discrete Mathematics and its Applications with Combinatorics and Graph Theory- Kenneth H Rosen, 7th Edition, TMH.

REFERENCES:

1. Discrete Mathematical Structures with Applications to Computer Science-J.P. Tremblay and R. Manohar, TMH,
2. Discrete Mathematics for Computer Scientists & Mathematicians: Joe L. Mott, Abraham Kandel, Theodore P. Baker, 2nd ed, Pearson Education.
3. Discrete Mathematics- Richard Johnsonbaugh, 7th Edtn., Pearson Education.
4. Discrete Mathematics with Graph Theory- Edgar G. Goodaire, Michael M. Parmenter.
5. Discrete and Combinatorial Mathematics - an applied introduction: Ralph.P. Grimald, 5th edition, Pearson Education.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

SM402MS/SM305MS: BUSINESS ECONOMICS AND FINANCIAL ANALYSIS

II Year B.Tech. ITE II-Sem

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Prerequisites: None

Course Objective: To learn the basic Business types, impact of the Economy on Business and Firms specifically. To analyze the Business from the Financial Perspective.

Course Outcome: The students will understand the various Forms of Business and the impact of economic variables on the Business. The Demand, Supply, Production, Cost, Market Structure, Pricing aspects are learnt. The Students can study the firm's financial position by analysing the Financial Statements of a Company.

UNIT – I

Introduction to Business and Economics:

Business: Structure of Business Firm, Theory of Firm, Types of Business Entities, Limited Liability Companies, Sources of Capital for a Company, Non-Conventional Sources of Finance.

Economics: Significance of Economics, Micro and Macro Economic Concepts, Concepts and Importance of National Income, Inflation, Money Supply in Inflation, Business Cycle, Features and Phases of Business Cycle. Nature and Scope of Business Economics, Role of Business Economist, Multidisciplinary nature of Business Economics.

UNIT - II

Demand and Supply Analysis:

Elasticity of Demand: Elasticity, Types of Elasticity, Law of Demand, Measurement and Significance of Elasticity of Demand, Factors affecting Elasticity of Demand, Elasticity of Demand in decision making, Demand Forecasting: Characteristics of Good Demand Forecasting, Steps in Demand Forecasting, Methods of Demand Forecasting.

Supply Analysis: Determinants of Supply, Supply Function & Law of Supply.

UNIT - III

Production, Cost, Market Structures & Pricing:

Production Analysis: Factors of Production, Production Function, Production Function with one variable input, two variable inputs, Returns to Scale, Different Types of Production Functions.

Cost analysis: Types of Costs, Short run and Long run Cost Functions.

Market Structures: Nature of Competition, Features of Perfect competition, Monopoly, Oligopoly, Monopolistic Competition.

Pricing: Types of Pricing, Product Life Cycle based Pricing, Break Even Analysis, Cost Volume Profit Analysis.

UNIT - IV

Financial Accounting: Accounting concepts and Conventions, Accounting Equation, Double-Entry system of Accounting, Rules for maintaining Books of Accounts, Journal, Posting to Ledger, Preparation of Trial Balance, Elements of Financial Statements, Preparation of Final Accounts.

UNIT - V

Financial Analysis through Ratios: Concept of Ratio Analysis, Liquidity Ratios, Turnover Ratios, Profitability Ratios, Proprietary Ratios, Solvency, Leverage Ratios (simple problems). Introduction to Fund Flow and Cash Flow Analysis (simple problems).

TEXT BOOKS:

1. D.D. Chaturvedi, S.L. Gupta, Business Economics - Theory and Applications, International Book House Pvt. Ltd. 2013.
2. Dhaneesh K Khatri, Financial Accounting, Tata McGraw Hill, 2011.
3. Geethika Ghosh, Piyali Gosh, Purba Roy Choudhury, Managerial Economics, 2e, Tata McGraw Hill Education Pvt. Ltd. 2012.

REFERENCES:

1. Parash Shah, Financial Accounting for Management 2e, Oxford Press, 2015.
2. S.N. Maheshwari, Sunil K Maheshwari, Sharad K Maheshwari, Financial Accounting, 5e, Vikas Publications, 2013.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

CS403PC: OPERATING SYSTEMS

II Year B.Tech. ITE II-Sem

L T P C
3 0 0 3

Prerequisites

1. A course on "Computer Programming and Data Structures"
2. A course on "Computer Organization and Architecture"

Course Objectives

- Introduce operating system concepts (i.e., processes, threads, scheduling, synchronization, deadlocks, memory management, file and I/O subsystems and protection)
- Introduce the issues to be considered in the design and development of operating system
- Introduce basic Unix commands, system call interface for process management, interprocess communication and I/O in Unix

Course Outcomes

- Will be able to control access to a computer and the files that may be shared
- Demonstrate the knowledge of the components of computer and their respective roles in computing.
- Ability to recognize and resolve user problems with standard operating environments.
- Gain practical knowledge of how programming languages, operating systems, and architectures interact and how to use each effectively.

UNIT - I

Operating System - Introduction, Structures - Simple Batch, Multiprogrammed, Time-shared, Personal Computer, Parallel, Distributed Systems, Real-Time Systems, System components, Operating System services, System Calls

UNIT - II

Process and CPU Scheduling - Process concepts and scheduling, Operations on processes, Cooperating Processes, Threads, and Interposes Communication, Scheduling Criteria, Scheduling Algorithms, Multiple-Processor Scheduling.

System call interface for process management-fork, exit, wait, waitpid, exec

UNIT - III

Deadlocks - System Model, Deadlocks Characterization, Methods for Handling Deadlocks, Deadlock Prevention, Deadlock Avoidance, Deadlock Detection, and Recovery from Deadlock

Process Management and Synchronization - The Critical Section Problem, Synchronization Hardware, Semaphores, and Classical Problems of Synchronization, Critical Regions, Monitors

Interprocess Communication Mechanisms: IPC between processes on a single computer system, IPC between processes on different systems, using pipes, FIFOs, message queues, shared memory.

UNIT - IV

Memory Management and Virtual Memory - Logical versus Physical Address Space, Swapping, Contiguous Allocation, Paging, Segmentation, Segmentation with Paging, Demand Paging, Page Replacement, Page Replacement Algorithms

UNIT - V

File System Interface and Operations -Access methods, Directory Structure, Protection, File System Structure, Allocation methods, Free-space Management. Usage of *open*, *create*, *read*, *write*, *close*, *lseek*, *stat*, *ioctl* system calls

TEXT BOOKS:

1. Operating System Principles- Abraham Silberchatz, Peter B. Galvin, Greg Gagne 7th Edition, John Wiley
2. Advanced programming in the UNIX environment, W.R.Stevens, Pearson education.

REFERENCE BOOKS:

1. Operating Systems – Internals and Design Principles Stallings, Fifth Edition–2005, *Pearson Education/PHI*
2. Operating System A Design Approach- Crowley, *T/M/H*.
3. Modern Operating Systems, Andrew S. Tanenbaum, 2nd edition, *Pearson/PHI*
4. UNIX programming environment, Kernighan and Pike, *PHI/ Pearson Education*
5. UNIX Internals - The New Frontiers, U. Vahalia, *Pearson Education*.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

CSA04PC: DATABASE MANAGEMENT SYSTEMS

II Year B.Tech. ITE II-Sem

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3 1 0 4

Prerequisite: A course on "Data Structures".

Course Objectives:

1. To understand the basic concepts and the applications of database systems.
2. To master the basics of SQL and construct queries using SQL.
3. Topics include data models, database design, relational model, relational algebra, transaction control, concurrency control, storage structures and access techniques.

Course Outcomes:

1. Gain knowledge of fundamentals of DBMS, database design and normal forms
2. Master the basics of SQL for retrieval and management of data.
3. Be acquainted with the basics of transaction processing and concurrency control.
4. Familiarity with database storage structures and access techniques

UNIT - I

Database System Applications: A Historical Perspective, File Systems versus a DBMS, the Data Model, Levels of Abstraction in a DBMS, Data Independence, Structure of a DBMS
Introduction to Database Design: Database Design and ER Diagrams, Entities, Attributes, and Entity Sets, Relationships and Relationship Sets, Additional Features of the ER Model, Conceptual Design With the ER Model

UNIT - II

Introduction to the Relational Model: Integrity constraint over relations, enforcing integrity constraints, querying relational data, logical data base design, introduction to views, destroying/altering tables and views.

Relational Algebra, Tuple relational Calculus, Domain relational calculus.

UNIT - III

SQL: Queries, Constraints, Triggers: form of basic SQL query, UNION, INTERSECT, and EXCEPT, Nested Queries, aggregation operators, NULL values, complex integrity constraints in SQL, triggers and active data bases.

Schema Refinement: Problems caused by redundancy, decompositions, problems related to decomposition, reasoning about functional dependencies, FIRST, SECOND, THIRD normal forms, BCNF, lossless join decomposition, multi-valued dependencies, FOURTH normal form, FIFTH normal form.

UNIT - IV

Transaction Concept, Transaction State, Implementation of Atomicity and Durability, Concurrent Executions, Serializability, Recoverability, Implementation of Isolation, Testing for serializability, Lock Based Protocols, Timestamp Based Protocols, Validation- Based Protocols, Multiple Granularity, Recovery and Atomicity, Log-Based Recovery, Recovery with Concurrent Transactions.

UNIT - V

Data on External Storage, 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, Intuitions for tree Indexes, Indexed Sequential Access Methods (ISAM), B+ Trees: A Dynamic Index Structure.

TEXT BOOKS:

1. Database Management Systems, Raghurama Krishnan, Johannes Gehlke, Tata Mc Graw Hill 3rd Edition
2. Database System Concepts, Silberschatz, Korth, Mc Graw hill, V edition.

REFERENCES:

1. Database Systems design, Implementation, and Management, Peter Rob & Carlos Coronei 7th Edition.
2. Fundamentals of Database Systems, Elmasri Navrate, Pearson Education
3. Introduction to Database Systems, C. J. Date, Pearson Education
4. Oracle for Professionals, The X Team, S.Shah and V. Shah, SPD.
5. Database Systems Using Oracle: A Simplified guide to SQL and PL/SQL, Shah, PHI.
6. Fundamentals of Database Management Systems, M. L. Gillenson, Wiley Student Edition

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

IT405PC: OBJECT ORIENTED PROGRAMMING USING JAVA

II Year B.Tech. ITE II-Sem

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Course Objectives:

- To introduce the object-oriented programming concepts.
- To understand object-oriented programming concepts, and apply them in solving problems.
- To introduce the principles of inheritance and polymorphism; and demonstrate how they relate to the design of abstract classes
- To introduce the implementation of packages and interfaces
- To introduce the concepts of exception handling and multithreading.
- To introduce the design of Graphical User Interface using applets and swing controls.

Course Outcomes

- Able to solve real world problems using OOP techniques.
- Able to understand the use of abstract classes.
- Able to solve problems using java collection framework and I/O classes.
- Able to develop multithreaded applications with synchronization.
- Able to develop applets for web applications.
- Able to design GUI based applications

UNIT - I

Object-Oriented Thinking- A way of viewing world – Agents and Communities, messages and methods, Responsibilities, Classes and Instances, Class Hierarchies- Inheritance, Method binding, Overriding and Exceptions, Summary of Object-Oriented concepts. Java buzzwords, An Overview of Java, Data types, Variables and Arrays, operators, expressions, control statements, Introducing classes, Methods and Classes, String handling.

Inheritance– Inheritance concept, Inheritance basics, Member access, Constructors, Creating Multilevel hierarchy, super uses. using final with inheritance, Polymorphism- ad hoc polymorphism, pure polymorphism, method overriding, abstract classes, Object class, forms

of inheritance- specialization, specification, construction, extension, limitation, combination, benefits of inheritance, costs of inheritance.

UNIT - II

Packages- Defining a Package, CLASSPATH, Access protection, importing packages.

Interfaces- defining an interface, implementing interfaces, Nested interfaces, applying interfaces, variables in interfaces and extending interfaces.

Stream based I/O (java.io) – The Stream classes-Byte streams and Character streams, Reading console Input and Writing Console Output, File class, Reading and writing Files, Random access file operations, The Console class, Serialization, Enumerations, auto boxing, generics.

UNIT - III

Exception handling - Fundamentals of exception handling, Exception types, Termination or resumptive models, Uncaught exceptions, using try and catch, multiple catch clauses, nested try statements, throw, throws and finally, built-in exceptions, creating own exception sub classes.

Multithreading- Differences between thread-based multithreading and process-based multithreading, Java thread model, creating threads, thread priorities, synchronizing threads, inter thread communication.

UNIT - IV

The Collections Framework (java.util)- Collections overview, Collection Interfaces, The Collection classes- Array List, Linked List, Hash Set, Tree Set, Priority Queue, Array Deque. Accessing a Collection via an Iterator, Using an Iterator, The For-Each alternative, Map Interfaces and Classes, Comparators, Collection algorithms, Arrays, The Legacy Classes and Interfaces- Dictionary, Hashtable, Properties, Stack, Vector
More Utility classes, String Tokenizer, Bit Set, Date, Calendar, Random, Formatter, Scanner

UNIT - V

GUI Programming with Swing – Introduction, limitations of AWT, MVC architecture, components, containers. Understanding Layout Managers, Flow Layout, Border Layout, Grid Layout, Card Layout, Grid Bag Layout.

Event Handling- The Delegation event model- Events, Event sources, Event Listeners, Event classes, Handling mouse and keyboard events, Adapter classes, Inner classes, Anonymous Inner classes.

A Simple Swing Application, Applets – Applets and HTML, Security Issues, Applets and Applications, passing parameters to applets. Creating a Swing Applet, Painting in Swing, A Paint example, Exploring Swing Controls- JLabel and Image Icon, JText Field, **The Swing Buttons-** JButton, JToggleButton, JCheckBox, JRadioButton, JTabbedPane, JScrollbar, JList, JComboBox, Swing Menus, Dialogs.

TEXT BOOKS

1. Java The complete reference, 9th edition, Herbert Schildt, *McGraw Hill Education* (India) Pvt. Ltd.
2. Understanding Object-Oriented Programming with Java, updated edition, T. Budd, *Pearson Education*.

REFERENCE BOOKS

1. An Introduction to programming and OO design using Java, J. Nino and F.A. Hosch, *John Wiley & sons*
2. Introduction to Java programming, Y. Daniel Liang, *Pearson Education*.
3. Object Oriented Programming through Java, P. Radha Krishna, *University Press*.
4. Programming in Java, S. Melhotra, S. Chudhary, 2nd edition, *Oxford Univ. Press*.
5. Java Programming and Object-oriented Application Development, R. A. Johnson, *Cengage Learning*.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

CS406PC: OPERATING SYSTEMS LAB
(Using UNIX/LINUX)

II Year B.Tech. ITE II-Sem

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Prerequisites

1. A course on "Programming for Problem Solving"
2. A course on "Computer Organization and Architecture"

Co-requisite

- A course on "Operating Systems"

Course Objectives

- To provide an understanding of the design aspects of operating system concepts through simulation
- Introduce basic Unix commands, system call interface for process management, interprocess communication and I/O in Unix

Course Outcomes:

- Simulate and implement operating system concepts such as scheduling, deadlock management, file management and memory management.
- Able to implement C programs using Unix system calls

LIST OF EXPERIMENTS:

1. Write C programs to simulate the following CPU Scheduling algorithms
a) FCFS b) SJF c) Round Robin d) priority
2. Write programs using the I/O system calls of UNIX/LINUX operating system
(open, read, write, close, fcntl, seek, stat, opendir, readdir)
3. Write a C program to simulate Bankers Algorithm for Deadlock Avoidance and Prevention.
4. Write a C program to implement the Producer – Consumer problem using semaphores using UNIX/LINUX system calls.
5. Write C programs to illustrate the following IPC mechanisms

6. Write C programs to simulate the following memory management techniques
a) Pipes b) FIFOs c) Message Queues d) Shared Memory
a) Paging b) Segmentation

TEXT BOOKS:

1. Operating System Principles- Abrahram Silberchatz, Peter B. Galvin, Greg Gagne 7th Edition, John Wiley
2. Advanced programming in the Unix environment, W.R.Stevens, Pearson education.

REFERENCE BOOKS:

1. Operating Systems – Internals and Design Principles, William Stallings, Fifth Edition–2005, *Pearson Education/PHI*
2. Operating System - A Design Approach-Crowley, TMH.
3. Modern Operating Systems, Andrew S Tanenbaum, 2nd edition, *Pearson/PHI*
4. UNIX Programming Environment, Kernighan and Pike, *PHI/Pearson Education*
5. UNIX Internals: The New Frontiers, U. Vahalia, *Pearson Education*

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

CS407PC: DATABASE MANAGEMENT SYSTEMS LAB

II Year B.Tech. ITE II-Sem

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Co-requisites:

- Co-requisite of course "Database Management Systems"

Course Objectives:

1. Introduce ER data model, database design and normalization
2. Learn SQL basics for data definition and data manipulation

Course Outcomes:

1. Design database schema for a given application and apply normalization
2. Acquire skills in using SQL commands for data definition and data manipulation.
3. Develop solutions for database applications using procedures, cursors and triggers

LIST OF EXPERIMENTS

1. Concept design with E-R Model
2. Relational Model
3. Normalization
4. Practicing DDL commands
5. Practicing DML commands
6. Querying (using ANY, ALL, IN, EXISTS, NOT EXISTS, UNION, INTERSECT, Constraints etc.)
7. Queries using Aggregate functions, GROUP BY, HAVING and Creation and dropping of Views.
8. Triggers (Creation of insert trigger, delete trigger, update trigger)
9. Procedures
10. Usage of Cursors

TEXT BOOKS:

1. Database Management Systems, Raghurama Krishnan, Johannes Gehrke, Tata Mc Graw Hill, 3rd Edition
2. Database System Concepts, Silberschatz, Korth, Mc Graw/Hill, V edition.

REFERENCES:

1. Database Systems design, Implementation, and Management, Peter Rob & Carlos Coronel 7th Edition.
2. Fundamentals of Database Systems, Elmasri Navrate, Pearson Education
3. Introduction to Database Systems, C.J.Date, Pearson Education
4. Oracle for Professionals, The X Team, S.Shah and V. Shah, SPD.
5. Database Systems Using Oracle: A Simplified guide to SQL and PL/SQL, Shah, PHI.
6. Fundamentals of Database Management Systems, M. L. Gillenson, Wiley Student Edition.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

CS408PC: JAVA PROGRAMMING LAB

II Year B.Tech. ITE II-Sem

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Course Objectives:

- To write programs using abstract classes.
- To write programs for solving real world problems using java collection framework.
- To write multithreaded programs.
- To write GUI programs using swing controls in Java.
- To introduce java compiler and eclipse platform.
- To impart hands on experience with java programming.

Course Outcomes:

- Able to write programs for solving real world problems using java collection framework.
- Able to write programs using abstract classes.
- Able to write multithreaded programs.
- Able to write GUI programs using swing controls in Java.

Note:

1. Use LINUX and MySQL for the Lab Experiments. Though not mandatory, encourage the use of Eclipse platform.
2. The list suggests the minimum program set. Hence, the concerned staff is requested to add more problems to the list as needed.

LIST OF EXPERIMENTS

1. Use Eclipse or Net bean platform and acquaint with the various menus. Create a test project, add a test class, and run it. See how you can use auto suggestions, auto fill. Try code formatter and code refactoring like renaming variables, methods, and classes. Try debug step by step with a small program of about 10 to 15 lines which contains at least one if else condition and a for loop.

2. Write a Java program that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the +, -, *, % operations. Add a text field to display the result. Handle any possible exceptions like divided by zero.

3. a) Develop an applet in Java that displays a simple message.

b) Develop an applet in Java that receives an integer in one text field, and computes its factorial Value and returns it in another text field, when the button named "Compute" is clicked.

4. Write a Java program that creates a user interface to perform integer divisions. The user enters two numbers in the text fields, Num1 and Num2. The division of Num1 and Num2 is displayed in the Result field when the Divide button is clicked. If Num1 or Num2 were not an integer, the program would throw a NumberFormatException. If Num2 were Zero, the program would throw an ArithmeticException. Display the exception in a message dialog box.

5. Write a Java program that implements a multi-thread application that has three threads. First thread generates random integer every 1 second and if the value is even, second thread computes the square of the number and prints. If the value is odd, the third thread will print the value of cube of the number.

6. Write a Java program for the following:
Create a doubly linked list of elements.
Delete a given element from the above list.
Display the contents of the list after deletion.

7. Write a Java program that simulates a traffic light. The program lets the user select one of three lights: red, yellow, or green with radio buttons. On selecting a button, an appropriate message with "Stop" or "Ready" or "Go" should appear above the buttons in selected color. Initially, there is no message shown.

8. Write a Java program to create an abstract class named Shape that contains two integers and an empty method named print Area (). Provide three classes named Rectangle, Triangle, and Circle such that each one of the classes extends the class

Shape. Each one of the classes contains only the method print Area () that prints the area of the given shape.

9. Suppose that a table named Table.txt is stored in a text file. The first line in the file is the header, and the remaining lines correspond to rows in the table. The elements are separated by commas. Write a java program to display the table using Labels in Grid Layout.
10. Write a Java program that handles all mouse events and shows the event name at the center of the window when a mouse event is fired (Use Adapter classes).
11. Write a Java program that loads names and phone numbers from a text file where the data is organized as one line per record and each field in a record are separated by a tab (\t). It takes a name or phone number as input and prints the corresponding other value from the hash table (hint: use hash tables).
12. Write a Java program that correctly implements the producer – consumer problem using the concept of interthread communication.
13. Write a Java program to list all the files in a directory including the files present in all its subdirectories.
14. Write a Java program that implements Quick sort algorithm for sorting a list of names in ascending order
15. Write a Java program that implements Bubble sort algorithm for sorting in descending order and also shows the number of interchanges occurred for the given set of integers.

REFERENCE BOOKS:

1. Java for Programmers, P. J. Deitel and H. M. Deitel, 10th Edition Pearson education.
2. Thinking in Java, Bruce Eckel, Pearson Education.
3. Java Programming, D. S. Malik and P. S. Nair, Cengage Learning.
4. Core Java, Volume 1, 9th edition, Cay S. Horstmann and G Cornell, Pearson.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

*MC409/MC309: CONSTITUTION OF INDIA

II Year B.Tech. ITE II-Sem

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The Constitution of India is the supreme law of India. Parliament of India cannot make any law which violates the Fundamental Rights enumerated under the Part III of the Constitution. The Parliament of India has been empowered to amend the Constitution under Article 368, however, it cannot use this power to change the "basic structure" of the constitution, which has been ruled and explained by the Supreme Court of India in its historical judgments. The Constitution of India reflects the idea of "Constitutionalism" – a modern and progressive concept historically developed by the thinkers of "liberalism" – an ideology which has been recognized as one of the most popular political ideology and result of historical struggles against arbitrary use of sovereign power by state. The historic revolutions in France, England, America and particularly European Renaissance and Reformation movement have resulted into progressive legal reforms in the form of "constitutionalism" in many countries. The Constitution of India was made by borrowing models and principles from many countries including United Kingdom and America.

