SRINIVASA INSTITUTE OF TECHNOLOGY & SCIENCE

(AUTONOMOUS)

Approved by AICTE, New Delhi – Affiliated to JNTUA, Ananthapuramu

Accredited by NAAC with 'A' Grade

Chennai-Hyderabad Bypass Road, Ukkayapalli, Kadapa-516002

B.TECH. IN COMPUTER SCIENCE & ENGINEERING

COURSE STRUCTURE & SYLLABI

(Applicable from the academic year 2024-25 onwards)

INDUCTION PROGRAMME

S.No.	Course Name	Category	L-T-P-C
1	Physical Activities -- Sports, Yoga and Meditation,Plantation	MC	0-0-6-0
2	Career Counselling	MC	2-0-2-0
3	Orientation to all branches -- career options, tools,etc.	MC	3-0-0-0
4	Orientation on admitted Branch -- corresponding labs,tools and platforms	EC	2-0-3-0
5	Proficiency Modules & Productivity Tools	ES	2-1-2-0
6	Assessment on basic aptitude and mathematicalskills	MC	2-0-3-0
7	Remedial Training in Foundation Courses	MC	2-1-2-0
8	Human Values & Professional Ethics	MC	3-0-0-0
9	Communication Skills -- focus on Listening, Speaking, Reading, Writing skills	BS	2-1-2-0
10	Concepts of Programming	ES	2-0-2-0

B.Tech. – I Year I Semester

S.No.	Course code	Title	L	T	P	Credits
1	24BHS101T	Communicative English	2	0	0	2
2	24BBS101T	Chemistry	3	0	0	3
3	24BBS103	Linear Algebra & Calculus	3	0	0	3
4	24BCE101	Basic Civil & Mechanical Engineering	3	0	0	3
5	24BCS101T	Introduction to Programming	3	0	0	3
6	24BHS101P	Communicative English Lab	0	0	2	1
7	24BBS101P	Chemistry Lab	0	0	2	1
8	24BME102	Engineering Workshop	0	0	3	1.5
9	24BCS101P	Computer Programming Lab	0	0	3	1.5
10	24BHS101S	Health and wellness, Yoga and Sports	-	-	1	0.5
		Total	**14**	**0**	**11**	**19.5**

B.Tech. – I Year II Semester

S.No.	Course code	Title	L/D	T	P	Credits
1	24BBS102T	Engineering Physics	3	0	0	3
2	24BBS201	Differential Equations & Vector Calculus	3	0	0	3
3	24BEE101T	Basic Electrical & Electronics Engineering	3	0	0	3
4	24BME101	Engineering Graphics	1	0	4	3
5	24BCS102	IT Workshop	0	0	2	1
6	24BCS201T	Data Structures	3	0	0	3
7	24BBS102P	Engineering Physics Lab	0	0	2	1
8	24BEE101P	Electrical & Electronics Engineering Workshop	0	0	3	1.5
9	24BCS201P	Data Structures Lab	0	0	3	1.5
10	24BHS101C	NSS/NCC/Scouts & Guides/Community Service	-	-	1	0.5
		Total	**13**	**00**	**15**	**20.5**

B.Tech.– II Year I Semester

S. No.	Course code	Title	L	T	P	Credits
1	24BBS302	Discrete Mathematics & Graph Theory	3	0	0	3
2	24BHS301	Universal Human Values– Understanding Harmony& Human Ethical Conduct	2	1	0	3
3	24BEC302	Digital Logic &Computer Organization	3	0	0	3
4	24BCS301T	Advanced Data Structures & Algorithm Analysis	3	0	0	3
5	24BCS302T	Object-Oriented Programming Through Java	3	0	0	3
6	24BCS301P	Advanced Data Structures and Algorithm Analysis Lab	0	0	3	1.5
7	24BCS302P	Object Oriented Programming Through Java Lab	0	0	3	1.5
8	24BCS301	Python Programming	0	1	2	2
9	24BBS303	Environmental Science	2	0	0	-
Total			16	2	8	20

B.Tech.– II Year II Semester

S. No.	Course code	Title	L	T	P	Credits
1	24BBS402a 24BBS402b 24BBS402c	Managerial Economics and Financial Analysis Business Environment Organizational Behavior	2	0	0	2
2	24BBS401	Probability & Statistics	3	0	0	3
3	24BCS401T	Operating Systems	3	0	0	3
4	24BCS402T	Database Management Systems	3	0	0	3
5	24BCS403	Software Engineering	2	1	0	3
6	24BCS401P	Operating Systems Lab	0	0	3	1.5
7	24BCS402P	Database Management Systems Lab	0	0	3	1.5
8	24BCS404	Full Stack Development –I	0	1	2	2
9	24BME401	Design Thinking &Innovation	1	0	2	2
Total			14	2	10	21
24BCS401cs Mandatory Community Service Project Internship of 08weeksduration during summer vacation						

B.Tech III Year -I Semester (CSE)

S.No	Course Code	Title	L	T	P	Credits
1	24BCS301T	Artificial Intelligence	3	0	0	3
2	24BCS501T	Computer Networks & Internet Protocols	3	0	0	3
3	24BCS502	Automata Theory and Compiler Design	3	0	0	3
4	24BCS503	Introduction To Quantum Technologies And Applications	3	0	0	3
5	24BCS504a 24BCS504b 24BCS503T 24BCS504c	**Professional Elective-I** Object Oriented Analysis and Design Soft Computing Microprocessors & Microcontrollers Data Warehousing & Data Mining	3	**0**	**0**	**3**
6		**Open Elective-I** English for Competitive Examinations	3	**0**	**0**	**3**
7	24BCS301P	Artificial Intelligence Lab	0	0	3	1.5
8	24BCS501P	Computer Networks & Internet Protocols Lab	0	0	3	1.5
9	24BCS506	**Skill Enhancement course** Full Stack Development - II	**0**	**1**	**2**	**2**
10	24BCS508	Tinkering Lab	0	0	2	1
11	24BCS507	Evaluation of Community Service Internship	0	0	0	2

Open Elective – I

S.No.	Course Code	Course Name	Offered by the Dept.
1	23A01505a	Green Buildings	CIVIL
2	23A01505b	Construction Technology and Management	
3	23A02505	Electrical Safety Practices and Standards	EEE
4	23A03505	Sustainable Energy Technologies	ME
5	23A04505	Electronic Circuits	ECE
6	23A05505c	Quantum Technologies And Applications	CSE & Allied
7	23A54501	Mathematics for Machine Learning and AI	Mathematics
8	23A56501	Materials Characterization Techniques	Physics
9	23A51501	Chemistry of Energy Systems	Chemistry
10	23A52502a	English for Competitive Examinations	Humanities
11	23A52502b	Entrepreneurship and New Venture Creation	

B.Tech III Year - II Semester (CSE)

S.No	Course Code	Title	L	T	P	Credits
1	24BCS401T	Machine Learning	3	0	0	3
2	24BCS501T	Cloud Computing	3	0	0	3
3	24BCS601T	Cryptography & Network Security	3	0	0	3
4	24BCS602a 24BCS502 24BCS602b 24BCS602c	**Professional Elective-II** 1. Software Testing Methodologies 2. Cyber Security 3. DevOps 4. Embedded Systems Design	3	0	0	3
5	24BCS603a 24BCS603b 24BCS501 24BCS603c	**Professional Elective-III** 1. Software Project Management 2. Mobile Adhoc Networks 3. Natural Language Processing 4. Distributed Operating System	3	0	0	3
6		**Open Elective – II** **SWAYAM -NPTEL Course**	3	0	0	3
7	24BCS401P	Machine Learning Lab	0	0	3	1.5
8	24BCS601P	Cryptography & Network Security Lab	0	0	3	1.5
9	24BCS501	**Skill Enhancement course** Soft skills	0	1	2	2
10	24BCS601	**Audit Course** Technical Paper Writing & IPR	2	0	0	-
11	24BCS604	Workshop	0	0	0	0
		Total	**20**	**1**	**08**	**23**
Mandatory Industry Internship of 6 to 8 weeks duration during summer vacation						

Open Elective – II

S.No.	Course Code	Course Name	Offered by the Dept.
1	23A01606a	Disaster Management	CIVIL
2	23A01606b	Sustainability In Engineering Practices	
3	23A02605	Renewable Energy Sources	EEE
4	23A03606	Automation and Robotics	ME
5	23A04606	Digital Electronics	ECE
6	23A54601a	Optimization Techniques for Engineers	Mathematics
7	23A54601b	Mathematical Foundation of Quantum Technologies	
8	23A56601	Physics Of Electronic Materials and Devices	Physics
9	23A51601	Chemistry Of Polymers and Applications	Chemistry
10	23A52602	Academic Writing and Public Speaking	Humanities

I Year B.Tech. CSE – I Semester

L	T	P	C
2	0	0	2

(24BHS101T) COMMUNICATIVE ENGLISH

(Common to All Branches of Engineering)

Course Objectives:

The main objective of introducing this course, *Communicative English*, is to facilitate effective listening, Reading, Speaking and Writing skills among the students. It enhances the same in their comprehending abilities, oral presentations, reporting useful information and providing knowledge of grammatical structures and vocabulary. This course helps the students to make them effective in speaking and writing skills and to make them industry ready.

Course Outcomes:

CO1: Understand the context, topic, and pieces of specific information from social or Transactional dialogues.
CO2: Apply grammatical structures to formulate sentences and correct word forms.
CO3: Analyze discourse markers to speak clearly on a specific topic in informal discussions.
CO4: Evaluate reading / listening text sand to write summaries based on global – Comprehension of these texts.
CO5: Create a coherent paragraph, essay, and resume.

UNIT I

Lesson: HUMAN VALUES: Gift of Magi **(Short Story)**

Listening: Identifying the topic, the context and specific pieces of information by listening to short audio texts and answering a series of questions.
Speaking: Asking and answering general questions on familiar topics such as home, family, work, studies and interests; introducing oneself and others.
Reading: Skimming to get the main idea of a text; scanning to look for specific pieces of information.
Writing: Mechanics of Writing-Capitalization, Spellings, Punctuation-Parts of Sentences.
Grammar: Parts of Speech, Basic Sentence Structures-forming questions
Vocabulary: Synonyms, Antonyms, Affixes (Prefixes/Suffixes), Root words.

UNIT II

Lesson: NATURE: The Brook by Alfred Tennyson (Poem)

Listening: Answering a series of questions about main ideas and supporting ideas after listening to audio texts.
Speaking: Discussion in pairs /small groups on specific topics followed by short structure talks.
Reading: Identifying sequence of ideas; recognizing verbal techniques that help to link the ideas in a paragraph together.
Writing: Structure of a paragraph - Paragraph writing (specific topics)
Grammar: Cohesive devices -linkers, use of articles and zero article; prepositions.
Vocabulary: Homonyms, Homophones, Homographs.

UNIT III

Lesson: BIOGRAPHY: Elon Musk

Listening: Listening for global comprehension and summarizing what is listened to.
Speaking: Discussing specific topics in pairs or small groups and reporting what is discussed
Reading: Reading a text in detail by making basic inferences-recognizing and interpreting specific context clues; strategies to use text clues for comprehension.
Writing: Summarizing, Note-making, paraphrasing
Grammar: Verbs - tenses; subject-verb agreement; Compound words, Collocations
Vocabulary: Compound words, Collocations

UNIT IV

Lesson: INSPIRATION: The Toys of Peace by Saki

Listening: Making predictions while listening to conversations/ transactional dialogues without video; listening with video.
Speaking: Role plays for practice of conversational English in academic contexts (formal and informal) - asking for and giving information/directions.
Reading: Studying the use of graphic elements in text stocon vey information, reveal trends /patterns/ relationships, communicate processes or display complicated data.
Writing: Letter Writing: Official Letters, Resumes
Grammar: Reporting verbs, Direct & Indirect speech, Active & Passive Voice
Vocabulary: Words often confused, Jargons

UNIT V

Lesson: MOTIVATION: The Power of Intrapersonal Communication (An Essay)

Listening: Identifying key terms, understanding concepts and answering a series of relevant questions that test comprehension.
Speaking: Formal oral presentations on topics from academic contexts
Reading: Reading comprehension.
Writing: Writing structured essays on specific topics.
Grammar: Editing short texts –identifying and correcting common errors in grammar and usage (articles, prepositions, tenses, subject verb agreement)
Vocabulary: Technical Jargons

Textbooks:

1. Pathfinder: Communicative English for Undergraduate Students, 1st Edition, Orient Black Swan, 2023 (Units 1,2 & 3)
2. Empowering with Language by Cengage Publications, 2023 (Units 4 & 5)

Reference Books:

1. Dubey, Sham Ji & Co. English for Engineers, Vikas Publishers, 2020
2. Bailey, Stephen. Academic writing: A Handbook for International Students. Routledge, 2014.
3. Murphy, Raymond. English Grammar in Use, Fourth Edition, Cambridge University Press, 2019.
4. Lewis, Norman. Word Power Made Easy- The Complete Handbook for Building a Superior Vocabulary. Anchor, 2014.

Web Resources:

GRAMMAR:

1. www.bbc.co.uk/learningenglish
2. https://dictionary.cambridge.org/grammar/british-grammar/
3. www.eslpod.com/index.html
4. https://www.learngrammar.net/
5. https://english4today.com/english-grammar-online-with-quizzes/
6. https://www.talkenglish.com/grammar/grammar.aspx

VOCABULARY

1. https://www.youtube.com/c/DailyVideoVocabulary/videos
2. https://www.youtube.com/channel/UC4cmBAit8i_NJZE8qK8sfpA

I Year B.Tech. CSE – I Semester

L	T	P	C
3	0	0	3

(24BBS101T) CHEMISTRY

(Common to ECE, CSE & allied branches)

Course Objectives:

- To familiarize engineering chemistry and its applications
- To train the students on the principles and applications of electro chemistry and polymers
- To introduce instrumental methods, molecular machines and switches.

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

CO1: Compare the materials of construction for battery and electro chemical sensors.
CO2: Explain the preparation, properties, and applications of thermoplastics & thermosetting & elastomers conducting polymers.
CO3: Explain the principles of spectrometry, separation of solid and liquid mixtures.
CO4: Apply the principle of Band diagrams in the application of conductors and semiconductors.
CO5: Summarize the concepts of Instrumental methods.

UNIT I

Structure and Bonding Models:

Fundamentals of Quantum mechanics, Schrodinger Wave equation, significance of Ψ and Ψ^2, particle in one dimensional box, molecular orbital theory – bonding in homo- and heteronuclear diatomic molecules – energy level diagrams of O2 and CO, etc. π-molecular orbital's of butadiene and benzene, calculation of bond order.

UNIT II

Modern Engineering materials

Semiconductors – Introduction, basic concept, applications.
Super conductors – Introduction, basic concept, applications.
Super capacitors –Introduction, Basic Concept, Classification, Applications.
Nano materials – Introduction, classification, properties and applications of Fullerenes, carbon nanotubes and Graphenes nanoparticles.

UNIT III

Electrochemistry and Applications

Electrochemical cell, Nernst equation, cell potential calculations and numerical problems, potentiometry- potentiometric titrations (redox titrations), concept of conductivity, conductivity cell, conductometric titrations (acid-base titrations).
Electrochemical sensors – potentiometric sensors with examples, amperometric sensors with examples.
Primary cells – Zinc-air battery, Secondary cells –lithium-ion batteries- working of the batteries including cell reactions; Fuel cells, hydrogen-oxygen fuel cell– working of the cells. Polymer Electrolyte Membrane Fuel cells (PEMFC).

UNIT IV

Polymer Chemistry

Introduction to polymers, functionality of monomers, chain growth and step growth polymerization, coordination polymerization with specific examples and mechanisms of polymer formation.

Plastics –Thermo Plastic and Thermosetting plastics, Preparation, properties and applications of – PVC, Teflon, Bakelite, Nylon-6,6, carbon fibres.

Elastomers –Buna-S, Buna-N–preparation, properties and applications.

Conducting polymers – poly acetylene, poly aniline – mechanism of conduction and applications. Bio-Degradable polymers - Poly Glycolic Acid (PGA), Poly Lactic Acid (PLA).

UNIT V

Instrumental Methods and Applications

Electromagnetic spectrum, Absorption of radiation, Beer-Lambert's law, UV-Visible Spectroscopy - Electronic transitions, Instrumentation, IR spectroscopy- fundamental modes and selection rules, Instrumentation. Chromatography-Basic Principle, Classification, HPLC-Principle, Instrumentation and Applications.

Textbooks:

1. Jain and Jain, Engineering Chemistry, 16/e,DhanpatRai,2013.
2. Peter Atkins, Juliode Paula and JamesKeeler, Atkins' Physical Chemistry,10/e, Oxford University Press, 2010.

Reference Books:

1. Skoog and West, Principles of Instrumental Analysis,6/e,Thomson,2007.
2. J.D. Lee, Concise Inorganic Chemistry, 5th Edition, Wiley Publications, Feb.2008
3. Textbook of Polymer Science, Fred W. Billmayer Jr, 3rd Edition

I Year B.Tech. CSE – I Semester

L	T	P	C
3	0	0	3

(24BBS103) LINEAR ALGEBRA & CALCULUS

(Common to All Branches of Engineering)

Course Objectives:

- To equip the students with standard concepts and tools at an intermediate to advanced level mathematics to develop the confidence and ability among the students to handle various real-world problems and their applications.

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

CO1: Develop and use of matrix algebra techniques that are needed by engineers for the practical applications.

CO2: Identify the special properties of a matrix such as the eigen value, eigen vector, employ orthogonal transformations to express the matrix into diagonal form, quadratic form and canonical form.

CO3: Utilize mean value theorems to real life problems.

CO4: Familiarize with functions of several variables which is useful in optimization. Learn important tools of calculus in higher dimensions.

CO5: Familiarize with double and triple integrals of functions of several variables in two dimensions using Cartesian and polar coordinates and in three dimensions using cylindrical and spherical coordinates.

UNIT I

Matrices

Rank of amatrixbyechel on form, normal form. Cauchy–Binet formulae (without proof). Inverse of Non- singular matrices by Gauss-Jordan method, System of linear equations: Solving system of Homogeneous and Non-Homogeneous equations by Gauss elimination method, Jacobi and Gauss Seidel Iteration Methods.

UNIT II

Eigen values, Eigenvectors and Orthogonal Transformation

Eigen values, 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

Calculus

Mean Value Theorems: Rolle's Theorem, Lagrange's mean value theorem with their geometrical interpretation, Cauchy's mean value theorem, Taylor's and Maclaurintheorems with remainders (without proof), Problems and applications on the above theorems.

UNIT IV

Partial differentiation and Applications (Multi variable calculus)

Functions of several variables: Continuity and Differentiability, Partial derivatives, total derivatives, chain rule, Directional derivative, Taylor's and Maclaurin's series expansion of functions of two variables. Jacobians, Functional dependence, maxima and minima of functions of two variables, method of Lagrange multipliers.

UNIT V

Multiple Integrals (Multi variable Calculus)

Double integrals, triple integrals, change of order of integration, change of variables to polar, cylindrical and spherical coordinates. Finding areas (by double integrals) and volumes (by double integrals and triple integrals).

Textbook

1. Higher Engineering Mathematics, B.S.Grewal,KhannaPublishers,2017, 44th Edition
2. Advanced Engineering Mathematics, Erwin Kreyszig, John Wiley &Sons, 2018, 10th Edition.

Reference Books:

1. Thomas Calculus, George B.Thomas, MauriceD. WeirandJoelHass, Pearson Publishers,2018, 14th Edition.
2. Advanced Engineering Mathematics, R.K.JainandS.R.K.Iyengar,AlphaScienceInternationalLtd.,2021 5th Edition(9th reprint).
3. Advanced Modern Engineering Mathematics, GlynJames, Pearson publishers, 2018, 5th Edition.
4. Advanced Engineering Mathematics, Micheael Greenberg,, Pearson publishers, 9thedition
5. Higher Engineering Mathematics, H. K Das, Er. Rajnish Verma, S. Chand Publications,2014, Third Edition (Reprint 2021)

I Year B.Tech. CSE – I Semester

L	T	P	C
3	0	0	3

(24BCE101) BASIC CIVIL & MECHANICAL ENGINEERING

(Common to All branches of Engineering)

PART A: BASIC CIVIL ENGINEERING

Course Objectives:

- Get familiarized with the scope and importance of Civil Engineering sub-divisions.
- Introduce the preliminary concepts of surveying.
- Acquire preliminary knowledge on Transportation and its importance in nation's economy.
- Get familiarized with the importance of quality, conveyance and storage of water.
- Introduction to basic civil engineering materials and construction techniques.

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

CO1: Understand various sub-divisions of Civil Engineering and to appreciate their role in ensuring better society.

CO2: Know the concepts of surveying and to understand the measurement of distances, angles and levels through surveying.

CO3: Realize the importance of Transportation in nation's economy and the engineering measures related to Transportation.

CO4: Understand the importance of Water Storage and Conveyance Structures so that the social responsibilities of water conservation will be appreciated.

CO5: Understand the basic characteristics of Civil Engineering Materials and attain knowledge on prefabricated technology.

UNIT I

Basics of Civil Engineering:

Role of Civil Engineers in Society- Various Disciplines of Civil Engineering- Structural Engineering- Geo-technical Engineering- Transportation Engineering -Hydraulics and Water Resources Engineering - Environmental Engineering-Scope of each discipline - Building Construction and Planning- Construction Materials-Cement – Aggregate Bricks- Cement concrete- Steel. Introduction to Prefabricated construction Techniques.

UNIT II

Surveying:

Objectives of Surveying- Horizontal Measurements- Angular Measurements- Introduction to Bearings Levelling instruments used for levelling -Simple problems on levelling and bearings-Contour mapping.

UNIT III

Transportation Engineering

Importance of Transportation in Nation's economic development- Types of Highway Pavements- Flexible Pavements and Rigid Pavements - Simple Differences. Basics of Harbour, Tunnel, Airport, and Railway Engineering.

