

FOREWORD

CMR Technical Campus, established in the year 2009, Approved by AICTE, New Delhi, Permanently Affiliated to JNTUH, twice Accredited by NBA and has been bestowed with NAAC 'A' Grade of 3.12 score on 04 scale in February 2019 for its remarkable academic accomplishments accompanied by its unflinching spirit and dedication to impart quality technical education to the deserving aspirants. The institution has commenced functioning independently within the set norms prescribed by UGC and AICTE. The performance of the institution manifests the confidence that the prestigious monitoring body, the UGC has on it, in terms of upholding its spirit and sustenance of the expected standards of functioning on its own consequently facilitating the award of degrees for its students. Thus, an autonomous institution is provided with the necessary freedom to have its own curriculum, examination system and monitoring mechanism, independent of the affiliating University but under its observance.

CMR Technical Campus takes pride for having won the confidence of such distinguished academic bodies meant for monitoring the quality in technology education. Besides, the institution is delighted to sustain the same spirit of discharging the responsibilities that it has been conveying since a decade to attain the current academic excellence, if not improving upon the standards and ethics. Consequently, statutory bodies such as the Academic Council and the Boards of Studies have been constituted under the supervision of the Governing Body of the College and with the recommendations of the JNTU Hyderabad, to frame the regulations, course structure and syllabi for autonomous status.

The autonomous regulations, course structure and syllabi have been framed in accordance with the vision and mission of the institution along with certain valuable suggestions from professionals of various ancillary fields such as the academics, the industry and the research, all with a noble vision to impart quality technical education and contribute in catering full-fledged engineering and management graduates to the society.

All the faculty members, the parents and the students are requested to study all the rules and regulations carefully and approach the Director to seek any clarifications, if needed, without presumptions, to avoid unwanted subsequent inconveniences and embarrassments. The cooperation of all the stake holders is sought for the successful implementation of the autonomous system in the larger interests of the institution and for brightening the career prospects of engineering and management graduates.

DIRECTOR

CMR TECHNICAL CAMPUS

Vision:

To impart quality education in serene atmosphere thus strive for excellence in Technology and Research.

Mission:

- To create state of art facilities for effective Teaching – Learning process.
- Pursue and Disseminate knowledge based research to meet the needs of Industry & Society.
- Infuse Professional, Ethical and Societal values among Learning Community.

Quality Policy:

- The management is committed in assuring quality service to all its stakeholders like parents, students, alumni, employees, employers and the community.
- Continual quality improvement by establishing and implementing mechanisms and modalities.
- Transparency in procedures and access to information and actions.

Core Values:

The CMR Technical Campus is guided by the following core values in delivering its mission and pursuing its vision.

- **Accountability:** Demonstrate responsibility for our actions; establish and communicate clearly defined and articulated goals and objectives.
- **Benchmark:** To develop and pursue high standards by encouraging skill development and entrepreneurship to meet industry and society needs.
- **Commitment:** Focus on students and stakeholders needs; continuously evaluate and improve academics, research and infrastructure.
- **Dignity:** Recognize the expertise of all members of the institute and encourage individual contribution and also include stakeholders in the decisions that affect them.

CMR TECHNICAL CAMPUS
UGC AUTONOMOUS
Kandlakoya (V), Medchal Road, Hyderabad-501401, Telangana State (India)

Academic Regulations [R19]
B.Tech. - Regular Four Year Degree Programme
(For students admitted from the academic year 2019 - 20)
&
B.Tech. - Lateral Entry Scheme
(For students admitted from the academic year 2020 - 21)

CMR Technical Campus (CMRTC) offers a 4-year (8 semesters) Bachelor of Technology (B.Tech.) degree programme, under Choice Based Credit System (CBCS).

1. UNDER GRADUATE PROGRAMS OFFERED (E & T)

CMRTC (Autonomous), affiliated to JNTUH, offers 4 Year (8 Semesters) **B.Tech.** Degree Programme in the following Branches of Engineering:

- 1) Civil Engineering
- 2) Mechanical Engineering
- 3) Electronics and Communication Engineering
- 4) Computer Science and Engineering
- 5) Information Technology

2. ADMISSION CRITERIA AND MEDIUM OF INSTRUCTION

2.1. Admission into first year of four-year B.Tech. (Regular) Degree Programme:

2.1.1. Eligibility: A candidate seeking admission into the first year of four-year B. Tech. Degree Programme should have:

- (i) Passed either Intermediate Public Examination (IPE) conducted by the Board of Intermediate Education, Telangana, with Mathematics, Physics and Chemistry as optional subjects or any equivalent examination recognized by Board of Intermediate Education, Telangana or a Diploma in Engineering conducted by the Board of Technical Education, Telangana or equivalent Diploma recognized by Board of Technical Education for admission as per guidelines defined by the Regulatory bodies of Telangana State Council for Higher Education (TSCHE) and AICTE.
- (ii) Secured a rank in the TSEAMCET examination conducted by TSCHE for allotment of a seat by the Convenor, TSEAMCET.

2.1.2. Admission Procedure: Admissions are made into the first year of four-year B.Tech. Degree Programme as per the stipulations of the TSCHE.

- (a) Category A: 70% of the seats are filled through TSEAMCET counseling.
- (b) Category B: 30% of the seats are filled by the Management.

2.2. Admission into the second year of four-year B. Tech. (Regular) Degree Programme Under Lateral Entry Scheme.

2.2.1. Eligibility: A candidate seeking admission into the II year I Semester B. Tech. Regular Degree Programme under Lateral Entry Scheme (LES) should have passed the qualifying examination (B.Sc. Mathematics or Diploma in concerned course) and have secured a rank at Engineering

Common Entrance Test TSECET (FDH). Admissions are made in accordance with the instructions received from the Convenor, TSECET and Government of Telangana State.

2.2.2 Admission Procedure: Admissions are made into the II year of four-year B.Tech. (Regular) Degree Programme through Convenor, TSECET (FDH) against the sanctioned intake in each Programme of study as lateral entry student.

2.3. Branch Transfers: There shall be no Branch transfers after the completion of Admission Process.

2.4. Medium of Instruction: The Medium of Instruction and Examinations for the entire B.Tech. programme will be in **English** only.

3. B.Tech. PROGRAMME STRUCTURE

3.1 Admitted under Four Year B. Tech. (Regular) degree Programme:

3.1.1 A student after securing admission shall pursue the under graduate programme in B. Tech for a minimum period of **four** academic years (8 semesters), and a maximum period of **eight** academic years (16 semesters) starting from the date of commencement of first year first semester, failing which, students shall forfeit their seat in B. Tech course.

3.1.2 As per AICTE guidelines, a 3-week mandatory “**Induction Programme**” shall be offered to I - B. Tech newly admitted students to get acquainted with the professional environment and prepare them for the academic schedules ahead.

3.1.3 The entire B.Tech. programme is structured for a total of 160 credits. Distribution of credits Semester-wise is available in the respective course structure.

3.1.4 Each student shall register and secure 160 credits (with $CGPA \geq 5$) for the completion of the under graduate programme and award of the B. Tech degree.

3.2 Admitted under Lateral Entry Scheme (LES) into B. Tech. degree Programme:

3.2.1 After securing admission into II-year B.Tech. I Semester, the LES students shall pursue a course of study for not less than three academic years (6 Semesters) and not more than six academic years (12 Semesters), failing which students shall forfeit their seat in B.Tech. programme.

3.2.2 The student shall register and secure 123 credits (with $CGPA \geq 5$) from II year to IV year B.Tech. programme (LES) for the award of B. Tech degree.

3.3 The Course Structure is organized based on the AICTE Model Curriculum (Jan-2018) for Under-Graduate Degree Courses in Engineering & Technology. **UGC / AICTE** specified definitions / descriptions are adopted appropriately for various terms and abbreviations used in these Academic Regulations / Norms, which are listed below:

3.3.1 Semester Scheme:

The evaluation of course is on the basis of Choice Based Credit System (CBCS) and Credit Based Semester System (CBSS) as indicated by UGC while the course Curriculum / Course Structure is as suggested by AICTE.

- B.Tech. (Regular) Programme is of 4 Academic Years (8 Semesters)
- B.Tech. (LES) Programme is of 3 Academic Years (6 Semesters),
- Each academic year is divided into two semesters
- Each semester is of 22 weeks (≥ 90 Instructional days per semester)
- Each Semester is having - ‘Continuous Internal Evaluation (CIE)’ and ‘End Semester Examination (ESE).

3.3.2 Credit Courses:

a) All Subjects / Courses are to be registered by a student in a Semester to earn Credits. Credits shall be assigned to each Subject / Course in a L: T: P: C (Lecture Periods: Tutorial Periods: Practical Periods: Credits) Structure based on the following general pattern:

Theory	Practical		
1 Hr. Lecture (L)	1 credit	1 Hr. Practical (P)	0.5 credit
1 Hr. Tutorial (T)	1 credit	2 Hrs Practical (Lab)	1.0 credit

All Mandatory Courses, Study Tour, Guest Lecture, etc., will not carry any Credits.

b) **Contact Hours:** Weekly contact hours – maximum of 30 hours per week (1 hour = 60 Minutes) including credit and non-credit courses.

3.3.3 Subject / Course Classification:

CMRTC has followed the guidelines specified by AICTE / UGC / JNTUH. The subjects / courses offered in B.Tech. programme are broadly classified as mentioned below.

S. No.	Broad Course Classification	Course Group/ Category	Course Description
1	Foundation Courses	BS – Basic Sciences	Includes mathematics, physics and chemistry subjects
2		ES - Engineering Sciences	Includes fundamental engineering subjects
3		HS – Humanities and Social sciences	Includes subjects related to humanities, social sciences and management
4	Core Courses	PC – Professional Core	Includes core subjects related to the parent discipline/ department/ branch of Engineering.
5	Elective Courses	PE – Professional Electives	Includes elective subjects related to the parent discipline/ department/ branch of Engineering.
6		OE – Open Electives	Elective subjects which include interdisciplinary subjects or subjects in an area outside the parent discipline/ department/ branch of Engineering.
7	Core Courses	PR- Project Work	B.Tech. project or UG project or UG major project or Project Stage I & II
8		Industrial training/ Mini- project	Industrial training/ Summer Internship Industrial Oriented Mini-project/ Mini-project
9		Seminar	Seminar/ Colloquium based on core contents related to parent discipline/ department/ branch of Engineering.
10	Minor courses	-	1 or 2 Credit courses (subset of HS)
11	Mandatory Courses	MC	Mandatory courses (non-credit)
12	Audit Courses	AC	

3.3.4 Subject Code Nomenclature:

1	2	3	4	5	6	7	8	9
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1, 2 - Year of implementation of Regulation
 3, 4 - Department Code (Course offering department)
 5 - Serial No. of Semester (1 to 8)
 6, 7 - Serial No. of Subject, Semester wise
 8, 9 - Course Group/ Category

Example: - 19EC302PC

4. COURSE REGISTRATION

4.1 A ‘**Faculty Advisor/Mentor**’ shall be assigned to each student to advise the student about the B.Tech. programme, course structure and curriculum, choice / option for subjects / courses, based on his/her competence, progress, pre-requisites and interest.

4.2 The academic section of the college invites ‘registration forms’ from students before the beginning of the semester through online submission, ensuring ‘**date and time stamping**’. The online registration requests for any ‘current semester’ shall be completed **before the commencement of ESEs (End Semester Examinations) of the ‘preceding semester’**.

4.3 A student can apply for **online** registration, **only after** obtaining the ‘**written approval**’ from his faculty advisor or Mentor, which should be submitted to the college academic section through the Head of the Department. A copy of it shall be retained with Head of the Department, faculty advisor and the student.

4.4 A student has to register for all subjects/courses in a semester as specified in the course structure and may be permitted to register one additional theory subject / course limited to 3 credits, based on the student’s **progress** and SGPA / CGPA, and completion of the ‘**pre-requisites**’ as indicated for various subjects/courses, in the department course structure and syllabus contents.

4.5 If the student submits ambiguous choices or multiple options or erroneous (incorrect) entries during **online** registration for the subject(s) / course(s) under a given / specified course group / category as listed in the course structure, only the first mentioned subject / course in that category will be taken into consideration.

4.6 Subject / course options exercised through **online** registration are final and **cannot** be changed or inter- changed; further, alternate choices also will not be considered. However, if the subject / course that has already been listed for registration by Head of the Department in a semester could not be offered due to any unforeseen or unexpected reasons, then the student shall be allowed to have alternate choice - either for a new subject (subject to offering of such a subject), or for another existing subject (subject to availability of seats), which may be considered. Such alternate arrangements will be made by Head of the Department, with due notification and time-framed schedule, within the **first week** from the commencement of class-work for that semester.

4.7 Dropping of additional registered subject / course (refer 4.4) may be permitted only after obtaining prior approval from the faculty advisor / Mentor, ‘**within a period of 15 days**’ from the commencement of that semester.

4.8 **Open electives:** Students can choose open electives, wherever offered, from the list of open electives given for their stream. However, student has to opt for at least one HS Open elective and cannot opt for an open elective subject offered by their own (parent) department, if it is already listed under any category of the subjects offered by parent department in any semester.

4.9 **Professional electives:** Students have to choose professional elective, wherever offered, from the list of professional electives given. However, students may opt for professional

elective subjects offered in the related area.

4.10 Mandatory Courses (Non-Credit): All mandatory courses, wherever offered, require prior registration.

5. SUBJECTS / COURSES TO BE OFFERED

5.1 A typical Section (or Class) Strength for each Semester shall be 60. A subject / course may be offered to the students, **if only** a minimum 1/3 of students register to the course. The Maximum Strength of a Section is limited to 80 (60 + 1/3 of the Section Strength).

- i) More than **one faculty member** may offer the **same subject** (lab / practical's may be included with the corresponding theory subject in the same semester) in any semester.
- ii) However, selection of choice for students will be based on '**first come first serve** basis and CGPA criterion' (i.e. the first focus shall be on early **on-line entry** from the student for registration in that semester, and the second focus, if needed, will be on CGPA of the student).
- iii) If more entries for registration of a subject come into picture, then the concerned Head of the Department shall take necessary decision, whether or not to offer such a subject / course for **two (or multiple) sections**.

6. ATTENDANCE REQUIREMENTS

6.1 A student shall be eligible to appear for the semester end examinations, if the student acquires a minimum 75% of attendance in aggregate (excluding the days of midterm examinations) for all the subjects / courses, excluding attendance in mandatory courses in that semester.

6.2 Condoning of shortage of attendance in aggregate up to 10% (65% and above, and below 75%) in each semester may be granted by the college academic committee on genuine and valid grounds, based on the student's representation with supporting evidence.

6.3 A stipulated fee shall be payable towards condoning of shortage of attendance.

6.4 Shortage of attendance below 65% in aggregate shall in **no** case be condoned.

6.5 **Students whose shortage of attendance is not condoned in any semester are not eligible to take their end examinations of that semester. They get detained and their registration for that semester shall stand cancelled. They will not be promoted to the next semester.** They may seek re-registration for all those subjects registered in that semester in which student was detained, by seeking re-admission into that semester as and when offered; in case if there are any professional electives and / or open electives, the same may also be re-registered, if offered. However, if those electives are not offered in later semesters, then alternate electives may be chosen from the **same** set of elective subjects offered under that category.

6.6 A student fulfilling the attendance requirement in the present semester shall not be eligible for readmission into the same class.

7. ACADEMIC REQUIREMENTS

The following academic requirements have to be satisfied, in addition to the attendance requirements mentioned in item no. 6.

7.1 A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course, if student secures not less than 35% marks (24 out of 70 marks) in the End Semester Examination (ESE), and a minimum of 40% of marks (40 out of 100) in the sum total of the Continuous Internal Evaluation (CIE) and End Semester Examination (ESE) taken together; in terms of letter grades, this implies securing **C** grade or above in that subject / course.

7.2 A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to summer internship and project courses, if student secures not less than 40% of the

total marks in each of them. The student would be treated as failed, if student does not submit a report on his project(s), or does not make a presentation of the same before the evaluation committee as per the schedule. Student may reappear once for each of the above evaluations, when they are scheduled again; if he fails in such ‘one re-appearance’ evaluation also, student has to reappear for the same in the next subsequent semester, as and when it is scheduled.

7.3 Promotion Rules

7.3.1 B.Tech. (Regular):

S. No.	Promotion	Conditions to be fulfilled
1	First Semester to Second Semester	Regular course of study of First Semester
2	Second Semester to Third Semester	(i) Regular course of study of Second Semester Must have secured at least 50% credits (18 out of 37 credits) up to Second Semester from all the relevant regular and supplementary examinations whether the student takes those examinations or not.
3	Third Semester to Fourth Semester	Regular course of study of Third Semester
4	Fourth Semester to Fifth Semester	(i) Regular course of study of Fourth Semester Must have secured at least 60% credits (47 out of 79 credits) up to Fourth Semester from all the relevant regular and supplementary examinations, whether the student takes those examinations or not.
5	Fifth Semester to Sixth Semester	Regular course of study of Fifth Semester
6	Sixth Semester to Seventh Semester	(i) Regular course of study of Sixth Semester Must have secured at least 60% credits (73 out of 123 credits) up to Sixth Semester from all the relevant regular and supplementary examinations, whether the student takes those examinations or not.
7	Seventh Semester to Eighth Semester	Regular course of study of Seventh Semester

7.3.2 B. Tech - Lateral Entry Scheme (LES):

S. No.	Promotion	Conditions to be fulfilled
1	Third Semester to Fourth Semester	Regular course of study of Third Semester
2	Fourth Semester to Fifth Semester	(i) Regular course of study of Fourth Semester Must have secured at least 50% credits (21 out of 42 credits) up to Fourth Semester from all the relevant regular and supplementary examinations, whether the student takes those examinations or not.
3	Fifth Semester to Sixth Semester	Regular course of study of Fifth Semester
4	Sixth Semester to Seventh Semester	(i) Regular course of study of Sixth Semester Must have secured at least 60% credits (51 out of 86 credits) up to Sixth Semester from all the relevant regular and supplementary examinations, whether the student takes those examinations or not.
5	Seventh Semester to Eighth Semester	Regular course of study of Seventh Semester

7.4 A student has to register for all subjects covering 160 credits (123 credits in case of LES) as specified and listed (with the relevant course / subject classifications as mentioned) in the course structure, fulfill all the attendance and academic requirements for 160 credits (123 credits in case of LES) securing a minimum of ‘C’ grade or above in each subject, and ‘earn all 160 credits (123 credits in case of LES) securing SGPA 5.0 (in each semester), and CGPA (at the end of each successive semester) 5.0, to successfully complete the under graduate programme.