The Constitution of India is not only a legal document but it also reflects social, political and economic perspectives of the Indian Society. It reflects India's legacy of "diversity". It has been said that Indian constitution reflects ideals of its freedom movement; however, few critics have argued that it does not truly incorporate our own ancient legal heritage and cultural values. No law can be "static" and therefore the Constitution of India has also been amended more than one hundred times. These amendments reflect political, social and economic developments since the year 1950. The Indian judiciary and particularly the Supreme Court of India has played an historic role as the guardian of people. It has been protecting not only basic ideals of the Constitution but also strengthened the same through progressive interpretations of the text of the Constitution. The judicial activism of the Supreme Court of India and its historic contributions has been recognized throughout the world and it gradually made it "as one of the strongest court in the world".

Course content

1. Meaning of the constitution law and constitutionalism
2. Historical perspective of the Constitution of India
3. Salient features and characteristics of the Constitution of India
4. Scheme of the fundamental rights
5. The scheme of the Fundamental Duties and its legal status
6. The Directive Principles of State Policy – Its importance and implementation
7. Federal structure and distribution of legislative and financial powers between the Union and the States
8. Parliamentary Form of Government in India – The constitution powers and status of the President of India
9. Amendment of the Constitutional Powers and Procedure
10. The historical perspectives of the constitutional amendments in India
11. Emergency Provisions: National Emergency, President Rule, Financial Emergency
12. Local Self Government – Constitutional Scheme in India
13. Scheme of the Fundamental Right to Equality
14. Scheme of the Fundamental Right to certain Freedom under Article 19
15. Scope of the Right to Life and Personal Liberty under Article 21

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

FORMAL LANGUAGES AND AUTOMATA THEORY

III Year B.Tech. ITE I-Sem

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Objectives

1. To provide introduction to some of the central ideas of theoretical computer science from the perspective of formal languages.
2. To introduce the fundamental concepts of formal languages, grammars and automata theory.
3. Classify machines by their power to recognize languages.
4. Employ finite state machines to solve problems in computing.
5. To understand deterministic and non-deterministic machines.
6. To understand the differences between decidability and undecidability.

Outcomes

1. Able to understand the concept of abstract machines and their power to recognize the languages.
2. Able to employ finite state machines for modeling and solving computing problems.
3. Able to design context free grammars for formal languages.
4. Able to distinguish between decidability and undecidability.
5. Able to gain proficiency with mathematical tools and formal methods.

UNIT - I

Introduction to Finite Automata: Structural Representations, Automata and Complexity, the Central Concepts of Automata Theory – Alphabets, Strings, Languages, Problems.
Nondeterministic Finite Automata: Formal Definition, an application, Text Search, Finite Automata with Epsilon-Transitions.
Deterministic Finite Automata: Definition of DFA, How A DFA Process Strings, The language of DFA, Conversion of NFA with ϵ -transitions to NFA without ϵ -transitions. Conversion of NFA to DFA, Moore and Mealy machines

UNIT - II

Regular Expressions: Finite Automata and Regular Expressions, Applications of Regular Expressions, Algebraic Laws for Regular Expressions, Conversion of Finite Automata to Regular Expressions.

Pumping Lemma for Regular Languages: Statement of the pumping lemma, Applications of the Pumping Lemma.

Closure Properties of Regular Languages: Closure properties of Regular languages, Decision Properties of Regular Languages, Equivalence and Minimization of Automata.

UNIT - III

Context-Free Grammars: Definition of Context-Free Grammars, Derivations Using a Grammar, Leftmost and Rightmost Derivations, the Language of a Grammar, Sentential Forms, Parse Tree, Applications of Context-Free Grammars, Ambiguity in Grammars and Languages.

Push Down Automata: Definition of the Pushdown Automaton, the Languages of a PDA, Equivalence of PDA's and CFG's, Acceptance by final state, Acceptance by empty stack, Deterministic Pushdown Automata, From CFG to PDA, From PDA to CFG.

UNIT - IV

Normal Forms for Context-Free Grammars: Eliminating useless symbols, Eliminating ϵ -Productions, Chomsky Normal form, Griebach Normal form.

Pumping Lemma for Context-Free Languages: Statement of pumping lemma, Applications

Closure Properties of Context-Free Languages: Closure properties of CFL's, Decision Properties of CFL's

Turing Machines: Introduction to Turing Machine, Formal Description, Instantaneous description, The language of a Turing machine

UNIT - V

Types of Turing machine: Turing machines and halting

Undecidability: Undecidability, A Language that is Not Recursively Enumerable, An Undecidable Problem That is RE, Undecidable Problems about Turing Machines, Recursive

languages, Properties of recursive languages, Post's Correspondence Problem, Modified Post Correspondence problem, Other Undecidable Problems, Counter machines.

TEXT BOOKS:

1. Introduction to Automata Theory, Languages, and Computation, 3rd Edition, John E. Hopcroft, Rajeev Motwani, Jeffrey D. Ullman, Pearson Education.
2. Theory of Computer Science – Automata languages and computation, Mishra and Chandrashekaran, 2nd edition, PHI.

REFERENCE BOOKS:

1. Introduction to Languages and The Theory of Computation, John C Martin, TMH.
2. Introduction to Computer Theory, Daniel I.A. Cohen, John Wiley.
3. A Text book on Automata Theory, P. K. Srimani, Nasir S. F. B, Cambridge University Press.
4. Introduction to the Theory of Computation, Michael Sipser, 3rd edition, Cengage Learning.
5. Introduction to Formal languages Automata Theory and Computation Kamala Krithivasan, Rama R, Pearson.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

SOFTWARE ENGINEERING

III Year B.Tech. ITE I-Sem

L T P C
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Objectives

1. The aim of the course is to provide an understanding of the working knowledge of the techniques for estimation, design, testing and quality management of large software development projects.
2. Topics include process models, software requirements, software design, software testing, software process/product metrics, risk management, quality management and UML diagrams

Outcomes

1. Ability to translate end-user requirements into system and software requirements, using e.g. UML, and structure the requirements in a Software Requirements Document (SRD).
2. Identify and apply appropriate software architectures and patterns to carry out high level design of a system and be able to critically compare alternative choices.
3. Will have experience and/or awareness of testing problems and will be able to develop a simple testing report

JNIT - I

Introduction to Software Engineering: The evolving role of software, changing nature of software, software myths.

A Generic view of process: Software engineering- a layered technology, a process framework, the capability maturity model integration (CMMI), process patterns, process assessment, personal and team process models.

Process models: The waterfall model, incremental process models, evolutionary process models, the unified process.

JNIT - II

Software Requirements: Functional and non-functional requirements, user requirements, system requirements, interface specification, the software requirements document.

Requirements engineering process: Feasibility studies, requirements elicitation and analysis, requirements validation, requirements management.

System models: Context models, behavioral models, data models, object models, structured methods.

UNIT - III

Design Engineering: Design process and design quality, design concepts, the design model.

Creating an architectural design: software architecture, data design, architectural styles and patterns, architectural design, conceptual model of UML, basic structural modeling, class diagrams, sequence diagrams, collaboration diagrams, use case diagrams, component diagrams.

UNIT - IV

Testing Strategies: A strategic approach to software testing, test strategies for conventional software, black-box and white-box testing, validation testing, system testing, the art of debugging.

Product metrics: Software quality, metrics for analysis model, metrics for design model, metrics for source code, metrics for testing, metrics for maintenance.

UNIT - V

Metrics for Process and Products: Software measurement, metrics for software quality.

Risk management: Reactive Vs proactive risk strategies, software risks, risk identification, risk projection, risk refinement, RMMM, RMMM plan.

Quality Management: Quality concepts, software quality assurance, software reviews, formal technical reviews, statistical software quality assurance, software reliability, the ISO 9000 quality standards.

TEXT BOOKS:

1. Software Engineering, A practitioner's Approach- Roger S. Pressman, 6th edition, Mc GrawHill International Edition.
2. Software Engineering- Sommerville, 7th edition, Pearson Education.
3. The unified modeling language user guide Grady Booch, James Rumbaugh, Ivar Jacobson, Pearson Education.

REFERENCE BOOKS:

1. Software Engineering, an Engineering approach- James F. Peters, Witold Pedrycz, John Wiley.
2. Software Engineering principles and practice- Waman S Jawadekar, The Mc Graw-Hill Companies.
3. Fundamentals of object oriented design using UML Meiler page-Jones: Pearson Education.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

COMPUTER NETWORKS

III Year B.Tech. ITE I-Sem

L T P C
3 0 0 3

Prerequisites

- A course on "Programming for problem solving"
- A course on "Data Structures"

Objectives

- The objective of the course is to equip the students with a general overview of the concepts and fundamentals of computer networks.
- Familiarize the students with the standard models for the layered approach to communication between machines in a network and the protocols of the various layers.

Outcomes

- Gain the knowledge of the basic computer network technology.
- Gain the knowledge of the functions of each layer in the OSI and TCP/IP reference model.
- Obtain the skills of subnetting and routing mechanisms.
- Familiarity with the essential protocols of computer networks, and how they can be applied in network design and implementation.

UNIT - I

Network hardware, Network software. OSI, TCP/IP Reference models, Example Networks: ARPANET, Internet.
Physical Layer: Guided Transmission media: twisted pairs, coaxial cable, fiber optics, Wireless transmission.

UNIT - II

Data link layer: Design issues, framing, Error detection and correction.

Elementary data link protocols: simplex protocol, A simplex stop and wait protocol for an error-free channel, A simplex stop and wait protocol for noisy channel.

Sliding Window protocols: A one-bit sliding window protocol, A protocol using Go-Back-N, A protocol using Selective Repeat, Example data link protocols.

Medium Access sub layer: The channel allocation problem, Multiple access protocols: ALQHA, Carrier sense multiple access protocols, collision free protocols. Wireless LANs, Data link layer switching.

UNIT - III

Network Layer: Design issues, Routing algorithms: shortest path routing, Flooding, Hierarchical routing, Broadcast, Multicast, distance vector routing, Congestion Control Algorithms, Quality of Service, Internetworking, The Network layer in the internet.

UNIT - IV

Transport Layer: Transport Services, Elements of Transport protocols, Connection management, TCP and UDP protocols.

UNIT - V

Application Layer –Domain name system, SNMP, Electronic Mail, the World WEB, HTTP, Streaming audio and video.

TEXT BOOK:

1. Computer Networks -- Andrew S Tanenbaum, David. j. Wetherall, 5th Edition, Pearson Education/PHI

REFERENCE BOOKS:

1. An Engineering Approach to Computer Networks-S.Keshav, 2nd Edition, Pearson Education
2. Data Communications and Networking -- Behrouz A. Forouzan, Third Edition TMH.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

SCRIPTING LANGUAGES

III Year B.Tech. ITE I-Sem

L T P C
3 0 0 3

Prerequisites

- A course on "Computer Programming and Data Structures"
- A course on "Object Oriented Programming Concepts"

Objectives

- This course provides an introduction to the script programming paradigm
- Introduces scripting languages such as Perl, Ruby and TCL.
- Learning TCL

Outcomes

- Comprehend the differences between typical scripting languages and typical system and application programming languages.
- Gain knowledge of the strengths and weakness of Perl, TCL and Ruby, and select an appropriate language for solving a given problem.
- Acquire programming skills in scripting language

UNIT - I

Introduction : Ruby ,Rails, The structure and Execution of Ruby Programs ,Package Management with RUBYGEMS, Ruby and web : Writing CGI scripts , cookies, Choice of Webrowsers , SOAP and webservices

RubyTk – Simple Tk Application , widgets , Binding events , Canvas ,scrolling

UNIT - II

Extending Ruby : Ruby Objects in C , the Jukebox extension, Memory allocation ,Ruby Type System, Embedding Ruby to Other Languages , Embedding a Ruby Interpreter

UNIT - III

Introduction to PERL and Scripting: Scripts and Programs, Origin of Scripting , Scripting Today, Characteristics of Scripting Languages, Uses for Scripting Languages, Web Scripting,

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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 - IV

Advanced perl: Finer points of looping, pack and unpack, filesystem, eval, datastructures, packages, modules, objects, interfacing to the operating system, Creating Internet ware applications, Dirty Hands Internet Programming, security issues.

UNIT - V

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 Internet Programming, Security Issues, C Interface.

Tk: Tk-Visual Tool Kits, Fundamental Concepts of Tk, Tk by example, Events and Binding, Perl-Tk.

TEXT BOOKS

1. The World of Scripting Languages, David Barron, Wiley Publications.
2. Ruby programming language by David Flanagan and Yukihiro Matsumoto O'Reilly
3. "Programming Ruby" The Pramatic Programmers guide by Dabve Thomas Second edition

REFERENCE BOOKS

1. Open Source Web Development with LAMP using Linux Apache, MySQL, Perl and PHP, J. Lee and B. Ware (Addison Wesley) Pearson Education.
2. Perl by Example, E. Quigley, Pearson Education.
3. Programming Perl, Larry Wall, T. Christiansen and J.Orwant, O'Reilly, SPD.
4. Tcl and the Tk Tool kit, Ousterhout, Pearson Education.
5. Perl Power, J.P.Flynt, Cengage Learning.

DATA SCIENCE (Professional Elective - I)

III Year B.Tech. ITE I-Sem

L T P C
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Objectives:

- 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;
- Produce Python code to statistically analyse a dataset;
- Critically evaluate data visualisations based on their design and use for communicating stories from data;

Outcomes: After completion of course, students would be able to:

- Explain how data is collected, managed and stored for data science;
- Understand the key concepts in data science, including their real-world applications and the toolkit used by data scientists
- Implement data collection and management scripts using MongoDB

UNIT – I

Introduction to core concepts and technologies: Introduction, Terminology, data science process, data science toolkit, Types of data, Example applications.

UNIT – II

Data collection and management: Introduction, Sources of data, Data collection and APIs Exploring and fixing data, Data storage and management, Using multiple data Sources

UNIT-III

Data analysis: Introduction, Terminology and concepts, Introduction to statistics, Central tendencies and distributions, Variance, Distribution properties and arithmetic, Samples/CLT, Basic machine learning algorithms, Linear regression, SVM, Naive Bayes.

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SOFT COMPUTING (Professional Elective - I)

III Year B.Tech. ITE I-Sem

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UNIT-IV

Data visualisation: Introduction, Types of data visualisation, Data for visualisation: Data types, Data encodings, Retinal variables, Mapping variables to encodings, Visual encodings.

UNIT-V

Applications of Data Science, Technologies for visualisation, Boken (Python). Recent trends in various data collection and analysis techniques, various visualization techniques, application development methods of used in data science.

REFERENCE BOOKS:

1. Cathy O'Neil and Rachel Schutt. Doing Data Science, Straight Talk From The Frontline. O'Reilly.
2. Jure Leskovek, Anand Rajaraman and Jeffrey Ullman. Mining of Massive Datasets. v2.1, Cambridge University Press.

Objectives

1. Familiarize with soft computing concepts
2. Introduce and use the idea of fuzzy logic and use of heuristics based on human experience
3. Familiarize the Neuro-Fuzzy modeling using Classification and Clustering techniques
4. Learn the concepts of Genetic algorithm and its applications
5. Acquire the knowledge of Rough Sets.

Outcomes: On completion of this course, the students will be able to:

1. Identify the difference between Conventional Artificial Intelligence to Computational Intelligence.
2. Understand fuzzy logic and reasoning to handle and solve engineering problems
3. Apply the Classification and clustering techniques on various applications.
4. Understand the advanced neural networks and its applications
5. Perform various operations of genetic algorithms, Rough Sets.
6. Comprehend various techniques to build model for various applications

UNIT - I

Introduction to Soft Computing: Evolutionary Computing, "Soft" computing versus "Hard" computing, Soft Computing Methods, Recent Trends in Soft Computing, Characteristics of Soft computing, Applications of Soft Computing Techniques.

UNIT-II

Fuzzy Systems: Fuzzy Sets, Fuzzy Relations, Fuzzy Logic, Fuzzy Rule-Based Systems

UNIT-III

Fuzzy Decision Making, Particle Swarm Optimization,

UNIT-IV

Genetic Algorithms: Basic Concepts, Basic Operators for Genetic Algorithms, Crossover and Mutation Properties, Genetic Algorithm Cycle, Fitness Function, Applications of Genetic Algorithm.

UNIT-V

Rough Sets, Rough Sets, Rule Induction, and Discernibility Matrix, Integration of Soft Computing Techniques.

TEXT BOOK:

1. Soft Computing – Advances and Applications - Jan 2015 by B.K. Tripathy and J. Anuradha – Cengage Learning

REFERENCE BOOKS:

1. S. N. Sivanandam & S. N. Deepa, "Principles of Soft Computing", 2nd edition, Wiley India, 2008.
2. David E. Goldberg, "Genetic Algorithms-In Search, optimization and Machine learning", Pearson Education.
3. J. S. R. Jang, C. T. Sun and E. Mizutani, "Neuro-Fuzzy and Soft Computing", Pearson Education, 2004.
4. G. J. Klir & B. Yuan, "Fuzzy Sets & Fuzzy Logic", PHI, 1995.
5. Melanie Mitchell, "An Introduction to Genetic Algorithm", PHI, 1998.
6. Timothy J. Ross, "Fuzzy Logic with Engineering Applications", McGraw- Hill International edition, 1995

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BIOMETRICS (Professional Elective - I)

III Year B.Tech. ITE I-Sem

L T P C
3 0 0 3

Prerequisites:

1. Information security
2. Network Security

Course Objectives:

1. Will learn the biometric technologies.
2. Learn the computational methods involved in the biometric systems.
3. Learn methods for evaluation of the reliability and quality of the biometric systems.

Course Outcomes: After completion of the course, students will be able to:

1. Identify the various Biometric technologies.
2. Design of biometric recognition for the organization.
3. Develop simple applications for privacy.
4. Understand the watermarking techniques of biometrics.
5. Understand the research on biometric techniques.
6. Understand the need of biometric in the society.

UNIT - I

Introduction & Handwritten Character Recognition: Introduction, history, type of Biometrics, General Architecture of Biometric Systems, Basic Working of biometric Matching, Biometric System Error and performance Measures, Design of Biometric Systems Applications of Biometrics, Benefits of Biometrics Versus Traditional Authentication Methods, character Recognition, System Overview, Gesture Extraction for character Recognition, Neural Network for handwritten Character Recognition, Multilayer Neural Network for Handwritten Character Recognition, Devanagari Numeral Recognition, Isolated Handwritten Devanagari Character Recognition using Fourier Descriptor and Hidden Markov Model.

UNIT - II

Face Biometrics & Retina And Iris Biometrics Introduction, Background of Face Recognition, Design of Face Recognition System, Neural Network for Face Recognition, Face Detection in Video Sequences, Challenges in Face Biometrics, Face Recognition Methods, Advantages and Disadvantages, Performance of Biometrics, Design of Retina Biometrics, Iris Segmentation Method, Determination of Iris Region, Experimental Results of Iris Localization, Applications of Iris Biometrics, Advantages and Disadvantages. Vein and Fingerprint Biometrics & Biometric Hand Gesture Recognition For Indian Sign Language. Biometrics Using Vein Pattern of Palm, Fingerprint Biometrics, Fingerprint Recognition System, Minutiae Extraction, Fingerprint Indexing, Experimental Results, Advantages and Disadvantages, Basics of Hand Geometry, Sign Language, Indian Sign Language, SIFT Algorithms- Practical Approach Advantages and Disadvantages.

UNIT - III

Privacy Enhancement Using Biometrics & Biometric Cryptography And Multimodal Biometrics: Introduction, Privacy Concerns Associated with Biometric Developments, Identity and Privacy, Privacy Concerns, Biometrics with Privacy Enhancement, Comparison of Various Biometrics in Terms of Privacy, Soft Biometrics - Introduction to Biometric Cryptography, General Purpose Cryptosystem, Modern Cryptography and Attacks, Symmetric Key Ciphers, Cryptographic Algorithms, Introduction to Multimodal Biometrics, Basic Architecture of Multimodal Biometrics, Multimodal Biometrics Using Face and Ear, Characteristics and Advantages of Multimodal Biometrics Characters, AADHAAR : An Application of Multimodal Biometrics.

UNIT - IV

Watermarking Techniques & Biometrics : Scope And Future Introduction, Data Hiding Methods, Basic Framework of Watermarking, Classification of Watermarking, Applications of Watermarking, Attacks on Watermarks, Performance Evaluation, Characteristics of Watermarks, General Watermarking Process, Image Watermarking Techniques, Watermarking Algorithm, Experimental Results, Effect of Attacks on Watermarking Techniques, Scope and Future Market of Biometrics, Biometric Technologies, Applications of Biometrics -Biometrics, and Information Technology Infrastructure, Role of Biometrics in Enterprise Security, Role of Biometrics in Border Security, Smart Card Technology and Biometric, Radio Frequency Identification Biometrics, DNA Biometrics, Comparative Study of Various Biometrics Techniques.

UNIT - V

Image Enhancement Techniques & Biometrics Stands: Introduction, current Research in image Enhancement Techniques, Image Enhancement, Frequency Domain Filters, Databases and Implementation, Standard Development Organizations, Application Programming Interface, Information Security and Biometric Standards, Biometric Template Interoperability.

TEXT BOOKS:

1. G r Sinha and Sandeep B. Patil, Biometrics: concepts and applications, Wiley, 2013.
2. Paul Reid, Biometrics for Network Security, Pearson Education.

REFERENCE BOOKS:

1. Samir Nanavathi, Micheal Thieme and Raj Nanavathi, Biometrics, Identity verification in a networked world, Wiley, dream Tech.
2. John D. Woodward and Jr. Wiley Dreamtech, Biometrics, The Ultimate Reference.

Online websites / Materials:

1. <https://www.biometricsinstitute.org>
2. https://www.tutorialspoint.com/biometrics/biometrics_quick_guide.htm

Online Courses:

1. <http://nptel.ac.in>
2. <https://www.coursera.org>

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

OBJECT ORIENTED ANALYSIS & DESIGN (Professional Elective - I)

III Year B.Tech. ITE I-Sem

L T P C
3 0 0 3

Prerequisites:

- Software Engineering

Course Objectives:

- To train students on object modeling
- To apply unified process phases
- To apply unified modeling language for software design of any applications
- To study case studies for OOAD

Course Outcomes:

- Will be able to use UML notations
- Can apply unified process in software development
- Will be able to perform analysis and design using object modeling

UNIT - I

Introduction to UML: Importance of modeling, principles of modeling, object oriented modeling, conceptual model of the UML, Architecture, Software Development Life Cycle.