Water Resources and Environmental Engineering:

Introduction, Sources of water- Quality of water- Specifications- Introduction to Hydrology– Rainwater Harvesting-Water Storage and Conveyance Structures (Simple introduction to Dams and Reservoirs).

Textbooks:

1. Basic Civil Engineering, M.S.Palanisamy, , Tata Mcgraw Hill publications (India) Pvt. Ltd. Fourth Edition.
2. Introduction to Civil Engineering, S.S. Bhavikatti, New Age International Publishers.2022. First Edition.
3. Basic Civil Engineering, Satheesh Gopi, Pearson Publications, 2009, First Edition.

Reference Books:

1. Surveying, Vol- I and Vol-II, S.K. Duggal, Tata McGraw Hill Publishers 2019. Fifth Edition.
2. Hydrology and Water Resources Engineering, Santosh Kumar Garg, Khanna Publishers, Delhi. 2016
3. Irrigation Engineering and Hydraulic Structures - Santosh Kumar Garg, Khanna Publishers, Delhi 2023. 38th Edition.
4. Highway Engineering, S.K.Khanna, C.E.G. Justo and Veeraraghavan, Nemchand and Brothers Publications 2019. 10th Edition.
5. Indian Standard DRINKING WATER — SPECIFICATION IS 10500-2012.

PART B: BASIC MECHANICAL ENGINEERING

Course Objectives: The students after completing the course are expected to

- Get familiarized with the scope and importance of Mechanical Engineering in different sectors and industries.
- Explain different engineering materials and different manufacturing processes.
- Provide an overview of different thermal and mechanical transmission systems and introduce basics of robotics and its applications.

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

CO1: Understand the different manufacturing processes.
CO2: Explain the basics of thermal engineering and its applications.
CO3: Describe the working of different mechanical power transmission systems and powerplants.
CO4: Describe the basics of robotics and its applications.

UNIT I

Introduction to Mechanical Engineering:

Role of Mechanical Engineering in Industries and Society- Technologies in different sectors such as Energy, Manufacturing, Automotive, Aerospace, and Marine sectors.

Engineering Materials

Metals-Ferrous and Non-ferrous, Ceramics, Composites, Smart materials.

UNIT II

Manufacturing Processes:

Principles of Casting**,** Forming, joining processes, Machining, Introduction to CNC machines, 3D printing, and Smart manufacturing.

Thermal Engineering

Working principle of Boilers, Otto cycle, Diesel cycle, Refrigeration and air-conditioning cycles, IC engines, 2-Stroke and 4-Stroke engines, SI/CI Engines, Components of Electric and Hybrid Vehicles.

UNIT III

Power plants

Working principle of Steam, Diesel, Hydro, Nuclear power plants.

Mechanical Power Transmission

Belt Drives, Chain, Rope drives, Gear Drives and theirapplications.

Introduction to Robotics

Joints & links, configurations, and applications of robotics.

(Note: The subject covers only the basic principles of Civil and Mechanical Engineering systems. The evaluation shall be intended to test only the fundamentals of the subject)

Textbooks:

1. Internal Combustion Engines by V.Ganesan, By Tata McGraw Hill publications(India) Pvt. Ltd.
2. A Tear book of Theory of Machines by S.S. Rattan, Tata McGraw Hill Publications, (India) Pvt. Ltd.
3. An introduction to Mechanical Engg by Jonathan Wicker and Kemper Lewis, Cengage learning India Pvt. Ltd.

Reference Books:

1. AppuuKuttan KK, Robotics, I.K. International Publishing House Pvt. Ltd. Volume-I
2. 3D printing & Additive Manufacturing Technology- L. Jyothish Kumar, Pulak M Pandey, Springer publications
3. Thermal Engineering by Mahesh M Rathore Tata McGraw Hill publications (India) Pvt. Ltd.
4. G. Shanmugam and M.S.Palanisamy, Basic Civil and the Mechanical Engineering, Tata McGraw Hill publications (India) Pvt. Ltd.

I Year B.Tech. CSE– I Semester

L	T	P	C
3	0	0	3

(24BCS101T) INTRODUCTION TO PROGRAMMING

(Common to All branches of Engineering)

Course Objectives:

- To introduce students to the fundamentals of computer programming.
- To provide hands-on experience with coding and debugging.
- To foster logical thinking and problem-solving skills using programming.
- To familiarize students with programming concepts such as data types, control structures, functions, and arrays.
- To encourage collaborative learning and teamwork in coding projects.

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

CO1: Understand basics of computers, the concept of algorithm and algorithmic thinking.
CO2: Analyse a problem and develop an algorithm to solve it.
CO3: Implement various algorithms using the C programming language.
CO4: Understand more advanced features of C language.
CO5: Develop problem-solving skills and the ability to debug and optimize the code.

UNIT I

Introduction to Programming and Problem Solving

History of Computers, Basic organization of a computer: ALU, input-output units, memory, program counter, Introduction to Programming Languages, Basics of a Computer Program-Algorithms, flowcharts (Using Dia Tool), pseudo code. Introduction to Compilation and Execution, Primitive Data Types, Variables, and Constants, Basic Input and Output, Operations, Type Conversion, and Casting.

Problem solving techniques: Algorithmic approach, characteristics of algorithm, Problem solving strategies: Top-down approach, Bottom-up approach, Time and space complexities of algorithms.

UNIT II

Control Structures

Simple sequential programs Conditional Statements (if, if-else, switch), Loops (for, while, do-while) Break and Continue.

UNIT III

Arrays and Strings

Arrays indexing, memory model, programs with array of integers, two dimensional arrays, Introduction to Strings.

UNIT IV

Pointers & User Defined Data types

Pointers, dereferencing and address operators, pointer and address arithmetic, array manipulation using pointers, User-defined data types-Structures and Unions.

UNIT V

Functions & File Handling

Introduction to Functions, Function Declaration and Definition, Function call Return Types

and Arguments, modifying parameters inside functions using pointers, arrays as parameters. Scope and Lifetime of Variables, Basics of File Handling

Note: The syllabus is designed with C Language as the fundamental language of implementation**.**

Textbooks:

1. "The C Programming Language", Brian W. Kernighan and Dennis M. Ritchie,Prentice-Hall, 1988.
2. Schaum's Outline of Programming with C, Byron S Gottfried, McGraw-Hill Education, 1996.
3. Progamming in C by E. Balaguruswamy,9e, McGraw-Hill education, 2024.

Reference Books:

1. Computing fundamentals and C Programming, Balagurusamy, E., McGraw-Hill Education, 2008.
2. Programming in C, Rema Theraja, Oxford, 2016, 2nd edition.
3. C Programming, A ProblemSolving Approach, Forouzan, Gilberg, Prasad, CENGAGE, 3rd edition.

I Year B.Tech. CSE– I Semester

L	T	P	C
0	0	2	1

(24BHS101P) COMMUNICATIVE ENGLISH LAB

(Common to All Branches of Engineering)

Course Objectives:

The main objective of introducing this course, Communicative English Laboratory, is to expose the students to a variety of self-instructional, learner friendly modes of language learning. The students will get trained in basic communication skills and also make them ready to face job interviews.

Course Outcomes:

CO1: Understand the different aspects of the English language proficiency with emphasis on LSRW skills.
CO2: Apply communication skills through various language learning activities.
CO3: Analyze the English speech sounds, stress, rhythm, intonation and syllable division for better listening and speaking comprehension.
CO4: Evaluate and exhibit professionalism in participating in debates and group discussions.
CO5: Create effective Course Objectives:

List of Topics:

1. Vowels & Consonants
2. Neutralization/Accent Rules
3. Communication Skills & JAM
4. Role Play or Conversational Practice
5. E-mail Writing
6. Resume Writing, Cover letter, SOP
7. Group Discussions-methods & practice
8. Debates - Methods & Practice
9. PPT Presentations/ Poster Presentation
10. Interviews Skills

Suggested Software:

- Walden Infotech
- Young India Films

Reference Books:

1. Raman Meenakshi, Sangeeta- Sharma. *Technical Communication.* Oxford Press.2018.
2. TaylorGrant:*EnglishConversationPractice*,TataMcGraw-HillEducationIndia,2016
3. Hewing's, Martin. Cambridge *Academic English*(B2).CUP,2012.
4. J. Sethi & P.V. Dhamija. *A Course in Phonetics and Spoken English*, (2nd Ed),Kindle, 2013

Web Resources:

Spoken English:

1. www.esl-lab.com
2. www.englishmedialab.com

3. www.englishinteractive.net
4. https://www.britishcouncil.in/english/online
5. http://www.letstalkpodcast.com/
6. https://www.youtube.com/c/mmmEnglish_Emma/featured
7. https://www.youtube.com/c/ArnelsEverydayEnglish/featured
8. https://www.youtube.com/c/engvidAdam/featured
9. https://www.youtube.com/c/EnglishClass101/featured
10. https://www.youtube.com/c/SpeakEnglishWithTiffani/playlists
11. https://www.youtube.com/channel/UCV1h_cBE0Drdx19qkTM0WNw

Voice & Accent:

1. https://www.youtube.com/user/letstalkaccent/videos
2. https://www.youtube.com/c/EngLanguageClub/featured
3. https://www.youtube.com/channel/UC_OskgZBoS4dAnVUgJVexc
4. https://www.youtube.com/channel/UCNfm92h83W2i2ijc5Xwp_IA

I Year B.Tech. CSE – I Semester

L	T	P	C
0	0	2	1

(24BBS101P) CHEMISTRY LAB

(Common to ECE, CSE & allied branches)

Course Objectives:

- Verify the fundamental concepts with experiments.

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

CO1: Determine the cell constant and conduct a nce of solutions.
CO2: Prepare advanced polymer Bakelite materials.
CO3: Measure the strength of an acid present in secondary batteries.
CO4: Analyse the IR spectra of some organic compounds.
CO5: Calculate strength of acid in Pb-Acid battery.

List of Experiments:

1. Measurement of 10Dq by spectro photo metric method
2. Conduct metric titration of strong acid vs. strong base
3. Conduct metric titration of weak acid vs. strong base
4. Determination of cell constant and conductance of solutions
5. Potentiometer - determination of redox potentials and emfs
6. Determination of Strength of an acid in Pb-Acid battery
7. Preparation of a Bakelite
8. Verify Lambert-Beer's law
9. Wavelength measurement of sample through UV-Visible Spectroscopy
10. Identification of simple organic compounds by IR
11. Preparation of nanomaterials by precipitation method
12. Estimation of Ferrous Iron by Dichrometry

Reference:

- "Vogel's Quantitative Chemical Analysis 6th Edition" PearsonPublications by J. Mendham, R.C.Denney, J.D.Barnes and B. Sivasankar

I Year B.Tech. CSE – I Semester

L	T	P	C
0	0	3	1.5

(24BME102) ENGINEERING WORKSHOP

(Common to All branches of Engineering)

Course Objectives:

To familiarize students with wood working, sheet metal operations, fitting and electrical house wiring skills

Course Outcomes:

CO1: Identify workshop tools and their operational capabilities.
CO2: Practice on manufacturing of components using workshop trades including fitting, carpentry, foundry and welding.
CO3: Apply fitting operations in various applications.
CO4: Apply basic electrical engineering knowledge for House Wiring Practice

SYLLABUS

1. **Demonstration**: Safety practices and precautions to be observed in workshop.
2. **Wood Working:** Familiarity with different types of woods and tools used in wood working and make following joints.
   a) Half – Lap joint b) Mortise and Ten on joint c) Corner Dovetail joint or Bridle joint
3. **Sheet Metal Working**: Familiarity with different types of tools used in sheet metal working, Developments of following sheet metal job from GI sheets.
   a) Tapered tray b) Conical funnel c) Elbow pipe d) Brazing
4. **Fitting:** Familiarity with different types of tools used in fitting and do the following fitting exercises.
   a) V-fit b) Dovetail fit c) Semi-circular fit d) Bicycle tire puncture and change of two-wheeler tyre
5. **Electrical Wiring**: Familiarity with different types of basic electrical circuits and make the following connections.
   a) Parallel and series b) Two-way switch c) God own lighting
   d) Tube light e) Three phase motor f) Soldering of wires
6. **Foundry Trade:** Demonstration and practice on Moulding tools and processes, Preparation of Green Sand Moulds for given Patterns.
7. **Welding Shop**: Demonstration and practice on Arc Welding and Gas welding. Preparation of Lap joint and Butt joint.
8. **Plumbing:** Demonstration and practice of Plumbing tools, Preparation of Pipe jointswith coupling for same diameter and with reducer for different diameters.

Textbooks:

1. Basic Workshop Technology: Manufacturing Process, Felix W.; Independently Published,2019. Workshop Processes, Practices and Materials; Bruce J. Black, Routledge publishers, 5th Edn. 2015.
2. A Course in Workshop Technology Vol I. & II, B.S. Raghuwanshi, Dhanpath Rai & Co., 2015 & 2017.

Reference Books:

1. Elements of Workshop Technology, Vol. I by S. K. Hajra Choudhury & Others, Media Promoters and Publishers, Mumbai. 2007, 14th edition
2. Workshop Practice by H. S. Bawa, Tata-McGraw Hill, 2004.
3. Wiring Estimating, Costing and Contracting; Soni P.M. & Upadhyay P.A.; Atul Prakashan, 2021-22.

I Year B.Tech. CSE– I Semester

L	T	P	C
0	0	3	1.5

(24BCS101P) COMPUTER PROGRAMMING LAB

(Common to All branches of Engineering)

Course Objectives:

The course aims to give students hands – on experience and train them on the concepts of the C- programming language.

Course Outcomes:

CO1: Read, understand, and trace the execution of programs written in C language.
CO2: Select the right control structure for solving the problem.
CO3: Develop C programs which utilize memory efficiently using programming constructs like pointers.
CO4: Develop, Debug and Execute programs to demonstrate the applications of arrays, functions, basic concepts of pointers in C.

UNIT I

WEEK 1

Objective: Getting familiar with the programming environment on the computer and writing the first program.

Suggested Experiments/Activities:

Tutorial 1: Problem-solving using Computers.
Lab1: Familiarization with programming environment
i) Basic Linux environment and its editors like Vi, Vim & Emacs etc.
ii) Exposure to Turbo C, gcc
iii) Writing simple programs using printf(), scanf()

WEEK 2

Objective: Getting familiar with how to formally describe a solution to a problem in a series of finite steps both using textual notation and graphic notation.

Suggested Experiments /Activities:

Tutorial 2: Problem-solving using Algorithms and Flow charts.
Lab 1: Converting algorithms/flow charts into C Source code.
Developing the algorithms/flowcharts for the following sample programs
i) Sum and average of 3 numbers
ii) Conversion of Fahrenheit to Celsius and vice versa
iii) Simple interest calculation

WEEK 3

Objective: Learn how to define variables with the desired data-type, initialize them with appropriate values and how arithmetic operators can be used with variables and constants.

Suggested Experiments/Activities:

Tutorial 3: Variable types and type conversions:

Lab 3: Simple computational problems using arithmetic expressions.

i) Finding the square root of a given number
ii) Finding compound interest
iii) Area of a triangle using heron's formulae
iv) Distance travelled by an object

UNIT II

WEEK 4

Objective: Explore the full scope of expressions, type-compatibility of variables & constants and operators used in the expression and how operator precedence works.

Suggested Experiments/Activities:

Tutorial4: Operators and the precedence and as associativity:

Lab4: Simple computational problems using the operator' precedence and associativity

i) Evaluate the following expressions.
   a. A+B*C+(D*E) + F*G
   b. A/B*C-B+A*D/3
   c. A+++B---A
   d. J= (i++) + (++i)
ii) Find the maximum of three numbers using conditional operator
iii) Take marks of 5 subjects in integers, and find the total, average in float

WEEK 5

Objective: Explore the full scope of different variants of "if construct" namely if-else, null-else, if-else if*-else, switch and nested-if including in what scenario each one of them can be used and how to use them. Explore all relational and logical operators while writing conditionals for "if construct".

Suggested Experiments/Activities:

Tutorial 5: Branching and logical expressions:

Lab 5: Problems involving if-then-else structures.

i) Write a C program to find the max and min of four numbers using if-else.
ii) Write a C program to generate electricity bill.
iii) Find the roots of the quadratic equation.
iv) Write a C program to simulate a calculator using switch case.
v) Write a C program to find the given year is a leap year or not.

WEEK 6

Objective: Explore the full scope of iterative constructs namely while loop, do-while loop and for loop in addition to structured jump constructs like break and continue including when each of these statements is more appropriate to use.

Suggested Experiments/Activities:

Tutorial 6: Loops, while and for loops

Lab 6: Iterative problems e.g., the sum of series

i) Find the factorial of given number using any loop.
ii) Find the given number is a prime or not.
iii) Compute sine and cos series
iv) Checking a number palindrome
v) Construct a pyramid of numbers.

UNIT III

WEEK 7:

Objective: Explore the full scope of Arrays construct namely defining and initializing 1-D and 2-D and more generically n-D arrays and referencing individual array elements from the defined array. Using integer 1-D arrays, explore search solution linear search.

Suggested Experiments/Activities:

Tutorial 7: 1 D Arrays: searching.

Lab 7: 1D Array manipulation, linear search

i) Find the min and max of a 1-D integer array.
ii) Perform linear search on1D array.
iii) The reverse of a 1D integer array
iv) Find 2's complement of the given binary number.
v) Eliminate duplicate elements in an array.

WEEK 8:

Objective: Explore the difference between other arrays and character arrays that can be used as Strings by using null character and get comfortable with string by doing experiments that will reverse a string and concatenate two strings. Explore sorting solution bubble sort using integer arrays.

Suggested Experiments/Activities:

Tutorial 8: 2 D arrays, sorting and Strings.

Lab 8: Matrix problems, String operations, Bubble sort

i) Addition of two matrices
ii) Multiplication two matrices
iii) Sort array elements using bubble sort
iv) Concatenate two strings without built-in functions
v) Reverse a string using built-in and without built-in string functions

UNIT IVWEEK9:

Objective: Explore pointers to manage a dynamic array of integers, including memory allocation & value initialization, resizing changing and reordering the contents of an array and memory de-allocation using malloc (), calloc (), realloc () and free () functions. Gain experience processing command-line arguments received by C

Suggested Experiments/Activities:

Tutorial 9: Pointers, structures and dynamic memory allocation

Lab 9: Pointers and structures, memory dereference.

i) Write a C program to find the sum of a 1D array using malloc()
ii) Write a C program to find the total, average of n students using structures

iii) Enter n students data using calloc() and display failed students list.
iv) Read student name and marks from the command line and display the student details along with the total.
v) Write a C program to implement realloc()

WEEK 10:

Objective: Experiment with C Structures, Unions, bit fields and self-referential structures (Singly linked lists) and nested structures

Suggested Experiments/Activities:

Tutorial 10: Bitfields, Self-Referential Structures, Linked lists
Lab10 : Bitfields, linked lists
Read and print a date using dd/mm/yyyy format using bit-fields and differentiate the same without using bit- fields

i) Create and display a singly linked list using self-referential structure.
ii) Demonstrate the differences between structures and unions using a C program.
iii) Write a C program to shift/rotate using bitfields.
iv) Write a C program to copy one structure variable to another structure of the same type.

UNIT V

WEEK 11:

Objective: Explore the Functions, sub-routines, scope and extent of variables, doing some experiments by parameter passing using call by value. Basic methods of numerical integration

Suggested Experiments/Activities:

Tutorial 11: Functions, call by value, scope and extent,
Lab 11: Simple functions using call by value, solving differential equations using Eulers theorem.

i) Write a C function to calculate NCR value.
ii) Write a C function to find the length of a string.
iii) Write a C function to transpose of a matrix.
iv) Write a C function to demonstrate numerical integration of differential equations using Euler's method

WEEK 12:

Objective: Explore how recursive solutions can be programmed by writing recursive functions that can be invoked from the main by programming at-least five distinct problems that have naturally recursive solutions.

Suggested Experiments/Activities:

Tutorial 12: Recursion, the structure of recursive calls
Lab 12: Recursive functions

i) Write a recursive function to generate Fibonacci series.
ii) Write a recursive function to find the lcm of two numbers.
iii) Write a recursive function to find the factorial of a number.
iv) Write a C Program to implement Ackermann function using recursion.
v) Write a recursive function to find the sum of series.

WEEK 13:

Objective: Explore the basic difference between normal and pointer variables, Arithmetic operations using pointers and passing variables to functions using pointers

Suggested Experiments/Activities:

Tutorial 13: Call by reference, dangling pointers

Lab 13: Simple functions using Call by reference, Dangling pointers.

i) Write a C program to swap two numbers using call by reference.
ii) Demonstrate Dangling pointer problem using a C program.
iii) Write a C program to copy one string into another using pointer.
iv) Write a C program to find no of lowercase, uppercase, digits and other characters using pointers.

WEEK14:

Objective: To understand data files and file handling with various file I/O functions. Explore the differences between text and binary files.

Suggested Experiments/Activities:

Tutorial 14: File handling

Lab 14: File operations

i) Write a C program to write and read text into a file.
ii) Write a C program to write and read text into a binary file using fread() and fwrite()
iii) Copy the contents of one file to another file.
iv) Write a C program to merge two files into the third file using command-line arguments.
v) Find no. of lines, words and characters in a file
vi) Write a C program to print last n characters of a given file.

Textbooks:

1. Ajay Mittal, Programming in C: A practical approach, Pearson.
2. Byron Gottfried, Schaum' s Outline of Programming with C, McGraw Hill
3. Programming in C by E. Bala Guruswamy, 9e, McGraw-Hill education, 2024.

Reference Books:

1. Brian W. Kernighan and Dennis M. Ritchie, The C Programming Language, Prentice-Hall of India
2. C Programming, A Problem-Solving Approach, Forouzan, Gilberg, Prasad, CENGAGE

I Year B.Tech. CSE– I Semester

L	T	P	C
0	0	1	0.5

(24BHS101S) HEALTH AND WELLNESS, YOGA AND SPORTS

(Common to All branches of Engineering)

Course Objectives:

The main objective of introducing this course is to make the students maintain their mental and physical wellness by balancing emotions in their life. It mainly enhances the essential traits required for the development of the personality.