7.5 If a student registers for ‘**additional subjects**’ (in the parent department or other departments / branches of engineering) other than those listed subjects totaling to 160 credits (123 credits in case of LES) as specified in the course structure of parent department, the performances in those ‘**additional subjects**’ (although evaluated and graded using the same procedure as that of the required 160 credits (123 credits in case of LES)) will not be taken into account while calculating the SGPA and CGPA. For such ‘**additional subjects**’ registered, % of marks and letter grade alone will be indicated in the grade card as a performance measure, subject to completion of the attendance and academic requirements as stated in regulations 6 and 7.1 to 7.4 above.

7.6 A student eligible to appear in the End Semester Examination for any subject / course, but absent from it or failed (thereby failing to secure ‘C’ grade or above) may reappear for that subject / course in the supplementary examination as and when conducted. In such cases, internal marks (CIE) assessed earlier for that subject / course will be carried over, and added to the marks to be obtained in the ESE supplementary examination for evaluating performance in that subject.

7.7 A student **detained in a semester due to shortage of attendance may be re-admitted when the same semester is offered in the next academic year for fulfillment of academic requirements**. The academic regulations under which student has been readmitted shall be applicable. However, no grade allotments or SGPA / CGPA calculations will be done for the entire semester in which student has been detained.

7.8 A student detained **due to lack of credits, shall be promoted to the next academic year only after acquiring the required academic credits**. The academic regulations under which student has been readmitted shall be applicable.

8. EVALUATION - DISTRIBUTION AND WEIGHTAGE OF MARKS

8.1 The performance of a student in each semester shall be evaluated subject-wise / course-wise (irrespective of credits assigned) with a maximum of 100 marks. These evaluations shall be based on 30 marks allotted for CIE (Continuous Internal Evaluation) and 70 marks for ESE (End Semester Examination), and a letter grade corresponding to the percentage of marks obtained shall be given.

8.2 Evaluation of Theory Subjects / Courses

A) Continuous Internal Evaluation: For each theory subject, during the semester, there shall be 2 Mid-term examinations of 30 marks each. Each Mid-term examination consists of subjective paper for 25 marks & assignment for 5 marks and the final CIE marks (for total of 30) are calculated by taking average of the two Mid-term examinations.

- The first Mid-term examination shall be conducted for the first 50% of the syllabus, and the second mid-term examination shall be conducted for the remaining 50% of the syllabus.
- The subjective paper shall be conducted for duration of 90 minutes. Each subjective paper shall contain 2 parts (Part-A and Part-B). Part-A consists of one compulsory question with five sub questions carrying two marks each. Part-B consists of three questions carrying 5 marks each (may contain sub questions) with internal choice; the student has to answer all the questions.

- First assignment should be submitted before the commencement of the first mid-term examinations, and the second assignment should be submitted before the commencement of the second mid-term examinations. The assignments shall be specified / given by the concerned subject teacher.

B) End Semester Examinations: The duration of ESE is 3 hours. The details of the question paper pattern is as follows:

- The end semester examinations will be conducted for 70 marks consisting of two parts viz. i) **Part- A** for 20 marks, ii) **Part - B** for 50 marks.
- Part-A is compulsory, which consists of one question with ten sub questions (two from each unit) carrying 02 Marks each.
- Part-B consists of five questions (numbered from 02 to 11) carrying 10 marks each. One question from each unit (may contain sub-questions) with internal choice.

8.3 Evaluation of Practical Subjects / Courses: In any semester, a student has to complete at least 08 to 10 experiments / exercises in each laboratory course and get the record certified by the Subject teacher and concerned Head of the Department to be eligible for End Semester Examination.

For practical subjects, there shall be a Continuous Internal Evaluation (CIE) during the Semester for 30 internal marks and 70 marks for End Semester Examination (ESE).

A) Continuous Internal Evaluation (CIE): Out of the 30 marks, 15 marks are allocated for day-to-day work evaluation and the remaining 15 marks for internal practical examination. There shall be two internal practical examinations of 15 marks each conducted by the concerned laboratory teacher and the average of the two is considered.

B) End Semester Examination (ESE): The ESE for practical subject / course shall be conducted at the end of the semester with duration of 3 hours by one internal and one external examiner appointed by the Head of the Institution as per the recommendation of the concerned Head of the Department.

8.4 Evaluation of Design / Drawing Subjects / Courses: For the subjects such as Engineering Graphics, Machine Drawing, Production drawing and any such subject, the distribution shall be 30 marks for CIE (15 marks for day-to-day work and 15 marks for Mid-Term examination) and 70 marks for ESE.

A) Continuous Internal Evaluation: There shall be two Mid-Term examinations in a Semester and the Marks for 15 can be calculated taking average of the two Mid-term examinations and these are added to the marks obtained in day to day work evaluation.

B) End Semester Examinations: The duration of ESE is 03 hours consisting of five questions carrying 14 marks each. One question from each unit (may contain sub-questions) with internal choice.

8.5 Evaluation of Summer Internship: The Summer internship (02 - 04 weeks) registered by the students in consultation with course coordinator and carried out in Industries and/or R&D Organizations immediately after their VI semester course work. The completion report will be assessed in VII semester for 'Satisfactory' or 'Unsatisfactory' by a committee consisting of Head of the Department, supervisor and a senior faculty member of the department.

8.6 Evaluation of Project work: Student(s) shall start the Project Work during the VII Semester (IV-B.Tech.-I-Semester) as per the instructions of the Project Guide / Project Supervisor

assigned by the Head of the Department. The topics for Summer Internship, Project Stage – I and Technical seminar shall be different from one another.

- a) The Project Work shall be carried out in two stages: Project-I (Stage – I) during VII Semester (IV-B.Tech.-I-Semester), and Project-II (Stage – II) during VIII Semester (IV-B.Tech.-II-Semester), and the student has to prepare two independent Project Work Reports – *one each during each stage*. First Report shall include the Project Work carried out under Stage – I, and the Second Report (Final Report) shall include the Project Work carried out under Stage – I and Stage – II put together. Stage – I and Stage – II of the Project Work shall be evaluated for 100 marks each.
- b) Out of the total 100 marks allotted for each stage of the Project Work, 30 marks shall be for the Continuous Internal Evaluation(CIE), and 70 marks shall be for the End Semester Viva-voce Examination (ESE). The marks earned under CIE for both the stages of the Project shall be awarded by the Project Guide / Supervisor (based on the continuous evaluation of student's performance during the two Project Work stages); and the marks earned under ESE shall be awarded by the Project Viva-voce Committee / Board (based on the work carried out, report prepared and the presentation made by the student at the time of Viva-voce Examination).
- c) For the Project Stage - I, the Viva-voce shall be conducted at the end of the VII Semester, before the commencement of the End semester Examinations, by the Project Evaluation Committee comprising of the Head of the Department or One Senior Faculty member and Supervisor and the Project Stage – II Viva-voce shall be conducted by the Committee comprising of an External Examiner appointed by the Head of the Institution, Head of the Department and Project Supervisor at the end of the VIII Semester, before the commencement of the End Semester Examinations.
- d) If a student does not appear (or fails) for any of the two Viva-voce examinations at the scheduled times as specified above, he may be permitted to reappear for Project Stage - I and/or Project Stage - II Viva-voce examinations, as and when they are scheduled again in that semester; if he fails in such 'one reappearance' evaluation also, he has to reappear for the same in the next subsequent semester(s), as and when they are scheduled, as supplementary candidate.

8.7 Evaluation of Technical Seminar: The student has to enroll and get approval for technical seminar on a specialized topic from the concerned advisor / Mentor in the beginning of VII semester (IV year I semester). The student should collect the information on a specialized topic, prepare a technical report, give seminar presentation on the topic and submit it to the department as notified by the concerned Head of the Department. It shall be evaluated by the departmental evaluation committee consisting of Head of the Department, seminar supervisor and two senior faculty members. The seminar report and the seminar presentation shall be evaluated for 100 marks. There shall be no End Semester Examination for the seminar.

8.8 Evaluation of Mandatory Non-Credit Courses: There shall be only CIE for all mandatory (non-credit) courses, instead of marks or letter grade. 'Satisfactory' or "Unsatisfactory" shall be indicated and this will not be counted for the computation of SGPA / CGPA. The student has to maintain a minimum of 65% attendance and secure not less than 40% in the CIE and then only the student is declared as **pass** and will be qualified for the award of the degree.

8.9 MOOCs Courses through SWAYAM Portal: The approved list of SWAYAM courses shall be notified and made available at the beginning of the semester. The students are given option to choose Professional Electives / Open Electives in the curriculum offered by the institute or from the notified list. The maximum number of transferable credits through SWAYAM Courses are capped at 18 (06 Courses).

9. GRADING PROCEDURE

9.1 Grades will be awarded to indicate the performance of the student in each theory subject, lab / practical's, design/drawing practice, Summer Internship, Technical Seminar and Project-I & Project-II based on the percentage of marks obtained in Continuous Internal Evaluation plus End Semester Examination, both taken together, as specified in item 8 above, a corresponding letter grade shall be given.

9.2 As a measure of the student's performance, a 10-point Absolute Grading System using the following letter grades (UGC Guidelines) and corresponding percentage of marks shall be followed.

% of Marks Secured (Class Intervals)	Letter Grade (UGC Guidelines)	Grade Points
90% and above ($\geq 90\%$, $\leq 100\%$)	O (Outstanding)	10
Below 90% but not less than 80% ($\geq 80\%$, $< 90\%$)	A ⁺ (Excellent)	9
Below 80% but not less than 70% ($\geq 70\%$, $< 80\%$)	A (Very Good)	8
Below 70% but not less than 60% ($\geq 60\%$, $< 70\%$)	B ⁺ (Good)	7
Below 60% but not less than 50% ($\geq 50\%$, $< 60\%$)	B (above Average)	6
Below 50% but not less than 40% ($\geq 40\%$, $< 50\%$)	C (Average)	5
Below 40% ($< 40\%$)	F (Fail)	0
Absent	AB	0

9.3 A student obtaining **F** grade or **AB** grade in any subject shall be considered '**failed**' in that subject and will be required to reappear in '**Supplementary Exam**' in the End Semester Examination (ESE), as and when offered. In such cases, Continuous Internal Examination (CIE) in those subject(s) will remain same as those obtained earlier.

9.4 A letter grade does not imply any specific % of marks.

9.5 In general, a student shall not be permitted to repeat any subject/course (s) only for the sake of '**grade improvement**' or '**SGPA / CGPA improvement**'. However, student has to repeat all the subjects / courses pertaining to that semester, if detained.

9.6 A student earns grade point (GP) in each subject / course, on the basis of the letter grade obtained in that subject/course (excluding mandatory non-credit courses). Then the corresponding '**credit points**' (CP) are computed by multiplying the grade point with credits for that particular subject/course.

$$\text{Credit Points (CP)} = \text{Grade Point (GP)} \times \text{Credits}$$

9.7 The student passes the subject / course only when GP ≥ 5 (**C** grade or above).

9.8 The Semester Grade Point Average (SGPA) is calculated by dividing the sum of credit points (ΣCP) secured from all subjects / courses registered in a semester, by the total number of credits registered during that semester. SGPA is rounded off to **two** decimal places. SGPA is thus computed as

$$\text{SGPA (S}_i\text{)} = \frac{\sum (C_i \times G_i)}{\sum C_i}$$

Where C_i is the number of credits of the i^{th} course and G_i is the grade point scored by the student in the i^{th} course.

9.9 The Cumulative Grade Point Average (CGPA) is a measure of the overall cumulative performance of a student in all semesters considered for registration. The CGPA is the ratio of the total credit points secured by a student in **all** registered courses in **all** Semesters, and the total number of credits registered in **all** the semesters. CGPA is rounded off to **two** decimal places. CGPA is thus computed from the I year, I semester onwards, at the end of each semester, as per the formula:

$$\text{CGPA} = \frac{\sum (C_j \times S_i)}{\sum C_j}$$

where S_i is the SGPA of the j^{th} semester and C_j is the total number of credits in that semester.

Illustration of calculation of SGPA					Illustration of calculation of CGPA			
Course /Subject	Credits	Letter Grade	Grade Points	Credit Points	Sem.	Credit s	SGPA	Credits x SGPA
Course 1	4	A	8	4 x 8 = 32	Sem I	19	7	19 x 7 = 133
Course 2	3	O	10	3 x 10 = 30	Sem II	19	6	19 x 6 = 114
Course 3	3	C	5	3 x 5 = 15	Sem III	21	6.5	21 x 6.5 = 136.5
Course 4	3	B	6	3 x 6 = 18	Sem IV	21	6	21 x 6 = 126
Course 5	1.5	A ⁺	9	1.5x9 = 13.5	Sem V	21	7.5	21 x 7.5 = 180
Course 6	1.5	A	8	1.5x8 = 12	Sem VI	21	8	21 x 8 = 157.5
Course 7	1.5	B ⁺	7	1.5x7 = 10.5	Sem VII	21	8.5	21 x 8.5 = 178.5
Course 8	1.5	A ⁺	9	1.5x9 = 13.5	Sem VIII	17	8	17 x 8 = 136
Total	19		62	144.5	Total	160		1161.5
SGPA = 144.5/19 = 7.60					CGPA = 1161.5/160 = 7.26			

9.10 For merit ranking or comparison purposes or any other listing, **only** the ‘rounded off’ values of the CGPAs will be used.

9.11 For calculations listed in Item 9.6–9.9, performance in failed subjects/courses (securing F grade) will also be taken into account, and the credits of such subjects/courses will also be included in the multiplications and summations. However, mandatory courses will not be taken into consideration.

10 PASSING STANDARDS

10.1 A student shall be declared ‘**successful**’ or ‘**passed**’ in a semester, if student secures a GP ≥ 5 (‘C’ grade or above) in every subject/course in that semester (i.e. when student gets an SGPA ≥ 5.00 at the end of that particular semester); and a student shall be declared ‘**successful**’ or ‘**passed**’ in the entire under graduate programme, only when a student gets a CGPA ≥ 5.00 for the award of the degree as required.

10.2 After the completion of semester, a grade card or grade sheet (or transcript) shall be issued to all the registered students of that semester, indicating the letter grades and credits earned. It will show the details of the courses registered (course code, title, no. of credits, grade earned etc.), credits earned, SGPA, and CGPA.

11 DECLARATION OF RESULTS

11.1 Computation of SGPA and CGPA are done using the procedure listed in 9.6 – 9.9.

11.2 For Final percentage of marks equivalent to the computed final CGPA, the following formula may be used:

$$\text{Percentage of Marks} = (\text{final CGPA} - 0.5) \times 10$$

12 AWARD OF DEGREE

12.1 After a student has satisfied the requirement prescribed for the completion of the program and is eligible for the award of B. Tech. degree the student shall be placed in one of the following four classes based on CGPA:

Class Awarded	Grade to be Secured	Remarks
First Class with Distinction	≥ 8 CGPA	From the aggregate marks secured from 160 Credits for Regular Students and 123 Credits for Lateral Entry Students.
First Class	≥ 6.5 to < 8 CGPA	
Second Class	≥ 5.5 to < 6.5 CGPA	
Pass Class	≥ 5.00 to < 5.5 CGPA	
FAIL	CGPA < 5	

12.2 First class with distinction will be awarded to those students who clear all the subjects during his / her regular course of study by fulfilling the following conditions:

- (i) Should have passed all the subjects/courses within the first 4 academic years (or 8 sequential semesters) for B.Tech. (Regular) and first 3 academic years (or 6 sequential semesters) for B.Tech. (LES) from the date of commencement of first year first semester for B.Tech. (Regular) and II year I semester for B.Tech. (LES).
- (ii) Should have secured a CGPA 8.00, at the end of each of the 8 sequential semesters (6 sequential semesters for LES), starting from I year I semester (starting from II year I semester for LES) onwards.
- (iii) Should not have been detained or prevented from writing the end semester examinations in any semester due to shortage of attendance or any other reason, shall be placed in '**first class with distinction**'.

A Student not fulfilling any of the above condition and having final CGPA 8.00 shall be placed in "First Class".

12.3 B. Tech (Honors): The student who accrue 20 credits from NPTEL in addition to their regular course work, will be awarded with Honors Degree.

12.4 Award of Medals: Students fulfilling the conditions listed under item 12.2 alone will be eligible for award of '**College Ranks**' and '**Medals**'.

12.5 Graduation Day: The College shall have its own Annual Graduation Day for the award of Degrees issued by the University.

12.6 Transcripts: After successful completion of prerequisite credits for the award of degree a transcript containing performance of all academic years will be issued as a final record. Duplicate transcripts will also be issued if required after the payment of requisite fee and also as per norms in vogue.

13 WITHHOLDING OF RESULTS

If the student has not paid the fees to the Institute at any stage, or has dues pending due to any reason whatsoever, or if any case of indiscipline is pending, the result of the student may be withheld, and the student will not be allowed to go into the next higher semester. The award or issue of the degree may also be withheld in such cases.

14 SUPPLEMENTARY EXAMINATIONS

Supplementary examinations for odd semester subjects will be conducted along with even semester regular examinations and vice versa.