UNIT - II

Basic Structural Modeling: Classes, Relationships, common Mechanisms, and diagrams.

Advanced Structural Modeling: Advanced classes, advanced relationships, Interfaces, Types and Roles, Packages.

Class & Object Diagrams: Terms, concepts, modeling techniques for Class & Object Diagrams.

UNIT - III

Basic Behavioral Modeling-I: Interactions, Interaction diagrams.

Basic Behavioral Modeling-II: Use cases, Use case Diagrams, Activity Diagrams.

UNIT - IV

Advanced Behavioral Modeling: Events and signals, state machines, processes and Threads, time and space, state chart diagrams.

Architectural Modeling: Component, Deployment, Component diagrams and Deployment diagrams.

UNIT - V

Patterns and Frameworks, Artifact Diagrams. **Case Study:** The Unified Library application

TEXT BOOKS:

1. Grady Booch, James Rumbaugh, Ivar Jacobson: The Unified Modeling Language User Guide, Pearson Education 2nd Edition
2. Hans-Erik Eriksson, Magnus Penker, Brian Lyons, David Fado: UML 2 Toolkit, WILEY-Dreamtech India Pvt. Ltd.

REFERENCE BOOKS:

1. Meilir Page-Jones: Fundamentals of Object Oriented Design in UML, Pearson Education.
2. Pascal Roques: Modeling Software Systems Using UML2, WILEY-Dreamtech India Pvt. Ltd.
3. Atul Kahate: Object Oriented Analysis & Design, The McGraw-Hill Companies.
4. Mark Priestley: Practical Object-Oriented Design with UML, TMH.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

COMPUTER GRAPHICS (Professional Elective-I)

III Year B.Tech. ITE I-Sem

L T P C
3 0 0 3

Prerequisites

1. Familiarity with the theory and use of coordinate geometry and of linear algebra such as matrix multiplication.
2. A course on "Computer Programming and Data Structures"

Objectives:

1. The aim of this course is to provide an introduction of fundamental concepts and theory of computer graphics.
2. Topics covered include graphics systems and input devices; geometric representations and 2D/3D transformations; viewing and projections; illumination and color models; animation; rendering and implementation; visible surface detection;

Outcomes:

1. Acquire familiarity with the relevant mathematics of computer graphics.
2. Be able to design basic graphics application programs, including animation
3. Be able to design applications that display graphic images to given specifications

UNIT - I

Introduction: Application areas of Computer Graphics, overview of graphics systems, video-display devices, raster-scan systems, random scan systems, graphics monitors and work stations and input devices

Output primitives: Points and lines, line drawing algorithms (Bresenham's and DDA Algorithm), mid-point circle and ellipse algorithms

Polygon Filling: Scan-line algorithm, boundary-fill and flood-fill algorithms

UNIT - II

2-D geometrical transforms: Translation, scaling, rotation, reflection and shear transformations, matrix representations and homogeneous coordinates, composite transforms, transformations between coordinate systems

2-D viewing: The viewing pipeline, viewing coordinate reference frame, window to view-port coordinate transformation, viewing functions, Cohen-Sutherland algorithms, Sutherland –Hodgeman polygon clipping algorithm.

UNIT - III

3-D object representation: Polygon surfaces, quadric surfaces, spline representation, Hermite curve, Bezier curve and B-Spline curves, Bezier and B-Spline surfaces. Basic illumination models, polygon rendering methods.

UNIT - IV

3-D Geometric transformations: Translation, rotation, scaling, reflection and shear transformations, composite transformations.

3-D viewing: Viewing pipeline, viewing coordinates, view volume and general projection transforms and clipping.

UNIT - V

Computer animation: Design of animation sequence, general computer animation functions, raster animation, computer animation languages, key frame systems, motion specifications

Visible surface detection methods: Classification, back-face detection, depth-buffer, BSP-tree methods and area sub-division methods

Text Books

1. "Computer Graphics C version", Donald Hearn and M. Paulina Baker, Pearson Education
2. "Computer Graphics Principles & practice", second edition in C, Foley, VanDam, Fisher and Hughes, Pearson Education.
3. Computer Graphics, Steven Harrington, TMH

References

1. Procedural elements for Computer Graphics, David F Rogers, Tata Mc Graw hill, 2nd edition.
2. Principles of Interactive Computer Graphics", Neuman and Sproul, TMH.
3. Principles of Computer Graphics, Shalini Govil, Pai, 2005, Springer.

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DISTRIBUTED DATABASES (Professional Elective - II)

III Year B.Tech. ITE I-Sem

L T P C
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Prerequisites

1. A course on "Database Management Systems"

Objectives

1. The purpose of the course is to enrich the previous knowledge of database systems and exposing the need for distributed database technology to confront with the deficiencies of the centralized database systems.
2. Introduce basic principles and implementation techniques of distributed database systems.
3. Equip students with principles and knowledge of parallel and object-oriented databases.
4. Topics include distributed DBMS architecture and design; query processing and optimization; distributed transaction management and reliability; parallel and object database management systems.

Outcomes

1. Understand theoretical and practical aspects of distributed database systems.
2. Study and identify various issues related to the development of distributed database system.
3. Understand the design aspects of object-oriented database system and related development.

UNIT - I

Introduction; Distributed Data Processing, Distributed Database System, Promises of DDBSs, Problem areas.

Distributed DBMS Architecture: Architectural Models for Distributed DBMS, DDMBS Architecture.

Distributed Database Design: Alternative Design Strategies, Distribution Design issues, Fragmentation, Allocation.

UNIT - II

Query processing and decomposition: Query processing objectives, characterization of query processors, layers of query processing, query decomposition, localization of distributed data.

Distributed query Optimization: Query optimization, centralized query optimization, distributed query optimization algorithms.

UNIT - III

Transaction Management: Definition, properties of transaction, types of transactions, distributed concurrency control: serializability, concurrency control mechanisms & algorithms, time - stamped & optimistic concurrency control Algorithms, deadlock Management.

UNIT - IV

Distributed DBMS Reliability: Reliability concepts and measures, fault-tolerance in distributed systems, failures in Distributed DBMS, local & distributed reliability protocols, site failures and network partitioning.

Parallel Database Systems: Parallel database system architectures, parallel data placement, parallel query processing, load balancing, database clusters.

UNIT - V

Distributed object Database Management Systems: Fundamental object concepts and models, object distributed design, architectural issues, object management, distributed object storage, object query Processing.

Object Oriented Data Model : Inheritance, object identity, persistent programming languages, persistence of objects, comparison OODBMS and ORDBMS

TEXT BOOKS

1. M.Tamer OZSU and Patrick Valduriez: Principles of Distributed Database Systems, Pearson Edn. Asia, 2001.

2. Stefano Ceri and Giuseppe Pelagatti: Distributed Databases, McGraw Hill.

REFERENCE BOOKS

1. Hector Garcia-Molina, Jeffrey D. Ullman, Jennifer Widom: "Database Systems: The Complete Book", Second Edition, Pearson International Edition

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

ARTIFICIAL INTELLIGENCE (Professional Elective-II)

III Year B.Tech. ITE I-Sem

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3 0 0 3

Prerequisites

1. A course on "Computer Programming and Data Structures"
2. A course on "Advanced Data Structures"
3. A course on "Design and Analysis of Algorithms"
4. A course on "Mathematical Foundations of Computer Science"
5. Some background in linear algebra, data structures and algorithms, and probability will all be helpful

Objectives

1. To learn the distinction between optimal reasoning Vs. human like reasoning
2. To understand the concepts of state space representation, exhaustive search, heuristic search together with the time and space complexities.
3. To learn different knowledge representation techniques.
4. To understand the applications of AI, namely game playing, theorem proving, and machine learning.

Outcomes

1. Ability to formulate an efficient problem space for a problem expressed in natural language.
2. Select a search algorithm for a problem and estimate its time and space complexities.
3. Possess the skill for representing knowledge using the appropriate technique for a given problem.
4. Possess the ability to apply AI techniques to solve problems of game playing, and machine learning.

UNIT - I

Problem Solving by Search-I: Introduction to AI, Intelligent Agents

Problem Solving by Search –II: Problem-Solving Agents, Searching for Solutions, Uniformed Search Strategies: Breadth-first search, Uniform cost search, Depth-first search, Iterative deepening Depth-first search, Bidirectional search, Informed (Heuristic) Search Strategies: Greedy best-first search, A* search, Heuristic Functions, Beyond Classical Search: Hill-climbing search, Simulated annealing search, Local Search in Continuous Spaces, Searching with Non-Deterministic Actions, Searching with Partial Observations, Online Search Agents and Unknown Environment.

UNIT - II

Problem Solving by Search-II and Propositional Logic

Adversarial Search: Games, Optimal Decisions in Games, Alpha-Beta Pruning, Imperfect Real-Time Decisions.

Constraint Satisfaction Problems: Defining Constraint Satisfaction Problems, Constraint Propagation, Backtracking Search for CSPs, Local Search for CSPs, The Structure of Problems.

Propositional Logic: Knowledge-Based Agents, The Wumpus World, Logic, Propositional Logic, Propositional Theorem Proving: Inference and proofs, Proof by resolution, Horn clauses and definite clauses, Forward and backward chaining, Effective Propositional Model Checking, Agents Based on Propositional Logic.

UNIT - III

Logic and Knowledge Representation

First-Order Logic: Representation, Syntax and Semantics of First-Order Logic, Using First-Order Logic, Knowledge Engineering in First-Order Logic.

Inference in First-Order Logic: Propositional vs. First-Order Inference, Unification and Lifting, Forward Chaining, Backward Chaining, Resolution.

Knowledge Representation: Ontological Engineering, Categories and Objects, Events, Mental Events and Mental Objects, Reasoning Systems for Categories, Reasoning with Default Information.

UNIT - IV

Planning

Classical Planning: Definition of Classical Planning, Algorithms for Planning with State-Space Search, Planning Graphs, other Classical Planning Approaches, Analysis of Planning approaches.

Planning and Acting in the Real World : Time, Schedules, and Resources, Hierarchical Planning, Planning and Acting in Nondeterministic Domains, Multi agent Planning.

UNIT - V

Uncertain knowledge and Learning

Uncertainty: Acting under Uncertainty, Basic Probability Notation, Inference Using Full Joint Distributions, Independence, Bayes' Rule and Its Use,

Probabilistic Reasoning: Representing Knowledge in an Uncertain Domain, The Semantics of Bayesian Networks, Efficient Representation of Conditional Distributions, Approximate Inference in Bayesian Networks, Relational and First-Order Probability, Other Approaches to Uncertain Reasoning ; Dempster-Shafer theory.

Learning: Forms of Learning, Supervised Learning, Learning Decision Trees, Knowledge in Learning : Logical Formulation of Learning, Knowledge in Learning, Explanation-Based Learning, Learning Using Relevance Information, Inductive Logic Programming.

TEXT BOOKS:

1. Artificial Intelligence A Modern Approach, Third Edition, Stuart Russell and Peter Norvig, Pearson Education.

REFERENCE BOOKS:

1. Artificial Intelligence, 3rd Edn. , E.Rich and K.Knight (TMH)
2. Artificial Intelligence, 3rd Edn., Patrick Henry Winston, Pearson Education.
3. Artificial Intelligence, Shivani Goel, Pearson Education.
4. Artificial Intelligence and Expert systems – Patterson, Pearson Education.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

DATABASE SECURITY (Professional Elective - II)

III Year B.Tech. ITE I-Sem

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Course Objectives:

- To learn the security of databases
- To learn the design techniques of database security
- To learn the secure software design

Course Outcomes:

- Ability to carry out a risk analysis for large database.
- Ability to set up, and maintain the accounts with privileges and roles.

UNIT - I

Introduction: Introduction to Databases Security Problems in Databases Security Controls Conclusions

Security Models -1: Introduction Access Matrix Model Take-Grant Model Acten Model PN Model

Harrison and Hsiao's Model Fernandez's Model Bussoleti and Martella's Model for Distributed databases

UNIT - II

Security Models -2: Bell and LaPadula's Model Biba's Model Dion's Model Sea View Model Jajodia

and Sandhu's Model The Lattice Model for the Flow Control conclusion

Security Mechanisms: Introduction User Identification/Authentication Memory Protection Resource

Protection Control Flow Mechanisms Isolation Security Functionalities in Some Operating Systems

Trusted Computer System Evaluation Criteria

UNIT - III

Security Software Design: Introduction A Methodological Approach to Security Software Design
Secure Operating System Design Secure DBMS Design Security Packages Database Security Design
Statistical Database Protection & Intrusion Detection Systems: Introduction Statistics Concepts
and Definitions Types of Attacks Inference Controls Evaluation Criteria for Control Comparison.
Introduction IDES System RETISS System ASES System Discovery

UNIT - IV

Models for the Protection of New Generation Database Systems -1: Introduction A Model for the
Protection of Frame Based Systems A Model for the Protection of Object-Oriented Systems
SORION
Model for the Protection of Object-Oriented Databases

UNIT - V

Models for the Protection of New Generation Database Systems -2: A Model for the Protection of
New Generation Database Systems: the Orion Model ajodia and Kogan's Model A Model for the
Protection of Active Databases Conclusions

TEXT BOOK:

1. Database Security by Castano Pearson Edition (IIE) Database Security and Auditing: Protecting Data Integrity and Accessibility, 1st Edition, Hassan Aiyouni, THOMSON Edition.

REFERENCE BOOK:

1. Database security by Alfred basta, melissazgola, CENGAGE learning.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

SOFTWARE RELIABILITY (Professional Elective-II)

III Year B.Tech. ITE I-Sem

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UNIT-I:

Introduction and Operational Profile: The Need for Reliable Software, Software Reliability Engineering Concepts, Basic definitions, Software practitioners biggest problem, software reliability engineering approach, software reliability engineering process, defining the product, Reliability concepts, software reliability and hardware reliability, developing operational profiles, applying operational profiles, learning operations and run concepts.

UNIT-II:

Software Reliability Concepts: Defining failure for the product, common measure for all associated systems, setting system failure intensity objectives, determining develop software failure intensity objectives, software reliability strategies, failures, faults and errors, availability, system and component reliabilities and failure intensities, predicting basic failure intensity.

UNIT-III:

Software Reliability Modeling Survey: Introduction, Historical Perspective and Implementation, Exponential Failure Time Class of Models, Weibull and Gamma Failure Time Class of Models, Infinite Failure Category Models, Bayesian Models, Model Relationship, Software Reliability Prediction in Early Phases of the Life Cycle, software reliability growth modeling.

UNIT-IV:

Software Metrics for Reliability Assessment: Introduction, Static Program Complexity, Dynamic Program Complexity, Software Complexity and Software Quality, Software Reliability Modeling.

UNIT-V:

Software Testing and Reliability: Introduction, Overview of Software Testing, Operational profiles, Time/Structure Based Software Reliability Estimation, Benefits and approaches of

SRE, SRE during requirements phase, SRE during implementation phase, SRE during Maintenance phase.

TEXT BOOKS:

1. Handbook of Software Reliability Engineering Edited by Michael R. Lyu, published by IEEE Computer Society Press and McGraw-Hill Book Company.
2. Software Reliability Engineering John D. Musa, second edition Tata McGraw-Hill.

REFERENCE BOOKS:

1. Practical Reliability Engineering, Patric D. T. O'connor Edition, John Wesley & Sons, 2003.
2. Fault tolerance principles and Practice, Anderson and PA Lee, PHI, 1981.
3. Fault tolerant computing-Theory and Techniques, Pradhan D K (Ed.): Vol 1 and Vol 2, Prentice hall, 1986.
4. Reliability Engineering E. Balagurusamy, Tata McGrawHill, 1994.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

PRINCIPLES OF PROGRAMMING LANGUAGES (Professional Elective-II)

III Year B.Tech. ITE I-Sem

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Prerequisites

1. A course on "Mathematical Foundations of Computer Science"
2. A course on "Computer Programming and Data Structures"

Objectives

1. Introduce important paradigms of programming languages
2. To provide conceptual understanding of high level language design and implementation
3. Topics include programming paradigms; syntax and semantics; data types, expressions and statements; subprograms and blocks; abstract data types; concurrency; functional and logic programming languages; and scripting languages

Outcomes

1. Acquire the skills for expressing syntax and semantics in formal notation
2. Identify and apply a suitable programming paradigm for a given computing application
3. Gain knowledge of and able to compare the features of various programming languages

UNIT - I

Preliminary Concepts: Reasons for Studying Concepts of Programming Languages, Programming Domains, Language Evaluation Criteria, Influences on Language Design, Language Categories, Language Design Trade-Offs, Implementation Methods, Programming Environments

Syntax and Semantics: General Problem of Describing Syntax and Semantics, Formal Methods of Describing Syntax, Attribute Grammars, Describing the Meanings of Programs

UNIT - II

Names, Bindings, and Scopes: Introduction, Names, Variables, Concept of Binding, Scope, Scope and Lifetime, Referencing Environments, Named Constants

Data Types: Introduction, Primitive Data Types, Character String Types, User Defined Ordinal Types, Array, Associative Arrays, Record, Union, Tuple Types, List Types, Pointer and Reference Types, Type Checking, Strong Typing, Type Equivalence

Expressions and Statements: Arithmetic Expressions, Overloaded Operators, Type Conversions, Relational and Boolean Expressions, Short Circuit Evaluation, Assignment Statements, Mixed-Mode Assignment

Control Structures – Introduction, Selection Statements, Iterative Statements, Unconditional Branching, Guarded Commands.

UNIT - III

Subprograms and Blocks: Fundamentals of Sub-Programs, Design Issues for Subprograms, Local Referencing Environments, Parameter Passing Methods, Parameters that Are Subprograms, Calling Subprograms Indirectly, Overloaded Subprograms, Generic Subprograms, Design Issues for Functions, User Defined Overloaded Operators, Closures, Coroutines

Implementing Subprograms: General Semantics of Calls and Returns, Implementing Simple Subprograms, Implementing Subprograms with Stack-Dynamic Local Variables, Nested Subprograms, Blocks, Implementing Dynamic Scoping

Abstract Data Types: The Concept of Abstraction, Introductions to Data Abstraction, Design Issues, Language Examples, Parameterized ADT, Encapsulation Constructs, Naming Encapsulations

UNIT - IV

Concurrency: Introduction, Introduction to Subprogram Level Concurrency, Semaphores, Monitors, Message Passing, Java Threads, Concurrency in Function Languages, Statement Level Concurrency.

Exception Handling and Event Handling: Introduction, Exception Handling in Ada, C++, Java, Introduction to Event Handling, Event Handling with Java and C#.

UNIT - V

Functional Programming Languages: Introduction, Mathematical Functions, Fundamentals of Functional Programming Language, LISP, Support for Functional Programming in Primarily Imperative Languages, Comparison of Functional and Imperative Languages

Logic Programming Language: Introduction, an Overview of Logic Programming, Basic Elements of Prolog, Applications of Logic Programming.

Scripting Language: Pragmatics, Key Concepts, Case Study: Python – Values and Types, Variables, Storage and Control, Bindings and Scope, Procedural Abstraction, Data Abstraction, Separate Compilation, Module Library. (Text Book 2)

TEXT BOOKS

1. Concepts of Programming Languages Robert .W. Sebesta 10/E, Pearson Education.
2. Programming Language Design Concepts, D. A. Watt, Wiley Dreamtech, 2007.

REFERENCES BOOKS

1. Programming Languages, 2nd Edition, A.B. Tucker, R.E. Noonan, TMH.
2. Programming Languages, K. C.Louden, 2nd Edition, Thomson, 2003

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

SOFTWARE ENGINEERING LAB

III Year B.Tech. ITE I-Sem

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Prerequisites: A course on "Programming for Problem Solving"

Co-requisite: A Course on "Software Engineering"

Objectives:

1. To have hands on experience in developing a software project by using various software engineering principles and methods in each of the phases of software development.

Outcomes:

1. Ability to translate end-user requirements into system and software requirements
2. Ability to generate a high level design of the system from the software requirements
3. Will have experience and/or awareness of testing problems and will be able to develop a simple testing report

List of Experiments

Do the following 8 exercises for any two projects given in the list of sample projects or any other projects:

- 1) Development of problem statement.
- 2) Preparation of Software Requirement Specification Document, Design Documents and Testing Phase related documents.
- 3) Preparation of Software Configuration Management and Risk Management related documents.
- 4) Study and usage of any Design phase CASE tool
- 5) Performing the Design by using any Design phase CASE tools.
- 6) Develop test cases for unit testing and integration testing
- 7) Develop test cases for various white box and black box testing techniques.

Sample Projects:

1. Passport automation System
2. Book Bank
3. Online Exam Registration
4. Stock Maintenance System
5. Online course reservation system
6. E-ticketing
7. Software Personnel Management System
8. Credit Card Processing
9. E-book management System.
10. Recruitment system

Text Books:

1. Software Engineering, A practitioner's Approach- Roger S. Pressman, 6th edition, Mc GrawHill International Edition.
2. Software Engineering- Sommerville, 7th edition, Pearson Education.
3. The unified modeling language user guide Grady Booch, James Rumbaugh, Ivar Jacobson, Pearson Education.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

COMPUTER NETWORKS & SCRIPTING LANGUAGES LAB

III Year B.Tech. ITE I-Sem

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Objectives

1. To understand the working principle of various communication protocols.
2. To understand the network simulator environment and visualize a network topology and observe its performance
3. To analyze the traffic flow and the contents of protocol frames

Outcomes

1. Implement data link layer framing methods
2. Analyze error detection and error correction codes.
3. Implement and analyze routing and congestion issues in network design.
4. Implement Encoding and Decoding techniques used in presentation layer
5. To be able to work with different network tools

List of Experiments

1. Implement the data link layer framing methods such as character stuffing and bit stuffing.
2. Write a program to compute CRC code for the polynomials CRC-12, CRC-16 and CRC CCIP
3. Develop a simple data link layer that performs the flow control using the sliding window protocol, and loss recovery using the Go-Back-N mechanism.
4. Implement Dijkstra's algorithm to compute the shortest path through a network
5. Take an example subnet of hosts and obtain a broadcast tree for the subnet.
6. Implement distance vector routing algorithm for obtaining routing tables at each node.
7. Implement data encryption and data decryption
8. Write a program for congestion control using Leaky bucket algorithm.
9. Write a program for frame sorting technique used in buffers.
10. **Wireshark**
 - i. Packet Capture Using Wire shark

- ii. Starting Wire shark
- iii. Viewing Captured Traffic
- iv. Analysis and Statistics & Filters.