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

CO1: Understand the importance of yoga and sports for Physical fitness and sound health.
CO2: Demonstrate an understanding of health-related fitness components.
CO3: Compare and contrast various activities that help enhance their health.
CO4: Assess current personal fitness levels.
CO5: Develop Positive Personality

UNIT I

Concept of health and fitness, Nutrition and Balanced diet, basic concept of immunity Relationship between diet and fitness, Globalization and its impact on health, Body Mass Index (BMI) of all age groups.

Activities:

i) Organizing health awareness programmes in community
ii) Preparation of health profile
iii) Preparation of chart for balance diet for all age groups

UNIT II

Concept of yoga, need for and importance of yoga, origin and history of yoga in Indian context, classification of yoga, Physiological effects of Asanas- Pranayama and meditation, stress management and yoga, Mental health and yoga practice.

Activities:

Yoga practices – Asana, Kriya, Mudra, Bandha, Dhyana, Surya Namaskar

UNIT III

Concept of Sports and fitness, importance, fitness components, history of sports, Ancient and Modern Olympics, Asian games and Commonwealth games.

Activities:

i) Participation in one major game and one individual sport viz., Athletics, Volleyball, Basketball, Handball, Football, Badminton, Kabaddi, Kho-kho, Table tennis, Cricket etc. Practicing general and specific warm up, aerobics
ii) Practicing cardio respiratory fitness, treadmill, run test, 9 min walk, skipping and running.

Reference Books:

1. Gordon Edlin, Eric Golanty. Health and Wellness, 14th Edn. Jones & Bartlett Learning, 2022
2. T.K.V.Desikachar. The Heart of Yoga: Developing a Personal Practice
3. Archie J.Bahm. Yoga Sutras of Patanjali, Jain Publishing Company, 1993
4. Wiseman, John Lofty, SAS Survival Handbook: The Ultimate Guide to Surviving Anywhere Third Edition, William Morrow Paperbacks, 2014
5. The Sports Rules Book/ Human Kinetics with Thomas Hanlon. -- 3rd ed. Human Kinetics, Inc.2014

General Guidelines:

1. Institutes must assign slots in the Timetable for the activities of Health/Sports/Yoga.
2. Institutes must provide field/facility and offer the minimum of five choices of as many as Games/Sports.
3. Institutes are required to provide sports instructor / yoga teacher to mentor the students.

Evaluation Guidelines:

- Evaluated for a total of 100 marks.
- A student can select 6 activities of his/her choice with a minimum of 01 activity per unit. Each activity shall be evaluated by the concerned teacher for 15 marks, totalling to 90 marks.

A student shall be evaluated by the concerned teacher for 10 marks by conducting viva voce on the subject.

I Year B.Tech. CSE – II Semester

L	T	P	C
3	0	0	3

(24BBS102T) ENGINEERING PHYSICS

(Common for all branches of Engineering)

Course Objectives:

To bridge the gap between the Physics in school at 10+2 level and UG level engineering courses by identifying the importance of the optical phenomenon like interference, diffraction etc, enlightening the periodic arrangement of atoms in crystalline solids and concepts of quantum mechanics, introduce novel concepts of dielectric and magnetic materials, physics of semiconductors.

Course Outcomes:

CO1: Analyze the intensity variation of light due to polarization, interference and diffraction.
CO2: Familiarize with the basics of crystals and their structures.
CO3: Explain fundamentals of quantum mechanics and apply it to one dimensional motion of particles.
CO4: Summarize various types of polarization of dielectrics and classify the magnetic materials.
CO5: Explain the basic concepts of Quantum Mechanics and the band theory of solids.
CO6: Identify the type of semiconductor using Hall effect.

UNIT I

Wave Optics

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

Diffraction: Introduction - Fresnel and Fraunhofer diffractions - Fraunhofer diffraction due to single slit, double slit & N-slits (Qualitative) – Diffraction Grating - Dispersive power and resolving power of Grating (Qualitative). Polarization: Introduction -Types of polarization - Polarization by reflection, refraction and Double refraction - Nicol's Prism -Half wave and Quarter wave plates.

UNIT II

Crystallography and X-ray diffraction

Crystallography: Space lattice, Basis, Unit Cell and lattice parameters – Bravais Lattices – crystal systems (3D) – coordination number - packing fraction of SC, BCC & FCC - Miller indices – separation between successive (hkl) planes.

X- ray diffraction: Bragg's law - X-ray Diffractometer – crystal structure determination by Laue's and powder methods

UNIT III

Dielectric and Magnetic Materials

Dielectric Materials: Introduction - Dielectric polarization - Dielectric polarizability, Susceptibility, Dielectric constant and Displacement Vector – Relation between the electric vectors - Types of polarizations- Electronic (Quantitative), Ionic (Quantitative) and

Orientation polarizations (Qualitative) - Lorentz internal field - Clausius- Mossotti equation - complex dielectric constant – Frequency dependence of polarization – dielectric loss

Magnetic Materials: Introduction - Magnetic dipole moment - Magnetization-Magnetic susceptibility and permeability – Atomic origin of magnetism - Classification of magnetic materials: Dia, para, Ferro, anti-ferro & Ferri magnetic materials - Domain concept for Ferromagnetism & Domain walls (Qualitative) - Hysteresis - soft and hard magnetic materials.

UNIT IV

Quantum Mechanics and Free electron Theory

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

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

UNIT V

Semiconductors

Semiconductors: Formation of energy bands – classification of crystalline solids - Intrinsic semiconductors: Density of charge carriers – Electrical conductivity – Fermi level – Extrinsic semiconductors: density of charge carriers – dependence of Fermi energy on carrier concentration and temperature - Drift and diffusion currents – Einstein's equation – Hall effect and its applications.

Direct and Indirect Band gap of semiconductor

Textbooks:

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

Reference Books:

1. Engineering Physics - B.K. Pandey and S. Chaturvedi, Cengage Learning 2021.
2. Engineering Physics - Shatendra Sharma, Jyotsna Sharma, Pearson Education, 2018.
3. Engineering Physics" - Sanjay D. Jain, D. Sahasrabudhe and Girish, University Press. 2010
4. Engineering Physics - M.R. Srinivasan, New Age international publishers (2009).

Web Resources:

https://www.loc.gov/rr/scitech/selected-internet/physics.html

I Year B.Tech. CSE- II Semester

L	T	P	C
3	0	0	3

(24BBS201) DIFFERENTIAL EQUATIONS AND VECTOR CALCULUS

(Common to All Branches of Engineering)

Course Objectives:

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

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

CO1: Solve the differential equations related to various engineering fields and attain the knowledge of Applications to first order ODEs.

CO2: Solve the differential equations related to various engineering fields and attain the knowledge of Applications of L.D.E. of higher order.

CO3: Identify solution methods for partial differential equations that model physical processes.

CO4: Interpret the physical meaning of different operators such as gradient, curl and divergence.

CO5: Estimate the work done against a field, circulation and flux using vector calculus.

UNIT I

Differential equations of first order and first degree

Linear differential equations – Bernoulli's equations- Exact equations and equations reducible to exact form. Applications: Newton's Law of cooling – Law of natural growth and decay- Electrical circuits.

UNIT II

Linear differential equations of higher order (Constant Coefficients)

Definitions, homogenous and non-homogenous, complimentary function, general solution, particular integral, Wronskian, Method of variation of parameters. Simultaneous linear equations, Applications to L-C-R Circuit problems and Simple Harmonic motion.

UNIT III

Partial Differential Equations

Introduction and formation of Partial Differential Equations by elimination of arbitrary constants and arbitrary functions, solutions of first order linear equations using Lagrange's method, non linear PDE.

Homogeneous Linear Partial differential equations with constant coefficients.

UNIT IV

Vector differentiation

Scalar and vector point functions, vector operator Del, Del applies to scalar point functions-Gradient, Directional derivative, del applied to vector point functions-Divergence and Curl, vector identities.

UNIT V

Vector integration

LWithoutegral-circulation-work done, surface integral-flux, Green's theorem in the plane (without proof), Stoke's theorem (without proof), volume integral, Divergence theorem (without proof) and related problems.

Textbooks:

1. Higher Engineering Mathematics, B. S. Grewal, Khanna Publishers, 2017, 44thEdition
2. Advanced Engineering Mathematics, Erwin Kreyszig, John Wiley & Sons, 2018, 10th Edition.

Reference Books:

1. Thomas Calculus, George B. Thomas, Maurice D. Weir and Joel Hass, Pearson Publishers, 2018, 14th Edition.
2. Advanced Engineering Mathematics, Dennis G. Zill and Warren S. Wright, Jones and Bartlett, 2018.
3. Advanced Modern Engineering Mathematics, Glyn James, Pearson publishers, 2018, 5th Edition.
4. Advanced Engineering Mathematics, R. K. Jain and S. R. K. Iyengar, Alpha Science International Ltd., 2021 5th Edition (9th reprint).
5. Higher Engineering Mathematics, B. V. Ramana, , McGraw Hill Education, 2017

I Year B.Tech. CSE-II Semester

L	T	P	C
3	0	0	3

(24BEE101T) BASIC ELECTRICAL & ELECTRONICS ENGINEERING

(Common to All branches of Engineering)

PART A: BASIC ELECTRICAL ENGINEERING

Course Objectives

To expose to the field of electrical & electronics engineering, laws and principles of electrical/ electronic engineering and to acquire fundamental knowledge in the relevant field.

Course Outcomes:

CO1: Remember the fundamental laws, operating principles of motors, generators, MC and MI instruments.

CO2: Understand the problem solving concepts associated to AC and DC circuits, construction and operation of AC and DC machines, measuring instruments; different power generation mechanisms, Electricity billing concept and important safety measures related to electrical operations.

CO3: Apply mathematical tools and fundamental concepts to derive various equations related to machines, circuits and measuring instruments; electricity bill calculations and layout representation of electrical power systems.

CO4: Analyze different electrical circuits, performance of machines and measuring instruments.

CO5: Evaluate different circuit configurations, Machine performance and Power systems operation.

UNIT I

DC & AC Circuits

DC Circuits: Electrical circuit elements (R, L and C), Ohm's Law and its limitations, KCL & KVL, series, parallel, series-parallel circuits, Super Position theorem, Simple numerical problems.

AC Circuits: A.C. Fundamentals: Equation of AC Voltage and current, waveform, time period, frequency, amplitude, phase, phase difference, average value, RMS value, formfactor, peak factor, Voltage and current relationship with phasor diagrams in R, L, and C circuits, Concept of Impedance, Active power, reactive power and apparent power, Concept of power factor (Simple Numerical problems).

UNIT II

Machines and Measuring Instruments

Machines: Construction, principle and operation of (i) DC Motor, (ii) DC Generator, (iii) Single Phase Transformer, (iv) Three Phase Induction Motor and (v) Alternator, Applications of electrical machines.

Measuring Instruments: Construction and working principle of Permanent Magnet Moving Coil (PMMC), Moving Iron (MI) Instruments and Wheat Stone bridge.

UNIT III

Energy Resources, Electricity Bill & Safety Measures

Energy Resources: Conventional and non-conventional energy resources; Layout and

operation of various Power Generation systems: Hydel, Nuclear, Solar & Wind power generation.

Electricity bill: Power rating of household appliances including air conditioners, PCs, Laptops, Printers, etc. Definition of "unit" used for consumption of electrical energy, two-part electricity tariff, calculation of electricity bill for domestic consumers.

Equipment Safety Measures: Working principle of Fuse and Miniature circuit breaker (MCB), merits and demerits. Personal safety measures: Electric Shock, Earthing and its types, Safety Precautions to avoid shock.

Textbooks:

1. Basic Electrical Engineering, D. C. Kulshreshtha, Tata McGraw Hill, 2019, First Edition
2. Power System Engineering, P.V. Gupta, M.L. Soni, U.S. Bhatnagar and A. Chakrabarti, Dhanpat Rai & Co, 2013
3. Fundamentals of Electrical Engineering, Rajendra Prasad, PHI publishers, 2014, Third Edition

Reference Books:

1. Basic Electrical Engineering, D. P. Kothari and I. J. Nagrath, Mc Graw Hill, 2019, Fourth Edition
2. Principles of Power Systems, V.K. Mehtha, S.Chand Technical Publishers, 2020
3. Basic Electrical Engineering, T. K. Nagsarkar and M. S. Sukhija, Oxford University Press, 2017
4. Basic Electrical and Electronics Engineering, S. K. Bhatacharya, Person Publications, 2018, Second Edition.

Web Resources:

1. https://nptel.ac.in/courses/108105053
2. https://nptel.ac.in/courses/108108076

PART B: BASIC ELECTRONICS ENGINEERING

Course Objectives:

This course provides the student with the fundamental skills to understand the principles of digital electronics, basics of semiconductor devices like diodes & transistors, characteristics and its applications.

Course Outcomes:

CO1: Apply the concept of science and mathematics to understand the working of diodes, transistors, and their applications.

CO2: Explain the characteristics of diodes and transistors.

CO3: Familiarize with the number systems, codes, Boolean algebra and logic gates.

CO5: Understand the working mechanism of different combinational, sequential circuits and their role in the digital systems.

UNIT I

SEMICONDUCTOR DEVICES

Introduction - Evolution of electronics – Vacuum tubes to nano electronics - Characteristics of PN Junction Diode — Zener Effect — Zener Diode and its Characteristics. Bipolar Junction Transistor — CB, CE, CC Configurations and Characteristics — Elementary Treatment of Small Signal CE Amplifier.

UNIT II

BASIC ELECTRONIC CIRCUITS AND INSTRUMENTTAION

Rectifiers and power supplies: Block diagram description of a dc power supply, working of a full wave bridge rectifier, capacitor filter (no analysis), working of simple zener voltage regulator. Amplifiers: Block diagram of Public Address system, Circuit diagram and working of common emitter (RC coupled) amplifier with its frequency response. Electronic Instrumentation: Block diagram of an electronic instrumentation system.

UNIT III

DIGITAL ELECTRONICS

Overview of Number Systems, Logic gates including Universal Gates, BCD codes, Excess-3 code, Gray code, Hamming code. Boolean Algebra, Basic Theorems and properties of Boolean Algebra, Truth Tables and Functionality of Logic Gates – NOT, OR, AND, NOR, NAND, XOR and XNOR. Simple combinational circuits–Half and Full Adder, Introduction to sequential circuits, Flip flops, Registers and counters (Elementary Treatment only)

Textbooks:

1. R. L. Boylestad& Louis Nashlesky, Electronic Devices & Circuit Theory, Pearson Education, 2021.
2. R. P. Jain, Modern Digital Electronics, 4th Edition, Tata Mc Graw Hill, 2009

Reference Books:

1. R. S. Sedha, A Textbook of Electronic Devices and Circuits, S. Chand & Co, 2010.
2. Santiram Kal, Basic Electronics- Devices, Circuits and IT Fundamentals, Prentice Hall,
3. India, 2002.
4. R. T. Paynter, Introductory Electronic Devices & Circuits – Conventional Flow Version, Pearson Education,2009.

I Year B.Tech. CSE-II Semester

L	T	P	C
1	0	4	3

(24BME101) ENGINEERING GRAPHICS

(Common to All branches of Engineering)

Course Objectives:

- To enable the students with various concepts like dimensioning, conventions and standards related to Engineering Drawing
- To impart knowledge on the projection of points, lines and plane surfaces
- To improve the visualization skills for better understanding of projection of solids
- To develop the imaginative skills of the students required to understand Section of solids and Developments of surfaces.
- To make the students understand the viewing perception of a solid object in Isometric and Perspective projections.

Course Outcomes:

CO1: Understand the principles of engineering drawing, including engineering curves, scales,orthographic and isometric projections.
CO2: Draw and interpret orthographic projections of points, lines, planes and solids in front,top and side views.
CO3: Understand and draw projection of solids in various positions in first quadrant.
CO4: Explain principles behind development of surfaces.
CO5: Prepare isometric and perspective sections of simple solids.

UNIT I

Introduction: Lines, Lettering and Dimensioning, Geometrical Constructions and Constructing regular polygons by general methods.

Curves: construction of ellipse, parabola and hyperbola by general, Cycloids, Involutes, Normal and tangent to Curves.

Scales: Plain scales, diagonal scales and vernier scales.

UNIT II

Orthographic Projections: Reference plane, importance of reference lines or Plane, Projections of a point situated in any one of the four quadrants.

Projections of Straight Lines: Projections of straight lines parallel to both reference planes, perpendicular to one reference plane and parallel to other reference plane, inclined to one reference plane and parallel to the other reference plane. Projections of Straight Line Inclined to both the reference planes

Projections of Planes: regular planes Perpendicular to both reference planes, parallel to one reference plane and inclined to the other reference plane; plane inclined to both the reference planes.

UNIT III

Projections of Solids: Types of solids: Polyhedra and Solids of revolution. Projections of solids in simple positions: Axis perpendicular to horizontal plane, Axis perpendicular to vertical plane and Axis parallel to both the reference planes, Projection of Solids with axis inclined to one reference plane and parallel to anotherplane.

UNIT IV

Sections of Solids: Perpendicular and inclined section planes, Sectional views and True shape of section, Sections of solids in simple position only.

Development of Surfaces: Methods of Development: Parallel line development and radial line development. Development of a cube, prism, cylinder, pyramid and cone.

UNIT V

Conversion of Views: Conversion of isometric views to orthographic views; Conversion of orthographic views to isometric views.

Computer graphics: Creating 2D&3D drawings of objects including PCB and Transformations using Auto CAD (*Not for end examination*).

Textbook:

1. N. D. Bhatt, Engineering Drawing, Charotar Publishing House, 2016.

Reference Books:

1. Engineering Drawing, K.L. Narayana and P. Kannaiah, Tata McGraw Hill, 2013.
2. Engineering Drawing, M.B.Shah and B.C. Rana, Pearson Education Inc,2009.
3. Engineering Drawing with an Introduction to AutoCAD, Dhananjay Jolhe, Tata McGraw Hill, 2017.

I Year B.Tech. CSE-II Semester

L	T	P	C
0	0	2	1

(2EBCS102) IT WORKSHOP

(Common to all branches of Engineering)

Course Objectives:

- To introduce the internal parts of a computer, peripherals, I/O ports, connecting cables
- To demonstrate configuring the system as Dual boot both Windows and other Operating Systems Viz. Linux, BOSS
- To teach basic command line interface commands on Linux.
- To teach the usage of Internet for productivity and self-paced life-long learning
- To introduce Compression, Multimedia and Antivirus tools and Office Tools such as Word processors, Spread sheets and Presentation tools.

Course Outcomes:

CO1: Perform Hardware troubleshooting.
CO2: Understand Hardware components and inter dependencies.
CO3: Safeguard computer systems from viruses/worms.
CO4: Document/ Presentation preparation.
CO5: Perform calculations using spreadsheets.

PC Hardware & Software Installation

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 (VMWare) with both Windows and Linux. Lab instructors should verify the installation and follow it up with a Viva

Task 5: Every student should install BOSS on the computer. The system should be configured as dual boot (VMWare) with both Windows and BOSS. Lab instructors should verify the installation and follow it 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 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 La TeX and Microsoft (MS) office or equivalent (FOSS) tool word: Importance of La TeX and MS office or equivalent (FOSS) tool Word as word Processors, Details of the four tasks and features that would be covered in each, Using La TeXand word – Accessing, overview of toolbars, saving files, Using help and resources, rulers, format painter in word.

Task 2: Using La TeX and Word to create a 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 La TeX and Word.

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

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

EXCEL

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

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

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

LOOKUP/VLOOKUP

Task 3: Split cells, freeze panes, group and outline, Sorting, Boolean and logical operators, Conditional formatting

POWER POINT

Task 1: Students will be working on basic power point utilities and tools which help them create basic power point presentations. PPT Orientation, Slide Layouts, Inserting Text, Word Art, Formatting Text, Bullets and Numbering, Auto Shapes, Lines and Arrows in PowerPoint.

Task 2: Interactive presentations - Hyperlinks, Inserting –Images, Clip Art, Audio, Video, Objects, Tables and Charts.

Task 3: Master Layouts (slide, template, and notes), Types of views (basic, presentation, slide slotter, notes etc), and Inserting – Background, textures, Design Templates, Hidden slides.

AI TOOLS – ChatGPT

Task 1: Prompt Engineering: Experiment with different types of prompts to see how the model responds. Try asking questions, starting conversations, or even providing incomplete sentences to see how the model completes them.

- Ex: Prompt: "You are a knowledgeable AI. Please answer the following question: What is the capital of France?"

Task 2: Creative Writing: Use the model as a writing assistant. Provide the beginning of a story or a description of a scene, and let the model generate the rest of the content. This can be a fun way to brainstorm creative ideas

- Ex: Prompt: "In a world where gravity suddenly stopped working, people started floating upwards. Write a story about how society adapted to this new reality."

Task 3: Language Translation: Experiment with translation tasks by providing a sentence in one language and asking the model to translate it into another language. Compare the output to see how accurate and fluent the translations are.

- Ex: Prompt: "Translate the following English sentence to French: 'Hello, how are you doing today?'"

Reference Books:

1. Comdex Information Technology course tool kit, Vikas Gupta, WILEY Dream tech, 2003
2. The Complete Computer upgrade and repair book, Cheryl A Schmidt, WILEY Dream tech, 2013, 3rd edition
3. Introduction to Information Technology, ITL Education Solutions limited, Pearson Education, 2012, 2nd edition
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, David Anfins on and Ken Quamme. – CISCO Press, Pearson Education, 3rd edition
7. IT Essentials PC Hardware and Software Labs and Study Guide, Patrick Regan– CISCO Press, Pearson Education, 3rd edition

I Year B.Tech. CSE–II Semester

L	T	P	C
3	0	0	3

(24BCS201T) D A T A STRUCTURES

(Common to allied branches)

Course Objectives:

- To provide the knowledge of basic data structures and their implementations.
- To understand importance of data structures in context of writing efficient programs.
- To develop skills to apply appropriate data structures in problem solving.