15. TRANSITORY REGULATIONS

- a) A student who has discontinued for any reason, or has been detained for want of attendance or lack of required credits as specified, or who has failed after having undergone the degree programme, may be considered eligible for readmission to the same subjects / courses (or equivalent subjects/ courses, as the case may be), and same professional electives / open electives (or from set / category of electives or equivalents suggested, as the case maybe) as and when they are offered (within the time-frame of 8 years from the date of commencement of student's first year first semester).
- b) A student who has failed in any subject under any regulation has to pass those subjects in the respective regulations.

- c) The maximum credits that a student acquires for the award of degree, shall be the sum of the total number of credits secured in all the regulations of his/her study including R19 Regulations. The performance evaluation of the student will be done as per the rules and regulations applicable at the time of admission(s) regarding award of grade and/or class as the case may be.
- d) If a student readmitted to R19 Regulations, has any subject with 80% of syllabus common with his/her previous regulations, that particular subject in R19 Regulations will be substituted by another subject to be suggested by the CMRTC Academic Council.
- e) **Promotion Rule:** Where the credits allotted to a semester/year under the regulations studied in are different from that under R19 regulations for the corresponding semester/year, the promotion rules of R19 vide section 7.3 shall be applied after normalization. Normalization is done by scaling down or up the number of credits of a semester/year under the previous regulations to equal the number of credits of the corresponding semester/year under R19 regulations and revising the secured credits also in the same proportion.

16 STUDENT TRANSFERS

There shall be no transfers from other colleges / streams.

17 RULES OF DISCIPLINE

- 17.1 Any attempt by any student to influence the teachers, examiners, faculty members and staff of Controller of Examination office for undue favours in the exams, and bribing them either for marks or attendance will be treated as malpractice case and the student can be debarred from the college.
- 17.2 When the performance of the student in any subject(s) is cancelled as a punishment for indiscipline, student is awarded zero marks in that subject(s).
- 17.3 When the student's answer book is confiscated for any kind of attempted or suspected malpractice the decision of the Malpractice Prevention Committee is final.

18. MALPRACTICE

- 18.1 **Malpractice Prevention Committee:** The committee shall examine the student's malpractice and indiscipline cases occurred, while conducting the examinations and recommend appropriate punishment to the Academic Council after taking explanation from the student and concerned invigilator as per the malpractice rules mentioned below. The committee consists of
 - a) Controller of Examinations - Chairman
 - b) Addl. Controller of Examinations.- Convener
 - c) Subject Expert - Member
 - d) Head of the Department of which the student belongs to - Member
 - e) The Invigilator concerned - Member

18.2 Malpractice Rules: Disciplinary Action for Improper Conduct in Examinations

S. No.	Nature of Malpractices / Improper Conduct	Punishment
1(a)	Possesses or keeps accessible in examination hall, any paper, note book, programmable calculators, Cell phones, pager, palm computers or any other form of material concerned with or related to the subject of the examination (theory or practical) in which he is appearing but has not made use of (material shall include any marks on the body of the candidate which can be used as an aid in the subject of the examination)	Expulsion from the examination hall and cancellation of the performance in that subject only.
1(b)	Gives assistance or guidance or receives it from any other candidate orally or by any other body language methods or communicates through cell phones with any candidate or persons in or outside the exam hall in respect of any matter.	Expulsion from the examination hall and cancellation of the performance in that subject only of all the candidates involved. In case of an outsider, he will be handed over to the police and a case is registered against him.
2	Has copied in the examination hall from any paper, book, programmable calculators, palm computers or any other form of material relevant to the subject of the examination (theory or practical) in which the candidate is appearing.	Expulsion from the examination hall and cancellation of the performance in that subject and all other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted to appear for the remaining examinations of the subjects of that Semester/year. The Hall Ticket of the candidate shall be cancelled.
3	Impersonates any other candidate in connection with the examination.	The candidate who has impersonated shall be expelled from examination hall. The candidate is also debarred and forfeits the seat. The performance of the original candidate who has been impersonated, shall be cancelled in all the subjects of the examination (including practical's and project work) already appeared and shall not be allowed to appear for examinations of the remaining subjects of that semester/year. The candidate is also debarred for two consecutive semesters from class work and all examinations. The continuation of the course by the candidate is subject to the academic regulations in connection with forfeiture of seat. If the imposter is an outsider, he will be handed over to the police and a case is registered against him.
4	Smuggles in the Answer book or additional sheet or takes out or arranges to send out the question paper during the examination or answer book or additional sheet,	Expulsion from the examination hall and cancellation of performance in that subject and all the other subjects the candidate has already appeared including practical examinations and project work and shall not

	during or after the examination.	be permitted for the remaining examinations of the subjects of that semester/year. The candidate is also debarred for two consecutive semesters from class work and all examinations. The continuation of the course by the candidate is subject to the academic regulations in connection with forfeiture of seat.
5	Uses objectionable, abusive or offensive language in the answer paper or in letters to the examiners or writes to the examiner requesting him to award pass marks.	Cancellation of the performance in that subject.
6	Refuses to obey the orders of the Controller of examinations / any officer on duty or misbehaves or creates disturbance of any kind in and around the examination hall or organizes a walk out or instigates others to walk out, or threatens the addl. Controller of examinations or any person on duty in or outside the examination hall of any injury to his person or to any of his relations whether by words, either spoken or written or by signs or by visible representation, assaults the addl. Controller of examinations, or any person on duty in or outside the examination hall or any of his relations, or indulges in any other act of misconduct or mischief which result in damage to or destruction of property in the examination hall or any part of the College campus or engages in any other act which in the opinion of the officer on duty amounts to use of unfair means or misconduct or has the tendency to disrupt the orderly conduct of the examination.	In case of students of the college, they shall be expelled from examination halls and cancellation of their performance in that subject and all other subjects the candidate(s) has (have) already appeared and shall not be permitted to appear for the remaining examinations of the subjects of that semester/year. The candidates also are debarred and forfeit their seats. In case of outsiders, they will be handed over to the police and a police case is registered against them.
7	Leaves the exam hall taking away answer script or intentionally tears of the script or any part thereof inside or outside the examination hall.	Expulsion from the examination hall and cancellation of performance in that subject and all the other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted for the remaining examinations of the subjects of that semester/year. The candidate is also debarred for two consecutive semesters from class work and all examinations. The continuation of the course by the candidate is subject to the academic regulations in connection with forfeiture of seat.
8	Possess any lethal weapon or firearm in the examination hall.	Expulsion from the examination hall and cancellation of the performance in that

		subject and all other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted for the remaining examinations of the subjects of that semester/year. The candidate is also debarred and forfeits the seat.
9	If student of the college, who is not a candidate for the particular examination or any person not connected with the college indulges in any malpractice or improper conduct mentioned in clause 6 to 8.	Student of the colleges expulsion from the examination hall and cancellation of the performance in that subject and all other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted for the remaining examinations of the subjects of that semester/year. The candidate is also debarred and forfeits the seat. Person(s) who do not belong to the College will be handed over to police and, a police case will be registered against them.
10	Comes in a drunken condition to the examination hall.	Expulsion from the examination hall and cancellation of the performance in that subject and all other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted for the remaining examinations of the subjects of that semester/year.
11	Copying detected on the basis of internal evidence, such as, during valuation or during special scrutiny.	Cancellation of the performance in that subject and all other subjects the candidate has appeared including practical examinations and project work of that semester/year examinations.
12	If any malpractice is detected which is not covered in the above clauses 1 to 11 shall be reported to the Chief Superintendent for further action to award suitable punishment.	

19. SCOPE

- i) Wherever the words 'he, him, his' occur in the regulations, they shall include 'she, her'.
- ii) The Academic Regulations should be read as a whole, for the purpose of any interpretation.
- iii) The above mentioned rules and regulations are applicable in general to both B.Tech. (Regular) and B.Tech. (LES), unless and otherwise specific.
- iv) In case of any doubt or ambiguity in the interpretation of the above rules, the decision of the College Academic Committee is final.

20. REVISION AND AMENDMENTS TO REGULATIONS

The Academic Council may revise or amend the academic regulations, course structure or syllabi at any time, and the changes or amendments made shall be applicable to all students with effect from the dates notified by the Academic Council.

CMR TECHNICAL CAMPUS
UGC AUTONOMOUS
B.Tech. I Year Syllabus (w. e. f. A.Y. 2019-20)

Common for CSE & IT

I SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	19MA101BS	Mathematics - I	3	1	0	4
2	19CH102BS	Chemistry	3	1	0	4
3	19EE103ES	Basic Electrical Engineering	3	0	0	3
4	19ME104ES	Engineering Workshop	1	0	3	2.5
5	19EN105HS	English	2	0	0	2
6	19CH106BS	Engineering Chemistry Lab	0	0	3	1.5
7	19EN107HS	English Language and Communication Skills Lab	0	0	2	1
8	19EE108ES	Basic Electrical Engineering Lab	0	0	2	1
		Induction Programme				
		Total Credits	12	2	10	19

II SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	19MA201BS	Mathematics - II	3	1	0	4
2	19AP202BS	Applied Physics	3	1	0	4
3	19CS203ES	Programming for Problem Solving	3	1	0	4
4	19ME204ES	Engineering Graphics	1	0	4	3
5	19AP205BS	Applied Physics Lab	0	0	3	1.5
6	19CS206ES	Programming for Problem Solving Lab	0	0	3	1.5
7	19MC109ES	Environmental Science	3	0	0	0
		Total Credits	13	3	10	18

CMR TECHNICAL CAMPUS
UGC AUTONOMOUS
B.Tech. II Year Syllabus (w. e. f. A.Y. 2019-20)

Computer Science Engineering

III SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	19CS301ES	Analog and Digital Electronics	3	0	0	3
2	19CS302PC	Data Structures	3	1	0	4
3	19MA303BS	Computer Oriented Statistical Methods	3	1	0	4
4	19CS304PC	Computer Organization and Architecture	3	0	0	3
5	19CS305PC	Object Oriented Programming using C++	2	0	0	2
6	19CS306ES	Analog and Digital Electronics Lab	0	0	2	1
7	19CS307PC	Data Structures Lab	0	0	3	1.5
8	19CS308PC	IT Workshop Lab	0	0	3	1.5
9	19CS309PC	C++ Programming Lab	0	0	2	1
10	19MC309GS	Gender Sensitization Lab	0	0	2	0
		Total Credits	14	2	12	21

IV SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	19CS401PC	Discrete Mathematics	3	0	0	3
2	19MB402HS	Business Economics & Financial Analysis	3	0	0	3
3	19CS403PC	Operating Systems	3	0	0	3
4	19CS404PC	Database Management Systems	3	1	0	4
5	19CS405PC	Java Programming	3	1	0	4
6	19CS406PC	Operating Systems Lab	0	0	3	1.5
7	19CS407PC	Database Management Systems Lab	0	0	3	1.5
8	19CS408PC	Java Programming Lab	0	0	2	1
9	19MC409CI	Constitution of India	3	0	0	0
		Total Credits	18	2	8	21

CMR TECHNICAL CAMPUS
UGC AUTONOMOUS
B.Tech. III Year Syllabus (w. e. f. A.Y. 2021-22)

Computer Science and Engineering

V SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	19CS501PC	Formal Languages & Automata Theory	3	0	0	3
2	19CS502PC	Software Engineering	3	0	0	3
3	19CS503PC	Computer Networks	3	0	0	3
4	19CS504PC	Web Technologies	3	0	0	3
5		Professional Elective-I	3	0	0	3
6		Professional Elective -II	3	0	0	3
7	19CS505PC	Software Engineering Lab	0	0	3	1.5
8	19CS506PC	Computer Networks & Web Technologies Lab	0	0	3	1.5
9	19EN508HS	Advanced Communication Skills Lab	0	0	2	1
10	19MC510IP	Intellectual Property Rights	3	0	0	0
		Total Credits	21	0	8	22

VI SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	19CS601PC	Machine Learning	3	1	0	4
2	19CS602PC	Compiler Design	3	1	0	4
3	19CS603PC	Design and Analysis of Algorithms	3	1	0	4
4		Professional Elective – III	3	0	0	3
5		Open Elective-I	3	0	0	3
6	19CS604PC	Machine Learning Lab	0	0	3	1.5
7	19CS605PC	Compiler Design Lab	0	0	3	1.5
8		Professional Elective-III Lab	0	0	2	1
9	19MC609ES	Environmental Science	3	0	0	0
		Total Credits	18	3	8	22

***MC - Environmental Science – Should be Registered by Lateral Entry Students Only.**

Note: Industrial Oriented Mini Project/ Summer Internship is to be carried out during the summer vacation between 6th and 7th semesters. Students should submit report of Industrial Oriented Mini Project/ Summer Internship for evaluation.

Professional Elective-I

19CS511PE	Information Theory & Coding
19CS512PE	Advanced Computer Architecture
19CS513PE	Data Analytics
19CS514PE	Image Processing
19CS515PE	Principles of Programming Languages

Professional Elective - II

19CS521PE	Computer Graphics
19CS522PE	Advanced Operating Systems
19CS523PE	Informational Retrieval Systems
19CS524PE	Distributed Databases
19CS525PE	Natural Language Processing

Professional Elective - III

19CS631PE	Concurrent Programming
19CS632PE	Network Programming
19CS633PE	Scripting Languages
19CS634PE	Mobile Application Development
19CS635PE	Software Testing Methodologies

#Courses in PE - III and PE - III Lab must be in 1-1 correspondence.

CMR TECHNICAL CAMPUS
UGC AUTONOMOUS
B. Tech. IV Year Syllabus (w. e. f. A.Y. 2022-23)

Computer Science and Engineering

VII SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	19CS701PC	Cryptography & Network Security	3	0	0	3
2	19CS702PC	Data Mining	2	0	0	2
3		Professional Elective -IV	3	0	0	3
4		Professional Elective -V	3	0	0	3
5		Open Elective - II	3	0	0	3
6	19CS703PC	Cryptography & Network Security Lab	0	0	2	1
7	19CS704PC	Industrial Oriented Mini Project/ Summer Internship	0	0	0	2*
8	19CS705PC	Seminar	0	0	2	1
9	19CS706PC	Project Stage - I	0	0	6	3
		Total Credits	14	0	10	21

VIII SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	19MB801HS	Organizational Behaviour	3	0	0	3
2		Professional Elective - VI	3	0	0	3
3		Open Elective - III	3	0	0	3
4	19CS802PC	Project Stage - II	0	0	14	7
		Total Credits	9	0	14	16

***MC - Environmental Science – Should be Registered by Lateral Entry Students Only.**

***MC – Satisfactory/Unsatisfactory**

Note: Industrial Oriented Mini Project/ Summer Internship is to be carried out during the summer vacation between 6th and 7th semesters. Students should submit report of Industrial Oriented Mini Project/ Summer Internship for evaluation.

Professional Elective - IV

19CS741PE	Graph Theory
19CS742PE	Introduction to Embedded Systems
19CS743PE	Artificial Intelligence
19CS744PE	Cloud Computing
19CS745PE	Ad-hoc & Sensor Networks

Professional Elective - V

19CS751PE	Advanced Algorithms
19CS752PE	Real Time Systems
19CS753PE	Soft Computing
19CS754PE	Internet of Things
19CS725PE	Software Process & Project Management

Professional Elective – VI

19CS861PE	Computational Complexity
19CS862PE	Distributed Systems
19CS863PE	Neural Networks & Deep Learning
19CS864PE	Human Computer Interaction
19CS865PE	Cyber Forensics

19MA101BS: Mathematics - I**B.Tech. I SEM**

L	T	P	C
3	1	0	4

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

- Describe the matrix representation of linear equations
- Evaluate Eigen values and Eigenvectors.
- Analyze the nature of convergence of sequence and series.
- Interpret Mean value theorems to applications.
- Determine 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. Bali 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.

19CH102BS/19CH202BS: Chemistry**B.Tech. I SEM**

L	T	P	C
3	1	0	4

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:

- Describe the atomic, molecular and complex compound structures.
- Analyze different water treatment methodologies.
- Demonstrate the principles and concepts of electro chemistry and corrosion.
- Illustrate stereochemistry and reaction mechanisms.
- Summarize the Spectroscopic techniques and its applications

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 N_2 , O_2 and F_2 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 a 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

19EE103ES/EE203ES: Basic Electrical Engineering**B.Tech. I SEM**

L	T	P	C
3	0	0	3

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 import the knowledge of various electrical installations.
- To introduce the concept of power, power factor and its improvement.

Course Outcomes:

- Analyze the basic Electrical circuits using different network reduction techniques.
- Describe the components of low Voltage Electrical Installations.
- Explore working principles of Electrical Machines.
- Illustrate characteristics of diodes and its applications
- Summarize characteristics of transistors and their applications.

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. Kothari and I.J. Nagrath, 3rd edition 2010, Tata McGraw Hill.

2. D.C. Kulshreshtha, "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.

19ME104ES/ME204ES: Engineering Workshop**B.Tech. I SEM**

L	T	P	C
1	0	3	2.5

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:

- Create the different patterns with desired shape and size by using wood
- Assemble different components to create a product by fitting operations.
- Synthesize the material into product using smithy methods.
- Demonstrate casting process using molten metal.
- Explore the welding and plumbing process.

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. Kannaiah/ K. L. Narayana/ SciTech
2. Workshop Manual / Venkat Reddy/ BSP

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

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

Course Outcomes: Students should be able to

1. Generate ideas and create effective sentence structures in spoken and written forms.
2. Comprehend passages and texts critically and respond appropriately.
3. Select specific approaches to study and retain information.
4. Interpret technical content using theoretical and practical components of English language.
5. Communicate effectively in formal and informal contexts

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.