11. How to run Nmap scan
12. Operating System Detection using Nmap
13. Do the following using NS2 Simulator
 - i. NS2 Simulator-Introduction
 - ii. Simulate to Find the Number of Packets Dropped
 - iii. Simulate to Find the Number of Packets Dropped by TCP/UDP
 - iv. Simulate to Find the Number of Packets Dropped due to Congestion
 - v. Simulate to Compare Data Rate& Throughput.
 - vi. Simulate to Plot Congestion for Different Source/Destination
 - vii. Simulate to Determine the Performance with respect to Transmission of Packets

Scripting Languages Lab

Prerequisites: Any High level programming language (C,C++)

Objectives

1. To Understand the concepts of scripting languages for developing web based projects
2. To understand the applications the of Ruby , TCL , Perl scripting languages

Outcomes

1. Ability to understand the differences between Scripting languages and programming languages
2. Able to gain some fluency programming in Ruby, Perl, TCL

List of Experiments

1. Write a Ruby script to create a new string which is n copies of a given string where n is a non-negative integer
2. Write a Ruby script which accept the radius of a circle from the user and compute the parameter and area.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

ADVANCED COMMUNICATION SKILLS LAB

III Year B.Tech. ITE I-Sem

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1. Introduction

The introduction of the Advanced Communication Skills Lab is considered essential at 3rd year level. At this stage, the students need to prepare themselves for their careers which may require them to listen to, read, speak and write in English both for their professional and interpersonal communication in the globalised context.

The proposed course should be a laboratory course to enable students to use 'good' English and perform the following:

- Gathering ideas and information to organize ideas relevantly and coherently.
- Engaging in debates.
- Participating in group discussions.
- Facing interviews.
- Writing project/research reports/technical reports.
- Making oral presentations.
- Writing formal letters.
- Transferring information from non-verbal to verbal texts and vice-versa.
- Taking part in social and professional communication.

2. Objectives:

This Lab focuses on using multi-media instruction for language development to meet the following targets:

1. To improve the students' fluency in English, through a well-developed vocabulary and enable them to listen to English spoken at normal conversational speed by educated English speakers and respond appropriately in different socio-cultural and professional contexts.
2. Further, they would be required to communicate their ideas relevantly and coherently in writing.

3. Write a Ruby script which accept the user's first and last name and print them in reverse order with a space between them
4. Write a Ruby script to accept a filename from the user print the extension of that
5. Write a Ruby script to find the greatest of three numbers
6. Write a Ruby script to print odd numbers from 10 to 1
7. Write a Ruby script to check two integers and return true if one of them is 20 otherwise return their sum
8. Write a Ruby script to check two temperatures and return true if one is less than 0 and the other is greater than 100
9. Write a Ruby script to print the elements of a given array
10. Write a Ruby program to retrieve the total marks where subject name and marks of a student stored in a hash
11. Write a TCL script to find the factorial of a number
12. Write a TCL script that multiplies the numbers from 1 to 10
13. Write a TCL script for Sorting a list using a comparison function
14. Write a TCL script to (i) create a list (ii) append elements to the list (iii) Traverse the list (iv) Concatenate the list
15. Write a TCL script to comparing the file modified times.
16. Write a TCL script to Copy a file and translate to native format.
17. a) Write a Perl script to find the largest number among three numbers.
b) Write a Perl script to print the multiplication tables from 1-10 using subroutines.
18. Write a Perl program to implement the following list of manipulating functions
 - a) Shift
 - b) Unshift
 - c) Push
19. a) Write a Perl script to substitute a word, with another word in a string.
b) Write a Perl script to validate IP address and email address.
20. Write a Perl script to print the file in reverse order using command line arguments

3. To prepare all the students for their placements.

3. Syllabus:

The following course content to conduct the activities is prescribed for the Advanced English

Communication Skills (AECS) Lab:

1. **Activities on Fundamentals of Inter-personal Communication and Building Vocabulary** - Starting a conversation – responding appropriately and relevantly – using the right body language – Role Play in different situations & Discourse Skills- using visuals - Synonyms and antonyms, word roots, one-word substitutes, prefixes and suffixes, study of word origin, business vocabulary, analogy, idioms and phrases, collocations & usage of vocabulary.
2. **Activities on Reading Comprehension** –General Vs Local comprehension, reading for facts, guessing meanings from context, scanning, skimming, inferring meaning, critical reading & effective googling.
3. **Activities on Writing Skills** – Structure and presentation of different types of writing – *letter writing/Resume writing/e-correspondence/technical report writing* – planning for writing –improving one's writing.
4. **Activities on Presentation Skills** – Oral presentations (individual and group) through JAM sessions/seminars/PPTs and written presentations through posters/projects/reports/ e-mails/assignments etc.
5. **Activities on Group Discussion and Interview Skills** – Dynamics of group discussion, intervention, summarizing, modulation of voice, body language, relevance, fluency and organization of ideas and rubrics for evaluation- Concept and process, pre-interview planning, opening strategies, answering strategies, interview through tele-conference & video-conference and Mock Interviews.

4. Minimum Requirement:

The Advanced English Communication Skills (AECS) Laboratory shall have the following infrastructural facilities to accommodate at least 35 students in the lab:

- Spacious room with appropriate acoustics.
- Round Tables with movable chairs
- Audio-visual aids
- LCD Projector
- Public Address system

- P – IV Processor, Hard Disk – 80 GB, RAM-512 MB Minimum, Speed – 2.8 GHZ
- T. V, a digital stereo & Camcorder
- Headphones of High quality

5. Suggested Software:

The software consisting of the prescribed topics elaborated above should be procured and used.

- Oxford Advanced Learner's Compass, 7th Edition
- DELTA's key to the Next Generation TOEFL Test: Advanced Skill Practice.
- Lingua TOEFL CBT Insider, by Dreamtech
- TOEFL & GRE (KAPLAN, AARCO&BARRONS, USA, Cracking GRE by CLIFFS)

6. Books Recommended:

1. **Effective Technical Communication** by M Ashraf Rizvi. McGraw Hill Education (India) Pvt. Ltd. 2nd Edition
2. **Academic Writing: A Handbook for International Students** by Stephen Bailey, Routledge, 5th Edition
3. **Learn Correct English – A Book of Grammar, Usage and Composition** by Shiv K. Kumar and Hemalatha Nagarajan. Pearson 2007
4. **Professional Communication** by Aruna Koneru, McGraw Hill Education (India) Pvt. Ltd, 2016.
5. **Technical Communication** by Meenakshi Raman & Sangeeta Sharma, Oxford University Press 2009.
6. **Technical Communication** by Paul V. Anderson. 2007. Cengage Learning Pvt. Ltd. New Delhi.
7. **English Vocabulary in Use series**, Cambridge University Press 2008.
8. **Handbook for Technical Communication** by David A. McMurrey & Joanne Buckley. 2012. Cengage Learning.
9. **Communication Skills** by Leena Sen, PHI Learning Pvt Ltd., New Delhi, 2009.
10. **Job Hunting** by Colm Downes, Cambridge University Press 2008.
11. **English for Technical Communication for Engineering Students**, Aysha Vishwamohan, Tata Mc Graw-Hill 2009.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

ANDROID APPLICATION DEVELOPMENT

III Year B.Tech. ITE II-Sem

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Course Objectives:

- To demonstrate their understanding of the fundamentals of Android operating systems
- To demonstrate their skills of using Android software development tools
- To demonstrate their ability to develop software with reasonable complexity on mobile platform
- To demonstrate their ability to deploy software to mobile devices
- To demonstrate their ability to debug programs running on mobile devices

UNIT - I

Introduction to Android Operating System: Android OS design and Features – Android development framework, SDK features, Installing and running applications on Eclipse platform, Creating AVDs, Types of Android applications, Best practices in Android programming, Android tools

Android application components – Android Manifest file, Externalizing resources like values, themes, layouts, Menus etc, Resources for different devices and languages, Runtime Configuration Changes, Android Application Lifecycle – Activities, Activity lifecycle, activity states, monitoring state changes

UNIT - II

Android User Interface: Measurements – Device and pixel density independent measuring units. Layouts – Linear, Relative, Grid and Table Layouts. User Interface (UI) Components – Editable and non-editable Text Views, Buttons, Radio and Toggle Buttons, Checkboxes, Spinners, Dialog and pickers.

Event Handling – Handling clicks or changes of various UI components. 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

Intents and Broadcasts: Intent – Using intents to launch Activities, Explicitly starting new Activity, Implicit intents, Passing data to intents, Getting results from Activities, Native Actions, using Intent to dial a number or to send SMS Broadcast Receivers – Using Intent filters to service implicit intents, Resolving Intent filters, finding and using intents received within an Activity Notifications – Creating and Displaying notifications, Displaying Toasts

UNIT - IV

Persistent Storage: Files – Using application specific folders and files, creating files, reading data from files, listing contents of a directory Shared Preferences – Creating shared preferences, saving and retrieving data using Shared Preference Database – Introduction to SQLite database, creating and opening a database, creating tables, inserting retrieving and deleting data, Registering Content Providers, Using content Providers (insert, delete, retrieve and update)

UNIT - V

Advanced Topics: Alarms – Creating and using alarms. Using Internet Resources – Connecting to internet resource, using download manager Location Based Services – Finding Current Location and showing location on the Map, updating location

TEXT BOOKS:

1. Professional Android 4 Application Development, Reto Meier, Wiley India, (Wrox), 2012
2. Android Application Development for Java Programmers, James C Sheusi, Cengage Learning, 2013

REFERENCE BOOK:

1. Beginning Android 4 Application Development, Wei-Meng Lee, Wiley India (Wrox)

PRINCIPLES OF COMPILER CONSTRUCTION

III Year B.Tech. ITE II-Sem

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Course Objectives:

- To understand the various phases in the design of a compiler.
- To study various data structures used
- 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 intermediate languages
- To learn to develop algorithms to generate code for a target machine.
- To learn how to optimize machine code

Course Outcomes:

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

UNIT - I

Introduction: Phases of compiler, Grouping of phases.

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.

UNIT - II

Syntax Analysis: Introduction, Context-Free Grammars, Writing a Grammar, Top-Down Parsing, Bottom-Up Parsing, Introduction to LR Parsing: Simple LR, More Powerful LR Parsers.

UNIT - III

Syntax-Directed Translation: Syntax-Directed Definitions, Construction of syntax trees, Bottom-up evaluation of S-attributed definitions, L-attributed definitions, Top down translation, Bottom-up evaluation of inherited attributes.

Type checking: Type systems, Specification of a simple type checker, Equivalence of type expressions.

Intermediate-Code Generation: Intermediate languages, Declarations

UNIT - IV

Run-Time Environments: Storage organization, Storage allocation strategies, Symbol tables.

Code Generation: Issues in the Design of a Code Generator, The Target Machine, Basic Blocks and Flow Graphs, A Simple Code Generator, Register Allocation and Assignment, Generation of DAGs, Generating code from DAGs.

UNIT - V

Machine-Independent Optimizations: Introduction, The Principal Sources of Optimization, Introduction to Data-Flow Analysis, Foundations of Data-Flow Analysis.

TEXT BOOK:

1. Compilers: Principles, Techniques and Tools, Second Edition, Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman, Pearson.

REFERENCE BOOKS:

1. Compiler Construction-Principles and Practice, Kenneth C Louden, Cengage Learning.
2. Modern compiler implementation in C, Andrew W Appel, Revised edition, Cambridge University Press.
3. The Theory and Practice of Compiler writing, J. P. Tremblay and P. G. Sorenson, TMH
4. Writing compilers and interpreters, R. Mak, 3rd edition, Wiley student edition.
5. lex & yacc – John R. Levine, Tony Mason, Doug Brown, O'reilly

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

DESIGN AND ANALYSIS OF ALGORITHMS

III Year B.Tech. ITE II-Sem

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Prerequisites

1. A course on "Computer Programming and Data Structures"
2. A course on "Advanced Data Structures"

Course Objectives

1. Introduces the notations for analysis of the performance of algorithms.
2. Introduces the data structure disjoint sets.
3. Describes major algorithmic techniques (divide-and-conquer, backtracking, dynamic programming, greedy, branch and bound methods) and mention problems for which each technique is appropriate;
4. Describes how to evaluate and compare different algorithms using worst-, average-, and best-case analysis.
5. Explains the difference between tractable and intractable problems, and introduces the problems that are P, NP and NP complete.

Course Outcomes

1. Ability to analyze the performance of algorithms
2. Ability to choose appropriate data structures and algorithm design methods for a specified application
3. Ability to understand how the choice of data structures and the algorithm design methods impact the performance of programs

UNIT - I

Introduction: Algorithm, Performance Analysis-Space complexity, Time complexity, Asymptotic Notations- Big Oh notation, Omega notation, Theta notation and Little Oh notation.
Divide and conquer: General method, applications-Binary search, Quick sort, Merge sort, Strassen's matrix multiplication.

UNIT - II

Disjoint Sets: Disjoint set operations, union and find algorithms
Backtracking: General method, applications, n-queen's problem, sum of subsets problem, graph coloring

UNIT - III

Dynamic Programming: General method, applications- Optimal binary search trees, 0/1 knapsack problem, All pairs shortest path problem, Traveling sales person problem, Reliability design.

UNIT - IV

Greedy method: General method, applications-Job sequencing with deadlines, knapsack problem, Minimum cost spanning trees, Single source shortest path problem.

UNIT - V

Branch and Bound: General method, applications - Traveling sales person problem, 0/1 knapsack problem - LC Branch and Bound solution, FIFO Branch and Bound solution.
NP-Hard and NP-Complete problems: Basic concepts, non deterministic algorithms, NP - Hard and NP-Complete classes, Cook's theorem.

TEXT BOOKS:

1. Fundamentals of Computer Algorithms, Ellis Horowitz, Satraj Sahnj and Rajasekharan, University Press.

REFERENCES:

1. Design and Analysis of algorithms, Aho, Ullman and Hopcroft, Pearson education.
2. Introduction to Algorithms, second edition, T. H. Cormen, C.E. Leiserson, R. L. Rivest, and C. Stein, PHI Pvt. Ltd./ Pearson Education.
3. Algorithm Design: Foundations, Analysis and Internet Examples, M. T. Goodrich and R. Tamassia, John Wiley and sons.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

INFORMATION SECURITY

III Year B.Tech. ITE II-Sem

L T P C
3 0 0 3

Prerequisites: A Course on "Computer Networks and a course on Mathematics

Objectives

- To understand the fundamentals of Cryptography
- To understand various key distribution and management schemes
- To understand how to deploy encryption techniques to secure data in transit across data networks
- To apply algorithms used for secure transactions in real world applications

Outcomes

- Demonstrate the knowledge of cryptography, network security concepts and applications.
- Ability to apply security principles in system design.

UNIT - I

Security Attacks (Interception, Interception, Modification and Fabrication), Security Services (Confidentiality, Authentication, Integrity, Non-repudiation, access Control and Availability) and Mechanisms, A model for Internetwork security, Classical Encryption Techniques, DES, Strength of DES, Differential and Linear Cryptanalysis, Block Cipher Design Principles and Modes of operation, Blowfish, Placement of Encryption Function, Traffic Confidentiality, key Distribution, Random Number Generation.

UNIT - II

Public key Cryptography Principles, RSA algorithm, Key Management, Diffie-Hellman Key Exchange, Elliptic Curve Cryptography, Message authentication and Hash Functions, Authentication Requirements and Functions, Message Authentication, Hash Functions and MACs Hash and MAC Algorithms SHA-512, HMAC.

UNIT - III

Digital Signatures, Authentication Protocols, Digital signature Standard, Authentication Applications, Kerberos, X.509 Directory Authentication Service, Email Security, Pretty Good Privacy (PGP) and S/MIME.

UNIT - IV

IP Security: Overview, IP Security Architecture, Authentication Header, Encapsulating Security Payload, Combining Security Associations and Key Management, Web Security: Web Security Requirements, Secure Socket Layer (SSL) and Transport Layer Security (TLS), Secure Electronic Transaction (SET).

UNIT - V

Intruders, Viruses and Worms Intruders, Viruses and related threats Firewalls: Firewall Design Principles, Trusted Systems, Intrusion Detection Systems.

TEXT BOOK:

1. Cryptography and Network Security (principles and approaches) by William Stallings, Pearson Education, 4th Edition.

REFERENCE BOOKS:

1. Network Security Essentials (Applications and Standards) by William Stallings Pearson Education.
2. Principles of Information Security, Whitman, Thomson.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

CLOUD COMPUTING (Professional Elective - III)

III Year B.Tech. ITE II-Sem

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3 0 0 3

Prerequisites:

1. A course on "Computer Networks"
2. A course on "Operating Systems"
3. A course on "Distributed Systems"

Objectives:

1. This course provides an insight into cloud computing
2. Topics covered include- distributed system models, different cloud service models, service-oriented architectures, cloud programming and software environments, resource management

Outcomes:

1. Ability to understand various service delivery models of a cloud computing architecture.
2. Ability to understand the ways in which the cloud can be programmed and deployed.
3. Understanding cloud service providers.

UNIT - I

Computing Paradigms: High-Performance Computing, Parallel Computing, Distributed Computing, Cluster Computing, Grid Computing, Cloud Computing, Bio computing, Mobile Computing, Quantum Computing, Optical Computing, Nano computing.

UNIT - II

Cloud Computing Fundamentals: Motivation for Cloud Computing, The Need for Cloud Computing, Defining Cloud Computing, Definition of Cloud computing, Cloud Computing is a Service, Cloud Computing is a Platform, Principles of Cloud computing, Five Essential Characteristics, Four Cloud Deployment Models

UNIT - III

Cloud Computing Architecture and Management: Cloud architecture, Layer, Anatomy of the Cloud, Network Connectivity in Cloud Computing, Applications, on the Cloud, Managing the Cloud, Managing the Cloud Infrastructure Managing the Cloud application, Migrating Application to Cloud, Phases of Cloud Migration Approaches for Cloud Migration.

UNIT - IV

Cloud Service Models: Infrastructure as a Service, Characteristics of IaaS, Suitability of IaaS, Pros and Cons of IaaS, Summary of IaaS Providers, Platform as a Service, Characteristics of PaaS, Suitability of PaaS, Pros and Cons of PaaS, Summary of PaaS Providers, Software as a Service, Characteristics of SaaS, Suitability of SaaS, Pros and Cons of SaaS, Summary of SaaS Providers, Other Cloud Service Models.

UNIT - V

Cloud Service Providers: EMC, EMC IT, Capiva Cloud Toolkit, Google, Cloud Platform, Cloud Storage, Google Cloud Connect, Google Cloud Print, Google App Engine, Amazon Web Services, Amazon Elastic Compute Cloud, Amazon Simple Storage Service, Amazon Simple Queue, service, Microsoft, Windows Azure, Microsoft Assessment and Planning Toolkit, SharePoint, IBM, Cloud Models, IBM Smart Cloud, SAP Labs, SAP HANA Cloud Platform, Virtualization Services Provided by SAP, Sales force, Sales Cloud, Service Cloud: Knowledge as a Service, Rack space, VMware, Manjira soft, Aneka Platform

TEXT BOOK:

1. Essentials of cloud Computing: K. Chandrasekhran, CRC press, 2014

REFERENCE BOOKS:

1. Cloud Computing: Principles and Paradigms by Rajkumar Buyya, James Broberg and Andrzej M. Goscinski, Wiley, 2011.
2. Distributed and Cloud Computing, Kai Hwang, Geoffrey C. Fox, Jack J. Dongarra, Elsevier, 2012.
3. Cloud Security and Privacy: An Enterprise Perspective on Risks and Compliance, Tim Mather, Subra Kumaraswamy, Shahed Latif, O'Reilly, SPD, rp 2011.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

MACHINE LEARNING (Professional Elective - III)

III Year B.Tech. ITE II-Sem

L T P C
3 0 0 3

Prerequisites:

1. Data Structures
2. Knowledge on statistical methods

Objectives:

1. This course explains machine learning techniques such as decision tree learning, Bayesian learning etc.
2. To understand computational learning theory.
3. To study the pattern comparison techniques.

Outcomes:

1. Understand the concepts of computational intelligence like machine learning
2. Ability to get the skill to apply machine learning techniques to address the real time problems in different areas
3. Understand the Neural Networks and its usage in machine learning application.

UNIT - I

Introduction - Well-posed learning problems, designing a learning system, Perspectives and issues in machine learning

Concept learning and the general to specific ordering – introduction, a concept learning task, concept learning as search, find-S, finding a maximally specific hypothesis, version spaces and the candidate elimination algorithm, remarks on version spaces and candidate elimination, inductive bias.

Decision Tree Learning – Introduction, decision tree representation, appropriate problems for decision tree learning, the basic decision tree learning algorithm, hypothesis space search in decision tree learning, inductive bias in decision tree learning, issues in decision tree learning.

UNIT - II

Artificial Neural Networks-1– Introduction, neural network representation, appropriate problems for neural network learning, perceptions, multilayer networks and the back-propagation algorithm.

Artificial Neural Networks-2- Remarks on the Back-Propagation algorithm, An illustrative example: face recognition, advanced topics in artificial neural networks.

Evaluation Hypotheses – Motivation, estimation hypothesis accuracy, basics of sampling theory, a general approach for deriving confidence intervals, difference in error of two hypotheses, comparing learning algorithms.

UNIT - III

Bayesian learning – Introduction, Bayes theorem, Bayes theorem and concept learning, Maximum Likelihood and least squared error hypotheses, maximum likelihood hypotheses for predicting probabilities, minimum description length principle, Bayes optimal classifier, Gibbs algorithm, Naive Bayes classifier, an example: learning to classify text, Bayesian belief networks, the EM algorithm.

Computational learning theory – Introduction, probably learning an approximately correct hypothesis, sample complexity for finite hypothesis space, sample complexity for infinite hypothesis spaces, the mistake bound model of learning.

Instance-Based Learning- Introduction, k-nearest neighbour algorithm, locally weighted regression, radial basis functions, case-based reasoning, remarks on lazy and eager learning.

UNIT - IV

Genetic Algorithms – Motivation, Genetic algorithms, an illustrative example, hypothesis space search, genetic programming, models of evolution and learning, parallelizing genetic algorithms.

Learning Sets of Rules – Introduction, sequential covering algorithms, learning rule sets: summary, learning First-Order rules, learning sets of First-Order rules: FOL, Induction as inverted deduction, inverting resolution.

Reinforcement Learning – Introduction, the learning task, Q-learning, non-deterministic, rewards and actions, temporal difference learning, generalizing from examples, relationship to dynamic programming.