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

CO1: Explain the role of linear data structures in organizing and accessing data efficiently in algorithms.

CO2: Design, implement, and apply linked lists for dynamic data storage, demonstrating understanding of memory allocation.

CO3: Develop programs using stacks to handle recursive algorithms, manage program states, and solve related problems.

CO4: Apply queue-based algorithms for efficient task scheduling and breadth-first traversal in graphs and distinguish between deques and priority queues, and apply them appropriately to solve data management challenges.

CO5: Devise novel solutions to small scale programming challenges involving data structures such as stacks, queues, Trees.

CO6: Recognize scenarios where hashing is advantageous, and design hash-based solutions for specific problems.

UNIT I

Introduction to Linear Data Structures: Definition and importance of linear data structures, Abstract data types (ADTs) and their implementation, Overview of time and space complexity analysis for linear data structures. Searching Techniques: Linear & Binary Search, Sorting Techniques: Bubble sort, Selection sort, Insertion Sort

UNIT II

Linked Lists: Singly linked lists: representation and operations, doubly linked lists and circular linked lists, Comparing arrays and linked lists, Applications of linked lists.

UNIT III

Stacks: Introduction to stacks: properties and operations, implementing stacks using arrays and linked lists, Applications of stacks in expression evaluation, backtracking, reversing list etc.

UNIT IV

Queues: Introduction to queues: properties and operations, implementing queues using arrays and linked lists, Applications of queues in breadth-first search, scheduling, etc.

Deques: Introduction to deques (double-ended queues), Operations on deques and their applications.

UNIT V

Trees: Introduction to Trees, Binary Search Tree – Insertion, Deletion & Traversal

Hashing: Brief introduction to hashing and hash functions, Collision resolution techniques: chaining and open addressing, Hash tables: basic implementation and operations, Applications of hashing in unique identifier generation, caching, etc.

Textbooks:

1. Data Structures and algorithm analysis in C, Mark Allen Weiss, Pearson, 2nd Edition.
2. Fundamentals of data structures in C, Ellis Horowitz, Sartaj Sahni, Susan Anderson-Freed, Silicon Press, 2008

Reference Books:

1. Algorithms and Data Structures: The Basic Toolbox by Kurt Mehlhorn and Peter Sanders
2. C Data Structures and Algorithms by Alfred V. Aho, Jeffrey D. Ullman, and John E. Hopcroft
3. Problem Solving with Algorithms and Data Structures" by Brad Miller and David Ranum
4. Introduction to Algorithms by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein
5. Algorithms in C, Parts 1-5 (Bundle): Fundamentals, Data Structures, Sorting, Searching, and Graph Algorithms" by Robert Sedgewick

I Year B.Tech. CSE–II Semester

L	T	P	C
0	0	2	1

(24BBS102P) ENGINEERING PHYSICS LAB

(Common to All Branches of Engineering)

Course Objectives:

To study the concepts of optical phenomenon like interference, diffraction etc., recognize the importance of energy gap in the study of conductivity and Hall effect in semiconductors and study the parameters and applications of dielectric and magnetic materials by conducting experiments.

Course Outcomes: The students will be able to

CO1: Operate optical instruments like travelling microscope and spectrometer.
CO2: Estimate the wavelengths of different colors using diffraction grating.
CO3: Plot the intensity of the magnetic field of circular coil carrying current with distance.
CO4: Evaluate dielectric constant and magnetic susceptibility for dielectric and magnetic materials respectively.
CO5: Calculate the band gap of a given semiconductor.
CO6: Identify the type of semiconductor using Hall effect.

List of Experiments:

1. Determination of radius of curvature of a given Plano-convex lens by Newton's rings.
2. Determination of wavelengths of different spectral lines in mercury spectrum using diffraction grating in normal incidence configuration.
3. Verification of Brewster's law
4. Determination of dielectric constant using charging and discharging method.
5. Study the variation of B versus H by magnetizing the magnetic material (B-H curve).
6. Determination of wavelength of Laser light using diffraction grating.
7. Estimation of Planck's constant using photoelectric effect.
8. Determination of the resistivity of semiconductors by four probe methods.
9. Determination of energy gap of a semiconductor using p-n junction diode.
10. Magnetic field along the axis of a current carrying circular coil by Stewart Gee's Method.
11. Determination of Hall voltage and Hall coefficient of a given semiconductor using Hall effect.
12. Determination of temperature coefficients of a thermistor.
13. Determination of acceleration due to gravity and radius of Gyration by using a compound pendulum.
14. Determination of magnetic susceptibility by Kundt's tube method.
15. Determination of rigidity modulus of the material of the given wire using Torsional pendulum.
16. Sonometer: Verification of laws of stretched string.
17. Determination of young's modulus for the given material of wooden scale by non-uniform bending (or double cantilever) method.
18. Determination of Frequency of electrically maintained tuning fork by Melde's experiment.

Note: Any TEN of the listed experiments are to be conducted. Out of which any TWO experiments may be conducted in virtual mode.

References:

- A Textbook of Practical Physics - S. Balasubramanian, M.N. Srinivasan, S. Chand Publishers, 2017.

Web Resources

- www.vlab.co.in
- https://phet.colorado.edu/en/simulations/filter?subjects=physics&type=html,prototype

I Year B.Tech. CSE –II Semester

L	T	P	C
0	0	3	1.5

(24BEE101P) ELECTRICAL & ELECTRONICS ENGINEERING WORKSHOP

(Common to All branches of Engineering)

Course Objectives:

To impart knowledge on the fundamental laws & theorems of electrical circuits, functions of electrical machines and energy calculations.

Course Outcomes:

CO1: Understand the Electrical circuit design concept; measurement of resistance, power, power factor; concept of wiring and operation of Electrical Machines and Transformer.

CO2: Apply the theoretical concepts and operating principles to derive mathematical models for circuits, Electrical machines and measuring instruments; calculations for the measurement of resistance, power and power factor.

CO3: Apply the theoretical concepts to obtain calculations for the measurement of resistance, power and power factor.

CO4: Analyses various characteristics of electrical circuits, electrical machines and measuring instruments.

CO5: Design suitable circuits and methodologies for the measurement of various electrical parameters; Household and commercial wiring.

Activities:

1. Familiarization of commonly used Electrical & Electronic Workshop Tools: Bread board, Solder, cables, relays, switches, connectors, fuses, Cutter, plier, screwdriver set, wire stripper, flux, knife/blade, soldering iron, de-soldering pump etc.
   - Provide some exercises so that hardware tools and instruments are learned to be used by the students.
2. Familiarization of Measuring Instruments like Voltmeters, Ammeters, multimeter, LCR-Q meter, Power Supplies, CRO, DSO, Function Generator, Frequency counter.
   - Provide some exercises so that measuring instruments are learned to be used by the students.
3. Components:
   - Familiarization/Identification of components (Resistors, Capacitors, Inductors, Diodes, transistors, IC's etc.) – Functionality, type, size, colour coding package, symbol, cost etc.
   - Testing of components like Resistor, Capacitor, Diode, Transistor, ICs etc. - Compare values of components like resistors, inductors, capacitors etc with the measured values by using instruments

PART A: ELECTRICAL ENGINEERING LAB

List of experiments:

1. Verification of KCL and KVL
2. Verification of Superposition theorem
3. Measurement of Resistance using Wheat stone bridge
4. Magnetization Characteristics of DC shunt Generator

5. Measurement of Power and Power factor using Single-phase wattmeter
6. Measurement of Earth Resistance using Megger
7. Calculation of Electrical Energy for Domestic Premises

Reference Books:

1. Basic Electrical Engineering, D. C. Kulshreshtha, Tata McGraw Hill, 2019, First Edition
2. Power System Engineering, P.V. Gupta, M.L. Soni, U.S. Bhatnagar and A. Chakrabarti, Dhanpat Rai & Co, 2013
3. Fundamentals of Electrical Engineering, Rajendra Prasad, PHI publishers, 2014, Third Edition

Note: Minimum Six Experiments to be performed.

PART B: ELECTRONICS ENGINEERING LAB

Course Objectives:

- To impart knowledge on the principles of digital electronics and fundamentals of electron devices& its applications.

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

CO1: Identify & testing of various electronic components.
CO2: Understand the usage of electronic measuring instruments.
CO3: Plot and discuss the characteristics of various electron devices.
CO4: Explain the operation of a digital circuit.

List of Experiments:

1. Plot V-I characteristics of PN Junction diode A) Forward bias B) Reverse bias.
2. Plot V – I characteristics of Zener Diode and its application as voltage Regulator.
3. Implementation of half wave and full wave rectifiers
4. Plot Input & Output characteristics of BJT in CE and CB configurations
5. Frequency response of CE amplifier.
6. Simulation of RC coupled amplifier with the design supplied
7. Verification of Truth Table of AND, OR, NOT, NAND, NOR, Ex-OR, Ex-NOR gates using ICs.
8. Verification of Truth Tables of S-R, J-K& D flip flops using respective ICs.

Tools / Equipment Required: DC Power supplies, Multi meters, DC Ammeters, DC Voltmeters, AC Voltmeters, CROs, all the required active devices.

References:

1. R. L. Boylestad & Louis Nashlesky, Electronic Devices & Circuit Theory, Pearson Education, 2021.
2. R. P. Jain, Modern Digital Electronics, 4th Edition, Tata Mc Graw Hill, 2009
3. R. T. Paynter, Introductory Electronic Devices & Circuits – Conventional Flow Version, Pearson Education,2009.

Note: Minimum Six Experiments to be performed. All the experiments shall be implemented using both Hardware and Software.

I Year B.Tech. CSE- II Semester

(24BCS201P) DATA STRUCTURES LAB

(Common to CSE, IT & allied branches)

L	T	P	C
0	0	3	1.5

Course Objectives:

The course aims to strengthen the ability of the students to identify and apply the suitable data structure for the given real-world problem. It enables them to gain knowledge in practical applications of data structures.

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

CO1: Explain the role of linear data structures in organizing and accessing data efficiently in algorithms.

CO2: Design, implement, and apply linked lists for dynamic data storage, demonstrating understanding of memory allocation.

CO3: Develop programs using stacks to handle recursive algorithms, manage program states, and solve related problems.

CO4: Apply queue-based algorithms for efficient task scheduling and breadth-first traversal in graphs and distinguish between deques and priority queues and apply them appropriately to solve data management challenges.

CO5: Recognize scenarios where hashing is advantageous, and design hash-based solutions for specific problems.

List of Experiments:

Exercise 1: Array Manipulation

i) Write a program to reverse an array.
ii) C Programs to implement the Searching Techniques – Linear & Binary Search
iii) C Programs to implement Sorting Techniques – Bubble, Selection and Insertion Sort

Exercise 2: Linked List Implementation

i) Implement a singly linked list and perform insertion and deletion operations.
ii) Develop a program to reverse a linked list iteratively and recursively.
iii) Solve problems involving linked list traversal and manipulation.

Exercise 3: Linked List Applications

i) Create a program to detect and remove duplicates from a linked list.
ii) Implement a linked list to represent polynomials and perform addition.
iii) Implement a double-ended queue (deque) with essential operations.

Exercise 4: Double Linked List Implementation

i) Implement a doubly linked list and perform various operations to understand its properties and applications.
ii) Implement a circular linked list and perform insertion, deletion, and traversal.

Exercise 5: Stack Operations

i) Implement a stack using arrays and linked lists.
ii) Write a program to evaluate a postfix expression using a stack.
iii) Implement a program to check for balanced parentheses using a stack.

Exercise 6: Queue Operations

i) Implement a queue using arrays and linked lists.
ii) Develop a program to simulate a simple printer queue system.
iii) Solve problems involving circular queues.

Exercise 7: Stack and Queue Applications

i) Use a stack to evaluate an infix expression and convert it to postfix.
ii) Create a program to determine whether a given string is a palindrome or not.
iii) Implement a stack or queue to perform comparison and check for symmetry.

Exercise8: Binary Search Tree

i) Implementing a BST using Linked List.
ii) Traversing of BST.

Exercise 9: Hashing

i) Implement a hash table with collision resolution techniques.
ii) Write a program to implement a simple cache using hashing.

Textbooks:

1. Data Structures and algorithm analysis in C, Mark Allen Weiss, Pearson, 2nd Edition.
2. Fundamentals of data structures in C, Ellis Horowitz, Sartaj Sahni, Susan Anderson-Freed, Silicon Press, 2008

Reference Books:

1. Algorithms and Data Structures: The Basic Toolbox by Kurt Mehlhorn and Peter Sanders
2. C Data Structures and Algorithms by Alfred V. Aho, Jeffrey D. Ullman, and John E. Hopcroft
3. Problem Solving with Algorithms and Data Structures" by Brad Miller and David Ranum
4. Introduction to Algorithms by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein
5. Algorithms in C, Parts 1-5 (Bundle): Fundamentals, Data Structures, Sorting, Searching, and Graph Algorithms by Robert Sedgewick.

I Year B.Tech. CSE – II Semester

L	T	P	C
0	0	1	0.5

(24BHS101C) NSS/NCC/SCOUTS & GUIDES/COMMUNITY SERVICE

(Common to All branches of Engineering)

Course Objectives:

The objective of introducing this course is to impart discipline, character, fraternity, teamwork, social consciousness among the students and engaging them in selfless service.

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

CO1: Understand the importance of discipline, character and service motto.
CO2: Solve some societal issues by applying acquired knowledge, facts, and techniques.
CO3: Explore human relationships by analyzing social problems.
CO4: Determine to extend their help for the fellow beings and downtrodden people.
CO5: Develop leadership skills and civic responsibilities.

UNIT I

Orientation

General Orientation on NSS/NCC/ Scouts & Guides/Community Service activities, career guidance.

Activities:

i) Conducting –ice breaking sessions-expectations from the course-knowing personal talents and skills
ii) Conducting orientations programs for the students –future plans-activities-releasingroad map etc.
iii) Displaying success stories-motivational biopics- award winning movies on societalissues etc.
iv) Conducting talent show in singing patriotic songs-paintings- any other contribution.

UNIT II

Nature & Care

Activities:

i) Best out of waste competition.
ii) Poster and signs making competition to spread environmental awareness.
iii) Recycling and environmental pollution article writing competition.
iv) Organising Zero-waste day.
v) Digital Environmental awareness activity via various social media platforms.
vi) Virtual demonstration of different eco-friendly approaches for sustainable living.
vii) Write a summary on any book related to environmental issues.

UNIT III

Community Service

Activities:

i) Conducting One Day Special Camp in a village contacting village-area leaders- Survey in the village, identification of problems- helping them to solve via media- authorities-experts-etc.

ii) Conducting awareness programs on Health-related issues such as General Health, Mental health, Spiritual Health, HIV/AIDS,
iii) Conducting consumer Awareness. Explaining various legal provisions etc.
iv) Women Empowerment Programmes- Sexual Abuse, Adolescent Health and Population Education.
v) Any other programmes in collaboration with local charities, NGOs etc.

Reference Books:

1. Nirmalya Kumar Sinha & Surajit Majumder, *A Text Book of National ServiceScheme*Vol;.I, Vidya Kutir Publication, 2021 (ISBN 978-81-952368-8-6)
2. *Red Book - National Cadet Corps* – Standing Instructions Vol I & II, Directorate General of NCC, Ministry of Defence, New Delhi
3. Davis M. L. and Cornwell D. A., "Introduction to Environmental Engineering",McGraw Hill, New York 4/e 2008
4. Masters G. M., Joseph K. and Nagendran R. "Introduction to Environmental Engineering and Science", Pearson Education, New Delhi. 2/e 2007
5. Ram Ahuja. *Social Problems in India*, Rawat Publications, New Delhi.

General Guidelines:

1. Institutes must assign slots in the Timetable for the activities.
2. Institutes are required to provide instructor to mentor the students.

Evaluation Guidelines:

- Evaluated for a total of 100 marks.
- A student can select 6 activities of his/her choice with a minimum of 01 activity per unit. Each activity shall be evaluated by the concerned teacher for 15 marks, totalling to 90 marks.
- A student shall be evaluated by the concerned teacher for 10 marks by conducting viva voce on the subject.

SRINIVASA INSTITUTE OF TECHNOLOGY & SCIENCE

(AUTONOMOUS)

Approved by AICTE, New Delhi – Affiliated to JNTUA, Ananthapuramu

Accredited by NAAC with 'A' Grade

Chennai-Hyderabad Bypass Road, Ukkayapalli, Kadapa-516002

STRIVE FOR EXCELLENCE

B.TECH. IN COMPUTER SCIENCE & ENGINEERING
COURSE STRUCTURE & SYLLABI

(Applicable from the academic year 2025 -26 onwards)

B.TECH. - COMPUTER SCIENCE & ENGINEERING

B.Tech.– II Year I Semester

S. No.	Course code	Title	L	T	P	Credits
1	24BBS302	Discrete Mathematics & Graph Theory	3	0	0	3
2	24BHS301	Universal Human Values– Understanding Harmony& Human Ethical Conduct	2	1	0	3
3	24BEC302	Digital Logic &Computer Organization	3	0	0	3
4	24BCS301T	Advanced Data Structures & Algorithm Analysis	3	0	0	3
5	24BCS302T	Object-Oriented Programming Through Java	3	0	0	3
6	24BCS301P	Advanced Data Structures and Algorithm Analysis Lab	0	0	3	1.5
7	24BCS302P	Object Oriented Programming Through Java Lab	0	0	3	1.5
8	24BCS301	Python Programming	0	1	2	2
9	24BBS303	Environmental Science	2	0	0	-
Total			**16**	**2**	**8**	**20**

B.Tech.– II Year II Semester

S. No.	Course code	Title	L	T	P	Credits
1	24BBS402a 24BBS402b 24BBS402c	Managerial Economics and Financial Analysis Business Environment Organizational Behavior	2	0	0	2
2	24BBS401	Probability & Statistics	3	0	0	3
3	24BCS401T	Operating Systems	3	0	0	3
4	24BCS402T	Database Management Systems	3	0	0	3
5	24BCS403	Software Engineering	2	1	0	3
6	24BCS401P	Operating Systems Lab	0	0	3	1.5
7	24BCS402P	Database Management Systems Lab	0	0	3	1.5
8	24BCS404	Full Stack Development –I	0	1	2	2
9	24BME401	Design Thinking &Innovation	1	0	2	2
Total			**14**	**2**	**10**	**21**
24BCS401cs Mandatory Community Service Project Internship of 08weeksduration during summer vacation						

B.TECH. - COMPUTER SCIENCE & ENGINEERING

II Year I Semester	(24BEC302) Digital Logic & Computer Organization	L 3	T 0	P 0	C 3

Course Objectives:

The main objectives of the course is to

- Provide students with a comprehensive understanding of digital logic design principles and computer organization fundamentals
- Describe memory hierarchy concepts
- Explain input/output (I/O) systems and their interaction with the CPU, memory, and peripheral devices

Course Outcomes:

After completion of the course, students will be able to

1. Differentiate between combinational and sequential circuits based on their characteristics and functionalities. (L2)
2. Demonstrate an understanding of computer functional units. (L2)
3. Analyze the design and operation of processors, including instruction execution, pipelining, and control unit mechanisms, to comprehend their role in computer systems. (L3)
4. Describe memory hierarchy concepts, including cache memory, virtual memory, and secondary storage, and evaluate their impact on system performance and scalability. (L3)
5. Explain input/output (I/O) systems and their interaction with the CPU, memory, and peripheral devices, including interrupts, DMA, and I/O mapping techniques. (L3)

UNIT – I:

Data Representation: Binary Numbers, Fixed Point Representation. Floating Point Representation. Number base conversions, Octal and Hexadecimal Numbers, components, Signed binary numbers, Binary codes

Digital Logic Circuits-I: Basic Logic Functions, Logic gates, universal logic gates, Minimization of Logic expressions. K-Map Simplification, Combinational Circuits, Decoders, Multiplexers

UNIT – II:

Digital Logic Circuits-II: Sequential Circuits, Flip-Flops, Binary counters, Registers, Shift Registers, Ripple counters

Basic Structure of Computers: Computer Types, Functional units, Basic operational concepts, Bus structures, Software, Performance, multiprocessors and multi computers, Computer Generations, Von-Neumann Architecture

UNIT – III:

Computer Arithmetic: Addition and Subtraction of Signed Numbers, Design of Fast Adders, Multiplication of Positive Numbers, Signed-operand Multiplication, Fast Multiplication, Integer Division, Floating-Point Numbers and Operations

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Processor Organization: Fundamental Concepts, Execution of a Complete Instruction, Multiple-Bus Organization, Hardwired Control and Multi programmed Control

UNIT – IV:

The Memory Organization: Basic Concepts, Semiconductor RAM Memories, Read-Only Memories, Speed, Size and Cost, Cache Memories, Performance Considerations, Virtual Memories, Memory Management Requirements, Secondary Storage

UNIT – V:

Input/Output Organization: Accessing I/O Devices, Interrupts, Processor Examples, Direct Memory Access, Buses, Interface Circuits, Standard I/O Interfaces

Textbooks:

1. Computer Organization, Carl Hamacher, ZvonkoVranesic, SafwatZaky, 6th edition, McGraw Hill
2. Digital Design, 6th Edition, M. Morris Mano, Pearson Education.