19CH106BS/CH206ES: Engineering Chemistry Lab**B.Tech. I SEM**

L	T	P	C
0	0	3	1.5

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:

- Determine hardness and chloride content in water.
- Estimate reactions from concentration and time relationships.
- Calculate Rf values of organic molecules using TLC techniques.
- Illustration of conductometry, potentiometry and colorimetry.
- Analyze surface tension and viscosity of solvents

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 Fe²⁺ by Potentiometry using KMnO₄
7. Determination of rate constant of acid catalysed hydrolysis of methyl acetate
8. Synthesis of Aspirin and Paracetamol
9. Thin layer chromatography calculation of Rf 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. Garg (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

19EN107HS/EN207HS: English Language and Communication Skills Lab**B.Tech. 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

- Demonstrate accents through audio- visual experience and practice
- Apply Pronounce English sounds according to standard pronunciation (RP of England)
- Express fluently and clearly in English
- Revise their speech by Neutralizing the accent
- Practice presentations and discussions effectively and confidently

Syllabus

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

- Computer Assisted Language Learning (CALL) Lab**
- 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

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 (MTI).

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.

2. 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

3. 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.

19EE108ES/EE208ES: Basic Electrical Engineering Lab**B.Tech. I SEM**

L	T	P	C
0	0	2	1

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:

- Analyze various electrical networks using circuit laws.
- Demonstrate the performance of DC Motors and single-phase transformers.
- Explore the performance of three phase induction motors and alternators
- Illustrate the characteristics of semi-conductor devices.
- Describe the half wave and full wave rectifiers

List of experiments/demonstrations:

1. Verification of Ohms 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)
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

19MA201BS: Mathematics - II**B.Tech. II SEM**

L	T	P	C
3	1	0	4

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

- Demonstrate First Order Differential Equations and its applications
- Solve higher order differential equations for real world problems
- Evaluate the multiple integrals for different applications
- Illustrate vector differentiation
- Apply Vector Integration and their conversion

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 ee^{aaaa} , $\sin aaaa$, $\cos aaaa$, polynomials in aa , $ee^{aaaa}VV(aa)$ and $aaVV(aa)$; method of variation of parameters; Equations reducible to linear ODE with constant coefficients: Legendre's equation, Cauchy-Euler equation.

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 parallel piped).

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.

19AP102BS/AP202BS: Applied Physics**B.Tech. II SEM**

L	T	P	C
3	1	0	4

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:

- Describe Quantum mechanics and principles.
- Analyze the Semiconductor devices and its characteristics.
- Demonstrate optics phenomenon and applications.
- Explore different Laser techniques and principles of fibre optics.
- Identify Dielectric and Magnetic Properties of 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-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 photo detectors: 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 (CO₂) 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 Katiyar and Deepak Gupta on NPTEL

19CS103ES/CS203ES: Programming For Problem Solving**B.Tech. II SEM**

L	T	P	C
3	1	0	4

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

- Illustrate algorithms and flowcharts for solving problems.
- Demonstrate arrays, pointers, strings and structures.
- Explore file handling techniques.
- Analyze various functions and dynamic memory allocation.
- Summarize various sorting and searching algorithms.

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:

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

19ME104ES/ME204ES: Engineering Graphics**B.Tech. II SEM**

L	T	P	C
1	0	4	3

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:

- Describe basics of engineering drawing.
- Implement different types of projections.
- Analyze Auxiliary views
- Develop section views and true shape section of various types of solids
- Explore the different Isometric Projections

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

19AP105BS/AP205BS: Applied Physics Lab**B.Tech. II SEM**

L	T	P	C
0	0	3	1.5

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

- Analyze the characteristics of Light.
- Explore the characteristics of the material using pendulum method.
- Determine the characteristics of different electric circuits
- Demonstrate V-I characteristics of LASER and semi-conductor devices
- Illustrate the different characteristics of optical fibre

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: Minimum 8 experiments are to be performed

19CS106ES/CS206ES: PROGRAMMING FOR PROBLEM SOLVING LAB**B.Tech. II SEM**

L	T	P	C
0	0	3	1.5

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

Some of the Tools available are:

CodeLite: <https://codelite.org/>

Code::Blocks:

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

DevCpp : <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:

- Solve the problems through programming
- Demonstrate arrays, pointers and functions for different types of problems
- Illustrate the file operations
- Explore various String manipulation techniques
- Implement various sorting and searching techniques

Practice sessions:

- a. 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.
- b. 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:

- a. Write a program to find the max and min from the three numbers.
- b. Write the program for the simple, compound interest.

- c. 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.
- d. 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:
- e. $5 \times 1 = 5$
- f. $5 \times 2 = 10$
- g. $5 \times 3 = 15$
- h. Write a program that shows the binary equivalent of a given positive number between 0 to 255.

Expression Evaluation:

- a. 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/sec² (= 9.8 m/s²)).
- b. 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)
- c. Write a program that finds if a given number is a prime number
- d. 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. $1-x/2 + x^2/4 - x^3/6$
- i. 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^n
- 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 times 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, abcba, 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.

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

1	*	1	1	*
1 2	**	2 3	2 2	**
1 2 3	***	4 5 6	3 3 3	***
			4 4 4 4	**
				*

Sorting and Searching:

- a. 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.
- b. 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.
- c. Write a C program that implements the Bubble sort method to sort a given list of integers in ascending order.
- d. Write a C program that sorts the given array of integers using selection sort in descending order
- e. Write a C program that sorts the given array of integers using insertion sort in ascending order
- f. Write a C program that sorts a given array of names

Suggested Reference Books for solving the problems:

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

B.Tech. II SEM

L	T	P	C
3	0	0	0

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 Biodiversityact.

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

Montréal Protocol. NAPCC-GoI 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 PHI 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.

19CS301ES: ANALOG AND DIGITAL ELECTRONICS**B.Tech. III SEM**

L	T	P	C
3	0	0	3

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:

- Describe the utilization of components and its characteristics.
- Analyze the construction and functionalities of Field Effect Transistor.
- Apply postulates of Boolean algebra to the digital circuit functions.
- Design and analyze combinational circuits
- Implement the sequential logic circuits

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,

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

TEXTBOOKS:

1. Integrated Electronics: Analog and Digital Circuits and Systems, 2/e, Jaccob 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.

REFERENCE BOOKS:

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.

19CS302PC: DATA STRUCTURES**B.Tech. III 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:

- Describe basic data structures.
- Analyze the hash table Representations.
- Implement searching for trees.
- Apply sorting on the information.
- Design pattern matching on a problem

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, and 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.

TEXTBOOKS:

1. Fundamentals of Data Structures in C, 2nd Edition, E. Horowitz, S. Sahni and Susan

Anderson Freed, UniversitiesPress.

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, 2nd Edition, R. F. Gilberg and B.A. Forouzan, CengageLearning.

19MA303BS: COMPUTER ORIENTED STATISTICAL METHODS**B.Tech. III SEM**

L	T	P	C
3	1	0	4

Pre-requisites: Mathematics courses of first year of study.**Course Objectives:** To learn

- The theory of Probability, and probability distributions of single and multiple random variables
- The sampling theory and testing of hypothesis and making inferences
- Stochastic process and Markov chains.

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

- Describe the theory of probability
- Evaluate mathematical expectation and discrete probability distributions to various data sets
- Apply Normal and other continuous distributions and sampling theorems to real data.
- Test the hypothesis and make inferences using sampling theory
- Analyze Markov chains and transition probabilities in stochastic processes

UNIT - I

Probability: Sample Space, Events, Counting Sample Points, Probability of an Event, Additive Rules, Conditional Probability, Independence, and the Product Rule, Bayes' Rule.

Random Variables and Probability Distributions: Concept of a Random Variable, Discrete Probability Distributions, Continuous Probability Distributions, Statistical Independence.

UNIT - II

Mathematical Expectation: Mean of a Random Variable, Variance and Covariance of Random Variables, Means and Variances of Linear Combinations of Random Variables, Chebyshev's Theorem.

Discrete Probability Distributions: Introduction and Motivation, Binomial, Distribution, Geometric Distributions and Poisson distribution.

UNIT - III

Continuous Probability Distributions: Continuous Uniform Distribution, Normal Distribution, Areas under the Normal Curve, Applications of the Normal Distribution, Normal Approximation to the Binomial, Gamma and Exponential Distributions.

Fundamental Sampling Distributions: Random Sampling, Some Important Statistics, Sampling Distributions, Sampling Distribution of Means and the Central Limit Theorem, Sampling Distribution of S^2 , t –Distribution, F-Distribution.

UNIT - IV

Estimation & Tests of Hypotheses: Introduction, Statistical Inference, Classical Methods of Estimation.: Estimating the Mean, Standard Error of a Point Estimate, Prediction Intervals, Tolerance Limits, Estimating the Variance, Estimating a Proportion for single mean, Difference between Two Means, between Two Proportions for Two Samples and Maximum Likelihood Estimation.

Statistical Hypotheses: General Concepts, Testing a Statistical Hypothesis, Tests Concerning a Single Mean, Tests on Two Means, Test on a Single Proportion, Two Samples: Tests on Two Proportions.

UNIT - V

Stochastic Processes and Markov Chains: Introduction to Stochastic processes- Markov process. Transition Probability, Transition Probability Matrix, First order and Higher order Markov process, n- step transition probabilities, Markov chain, Steady state condition, Markov analysis.

TEXT BOOKS:

1. Ronald E. Walpole, Raymond H. Myers, Sharon L. Myers, Keying Ye, Probability & Statistics for Engineers & Scientists, 9th Ed. Pearson Publishers.
2. S C Gupta and V K Kapoor, Fundamentals of Mathematical statistics, Khanna publications.
3. S. D. Sharma, Operations Research, Kedarnath and Ramnath Publishers, Meerut, Delhi

REFERENCE BOOKS:

1. T.T. Soong, Fundamentals of Probability And Statistics For Engineers, John Wiley & Sons Ltd,2004.
2. Sheldon M Ross, Probability and statistics for Engineers and scientists, AcademicPress.

19CS304PC: COMPUTER ORGANIZATION AND ARCHITECTURE**B.Tech. III SEM**

L	T	P	C
3	0	0	3

Co-requisite: A Course on “Digital Logic Design and Microprocessors”.

Course Objectives:

- The purpose of the course is to introduce principles of computer organization and the basic architectural concepts.
- It begins with basic organization, design, and programming of a simple digital computer and introduces simple register transfer language to specify various computer operations.
- Topics include computer arithmetic, instruction set design, micro programmed control unit, pipelining and vector processing, memory organization and I/O systems, and multiprocessors

Course Outcomes:

- Describe basic computer organization and architecture.
- Analyze the basics of instruction sets and their functionality.
- Evaluate arithmetical operations through central processing unit.
- Demonstrate the functional units of the computer.
- Explore the parallel processing mechanisms

UNIT - I

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

Register Transfer Language and Micro operations: Register Transfer language, Register Transfer, Bus and memory transfers, Arithmetic Micro operations, logic micro operations, shift micro operations, Arithmetic logic shift unit.

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

UNIT - II

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

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

UNIT - III

Data Representation: Data types, Complements, Fixed Point Representation, Floating Point Representation.

Computer Arithmetic: Addition and subtraction, multiplication Algorithms, Division Algorithms, Floating – point Arithmetic operations. Decimal Arithmetic unit, Decimal Arithmetic operations.

UNIT - IV

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

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

UNIT - V

Reduced Instruction Set Computer: CISC Characteristics, RISC Characteristics.

Pipeline and Vector Processing: Parallel Processing, Pipelining, Arithmetic Pipeline, Instruction Pipeline, RISC Pipeline, Vector Processing, Array Processor.

Multi Processors: Characteristics of Multiprocessors, Interconnection Structures, Interprocessor arbitration, Interprocessor communication and synchronization, Cache Coherence.

TEXT BOOK:

1. Computer System Architecture – M. Morris Mano, Third Edition, Pearson/PHI.

REFERENCES:

1. Computer Organization – Carl Hamacher, Zvonko Vranesic, Saeed Zaky, 5th Edition, McGraw Hill.
2. Computer Organization and Architecture – William Stallings Sixth Edition, Pearson/PHI.
3. Structured Computer Organization – Andrew S. Tanenbaum, 4th Edition, PHI/Pearson

19CS305PC: OBJECT ORIENTED PROGRAMMING USING C++**B.Tech. III SEM**

L	T	P	C
2	0	0	2

Prerequisites: A course on “Programming for Problem Solving using C”.

Course Objectives:

- Introduces Object Oriented Programming concepts using the C++language.
- Introduces the principles of data abstraction, inheritance and polymorphism;
- Introduces the principles of virtual functions and polymorphism
- Introduces handling formatted I/O and unformatted I/O
- Introduces exception handling

Course Outcomes:

- Explore the object-oriented programming paradigms for problem solving
- Demonstrate the concept of classes, data abstraction through C++
- Illustrate inheritance Concepts and Polymorphism
- Apply file handling and stream classes through C++.
- Implement exception handling through C++

UNIT - I

Object-Oriented Thinking: Different paradigms for problem solving, need for OOP paradigm, differences between OOP and Procedure oriented programming, Overview of OOP concepts- Abstraction, Encapsulation, Inheritance and Polymorphism.

C++ Basics: Structure of a C++ program, Data types, Declaration of variables, Expressions, Operators, Operator Precedence, Evaluation of expressions, Type conversions, Pointers, Arrays, Pointers and Arrays, Strings, Structures, References. Flow control statement- if, switch, while, for, do, break, continue, goto statements. Functions - Scope of variables, Parameter passing, Default arguments, inline functions, Recursive functions, Pointers to functions. Dynamic memory allocation and de-allocation operators-new and delete, Preprocessor directives.

UNIT - II

C++ Classes and Data Abstraction: Class definition, Class structure, Class objects, Class scope, this pointer, Friends to a class, Static class members, Constant member functions, Constructors and Destructors, Dynamic creation and destruction of objects, Data abstraction, ADT and information hiding.

UNIT - III

Inheritance: Defining a class hierarchy, Different forms of inheritance, Defining the Base and Derived classes, Access to the base class members, Base and Derived class construction, Destructors, Virtual base class.

Virtual Functions and Polymorphism: Static and Dynamic binding, virtual functions, Dynamic binding through virtual functions, Virtual function call mechanism, Pure virtual functions, Abstract classes, Implications of polymorphic use of classes, Virtual destructors.

UNIT - IV

C++ I/O: I/O using C functions, Stream classes hierarchy, Stream I/O, File streams and String

UNIT - V

Exception Handling: Benefits of exception handling, Throwing an exception, The try block, Catching an exception, Exception objects, Exception specifications, Stack unwinding, Rethrowing an exception, Catching all exceptions.

TEXT BOOKS:

1. The Complete Reference C++, 4th Edition, Herbert Schildt, Tata McGrawHill.
2. Problem solving with C++: The Object of Programming, 4th Edition, Walter Savitch, Pearson Education.

REFERENCES:

1. The C++ Programming Language, 3rd Edition, B. Stroutstrup, PearsonEducation.
2. OOP in C++, 3rd Edition, T. Gaddis, J. Walters and G. Muganda, Wiley Dream TechPress.
3. Object Oriented Programming in C++, 3rd Edition, R. Lafore, Galigotia Publications PvtLtd.

19CS306ES: ANALOG AND DIGITAL ELECTRONICS LAB**B.Tech. III 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:

- Describe the characteristics of UJT.
- Analyze the characteristics of Diode, FET and JFET.
- Implement the Boolean expressions using Gates.
- Design Adder and Subtractor
- Illustrate the sequential circuits for counters

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 /Sub tractor
11. Design and realization a Synchronous and Asynchronous counter using flip-flops
12. Realization of logic gates using DTL, TTL, ECL, etc.

19CS307PC: DATA STRUCTURES LAB**B.Tech. III SEM**

L	T	P	C
0	0	3	1.5

Prerequisites: A Course on “Programming for problem solving”.

Course Objectives:

- It covers various concepts of C programming language
- It introduces searching and sorting algorithms
- It provides an understanding of data structures such as stacks and queues.

Course Outcomes:

- Demonstrate the linked list operations.
- Implement stack operations and queue operations
- Apply sorting and searching techniques
- Illustrate Tree traversal techniques.
- Visualize Graph traversals

LIST OF EXPERIMENTS

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

TEXTBOOKS:

1. Fundamentals of Data Structures in C, 2nd Edition, E. Horowitz, S. Sahni and Susan Anderson Freed, *UniversitiesPress*.
2. DataStructuresusingC–A.S.Tanenbaum,Y.Langsam, andM.J.Augenstein,
PHI/Pearson Education.

REFERENCE:

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

19CS308PC: IT WORKSHOP LAB**B.Tech. III SEM**

L	T	P	C
0	0	3	1.5

Course Objectives:

The IT Workshop for engineers is a training lab course spread over 60 hours. The modules include training on PC Hardware, Internet & World Wide Web and Productivity tools including Word, Excel, Power Point and Publisher.

Course Outcomes:

- Describe computing hardware, PC assembly and troubleshooting.
- Explore the network settings, browsing tools and cybersecurity practices
- Create the documents using LaTeX, Word with professional formatting.
- Apply Excel functions for different types of calculations, and analysis using charts.
- Design interactive and well-structured presentations using PowerPoint and LaTeX

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

Task1: 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 andWord.

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 andresources.

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'sasked).

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, WILEYDreamtech
2. The Complete Computer upgrade and repair book, 3rd edition Cheryl A Schmidt, WILEY Dreamtech
3. Introduction to Information Technology, ITL Education Solutions limited, PearsonEducation.
4. PC Hardware - 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 Quamme. – CISCO Press, PearsonEducation.
7. IT Essentials PC Hardware and Software Labs and Study Guide Third Edition by Patrick Regan CISCOPress, Pearson Education.

19CS309PC: C++ PROGRAMMING LAB**B.Tech. III SEM**

L	T	P	C
0	0	2	1

Prerequisites: A course on “Programming for Problem Solving”.