UNIT - V

Analytical Learning-1- Introduction, learning with perfect domain theories: PROLOG-EBG, remarks on explanation-based learning, explanation-based learning of search control knowledge.

Analytical Learning-2-Using prior knowledge to alter the search objective, using prior knowledge to augment search operators.

Combining Inductive and Analytical Learning – Motivation, inductive-analytical approaches to learning, using prior knowledge to initialize the hypothesis.

TEXT BOOK:

1. Machine Learning – Tom M. Mitchell, - MGH

REFERENCE BOOK:

1. Machine Learning: An Algorithmic Perspective, Stephen Marshland, Taylor & Francis

Prerequisites

1. A course on "Operating Systems"
2. A course on "Computer Networks."
3. A course on "Network Security and Cryptography"

Objectives

1. The aim of the course is to introduce the methodologies and framework of ethical hacking for enhancing the security.
2. The course includes- Impacts of Hacking; Types of Hackers; Information Security Models; Information Security Program; Business Perspective; Planning a Controlled Attack; Framework of Steps (Reconnaissance, Enumeration, Vulnerability Analysis, Exploitation, Deliverable and Integration)

Outcomes

1. Gain the knowledge of the use and availability of tools to support an ethical hack
2. Gain the knowledge of interpreting the results of a controlled attack
3. Understand the role of politics, inherent and imposed limitations and metrics for planning of a test
4. Comprehend the dangers associated with penetration testing

UNIT - I

Introduction: Hacking Impacts, The Hacker

Framework: Planning the test, Sound Operations, Reconnaissance, Enumeration Vulnerability Analysis, Exploitation, Final Analysis, Deliverable, Integration

Information Security Models: Computer Security, Network Security, Service Security Application Security, Security Architecture

Information Security Program: The Process of Information Security, Component Parts of Information Security Program, Risk Analysis and Ethical Hacking

UNIT - II

The Business Perspective: Business Objectives, Security Policy, Previous Test Results,

Business Challenges

Planning for a Controlled Attack: Inherent Limitations, Imposed Limitations, Timing is Everything, Attack Type, Source Point, Required Knowledge, Multi-Phased Attacks, Teaming and Attack Structure, Engagement Planner, The Right Security Consultant, The Tester, Logistics, Intermediates, Law Enforcement

UNIT - III

Preparing for a Hack: Technical Preparation, Managing the Engagement

Reconnaissance: Social Engineering, Physical Security, Internet Reconnaissance

UNIT - IV

Enumeration: Enumeration Techniques, Soft Objective, Looking Around or Attack, Elements of Enumeration, Preparing for the Next Phase

Exploitation: Intuitive Testing, Evasion, Threads and Groups, Operating Systems, Password Crackers, Rootkits, applications, Wardialing, Network, Services and Areas of Concern

UNIT - V

Deliverable: The Deliverable, The Document, Overall Structure, Aligning Findings, Presentation

Integration: Integrating the Results, Integration Summary, Mitigation, Defense Planning, Incident Management, Security Policy, Conclusion

TEXT BOOK

1. James S. Tiller, "The Ethical Hack: A Framework for Business Value Penetration Testing", Auerbach Publications, CRC Press

REFERENCE BOOKS

1. EC-Council, "Ethical Hacking and Countermeasures Attack Phases", Cengage Learning
2. Michael Simpson, Kent Backman, James Corley, "Hands-On Ethical Hacking and Network Defense", Cengage Learning

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

SOFTWARE TESTING METHODOLOGIES (Professional Elective - III)

III Year B.Tech. ITE II-Sem

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Pre-requisites:

A course on "Software Engineering"

Objectives:

1. To provide knowledge of the concepts in software testing such as testing process, criteria, strategies, and methodologies.
2. To develop skills in software test automation and management using latest tools.

Outcomes: Design and develop the best test strategies in accordance to the development model.

UNIT - I

Introduction: Purpose of testing, Dichotomies, model for testing, consequences of bugs, taxonomy of bugs

Flow graphs and Path testing: Basics concepts of path testing, predicates, path predicates and achievable paths, path sensitizing, path instrumentation, application of path testing.

UNIT - II

Transaction Flow Testing: transaction flows, transaction flow testing techniques. Dataflow testing: Basics of dataflow testing, strategies in dataflow testing, application of dataflow testing. **Domain Testing:** domains and paths, Nice & ugly domains, domain testing, domains and interfaces testing, domain and interface testing, domains and testability.

UNIT - III

Paths, Path products and Regular expressions: path products & path expression, reduction procedure, applications, regular expressions & flow anomaly detection.

Logic Based Testing: overview, decision tables, path expressions, kv charts, specifications.

UNIT - IV

State, State Graphs and Transition testing: state graphs, good & bad state graphs, state testing, Testability tips.

UNIT - V

Graph Matrices and Application: Motivational overview, matrix of graph, relations, power of a matrix, node reduction algorithm, building tools. (Student should be given an exposure to a tool like JMeter or Win-runner).

TEXT BOOKS

1. Software Testing techniques - Boris Beizer, Dreamtech, second edition.
2. Software Testing Tools – Dr.K.V.K.K.Prasad, Dreamtech.

REFERENCE BOOKS:

1. The craft of software testing - Brian Marick, Pearson Education.
2. Software Testing Techniques – SPD(Oreille)
3. Software Testing in the Real World – Edward Kit, Pearson.
4. Effective methods of Software Testing, Perry, John Wiley.
5. Art of Software Testing – Meyers, John Wiley.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

INFORMATION RETRIEVAL SYSTEM (Professional Elective - III)

III Year B.Tech. ITE II-Sem

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Pre-requisites:

Data Structures

Objectives:

1. To learn the important concepts and algorithms in IRS
2. To understand the data/file structures that are necessary to design, and implement information retrieval (IR) systems.

Outcomes:

1. Ability to apply IR principles to locate relevant information large collections of data
2. Ability to design different document clustering algorithms
3. Implement retrieval systems for web search tasks.
4. Design an Information Retrieval System for web search tasks.

UNIT - I

Introduction to Information Retrieval Systems: Definition of Information Retrieval System, Objectives of Information Retrieval Systems, Functional Overview, Relationship to Database Management Systems, Digital Libraries and Data Warehouses
Information Retrieval System Capabilities: Search Capabilities, Browse Capabilities, Miscellaneous Capabilities

UNIT - II

Cataloging and Indexing: History and Objectives of Indexing, Indexing Process, Automatic Indexing, Information Extraction
Data Structure: Introduction to Data Structure, Stemming Algorithms, Inverted File Structure, N-Gram Data Structures, PAT Data Structure, Signature File Structure, Hypertext and XML Data Structures, Hidden Markov Models

UNIT - III

Automatic Indexing: Classes of Automatic Indexing, Statistical Indexing, Natural Language, Concept Indexing, Hypertext Linkages

Document and Term Clustering: Introduction to Clustering, Thesaurus Generation, Item Clustering, Hierarchy of Clusters

UNIT - IV

User Search Techniques: Search Statements and Binding, Similarity Measures and Ranking, Relevance Feedback, Selective Dissemination of Information Search, Weighted Searches of Boolean Systems, Searching the INTERNET and Hypertext
Information Visualization: Introduction to Information Visualization, Cognition and Perception, Information Visualization Technologies

UNIT - V

Text Search Algorithms: Introduction to Text Search Techniques, Software Text Search Algorithms, Hardware Text Search Systems
Multimedia Information Retrieval: Spoken Language Audio Retrieval, Non-Speech Audio Retrieval, Graph Retrieval, Imagery Retrieval, Video Retrieval

TEXT BOOK

1. Information Storage and Retrieval Systems – Theory and Implementation, Second Edition, Gerald J. Kowalski, Mark T. Maybury, Springer

REFERENCE BOOKS:

1. Frakes, W.B., Ricardo Baeza-Yates: Information Retrieval Data Structures and Algorithms, Prentice Hall, 1992.
2. Information Storage & Retrieval by Robert Korfage – John Wiley & Sons.
3. Modern Information Retrieval by Yates and Neo Pearson Education.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

ENTREPRENEURSHIP (Open Elective - I)

III Year B.Tech. ITE II-Sem

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Objective: The aim of this course is to have a comprehensive perspective of inclusive learning, ability to learn and implement the Fundamentals of Entrepreneurship.

Outcome: It enables students to learn the basics of Entrepreneurship and entrepreneurial development which will help them to provide vision for their own Start-up.

UNIT – I

Entrepreneurial Perspectives

Introduction to Entrepreneurship – Evolution - Concept of Entrepreneurship - Types of Entrepreneurs - Entrepreneurial Competencies, Capacity Building for Entrepreneurs. Entrepreneurial Training Methods - Entrepreneurial Motivations - Models for Entrepreneurial Development - The process of Entrepreneurial Development.

UNIT - II

New Venture Creation

Introduction, Mobility of Entrepreneurs, Models for Opportunity Evaluation; Business plans – Purpose, Contents, Presenting Business Plan, Procedure for setting up Enterprises, Central level - Startup and State level - T Hub, Other Institutions initiatives.

UNIT – III

Management of MSMEs and Sick Enterprises

Challenges of MSMEs, Preventing Sickness in Enterprises – Specific Management Problems; Industrial Sickness; Industrial Sickness in India – Symptoms, process and Rehabilitation of Sick Units.

UNIT – IV

Managing Marketing and Growth of Enterprises

Essential Marketing Mix of Services, Key Success Factors in Service Marketing, Cost and Pricing, Branding, New Techniques in Marketing, International Trade.

UNIT – V

Strategic perspectives in Entrepreneurship

Strategic Growth in Entrepreneurship, The Valuation Challenge in Entrepreneurship, The Final Harvest of New Ventures, Technology, Business Incubation, India way – Entrepreneurship: Women Entrepreneurs – Strategies to develop Women Entrepreneurs, Institutions supporting Women Entrepreneurship in India.

TEXT BOOKS:

1. Entrepreneurship Development and Small Business Enterprises, Poomina M. Charaninmath, 2a, Pearson, 2014.
2. Entrepreneurship, a South – Asian Perspective, D. F. Kuratko and T. V. Rao, 3e, Cengage, 2012.
3. Entrepreneurship, Arya Kumar, 4 e, Pearson 2015.
4. The Dynamics of Entrepreneurial Development and Management, Vasant Desai, Himalaya Publishing House, 2015.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

FUNDAMENTALS OF MANAGEMENT FOR ENGINEERS (Open Elective - I)

III Year B.Tech. IITE II-Sem

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3 0 0 3

Objective: To understand the Management Concepts, applications of Concepts in Practical aspects of business and development of Managerial Skills for Engineers.

Outcome: The students understand the significance of Management in their Profession. The various Management Functions like Planning, Organizing, Staffing, Leading, Motivation and Control aspects are learnt in this course. The students can explore the Management Practices in their domain area.

UNIT - I

Introduction to Management: Evolution of Management, Nature & Scope-Functions of Management-Role of Manager-levels of Management-Manual Skills - Challenges-Planning-Planning Process-Types of Plans-MBO

UNIT - II

Organization Structure & HRM: Organization Design-Organizational Structure-Departmentation-Delegation-Centralization - Decentralization-Recentralization-Organizational Culture-Organizational climate-Organizational change
Human Resource Management-HR Planning - Recruitment & Selection - Training & Development-Performance appraisal - Job satisfaction-Stress Management Practices

UNIT - III

Operation Management: Introduction to Operations Management-Principles and Types of Plant layout-Methods of production (Job Batch and Mass production) - Method study and Work measurement-Quality Management - TQM-Six sigma - Deming's Contribution to Quality - Inventory Management – EOQ - ABC Analysis - JIT System-Business Process Re-engineering (BPR)

UNIT - IV

Marketing Management: Introduction to Marketing-Functions of Marketing-Marketing vs. Selling-Marketing Mix - Marketing Strategies - Product Life Cycle - Market Segmentation - Types of Marketing - Direct Marketing-Network Marketing - Digital Marketing-Channels of Distribution - Supply Chain Management (SCM)

UNIT - V

Project Management: Introduction to Project Management-steps in Project Management - Project Planning - Project Life Cycle-Network Analysis-Program Evaluation & Review Technique (PERT)-Critical Path Method (CPM) - Project Cost Analysis - Project Crashing - Project Information Systems

TEXT BOOKS:

1. Management Essentials, Andrew Dubin, 9e, Cengage Learning, 2012.
2. Fundamentals of Management, Stephen P. Robbins, Pearson Education, 2009.
3. Essentials of Management, Koontz Kleinhach, Tata Mc - Graw Hill.
4. Management Fundamentals, Robert N Lussier, 5e, Cengage Learning, 2013.
5. Industrial Engineering and Management: Including Production Management, T. R. Banga, S.C Sharma, Khanna Publishers.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

CYBER LAW & ETHICS (Open Elective - I)

III Year B.Tech. ITE II-Sem

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Objective:

1. To make the students understand the types of roles they are expected to play in the society as practitioners of the civil engineering profession
2. To develop some ideas of the legal and practical aspects of their profession.

Outcomes

1. The students will understand the importance of professional practice, Law and Ethics in their personal lives and professional careers.
2. The students will learn the rights and responsibilities as an employee, team member and a global citizen

UNIT-I

Introduction to Computer Security: Definition, Threats to security, Government requirements, Information Protection and Access Controls, Computer security efforts, Standards, Computer Security mandates and legislation, Privacy considerations, International security activity.

UNIT-II

Secure System Planning and administration, Introduction to the orange book, Security policy requirements, accountability, assurance and documentation requirements, Network Security, The Red book and Government network evaluations.

UNIT-III

Information security policies and procedures: Corporate policies- Tier 1, Tier 2 and Tier3 policies - process management-planning and preparation-developing policies-asset classification policy-developing standards.

UNIT - IV

Information security: fundamentals-Employee responsibilities- information classification- Information handling- Tools of information security- Information processing-secure program administration.

UNIT-V

Organizational and Human Security: Adoption of Information Security Management Standards, Human Factors in Security- Role of information security professionals.

REFERENCE BOOKS:

1. Debby Russell and Sr. G.T Gangemi, "Computer Security Basics (Paperback)", 2nd Edition, O' Reilly Media, 2006.
2. Thomas R. Peltier, "Information Security policies and procedures: A Practitioner's Reference", 2nd Edition Prentice Hall, 2004.
3. Kenneth J. Knapp, "Cyber Security and Global Information Assurance: Threat Analysis and Response Solutions", IGI Global, 2009.
4. Thomas R. Peltier, Justin Peltier and John Blackley, "Information Security Fundamentals", 2nd Edition, Prentice Hall, 1996
5. Jonathan Rosenoer, "Cyber law: the Law of the Internet", Springer-verlag, 1997
6. James Graham, "Cyber Security Essentials" Averbach Publication T & F Group.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

INFORMATION SECURITY LAB

III Year B.Tech. ITE II-Sem

L T P C
0 0 3 1.5

1. Write a C program that contains a string (char pointer) with a value "Hello world". The program should XOR each character in this string with 0 and displays the result.
2. Write a C program that contains a string (char pointer) with a value "Hello world". The program should AND or and XOR each character in this string with 127 and display the result.
3. Write a Java program to perform encryption and decryption using the following algorithms
 - a. Caesar cipher
 - b. Substitution cipher
 - c. Hill Cipher
4. Write a C/JAVA program to implement the DES algorithm logic.
5. Write a C/JAVA program to implement the Blowfish algorithm logic.
6. Write a C/JAVA program to implement the Rijndael algorithm logic.
7. Write the RC4 logic in Java Using Java cryptography; encrypt the text "Hello world" using Blowfish. Create your own key using Java key tool.
8. Write a Java program to implement RSA algorithm.
9. Implement the Diffie-Hellman Key Exchange mechanism using HTML and JavaScript.
10. Calculate the message digest of a text using the SHA-1 algorithm in JAVA.
11. Calculate the message digest of a text using the MD5 algorithm in JAVA.

Course Objectives:

- To learn how to develop Applications in android environment.
- To learn how to develop user interface applications.
- To learn how to develop URL related applications.

The student is expected to be able to do the following problems, though not limited.

1. (a) Create an Android application that shows Hello + name of the user and run it on an emulator.
(b) Create an application that takes the name from a text box and shows hello message along with the name entered in text box, when the user clicks the OK button.
2. Create a screen that has input boxes for User Name, Password, Address, Gender (radio buttons for male and female), Age (numeric), Date of Birth (Date Picker), State (Spinner) and a Submit button. On clicking the submit button, print all the data below the Submit Button. Use
(a) Linear Layout , (b) Relative Layout and (c) Grid Layout or Table Layout.
3. Develop an application that shows names as a list and on selecting a name it should show the details of the candidate on the next screen with a "Back" button. If the screen is rotated to landscape mode (width greater than height), then the screen should show list on left fragment and details on right fragment instead of second screen with back button. Use Fragment transactions and Rotation event listener.
4. Develop an application that uses a menu with 3 options for dialing a number, opening a website and to send an SMS. On selecting an option, the appropriate action should be invoked using intents.

5. Develop an application that inserts some notifications into Notification area and whenever a notification is inserted, it should show a toast with details of the notification.

6. Create an application that uses a text file to store user names and passwords (tab separated fields and one record per line). When the user submits a login name and password through a screen, the details should be verified with the text file data and if they match, show a dialog saying that login is successful. Otherwise, show the dialog with Login Failed message.

7. Create a user registration application that stores the user details in a database table.

8. Create a database and a user table where the details of login names and passwords are stored. Insert some names and passwords initially. Now the login details entered by the user should be verified with the database and an appropriate dialog should be shown to the user.

Note:

- Android Application Development with MIT App Inventor: For the first one week, the student is advised to go through the App Inventor from MIT which gives insight into the various properties of each component.
- The student should pay attention to the properties of each components, which are used later in Android programming.

Following are useful links:

1. <http://ai2.appinventor.mit.edu>
2. https://drive.google.com/file/d/0B8rTW_91YcTWf4czdBMEpZcWw/view

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

INTERNET OF THINGS

IV Year B.Tech. ITE I-Sem

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Objectives:

1. To introduce the terminology, technology and its applications
2. To introduce the concept of M2M (machine to machine) with necessary protocols
3. To introduce the Python Scripting Language which is used in many IoT devices
4. To introduce the Raspberry Pi platform, that is widely used in IoT applications
5. To introduce the implementation of web based services on IoT devices

Outcomes

1. Interpret the impact and challenges posed by IoT networks leading to new architectural models.
2. Compare and contrast the deployment of smart objects and the technologies to connect them to network.
3. Appraise the role of IoT protocols for efficient network communication.
4. Elaborate the need for Data Analytics and Security in IoT.
5. Illustrate different sensor technologies for sensing real world entities and identify the applications of IoT in Industry.

UNIT - I

Introduction to Internet of Things – Definition and Characteristics of IoT, Physical Design of IoT – IoT Protocols, IoT communication models, IoT Communication APIs IoT enabled Technologies – Wireless Sensor Networks, Cloud Computing, Big data analytics, Communication protocols, Embedded Systems, IoT Levels and Templates Domain Specific IoTs – Home, City, Environment, Energy, Retail, Logistics, Agriculture, Industry, health and Lifestyle

UNIT - II

IoT and M2M – Software defined networks, network function virtualization, difference between SDN and NFV for IoT Basics of IoT System Management with NETCOZF, YANG-NETCONF, YANG, SNMP NETOPEER

UNIT - III

Introduction to Python - Language features of Python, Data types, data structures, Control of flow, functions, modules, packaging, file handling, data/time operations, classes, Exception handling Python packages - JSON, XML, HTTPLib, URLLib, SMTPLib

UNIT - IV

IoT Physical Devices and Endpoints - Introduction to Raspberry Pi-Interfaces (serial, SPI, I2C) Programming – Python program with Raspberry Pi with focus of interfacing external gadgets, controlling output, reading input from pins.

UNIT - V

IoT Physical Servers and Cloud Offerings – Introduction to Cloud Storage models and communication APIs Webserver – Web server for IoT, Cloud for IoT, Python web application framework Designing a RESTful web API

TEXT BOOKS

1. Internet of Things - A Hands-on Approach, Arshdeep Bahga and Vijay Madisetti, Universities Press, 2015, ISBN: 9788173719547
2. Getting Started with Raspberry Pi, Matt Richardson & Shawn Wallace, O'Reilly (SPD), 2014, ISBN: 9789350239759

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

DATA MINING

III Year B.Tech. ITE II-Sem

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2 0 0 2

Pre-requisites

1. A course on "Database Management Systems"
2. Knowledge of probability and statistics

Objectives

1. It presents methods for mining frequent patterns, associations, and correlations.
2. It then describes methods for data classification and prediction, and data-clustering approaches.
3. It covers mining various types of data stores such as spatial, textual, multimedia, streams.

Outcomes

1. Ability to understand the types of the data to be mined and present a general classification of tasks and primitives to integrate a data mining system.
2. Apply preprocessing methods for any given raw data.
3. Extract interesting patterns from large amounts of data.
4. Discover the role played by data mining in various fields.
5. Choose and employ suitable data mining algorithms to build analytical applications
6. Evaluate the accuracy of supervised and unsupervised models and algorithms.

UNIT - I

Data Mining: Data-Types of Data-, Data Mining Functionalities- Interestingness Patterns-Classification of Data Mining systems-Data mining Task primitives-Integration of Data mining system with a Data warehouse-Major issues in Data Mining-Data Preprocessing.

UNIT- II

Association Rule Mining: Mining Frequent Patterns-Associations and correlations-Mining Methods- Mining Various kinds of Association Rules- Correlation Analysis-Constraint based Association mining. Graph Pattern Mining, SPM.

UNIT-III

Classification: Classification and Prediction- Basic concepts-Decision tree induction-Bayesian classification, Rule-based classification, Lazy learner.

UNIT-IV

Clustering and Applications: Cluster analysis-Types of Data in Cluster Analysis-Categorization of Major Clustering Methods- Partitioning Methods-Hierarchical Methods-Density-Based Methods-Grid-Based Methods, Outlier Analysis.

UNIT V

Advanced Concepts: Basic concepts in Mining data streams-Mining Time-series data-Mining sequence patterns in Transactional databases-Mining Object- Spatial-Multimedia-Text and Web data-Spatial Data mining-Multimedia Data mining-Text Mining-Mining the World Wide Web.

TEXT BOOKS

1. Data Mining – Concepts and Techniques – Jiawei Han & Micheline Kamber, 3rd Edition Elsevier.
2. Data Mining Introductory and Advanced topics –Margaret H Dunham, PEA.