Reference Books:

1. Computer Organization and Architecture, William Stallings, 11thEdition, Pearson.
2. Computer Systems Architecture, M.Moris Mano, 3rdEdition, Pearson
3. Computer Organization and Design, David A. Paterson, John L.Hennessy, Elsevier
4. Fundamentals of Logic Design, Roth, 5thEdition, Thomson

Online Learning Resources:

1. https://nptel.ac.in/courses/106/103/106103068/

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B.TECH. - COMPUTER SCIENCE & ENGINEERING

II Year I Semester	(24BCS301T) Advanced Data Structures & Algorithm Analysis	L	T	P	C
		3	0	0	3

Course Objectives:
The main objectives of the course is to
- provide knowledge on advance data structures frequently used in Computer Science domain
- Develop skills in algorithm design techniques popularly used
- Understand the use of various data structures in the algorithm design

Course Outcomes:
After completion of the course, students will be able to
1. Illustrate the working of the advanced tree data structures and their applications (L2)
2. Understand the Graph data structure, traversals and apply them in various contexts. (L2)
3. Use various data structures in the design of algorithms (L3)
4. Recommend appropriate data structures based on the problem being solved (L5)
5. Analyze algorithms with respect to space and time complexities (L4)

UNIT – I:
Introduction to Algorithm Analysis, Space and Time Complexity analysis, Asymptotic Notations.
AVL Trees – Creation, Insertion, Deletion operations and Applications
B-Trees – Creation, Insertion, Deletion operations and Applications

UNIT – II:
Heap Trees (Priority Queues) – Min and Max Heaps, Operations and Applications
Graphs – Terminology, Representations, Basic Search and Traversals, Connected Components and Biconnected Components, applications
Divide and Conquer: The General Method, Quick Sort, Merge Sort, Strassen's matrix multiplication, Convex Hull

UNIT – III:
Greedy Method: General Method, Job Sequencing with deadlines, Knapsack Problem, Minimum cost spanning trees, Single Source Shortest Paths
Dynamic Programming: General Method, All pairs shortest paths, Single Source Shortest Paths– General Weights (Bellman Ford Algorithm), Optimal Binary Search Trees, 0/1 Knapsack, String Editing, Travelling Salesperson problem

UNIT – IV:
Backtracking: General Method, 8-Queens Problem, Sum of Subsets problem, Graph Coloring, 0/1 Knapsack Problem

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Branch and Bound: The General Method, 0/1 Knapsack Problem, Travelling Salesperson problem

UNIT – V:

NP Hard and NP Complete Problems: Basic Concepts, Cook's theorem
NP Hard Graph Problems: Clique Decision Problem (CDP), Chromatic Number Decision Problem (CNDP), Traveling Salesperson Decision Problem (TSP)

NP Hard Scheduling Problems: Scheduling Identical Processors, Job Shop Scheduling

Textbooks:

1. Fundamentals of Data Structures in C++, Horowitz, Ellis; Sahni, Sartaj; Mehta, Dinesh, 2nd Edition Universities Press
2. Computer Algorithms in C++, Ellis Horowitz, Sartaj Sahni, Sanguthevar Rajasekaran, 2nd Edition University Press

Reference Books:

1. Data Structures and program design in C, Robert Kruse, Pearson Education Asia
2. An introduction to Data Structures with applications, Trembley& Sorenson, McGraw Hill
3. The Art of Computer Programming, Vol.1: Fundamental Algorithms, Donald E Knuth, Addison-Wesley, 1997.
4. Data Structures using C & C++: Langsam, Augenstein & Tanenbaum, Pearson, 1995
5. Algorithms + Data Structures &Programs:, N.Wirth, PHI
6. Fundamentals of Data Structures in C++: Horowitz Sahni& Mehta, Galgottia Pub.
7. Data structures in Java:, Thomas Standish, Pearson Education Asia

Online Learning Resources:

1. https://www.tutorialspoint.com/advanced_data_structures/index.asp
2. http://peterindia.net/Algorithms.html
3. https://www.youtube.com/playlist?list=PLDN4rrl48XKpZkf03iYFl-O29szjTrs_O

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B.TECH. - COMPUTER SCIENCE & ENGINEERING

II Year I Semester	(24BCS302T) Object Oriented Programming through Java	L	T	P	C
		3	0	0	3

Course Objectives:

The learning objectives of this course are to:

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

Course Outcomes:

After completion of the course, students will be able to

1. Analyze problems, design solutions using OOP principles, and implement them efficiently in Java. (L4)
2. Design and implement classes to model real-world entities, with a focus on attributes, behaviours, and relationships between objects (L4)
3. Demonstrate an understanding of inheritance hierarchies and polymorphic behaviour, including method overriding and dynamic method dispatch. (L3)
4. Apply Competence in handling exceptions and errors to write robust and fault-tolerant code. (L3)
5. Perform file input/output operations, including reading from and writing to files using Java I/O classes, graphical user interface (GUI) programming using JavaFX.(L3)

UNIT I

Object Oriented Programming: Basic concepts, Principles, Program Structure in Java: Introduction, Writing Simple Java Programs, Elements or Tokens in Java Programs, Java Statements, Command Line Arguments, User Input to Programs, Escape Sequences Comments, Programming Style. **Data Types**, Variables, and Operators :Introduction, Data Types in Java, Declaration of Variables, Data Types, Type Casting, Scope of Variable Identifier, Literal Constants, Symbolic Constants, Formatted Output with printf() Method, Static Variables and Methods, Attribute Final, **Introduction to Operators**, Precedence and Associativity of Operators, Assignment Operator (=), Basic Arithmetic Operators, Increment (++) and Decrement (- -) Operators, Ternary Operator, Relational Operators, Boolean Logical Operators, Bitwise Logical Operators.

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

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UNIT II

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

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

UNIT III

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

Inheritance: Introduction, Process of Inheritance, Types of Inheritances, Universal Super Class-Object Class, Inhibiting Inheritance of Class Using Final, Access Control and Inheritance, Multilevel Inheritance, Application of Keyword Super, Constructor Method and Inheritance, Method Overriding, Dynamic Method Dispatch, Abstract Classes, Interfaces and Inheritance.

Interfaces: Introduction, Declaration of Interface, Implementation of Interface, Multiple Interfaces, Nested Interfaces, Inheritance of Interfaces, Default Methods in Interfaces, Static Methods in Interface, Functional Interfaces, Annotations.

UNIT IV

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

Exception Handling: Introduction, Hierarchy of Standard Exception Classes, Keywords throws and throw, try, catch, and finally Blocks, Multiple Catch Clauses, Class Throwable, Unchecked Exceptions, Checked Exceptions.

Java I/O and File: Java I/O API, standard I/O streams, types, Byte streams, Character streams, Scanner class, Files in Java (Text Book 2)

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UNIT V

String Handling in Java: Introduction, Interface Char Sequence, Class String, Methods for Extracting Characters from Strings, Comparison, Modifying, Searching; Class String Buffer.

Multithreaded Programming: Introduction, Need for Multiple Threads Multithreaded Programming for Multi-core Processor, Thread Class, Main Thread-Creation of New Threads, Thread States, Thread Priority-Synchronization, Deadlock and Race Situations, Inter-thread Communication - Suspending, Resuming, and Stopping of Threads.

Java Database Connectivity: Introduction, JDBC Architecture, Installing MySQL and MySQL Connector/J, JDBC Environment Setup, Establishing JDBC Database Connections, ResultSet Interface

Java FX GUI: Java FX Scene Builder, Java FX App Window Structure, displaying text and image, event handling, laying out nodes in scene graph, mouse events (Text Book 3)

Text Books:

1) JAVA one step ahead, Anitha Seth, B.L.Juneja, Oxford.
2) Joy with JAVA, Fundamentals of Object-Oriented Programming, Debasis Samanta, Monalisa Sarma, Cambridge, 2023.
3) JAVA for Programmers, Paul Deitel, Harvey Deitel, 4th Edition, Pearson.

References Books:

1) The complete Reference Java, 11thedition, Herbert Schildt, TMH
2) Introduction to Java programming, 7th Edition, Y Daniel Liang, Pearson

Online Resources:

1) https://nptel.ac.in/courses/106/105/106105191/
2) https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_012880464547618816347_shared/overview

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B.TECH. - COMPUTER SCIENCE & ENGINEERING

II Year I Semester	(24BCS301P) Advanced Data Structures & Algorithm Analysis Lab	L	T	P	C
		0	0	3	1.5

Course Objectives:

The objectives of the course is to

- acquire practical skills in constructing and managing Data structures
- apply the popular algorithm design methods in problem-solving scenarios

Course Outcomes:

After completion of the course, students will be able to

1. Design and develop programs to solve real world problems with the popular algorithm design methods. (L5)
2. Demonstrate an understanding of Non-Linear data structures by developing implementing the operations on AVL Trees, B-Trees, Heaps and Graphs. (L2)
3. Critically assess the design choices and implementation strategies of algorithms and data structures in complex applications. (L5)
4. Utilize appropriate data structures and algorithms to optimize solutions for specific computational problems. (L3)
5. Compare the performance of different of algorithm design strategies (L4)

Experiments covering the Topics:

- Operations on AVL trees, B-Trees, Heap Trees
- Graph Traversals
- Sorting techniques
- Finding Biconnected components in a graph
- Shortest path algorithms using greedy Method
- 0/1 Knapsack Problem using Dynamic Programming and Backtracking
- Travelling Salesperson problem using Branch and Bound
- N-Queens Problem using Backtracking
- Job Sequencing using Branch and Bound

Sample Programs:

1. Construct an AVL tree for a given set of elements which are stored in a file. And implement insert and delete operation on the constructed tree. Write contents of tree into a new file using in-order.
2. Construct B-Tree an order of 5 with a set of 100 random elements stored in array. Implement searching, insertion and deletion operations.
3. Construct Min and Max Heap using arrays, delete any element and display the content of the Heap.
4. Implement BFT and DFT for given graph, when graph is represented by
   a) Adjacency Matrix b) Adjacency Lists
5. Write a program for finding the biconnected components in a given graph.

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6. Implement Quick sort and Merge sort and observe the execution time for various input sizes (Average, Worst and Best cases).
7. Compare the performance of Single Source Shortest Paths using Greedy method when the graph is represented by adjacency matrix and adjacency lists.
8. Implement Job Sequencing with deadlines using Greedy strategy.
9. Write a program to solve 0/1 Knapsack problem Using Dynamic Programming.
10. Implement N-Queens Problem Using Backtracking.
11. Use Backtracking strategy to solve 0/1 Knapsack problem.
12. Implement Travelling Sales Person problem using Branch and Bound approach.

Reference Books:

1. Fundamentals of Data Structures in C++, Horowitz Ellis, Sahni Sartaj, Mehta, Dinesh, 2nd Edition, Universities Press
2. Computer Algorithms/C++ Ellis Horowitz, Sartaj Sahni, Sanguthevar Rajasekaran, 2nd Edition, University Press
3. Data Structures and program design in C, Robert Kruse, Pearson Education Asia
4. An introduction to Data Structures with applications, Trembley& Sorenson, McGraw Hill

Online Learning Resources:

1. http://cse01-iiith.vlabs.ac.in/
2. http://peterindia.net/Algorithms.html

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II Year I Semester	(24BCS302P) Object Oriented Programming through Java Lab	L	T	P	C
		0	0	3	1.5

Course Objectives:

The aim of this course is to

- Practice object-oriented programming in the Java programming language
- Implement Classes, Objects, Methods, Inheritance, Exception, Runtime Polymorphism, User defined Exception handling mechanism
- Illustrate inheritance, Exception handling mechanism, JDBC connectivity
- Construct Threads, Event Handling, implement packages, Java FX GUI

Course Outcomes:

After completion of the course, students will be able to

1. Demonstrate a solid understanding of Java syntax, including data types, control structures, methods, classes, objects, inheritance, polymorphism, and exception handling. (L2)
2. Apply fundamental OOP principles such as encapsulation, inheritance, polymorphism, and abstraction to solve programming problems effectively. (L3)
3. Familiar with commonly used Java libraries and APIs, including the Collections Framework, Java I/O, JDBC, and other utility classes. (L2)
4. Develop problem-solving skills and algorithmic thinking, applying OOP concepts to design efficient solutions to various programming challenges. (L3)
5. Proficiently construct graphical user interface (GUI) applications using JavaFX (L4)

Experiments covering the Topics:

- Object Oriented Programming fundamentals- data types, control structures
- Classes, methods, objects, Inheritance, polymorphism,
- Exception handling, Threads, Packages, Interfaces
- Files, I/O streams, JavaFX GUI

Sample Experiments:

Exercise – 1:

a) Write a JAVA program to display default value of all primitive data type of JAVA

b) Write a java program that display the roots of a quadratic equation $ax^2+bx=0$. Calculate the discriminate D and basing on value of D, describe the nature of root.

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Exercise - 2

a) Write a JAVA program to search for an element in a given list of elements using binary search mechanism.
b) Write a JAVA program to sort for an element in a given list of elements using bubble sort
c) Write a JAVA program using StringBuffer to delete, remove character.

Exercise - 3

a) Write a JAVA program to implement class mechanism. Create a class, methods and invoke them inside main method.
b) Write a JAVA program implements method overloading.
c) Write a JAVA program to implement constructor.
d) Write a JAVA program to implement constructor overloading.

Exercise - 4

a) Write a JAVA program to implement Single Inheritance
b) Write a JAVA program to implement multi-level Inheritance
c) Write a JAVA program for abstract class to find areas of different shapes

Exercise - 5

a) Write a JAVA program give example for "super" keyword.
b) Write a JAVA program to implement Interface. What kind of Inheritance can be achieved?
c) Write a JAVA program that implements Runtime polymorphism

Exercise - 6

a) Write a JAVA program that describes exception handling mechanism
b) Write a JAVA program Illustrating Multiple catch clauses
c) Write a JAVA program for creation of Java Built-in Exceptions
d) Write a JAVA program for creation of User Defined Exception

Exercise - 7

a) Write a JAVA program that creates threads by extending Thread class.First thread display "Good Morning "every 1 sec, the second thread displays "Hello "every 2 seconds and the third display "Welcome" every 3 seconds, (Repeat the same by implementing Runnable)
b) Write a program illustrating is **Alive** and **join ()**
c) Write a Program illustrating Daemon Threads.
d) Write a JAVA program Producer Consumer Problem

Exercise – 8

a) Write a JAVA program that import and use the user defined packages
b) Without writing any code, build a GUI that display text in label and image in an ImageView (use JavaFX)
c) Build a Tip Calculator app using several JavaFX components and learn how to respond to user interactions with the GUI

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References Books:

1. P. J. Deitel, H. M. Deitel, “Java for Programmers”, Pearson Education, PHI, 4th Edition, 2007.
2. P. Radha Krishna, “Object Oriented Programming through Java”, Universities Press, 2nd Edition, 2007
3. Bruce Eckel, “Thinking in Java”, Pearson Education, 4th Edition, 2006.
4. Sachin Malhotra, Saurabh Chaudhary, “Programming in Java”, Oxford University Press, 5th Edition, 2010.

Online Learning Resources:

https://java-iitd.vlabs.ac.in/

http://peterindia.net/JavaFiles.html

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B.TECH. - COMPUTER SCIENCE & ENGINEERING

II Year I Semester	(24BCS301) Python Programming (Skill Enhancement Course)	L	T	P	C
		0	1	2	2

Course Objectives:

The main objectives of the course are to

- Introduce core programming concepts of Python programming language.
- Demonstrate about Python data structures like Lists, Tuples, Sets and dictionaries
- Implement Functions, Modules and Regular Expressions in Python Programming and to create practical and contemporary applications using these

Course Outcomes:

After completion of the course, students will be able to

1. showcase adept command of Python syntax, deftly utilizing variables, data types, control structures, functions, modules, and exception handling to engineer robust and efficient code solutions. (L4)
2. apply Python programming concepts to solve a variety of computational problems (L3)
3. understand the principles of object-oriented programming (OOP) in Python, including classes, objects, inheritance, polymorphism, and encapsulation, and apply them to design and implement Python programs (L3)
4. become proficient in using commonly used Python libraries and frameworks such as JSON, XML, NumPy, pandas (L2)
5. exhibit competence in implementing and manipulating fundamental data structures such as lists, tuples, sets, dictionaries (L3)

UNTI-I:

History of Python Programming Language, Thrust Areas of Python, Installing Anaconda Python Distribution, Installing and Using Jupyter Notebook.

Parts of Python Programming Language: Identifiers, Keywords, Statements and Expressions, Variables, Operators, Precedence and Associativity, Data Types, Indentation, Comments, Reading Input, Print Output, Type Conversions, the type () Function and Is Operator, Dynamic and Strongly Typed Language.

Control Flow Statements: if statement, if-else statement, if…elif…else, Nested if statement, while Loop, for Loop, continue and break Statements, Catching Exceptions Using try and except Statement.

Sample Experiments:

1. Write a program to find the largest element among three Numbers.
2. Write a Program to display all prime numbers within an interval
3. Write a program to swap two numbers without using a temporary variable.

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4. Demonstrate the following Operators in Python with suitable examples.
   i) Arithmetic Operators ii) Relational Operators
   iii) Assignment Operators iv) Logical Operators
   v) Bit wise Operators vi) Ternary Operator
   vii) Membership Operators viii) Identity Operators
5. Write a program to add and multiply complex numbers
6. Write a program to print multiplication table of a given number.

UNIT-II:

Functions: Built-In Functions, Commonly Used Modules, Function Definition and Calling the function, return Statement and void Function, Scope and Lifetime of Variables, Default Parameters, Keyword Arguments, *args and **kwargs, Command Line Arguments.

Strings: Creating and Storing Strings, Basic String Operations, Accessing Characters in String by Index Number, String Slicing and Joining, String Methods, Formatting Strings.

Lists: Creating Lists, Basic List Operations, Indexing and Slicing in Lists, Built-In Functions Used on Lists, List Methods, del Statement.

Sample Experiments:

7. Write a program to define a function with multiple return values.
8. Write a program to define a function using default arguments.
9. Write a program to find the length of the string without using any library functions.
10. Write a program to check if the substring is present in a given string or not.
11. Write a program to perform the given operations on a list:
    i. addition ii. Insertion iii. slicing
12. Write a program to perform any 5 built-in functions by taking any list.

UNIT-III:

Dictionaries: Creating Dictionary, Accessing and Modifying key:value Pairs in Dictionaries, Built-In Functions Used on Dictionaries, Dictionary Methods, del Statement.

Tuples and Sets: Creating Tuples, Basic Tuple Operations, tuple() Function, Indexing and Slicing in Tuples, Built-In Functions Used on Tuples, Relation between Tuples and Lists, Relation between Tuples and Dictionaries, Usingzip() Function, Sets, Set Methods, Frozenset.

Sample Experiments:

13. Write a program to create tuples (name, age, address, college) for at least two members and concatenate the tuples and print the concatenated tuples.
14. Write a program to count the number of vowels in a string (No control flow allowed).
15. Write a program to check if a given key exists in a dictionary or not.
16. Write a program to add a new key-value pair to an existing dictionary.
17. Write a program to sum all the items in a given dictionary.

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UNIT-IV:

Files: Types of Files, Creating and Reading Text Data, File Methods to Read and Write Data, Reading and Writing Binary Files, Pickle Module, Reading and Writing CSV Files, Python os and os.path Modules.

Object-Oriented Programming: Classes and Objects, Creating Classes in Python, Creating Objects in Python, Constructor Method, Classes with Multiple Objects, Class Attributes Vs Data Attributes, Encapsulation, Inheritance, Polymorphism.

Sample Experiments:

18. Write a program to sort words in a file and put them in another file. The output file should have only lower-case words, so any upper-case words from source must be lowered.
19. Python program to print each line of a file in reverse order.
20. Python program to compute the number of characters, words and lines in a file.
21. Write a program to create, display, append, insert and reverse the order of the items in the array.
22. Write a program to add, transpose and multiply two matrices.
23. Write a Python program to create a class that represents a shape. Include methods to calculate its area and perimeter. Implement subclasses for different shapes like circle, triangle, and square.

UNIT-V:

Introduction to Data Science: Functional Programming, JSON and XML in Python, NumPy with Python, Pandas.

Sample Experiments:

24. Python program to check whether a JSON string contains complex object or not.
25. Python Program to demonstrate NumPy arrays creation using array () function.
26. Python program to demonstrate use of ndim, shape, size, dtype.
27. Python program to demonstrate basic slicing, integer and Boolean indexing.
28. Python program to find min, max, sum, cumulative sum of array
29. Create a dictionary with at least five keys and each key represent value as a list where this list contains at least ten values and convert this dictionary as a pandas data frame and explore the data through the data frame as follows:
    a) Apply head () function to the pandas data frame
    b) Perform various data selection operations on Data Frame
30. Select any two columns from the above data frame, and observe the change in one attribute with respect to other attribute with scatter and plot operations in matplotlib

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Reference Books:

1. GowriShankar S, Veena A., Introduction to Python Programming, CRC Press.
2. Python Programming, S Sridhar, J Indumathi, V M Hariharan, 2nd Edition, Pearson, 2024
3. Introduction to Programming Using Python, Y. Daniel Liang, Pearson.

Online Learning Resources/Virtual Labs:

1. https://www.coursera.org/learn/python-for-applied-data-science-ai
2. https://www.coursera.org/learn/python?specialization=python#syllabus

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B.TECH. - COMPUTER SCIENCE & ENGINEERING

II Year II Semester	(24BCS401T) Operating Systems	L	T	P	C
		3	0	0	3

Course Objectives:

The main objectives of the course is to make student

- Understand the basic concepts and principles of operating systems, including process management, memory management, file systems, and Protection
- Make use of process scheduling algorithms and synchronization techniques to achieve better performance of a computer system.
- Illustrate different conditions for deadlock and their possible solutions.

Course Outcomes:

After completion of the course, students will be able to

1. Describe the basics of the operating systems, mechanisms of OS to handle processes, threads, and their communication. (L1)
2. Understand the basic concepts and principles of operating systems, including process management, memory management, file systems, and Protection. (L2)
3. Make use of process scheduling algorithms and synchronization techniques to achieve better performance of a computer system. (L3)
4. Illustrate different conditions for deadlock and their possible solutions. (L2)
5. Analyze the memory management and its allocation policies. (L4)

UNIT - I

Operating Systems Overview: Introduction, Operating system functions, Operating systems operations, Computing environments, Free and Open-Source Operating Systems

System Structures: Operating System Services, User and Operating-System Interface, system calls, Types of System Calls, system programs, Operating system Design and Implementation, Operating system structure, Building and Booting an Operating System, Operating system debugging

UNIT - II

Processes: Process Concept, Process scheduling, Operations on processes, Inter-process communication.