Course Objectives

- Introduces object-oriented programming concepts using the C++language.
- Introduces the principles of data abstraction, inheritance and polymorphism;
- Introduces the principles of virtual functions and polymorphism
- Introduces handling formatted I/O and unformatted I/O
- Introduces exception handling

Course Outcomes

- Develop programs using classes, objects, and structures to implement basic object-oriented concepts.
- Demonstrate use of constructors, access specifiers, and object arrays. For real time applications
- Illustrate the scope resolution operator, memory allocation and I/O operations
- Implement multilevel inheritance and reusability
- Practice pointers, array of objects, and virtual functions for dynamic binding

LIST OF EXPERIMENTS

1. Write a C++ Program to display Names, Roll No., and grades of 3 students who have appeared in the examination. Declare the class of name, Roll No. and grade. Create an array of class objects. Read and display the contents of the array.
2. Write a C++ program to declare Struct. Initialize and display contents of member variables.
3. Write a C++ program to declare a class. Declare pointer to class. Initialize and display the contents of the class member.
4. Given that an EMPLOYEE class contains following members: data members: Employee number, Employee name, Basic, DA, IT, Net Salary and print data members.
5. Write a C++ program to read the data of N employee and compute Net salary of each employee (DA=52% of Basic and Income Tax (IT) =30% of the gross salary).
6. Write a C++ to illustrate the concepts of console I/O operations.
7. Write a C++ program to use scope resolution operator. Display the various values of the same variables declared at different scope levels.
8. Write a C++ program to allocate memory using new operator.
9. Write a C++ program to create multilevel inheritance. (Hint: Classes A1, A2, A3)
10. Write a C++ program to create an array of pointers. Invoke functions using array objects.
11. Write a C++ program to use pointer for both base and derived classes and call the member function. Use Virtual keyword.

19MC309GS: GENDER SENSITIZATION LAB
 (An Activity-based Course)

B.Tech. III 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: “*Chupulu*”.

Domestic Violence: Speaking OutIs 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 Bhrugubanda, 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%

19CS401PC: DISCRETE MATHEMATICS**B.Tech. IV SEM**

L	T	P	C
3	0	0	3

Prerequisites: An understanding of Mathematics in general is sufficient.

Course Objectives

- Introduces the elementary discrete mathematics for computer science and engineering.
- 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:

- Describe the principles of logic for mathematical arguments and proofs
- Apply set theory, functions, relations, for modeling real-world problems
- Analyze the algorithms using mathematical induction and recursion
- Solve problems using discrete probability, recurrence relations
- Illustrate concepts of graphs, trees, and their applications

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 BOOKS:

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 Edn., Pearson Education.
4. Discrete Mathematics with Graph Theory- Edgar G. Goodaire, Michael M. Parmenter.
5. Discrete and Combinatorial Mathematics - an applied introduction: Ralph P. Grimaldi, 5th edition, Pearson Education.

19MB402HS: BUSINESS ECONOMICS AND FINANCIAL ANALYSIS**B.Tech. IV SEM**

L	T	P	C
3	0	0	3

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 Outcomes:

- Describe the various forms of Business and its impact on economy
- Comprehend the demand and supply
- Explore the usage of marketing and pricing of a product
- Solve problems using discrete probability, recurrence relations
- Illustrate concepts of graphs, trees, and their applications

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. Dhanesh 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. Paresh 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.

19CS403PC: OPERATING SYSTEMS**B.Tech. IV SEM**

L	T	P	C
3	0	0	3

Prerequisites:

- A course on “Computer Programming and Data Structures”.
- A course on “Computer Organization and Architecture”.

Course Objectives:

- Provide an introduction to 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, inter process communication and I/O in Unix.

Course Outcomes:

- Describe the operating system concepts.
- Analyze the CPU scheduling algorithms.
- Demonstrate Deadlocks and Processes Synchronization.
- Illustrate Memory Management Techniques.
- Apply files system inter phase and operations.

UNIT - I

Operating System - Introduction, Structures - Simple Batch, Multi programmed, 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

Inter process 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

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 Silber chatz, 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,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.

19CS404PC: DATABASE MANAGEMENT SYSTEMS**B.Tech. IV SEM**

L	T	P	C
3	1	0	4

Prerequisites: A course on “Data Structures”.

Course 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.

Course Outcomes:

- Analyze the logical design concepts of the database
- Design the physical model of a database and its operations.
- Apply the SQL queries for efficient database management.
- Implement transaction processing and concurrency control.
- Examine different indexing mechanisms and database storage access.

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 Gehrke, *Tata McGrawHill* 3rd Edition
2. Database System Concepts, Silberschatz, Korth, *Mc Graw hill*, Vedition.

REFERENCES:

1. Database Systems design, Implementation, and Management, Peter Rob & Carlos Coronel 7thEdition.
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*.

19CS405PC: JAVA PROGRAMMING**B.Tech. IV SEM**

L	T	P	C
3	1	0	4

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:

- Solve real world problems using OOP techniques.
- Apply the packages and interfaces, streams in I/O.
- Implement exception handling and multithreaded applications with synchronization.
- Develop the application using collection framework.
- Design GUI based applications using applets and swings.

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 multitasking and process-based multitasking, Java thread model, creating threads, thread priorities, synchronizing threads, inter thread communication.

UNIT - IV

The Collections Framework (java.util)- Collections overview, Collection Interfaces, TheCollection classes- ArrayList, 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, StringTokenizer, 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, GridLayout, 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, JTextField, **The Swing Buttons**- JButton, JToggleButton, JCheckBox, JRadioButton, JTabbedPane, JScrollPane, 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. Malhotra, S. Chudhary, 2nd edition, Oxford Univ.Press.
5. Java Programming and Object-oriented Application Development, R. A. Johnson, Cengage Learning.

19CS406PC: OPERATING SYSTEMS LAB (Using UNIX/LINUX)**B.Tech. IV SEM**

L	T	P	C
0	0	3	1.5

Prerequisites:

A course on “Programming for Problem Solving”.

- 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, inter process communication and I/O in Unix

Course Outcomes:

- Demonstrate CPU scheduling algorithms.
- Explore I/O system calls.
- Simulate Bunker’s Algorithm for deadlock.
- Implement the Producer-Consumer Problem.
- Illustrate IPC mechanisms and memory management techniques.

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

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, 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

19CS407PC: DATABASE MANAGEMENT SYSTEMS LAB**B.Tech. IV SEM**

L	T	P	C
0	0	3	1.5

Co-requisites:

- Co-requisite of course “Database Management Systems”

Course Objectives:

- Introduce ER data model, database design and normalization
- Learn SQL basics for data definition and data manipulation

Course Outcomes:

- Demonstrate the database design using E-R diagrams.
- Design the relational model using normalization.
- Apply SQL queries for data manipulation.
- Implement Procedural language.
- Illustrate various Triggers and Cursors for database.

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, 3rdEdition
2. Database System Concepts, Silberschatz, Korth, McGraw Hill, Vedition.

REFERENCES BOOKS:

1. Database Systems design, Implementation, and Management, Peter Rob & Carlos Coronel 7thEdition.
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*.

19CS408PC: JAVA PROGRAMMING LAB**B.Tech. IV SEM**

L	T	P	C
0	0	2	1

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:

- Apply fundamental Java programming concepts by utilizing IDE tools and identify features like refactoring and debugging.
- Create interactive GUI-based applications.
- Apply object-oriented features in solving problems.
- Implement multi-threaded applications.
- Utilize file handling, sorting algorithms, and data structures to solve complex problems.

Note:

1. Use LINUX and My SQL 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 forloop.
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 Num 2 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 Number Format Exception. If Num2 were Zero, the program would throw an Arithmetic Exception. 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 inter thread 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*.

19MC409CI: CONSTITUTION OF INDIA**B.Tech. IV SEM**

L	T	P	C
3	0	0	0

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 Article19
15. Scope of the Right to Life and Personal Liberty under Article21.

19CS501PC: FORMAL LANGUAGES AND AUTOMATA THEORY**B. Tech V Sem**

L	T	P	C
3	0	0	3

Course 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.

Course Outcomes

1. Describe abstract missions and their languages.
2. Design the finite state mechanics using regular expressions.
3. Implement context-free grammar for formal languages.
4. Apply normalization to the context-free grammar..
5. Distinguish between decidability and un-decidability problems.

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 Melay 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 Tress, 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, 3nd 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.

19CS502PC: SOFTWARE ENGINEERING**B. Tech V Sem**

L	T	P	C
3	0	0	3

Course 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

Course Outcomes

1. Compose end-user requirements into the system.
2. Identify and apply the process model based on software requirements.
3. Build the design of a systematic model.
4. Construct testing strategies and generate a report.
5. Quantify the metrics for process and products.

UNIT - 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.

UNIT - 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 Graw Hill 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.

REFERENCES:

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.

19CS503PC: COMPUTER NETWORKS**B. Tech V Sem**

L	T	P	C
3	0	0	3

Prerequisites

1. A course on “Programming for problem solving”
2. A course on “Data Structures”

Course Objectives

1. The objective of the course is to equip the students with a general overview of the concepts and fundamentals of computer networks.
2. 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.

Course Outcomes

1. Describe the basic concepts of reference models.
2. Apply sliding window and multiple access protocols.
3. Design routing algorithms and congestion control techniques.
4. Analyze the transport layer services and protocols.
5. Illustrate application layer protocols.

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: ALOHA, 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.

19CS504PC: WEB TECHNOLOGIES**B. Tech V Sem**

L	T	P	C
3	0	0	3

Course Objectives:

1. To introduce PHP language for server-side scripting
2. To introduce XML and processing of XML Data with Java
3. To introduce Server-side programming with Java Servlets and JSP
4. To introduce Client-side scripting with Javascript and AJAX.

Course Outcomes

1. Apply server-side scripting with PHP language.
2. Demonstrate parsing XML Data with Java.
3. Develop Server-side programs with Java Servlets.
4. Implement JSP pages using Cookies and Session tracking.
5. Design client-side scripting, validation of forms and AJAX programming.

UNIT- I

Introduction to PHP: Declaring variables, data types, arrays, strings, operators, expressions, control structures, functions, Reading data from web form controls like text boxes, radio buttons, lists etc., Handling File Uploads. Connecting to database (MySQL as reference), executing simple queries, handling results, Handling sessions and cookies

File Handling in PHP: File operations like opening, closing, reading, writing, appending, deleting etc. on text and binary files, listing directories.

UNIT- II

HTML Common tags- List, Tables, images, forms, Frames; Cascading Style sheets;

XML: Introduction to XML, Defining XML tags, their attributes and values, Document Type Definition, XML Schemas, Document Object Model, XHTML Parsing XML Data – DOM and SAX Parsers in java.

UNIT - III

Introduction to Servlets: Common Gateway Interface (CGI), Life cycle of a Servlet, deploying a servlet, The Servlet API, Reading Servlet parameters, Reading Initialization parameters, Handling Http Request & Responses, Using Cookies and Sessions, connecting to a database using JDBC.

UNIT - IV

Introduction to JSP: The Anatomy of a JSP Page, JSP Processing, Declarations, Directives, Expressions, Code Snippets, implicit objects, Using Beans in JSP Pages, Using Cookies and session for session tracking, connecting to database in JSP.

UNIT - V

Client-side Scripting: Introduction to Javascript, Javascript language – declaring variables, scope of variables, functions. event handlers (onclick, onsubmit etc.), Document Object Model, Form validation.

TEXT BOOKS:

1. Web Technologies, Uttam K Roy, Oxford University Press
2. The Complete Reference PHP — Steven Holzner, Tata McGraw-Hill

REFERENCE BOOKS

1. Web Programming, building internet applications, Chris Bates 2" edition, Wiley Dreamtech
2. Java Server Pages —Hans Bergsten, SPD O'Reilly,
3. Java Script, D.Flanagan
4. Beginning Web Programming-Jon Duckett WROX.

5. Programming world wide web, R.W.Sebesta, Fourth Edition, Pearson.
6. Internet and World Wide Web — How to program. Dietel and Nieto, Pearson.

19CS511PE: INFORMATION THEORY & CODING (Professional Elective - I)**B. Tech V Sem**

L	T	P	C
3	0	0	3

Prerequisite

1. Digital Communications

Course Objectives:

1. To acquire the knowledge in measurement of information and errors.
2. Understand the importance of various codes for communication systems
3. To design encoder and decoder of various codes.
4. To known the applicability of source and channel codes

Course Outcomes: Upon completing this course, the student will be able to

1. Learn measurement of information and errors.
2. Obtain knowledge in designing various source codes and channel codes
3. Design encoders and decoders for block and cyclic codes
4. Understand the significance of codes in various applications

UNIT - I**Coding for Reliable Digital Transmission and storage**

Mathematical model of Information, A Logarithmic Measure of Information, Average and Mutual Information and Entropy, Types of Errors, Error Control Strategies.

Source Codes: Shannon-fano coding, Huffman coding

UNIT - II

Linear Block Codes: Introduction to Linear Block Codes, Syndrome and Error Detection, Minimum Distance of a Block code, Error-Detecting and Error-correcting Capabilities of a Block code, Standard array and Syndrome Decoding, Probability of an undetected error for Linear Codes over a BSC, Hamming Codes. Applications of Block codes for Error control in data storage system

UNIT - III

Cyclic Codes: Description, Generator and Parity-check Matrices, Encoding, Syndrome Computation and Error Detection, Decoding, Cyclic Hamming Codes, shortened cyclic codes, Error-trapping decoding for cyclic codes, Majority logic decoding for cyclic codes.

UNIT - IV

Convolutional Codes: Encoding of Convolutional Codes- Structural and Distance Properties, state, tree, trellis diagrams, maximum likelihood decoding, Sequential decoding, Majority- logic decoding of Convolution codes. Application of Viterbi Decoding and Sequential Decoding, Applications of Convolutional codes in ARQ system.

UNIT - V

BCH Codes: Minimum distance and BCH bounds, Decoding procedure for BCH codes, Syndrome computation and iterative algorithms, Error locations polynomials for single and double error correction.

TEXT BOOKS

1. Error Control Coding- Fundamentals and Applications –Shu Lin, Daniel J.Costello,Jr, Prentice Hall, Inc 2014.
2. Error Correcting Coding Theory-Man Young Rhee, McGraw – Hill Publishing 1989

REFERENCE BOOKS

1. Digital Communications- John G. Proakis, 5th ed., , TMH 2008.
2. Introduction to Error Control Codes-Salvatore Gravano-oxford
3. Error Correction Coding – Mathematical Methods and Algorithms – Todd K.Moon, 2006, Wiley India.
4. Information Theory, Coding and Cryptography – Ranjan Bose, 2nd Edition, 2009, TMH.

19CS512PE: ADVANCED COMPUTER ARCHITECTURE (Professional Elective - I)**B. Tech V Sem**

L	T	P	C
3	0	0	3

Prerequisites: Computer Organization**Course 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

Course 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, PRAM 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. Wellein, 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.

19CS513PE: DATA ANALYTICS (Professional Elective - I)**B. Tech V Sem**

L	T	P	C
3	0	0	3

Prerequisites

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

Course Objectives:

1. To explore the fundamental concepts of data analytics.
2. To learn the principles and methods of statistical analysis
3. Discover interesting patterns, analyze supervised and unsupervised models and estimate the accuracy of the algorithms.
4. To understand the various search methods and visualization techniques.

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

1. Understand the impact of data analytics for business decisions and strategy
2. Carry out data analysis/statistical analysis
3. To carry out standard data visualization and formal inference procedures
4. Design Data Architecture
5. Understand various Data Sources

UNIT - I

Data Management: Design Data Architecture and manage the data for analysis, understand various sources of Data like Sensors/Signals/GPS etc. Data Management, Data Quality(noise, outliers, missing values, duplicate data) and Data Processing & Processing.

UNIT - II

Data Analytics: Introduction to Analytics, Introduction to Tools and Environment, Application of Modeling in Business, Databases & Types of Data and variables, Data Modeling Techniques, Missing Imputations etc. Need for Business Modeling.

UNIT - III

Regression – Concepts, Blue property assumptions, Least Square Estimation, Variable Rationalization, and Model Building etc.

Logistic Regression: Model Theory, Model fit Statistics, Model Construction, Analytics applications to various Business Domains etc.

UNIT - IV

Object Segmentation: Regression Vs Segmentation – Supervised and Unsupervised Learning, Tree Building – Regression, Classification, Overfitting, Pruning and Complexity, Multiple Decision Trees etc. Time Series Methods: Arima, Measures of Forecast Accuracy, STL approach, Extract features from generated model as Height, Average Energy etc and Analyze for prediction

UNIT - V

Data Visualization: Pixel-Oriented Visualization Techniques, Geometric Projection Visualization Techniques, Icon-Based Visualization Techniques, Hierarchical Visualization Techniques, Visualizing Complex Data and Relations.

TEXT BOOKS:

1. Student’s Handbook for Associate Analytics – II, III.

2. Data Mining Concepts and Techniques, Han, Kamber, 3rd Edition, Morgan Kaufmann Publishers.

REFERENCE BOOKS:

1. Introduction to Data Mining, Tan, Steinbach and Kumar, Addison Wesley, 2006.
2. Data Mining Analysis and Concepts, M. Zaki and W. Meira
3. Mining of Massive Datasets, Jure Leskovec Stanford Univ. Anand Rajaraman Milliway Labs Jeffrey D Ullman Stanford Univ.

19CS514PE: IMAGE PROCESSING (Professional Elective - I)**B. Tech V 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”

Course 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.

Course 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.

REFERENCES:

1. Fundamentals of Digital Image Processing: **A. K. Jain**, PHI.

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.

19CS515PE: PRINCIPLES OF PROGRAMMING LANGUAGES (Professional Elective - I)**B. Tech V Sem**

L	T	P	C
3	0	0	3

Prerequisites

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

Course 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

Course Outcomes

1. Discover the syntax and semantics of formal languages.
2. Apply a suitable programming paradigm for a given computing application.
3. Implement functional programming.
4. Explore the concepts of concurrency model.
5. Compare and contrast the features of 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:

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

19CS521PE/IT525PE: COMPUTER GRAPHICS (Professional Elective - II)**B. Tech V 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”

Course 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;

Course 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.