REFERENCE BOOK:

1. Ian H. Witten and Elbe Frank, Data Mining: Practical Machine Learning Tools and Techniques (Second Edition), Morgan Kaufmann, 2005.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

BIG DATA ANALYTICS Professional Elective-IV

IV Year B.Tech. ITE I-Sem

L T P C
3 0 0 3

Prerequisites

- Data Mining

Objectives

- The purpose of this course is to provide the students with the knowledge of Big data Analytics principles and techniques.
- This course is also designed to give an exposure of the frontiers of Big data Analytics

Outcomes

- Ability to explain the foundations, definitions, and challenges of Big Data and various Analytical tools.
- Ability to program using HADOOP and Map reduce, NOSQL
- Ability to understand importance of Big Data in Social Media and Mining.

Unit I

Big Data Analytics : What is big data, History of Data Management ; Structuring Big Data; Elements of Big Data ; Big Data Analytics; Distributed and Parallel Computing for Big Data; Big Data Analytics: What is Big Data Analytics, What Big Data Analytics Isn't, Why this sudden Hype Around Big Data Analytics, Classification of Analytics, Greatest Challenges that Prevent Hype Around Big Data Analytics, Top Challenges Facing Big Data; Why Big Data Analytics Important; Data Science; Data Scientist; Terminologies used in Big Data Environments; Basically Available Soft State Eventual Consistency (BASE); Open source Analytics Tools;

Unit- II

Understanding Analytics and Big Data: Comparing Reporting and Analysis, Types of Analytics; Points to Consider during Analysis; Developing an Analytic Team; Understanding Text Analytics; Analytical Approach and Tools to Analyze Data: Analytical Approaches; History of Analytical Tools; Introducing Popular Analytical Tools; Comparing Various Analytical Tools.

Unit III

Understanding MapReduce Fundamentals and HBase : The MapReduce Framework; Techniques to Optimize MapReduce Jobs; Uses of MapReduce; Role of HBase in Big Data

Processing; Storing Data in Hadoop : Introduction of HDFS, Architecture, HDFS Files, File system types, commands, org.apache.hadoop.io package, HDFS, HDFS High Availability; Introducing HBase, Architecture, Storing Big Data with HBase , Interacting with the Hadoop Ecosystem; HBase in Operations-Programming with HBase; Installation, Combining HBase and HDFS;

Unit IV

Big Data Technology Landscape and Hadoop : NoSQL, Hadoop; RDBMS versus Hadoop; Distributed Computing Challenges; History of Hadoop; Hadoop Overview; Use Case of Hadoop; Hadoop Distributors; HDFS Daemons, read,write, Replica Processing of Data with Hadoop; Managing Resources and Applications with Hadoop YARN.

Unit V

Social Media Analytics and Text Mining: Introducing Social Media; Key elements of Social Media; Text mining; Understanding Text Mining Process; Sentiment Analysis, Performing Social Media Analytics and Opinion Mining on Tweets. Mobile Analytics: Introducing Mobile Analytics; Define Mobile Analytics; Mobile Analytics and Web Analytics; Types of Results from Mobile Analytics; Types of Applications for Mobile Analytics; Introducing Mobile Analytics Tools

TEXT BOOKS

1. BIG DATA and ANALYTICS, Seema Acharya, Subhasini Chellappan, Wiley publications.
2. BIG DATA, Black BookTM , DreamTech Press, 2015 Edition.
3. BUSINESS ANALYTICS 5e , BY Albright |Winston

REFERENCE BOOKS:

1. Rajiv Sabherwal, Irma Becerra- Fernandez, " Business Intelligence –Practice, Technologies and Management", John Wiley 2011.
2. Lariss T. Moss,ShakulAire, " Business Intelligence Roadmap", Addison-Wesley IT Service.
3. Yuli Vasiliev, " Oracle Business Intelligence : The Condensed Guide to Analysis and Reporting", SPD Shroff, 2012.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

PATTERN RECOGNITION (Professional Elective-IV)

IV Year B.Tech. ITE I-Sem

L T P C
3 0 0 3

Prerequisites

- Students are expected to have knowledge basic linear algebra, basic probability theory and basic programming techniques;
- A course on "Computational Mathematics"
- A course on "Computer Oriented Statistical Methods"

Objectives

- This course introduces fundamental concepts, theories, and algorithms for pattern recognition and machine learning.
- Topics include: Pattern Representation, Nearest Neighbor Based Classifier, Bayes Classifier, Hidden Markov Models, Decision Trees, Support Vector Machines, Clustering, and an application of hand-written digit recognition.

Outcomes

- Understand the theory, benefits, inadequacies and possible applications of various machine learning and pattern recognition algorithms
- Identify and employ suitable machine learning techniques in classification, pattern recognition, clustering and decision problems.

UNIT-I:

Introduction: What is Pattern Recognition, Data Sets for Pattern Recognition, Different Paradigms for Pattern Recognition.
Representation: Data Structures for Pattern Representation, Representation of Clusters, Proximity Measures, Size of Patterns, Abstractions of the Data Set, Feature Extraction, Feature Selection, Evaluation of Classifier, Evaluation of Clustering.

UNIT-II:

Nearest Neighbor Based Classifier, Nearest Neighbor Algorithm, Variants of the NN Algorithm use of the Nearest Neighbor Algorithm for Transaction Databases, Efficient Algorithms, Data Reduction, Prototype Selection.
Bayes Classifier: Bayes Theorem, Minimum Error Rate Classifier, Estimation of Probabilities, Comparison with the NNC, Naïve Bayes Classifier, Bayesian Belief Network.

UNIT-III:

Hidden Markov Models: Markov Models for Classification, Hidden Markov Models, Classification using HMMs.
Decision Trees: Introduction, Decision Tree for Pattern Classification, Construction of Decision Trees, Splitting at the Nodes, Overfitting and Pruning, Examples of Decision Tree Induction.

UNIT-IV:

Support Vector Machines: Introduction, Learning the Linear Discriminant Functions, Neural Networks, SVM for Classification, Combination of Classifiers: Introduction, Methods for Constructing Ensembles of Classifiers, Methods for Combining Classifiers.

UNIT-V:

Clustering: Why is Clustering Important, Hierarchical Algorithms, Partitional Clustering, Clustering Large Data Sets.
An Application-Hand Written Digit Recognition: Description of the Digit Data, Preprocessing of Data, Classification Algorithms, Selection of Representative Patterns, Results.

TEXT BOOK:

1. Pattern Recognition: An Algorithmic Approach: Murty, M. Narasimha, Devi, V. Sushreea, Springer Pub, 1st Ed.

REFERENCE BOOKS:

1. Machine Learning - Mc Graw Hill, Tom M. Mitchell.
2. Fundamentals Of Speech Recognition: Lawrence Rabiner and Bing-Hwang Juang, Prentice-Hall Pub.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

NETWORK SECURITY & CRYPTOGRAPHY (Professional Elective-IV)

IV Year B.Tech. ITE I-Sem

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Course Objectives:

- Explain the objectives of information security
- Explain the importance and application of each of confidentiality, integrity, authentication and availability
- Understand various cryptographic algorithms.
- Understand the basic categories of threats to computers and networks
- Describe public-key cryptosystem.
- Describe the enhancements made to IPv4 by IPsec
- Understand intrusions and intrusion detection
- Discuss the fundamental ideas of public-key cryptography.
- Generate and distribute a PGP key pair and use the PGP package to send an encrypted e-mail message.
- Discuss Web security and Firewalls

Course Outcomes:

- Student will be able to understand basic cryptographic algorithms, message and web authentication and security issues.
- Ability to identify information system requirements for both of them such as client and server.
- Ability to understand the current legal issues towards information security.

UNIT – I

Security Concepts: Introduction, The need for security, Security approaches, Principles of security, Types of Security attacks, Security services, Security Mechanisms, A model for Network Security

Cryptography Concepts and Techniques: Introduction, plain text and cipher text, substitution techniques, transposition techniques, encryption and decryption, symmetric and asymmetric key cryptography, steganography, key range and key size, possible types of attacks.

UNIT – II

Symmetric key Ciphers: Block Cipher principles, DES, AES, Blowfish, RC5, IDEA, Block cipher operation, Stream ciphers, RC4.

Asymmetric Key Ciphers: Principles of public key cryptosystems, RSA algorithm, Elgamal Cryptography, Diffie-Hellman Key Exchange, Knapsack Algorithm.

UNIT – III

Cryptographic Hash Functions: Message Authentication, Secure Hash Algorithm (SHA-512), **Message authentication codes:** Authentication requirements, HMAC, CMAC, Digital signatures, Elgamal Digital Signature Scheme.

Key Management and Distribution: Symmetric Key Distribution Using Symmetric & Asymmetric Encryption, Distribution of Public Keys, Kerberos, X.509 Authentication Service, Public – Key Infrastructure

UNIT – IV

Transport-level Security: Web security considerations, Secure Socket Layer and Transport Layer Security, HTTPS, Secure Shell (SSH)
Wireless Network Security: Wireless Security, Mobile Device Security, IEEE 802.11 Wireless LAN, IEEE 802.11i Wireless LAN Security

UNIT – V

E-Mail Security: Pretty Good Privacy, S/MIME **IP Security:** IP Security overview, IP Security architecture, Authentication Header, Encapsulating security payload, Combining security associations, Internet Key Exchange

Case Studies on Cryptography and security: Secure Multiparty Calculation, Virtual Elections, Single sign On, Secure Inter-branch Payment Transactions, Cross site Scripting Vulnerability.

TEXT BOOKS:

1. Cryptography and Network Security - Principles and Practice: William Stallings, Pearson Education, 6th Edition
2. Cryptography and Network Security: Atul Kahate, Mc Graw Hill, 3rd Edition

REFERENCE BOOKS:

1. Cryptography and Network Security: C K Shyamala, N Harini, Dr T R Padmanabhan, Wiley India, 1st Edition.
2. Cryptography and Network Security : Forouzan Mukhopadhyay, Mc Graw Hill, 3rd Edition
3. Information Security, Principles, and Practice: Mark Stamp, Wiley India.
4. Principles of Computer Security: WM. Arthur Conklin, Greg White, TMH
5. Introduction to Network Security: Neal Krawetz, CENGAGE Learning
6. Network Security and Cryptography: Bernard Menezes, CENGAGE Learning

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

SOFTWARE PROCESS & PROJECT MANAGEMENT (Professional Elective-IV)

IV Year B.Tech. ITE I-Sem

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Objectives:

1. To acquire knowledge on software process management
2. To acquire managerial skills for software project development
3. To understand software economics

Outcomes:

1. Gain knowledge of software economics, phases in the life cycle of software development, project organization, project control and process instrumentation
2. Analyze the major and minor milestones, artifacts and metrics from management and technical perspective
3. Design and develop software product using conventional and modern principles of software project management

UNIT - I

Software Process Maturity: Software maturity Framework, Principles of Software Process Change, Software Process Assessment, The Initial Process, The Repeatable Process, The Defined Process, The Managed Process, The Optimizing Process, Process Reference Models
Capability Maturity Model (CMM), CMMI, PCMM, PSP, TSP).

UNIT - II

Software Project Management Renaissance
Conventional Software Management, Evolution of Software Economics, Improving Software Economics, The old way and the new way.
Life-Cycle Phases and Process artifacts
Engineering and Production stages, inception phase, elaboration phase, construction phase, transition phase, artifact sets, management artifacts, engineering artifacts and pragmatic artifacts, model based software architectures.

UNIT - III

Workflows and Checkpoints of process

Software process workflows, iteration workflows, Major milestones, minor milestones, periodic status assessments.
Process Planning
Work breakdown structures, Planning guidelines, cost and schedule estimating process, iteration planning process, Pragmatic planning.

UNIT - IV

Project Organizations
Line-of- business organizations, project organizations, evolution of organizations, process automation.
Project Control and process instrumentation
The seven core metrics, management indicators, quality indicators, life-cycle expectations, Pragmatic software metrics, metrics automation.

UNIT - V

CCPDS-R Case Study and Future Software Project Management Practices
Modern Project Profiles, Next-Generation software Economics, Modern Process Transitions

TEXT BOOKS

1. Managing the Software Process, Watts S. Humphrey, Pearson Education
2. Software Project Management, Walker Royce, Pearson Education

REFERENCE BOOKS

1. An Introduction to the Team Software Process, Watts S. Humphrey, Pearson Education, 2000
2. Process Improvement essentials, James R. Perse, O'Reilly, 2006
3. Software Project Management, Bob Hughes & Mike Cotterell, fourth edition, TMH, 2006
4. Applied Software Project Management, Andrew Stellman & Jennifer Greene, O'Reilly, 2006.
5. Head First PMP, Jennifer Greene & Andrew Stellman, O'Reilly, 2007
6. Software Engineering Project Management, Richard H. Thayer & Edward Yourdon, 2nd edition, Wiley India, 2004.
7. Agile Project Management, Jim Highsmith, Pearson education, 2004.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

DISTRIBUTED SYSTEMS (Professional Elective-IV)

IV Year B.Tech. ITE I-Sem

L T P C
3 0 0 3

Prerequisites

1. A course on "Operating Systems"
2. A course on "Computer Organization & Architecture"

Objectives

1. This course provides an insight into Distributed systems.
2. Topics include- Peer to Peer Systems, Transactions and Concurrency control, Security and Distributed shared memory

Outcomes

1. Ability to understand Transactions and Concurrency control.
2. Ability to understand Security issues.
3. Understanding Distributed shared memory.
4. Ability to design distributed systems for basic level applications.

UNIT - I

Characterization of Distributed Systems-Introduction, Examples of Distributed systems, Resource sharing and web, challenges, System models-Introduction, Architectural and Fundamental models, Networking and Internetworking, Interprocess Communication, Distributed objects and Remote Invocation-Introduction, Communication between distributed objects, RPC, Events and notifications, Case study-Java RMI.

UNIT - II

Operating System Support- Introduction, OS layer, Protection, Processes and Threads, Communication and Invocation, Operating system architecture, Distributed File Systems-Introduction, File Service architecture.

UNIT - III

Peer to Peer Systems-Introduction, Napster and its legacy, Peer to Peer middleware, Routing overlays, Overlay case studies-Pastty, Tapestry, Application case studies-Squirrel, OceanStore.

Time and Global States-Introduction, Clocks, events and Process states, Synchronizing physical clocks, logical time and logical clocks, global states, distributed debugging.

Coordination and Agreement-Introduction, Distributed mutual exclusion, Elections, Multicast communication, consensus and related problems.

UNIT - IV

Transactions and Concurrency control-Introduction, Transactions, Nested Transactions, Locks, Optimistic concurrency control, Timestamp ordering. Distributed Transactions-Introduction, Flat and Nested Distributed Transactions, Atomic commit protocols, Concurrency control in distributed transactions, Distributed deadlocks, Transaction recovery.

UNIT - V

Replication-Introduction, System model and group communication, Fault tolerant services, Transactions with replicated data.

Distributed shared memory, Design and Implementation issues, Consistency models.

TEXT BOOKS

1. Distributed Systems Concepts and Design, G Coulouris, J Dollimore and T Kindberg, Fourth Edition, Pearson Education.
2. Distributed Systems, S.Ghosh, Chapman & Hall/ CRC Taylor & Francis Group, 2010.

REFERENCE BOOKS

1. Distributed Systems – Principles and Paradigms, A.S. Tanenbaum and M.V. Steen, Pearson Education.
2. Distributed Computing, Principles, Algorithms and Systems, Ajay D. Kshemakalyani and Mukesh Singh, Cambridge, 2010.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

NATURAL LANGUAGE PROCESSING (Professional Elective-V)

IV Year B.Tech. ITE I-Sem

L T P C
3 0 0 3

Prerequisites

Data structures, finite automata and probability theory

Objectives

1. Introduce to some of the problems and solutions of NLP and their relation to linguistics and statistics.

Outcomes

1. Show sensitivity to linguistic phenomena and an ability to model them with formal grammars.
2. Understand and carry out proper experimental methodology for training and evaluating empirical NLP systems
3. Able to manipulate probabilities, construct statistical models over strings and trees, and estimate parameters using supervised and unsupervised training methods.
4. Able to design, implement, and analyze NLP algorithms
5. Able to design different language modeling Techniques.

UNIT - I

Finding the Structure of Words: Words and Their Components, Issues and Challenges, Morphological Models

Finding the Structure of Documents: Introduction, Methods, Complexity of the Approaches, Performances of the Approaches

UNIT - II

Syntax Analysis: Parsing Natural Language, Treebanks: A Data-Driven Approach to Syntax, Representation of Syntactic Structure, Parsing Algorithms, Models for Ambiguity Resolution in Parsing, Multilingual Issues

UNIT - III

Semantic Parsing: Introduction, Semantic Interpretation, System Paradigms, Word Sense Systems, Software.

UNIT - IV

Predicate-Argument Structure, Meaning Representation Systems, Software.

UNIT - V

Discourse Processing: Cohension, Reference Resolution, Discourse Cohension and Structure
Language Modeling: Introduction, N-Gram Models, Language Model Evaluation, Parameter Estimation, Language Model Adaptation, Types of Language Models, Language-Specific Modeling Problems, Multilingual and Crosslingual Language Modeling

TEXT BOOKS

1. Multilingual natural Language Processing Applications : From Theory to Practice – Daniel M. Bikel and Imed Zitouni, Pearson Publication
 2. Natural Language Processing and Information Retrieval: Tanvir Siddiqui, U.S. Tiwary
- REFERENCE BOOK**
1. Speech and Natural Language Processing - Daniel Jurafsky & James H Martin, Pearson Publications

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

IMAGE PROCESSING (Professional Elective-V)

IV Year B.Tech. ITE I-Sem

L T P C
3 0 0 3

Prerequisites

1. Students are expected to have knowledge in linear signals and systems, Fourier Transform, basic linear algebra, basic probability theory and basic programming techniques; knowledge of Digital Signal Processing is desirable.
2. A course on "Computational Mathematics"
3. A course on "Computer Oriented Statistical Methods"

Objectives

1. Provide a theoretical and mathematical foundation of fundamental Digital Image Processing concepts.
2. The topics include image acquisition; sampling and quantization; preprocessing; enhancement; restoration; segmentation; and compression.

Outcomes

1. Demonstrate the knowledge of the basic concepts of two-dimensional signal acquisition, sampling, and quantization.
2. Demonstrate the knowledge of filtering techniques.
3. Demonstrate the knowledge of 2D transformation techniques.
4. Demonstrate the knowledge of image enhancement, segmentation, restoration and compression techniques.

UNIT - I

Digital Image Fundamentals: Digital Image through Scanner, Digital Camera. Concept of Gray Levels. Gray Level to Binary Image Conversion. Sampling and Quantization. Relationship between Pixels. Imaging Geometry. 2D Transformations-DFT, DCT, KLT and SVD.

UNIT - II

Image Enhancement in Spatial Domain Point Processing, Histogram Processing, Spatial Filtering, Enhancement in Frequency Domain, Image Smoothing, Image Sharpening.

UNIT - III

Image Restoration Degradation Model, Algebraic Approach to Restoration, Inverse Filtering, Least Mean Square Filters, Constrained Least Squares Restoration, Interactive Restoration.

UNIT - IV

Image Segmentation Detection of Discontinuities, Edge Linking and Boundary Detection, Thresholding, Region Oriented Segmentation.

UNIT - V

Image Compression Redundancies and their Removal Methods, Fidelity Criteria, Image Compression Models, Source Encoder and Decoder, Error Free Compression, Lossy Compression.

TEXT BOOK

1. Digital Image Processing: R.C. Gonzalez & R.E. Woods, Addison Wesley/ Pearson Education, 2nd Ed, 2004.

REFERENCE BOOKS

1. Fundamentals of Digital Image Processing: A.K.Jain , PHl.
2. Digital Image Processing using MAT LAB: Rafael C. Gonzalez, Richard E. Woods, Steven L. Eddins: Pearson Education India, 2004.
3. Digital Image Processing: William K. Pratt, John Wiley, 3rd Edition, 2004.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

AD HOC & SENSOR NETWORKS (Professional Elective-V)

IV Year B.Tech. ITE I-Sem

L T P C
3 0 0 3

Prerequisites

1. A course on "Computer Networks"
2. A course on "Mobile Computing"

Objectives

1. To understand the concepts of sensor networks
2. To understand the MAC and transport protocols for ad hoc networks
3. To understand the security of sensor networks
4. To understand the applications of adhoc and sensor networks

Outcomes

1. Ability to understand the state of the art research in the emerging subject of Ad Hoc and Wireless Sensor Networks
2. Ability to solve the issues in real-time application development based on ASN.
3. Ability to conduct further research in the domain of ASN

UNIT - I

Introduction to Ad Hoc Networks - Characteristics of MANETs, Applications of MANETs and Challenges of MANETs.

Routing in MANETs - Criteria for classification, Taxonomy of MANET routing algorithms, Topology-based routing algorithms-**Proactive**: DSDV, **Reactive**: DSR, AODV, Hybrid: ZRP; Position-based routing algorithms-**Location Services**-DREAM, Quorum-based; **Forwarding Strategies**: Greedy Packet, Restricted Directional Flooding-DREAM, LAR.

UNIT - II

Data Transmission - Broadcast Storm Problem, **Rebroadcasting Schemes**-Simple-flooding, Probability-based Methods, Area-based Methods, Neighbor Knowledge-based: SBA, Multipoint Relaying, AHP. **Multicasting: Tree-based**: AMRIS, MAODV; **Mesh-based**: ODMRP, CAMP; **Hybrid**: AMRoute, MCEDAR.

UNIT - III

Geocasting: Data-transmission Oriented-LBM; Route Creation Oriented-GeoTORA, MGR. TCP over Ad Hoc TCP protocol overview, TCP and MANETs, Solutions for TCP over Ad hoc

UNIT - IV

Basics of Wireless, Sensors and Lower Layer Issues

Applications, Classification of sensor networks, Architecture of sensor network, Physical layer, MAC layer, Link layer, Routing Layer.

UNIT - V

Upper Layer Issues of WSN Transport layer, High-level application layer support, Adapting to the inherent dynamic nature of WSNs, Sensor Networks and mobile robots.

TEXT BOOKS

1. Ad Hoc and Sensor Networks – Theory and Applications, Carlos Cordeiro Dharma P. Aggarwal, World Scientific Publications, March 2006, ISBN – 981-256-681-3.
2. Wireless Sensor Networks: An Information Processing Approach, Feng Zhao, Leonidas Guibas, Elsevier Science, ISBN – 978-1-55860-914-3 (Morgan Kaufman).