Threads and Concurrency: Multithreading models, Thread libraries, Threading issues.

CPU Scheduling: Basic concepts, Scheduling criteria, Scheduling algorithms, Multiple processor scheduling.

UNIT – III

Synchronization Tools: The Critical Section Problem, Peterson's Solution, Mutex Locks, Semaphores, Monitors, Classic problems of Synchronization.

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Deadlocks: system Model, Deadlock characterization, Methods for handling Deadlocks, Deadlock prevention, Deadlock avoidance, Deadlock detection, Recovery from Deadlock.

UNIT - IV

Memory-Management Strategies: Introduction, Contiguous memory allocation, Paging, Structure of the Page Table, Swapping.

Virtual Memory Management: Introduction, Demand paging, Copy-on-write, Page replacement, Allocation of frames, Thrashing

Storage Management: Overview of Mass Storage Structure, HDD Scheduling.

UNIT - V

File System: File System Interface: File concept, Access methods, Directory Structure; **File system Implementation:** File-system structure, File-system Operations, Directory implementation, Allocation method, Free space management; **File-System Internals:** File-System Mounting, Partitions and Mounting, File Sharing.

Protection: Goals of protection, Principles of protection, Protection Rings, Domain of protection, Access matrix.

Text Books:

1. Operating System Concepts, Silberschatz A, Galvin P B, Gagne G, 10th Edition, Wiley, 2018.
2. Modern Operating Systems, Tanenbaum A S, 4th Edition, Pearson, 2016

Reference Books:

1. Operating Systems -Internals and Design Principles, Stallings W, 9th edition, Pearson, 2018
2. Operating Systems: A Concept Based Approach, D.M Dhamdhere, 3rd Edition, McGraw- Hill, 2013

Online Learning Resources:

1. https://nptel.ac.in/courses/106/106/106106144/
2. http://peterindia.net/OperatingSystems.html

STRIVE FOR EXCELLENCE

B.TECH. - COMPUTER SCIENCE & ENGINEERING

II Year II Semester	(24BCS402T) DATABASE MANAGEMENT SYSTEMS	L	T	P	C
		3	0	0	3

Course Objectives:
The main objectives of the course is to

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

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

1. Understand the basic concepts of database management systems (L2)
2. Analyze a given database application scenario to use ER model for conceptual design of the database (L4)
3. Utilize SQL proficiently to address diverse query challenges (L3).
4. Employ normalization methods to enhance database structure (L3)
5. Assess and implement transaction processing, concurrency control and database recovery protocols in databases. (L4)

UNIT I:
Introduction: Database system, Characteristics (Database Vs File System), Database Users, Advantages of Database systems, Database applications. Brief introduction of different Data Models; Concepts of Schema, Instance and data independence; Three tier schema architecture for data independence; Database system structure, environment, Centralized and Client Server architecture for the database.
Entity Relationship Model: Introduction, Representation of entities, attributes, entity set, relationship, relationship set, constraints, sub classes, super class, inheritance, specialization, generalization using ER Diagrams.

UNIT II:
Relational Model: Introduction to relational model, concepts of domain, attribute, tuple, relation, importance of null values, constraints (Domain, Key constraints, integrity constraints) and their importance, Relational Algebra, Relational Calculus. **BASIC SQL:** Simple Database schema, data types, table definitions (create, alter), different DML operations (insert, delete, update).

UNIT III:
SQL: Basic SQL querying (select and project) using where clause, arithmetic & logical operations, SQL functions (Date and Time, Numeric, String conversion). Creating tables with relationship, implementation of key and

integrity constraints, nested queries, sub queries, grouping, aggregation, ordering, implementation of different types of joins, view (updatable and non-updatable), relational set operations.

UNIT IV:

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

UNIT V:

Transaction Concept: Transaction State, ACID properties, Concurrent Executions, Serializability, Recoverability, Implementation of Isolation, Testing for Serializability, lock based, time stamp based, optimistic, concurrency protocols, Deadlocks, Failure Classification, Storage, Recovery and Atomicity, Recovery algorithm.

Introduction to Indexing Techniques: B+ Trees, operations on B+ Trees, Hash Based Indexing.

Text Books:

1) Database Management Systems, 3rd edition, Raghurama Krishnan, Johannes Gehrke, TMH (For Chapters 2, 3, 4)
2) Database System Concepts,5th edition, Silberschatz, Korth, Sudarsan, TMH (For Chapter 1 and Chapter 5)

Reference Books:

1) Introduction to Database Systems, 8thedition, C J Date, Pearson.
2) Database Management System, 6th edition, RamezElmasri, Shamkant B. Navathe, Pearson
3) Database Principles Fundamentals of Design Implementation and Management, 10th edition, Corlos Coronel, Steven Morris, Peter Robb, Cengage Learning, 2022

Web-Resources:

1) https://nptel.ac.in/courses/106/105/106105175/
2) https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01275806667282022456_shared/overview

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B.TECH. - COMPUTER SCIENCE & ENGINEERING

II Year II Semester	(24BCS403) Software Engineering	L	T	P	C
		2	1	0	3

Course Objectives:
The objectives of this course are to introduce

- Software life cycle models, Software requirements and SRS document.
- Project Planning, quality control and ensuring good quality software.
- Software Testing strategies, use of CASE tools, Implementation issues, validation & verification procedures.

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

1. Perform various life cycle activities like Analysis, Design, Implementation, Testing and Maintenance (L3)
2. Analyse various software engineering models and apply methods for design and development of software projects. (L4)
3. Develop system designs using appropriate techniques. (L3)
4. Understand various testing techniques for a software project. (L2)
5. Apply standards, CASE tools and techniques for engineering software projects (L3)

UNIT I:
Introduction: Evolution, Software development projects, Exploratory style of software developments, Emergence of software engineering, Notable changes in software development practices, Computer system engineering.
Software Life Cycle Models: Basic concepts, Waterfall model and its extensions, Rapid application development, Agile development model, Spiral model.

UNIT II:
Software Project Management: Software project management complexities, Responsibilities of a software project manager, Metrics for project size estimation, Project estimation techniques, Empirical Estimation techniques, COCOMO, Halstead's software science, risk management.
Requirements Analysis and Specification: Requirements gathering and analysis, Software Requirements Specification (SRS), Formal system specification, Axiomatic specification, Algebraic specification, Executable specification and 4GL.

UNIT III:
Software Design: Overview of the design process, How to characterize a good software design? Layered arrangement of modules, Cohesion and Coupling. approaches to software design.
Agility: Agility and the Cost of Change, Agile Process, Extreme Programming (XP), Other Agile Process Models, Tool Set for the Agile Process (Text Book 2)

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Function-Oriented Software Design: Overview of SA/SD methodology, Structured analysis, Developing the DFD model of a system, Structured design, Detailed design, and Design Review.
User Interface Design: Characteristics of a good user interface, Basic concepts, Types of user interfaces, Fundamentals of component-based GUI development, and user interface design methodology.

UNIT IV:
Coding And Testing: Coding, Code review, Software documentation, Testing, Black-box testing, White-Box testing, Debugging, Program analysis tools, Integration testing**,** Testing object-oriented programs, Smoke testing, and some general issues associated with testing.
Software Reliability and Quality Management: Software reliability. Statistical testing, Software quality, Software quality management system, ISO 9000. SEI Capability maturity model. Few other important quality standards, and Six Sigma**.**

UNIT V:
Computer-Aided Software Engineering (Case): CASE and its scope, CASE environment, CASE support in the software life cycle, other characteristics of CASE tools, Towards second generation CASE Tool, and Architecture of a CASE Environment.
Software Maintenance: Characteristics of software maintenance, Software reverse engineering, Software maintenance process models and Estimation of maintenance cost.
Software Reuse: reuse- definition, introduction, reason behind no reuse so far, Basic issues in any reuse program, A reuse approach, and Reuse at organization level.

Text Books:
1. Fundamentals of Software Engineering, Rajib Mall, 5th Edition, PHI.
2. Software Engineering A Practitioner's Approach, Roger S. Pressman, 9th Edition, Mc-Graw Hill International Edition.

Reference Books:
1. Software Engineering, Ian Sommerville,10th Edition, Pearson.
2. Software Engineering, Principles and Practices, Deepak Jain, Oxford University Press.

e-Resources:
1) https://nptel.ac.in/courses/106/105/106105182/
2) https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01260589506387148827_shared/overview
3) https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01338269041100390473 5_shared/overview

B.TECH. - COMPUTER SCIENCE & ENGINEERING

II Year II Semester	(24BCS401P) Operating Systems Lab	L	T	P	C
		0	0	3	1.5

Course Objectives:

The main objectives of the course are to

- Provide insights into system calls, file systems, semaphores,
- Develop and debug CPU Scheduling algorithms, page replacement algorithms, thread implementation
- Implement Bankers Algorithms to Avoid the Dead Lock

Course Outcomes:

After completion of the course, students will be able to

1. Trace different CPU Scheduling algorithms (L2).
2. Implement Bankers Algorithms to Avoid the Dead Lock (L3).
3. Evaluate Page replacement algorithms (L5).
4. Illustrate the file organization techniques (L4).
5. Illustrate Inter process Communication and concurrent execution of threads (L4)

Experiments covering the Topics:

- UNIX fundamentals, commands & system calls
- CPU Scheduling algorithms, thread processing
- IPC, semaphores, monitors, deadlocks
- Page replacement algorithms, file allocation strategies
- Memory allocation strategies

Sample Experiments:

1. Practicing of Basic UNIX Commands.
2. Write programs using the following UNIX operating system calls fork, exec, getpid, exit, wait, close, stat, opendir and readdir
3. Simulate UNIX commands like cp, ls, grep, etc.,
4. Simulate the following CPU scheduling algorithms
   a) FCFS b) SJF c) Priority d) Round Robin
5. Control the number of ports opened by the operating system with
   a) Semaphore b) Monitors.
6. Write a program to illustrate concurrent execution of threads using pthreads library.
7. Write a program to solve producer-consumer problem using Semaphores.
8. Implement the following memory allocation methods for fixed partition
   a) First fit b) Worst fit c) Best fit
9. Simulate the following page replacement algorithms
   a) FIFO b) LRU c) LFU
10. Simulate Paging Technique of memory management.
11. Implement Bankers Algorithm for Dead Lock avoidance and prevention
12. Simulate the following file allocation strategies
    a) Sequential b) Indexed c) Linked

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Reference Books:

1. Operating System Concepts, Silberschatz A, Galvin P B, Gagne G, 10th Edition, Wiley, 2018.
2. Modern Operating Systems, Tanenbaum A S, 4th Edition, Pearson, 2016
3. Operating Systems -Internals and Design Principles, Stallings W, 9th edition, Pearson, 2018
4. Operating Systems: A Concept Based Approach, D.M Dhamdhere, 3rd Edition, McGraw- Hill, 2013

Online Learning Resources:

1. https://www.cse.iitb.ac.in/~mythili/os/
2. http://peterindia.net/OperatingSystems.html

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B.TECH. - COMPUTER SCIENCE & ENGINEERING

II 0Year II Semester	(24BCS402P) Database Management Systems Lab	L	T	P	C
		0	0	3	1.5

Course Objectives:

This Course will enable students to

- Populate and query a database using SQL DDL/DML Commands
- Declare and enforce integrity constraints on a database
- Writing Queries using advanced concepts of SQL
- Programming PL/SQL including procedures, functions, cursors and triggers

Course Outcomes:

After completion of the course, students will be able to

1. Utilizing Data Definition Language (DDL), Data Manipulation Language (DML), and Data Control Language (DCL) commands effectively within a database environment (L3)
2. Constructing and execute queries to manipulate and retrieve data from databases. (L3)
3. Develop application programs using PL/SQL. (L3)
4. Analyze requirements and design custom Procedures, Functions, Cursors, and Triggers, leveraging their capabilities to automate tasks and optimize database functionality (L4)
5. Establish database connectivity through JDBC (Java Database Connectivity) (L3)

Experiments covering the topics:

- DDL, DML, DCL commands
- Queries, nested queries, built-in functions,
- PL/SQL programming- control structures
- Procedures, Functions, Cursors, Triggers,
- Database connectivity- ODBC/JDBC

Sample Experiments:

1. Creation, altering and dropping of tables and inserting rows into a table (use constraints while creating tables) examples using SELECT command.
2. Queries (along with subQueries) using ANY, ALL, IN, EXISTS, NOTEXISTS, UNION, INTERSET, Constraints. Example:- Select the roll number and name of the student who secured fourth rank in the class.
3. Queries using Aggregate functions (COUNT, SUM, AVG, MAX and MIN), GROUP BY, HAVING and Creation and dropping of Views.
4. Queries using Conversion functions (to_char, to_number and to_date), string functions (Concatenation, lpad, rpad, ltrim, rtrim, lower, upper, initcap, length, substr and instr), date functions (Sysdate, next_day, add_months, last_day, months_between, least, greatest, trunc, round, to_char, to_date)

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5.
   i. Create a simple PL/SQL program which includes declaration section, executable section and exception –Handling section (Ex. Student marks can be selected from the table and printed for those who secured first class and an exception can be raised if no records were found)
   ii. Insert data into student table and use COMMIT, ROLLBACK and SAVEPOINT in PL/SQL block.
6. Develop a program that includes the features NESTED IF, CASE and CASE expression. The program can be extended using the NULLIF and COALESCE functions.
7. Program development using WHILE LOOPS, numeric FOR LOOPS, nested loops using ERROR Handling, BUILT –IN Exceptions, USE defined Exceptions, RAISE- APPLICATION ERROR.
8. Programs development using creation of procedures, passing parameters IN and OUT of PROCEDURES.
9. Program development using creation of stored functions, invoke functions in SQL Statements and write complex functions.
10. Develop programs using features parameters in a CURSOR, FOR UPDATE CURSOR, WHERE CURRENT of clause and CURSOR variables.
11. Develop Programs using BEFORE and AFTER Triggers, Row and Statement Triggers and INSTEAD OF Triggers
12. Create a table and perform the search operation on table using indexing and non-indexing techniques.
13. Write a Java program that connects to a database using JDBC
14. Write a Java program to connect to a database using JDBC and insert values into it
15. Write a Java program to connect to a database using JDBC and delete values from it

Reference Books:

1. Oracle: The Complete Reference by Oracle Press
2. Nilesh Shah, "Database Systems Using Oracle", PHI, 2007
3. Rick F Vander Lans, "Introduction to SQL", Fourth Edition, Pearson Education, 2007
4. RamezElmasri, Shamkant, B. Navathe, "Database Systems", Pearson Education, 6th Edition, 2013.
5. Database Principles Fundamentals of Design Implementation and Management, 10th edition, Corlos Coronel, Steven Morris, Peter Robb, Cengage Learning, 2022

Online Learning Resources:

1. http://www.scoopworld.in
2. http://vlabs.iitb.ac.in/vlabs-dev/labs/dblab/index.php

B.TECH. - COMPUTER SCIENCE & ENGINEERING

II Year II Semester	(24BCS404) Full Stack Development – 1 (Skill Enhancement Course)	L	T	P	C
		0	1	2	2

Course Objectives:

The main objectives of the course are to

- Make use of HTML elements and their attributes for designing static web pages
- Build a web page by applying appropriate CSS styles to HTML elements
- Experiment with JavaScript to develop dynamic web pages and validate forms

Course Outcomes:

1. Design Websites. (L6)
2. Apply Styling to web pages. (L3)
3. Make Web pages interactive. (L3)
4. Design Forms for applications. (L6)
5. Choose Control Structure based on the logic to be implemented. (L4)

Experiments covering the Topics:

- Lists, Links and Images
- HTML Tables, Forms and Frames
- HTML 5 and Cascading Style Sheets, Types of CSS
- Selector forms
- CSS with Color, Background, Font, Text and CSS Box Model
- Applying JavaScript - internal and external, I/O, Type Conversion
- JavaScript Conditional Statements and Loops, Pre-defined and User-defined Objects
- JavaScript Functions and Events

Sample Experiments:

1. Lists, Links and Images

a. Write a HTML program, to explain the working of lists.
   Note: It should have an ordered list, unordered list, nested lists and ordered list in an unordered list and definition lists.

b. Write a HTML program, to explain the working of hyperlinks using <a> tag and href, target Attributes.

c. Create a HTML document that has your image and your friend's image with a specific height and width. Also when clicked on the images it should navigate to their respective profiles.

d. Write a HTML program, in such a way that, rather than placing large images on a page, the preferred technique is to use thumbnails by setting the height and width parameters to something like to 100*100 pixels. Each thumbnail image is also a link to a full sized version of the image. Create an image gallery using this technique

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2. HTML Tables, Forms and Frames

a. Write a HTML program, to explain the working of tables. (use tags: <table>, <tr>, <th>, <td> and attributes: border, rowspan, colspan)
b. Write a HTML program, to explain the working of tables by preparing a timetable. (Note: Use <caption> tag to set the caption to the table & also use cell spacing, cell padding, border, rowspan, colspan etc.).
c. Write a HTML program, to explain the working of forms by designing Registration form. (Note: Include text field, password field, number field, date of birth field, checkboxes, radio buttons, list boxes using <select>&<option> tags, <text area> and two buttons ie: submit and reset. Use tables to provide a better view).
d. Write a HTML program, to explain the working of frames, such that page is to be divided into 3 parts on either direction. (Note: first frame → image, second frame → paragraph, third frame → hyperlink. And also make sure of using "no frame" attribute such that frames to be fixed).

3. HTML 5 and Cascading Style Sheets, Types of CSS

a. Write a HTML program, that makes use of <article>, <aside>, <figure>, <figcaption>, <footer>, <header>, <main>, <nav>, <section>, , tags.
b. Write a HTML program, to embed audio and video into HTML web page.
c. Write a program to apply different types (or levels of styles or style specification formats) - inline, internal, external styles to HTML elements. (identify selector, property and value).

4. Selector forms

a. Write a program to apply different types of selector forms
   i. Simple selector (element, id, class, group, universal)
   ii. Combinator selector (descendant, child, adjacent sibling, general sibling)
   iii. Pseudo-class selector
   iv. Pseudo-element selector
   v. Attribute selector

5. CSS with Color, Background, Font, Text and CSS Box Model

a. Write a program to demonstrate the various ways you can reference a color in CSS.
b. Write a CSS rule that places a background image halfway down the page, tilting it horizontally. The image should remain in place when the user scrolls up or down.
c. Write a program using the following terms related to CSS font and text:
   i. font-size ii. font-weight iii. font-style
   iv. text-decoration v. text-transformation vi. text-alignment
d. Write a program, to explain the importance of CSS Box model using
   i. Content ii. Border iii. Margin iv. padding

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6. Applying JavaScript - internal and external, I/O, Type Conversion

a. Write a program to embed internal and external JavaScript in a web page.
b. Write a program to explain the different ways for displaying output.
c. Write a program to explain the different ways for taking input.
d. Create a webpage which uses prompt dialogue box to ask a voter for his name and age. Display the information in table format along with either the voter can vote or not

7. JavaScript Pre-defined and User-defined Objects

a. Write a program using document object properties and methods.
b. Write a program using window object properties and methods.
c. Write a program using array object properties and methods.
d. Write a program using math object properties and methods.
e. Write a program using string object properties and methods.
f. Write a program using regex object properties and methods.
g. Write a program using date object properties and methods.
h. Write a program to explain user-defined object by using properties, methods, accessors, constructors and display.

8. JavaScript Conditional Statements and Loops

a. Write a program which asks the user to enter three integers, obtains the numbers from the user and outputs HTML text that displays the larger number followed by the words "LARGER NUMBER" in an information message dialog. If the numbers are equal, output HTML text as "EQUAL NUMBERS".
b. Write a program to display week days using switch case.
c. Write a program to print 1 to 10 numbers using for, while and do-while loops.
d. Write a program to print data in object using for-in, for-each and for-of loops
e. Develop a program to determine whether a given number is an 'ARMSTRONG NUMBER' or not. [Eg: 153 is an Armstrong number, since sum of the cube of the digits is equal to the number i.e.,13 + 53+ 33 = 153]
f. Write a program to display the denomination of the amount deposited in the bank in terms of 100's, 50's, 20's, 10's, 5's, 2's & 1's. (Eg: If deposited amount is Rs.163, the output should be 1-100's, 1-50's, 1- 10's, 1-2's & 1-1's)

9. JavaScript Functions and Events

a. Design a appropriate function should be called to display
   i. Factorial of that number
   ii. Fibonacci series up to that number
   iii. Prime numbers up to that number
   iv. Is it palindrome or not
b. Design a HTML having a text box and four buttons named Factorial, Fibonacci, Prime, and Palindrome. When a button is pressed an appropriate function should be called to display

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i. Factorial of that number
ii. Fibonacci series up to that number
iii. Prime numbers up to that number
iv. Is it palindrome or not

c. Write a program to validate the following fields in a registration page
i.Name (start with alphabet and followed by alphanumeric and the length should not be less than 6 characters)
ii. Mobile (only numbers and length 10 digits)
iii. E-mail (should contain format like xxxxxxx@xxxxxx.xxx)

Text Books:

1. John Dean, Web Programming with HTML5, CSS and JavaScript, Jones & Bartlett Learning, 2019.

Reference Books:

1. Programming the World Wide Web, 7thEdition, Robet W Sebesta, Pearson, 2013.
2. Pro MERN Stack: Full Stack Web App Development with Mongo, Express, React, and Node, Vasan Subramanian, 2nd edition, APress, O'Reilly.