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. Pauline Baker, Pearson Education
2. "Computer Graphics Principles & practice", second edition in C, Foley, Van Dam, Feiner 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.

19CS522PE: ADVANCED OPERATING SYSTEMS (Professional Elective - II)**B. Tech V Sem**

L	T	P	C
3	0	0	3

Course Objectives

1. To study, learn, and understand the main concepts of advanced operating systems (parallel processing systems, distributed systems, real time systems, network operating systems, and open source operating systems)
2. Hardware and software features that support these systems.

Course Outcomes

1. Understand the design approaches of advanced operating systems
2. Analyze the design issues of distributed operating systems.
3. Evaluate design issues of multi processor operating systems.
4. Identify the requirements Distributed File System and Distributed Shared Memory.
5. Formulate the solutions to schedule the real time applications.

UNIT - I

Architectures of Distributed Systems: System Architecture Types, Distributed Operating Systems, Issues in Distributed Operating Systems, Communication Primitives. **Theoretical Foundations:** Inherent Limitations of a Distributed System, Lamport's Logical Clocks, Vector Clocks, Causal Ordering of Messages, Termination Detection.

UNIT - II

Distributed Mutual Exclusion: The Classification of Mutual Exclusion Algorithms, **Non-Token – Based Algorithms:** Lamport's Algorithm, The Ricart-Agrawala Algorithm, Maekawa's Algorithm, **Token-Based Algorithms:** Suzuki-Kasami's Broadcast Algorithm, Singhal's Heuristic Algorithm, Raymond's Heuristic Algorithm.

UNIT - III

Distributed Deadlock Detection: Preliminaries, Deadlock Handling Strategies in Distributed Systems, Issues in Deadlock Detection and Resolution, Control Organizations for Distributed Deadlock Detection, Centralized-Deadlock – Detection Algorithms, Distributed Deadlock Detection Algorithms, Hierarchical Deadlock Detection Algorithms

UNIT - IV

Multiprocessor System Architectures: Introduction, Motivation for multiprocessor Systems, Basic Multiprocessor System Architectures **Multi Processor Operating Systems:** Introduction, Structures of Multiprocessor Operating Systems, Operating Design Issues, Threads, Process Synchronization, Processor Scheduling.

Distributed File Systems: Architecture, Mechanisms for Building Distributed File Systems, Design Issues

UNIT - V

Distributed Scheduling: Issues in Load Distributing, Components of a Load Distributed Algorithm, Stability, Load Distributing Algorithms, Requirements for Load Distributing, Task Migration, Issues in task Migration

Distributed Shared Memory: Architecture and Motivation, Algorithms for Implementing DSM, Memory Coherence, Coherence Protocols, Design Issues

TEXT BOOK:

1. Advanced Concepts in Operating Systems, Mukesh Singhal, Niranjan G. Shivaratri, Tata McGraw-Hill Edition 2001

REFERENCES:

1. Distributed Systems: Andrew S. Tanenbaum, Maarten Van Steen, Pearson Prentice Hall, Edition – 2, 2007

19CS523PE: INFORMATION RETRIEVAL SYSTEMS (Professional Elective - II)**B. Tech V Sem**

L	T	P	C
3	0	0	3

Prerequisites:

1. Data Structures

Course 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.

Course Outcomes:

1. Describe Information Retrieval systems principles for large collections of data.
2. Develop data models using statistical approaches.
3. Implement different automatic document clustering algorithms.
4. Design the Information Retrieval System for web and text searching
5. Apply visualization tools for multimedia information retrieval.

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

REFERENCES

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

19CS524PE: DISTRIBUTED DATABASES (Professional Elective - II)**B. Tech V Sem**

L	T	P	C
3	0	0	3

Prerequisites

1. A course on “Database Management Systems”

Course 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.

Course 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 Patuck 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

19CS525PE: NATURAL LANGUAGE PROCESSING (Professional Elective - II)**B. Tech V Sem**

L	T	P	C
3	0	0	3

Prerequisites: Data structures, finite automata and probability theory

Course Objectives

1. Introduce to some of the problems and solutions of NLP and their relation to linguistics and statistics.

Course 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: Cohesion, Reference Resolution, Discourse Cohesion 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: Tanvier Siddiqui, U.S. Tiwary

REFERENCE:

1. Speech and Natural Language Processing - Daniel Jurafsky & James H Martin, Pearson Publications

19CS505PC: SOFTWARE ENGINEERING LAB**B. Tech V Sem**

L	T	P	C
0	0	3	1.5

Prerequisites

1. A course on “Programming for Problem Solving”

Co-requisite

1. A Course on “Software Engineering”

Course 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.

Course Outcomes

1. Apply software engineering principles.
2. Use software development tools.
3. Design and implement software systems.
4. Test and validate software systems.
5. Collaborate on software development projects.

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 Graw Hill 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.

19CS506PC: COMPUTER NETWORKS AND WEB TECHNOLOGIES LAB**B. Tech V Sem**

L	T	P	C
3	0	0	3

Course 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

Course Outcomes

1. Implement data link layer protocols
2. Illustrate routing and congestion control techniques in a network.
3. Design and develop web applications..
4. Develop server-side scripting.
5. Apply web development frameworks and tools.

List of Experiments

1. Implement the data link layer framing methods such as character, 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

Web Technologies Experiments

1. Write a PHP script to print prime numbers between 1-50.
2. PHP script to
 - a. Find the length of a string.
 - b. Count no of words in a string.
 - c. Reverse a string.
 - d. Search for a specific string.

3. Write a PHP script to merge two arrays and sort them as numbers, in descending order.
4. Write a PHP script that reads data from one file and write into another file.
5. Develop static pages (using Only HTML) of an online book store. The pages should resemble: www.amazon.com. The website should consist of the following pages.
 - a) Home page
 - b) Registration and user Login
 - c) User Profile Page
 - d) Books catalog
 - e) Shopping Cart
 - f) Payment By credit card
 - g) Order Confirmation
6. Validate the Registration, user login, user profile and payment by credit card pages using JavaScript.
7. Create and save an XML document on the server, which contains 10 users information. Write a program, which takes User Id as an input and returns the user details by taking the user information from the XML document.
8. Install TOMCAT web server. Convert the static web pages of assignments 2 into dynamic web pages using servlets and cookies. Hint: Users information (user id, password, credit card number) would be stored in web.xml. Each user should have a separate Shopping Cart.
9. Redo the previous task using JSP by converting the static web pages of assignments 2 into dynamic web pages. Create a database with user information and books information. The books catalogue should be dynamically loaded from the database. Follow the MVC architecture while doing the website.

TEXT BOOKS:

1. WEB TECHNOLOGIES: A Computer Science Perspective, Jeffrey C. Jackson, Pearson Education

REFERENCES:

1. Deitel H.M. and Deitel P.J., "Internet and World Wide Web How to program", Pearson International, 2012, 4th Edition.
2. J2EE: The complete Reference By James Keogh, McGraw-Hill
3. Bai and Ekedhi, The Web Warrior Guide to Web Programming, Thomson
4. Paul Dietel and Harvey Deitel, "Java How to Program", Prentice Hall of India, 8th Edition
5. Web technologies, Black Book, Dreamtech press.
6. Gopalan N.P. and Akilandeswari J., "Web Technology", Prentice Hall of India

19EN508HS: ADVANCED COMMUNICATION SKILLS LAB**B. Tech V Sem**

L	T	P	C
3	0	0	3

Course Outcomes

1. Interpret the vocabulary to improve the fluency in English.
2. Illustrate the ideas to use of communication skills.
3. Develop proficiency in academic reading and writing.
4. Apply innovative presentation styles.
5. Use advanced communication technologies.

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 globalized 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. 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 Dream tech
- TOEFL & GRE (KAPLAN, AARCO & BARRONS, USA, Cracking GRE by CLIFFS)

TEXT BOOKS:

1. Effective Technical Communication by M Asharaf Rizvi. McGraw Hill Education (India) Pvt. Ltd. 2nd Edition
2. Academic Writing: A Handbook for International Students by Stephen Bailey, Routledge, 5th Edition.

REFERENCES:

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

19MC510IP: INTELLECTUAL PROPERTY RIGHTS**B. Tech V Sem**

L	T	P	C
3	0	0	0

UNIT – I

Introduction to Intellectual property: Introduction, types of intellectual property, international organizations, agencies and treaties, importance of intellectual property rights.

UNIT – II

Trade Marks: Purpose and function of trademarks, acquisition of trade mark rights, protectable matter, selecting, and evaluating trade mark, trade mark registration processes.

UNIT – III

Law of copy rights: Fundamental of copy right law, originality of material, rights of reproduction, rights to perform the work publicly, copy right ownership issues, copy right registration, notice of copy right, international copy right law.

Law of patents: Foundation of patent law, patent searching process, ownership rights and transfer

UNIT – IV

Trade Secrets: Trade secret law, determination of trade secret status, liability for misappropriations of trade secrets, protection for submission, trade secret litigation.

Unfair competition: Misappropriation right of publicity, false advertising.

UNIT – V

New development of intellectual property: new developments in trade mark law; copy right law, patent law, intellectual property audits.

International overview on intellectual property, international – trade mark law, copy right law, international patent law, and international development in trade secrets law.

TEXT BOOKS & REFERENCES:

1. Intellectual property right, Deborah. E. Bouchoux, Cengage learning.
2. Intellectual property right – Unleashing the knowledge economy, prabuddha ganguli, Tata McGraw Hill Publishing company ltd

19CS601PC: MACHINE LEARNING**B. Tech VI Sem**

L	T	P	C
3	1	0	4

Prerequisites

1. Data Structures
2. Knowledge on statistical methods

Course 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.

Course Outcomes

1. Describe the concept of computational intelligence.
2. Demonstrate artificial neural networks and their usage.
3. Implement machine learning algorithms.
4. Analyze instant based learning algorithms by set rules.
5. Evaluate Analytical and Inductive learning algorithms.

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 BOOKS:

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

REFERENCES:

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

19CS602PC: COMPILER DESIGN**B. Tech VI Sem**

L	T	P	C
3	1	0	4

Prerequisites

1. A course on “Formal Languages and Automata Theory”
2. A course on “Computer Organization and architecture”
3. A course on “Computer Programming and Data Structures”

Course Objectives:

1. Introduce the major concepts of language translation and compiler design and impart the knowledge of practical skills necessary for constructing a compiler.
2. Topics include phases of compiler, parsing, syntax directed translation, type checking use of symbol tables, code optimization techniques, intermediate code generation, code generation and data flow analysis.

Course Outcomes:

1. Compute tokens and regular expressions for lexical analysis.
2. Implement top-down and bottom-up parsers.
3. Construct intermediate code for procedures.
4. Optimize the code generation.
5. Analyze the data flow.

UNIT - I**Introduction:** The structure of a compiler, the science of building a compiler, programming language basics**Lexical Analysis:** The Role of the Lexical Analyzer, Input Buffering, Recognition of Tokens, The Lexical-Analyzer Generator Lex, Finite Automata, From Regular Expressions to Automata, Design of a Lexical-Analyzer Generator, Optimization of DFA-Based Pattern Matchers.**UNIT - II****Syntax Analysis:** Introduction, Context-Free Grammars, Writing a Grammar, Top-Down Parsing, Bottom-Up Parsing, Introduction to LR Parsing: Simple LR, More Powerful LR Parsers, Using Ambiguous Grammars and Parser Generators.**UNIT - III****Syntax-Directed Translation:** Syntax-Directed Definitions, Evaluation Orders for SDD's, Applications of Syntax-Directed Translation, Syntax-Directed Translation Schemes, Implementing L-Attributed SDD's.**Intermediate-Code Generation:** Variants of Syntax Trees, Three-Address Code, Types and Declarations, Type Checking, Control Flow, Switch-Statements, Intermediate Code for Procedures.**UNIT - IV****Run-Time Environments:** Stack Allocation of Space, Access to Nonlocal Data on the Stack, Heap Management, Introduction to Garbage Collection, Introduction to Trace-Based Collection.**Code Generation:** Issues in the Design of a Code Generator, The Target Language, Addresses in the Target Code, Basic Blocks and Flow Graphs, Optimization of Basic Blocks, A Simple Code Generator, Peephole Optimization, Register Allocation and Assignment, Dynamic Programming Code-Generation.

UNIT - V

Machine-Independent Optimization: The Principal Sources of Optimization, Introduction to Data-Flow Analysis, Foundations of Data-Flow Analysis, Constant Propagation, Partial-Redundancy Elimination, Loops in Flow Graphs.

TEXT BOOK:

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

REFERENCES:

1. Lex & Yacc – John R. Levine, Tony Mason, Doug Brown, O’reilly
2. Compiler Construction, Louden, Thomson.

19CS603PC: DESIGN AND ANALYSIS OF ALGORITHMS**B. Tech VI Sem**

L	T	P	C
3	1	0	4

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. Analyze the algorithms with respect to space and time.
2. Apply disjoint sets and backtracking approaches to solve problems.
3. Illustrate dynamic programming strategy.
4. Implement backtracking and branch and bound techniques.
5. Explore NP-Hard and NP-complete problems using non-deterministic algorithms.

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 - Travelling 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 Sahni 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.

19CS631PE: CONCURRENT PROGRAMMING (Professional Elective - III)**B. Tech VI Sem**

L	T	P	C
3	0	0	3

Prerequisites

1. A course on “Operating Systems”
2. A course on “Java Programming”

Course Objectives: To explore the abstractions used in concurrent programming**Course Outcomes:**

1. Ability to implement the mechanisms for communication and co-ordination among concurrent processes.
2. Ability to understand and reason about concurrency and concurrent objects
3. Ability to implement the locking and non-blocking mechanisms
4. Ability to understand concurrent objects

UNIT - I

Introduction - Shared Objects and Synchronization, A Fable, Properties of Mutual Exclusion, The Moral, The Producer–Consumer Problem, The Harsh Realities of Parallelization.

Mutual Exclusion - Time, Critical Sections, 2-Thread Solutions, The Peterson Lock, The Filter Lock, Lamport’s Bakery Algorithm.

UNIT - II

Concurrent Objects - Concurrency and Correctness, Sequential Objects, Quiescent consistency, Sequential Consistency, Linearizability, Linearization Points, Formal Definitions

Linearizability, Compositional Linearizability, The Nonblocking Property, Progress conditions, Dependent Progress Conditions, The Java Memory Model, Locks and synchronized Blocks, Volatile Fields, Final Fields.

UNIT - III

Synchronization Operations, Consensus Numbers, Consensus Protocols, The compareAndSet() Operation, Introduction Universality, A Lock-Free Universal, Construction Wait-Free Universal Construction, Spin Locks , Test-And-Set Locks

UNIT - IV

Linked Lists: The Role of Locking, Introduction, List-Based Sets, Concurrent Reasoning, Coarse- Grained Synchronization, Fine-Grained Synchronization, Optimistic Synchronization, Lazy Synchronization, Non- Blocking Synchronization

UNIT - V

Concurrent Queues and the ABA Problem, Concurrent Stacks and Elimination, Transactional Memories

TEXT BOOKS:

1. The Art of Multiprocessor Programming, by Maurice Herlihy and Nir Shavit, Morgan Kaufman Publishers, 1st Edition, Indian Reprint 2012.

REFERENCE BOOKS:

1. Java Concurrency in Practice by Brian Goetz, Tim Peierls, Joshua Block, Joseph Bowbeer, David Holmes and Doug Lea, Addison Wesley, 1st Edition, 2006.
2. Concurrent Programming in Java™: Design Principles and Patterns, Second Edition by Doug Lea, Publisher: Addison Wesley, Pub Date: October 01, 1999.

19CS632PE: NETWORK PROGRAMMING (Professional Elective - III)**B. Tech VI Sem**

L	T	P	C
3	0	0	3

Course Objectives:

1. To understand inter process and inter-system communication
2. To understand socket programming in its entirety
3. To understand usage of TCP/UDP / Raw sockets
4. To understand how to build network applications

Course Outcomes:

1. To write socket API based programs
2. To design and implement client-server applications using TCP and UDP sockets
3. To analyze network programs

UNIT - I

Introduction to Network Programming: OSI model, Unix standards, TCP and UDP & TCP connection establishment and Format, Buffer sizes and limitation, standard internet services, Protocol usage by common internet application.

Sockets : Address structures, value – result arguments, Byte ordering and manipulation function and related functions Elementary TCP sockets – Socket, connect, bind, listen, accept, fork and exec function, concurrent servers. Close function and related function.

UNIT - II

TCP client server : Introduction, TCP Echo server functions, Normal startup, terminate and signal handling server process termination, Crashing and Rebooting of server host shutdown of server host. **Elementary UDP sockets:** Introduction UDP Echo server function, lost datagram, summary of UDP example, Lack of flow control with UDP, determining outgoing interface with UDP.

I/O Multiplexing: I/O Models, select function, Batch input, shutdown function, poll function, TCP Echo server,

UNIT - III

Socket options: getsockopt and setsockopt functions. Socket states, Generic socket option IPV6 socket option ICMPV6 socket option IPV6 socket option and TCP socket options.

Advanced I/O Functions-Introduction, Socket Timeouts, recv and send Functions, ready and writev Functions, recvmsg and sendmsg Functions, Ancillary Data, How Much Data Is Queued?, Sockets and Standard I/O, T/TCP: TCP for Transactions.

UNIT - IV

Elementary name and Address conversions: DNS, gethost by Name function, Resolver option, Function and IPV6 support, uname function, other networking information.