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

HUMAN COMPUTER INTERACTION (Professional Elective-V)

IV Year B.Tech. ITE I-Sem

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Course Objectives:

To gain an overview of Human-Computer Interaction (HCI), with an understanding of user interface design in general, and alternatives to traditional "keyboard and mouse" computing; become familiar with the vocabulary associated with sensory and cognitive systems as relevant to task performance by humans; be able to apply models from cognitive psychology to predicting user performance in various human-computer interaction tasks and recognize the limits of human performance as they apply to computer operation; appreciate the importance of a design and evaluation methodology that begins with and maintains a focus on the user; be familiar with a variety of both conventional and non-traditional user interface paradigms, the latter including virtual and augmented reality, mobile and wearable computing, and ubiquitous computing; and understand the social implications of technology and their ethical responsibilities as engineers in the design of technological systems. Finally, working in small groups on a product design from start to finish will provide you with invaluable team-work experience.

Course Outcomes:

- Ability to apply HCI and principles to interaction design.
- Ability to design certain tools for blind or PH people.

UNIT - I

Introduction: Importance of user interface – definition, importance of good design. Benefits of good design. A brief history of Screen design.

The graphical user interface – popularity of graphics, the concept of direct manipulation, graphical system, Characteristics, Web user – Interface popularity, characteristics- Principles of user interface.

UNIT - II

Design process – Human interaction with computers, importance of human characteristics human consideration. Human interaction speeds, understanding business junctions.

Screen Designing:- Design goals – Screen planning and purpose, organizing screen elements, ordering of screen data and content – screen navigation and flow – Visually pleasing composition – amount of information – focus and emphasis – presentation information simply and meaningfully – information retrieval on web – statistical graphics – Technological consideration in interface design.

UNIT - III

Windows – New and Navigation schemes selection of window, selection of devices based and screen based controls.

Components – text and messages, Icons and increases – Multimedia, colors, uses problems, choosing colors.

UNIT - IV

HCI in the software process, The software life cycle Usability engineering Iterative design and prototyping Design Focus: Prototyping in practice Design rationale Design rules Principles to support usability Standards Golden rules and heuristics HCI patterns Evaluation techniques, Goals of evaluation, Evaluation through expert analysis, Evaluation through user participation, Choosing an evaluation method. Universal design, Universal design principles Multi-modal interaction

UNIT - V

Cognitive models Goal and task hierarchies Design Focus: GOMS saves money Linguistic models The challenge of display-based systems Physical and device models Cognitive architectures Ubiquitous computing and augmented realities Ubiquitous computing applications research Design Focus: Ambient Wood – augmenting the physical Virtual and augmented reality Design Focus: Shared experience Design Focus: Applications of augmented reality Information and data visualization Design Focus: Getting the size right

TEXT BOOKS:

1. The essential guide to user interface design, Wilbert O Gallitz, Wiley Dream Tech. Units 1, 2, 3
2. Human – Computer Interaction. Alan Dix, Janet Finckay, Gre Goryd, Abowd, Russel Beaulg, Pearson Education Units 4,5

REFERENCE BOOKS:

1. Designing the user interface. 3rd Edition Ben Shneidermann, Pearson Education Asia.
2. Interaction Design Prece, Rogers, Sharps. Wiley Dreamtech.
3. User Interface Design, Soren Lauesen , Pearson Education.
4. Human –Computer Interaction, D. R. Olsen, Cengage Learning.
5. Human –Computer Interaction, Smith - Atakan, Cengage Learning.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

ADVANCED ALGORITHMS (Professional Elective-V)

IV Year B.Tech. ITE I-Sem

L T P C
3 0 0 3

Prerequisites

1. A course on "Computer Programming & Data Structures"
2. A course on "Advanced Data Structures & Algorithms"

Objectives

1. Introduces the recurrence relations for analyzing the algorithms
2. Introduces the graphs and their traversals.
3. Describes major algorithmic techniques (divide-and-conquer, greedy, dynamic programming, Brute Force , Transform and Conquer approaches) and mention problems for which each technique is appropriate;
4. Describes how to evaluate and compare different algorithms using worst-case, average-case and best-case analysis.
5. Introduces string matching algorithms
6. Introduces linear programming.

Outcomes

1. Ability to analyze the performance of algorithms
2. Ability to choose appropriate data structures and algorithm design methods for a specified application
3. Ability to understand how the choice of data structures and the algorithm design methods impact the performance of programs

UNIT - I

Introduction: Role of Algorithms in computing, Order Notation, Recurrences, Probabilistic Analysis and Randomized Algorithms. Sorting and Order Statistics: Heap sort, Quick sort and Sorting in Linear Time.

Advanced Design and Analysis Techniques: Dynamic Programming- Matrix chain Multiplication, Longest common Subsequence and optimal binary Search trees.

UNIT - II

Greedy Algorithms - Huffman Codes, Activity Selection Problem. Amortized Analysis.
Graph Algorithms: Topological Sorting, Minimum Spanning trees, Single Source Shortest Paths, Maximum Flow algorithms..

UNIT - III

Sorting Networks: Comparison Networks, Zero-one principle, bionic Sorting Networks, Merging Network, Sorting Network.
Matrix Operations- Strassen's Matrix Multiplication, Inverting matrices, Solving system of linear Equations

UNIT - IV

String Matching: Naive String Matching, Rabin-Karp algorithm, matching with finite Automata, Knuth- Morris - Pratt algorithm.

UNIT - V

NP-Completeness and Approximation Algorithms: Polynomial time, polynomial time verification, NP-Completeness and reducibility, NP-Complete problems. Approximation Algorithms- Vertex cover Problem, Travelling Sales person problem

TEXT BOOK

1. Introduction to Algorithms," T.H. Cormen, C.E. Leiserson ,R.L. Rivest, and C. Stein, Third Edition, PHI.

REFERENCE BOOKS

1. Fundamentals of Computer Algorithms, Ellis Horowitz, Satrij Sahni and Rajasekharam, Galgotia publications Pvt. Ltd.
2. Design and Analysis Algorithms - Parag Himanshu Dave, Himanshu Bhattachandra Dave Publisher: Pearson
3. Algorithm Design: Foundations, Analysis and Internet examples, M.T. Goodrich and R. Tomassia, John Wiley and sons.
4. Data structures and Algorithm Analysis in C++, Allen Weiss, Second edition, Pearson education.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

DATA STRUCTURES (Open Elective II)

IV Year B.Tech. ITE I-Sem

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3 0 0 3

Prerequisites

1. A course on "Programming for Problem Solving"

Objectives

1. Exploring basic data structures such as stacks and queues.
2. Introduces a variety of data structures such as hash tables, search trees, tries, heaps, graphs.
3. Introduces sorting and pattern matching algorithms

Outcomes

1. Ability to select the data structures that efficiently model the information in a problem.
2. Ability to assess efficiency trade-offs among different data structure implementations or combinations.
3. Implement and know the application of algorithms for sorting and pattern matching.
4. Design programs using a variety of data structures, including hash tables, binary and general tree structures, search trees, tries, heaps, graphs, and AVL-trees.

UNIT - I

Introduction to Data Structures, abstract data types, Linear list – singly linked list implementation, insertion, deletion and searching operations on linear list, Stacks-Operations, array and linked representations of stacks, stack applications, Queues-operations, array and linked representations.

UNIT - II

Dictionaries: linear list representation, skip list representation, operations - insertion, deletion and searching.

Hash table representation: hash functions, collision resolution-separate chaining, open addressing-linear probing, quadratic probing, double hashing, rehashing, extendible hashing.

UNIT - III

Search Trees: Binary Search Trees, Definition, Implementation, Operations- Searching, Insertion and Deletion, AVL Trees, Definition, Height of an AVL Tree, Operations – Insertion, Deletion and Searching, Red –Black, Splay Trees.

UNIT - IV

Graphs: Graph Implementation Methods, Graph Traversal Methods.

Sortings: Heap Sort, External Sorting- Model for external sorting, Merge Sort.

UNIT - V

Pattern matching and Tries: Pattern matching algorithms-Brute force, the Boyer –Moore algorithm, the Knuth-Morris-Pratt algorithm, Standard Tries, Compressed Tries, Suffix tries.

TEXT BOOKS

1. Fundamentals of data structures in C, 2 nd edition, E.Horowitz, S.Sahni and Susan Anderson Freed, Universities Press.
2. Data structures using c – A.S.Tanenbaum, Y. Langsam, and M.J. Augenstein, PHI/pearson education.

REFERENCE BOOKS

1. Data structures: A Pseudocode Approach with C, 2 nd edition, R.F. Gilbert And B.A.Forouzan, Cengage Learning.
2. Introduction to data structures in c, 1/e Asrok Kamthane.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

ARTIFICIAL INTELLIGENCE (Open Elective II)

IV Year B.Tech. ITE I-Sem

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Prerequisites

1. A course on "Computer Programming and Data Structures"
2. A course on "Advanced Data Structures"
3. A course on "Design and Analysis of Algorithms"
4. A course on "Mathematical Foundations of Computer Science"
5. Some background in linear algebra, data structures and algorithms, and probability will all be helpful

Objectives

1. To learn the distinction between optimal reasoning Vs. human like reasoning
2. To understand the concepts of state space representation, exhaustive search, heuristic search together with the time and space complexities.
3. To learn different knowledge representation techniques.
4. To understand the applications of AI, namely game playing, theorem proving, and machine learning.

Outcomes

1. Ability to formulate an efficient problem space for a problem expressed in natural language.
2. Select a search algorithm for a problem and estimate its time and space complexities.
3. Possess the skill for representing knowledge using the appropriate technique for a given problem.
4. Possess the ability to apply AI techniques to solve problems of game playing, and machine learning.

UNIT - I

Problem Solving by Search-I: Introduction to AI, Intelligent Agents

Uninformed Search Strategies: Breadth-first search, Uniform cost search, Depth-first search, Iterative deepening Depth-first search, Bidirectional search, Informed (Heuristic) Search Strategies: Greedy best-first search, A* search, Heuristic Functions, Beyond Classical Search: Hill-climbing search, Simulated annealing search, Local Search in Continuous

Spaces, Searching with Non-Deterministic Actions, Searching with Partial Observations, Online Search Agents and Unknown Environment.

UNIT-II

Problem Solving by Search-II and Propositional Logic

Adversarial Search: Games, Optimal Decisions in Games, Alpha-Beta Pruning, Imperfect Real-Time Decisions.
Constraint Satisfaction Problems : Defining Constraint Satisfaction Problems, Constraint Propagation, Backtracking Search for CSPs, Local Search for CSPs, The Structure of Problems.
Propositional Logic: Knowledge-Based Agents, The Wumpus World, Logic, Propositional Logic, Propositional Theorem Proving: Inference and proofs , Proof by resolution, Horn clauses and definite clauses, Forward and backward chaining , Effective Propositional Model Checking , Agents Based on Propositional Logic.

UNIT-III

Logic and Knowledge Representation

First-Order Logic: Representation, Syntax and Semantics of First-Order Logic, Using First-Order Logic, Knowledge Engineering in First-Order Logic.
Inference in First-Order Logic: Propositional vs. First-Order Inference, Unification and Lifting, Forward Chaining, Backward Chaining, Resolution.
Knowledge Representation: Ontological Engineering, Categories and Objects, Events, Mental Events and Mental Objects, Reasoning Systems for Categories, Reasoning with Default Information.

UNIT-IV

Planning

Classical Planning: Definition of Classical Planning, Algorithms for Planning with State-Space Search, Planning Graphs, other Classical Planning Approaches, Analysis of Planning approaches.
Planning and Acting in the Real World : Time, Schedules, and Resources, Hierarchical Planning, Planning and Acting in Nondeterministic Domains, Multi agent Planning.

UNIT-V

Uncertain knowledge and Learning

Uncertainty: Acting under Uncertainty, Basic Probability Notation, Inference Using Full Joint Distributions, Independence, Bayes' Rule and Its Use,
Probabilistic Reasoning: Representing Knowledge in an Uncertain Domain, The Semantics of Bayesian Networks, Efficient Representation of Conditional Distributions,

Approximate Inference in Bayesian Networks, Relational and First-Order Probability, Other Approaches to Uncertain Reasoning ; Dempster-Shafer theory.

Learning: Forms of Learning, Supervised Learning, Learning Decision Trees, Knowledge in Learning : Logical Formulation of Learning, Knowledge in Learning, Explanation-Based Learning, Learning Using Relevance Information, Inductive Logic Programming.

TEXT BOOK

1. **Artificial Intelligence A Modern Approach**, Third Edition, Stuart Russell and Peter Norvig, Pearson Education.

REFERENCE BOOKS

- 1) **Artificial Intelligence**, 3rd Edn., E. Rich and K. Knight (TMH)
- 2) **Artificial Intelligence**, 3rd Edn., Patrick Henry Winston, Pearson Education.
- 3) **Artificial Intelligence**, Shivani Goel, Pearson Education.
- 4) **Artificial Intelligence and Expert systems – Patterson**, Pearson Education.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

JAVA PROGRAMMING (Open Elective II)

IV Year B.Tech. ITE I-Sem

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3 0 0 3

Prerequisites

1. A course on "Computer Programming & Data Structures"

Objectives

1. Introduces object oriented programming concepts using the Java language.
2. Introduces the principles of inheritance and polymorphism; and demonstrates how they relate to the design of abstract classes
3. Introduces the implementation of packages and interfaces
4. Introduces exception handling, event handling and multithreading
5. Introduces the design of Graphical User Interface using applets and AWT

Outcomes

1. Develop Programs with reusability
2. Develop programs to handle multitasking
3. Develop programs to handle exceptions
4. Develop applications for a range of problems using object-oriented programming techniques
5. Design simple Graphical User Interface applications

UNIT I

Object oriented thinking and Java Basics- Need for oop paradigm, summary of oop concepts, History of Java, Java buzzwords, data types, variables, scope and life time of variables, arrays, operators, expressions, control statements, type conversion and casting, simple java program, concepts of classes, objects, constructors, methods, access control, this keyword, garbage collection, overloading methods and constructors, parameter passing, recursion, nested and inner classes, exploring string class.

UNIT II

Inheritance, Packages and Interfaces – Hierarchical abstractions, Base class object, subclass, subtype, substitutability, forms of inheritance- specialization, specification, construction, extension, limitation, combination, benefits of inheritance, costs of inheritance. Member access rules, super uses, using final with inheritance, polymorphism- method overriding, abstract classes, the Object class.

Defining, Creating and Accessing a Package, Understanding CLASSPATH, importing packages, differences between classes and interfaces, defining an interface, implementing interface, applying interfaces, variables in interface and extending interfaces. Exploring java.io.

UNIT III

Exception handling and Multithreading– Concepts of exception handling, benefits of exception handling, exception hierarchy, usage of try, catch, throw, throws and finally, built in exceptions, creating own exception sub classes. String handling, Exploring java.util.

UNIT IV

Event Handling: Events, Event sources, Event classes, Event Listeners, Delegation event model, handling mouse and keyboard events, Adapter classes.

The AWT class hierarchy, user interface components- labels, button, canvas, scrollbars, text components, check box, check box group, choices, lists, dialog box, handling menus, layout manager, layout manager types – border, grid, flow, card and grid bag.

UNIT V

Multi Threading: Differences between multi threading and multitasking, thread life cycle, creating threads, thread priorities, synchronizing threads, interthread communication, thread groups, daemon threads.

Applets – Concepts of Applets, differences between applets and applications, life cycle of an applet, types of applets, creating applets, passing parameters to applets.

TEXT BOOKS

1. Java the complete reference, 7th edition, Herbert Schildt, TMH.
2. Understanding OOP with Java, updated edition, T. Budd, Pearson Education.

REFERENCE BOOKS

1. An introduction to programming and OO design using Java, J.Nino and F.A. Hosch, John Wiley & sons.
2. Introduction to Java programming, Y. Daniel Liang, Pearson Education.
3. An introduction to Java programming and object oriented application development, R.A. Johnson- Thomson.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

INTERNET OF THINGS & DATA MINING LAB

IV Year B.Tech. ITE I-Sem

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INTERNET OF THINGS LAB

List of Experiments:

1. **Functional Testing Of Devices:** Flashing the OS on to the device into a stable functional state by porting desktop environment with necessary packages.
2. **Exporting Display On To Other Systems:** Making use of available laptop/desktop displays as a display for the device using SSH client & X11 display server.
3. **GPIO Programming:** Programming of available GPIO pins of the corresponding device using native programming language. Interfacing of I/O devices like LED/Switch etc., and testing the functionality.
4. **Interfacing Chronos ez430:** Chronos device is a programmable texas instruments watch which can be used for multiple purposes like PPT control, Mouse operations etc., Exploit the features of the device by interfacing with devices.
5. **ON/OFF Control Based On Light Intensity:** Using the light sensors, monitor the surrounding light intensity & automatically turn ON/OFF the high intensity LEDs by taking some pre-defined threshold light intensity value.
6. **Battery Voltage Range Indicator:** Monitor the voltage level of the battery and indicating the same using multiple LEDs (for ex: for 3V battery and 3 led's, turn on 3 led's for 2-3V, 2 led's for 1-2V, 1 led for 0.1-1V & turn off all for 0V)
7. **Dice Game Simulation:** Instead of using the conventional dice, generate a random value similar to dice value and display the same using a 16X2 LCD. A possible extension could be to provide the user with option of selecting single or double dice game.
8. **Displaying RSS News Feed On Display Interface:** Displaying the RSS news feed headlines on a LCD display connected to device. This can be adapted to other websites like twitter or other information websites. Python can be used to acquire data from the internet.

9. **Porting Openwrt To the Device:** Attempt to use the device while connecting to a wifi network using a USB dongle and at the same time providing a wireless access point to the dongle.

10. **Hosting a website on Board:** Building and hosting a simple website(static/dynamic) on the device and make it accessible online. There is a need to install server(eg: Apache) and thereby host the website.

11. **Webcam Server:** Interfacing the regular usb webcam with the device and turn it into fully functional IP webcam & test the functionality.

12. **FM Transmission:** Transforming the device into a regular fm transmitter capable of transmitting audio at desired frequency (generally 88-108 Mhz)

Note : Devices mentioned in the above lists include Arduino, Raspberry Pi, Beaglebone

DATA MINING LAB

Course Objectives:

- To obtain practical experience using data mining techniques on real world data sets.
- Emphasize hands-on experience working with all real data sets.

List of Sample Problems:

Task 1: Credit Risk Assessment

Description: The business of banks is making loans. Assessing the credit worthiness of an applicant is of crucial importance. You have to develop a system to help a loan officer decide whether the credit of a customer is good, or bad. A bank's business rules regarding loans must consider two opposing factors. On the one hand, a bank wants to make as many loans as possible. Interest on these loans is the bank's profit source. On the other hand, a bank cannot afford to make too many bad loans. Too many bad loans could lead to the collapse of the bank. The bank's loan policy must involve a compromise: not too strict, and not too lenient.

To do the assignment, you first and foremost need some knowledge about the world of credit.

You can acquire such knowledge in a number of ways.

1. Knowledge Engineering. Find a loan officer who is willing to talk. Interview her and try to represent her knowledge in the form of production rules.

2. Books. Find some training manuals for loan officers or perhaps a suitable textbook on finance. Translate this knowledge from text form to production rule form.

3. Common sense. Imagine yourself as a loan officer and make up reasonable rules which can be used to judge the credit worthiness of a loan applicant.

4. Case histories. Find records of actual cases where competent loan officers correctly judged when, and when not to, approve a loan application.

The German Credit Data:

Actual historical credit data is not always easy to come by because of confidentiality rules.

Here is one such dataset, consisting of 1000 actual cases collected in Germany. Credit dataset (original) Excel spreadsheet version of the German credit data.

In spite of the fact that the data is German, you should probably make use of it for this assignment. (Unless you really can consult a real loan officer!)

A few notes on the German dataset

1. DM stands for Deutsche Mark, the unit of currency, worth about 80 cents Canadian (but looks and acts like a quarter).
2. owns_telephone. German phone rates are much higher than in Canada so fewer people own telephones.
3. foreign_worker. There are millions of these in Germany (many from Turkey). It is very hard to get German citizenship if you were not born of German parents.
4. There are 20 attributes used in judging a loan applicant. The goal is to classify the applicant into one of two categories, good or bad.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

ORGANIZATIONAL BEHAVIOUR

IV Year B.Tech. ITE II-Sem

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Objectives:

The objective of the course is to provide the students with the conceptual framework and the theories underlying Organizational Behaviour.

UNIT – I:

Introduction to OB - Definition, Nature and Scope – Environmental and organizational context – Impact of IT, globalization, Diversity, Ethics, culture, reward systems and organizational design on Organizational Behaviour. Cognitive Processes-I : Perception and Attribution: Nature and importance of Perception – Perceptual selectivity and organization – Social perception – Attribution Theories – Locus of control – Attribution Errors – Impression Management.

UNIT – II:

Cognitive Processes-II: Personality and Attitudes – Personality as a continuum – Meaning of personality - Johari Window and Transactional Analysis - Nature and Dimension of Attitudes – Job satisfaction and organizational commitment-Motivational needs and processes- Work-Motivation Approaches Theories of Motivation- Motivation across cultures - Positive organizational behaviour: Optimism – Emotional intelligence – Self-Efficacy.

UNIT – III:

Dynamics of OB-I: Communication – types – interactive communication in organizations – Barriers to communication and strategies to improve the follow of communication - Decision Making: Participative decision making techniques – creativity and group decision making . Dynamics of OB –II Stress and Conflict: Meaning and types of stress –Meaning and types of conflict - Effect of stress and intra-individual conflict - strategies to cope with stress and conflict.

UNIT – IV:

Dynamics of OB –III Power and Politics: Meaning and types of power – empowerment - Groups Vs. Teams – Nature of groups – dynamics of informal groups – dysfunctions of groups and teams – teams in modern work place.

UNIT – V:

Leading High performance: Job design and Goal setting for High performance- Quality of Work Life- Socio technical Design and High performance work practices - Behavioural performance management: reinforcement and punishment as principles of Learning –Process of Behavioural modification - Leadership theories - Styles, Activities and skills of Great leaders.

REFERENCE BOOKS

1. Luthans, Fred: Organizational Behaviour 10/e, McGraw-Hill, 2009
2. McShane: Organizational Behaviour, 3e, TMH, 2008
3. Nelson: Organizational Behaviour, 3/e, Thomson, 2008.
4. Newstrom W. John & Davis Keith, Organizational Behaviour-- Human Behaviour at Work, 12/e, TMH, New Delhi, 2009.
5. Pierce and Gardner: Management and Organisational Behaviour: An Integrated perspective, Thomson, 2009.
6. Robbins, P. Stephen, Timothy A. Judge: Organisational Behaviour, 12/e, PHI/Pearson, New Delhi, 2009.
7. Pareek Udai: Behavioural Process at Work, Oxford & IBH, New Delhi, 2009.
8. Schermerhorn: Organizational Behaviour 9/e, Wiley, 2008.
9. Hitt: Organizational Behaviour, Wiley, 2008
10. Aswathappa: Organizational Behaviour, 7/e, Himalaya, 2009
11. Mullins: Management and Organisational Behaviour, Pearson, 2008.
12. McShane, Glinow: Organisational Behaviour--Essentials, TMH, 2009.
13. Ivancevich: Organisational Behaviour and Management, 7/e, TMH, 2008.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

HIGH PERFORMANCE COMPUTING (Professional Elective –VI)

IV Year B.Tech. ITE II-Sem

L T P C
3 0 0 3

Prerequisites

- Computer Organization & Architecture
- Operating System Programming

Objectives

- To Improve the system performance
- To learn various distributed and parallel computing architecture
- To learn different computing technologies

Outcomes

- Understanding the concepts in grid computing
- Ability to set up cluster and run parallel applications
- Ability to understand the cluster projects and cluster OS
- Understanding the concepts of pervasive computing & quantum computing.