Online Learning Resources:

1. https://www.w3schools.com/html
2. https://www.w3schools.com/css
3. https://www.w3schools.com/js/
4. https://www.w3schools.com/nodejs
5. https://www.w3schools.com/typescript

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Chennai-Hyderabad Bypass Road, Ukkayapalli, Kadapa-516002

B.TECH. IN COMPUTER SCIENCE AND ENGINEERING

COURSE STRUCTURE & SYLLABI

(Applicable from the academic year 2024-26 onwards)

III B.Tech I Semester (CSE)

S.No	Course Code	Title	L	T	P	Credits
1	24BCS301T	Artificial Intelligence	3	0	0	3
2	24BCS501T	Computer Networks & Internet Protocols	3	0	0	3
3	24BCS502	Automata Theory and Compiler Design	3	0	0	3
4	24BCS503	Introduction To Quantum Technologies And Applications	3	0	0	3
5	 24BCS504a 24BCS504b 24BCS503T 24BCS504c	**Professional Elective-I** Object Oriented Analysis and Design Soft Computing Microprocessors & Microcontrollers Data Warehousing & Data Mining	3	**0**	**0**	**3**
6		**Open Elective-I** English for Competitive Examinations	3	**0**	**0**	**3**
7	24BCS301P	Artificial Intelligence Lab	0	0	3	1.5
	24BCS501P	Computer Networks & Internet Protocols Lab	0	0	3	1.5
9	24BCS506	**Skill Enhancement course** Full Stack Development - II	**0**	**1**	**2**	**2**
10	24BCS508	Tinkering Lab	0	0	2	1
11	24BCS507	Evaluation of Community Service Internship	0	0	0	2

III B.Tech II Semester (CSE)

S.No	Course Code	Title	L	T	P	Credits
1	24BCS401T	Machine Learning	3	0	0	3
2	24BCS501T	Cloud Computing	3	0	0	3
3	24BCS601T	Cryptography & Network Security	3	0	0	3
4	24BCS602a 24BCS502 24BCS602b 24BCS602c	**Professional Elective-II** 1. Software Testing Methodologies 2. Cyber Security 3. DevOps 4. Embedded Systems Design	3	0	0	3
5	24BCS603a 24BCS603b 24BCS501 24BCS603c	**Professional Elective-III** 1. Software Project Management 2. Mobile Adhoc Networks 3. Natural Language Processing 4. Distributed Operating System	3	0	0	3
6		**Open Elective – II** **SWAYAM -NPTEL Course**	3	0	0	3
7	24BCS401P	Machine Learning Lab	0	0	3	1.5
8	24BCS601P	Cryptography & Network Security Lab	0	0	3	1.5
9	24BCS501	**Skill Enhancement course** Soft skills	0	1	2	2
10	24BCS601	**Audit Course** Technical Paper Writing & IPR	2	0	0	-
11	24BCS604	Workshop	0	0	0	0
		Total	**20**	**1**	**08**	**23**
Mandatory Industry Internship of 6 to 8 weeks duration during summer vacation						

III B.Tech I Semester

		L	T	P	C
23A31301T	**ARTIFICIAL INTELLIGENCE**	**3**	**0**	**0**	**3**

Pre-requisite:

- Knowledge in Computer Programming.
- A course on ―Mathematical Foundations of Computer Science‖.
- Background in linear algebra, data structures and algorithms, and probability.

Course Objectives:

- The student should be made to study the concepts of Artificial Intelligence.
- The student should be made to learn the methods of solving problems using Artificial Intelligence.
- The student should be made to introduce the concepts of Expert Systems.
- To understand the applications of AI, namely game playing, theorem proving, and machine learning.
- To learn different knowledge representation techniques

UNIT - I

Introduction: AI problems, foundation of AI and history of AI intelligent agents: Agents and Environments, the concept of rationality, the nature of environments, structure of agents, problem solving agents, problem formulation.

UNIT - II

Searching- Searching for solutions, uniformed search strategies – Breadth first search, depth first Search. Search with partial information (Heuristic search) Hill climbing, A* ,AO* Algorithms, Problem reduction, Game Playing-Adversial search, Games, mini-max algorithm, optimal decisions in multiplayer games, Problem in Game playing, Alpha-Beta pruning, Evaluation functions.

UNIT - III

Representation of Knowledge: Knowledge representation issues, predicate logic- logic programming, semantic nets- frames and inheritance, constraint propagation, representing knowledge using rules, rules based deduction systems. Reasoning under uncertainty, review of probability, Bayes‘ probabilistic interferences and dempstershafer theory.

UNIT - IV

Logic concepts: First order logic. Inference in first order logic, propositional vs. first order inference, unification & lifts forward chaining, Backward chaining, Resolution, Learning from observation Inductive learning, Decision trees, Explanation based learning, Statistical Learning methods, Reinforcement Learning.

UNIT - V

Expert Systems: Architecture of expert systems, Roles of expert systems – Knowledge Acquisition Meta knowledge Heuristics. Typical expert systems – MYCIN, DART, XCON: Expert systems shells.

Textbooks:

1. S. Russel and P. Norvig, —Artificial Intelligence – A Modern Approach‖, SecondEdition, Pearson Education.
2. Kevin Night and Elaine Rich, Nair B., —Artificial Intelligence (SIE)‖, Mc Graw Hill

Reference Books:

1. David Poole, Alan Mack worth, Randy Goebel,‖ Computational Intelligence: a logical approach‖, Oxford University Press.
2. G. Luger, —Artificial Intelligence: Structures and Strategies for complex problemsolving‖, Fourth Edition, Pearson Education.
3. J. Nilsson, —Artificial Intelligence: A new Synthesis‖, Elsevier Publishers.
4. Artificial Intelligence, SarojKaushik, CENGAGE Learning.

Online Learning Resources:

1. https://ai.google/
2. https://swayam.gov.in/nd1_noc19_me71/preview

III B.Tech I Semester

		L	T	P	C
23A05501T	**COMPUTER NETWORKS & INTERNET PROTOCOLS**	**3**	**0**	**0**	**3**

Course Objectives:

The course is designed to:

- Understand the basic concepts of Computer Networks.
- Introduce the layered approach for design of computer networks
- Expose the network protocols used in Internet environment
- Explain the format of headers of IP, TCP and UDP
- Familiarize with the applications of Internet
- Elucidate the design issues for a computer network

Course Outcomes:

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

- Identify the software and hardware components of a computer network
- Design software for a computer network
- Develop error, routing, and congestion control algorithms
- Assess critically the existing routing protocols
- Explain the functionality of each layer of a computer network
- Choose the appropriate transport protocol based on the application requirements

UNIT I:

Computer Networks and the Internet **Lecture: 8 Hrs**

What Is the Internet? Network Edge, The Network Core, Delay, Loss, and Throughput in Packet Switched Networks (Textbook 2), Reference Models, Multimedia Networks, Guided Transmission Media, Wireless Transmission (Textbook 1)

UNIT II:

The Data Link Layer, Access Networks, and LANs **Lecture: 10 Hrs**

Data Link Layer Design Issues, Error Detection and Correction, Elementary Data Link Protocols, Sliding Window Protocols (Textbook 1)
Introduction to the Link Layer, Error-Detection and -Correction Techniques, Multiple Access Links and Protocols, Switched Local Area Networks, Link Virtualization: A Network as a Link Layer, Data Center Networking, Retrospective: A Day in the Life of a Web Page (Packet) (Textbook 2)

UNIT III:

The Network Layer **Lecture: 8 Hrs**

Routing Algorithms, Internetworking, The Network Layer in The Internet (Textbook 1)

UNIT IV:

The Transport Layer **Lecture: 9 Hrs**

Connectionless Transport: UDP (Textbook 2), The Internet Transport Protocols: TCP, Congestion Control (Textbook 1)

UNIT V:

The Application Layer **Lecture: 8 Hrs**

Principles of Network Applications, The Web and HTTP, Electronic Mail in the Internet, DNS—The Internet's Directory Service, Peer-to-Peer Applications, Video Streaming and Content Distribution Networks (Textbook 2)

Textbooks:

1. Andrew S. Tanenbaum, David J. Wetherall, *Computer Networks*, 6th Edition, PEARSON.
2. James F. Kurose, Keith W. Ross, *Computer Networking: A Top-Down Approach*, 6th Edition, Pearson, 2019.

Reference Books:

1. Forouzan, *Data Communications and Networking*, 5th Edition, McGraw Hill Publication.
2. Youlu Zheng, Shakil Akhtar, *Networks for Computer Scientists and Engineers*, Oxford Publishers, 2016.

Online Learning Resources:

1. https://nptel.ac.in/courses/106105183/25
2. https://www.nptelvideos.in/2012/11/computer-networks.html
3. https://nptel.ac.in/courses/106105183/3

III B.Tech I Semester

23A05503	**AUTOMATA THEORY AND COMPILER DESIGN**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

1. Able to understand the concept of abstract machines, construct FA, Regular Expressions for the regular languages and equivalent FSMs.
2. Able to construct pushdown automata equivalent to Context free Grammars, construct Turing Machines and understand undecidability.
3. Emphasize the concepts learnt in phases of compiler, lexical analyser and Top-down parser.
4. Able to understand the concepts of Bottom-up parser, Intermediate Code Generation.
5. Able to understand the concepts of Code optimizer and Code Generation.

Course Outcomes:

1. Demonstrate knowledge on Automata Theory, Regular Expression and Analyze and Design of finite automata, and prove equivalence of various finite automata.
2. Demonstrate knowledge on context free grammar, Analyze and design of PDA and TM.
3. Understand the basic concept of compiler design, and its different phases which will be helpful to construct new tools like LEX, YACC, etc.
4. Ability to implement semantic rules into a parser that performs attribution while parsing and apply error detection and correction methods.
5. Apply the code optimization techniques to improve the space and time complexity of programs while programming and Ability to design a compiler.

Unit-I: Introduction to Automata and Regular Expressions 12 Hrs

Introduction, Alphabets, Strings and Languages, Chomsky Hierarchy, Automata and Grammars, Regular Grammar and Language, Finite Automata, Deterministic finite Automata (DFA), Nondeterministic finite Automata (NFA), Equivalence of NFA and DFA, Minimization of Finite Automata, Regular Expressions, Converting Regular Grammar and Expression into Finite Automata, Pumping lemma for regular sets, Closure properties of regular sets (Without proof).

UNIT-II: Context Free Grammars and Pushdown Automata 12 Hrs

Context Free Language, Context Free Grammar, Derivation and Parse tree, Ambiguity, Simplification of CFG‘s, Chomsky Normal Form, Greibach Normal Form, Push Down Automat (PDA), Design of PDA, Equivalence of PDA and CFL/CFG

UNIT-III: Turing Machines and Introduction to Compilers 12 Hrs

Turing Machine, TM Model, Language acceptance, Design of Turing Machine, Compilers, Phases of Compiler, The role of Lexical Analyzer, Input Buffering.

UNIT-IV: Parsers and Intermediate Code Generation 12 Hrs

Parser, Top-Down parsers: Recursive Descent Parsers, Predictive Parsers
Bottom–up Parsers: Shift-Reduce Parsing, LR parsers, Intermediate Code Generation: Three address codes.

UNIT-V: Code Optimization and Code Generation 12 Hrs

Code Optimization: Peephole optimization, Basic blocks and flow graphs, DAG, Principles of Source Code Optimization, Code Generation: Issues in Design of Code Generation, Simple Code Generator.

Text Books:

1. Introduction to Automata theory languages and Computation, Hopcroft H.E. and Ullman Jeffrey.D, 3/e, 2006, Pearson Education, New Delhi, India.
2. Mishra K L P and Chandrasekaran N, —Theory of Computer Science - Automata, Languages and Computation‖, 2/e, 2007, PHI, New Delhi, India.
3. Compilers: Principles, Techniques, and Tools, Updated 2e July 2023 Alfred V. Aho , Monica S. Lam, Ravi Sethi , Jeffrey D. Ullman , Sorav Bansal

Reference Books:

1. Introduction to Languages and Theory of Computation, John C Martin, 1/e, 2009, Tata McGraw Hill Education, Hyderabad, India.
2. Introduction to Theory of Computation, Sipser, 2/e, 2005, Thomson, Australia.
3. Compiler Construction: Principles And Practice, Kenneth C. Louden, Thomson/ Delmar Cengage Learning, 2006.
4. Lex &yacc, Doug Brown, John Levine and Tony Mason, 2 nd Edition, O‘reilly Media
5. Engineering a compiler, Keith Cooper and Linda Torczon, 2 nd Edition, Morgan Kaufmann, 2011.

III B.Tech I Semester

23A05505a	**OBJECT ORIENTED ANALYSIS AND DESIGN (Professional Elective –I)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

1. Describe the activities in the different phases of the object-oriented development lifecycle.
2. Understand the concepts of object-oriented model with the E-R and EER models.
3. Model a real-world application by using UML diagram.
4. Design architectural modelling.
5. Describing an application of UML.

Course Outcomes:

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

1. The importance of modelling in UML.
2. Compare and contrast the object-oriented model with the E-R and EER models.
3. Design use case diagram. Design an application using deployment diagram.
4. Apply UML diagrams to build library application.

UNIT – I **9 Hrs**

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

UNIT – II **9 Hrs**

Basic Structural Modelling: Classes, Relationships, common Mechanisms, and diagrams.Advanced Structural Modelling: Advanced classes, advanced relationships, Interfaces, Types and Roles, Packages. Class & Object Diagrams: Terms, concepts, modelling techniques for Class & Object Diagrams.

UNIT – III **9 Hrs**

Basic Behavioural Modelling-I: Interactions, Interaction diagrams. Basic Behavioural Modelling-II: Use cases, Use case Diagrams, Activity Diagrams.

UNIT – IV **9 Hrs**

Advanced Behavioral Modelling: Events and signals, state machines, processes and Threads, time and space, state chart diagrams. Architectural Modelling: Component, Deployment, Component diagrams and Deployment diagrams.

UNIT – V **9 Hrs**

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

Text Books:

1. Grady Booch, James Rumbaugh, Ivar Jacobson: The Unified Modelling Language User Guide, Pearson Education 2nd Edition.
2. Object-Oriented Analysis and Design with the Unified Process By John W. Satzinger, Robert B Jackson and Stephen D Burd, Cengage Learning.

Reference Books:

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

4. Mark Priestley: Practical Object-Oriented Design with UML, TMH.
5. Appling UML and Patterns: An introduction to Object – Oriented Analysis and Design and Unified Process, Craig Larman, Pearson Education.

III B.Tech I Semester

23A05505b	**SOFT COMPUTING**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

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 modelling using Classification and Clustering techniques
- Learn the concepts of Genetic algorithm and its applications
- Acquire the knowledge of Rough Sets.

Course Outcomes:

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

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.

III B.Tech I Semester

		L	T	P	C
23A05505c	**DATA WAREHOUSING & DATA MINING**	**3**	**0**	**0**	**3**

Course Objective:

- Familiarize with mathematical foundations of data mining tools.
- Introduce classical models and algorithms in data warehouses and data mining.
- Investigate the kinds of patterns that can be discovered by association rule mining, classification and clustering.
- Explore data mining techniques in various applications like social, scientific and environmental context.

Course Outcomes:

Upon completion of the course, the students should be able to:

- Design a Data warehouse system and perform business analysis with OLAP tools (L6).
- Apply suitable pre-processing and visualization techniques for data analysis (L3)
- Apply frequent pattern and association rule mining techniques for data analysis (L3)
- Design appropriate classification and clustering techniques for data analysis (L6)
- Infer knowledge from raw data (L4)

UNIT- I: **Lecture 9Hr**

Basic Concepts – Data Warehousing Components – Building a Data Warehouse – Database Architectures for Parallel Processing – Parallel DBMS Vendors – Multidimensional Data Model – Data Warehouse Schemas for Decision Support, Concept Hierarchies -Characteristics of OLAP Systems – Typical OLAP Operations, OLAP and OLTP.

UNIT- II: **Lecture 9Hrs**

Introduction to Data Mining Systems – Knowledge Discovery Process – Data Mining Techniques – Issues – applications- Data Objects and attribute types, Statistical description of data, Data Preprocessing – Cleaning, Integration, Reduction, Transformation and discretization, Data Visualization, Data similarity and dissimilarity measures.

UNIT- III: **Lecture 8 Hrs**

Mining Frequent Patterns, Associations and Correlations – Mining Methods- Pattern Evaluation Method – Pattern Mining in Multilevel, Multi Dimensional Space – Constraint Based Frequent Pattern Mining, Classification using Frequent Patterns.

UNIT- IV: **Lecture 9Hrs**

Decision Tree Induction – Bayesian Classification – Rule Based Classification – Classification by Back Propagation – Support Vector Machines — Lazy Learners – Model Evaluation and Selection-Techniques to improve Classification Accuracy. Clustering Techniques – Cluster analysis-Partitioning Methods – Hierarchical Methods – Density Based Methods – Grid Based Methods – Evaluation of clustering – Clustering high dimensional data- Clustering with constraints, Outlier analysis-outlier detection methods.

UNIT- V: WEKA TOOL **Lecture 8Hrs**

Datasets – Introduction, Iris plants database, Breast cancer database, Auto imports database – Introduction to WEKA, The Explorer – Getting started, Exploring the explorer, Learning algorithms, Clustering algorithms, Association–rule learners.

TEXT BOOK:

1. Jiawei Han and Micheline Kamber, —Data Mining Concepts and Techniques, Third Edition, Elsevier, 2012.

REFERENCES:

1. Alex Berson and Stephen J.Smith, —Data Warehousing, Data Mining & OLAP‖, Tata McGraw – Hill Edition, 35th Reprint 2016.

2. K.P. Soman, Shyam Diwakar and V. Ajay, —Insight into Data Mining Theory and Practice, Eastern Economy Edition, Prentice Hall of India, 2006.

3. Ian H.Witten and Eibe Frank, —Data Mining: Practical Machine Learning Tools and Techniques, Elsevier, Second Edition.

III B.Tech I Semester

		L	T	P	C
23A31301P	**ARTIFICIAL INTELLIGENCE LAB**	**0**	**0**	**3**	**1.5**

Pre-requisite:

1. Knowledge in Computer Programming.
2. Background in linear algebra, data structures and algorithms, and probability

Course Objectives:

- The student should be made to study the concepts of Artificial Intelligence.
- The student should be made to learn the methods of solving problems using Artificial Intelligence.
- The student should be made to introduce the concepts of Expert Systems and machine learning.

Course Outcomes:

After completion of the course, students will be able to

- Understand the Mathematical and statistical prospectives of machine learning algorithms through python programming (L2)
- Appreciate the importance of visualization in the data analytics solution. (L5)
- Derive insights using Machine learning algorithms (L5)
- Implement and demonstrate AI and ML algorithms. (L5)
- Evaluate different algorithms. (L6)

List of Experiments

1. Write a Program to Implement Breadth First Search using Python.
2. Write a program to implement Best First Searching Algorithm
3. Write a Program to Implement Depth First Search using Python.
4. Write a program to implement the Heuristic Search
5. Write a python program to implement A* and AO* algorithm. (Ex: find the shortest path)
6. Write a Program to Implement Water-Jug problem using Python.
7. Write a Program to Implement Alpha-Beta Pruning using Python.
8. Write a Program to implement 8-Queens Problem using Python.
9. Write a program to schedule a meeting among a 5 busy people using Default Reasoning the output should give the time, place and day of the meeting.
10. Write a program to implement the Unification algorithm
11. Develop a knowledge base system consisting of facts and rules about some specialized knowledge domain
12. Write a program to implement 8 puzzle programs using different heuristics. Using it play the game Tic-Tac-Toe at the end the game the program should display the no. of nodes generated, cutoff values at each stage in the form of a table.

Textbooks:

1. PrateekJoshi,Artificial Intelligence with Python,Packt Publishing, 2017.
2. Xiao, Perry. Artificial intelligence programming with Python: from zero to hero. John Wiley & Sons, 2022.

Reference Books:

1. Stuart J. Russell and Peter Norvig, Artificial Intelligence A Modern Approach, Fourth Edition, Pearson, 2020
2. Martin C. Brown (Author), —Python: The Complete Reference‖ McGraw Hill Education, Fourth edition, 2018
3. R. NageswaraRao , —Core Python Programming‖ Dreamtech Press India Pvt Ltd 2018.

Online Learning Resources:

1. https://onlinecourses.nptel.ac.in/noc19_cs40/preview
2. https://onlinecourses.nptel.ac.in/noc19_cs41/preview

III B.Tech I Semester

		L	T	P	C
23A05501P	**COMPUTER NETWORKS & INTERNET PROTOCOLS LAB**	**0**	**0**	**3**	**1.5**

Course Objectives:

• To understand the working principle of various communication protocols.
• To understand the network simulator environment and visualize a network topology and
• observe its performance
• To analyze the traffic flow and the contents of protocol frames.
• Familiarize with the applications of Internet.

Course Outcomes:

• To understand the working principle of various communication protocols.
• To understand the network simulator environment and visualize a network topologyand
• observe its performance.
• To analyze the traffic flow and the contents of protocol frames.
• Critique the existing routing protocols

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 Dijkastra‘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. Programs using 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

Text Books:

1. Andrew S.Tanenbaum, David j.wetherall, Computer Networks, 6th Edition, PEARSON.
2. James F.Kurose, Keith W. Ross, Computer Networking: A Top-Down 6th edition, Pearson, 2019.
2. Computer Networks: A Systems Approach-Bruce Davie, VMware-Larry Peterson, Princeton University-2019.

Reference Books:

1. Computer Networks–B. K. MathanNagan, T. Mahalakshmi- Charulatha Publications PrivateLimited-2019.
2. Computer Networks-Dr.Amol V. Dhumane Nitin N. Sakhare-NiraliPrakashan Publishers-2024
3. Data Communications and Networking with TCPIP Protocol Suite-Behrouz A. Forouzan-McGraw Hill-6th Edition

III B.Tech I Semester

23A05505	**FULL STACK DEVELOPMENT – II (Skill Enhancement Course)**	**L**	**T**	**P**	**C**
		0	**1**	**2**	**2**

Course Objectives: The main objectives of the course are to

- Make use of Modern- day JavaScript with ES6 standards for designing Dynamic web pages
- Building robust & responsive User Interfaces using popular JavaScript library **_React.js**'. Building robust backend APIs using **_Express. js**'
- Establishing the connection between frontend (React) User interfaces and backend APIs (Express) with Data Bases(My SQL)
- Familiarize students with GitHub for remote repository hosting and collaborative development.