Daemon Processes and inetd Superserver – Introduction, syslogd Daemon, syslog Function, daemon_init Function, inetd Daemon, daemon_inetd Function

Broadcasting- Introduction, Broadcast Addresses, Unicast versus Broadcast, dg_cli Function Using Broadcasting, Race Conditions

Multicasting- Introduction, Multicast Addresses, Multicasting versus Broadcasting on A LAN, Multicasting on a WAN, Multicast Socket Options, mcast_join and Related Functions, dg_cli Function Using Multicasting, Receiving MBone Session Announcements, Sending and Receiving, SNTP: Simple Network Time Protocol, SNTP (Continued)

UNIT - V

Raw Sockets-Introduction, Raw Socket Creation, Raw Socket Output, Raw Socket Input, Ping Program, Traceroute Program, An ICMP Message Daemon,

Datalink Access- Introduction, BPF: BSD Packet Filter, DLPI: Data Link Provider Interface, Linux:

SOCK_PACKET, libpcap: Packet Capture Library, Examining the UDP Checksum Field.

Remote Login: Terminal line disciplines, Pseudo-Terminals, Terminal modes, Control Terminals, rlogin Overview, RPC Transparency Issues.

TEXT BOOKS:

1. UNIX Network Programming, by W. Richard Stevens, Bill Fenner, Andrew M. Rudoff, Pearson Education
2. UNIX Network Programming, 1st Edition, - W. Richard Stevens.PHI.

REFERENCES:

1. UNIX Systems Programming using C++ T CHAN, PHI.
2. UNIX for Programmers and Users, 3rd Edition Graham GLASS, King abls, Pearson Education
3. Advanced UNIX Programming 2nd Edition M. J. ROCHKIND, Pearson Education

19CS633PE: SCRIPTING LANGUAGES (Professional Elective - III)**B. Tech VI Sem**

L	T	P	C
3	0	0	3

Prerequisites:

1. A course on “Computer Programming and Data Structures”
2. A course on “Object Oriented Programming Concepts”

Course Objectives:

1. This course introduces the script programming paradigm
2. Introduces scripting languages such as Perl, Ruby and TCL.
3. Learning TCL

Course Outcomes:

1. Comprehend the differences between typical scripting languages and typical system and application programming languages.
2. Gain knowledge of the strengths and weakness of Perl, TCL and Ruby; and select an appropriate language for solving a given problem.
3. 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 Webservers, 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, data structures, 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 Progammers 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.

19CS634PE: MOBILE APPLICATION DEVELOPMENT (Professional Elective - III)**B. Tech VI Sem**

L	T	P	C
3	0	0	3

Prerequisites

1. Acquaintance with JAVA programming
2. A Course on DBMS

Course Objectives

1. To demonstrate their understanding of the fundamentals of Android operating systems
2. To improves their skills of using Android software development tools
3. To demonstrate their ability to develop software with reasonable complexity on mobile platform
4. To demonstrate their ability to deploy software to mobile devices
5. To demonstrate their ability to debug programs running on mobile devices

Course Outcomes

1. Student understands the working of Android OS Practically.
2. Student will be able to develop Android user interfaces
3. 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 updating 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:

1. Beginning Android 4 Application Development, Wei-Meng Lee, Wiley India (Wrox), 2013

19CS635PE: SOFTWARE TESTING METHODOLOGIES (Professional Elective - III)**B. Tech VI Sem**

L	T	P	C
3	0	0	3

Prerequisites

1. A course on “Software Engineering”

Course 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.

Course Outcomes

1. Compare and contrast the various testing strategies.
2. Demonstrate data flow and domain testing strategies.
3. Describe anomalies and build decision table, kv charts.
4. Analyze the graph-based testing metrics with its applications.
5. Implement test cases using WinRunner tool.

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

References:

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.

19CS604PC: MACHINE LEARNING LAB**B. Tech VI Sem**

L	T	P	C
0	0	3	1.5

Course Objective: The objective of this lab is to get an overview of the various machine learning techniques and can able to demonstrate them using python.

Course Outcomes: After the completion of the course the student can able to:

1. Describe the mathematical and statistical prospectives of Machine learning algorithms through python programming.
2. Implement Machine learning algorithms.
3. Use machine learning libraries and frameworks.
4. Apply classification techniques for real world problems.
5. Analyze and interpret machine learning models

List of Experiments

1. The probability that it is Friday and that a student is absent is 3 %. Since there are 5 school days in a week, the probability that it is Friday is 20 %. What is the probability that a student is absent given that today is Friday? Apply Baye's rule in python to get the result. (Ans: 15%)
2. Extract the data from database using python
3. Implement k-nearest neighbours classification using python
4. Given the following data, which specify classifications for nine combinations of VAR1 and VAR2 predict a classification for a case where VAR1=0.906 and VAR2=0.606, using the result of k- means clustering with 3 means (i.e., 3 centroids)

VAR1	VAR2	CLASS
1.713	1.586	0
0.180	1.786	1
0.353	1.240	1
0.940	1.566	0
1.486	0.759	1
1.266	1.106	0
1.540	0.419	1
0.459	1.799	1
0.773	0.186	1

5. The following training examples map descriptions of individuals onto high, medium and low credit-worthiness.

medium skiing design single twenties no -> highRisk high
golf trading married forties yes -> lowRisk

low speedway transport married thirties yes -> medRisk

medium football banking single thirties yes -> lowRisk high
flying media married fifties yes -> highRisk

low football security single twenties no -> medRisk

medium golf media single thirties yes -> medRisk

medium golf transport married forties yes -> lowRisk high

skiing banking single thirties yes -> highRisk low

golf unemployed married forties yes -> highRisk

Input attributes are (from left to right) income, recreation, job, status, age-group, home-owner. Find the unconditional probability of 'golf' and the conditional probability of 'single' given 'medRisk' in the dataset?

6. Implement linear regression using python.
7. Implement Naïve Bayes theorem to classify the English text
8. Implement an algorithm to demonstrate the significance of genetic algorithm
9. Implement the finite words classification system using Back-propagation algorithm

19CS605PC: COMPILER DESIGN LAB**B. Tech VI Sem**

L	T	P	C
0	0	3	1.5

Prerequisites

1. A Course on “Object Oriented Programming through Java”

Co-requisites

1. A course on “Web Technologies”

Course Objectives

1. To provide hands-on experience on web technologies
2. To develop client-server application using web technologies
3. To introduce server-side programming with Java servlets and JSP
4. To understand the various phases in the design of a compiler.
5. To understand the design of top-down and bottom-up parsers.
6. To understand syntax directed translation schemes.
7. To introduce lex and yacc tools.

Course Outcomes

1. Design and implement lexical analyzer.
2. Develop top-down parser.
3. Implement semantic analysis and intermediate code generation.
4. Demonstrate bottom-up parser.
5. Use compiler design tools and techniques.

List of Experiments

Compiler Design Experiments

1. Write a LEX Program to scan reserved word & Identifiers of C Language
2. Implement Predictive Parsing algorithm
3. Write a C program to generate three address code.
4. Implement SLR(1) Parsing algorithm
5. Design LALR bottom up parser for the given language

```

<program> ::= <block>
<block> ::= { <variabledefinition> <slist> }
            | { <slist> }
<variabledefinition> ::= int <vardeflist> ;
<vardeflist> ::= <vardec> | <vardec> , <vardeflist>
<vardec> ::= <identifier> | <identifier> [ <constant> ]
<slist> ::= <statement> | <statement> ; <slist>
<statement> ::= <assignment> | <ifstatement> | <whilestatement>
                | <block> | <printstatement> | <empty>
<assignment> ::= <identifier> = <expression>
                | <identifier> [ <expression> ] = <expression>
<ifstatement> ::= if <bexpression> then <slist> else <slist> endif
                | if <bexpression> then <slist> endif
<whilestatement> ::= while <bexpression> do <slist> enddo
<printstatement> ::= print ( <expression> )
<expression> ::= <expression> <addingop> <term> | <term> | <addingop> <term>
<bexpression> ::= <expression> <relop> <expression>
<relop> ::= < | <= | == | >= | > | !=
```

```

<addingop> ::= + | -
<term> ::= <term> <multop> <factor> | <factor>
<multop> ::= * | /
<factor> ::= <constant> | <identifier> | <identifier> [ <expression> ]
          | ( <expression> )
<constant> ::= <digit> | <digit> <constant>
<identifier> ::= <identifier> <letterordigit> | <letter>
<letterordigit> ::= <letter> | <digit>
<letter> ::= a|b|c|d|e|f|g|h|i|j|k|l|m|n|o|p|q|r|s|t|u|v|w|x|y|z
<digit> ::= 0|1|2|3|4|5|6|7|8|9
<empty> has the obvious meaning

```

Comments (zero or more characters enclosed between the standard C/Java-style comment brackets)

`/*...*/`) can be inserted. The language has rudimentary support for 1-dimensional arrays. The declaration `int a[3]` declares an array of three elements, referenced as `a[0]`, `a[1]` and `a[2]`. Note also that you should worry about the scoping of names.

A simple program written in this language is:

```
{ int a[3],t1,t2;
```

t1=2;

a[0]=1; a[1]=2; a[t1]=3;

$$t2=-(a[2]+t1)$$

if t2>5 th

```
print(t)
```

else {

```
int t3;
```

t3=99;

```
t2=-25;  
print(-t1+t2*t3); /* this is a comment  
on 2 lines */
```

}

endif

}

19CS631PE: CONCURRENT PROGRAMMING LAB (Professional Elective - III)**B. Tech VI Sem**

L	T	P	C
0	0	2	1

List of Experiments:

1. Design and implement Two-thread mutual exclusion algorithm (Peterson's Algorithm) using multithreaded programming.
2. Design and implement Filter Lock algorithm and check for deadlock-free and starvation-free conditions using multithreaded programming.
3. Design and implement Lamport's Bakery Algorithm and check for deadlock-free and starvation-free conditions using multithreaded programming.
4. Design and implement Lock-based concurrent FIFO queue data structure using multithreaded programming.
5. Design a consensus object using read-write registers by implementing a deadlock-free or starvation-free mutual exclusion lock. (Use CompareAndSet() Primitive).
6. Design and implement concurrent List queue data structure using multithreaded programming. (Use Atomic Primitives)
7. Design and implement concurrent Stack queue data structure using multithreaded programming. (Use Atomic Primitives)
8. Design and implement concurrent FIFO queue data structure using multithreaded programming. (Use Atomic Primitives)

19CS632PE: NETWORK PROGRAMMING LAB (Professional Elective - III)**B. Tech VI Sem**

L	T	P	C
0	0	2	1

Course Objectives:

1. To understand inter process and inter-system communication
2. To understand socket programming in its entirety
3. To understand usage of TCP/UDP / Raw sockets
4. To understand how to build network applications

Course Outcomes:

1. To write socket API based programs
2. To design and implement client-server applications using TCP and UDP sockets
3. To analyze network programs

List of Experiments

1. Implement programs for Inter Process Communication using PIPE, Message Queue and Shared Memory.
2. Write a programme to create an integer variable using shared memory concept and increment the variable simultaneously by two processes. Use semaphores to avoid race conditions.
3. Design TCP iterative Client and server application to reverse the given input sentence
4. Design TCP iterative Client and server application to reverse the given input sentence
5. Design TCP client and server application to transfer file
6. Design a TCP concurrent server to convert a given text into upper case using multiplexing system call “select”
7. Design a TCP concurrent server to echo given set of sentences using poll functions
8. Design UDP Client and server application to reverse the given input sentence
9. Design UDP Client server to transfer a file
10. Design using poll client server application to multiplex TCP and UDP requests for converting a given text into upper case.
11. Design a RPC application to add and subtract a given pair of integers

TEXT BOOKS:

1. UNIX Network Programming, by W. Richard Stevens, Bill Fenner, Andrew M. Rudoff, Pearson Education.
2. UNIX Network Programming, 1st Edition, - W. Richard Stevens.PHI.

19CS633PE: SCRIPTING LANGUAGES LAB (Professional Elective - III)**B. Tech VI Sem**

L	T	P	C
0	0	2	1

Prerequisites: Any High-level programming language (C, C++)**Course Objectives:**

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

Course Outcomes:

- Ability to understand the differences between Scripting languages and programming languages
- 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.
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 compare 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

19CS634PE: MOBILE APPLICATION DEVELOPMENT LAB (Professional Elective - III)**B. Tech VI Sem**

L	T	P	C
0	0	2	1

Prerequisites: --- NIL---**Course Objectives:**

1. To learn how to develop Applications in android environment.
2. To learn how to develop user interface applications.
3. To learn how to develop URL related applications.

Course Outcomes:

1. Student understands the working of Android OS Practically.
2. Student will be able to develop user interfaces.
3. Student will be able to develop, deploy and maintain the Android Applications.

List of Experiments

1. 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 Picket), 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.
9. Create an admin application for the user table, which shows all records as a list and the admin can select any record for edit or modify. The results should be reflected in the table.
10. Develop an application that shows all contacts of the phone along with details like name, phone number, mobile number etc.
11. Create an application that saves user information like name, age, gender etc. in shared preference and retrieves them when the program restarts.
12. Create an alarm that rings every Sunday at 8:00 AM. Modify it to use a time picker to set alarm time.
13. Create an application that shows the given URL (from a text field) in a browser.

19CS635PE: SOFTWARE TESTING METHODOLOGIES LAB (Professional Elective - III)**B. Tech VI Sem**

L	T	P	C
0	0	2	1

Prerequisites: A basic knowledge of programming.

Course Objectives

1. To provide knowledge of Software Testing Methods.
2. To develop skills in software test automation and management using latest tools.

Course Outcome

1. Identify recording in context sensitive mode and analog mode.
2. Demonstrate the GUI, Bitmap and Database checkpoints.
3. Analyze Data driven test through flat files and excel test.
4. Recognize Batch testing without and with parameter passing.
5. Develop the test case for calculator application.

List of Experiments:

1. Recording in context sensitive mode and analog mode
2. GUI checkpoint for single property
3. GUI checkpoint for single object/window
4. GUI checkpoint for multiple objects
5. a) Bitmap checkpoint for object/window
a) Bitmap checkpoint for screen area
6. Database checkpoint for Default check
7. Database checkpoint for custom check
8. Database checkpoint for runtime record check
9. a) Data driven test for dynamic test data submission
b) Data driven test through flat files
c) Data driven test through front grids
d) Data driven test through excel test
10. a) Batch testing without parameter passing
b) Batch testing with parameter passing
11. Data driven batch
12. Silent mode test execution without any interruption
13. Test case for calculator in windows application

19MC609ES: ENVIRONMENTAL SCIENCE**B. Tech VI Sem**

L	T	P	C
3	0	0	0

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.

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 Problems 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 Montréal Protocol.

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, 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 PHI 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.

19CS701PC: CRYPTOGRAPHY AND NETWORK SECURITY (PC)**B. Tech. VII Sem.**

L	T	P	C
3	0	0	3

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:

- Describe the key concepts of cryptography and security.
- Analyze the private and public key cryptographic algorithms.
- Implement the key distribution and management methods.
- Summarize Transport-level and Wireless Network Security.
- Explore the e-mail and IP 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

19CS702PC: DATA MINING (PC)**B. Tech. VII Sem.**

L	T	P	C
2	0	0	2

Pre-Requisites:

- A course on “Database Management Systems”
- Knowledge of probability and statistics

Course Objectives:

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

Course Outcomes:

- Differentiate types of data mining and primitives of data mining.
- Extract interesting patterns from large amounts of data.
- Discover the classification of data mining in various fields.
- Implement clustering applications
- Analyze and extract insights from continuous data streams, enabling real time decision making.

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 Eibe Frank, Data Mining: Practical Machine Learning Tools and Techniques (Second Edition), Morgan Kaufmann, 2005.

19CS741PE: GRAPH THEORY (Professional Elective - IV)**B. Tech. VII Sem.**

L	T	P	C
3	0	0	3

Pre-requisites:

1. An understanding of Mathematics in general is sufficient.

Course Outcomes:

- Know some important classes of graph theoretic problems;
- Be able to formulate and prove central theorems about trees, matching, connectivity, colouring and planar graphs;
- Be able to describe and apply some basic algorithms for graphs;
- Be able to use graph theory as a modelling tool.

UNIT - I

Introduction-Discovery of graphs, Definitions, Subgraphs, Isomorphic graphs, Matrix representations of graphs, Degree of a vertex, Directed walks, paths and cycles, Connectivity in digraphs, Eulerian and Hamilton digraphs, Eulerian digraphs, Hamilton digraphs, Special graphs, Complements, Larger graphs from smaller graphs, Union, Sum, Cartesian Product, Composition, Graphic sequences, Graph theoretic model of the LAN problem, Havel-Hakimi criterion, Realization of a graphic sequence.

UNIT - II

Connected graphs and shortest paths - Walks, trails, paths, cycles, Connected graphs, Distance, Cut-vertices and cut-edges, Blocks, Connectivity, Weighted graphs and shortest paths, Weighted graphs, Dijkstra's shortest path algorithm, Floyd-Warshall shortest path algorithm.

UNIT - III

Trees- Definitions and characterizations, Number of trees, Cayley's formula, Kirchhoff-matrix-tree theorem, Minimum spanning trees, Kruskal's algorithm, Prim's algorithm, Special classes of graphs, Bipartite Graphs, Line Graphs, Chordal Graphs, Eulerian Graphs, Fleury's algorithm, Chinese Postman problem, Hamilton Graphs, Introduction, Necessary conditions and sufficient conditions.

UNIT - IV

Independent sets coverings and matchings- Introduction, Independent sets and coverings: basic equations, Matchings in bipartite graphs, Hall's Theorem, Kőnig's Theorem, Perfect matchings in graphs, Greedy and approximation algorithms.

UNIT - V

Vertex Colorings- Basic definitions, Cliques and chromatic number, Mycielski's theorem, Greedy coloring algorithm, Coloring of chordal graphs, Brooks theorem, Edge Colorings, Introduction and Basics, Gupta-Vizing theorem, Class-1 and Class-2 graphs, Edge-coloring of bipartite graphs, Class-2 graphs, Hajos union and Class-2 graphs, A scheduling problem and equitable edge-coloring.