UNIT - I

Grid Computing: Data & Computational Grids, Grid Architectures And Its Relations To Various Distributed Technologies. Autonomic Computing, Examples Of The Grid Computing Efforts (Ibm).

UNIT - II

Cluster Setup & Its Advantages, Performance Models & Simulations; Networking Protocols & I/O, Messaging Systems. Process Scheduling, Load Sharing And Balancing; Distributed Shared Memory, Parallel I/O.

UNIT - III:

Example Cluster System – Beowlf, Cluster Operating Systems: Compas And Nanos Pervasive Computing Concepts & Scenarios; Hardware & Software; Human – Machine Interface.

UNIT - IV

Device Connectivity, Java For Pervasive Devices; Application Examples.

UNIT - V

Classical Vs Quantum Logic Gates; One, Two & Three Qubit Quantum Gates; Fredkin & Toffoli Gates; Quantum Circuits; Quantum Algorithms.

TEXT BOOK:

1. "Selected Topics In Advanced Computing" Edited By Dr. P. Padmanabham And Dr. M.B. Srinivas, 2005 Pearson Education

REFERENCE BOOKS:

1. J. Joseph & C. Fellenstien: 'Grid Computing', Pearson Education
2. J. Burkhardt et.al: 'pervasive computing', Pearson Education
3. Marvesar: 'Approaching quantum computing', pearson Education.
4. Raj kumar Buyya: 'High performance cluster computing', pearson Education.
5. Neisen & Chung L: 'Quantum computing and Quantum Information', Cambridge University Press.
6. A networking approach to Grid Computing, Minoli, Wiley.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

DEEP LEARNING (Professional Elective –VI)

IV Year B.Tech. ITE II-Sem

L T P C
3 0 0 3

UNIT-I

Deep Feedforward Networks: Example: Learning XOR, Gradient-Based Learning, Hidden Units, Architecture Design, Back-Propagation and Other Differentiation Algorithms, Historical Notes

UNIT-II

Regularization for Deep Learning: Parameter Norm Penalties, Norm Penalties as Constrained Optimizer, 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.

UNIT-III

Optimization for Training Deep Models, How Learning Differs from 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, Motivation, Pooling, Convolution and Pooling as an Infinitely Strong Prior, Variants of the Basic Convolution Function, Structured Outputs, Data Types, Efficient Convolution Algorithms, Random or Unsupervised Features, The Neuro-scientific Basis for Convolutional Networks, Convolutional Networks and the History of Deep Learning

UNIT-V

Applications: Large-Scale Deep Learning, Computer Vision, Speech Recognition, Natural Language Processing, Other Applications

TEXT BOOK:

1. Goodfellow, Yoshua Bengio, Aaron Courville, Deep Learning (Adaptive Computation and Machine Learning series), MIT Press.

REFERENCE BOOKS:

1. Li Deng and Dong Yu, Deep Learning Methods and Applications, Foundations and Trends® in Signal Processing Volume 7 Issues 3-4, ISSN: 1932-8346.
2. Dr. N.D. Lewis, Deep Learning Made Easy With R A Gentle Introduction for Data Science, Create Space Independent Publishing Platform (January 10, 2016)
3. François Chollet, JJ Allaire, MEAP Edition Manning Early Access Program Deep Learning with R Version 1, Copyright 2017 Manning Publications

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

CYBER FORENSICS (Professional Elective –VI)

IV Year B.Tech. ITE II-Sem

L T P C
3 0 0 3

Prerequisites

1. Network Security

Objectives

1. A brief explanation of the objective is to provide digital evidences which are obtained from digital media.
2. In order to understand the objectives of computer forensics, first of all, people have to recognize the different roles computer plays in a certain crime.
3. According to a snippet from the United States Security Service, the functions computer has in different kinds of crimes.

Outcomes

1. Students will understand the usage of computers in forensic, and how to use various forensic tools for a wide variety of investigations.
2. It gives an opportunity to students to continue their zeal in research in computer forensics

UNIT-I

Introduction of Cybercrime: Types, The Internet spawns crime, Worms versus viruses, Computers' roles in crimes, Introduction to digital forensics, Introduction to Incident - Incident Response Methodology –Steps - Activities in Initial Response, Phase after detection of an incident

UNIT-II

Initial Response and forensic duplication, Initial Response & Volatile Data Collection from Windows system -Initial Response & Volatile Data Collection from Unix system – Forensic Duplication: Forensic duplicates as Admissible Evidence, Forensic Duplication Tool Requirements, Creating a Forensic Duplicate/Qualified Forensic Duplicate of a Hard Drive

UNIT - III

Forensics analysis and validation: Determining what data to collect and analyze, validating forensic data, addressing data-hiding techniques, performing remote acquisitions
Network Forensics: Network forensics overview, performing live acquisitions, developing standard procedures for network forensics, using network tools, examining the honeynet project.

UNIT -IV

Current Forensic tools: evaluating computer forensic tool needs, computer forensics software tools, computer forensics hardware tools, validating and testing forensics software
E-Mail Investigations: Exploring the role of e-mail in investigation, exploring the roles of the client and server in e-mail, investigating e-mail crimes and violations, understanding e-mail servers, using specialized e-mail forensic tools.
Cell phone and mobile device forensics: Understanding mobile device forensics, understanding acquisition procedures for cell phones and mobile devices.

UNIT- V

Working with Windows and DOS Systems: understanding file systems, exploring Microsoft File Structures, Examining NTFS disks, Understanding whole disk encryption, windows registry, Microsoft startup tasks, MS-DOS startup tasks, virtual machines.

TEXT BOOKS

1. Kevin Mandia, Chris Prosisie, "Incident Response and computer forensics", Tata McGrawHill, 2006.
2. Computer Forensics, Computer Crime Investigation by John R. Vacca, Firewall Media, New Delhi.
3. Computer Forensics and Investigations by Nelson, Phillips Enfinger, Stewart, CENGAGE Learning

REFERENCE BOOKS

1. Real Digital Forensics by Keith J. Jones, Richard Bejtlich, Curtis W. Rose, Addison- Wesley Pearson Education
2. Forensic Compiling, A Tractitioners Guide by Tony Sammes and Brian Jenkinson, Springer International edition.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

AGILE SOFTWARE DEVELOPMENT (Professional Elective –VI)

IV Year B.Tech. ITE II-Sem

L T P C
3 0 0 3

UNIT I

Introduction Extreme Programming (XP) - Agile Development

Why Agile - Understanding Success, Beyond Deadlines, Importance of Organizational Success, Introduction to Agility How to Be Agile - Agile methods, Don't make your own method, Road to mastery Understanding XP (Extreme Programming) - XP life cycle, XP team, XP Concepts Adopting XP - Knowing whether XP is suitable, Implementing XP, assessing Agility Practicing XP - Thinking - Pair Programming, Energized work, Informative Workspace, Root cause Analysis, Retrospectives

UNIT II

Collaborating

Trust, Sit together, Real customer involvement, Ubiquitous language, meetings, coding standards, Iteration demo, Reporting

UNIT III

Releasing

Bugfree Release, Version Control, fast build, continuous integration, Collective ownership, Documentation

UNIT IV

Planning

Version, Release Plan, Risk Management, Iteration Planning, Slack, Stories, Estimating

UNIT V

Developing:

Incremental requirements, Customer tests, Test driven development, Refactoring, Incremental design and architecture, spike solutions, Performance optimization, Exploratory testing

TEXT BOOK:

The art of Agile Development, James Shore and Shane Warden, 11th Indian Reprint, O'Reilly, 2018

REFERENCE BOOKS:

1. Learning Agile, Andrew Stellman and Jennifer Greene, O'Reilly, 4th Indian Reprint, 2018
2. Practices of an Agile Developer, Venkat Subramaniam and Andy Hunt, SPD, 5th Indian Reprint, 2015
3. Agile Project Management - Jim Highsmith, Pearson Low price Edition 2004

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

ADVANCED COMPUTER ARCHITECTURE (Professional Elective –VI)

IV Year B.Tech. ITE II-Sem

L T P C
3 0 0 3

Prerequisites: Computer Organization

Objectives

1. To impart the concepts and principles of parallel and advanced computer architectures.
2. To develop the design techniques of Scalable and multithreaded Architectures.
3. To Apply the concepts and techniques of parallel and advanced computer architectures to design modern computer systems

Outcomes

Gain knowledge of

1. Computational models and Computer Architectures.
2. Concepts of parallel computer models.
3. Scalable Architectures, Pipelining, Superscalar processors, multiprocessors

UNIT - I

Theory of Parallelism, Parallel computer models, The State of Computing, Multiprocessors and Multicomputers, Multivector and SIMD Computers, PRAW and VLSI models, Architectural development tracks, Program and network properties, Conditions of parallelism, Program partitioning and Scheduling, Program flow Mechanisms, System interconnect Architectures.

UNIT - II

Principals of Scalable performance, Performance metrics and measures, Parallel Processing applications, Speed up performance laws, Scalability Analysis and Approaches, Hardware Technologies, Processes and Memory Hierarchy, Advanced Processor Technology, Superscalar and Vector Processors, Memory Hierarchy Technology, Virtual Memory Technology.

UNIT - III

Bus Cache and Shared memory, Backplane bus systems, Cache Memory organizations, Shared-Memory Organizations, Sequential and weak consistency models, Pipelining and superscalar techniques, Linear Pipeline Processors, Non-Linear Pipeline Processors, Instruction Pipeline design, Arithmetic pipeline design, superscalar pipeline design.

UNIT - IV

Parallel and Scalable Architectures, Multiprocessors and Multicomputers, Multiprocessor system interconnects, cache coherence and synchronization mechanism, Three Generations of Multicomputers, Message-passing Mechanisms, Multivector and SIMD computers, Vector Processing Principals, Multivector Multiprocessors, Compound Vector processing, SIMD computer Organizations, The connection machine CM-5.

UNIT - V

Scalable, Multithreaded and Dataflow Architectures, Latency-hiding techniques, Principals of Multithreading, Fine-Grain Multicomputers, Scalable and multithreaded Architectures, Dataflow and hybrid Architectures.

TEXT BOOK:

1. Advanced Computer Architecture Second Edition, Kai Hwang, Tata McGraw Hill Publishers.

REFERENCE BOOKS:

1. Computer Architecture, Fourth edition, J.L.Hennessy and D.A. Patterson. ELSEVIER.
2. Advanced Computer Architectures, S.G.Shiva, Special Indian edition, CRC,Taylor &Francis.
3. Introduction to High Performance Computing for Scientists and Engineers, G.Hager and G.Weliein, CRC Press, Taylor & Francis Group.
4. Advanced Computer Architecture, D.Sima, T. Fountain, P.Kacsuk, Pearson education.
5. Computer Architecture, B.Parhami, Oxford Univ. Press.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

MACHINE LEARNING (Open Elective-III)

IV Year B.Tech. ITE II-Sem

L T P C
3 0 0 3

Prerequisites

- Data Structures
- Knowledge on statistical methods

Objectives

- This course explains machine learning techniques such as decision tree learning, Bayesian learning etc.
- To understand computational learning theory.
- To study the pattern comparison techniques.

Outcomes

- Understand the concepts of computational intelligence like machine learning
- Ability to get the skill to apply machine learning techniques to address the real time problems in different areas
- Understand the Neural Networks and its usage in machine learning application.

UNIT - I

Introduction - Well-posed learning problems, designing a learning system, Perspectives and issues in machine learning

Concept learning and the general to specific ordering – introduction, a concept learning task, concept learning as search, find-S: finding a maximally specific hypothesis, version spaces and the candidate elimination algorithm, remarks on version spaces and candidate elimination, inductive bias.

Decision Tree Learning – Introduction, decision tree representation, appropriate problems for decision tree learning, the basic decision tree learning algorithm, hypothesis space search in decision tree learning, inductive bias in decision tree learning, issues in decision tree learning.

UNIT - II

Artificial Neural Networks-1– Introduction, neural network representation, appropriate problems for neural network learning, perceptions, multilayer networks and the back-propagation algorithm.

Artificial Neural Networks-2- Remarks on the Back-Propagation algorithm, An illustrative example: face recognition, advanced topics in artificial neural networks.

Evaluation Hypotheses – Motivation, estimation hypothesis accuracy, basics of sampling theory, a general approach for deriving confidence intervals, difference in error of two hypotheses, comparing learning algorithms.

UNIT - III

Bayesian learning – Introduction, Bayes theorem, Bayes theorem and concept learning, Maximum Likelihood and least squared error hypotheses, maximum likelihood hypotheses for predicting probabilities, minimum description length principle, Bayes optimal classifier, Gibbs algorithm, Naïve Bayes classifier, an example: learning to classify text, Bayesian belief networks, the EM algorithm.

Computational learning theory – Introduction, probably learning an approximately correct hypothesis, sample complexity for finite hypothesis space, sample complexity for infinite hypothesis spaces, the mistake bound model of learning.

Instance-Based Learning- Introduction, k-nearest neighbour algorithm, locally weighted regression, radial basis functions, case-based reasoning, remarks on lazy and eager learning.

UNIT - IV

Genetic Algorithms – Motivation, Genetic algorithms, an illustrative example, hypothesis space search, genetic programming, models of evolution and learning, parallelizing genetic algorithms.

Learning Sets of Rules – Introduction, sequential covering algorithms, learning rule sets: summary, learning First-Order rules, learning sets of First-Order rules: FOIL, Induction as inverted deduction, inverting resolution.

Reinforcement Learning – Introduction, the learning task, Q-learning, non-deterministic, rewards and actions, temporal difference learning, generalizing from examples, relationship to dynamic programming.

UNIT - V

Analytical Learning-1- Introduction, learning with perfect domain theories: PROLOG-EBG, remarks on explanation-based learning, explanation-based learning of search control knowledge.

Analytical Learning-2-Using prior knowledge to alter the search objective, using prior knowledge to augment search operators.

Combining Inductive and Analytical Learning – Motivation, inductive-analytical approaches to learning, using prior knowledge to initialize the hypothesis.

TEXT BOOK

Machine Learning – Tom M. Mitchell, - MGH

REFERENCE BOOK

Machine Learning: An Algorithmic Perspective, Stephen Marshland, Taylor & Francis

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

MOBILE APPLICATION DEVELOPMENT (Open Elective-II)

IV Year B.Tech. ITE II-Sem

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Objectives

- demonstrate their ability to develop software with reasonable complexity on mobile platform
- To demonstrate their ability to deploy software to mobile devices
- To demonstrate their ability to debug programs running on mobile devices

Outcomes

- Student understands the working of Android OS Practically.
- Student will be able to develop Android user interfaces
- Student will be able to develop, deploy and maintain the Android Applications.

UNIT - I

Introduction to Android Operating System: Android OS design and Features – Android development framework, SDK features, Installing and running applications on Android Studio, Creating AVDs, Types of Android applications, Best practices in Android programming, Android tools

Android application components – Android Manifest file, Externalizing resources like values, themes, layouts, Menus etc, Resources for different devices and languages, Runtime Configuration Changes

Android Application Lifecycle – Activities, Activity lifecycle, activity states, monitoring state changes

UNIT - II

Android User Interface: Measurements – Device and pixel density Independent measuring

UNIT - s Layouts – Linear, Relative, Grid and Table Layouts

User Interface (UI) Components – Editable and non editable TextViews, Buttons, Radio and Toggle Buttons, Checkboxes, Spinners, Dialog and pickers

Event Handling – Handling clicks or changes of various UI components

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

Intents and Broadcasts: Intent – Using intents to launch Activities, Explicitly starting new Activity, Implicit Intents, Passing data to Intents, Getting results from Activities, Native Actions, using Intent to dial a number or to send SMS

Broadcast Receivers – Using Intent filters to service implicit intents, Resolving Intent filters, finding and using Intents received within an Activity

Notifications – Creating and Displaying notifications, Displaying Toasts

UNIT - IV

Persistent Storage: Files – Using application specific folders and files, creating files, reading data from files, listing contents of a directory Shared Preferences – Creating shared preferences, saving and retrieving data using Shared Preference

UNIT - V

Database – Introduction to SQLite database, creating and opening a database, creating tables, inserting retrieving and deleting data, Registering Content Providers, Using content Providers (insert, delete, retrieve and update)

TEXT BOOKS

1. Professional Android 4 Application Development, Reto Meier, Wiley India, (Wrox), 2012
2. Android Application Development for Java Programmers, James C Sheusi, Cengage Learning, 2013

REFERENCE BOOK

1. Beginning Android 4 Application Development, Wei-Meng Lee, Wiley India (Wrox), 2013

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

SCRIPTING LANGUAGES (Open Elective-III)

IV Year B.Tech. ITE II-Sem

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3 0 0 3

Prerequisites

- A course on "Computer Programming and Data Structures"
- A course on "Object Oriented Programming Concepts"

Objectives

- This course provides an introduction to the script programming paradigm
- Introduces scripting languages such as Perl, Ruby and TCL.
- Learning TCL

Outcomes

- Comprehend the differences between typical scripting languages and typical system and application programming languages.
- Gain knowledge of the strengths and weakness of Perl, TCL and Ruby; and select an appropriate language for solving a given problem.
- Acquire programming skills in scripting language

UNIT - I

Introduction : Ruby, Fails, The structure and Execution of Ruby Programs, Package Management with RUBYGEMS, Ruby and web : Writing CGI scripts, cookies, Choice of Web servers, SOAP and webservices

RubyTk – Simple Tk Application, widgets, Binding events, Canvas, scrolling

UNIT - II

Extending Ruby : Ruby Objects in C, the Jukebox extension, Memory allocation, Ruby Type System, Embedding Ruby to Other Languages, Embedding a Ruby Interpreter

UNIT - III

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 - IV

Advanced perl: Finer points of looping, pack and unpack, filesystem, eval, datastructures, packages, modules, objects, interfacing to the operating system, Creating Internet ware applications, Dirty Hands Internet Programming, security issues.

UNIT - V

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 Internet Programming, Security Issues, C Interface.

Tk: Tk-Visual Tool Kits, Fundamental Concepts of Tk, Tk by example, Events and Binding, Perl-Tk.

TEXT BOOKS

1. The World of Scripting Languages, David Barron, Wiley Publications.
2. Ruby Programming language by David Flanagan and Yukihito Matsumoto O'Reilly
3. "Programming Ruby" The Pramatic Programmers guide by Dabve Thomas Second edition

REFERENCE BOOKS

1. Open Source Web Development with LAMP using Linux Apache, MySQL, Perl and PHP, J. Lee and B.Ware (Addison Wesley) Pearson Education.
2. Perl by Example, E.Quigley, Pearson Education.
3. Programming Perl, Larry Wall, T. Christiansen and J. Orwant, O'Reilly, SPD.
4. Tcl and the Tk Tool kit, Ousterhout, Pearson Education.
5. Perl Power, J.P.Flynt, Cengage Learning.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

DATABASE MANAGEMENT SYSTEMS (Open Elective-III)

IV Year B.Tech. ITE II-Sem

L T P C
3 0 0 3

Prerequisites

- A course on "Data Structures"

Objectives

- To understand the basic concepts and the applications of database systems.
- To master the basics of SQL and construct queries using SQL.
- Topics include data models, database design, relational model, relational algebra, transaction control, concurrency control, storage structures and access techniques.

Outcomes

- Gain knowledge of fundamentals of DBMS, database design and normal forms
- Master the basics of SQL for retrieval and management of data.
- Be acquainted with the basics of transaction processing and concurrency control.
- Familiarity with database storage structures and access techniques

UNIT I

Database System Applications: A Historical Perspective, File Systems versus a DBMS, the Data Model, Levels of Abstraction in a DBMS, Data Independence, Structure of a DBMS
Introduction to Database Design: Database Design and ER Diagrams, Entities, Attributes, and Entity Sets, Relationships and Relationship Sets, Additional Features of the ER Model, Conceptual Design With the ER Model

UNIT II

Introduction to the Relational Model: Integrity constraint over relations, enforcing integrity constraints, querying relational data, logical data base design, introduction to views, destroying/altering tables and views.
Relational Algebra, Tuple relational Calculus, Domain relational calculus.

UNIT III

SQL: QUERIES, CONSTRAINTS, TRIGGERS: form of basic SQL query, UNION, INTERSECT, and EXCEPT, Nested Queries, aggregation operators, NULL values, complex integrity constraints in SQL, triggers and active data bases.

Schema refinement: Problems caused by redundancy, decompositions, problems related to decomposition, reasoning about functional dependencies, FIRST, SECOND, THIRD normal forms, BCNF, lossless join decomposition, multi-valued dependencies, FOURTH normal form, FIFTH normal form.

UNIT IV

Transaction Concept, Transaction State, Implementation of Atomicity and Durability, Concurrent Executions, Serializability, Recoverability, Implementation of Isolation, Testing for serializability, Lock Based Protocols, Timestamp Based Protocols, Validation- Based Protocols, Multiple Granularity, Recovery and Atomicity, Log-Based Recovery, Recovery with Concurrent Transactions.

UNIT V

Data on External Storage, 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, Intuitions for tree Indexes, Indexed Sequential Access Methods (ISAM), B+ Trees: A Dynamic Index Structure.

TEXT BOOKS

1. Database Management Systems, Raghurama Krishnan, Johannes Gehrtke, Tata Mc Graw Hill 3rd Edition
2. Database System Concepts, Silberschatz, Korth, Mc Graw hill, V edition.

REFERENCE BOOKS

1. Database Systems design, Implementation, and Management, Peter Rob & Carlos Coronel 7th Edition.
2. Fundamentals of Database Systems, Elmasri Navrate Pearson Education
3. Introduction to Database Systems, C.J. Date Pearson Education
4. Oracle for Professionals, The X Team, S.Shah and V. Shah, SPD.
5. Database Systems Using Oracle: A Simplified guide to SQL and PL/SQL, Shah, PHI.
6. Fundamentals of Database Management Systems, M. L. Gilenson, Wiley Student Edition.