TEXT BOOKS:

1. J. A. Bondy and U. S. R. Murty. Graph Theory, volume 244 of Graduate Texts in Mathematics. Springer, 1st edition, 2008.
2. J. A. Bondy and U. S. R. Murty. Graph Theory with Applications.

REFERENCE BOOKS:

1. Lecture Videos: <http://nptel.ac.in/courses/111106050/13>
2. Introduction to Graph Theory, Douglas B. West, Pearson.
3. Schaum's Outlines Graph Theory, Balakrishnan, TMH
4. Introduction to Graph Theory, Wilson Robin j, PHI
5. Graph Theory with Applications to Engineering And Computer Science, Narsing Deo, PHI
6. Graphs - An Introductory Approach, Wilson and Watkins

19CS742PE: INTRODUCTION TO EMBEDDED SYSTEMS (Professional Elective - IV)**B. Tech. VII Sem.**

L	T	P	C
3	0	0	3

Pre-requisites:

1. A course on “Digital Logic Design and Microprocessors”
2. A course on “Computer Organization and Architecture”

Course Objectives:

- To provide an overview of principles of Embedded System
- To provide a clear understanding of role of firmware, operating systems in correlation with hardware systems.

Course Outcomes:

- Expected to understand the selection procedure of processors in the embedded domain.
- Design procedure of embedded firm ware.
- Expected to visualize the role of realtime operating systems in embedded systems.
- Expected to evaluate the correlation between task synchronization and latency issues

UNIT - I

Introduction to Embedded Systems: Definition of Embedded System, Embedded Systems Vs General Computing Systems, History of Embedded Systems, Classification of Embedded Systems, Major application areas, Purpose of Embedded Systems, Characteristics and Quality attributes of Embedded Systems.

UNIT - II

The Typical Embedded System: Core of the Embedded System, Memory, Sensors and Actuators, Communication Interface, Embedded Firmware, Other System components.

UNIT - III

Embedded Firmware Design and Development: Embedded Firmware Design, Embedded Firmware Development Languages, Programming in Embedded C.

UNIT - IV

RTOS Based Embedded System Design: Operating System basics, Types of Operating Systems, Tasks, Process, Threads, Multiprocessing and Multi-tasking, Task Scheduling, Threads-Processes- Scheduling putting them together, Task Communication, Task Synchronization, Device Drivers, How to choose an RTOS

UNIT - V

Integration and Testing of Embedded Hardware and Firmware: Integration of Hardware and Firmware, Boards Bring up

The Embedded System Development Environment: The Integrated Development Environment (IDE), Types of files generated on Cross-Compilation, Disassembler/Decompiler, Simulators, Emulators and Debugging, Target Hardware Debugging, Boundary Scan.

TEXT BOOK:

1. Shibu K V, "Introduction to Embedded Systems", Second Edition, Mc Graw Hill

REFERENCE BOOKS:

1. Rajkamal, Embedded Systems Architecture, Programming and Design, Tata McGraw-Hill.
2. Frank Vahid and Tony Givargis, "Embedded Systems Design" - A Unified Hardware/Software Introduction, John Wiley
3. Lyla, "Embedded Systems" –Pearson
4. David E. Simon, An Embedded Software Primer, Pearson Education Asia, First Indian Reprint 2000.

19CS743PE: ARTIFICIAL INTELLIGENCE (Professional Elective - IV)**B. Tech. VII Sem.**

L	T	P	C
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

Course Objectives:

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

Course Outcomes:

- Ability to formulate an efficient problem space for a problem expressed in natural language.
- Select a search algorithm for a problem and estimate its time and space complexities.
- Possess the skill for representing knowledge using the appropriate technique for a given problem.
- 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, 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.

19CS744PE: CLOUD COMPUTING (Professional Elective - IV)**B. Tech. VII Sem.**

L	T	P	C
3	0	0	3

Pre-requisites:

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

Course Objectives:

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

Course Outcomes:

- Describe the cloud computing paradigms.
- Explore various service delivery models of a cloud computing architecture.
- Demonstrate the cloud infrastructure management and migration tools.
- Apply the cloud services.
- Analyze different 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, Captiva 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, Manjra 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, Geoffery 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.

19CS745PE: AD-HOC & SENSOR NETWORKS (Professional Elective - IV)**B. Tech. VII Sem.**

L	T	P	C
3	0	0	3

Prerequisites

1. A course on “Computer Networks”
2. A course on “Mobile Computing”

Course Objectives:

- To understand the concepts of sensor networks
- To understand the MAC and transport protocols for ad hoc networks
- To understand the security of sensor networks
- To understand the applications of adhoc and sensor networks

Course Outcomes:

- Ability to understand the state-of-the-art research in the emerging subject of Ad Hoc and Wireless Sensor Networks
- Ability to solve the issues in real-time application development based on ASN.
- 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, AHBP. **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 Corderio 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 Kauffman).

19CS751PE: ADVANCED ALGORITHMS (Professional Elective - V)**B. Tech. VII Sem.**

L	T	P	C
3	0	0	3

Pre-requisites:

1. A course on “Computer Programming & Data Structures”
2. A course on “Advanced Data Structures & Algorithms”

Course Objectives:

- Introduces the recurrence relations for analyzing the algorithms
- Introduces the graphs and their traversals.
- 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;
- Describes how to evaluate and compare different algorithms using worst-case, average-case and best-case analysis.
- Introduces string matching algorithms
- Introduces linear programming.

Course Outcomes:

- Ability to analyze the performance of algorithms
- Ability to choose appropriate data structures and algorithm design methods for a specified application
- 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, bitonic 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, Satraj Sahni and Rajasekharam, Galgotia publications pvt. Ltd.
2. Design and Analysis Algorithms - Parag Himanshu Dave, Himanshu Bhalchandra 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.

19CS752PE: REAL TIME SYSTEMS (Professional Elective - V)**B. Tech. VII Sem.**

L	T	P	C
3	0	0	3

Prerequisite: Computer Organization and Operating System**Course Objectives:**

- To provide broad understanding of the requirements of Real Time Operating Systems.
- To make the student understand, applications of these Real Time features using case studies.

Course Outcomes:

- Be able to explain real-time concepts such as preemptive multitasking, task priorities, priority inversions, mutual exclusion, context switching, and synchronization, interrupt latency and response time, and semaphores.
- Able describe how a real-time operating system kernel is implemented.
- Able explain how tasks are managed.
- Explain how the real-time operating system implements time management.
- Discuss how tasks can communicate using semaphores, mailboxes, and queues.
- Be able to implement a real-time system on an embedded processor.
- Be able to work with real time operating systems like RT Linux, Vx Works, MicroC /OSII, Tiny Os

UNIT – I

Introduction: Introduction to UNIX/LINUX, Overview of Commands, File I/O,(open, create, close, lseek, read, write), Process Control (fork, vfork, exit, wait, waitpid, exec).

UNIT - II

Real Time Operating Systems: Brief History of OS, Defining RTOS, The Scheduler, Objects, Services, Characteristics of RTOS, Defining a Task, asks States and Scheduling, Task Operations, Structure, Synchronization, Communication and Concurrency. Defining Semaphores, Operations and Use, Defining Message Queue, States, Content, Storage, Operations and Use

UNIT - III

Objects, Services and I/O: Pipes, Event Registers, Signals, Other Building Blocks, Component Configuration, Basic I/O Concepts, I/O Subsystem

UNIT - IV

Exceptions, Interrupts and Timers: Exceptions, Interrupts, Applications, Processing of Exceptions and Spurious Interrupts, Real Time Clocks, Programmable Timers, Timer Interrupt Service Routines (ISR), Soft Timers, Operations.

UNIT - V

Case Studies of RTOS: RT Linux, MicroC/OS-II, Vx Works, Embedded Linux, and Tiny OS.

TEXT BOOK:

1. Real Time Concepts for Embedded Systems – Qing Li, Elsevier, 2011

REFERENCE BOOKS:

1. Embedded Systems- Architecture, Programming and Design by Rajkamal, 2007, TMH.
2. Advanced UNIX Programming, Richard Stevens
3. Embedded Linux: Hardware, Software and Interfacing – Dr. Craig Hollabaugh

19CS753PE: SOFT COMPUTING (Professional Elective - V)**B. Tech. VII Sem.**

L	T	P	C
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Course Objectives:

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

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

- Identify the difference between Conventional Artificial Intelligence to Computational Intelligence.
- Understand fuzzy logic and reasoning to handle and solve engineering problems
- Apply the Classification and clustering techniques on various applications.
- Understand the advanced neural networks and its applications
- Perform various operations of genetic algorithms, Rough Sets.
- 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 editions, 1995

19CS754PE: INTERNET OF THINGS (Professional Elective - V)**B. Tech. VII Sem.**

L	T	P	C
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Course Objectives:

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

Course Outcomes:

- Interpret the impact and challenges posed by IoT networks leading to new architectural models.
- Compare and contrast the deployment of smart objects and the technologies to connect them to network.
- Appraise the role of IoT protocols for efficient network communication.
- Elaborate the need for Data Analytics and Security in IoT.
- 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

19CS755PE: SOFTWARE PROCESS & PROJECT MANAGEMENT (Professional Elective - V)**B. Tech. VII Sem.**

L	T	P	C
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Course Objectives:

- To acquire knowledge on software process management
- To acquire managerial skills for software project development
- To understand software economics

Course Outcomes:

- Describe software process models.
- Demonstrate process life cycle and artifacts.
- Design software project plans.
- Explore project organization.
- Develop software product using conventional and modern principles.

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

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. Persse, 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.

19CS703PC: CRYPTOGRAPHY AND NETWORK SECURITY LAB (PC)**B. Tech. VII Sem.**

L	T	P	C
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Course Outcomes:

- Apply basic bitwise operations on strings using C programming.
- Implement classical encryption algorithms using Java.
- Demonstrate the working of standard encryption algorithms.
- Develop programs for public key cryptography methods.
- Evaluate message integrity by generating and verifying digests using SHA-1 and MD5 hashing algorithms in java.

List of Experiments:

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. Ceaser 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.

19MB801HS: ORGANIZATIONAL BEHAVIOUR (PC)**B. Tech. VIII Sem.**

L	T	P	C
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Course Objectives: The objective of the course is to provide the students with the conceptual framework and the theories underlying Organizational Behaviour.

Course Outcomes:

- Describe the environmental and organizational behaviour.
- Develop the personality and process attributes.
- Apply decision making at individual and team levels.
- Explore power and politics.
- Analyze the performance and work practices.

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, *Organisational 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: *Organisational 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.

19CS861PE: COMPUTATIONAL COMPLEXITY (Professional Elective - VI)**B. Tech. VIII Sem.**

L	T	P	C
3	0	0	3

Prerequisites:

1. A course on “Computer Programming and Data Structures”
2. A course on “Discrete Structures and Graph Theory”

Course Objectives:

- Introduces to theory of computational complexity classes
- Discuss about algorithmic techniques and application of these techniques to problems.
- Introduce to randomized algorithms and discuss how effective they are in reducing time and space complexity.
- Discuss about Graph based algorithms and approximation algorithms
- Discuss about search trees

Course Outcomes:

- Ability to classify decision problems into appropriate complexity classes
- Ability to specify what it means to reduce one problem to another, and construct reductions for simple examples.
- Ability to classify optimization problems into appropriate approximation complexity classes
- Ability to choose appropriate data structure for the given problem
- Ability to choose and apply appropriate design method for the given problem

UNIT - I

Computational Complexity: Polynomial time and its justification, Nontrivial examples of polynomial-time algorithms, the concept of reduction (reducibility), Class P Class NP and NP- Completeness, The P versus NP problem and why it's hard

UNIT - II

Algorithmic paradigms: Dynamic Programming – Longest common subsequence, matrix chain multiplication, knapsack problem, Greedy – 0-1 knapsack, fractional knapsack, scheduling problem, Huffman coding, MST, Branch-and-bound – travelling sales person problem, 0/1 knapsack problem, Divide and Conquer – Merge sort, binary search, quick sort.

UNIT - III

Randomized Algorithms: Finger Printing, Pattern Matching, Graph Problems, Algebraic Methods, Probabilistic Primality Testing, De-Randomization Advanced Algorithms.

UNIT - IV

Graph Algorithms: Shortest paths, Flow networks, Spanning Trees; Approximation algorithms, Randomized algorithms. Approximation algorithms: Polynomial Time Approximation Schemes.

UNIT - V

Advanced Data Structures and applications: Decision Trees and Circuits, B-Trees, AVL Trees, Red and Black trees, Dictionaries and tries, Maps, Binomial Heaps, Fibonacci Heaps, Disjoint sets, Union by Rank and Path Compression

TEXT BOOKS:

1. T. Cormen, C. Leiserson, R. Rivest and C. Stein, Introduction to Algorithms, Third Edition, McGraw-Hill, 2009.
2. R. Motwani and P. Raghavan, Randomized Algorithms, Cambridge University Press, 1995.
3. J. J. McConnell, Analysis of Algorithms: An Active Learning Approach, Jones & Bartlett Publishers, 2001.
4. D. E. Knuth, Art of Computer Programming, Volume 3, Sorting and Searching, Second Edition, Addison-Wesley Professional, 1998.
5. S. Dasgupta, C. H. Papadimitriou and U. V. Vazirani, Algorithms, McGraw-Hill, 2008.

19CS862PE: DISTRIBUTED SYSTEMS (Professional Elective - VI)**B. Tech. VIII Sem.**

L	T	P	C
3	0	0	3

Prerequisites

1. A course on “Operating Systems”
2. A course on “Computer Organization & Architecture”

Course Objectives

- This course provides an insight into Distributed systems.
- Topics include- Peer to Peer Systems, Transactions and Concurrency control, Security and Distributed shared memory

Course Outcomes

- Ability to understand Transactions and Concurrency control.
- Ability to understand Security issues.
- Understanding Distributed shared memory.
- 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-Pastry, 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 Singhal, Cambridge, rp 2010.

19CS863PE: NEURAL NETWORKS & DEEP LEARNING (Professional Elective - VI)**B. Tech. VIII Sem.**

L	T	P	C
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Course Objectives:

- To introduce the foundations of Artificial Neural Networks
- To acquire the knowledge on Deep Learning Concepts
- To learn various types of Artificial Neural Networks
- To gain knowledge to apply optimization strategies

Course Outcomes:

- Ability to understand the concepts of Neural Networks
- Ability to select the Learning Networks in modeling real world systems
- Ability to use an efficient algorithm for Deep Models
- Ability to apply optimization strategies for large scale applications

UNIT-I

Artificial Neural Networks Introduction, Basic models of ANN, important terminologies, Supervised Learning Networks, Perceptron Networks, Adaptive Linear Neuron, Back-propagation Network. Associative Memory Networks. Training Algorithms for pattern association, BAM and Hopfield Networks.

UNIT-II

Unsupervised Learning Network- Introduction, Fixed Weight Competitive Nets, Maxnet, Hamming Network, Kohonen Self-Organizing Feature Maps, Learning Vector Quantization, Counter Propagation Networks, Adaptive Resonance Theory Networks. Special Networks- Introduction to various networks.

UNIT - III

Introduction to Deep Learning, Historical Trends in Deep learning, Deep Feed - forward networks, Gradient-Based learning, Hidden Units, Architecture Design, Back-Propagation and Other Differentiation Algorithms

UNIT - IV

Regularization for Deep Learning: Parameter norm Penalties, Norm Penalties as Constrained Optimization, Regularization and Under-Constrained Problems, Dataset Augmentation, Noise Robustness, Semi-Supervised learning, Multi-task learning, Early Stopping, Parameter Typing and Parameter Sharing, Sparse Representations, Bagging and other Ensemble Methods, Dropout, Adversarial Training, Tangent Distance, tangent Prop and Manifold, Tangent Classifier

UNIT - V

Optimization for Train Deep Models: Challenges in Neural Network Optimization, Basic Algorithms, Parameter Initialization Strategies, Algorithms with Adaptive Learning Rates, Approximate Second- Order Methods, Optimization Strategies and Meta-Algorithms

TEXT BOOKS:

1. Deep Learning: An MIT Press Book By Ian Goodfellow and Yoshua Bengio and Aaron Courville
2. Neural Networks and Learning Machines, Simon Haykin, 3rd Edition, Pearson Prentice Hall.

19CS864PE: HUMAN COMPUTER INTERACTION (Professional Elective - VI)**B. Tech. VIII Sem.**

L	T	P	C
3	0	0	3

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:

- Explore HCI principles for interaction design.
- Design process of human-computer interaction.
- Evaluate user interfaces.
- Develop user centric design solutions.
- Apply HCI principles to virtual and augmented reality interfaces.

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 Galitz, Wiley Dream Tech. Units 1, 2, 3
2. Human – Computer Interaction. Alan Dix, Janet Fincay, Gre Goryd, Abowd, Russell Bealg, 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.

19CS865PE: CYBER FORENSICS (Professional Elective - VI)**B. Tech. VIII Sem.**

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Prerequisites: Network Security**Course Objectives:**

- A brief explanation of the objective is to provide digital evidences which are obtained from digital media.
- 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.
- According to a snippet from the United States Security Service, the functions computer has in different kinds of crimes.

Course Outcomes:

- Students will understand the usage of computers in forensic, and how to use various forensic tools for a wide variety of investigations.
- 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 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 Prosise, “Incident Response and computer forensics”, Tata McGraw Hill, 2006.
2. Computer Forensics, Computer Crime Investigation by John R. Vacca, Firewall Media, New Delhi.
3. Computer Forensics and Investigations by Nelson, Phillips Enfinger, Steuart, 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 Practitioner's Guide by Tony Sammes and Brian Jenkinson, Springer International edition.