Course Outcomes:

- CO1: Building fast and interactive UIs
- CO2: Applying Declarative approach for developing web apps
- CO3: Understanding ES6 features to embrace modern JavaScript
- CO4: Building reliable APIs with Express. Js
- CO5: Create and manage Git repositories, track changes, and push code to GitHub.

Experiments covering the Topics:

- Introduction to DOM (Document Object Model), Ecma Script (ES6) standards and features like Arrow functions, Spread operator, Rest operator, Type coercion, Type hoisting, String literals, Array and Object Destructuring.
- Basics of React. js like React Components, JSX, Conditional rendering
  Differences between Real DOM and Virtual DOM.
- Important React.js concepts like React hooks, Props, React forms, Fetch API, Iterative rendering using JavaScript map() function.
- JavaScript runtime environment node. js and its uses, Express. js and Routing, Micro-Services architecture and MVC architecture, database connectivity using (My SQL)
- Introduction to My SQL, setting up MySQL and configuring, Databases, My SQL queries, subqueries, creating My SQL driver for database connectivity to Express. js server.
- Introduction to Git and GitHub and upload project& team collaboration

Sample Experiments:

1. **Introduction to Modern JavaScript and DOM**
   - **a.** Write a JavaScript program to link JavaScript file with the HTML page
   - **b.** Write a JavaScript program to select the elements in HTML page using selectors
   - **c.** Write a JavaScript program to implement the event listeners
   - **d.** Write a JavaScript program to handle the click events for the HTML button elements
   - **e.** Write a JavaScript program to With three types of functions
     - **i.** Function declaration
     - **ii.** Function definition
     - **iii.** Arrow functions

2. **Basics of React. js**
   - **a.** Write a React program to implement a counter button using react class components
   - **b.** Write a React program to implement a counter button using react functional components
   - **c.** Write a React program to handle the button click events in functional component
   - **d.** Write a React program to conditionally render a component in the browser
   - **e.** Write a React program to display text using String literals
3. **Important concepts of React. js**
   - **a.** Write a React program to implement a counter button using React use State hook
   - **b.** Write a React program to fetch the data from an API using React use Effect hook
   - **c.** Write a React program with two react components sharing data using Props.
   - **d.** Write a React program to implement the forms in react
   - **e.** Write a React program to implement the iterative rendering using map() function.
4. **Introduction to Git and GitHub**

a. **Setup**
- Install Git on local machine.
- Configure Git (user name, email).
- Create GitHub account and generate a personal access token.

b. **Basic Git Workflow**
- Create a local repository using git init
- Create and add files → git add .
- Commit files → git commit -m "Initial commit"
- Connect to GitHub remote → git remote add origin <repo_url>
- Push to GitHub → git push -u origin main

c. **Branching and Collaboration**
- Create a branch → git checkout -b feature1
- Merge branch to main → git merge feature1
- Resolve merge conflicts (guided)

5. **Upload React Project to GitHub**

- Create a new React app using npx create-react-app myapp
- Initialize a git repo and push to GitHub
- Use .gitignore to exclude node_modules
- Create multiple branches: feature/navbar, feature/form
- Practice merge and pull requests (can use GitHub GUI)

6. **Introduction to Node. js and Express. js**
   - **a.** Write a program to implement the _hello world‘ message in the route through the browser using Express
   - **b.** Write a program to develop a small website with multiple routes using Express. js
   - **c.** Write a program to print the _hello world‘ in the browser console using Express. js
   - **d.** Write a program to implement the CRUD operations using Express. js
   - **e.** Write a program to establish the connection between API and Database using Express – My SQL driver

7. **Introduction to My SQL**
    - **a.** Write a program to create a Database and table inside that database using My SQL Command line client
    - **b.** Write a My SQL queries to create table, and insert the data, update the data in the table
    - **c.** Write a My SQL queries to implement the subqueries in the My SQL command line client
    - **d.** Write a My SQL program to create the script files in the My SQL workbench
    - **e.** Write a My SQL program to create a database directory in Project and initialize a database. sql file to integrate the database into API

8. Team Collaboration Using GitHub

    - Form groups of 2–3 students
    - Create a shared GitHub repo
    - Assign tasks and work in branches
    - Use Issues, Pull Requests, and Code Reviews
    - Document code with README.md

Textbooks:

1. Web Design with HTML, CSS, JavaScript and JQuery Set Book by Jon Duckett Professional JavaScript for Web Developers Book by Nicholas C. Zakas
2. John Dean, Web Programming with HTML5, CSS and JavaScript, Jones & Bartlett Learning, 2019.
3. Pro MERN Stack: Full Stack Web App Development with Mongo, Express, React, and Node, Vasan Subramanian, 2nd edition, APress, O'Reilly.
4. Learning PHP, MySQL, JavaScript, CSS & HTML5: A Step-by-Step Guide to Creating Dynamic Websites by Robin Nixon
5. AZAT MARDAN, Full Stack Java Script: Learn Back bone. js, Node.jsand Mongo DB.2015

Reference Books:

1. Full-Stack JavaScript Development by Eric Bush.
2. Programming the World Wide Web, 7th Edition, Robet W Sebesta, Pearson, 2013.
3. Tomasz Dyl ,KamilPrzeorski , MaciejCzarnecki, Mastering Full Stack React Web Development 2017

Online Learning Resources:

1. https://ict.iitk.ac.in/product/full-stack-developer-html5-css3-js-bootstrap-php-4/
2. https://www.w3schools.com/html
3. https://www.w3schools.com/css
4. https://www.w3schools.com/js/
5. https://www.w3schools.com/nodejs
6. https://www.w3schools.com/typescript
7. https://docs.github.com/
8. https://education.github.com/git-cheat-sheet-education.pdf

III B.Tech II Semester

23A31401T	**MACHINE LEARNING**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives: The objectives of the course are

- Define machine learning and its different types (supervised and unsupervised) and understand their applications.
- Apply supervised learning algorithms including decision trees and k-nearest neighbors (k-NN).
- Implement unsupervised learning techniques, such as K-means clustering.

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Course Outcomes:

- CO1: Identify machine learning techniques suitable for a given problem. (L3)
- CO2: Solve real-world problems using various machine learning techniques. (L3)
- CO3: Apply Dimensionality reduction techniques for data preprocessing. (L3)
- CO4: Explain what is learning and why it is essential in the design of intelligent machines. (L2)
- CO5: Evaluate Advanced learning models for language, vision, speech, decision making etc. (L5)

UNIT-I: Introduction to Machine Learning: Evolution of Machine Learning, Paradigms for ML, Learning by Rote, Learning by Induction, Reinforcement Learning, Types of Data, Matching, Stages in Machine Learning, Data Acquisition, Feature Engineering, Data Representation, Model Selection, Model Learning, Model Evaluation, Model Prediction, Search and Learning, Data Sets.

UNIT-II: Nearest Neighbor-Based Models: Introduction to Proximity Measures, Distance Measures, Non-Metric Similarity Functions, Proximity Between Binary Patterns, Different Classification Algorithms Based on the Distance Measures ,K-Nearest Neighbor Classifier, Radius Distance Nearest Neighbor Algorithm, KNN Regression, Performance of Classifiers, Performance of Regression Algorithms.

UNIT-III: Models Based on Decision Trees: Decision Trees for Classification, Impurity Measures, Properties, Regression Based on Decision Trees, Bias–Variance Trade-off, Random Forests for Classification and Regression.
The Bayes Classifier: Introduction to the Bayes Classifier, Bayes‘ Rule and Inference, The Bayes Classifier and its Optimality, Multi-Class Classification | Class Conditional Independence and Naive Bayes Classifier (NBC)

UNIT-IV: Linear Discriminants for Machine Learning: Introduction to Linear Discriminants, Linear Discriminants for Classification, Perceptron Classifier, Perceptron Learning Algorithm, Support Vector Machines, Linearly Non-Separable Case, Non-linear SVM, Kernel Trick, Logistic Regression, Linear Regression, Multi-Layer Perceptrons (MLPs), Backpropagation for Training an MLP.

UNIT-V: Clustering : Introduction to Clustering, Partitioning of Data, Matrix Factorization | Clustering of Patterns, Divisive Clustering, Agglomerative Clustering, Partitional Clustering, K-Means Clustering, Soft Partitioning, Soft Clustering, Fuzzy C-Means Clustering, Rough

Clustering, Rough K-Means Clustering Algorithm, Expectation Maximization-Based Clustering, Spectral Clustering.

Textbooks:

1. —Machine Learning Theory and Practice‖, M N Murthy, V S Ananthanarayana, Universities Press (India), 2024

Reference Books:

1. —Machine Learning‖, Tom M. Mitchell, McGraw-Hill Publication, 2017
2. —Machine Learning in Action‖,Peter Harrington, DreamTech
3. —Introduction to Data Mining‖, Pang-Ning Tan, Michel Stenbach, Vipin Kumar, 7th Edition, 2019.

III B.Tech II Semester

		L	T	P	C
23A37501T	**CLOUD COMPUTING**	**3**	**0**	**0**	**3**

Course Objectives:

- To explain the evolving computer model called cloud computing.
- To introduce the various levels of services that can be achieved by cloud.
- To describe the security as pects in cloud.

Course Out comes(CO):

After completion of the course, students will be able to

- Ability to create cloud computing environment
- Ability to design applications for Cloud environment
- Design & develop back up strategies for cloud data based on features.
- Use and Examine different cloud computing services.
- Apply different cloud programming model as perneed.

UNIT I Basics of Cloud computing **Lecture8Hrs**

Introduction to cloud computing: Introduction, Character is tics of cloud computing, Cloud Models, Cloud Services Examples, Cloud Based services and applications

Cloud concepts and Technologies: Virtualization, Load balancing, Scalability and Elasticity, Deployment, Replication, Monitoring, Software defined, Network function virtualization, Map Reduce, Identity and Access Management, services level Agreements, Billing.

Cloud Services and Plat forms: Compute Services, Storage Services, Data, base Services, Application services, Content delivery services Analytics Services, Deployment and Management Services, Identity and Access Management services, Open Source Private Cloud software.

UNIT II Hadoop and Python **Lecture 9Hrs**

Hadoop Map Reduce: Apache Hadoop, Hadoop Map Reduce Job Execution, Hadoop Schedulers, Hadoop Clusterset up.

Cloud Application Design: Reference Architecture for Cloud Applications, Cloud Application Design Methodologies, Data Storage Approaches.

Python Basics: Introduction, Installing Python, Python data Types & Data Structures,Controlflow,Function,Modules,Packages,Filehandling,Date/TimeOperations,Classes.

UNIT III Python for Cloud computing Lecture 8Hrs

Python for Cloud: Python for Amazon web services, Python for Google Cloud Platform, Python for windows Azure, Python for Map Reduce, Python packages of Interest, Python web Application Frame work, Designing a REST ful web API.

Cloud Application Developmentin Python: Design Approaches, Image Processing APP, Document Storage App, Map Reduce App, Social Media Analytics App.

UNIT IV Big data, multimedia and Tuning **Lecture8Hrs**

Big Data Analytics: Introduction, Clustering Big Data, Classification of Big data Recommendation of Systems.

Multimedia Cloud: Introduction, Case Study: Live video Streaming App, Streaming Protocols, case Study: Video Trans coding App.

Cloud Application Bench marking and Tuning: Introduction, Work load Character is tics,

Application Performance Metrics, Design Considerations for a Bench marking Methodology, Bench marking Tools, Deployment Prototyping, Load Testing &Bottleneck Detection case Study, Hadoop bench marking case Study.

UNIT V Applications and Issues in Cloud **Lecture 9Hrs**

Cloud Security: Introduction, CSA Cloud Security Architecture, Authentication, Authorization, Identity Access Management, Data Security, Key Management, Auditing.

Cloud for Industry, Health care & Education: Cloud Computing for Health care, Cloud computing for Energy Systems, Cloud Computing for Transportation Systems, Cloud Computing for Manufacturing Industry, Cloud computing for Education.

Migrating in to a Cloud: Introduction, Broad Approaches to migrating into the cloud, the seven– step model of migration in to a cloud.

Organizational readiness and Change Management in The Cloud Age: Introduction, Basic concepts of Organizational Readiness, Drivers for changes: A frame work to comprehend the competitive environment, common change management models, change management maturity models, Organizational readiness self– assessment.

Legal Issues in Cloud Computing: Introduction, Data Privacy and security Issues, cloud contracting models, Jurisdictional issues raised by virtualization and at a location, commercial and business considerations, Special Topics.

Text books:

1. Cloud computing Ahands - on Approach ǁBy Arshdeep Bahga, Vijay Madisetti, Universities Press, 2016
2. Cloud Computing Principles and Paradigms: By RajKumar Buyya, James Broberg, Andrzej Goscinski, Wiley, 2016

Reference Books:

1. Masterin g Cloud Computing by Rajkumar Buyya, Christian Vecchiola, S Thamarai Selvi, TMH
2. Cloud computing AHands-On Approach by Arshdeep Bahga and Vijay Madisetti.
3. Cloud Computing: A Practical Approach, Anthony T.Velte, To by J.Velte, Robert Elsenpeter, Tata Mc Graw Hill, rp 2011.
4. Enterprise Cloud Computing, Gautam Shroff, Cambridge University Press, 2010.
5. Cloud Application Architectures: Building Applications and Infrastructure in the Cloud, George Reese,O_Reilly, SPD, rp 2011.
6. Essentials of Cloud Computing by K.Chandrasekaran. CRC Press.

Online Learning Resources:

Cloud computing – Course (nptel.ac.in)

III B.Tech II Semester

		L	T	P	C
23A05601T	**CRYPTOGRAPHY & NETWORK SECURITY**	**3**	**0**	**0**	**3**

Course Objectives:

This course aim sat training students to master the:

- The concepts of classical encryption techniques and concepts of finite fields and number theory
- Working principles and utilities of various crypto graphic algorithms including secret key crypto graphy, hashes, and message digests, and public key algorithms
- Design issues and working principles of various authentication protocols, PKIstandards
- Various secure communication standards including Kerberos, I Psec, TLS and email
- Concepts of crypto graphic utilitiesand authentication mechanismsto design secure applications

Course Out comes:

After completion of the course, students will beable to

- Identify information security goals, classical encryption techniques and acquire fundamental knowledge on the concepts offin it fields and number theory
- Compare and apply different encryption and decryption techniques to solve problems related to confidentiality and authentication
- Apply the knowledge of cryptographic check sums and evaluate the performance of different message digestalgorithms for verifying the integrity of varying message sizes.
- Demonstrate the ability to apply **user authentication principles** including **Kerberos** for secure authentication
- Gain proficiency in securing web communications using **TLS** and **HTTPS**, manage secure remote access with **SSH**, and design **firewall policies**

UNIT-I **Lecture9Hrs**

Computer and Network Security Concepts: Computer Security Concepts, The OSI Security Architecture, Security Attacks, Security Services, Security Mechanisms, A Model for Network Security, Classical Encryption Techniques: Sym metricCip her Model, Substitution Techniques, Transposition Techniques, Steganography, Block Ciphers: Traditional Block Cipher Structure, The Data Encryption Standard, Advanced Encryption Standard: AES Structure, AES Transformation Functions

UNIT II **Lecture 9Hrs**

Number Theory:

The Euclidean Algorithm, Modular Arithmetic, Fermat‘s and Euler‘s Theorems, The Chinese Remainder Theorem, Discrete Logarithms, Finite Fields: Finite Fields of the Form GF(p), Finite Fields of the Form GF(2^n) .**Public Key Cryptography**: Principles, Public Key Cryptography Algorithms, RSA Algorithm, Diffie Hellman Key Exchange, Elliptic Curve Cryptography.

UNIT-III **Lecture9Hrs**

Cryptographic Hash Functions: Application of Cryp to graphic Hash Functions, Requirements &Security, Secure Hash Algorithm, Message Authentication Functions, Requirements &Security,

HMAC &CMAC. **Digital Signatures**: NIST Digital Signature Algorithm, Distribution of Public Keys, X.509 Certificates, Public- Key Infrastructure

UNITIV **Lecture9Hrs**

User Authentication: Remote User Authentication Principles,Kerberos.Electronic Mail Security:Pretty Go od Privacy(PGP) AndS/MIME. IPSecurity: IPSecurity Overview, IP Security Policy, Encapsulating Security Payload, Combining Security Associations, Internet Key Exchange.

UNIT V **Lecture 8Hrs**

Transport Level Security: Web Security Requirements, Transport Layer Security (TLS), HTTPS, Secure Shell (SSH)
Fire walls: Fire wall Character is tics and Access Policy, Types of Fire walls, Fire wall Location and Configurations.

Text books:

1) Cryp tography and Network Security – William Stallings, Pearson Education, 8th Edition.
2) Cryp tography, Network Security and Cyber Laws–Bernard Menezes, Cengage Learning, 2010 edition.

Reference Books:

1) Cryptography and Network Security-BehrouzA Forouzan, Debdeep Mukhopadhyaya, Mc- Graw Hill, 3rdEdition, 2015.
2) Network Security Illustrated, Jason Albanese and Wes Sonnenreich, MGH Publishers, 2003.

Online Learning Resources:

1) https://nptel.ac.in/courses/106/105/106105031/lecture
2) https://nptel.ac.in/courses/106/105/106105162/lecturebyDr.SouravMukhopadhyayIIT Kharagpur[VideoLecture]
3) https://www.mitel.com/articles/web-communication-cryptography-and-network-security web articles by Mitel Power Connections

III B.Tech II Semester

		L	T	P	C
23A05602a	**SOFTWARE TESTING METHODOLOGIES (Professional Elective-II)**	**3**	**0**	**0**	**3**

Course Objectives:

- To study the fundamental concepts of software testing which includes objectives, process, criteria, strategies, and methods.
- To discuss various software testing types and levels of testing like black and white box testing along with levels unit test, integration, regression, and system testing.
- It also helps to learn the types of bugs, testing levels with which the student can very well identify a bug and correct as when it happens.
- It provides knowledge on transaction flow testing and data flow testing techniques so that the flow of the program is tested as well.
- To learn the domain testing, path testing and logic based testing to explore the testing process easier.

Course Outcomes:

- Know the basic concepts of software testing and its essentials.
- Able to identify the various bugs and correcting them after knowing the consequences
- of the bug.
- Use of program‘s control flow as a structural model is the corner stone of testing.
- Performing functional testing using control flow and transaction flow graphs.

UNIT-I **Lecture9Hrs**

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 **Lecture 8Hrs**

Transaction Flow Testing:-transaction flows, transaction flow testing techniques. Dataflow testing:- Basics of dataflow testing, strategies in dataflow testing, application of dataflow testing.

UNIT-III **Lecture8Hrs**

Domain Testing:-domains and paths, Nice & ugly domains, domain testing, domains and interfaces testing, domain and interface testing, domains and testability.

UNIT-IV **Lecture9Hrs**

Paths, Path products and Regular expressions:- path products &path expression, reduction procedure, applications, regular expressions & flow anomaly detection. Logic Based Testing:-over view, decision tables, path expressions, kv charts, specifications.

UNIT-V **Lecture9Hrs**

State, State Graphs and Transition testing:- state graphs, good & bad state graphs, state testing, Testability tips. Graph Matrices and Application:-Motivational overview, matrix of graph, relations, power of a matrix, node reduction algorithm, building tools

TEXT BOOKS

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

REFERENCES BOOKS:

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

III B.Tech II Semester

		L	T	P	C
23A38502	**CYBER SECURITY** **Professional Elective-II**	**3**	**0**	**0**	**3**

Course Objectives:

The course is designed to provide awareness on different cyber crimes, cyber offenses, tools and methods used in cybercrime.

Course Outcomes:

After completion of the course, students will be able to

- Classify the cybercrimes and understand the Indian ITA 2000
- Analyse the vulnerabilities in any computing system and find the solutions
- Predict the security threats of the future
- Investigate the protection mechanisms
- Design security solutions for organizations

UNIT I Introduction to Cybercrime **Lecture 8Hrs**

Introduction, Cybercrime, and Information Security, Who are Cybercriminals, Classifications of Cybercrimes, And Cybercrime: The legal Perspectives and Indian Perspective, Cybercrime and the Indian ITA 2000, A Global Perspective on Cybercrimes.

UNIT II Cyber Offenses: How Criminals Plan Them **Lecture 9Hrs**

Introduction, How Criminals plan the Attacks, Social Engineering, Cyber stalking, Cyber cafe and Cybercrimes, Botnets: The Fuel for Cybercrime, Attack Vector, Cloud Computing

UNIT III Cybercrime: Mobile and Wireless Devices **Lecture 9Hrs**

Introduction, Proliferation of Mobile and Wireless Devices, Trends in Mobility, Credit card Frauds in Mobile and Wireless Computing Era, Security Challenges Posed by Mobile Devices, Registry Settings for Mobile Devices, Authentication service Security, Attacks on Mobile/Cell Phones,

Mobile Devices:
Security Implications for Organizations, Organizational Measures for Handling Mobile, Organizational Security Policies an Measures in Mobile Computing Era, Laptops.

UNIT IV Tools and Methods Used in Cybercrime **Lecture 8Hrs**

Introduction, Proxy Servers and Anonymizers, Phishing, Password Cracking, Keyloggers and Spywares,Virus and Worms, Trojan Horse and Backdoors, Steganography, DoS and DDoS attacks, SQL Injection, Buffer Overflow.

UNIT V Cyber Security: Organizational Implications **Lecture 8Hrs**

Introduction, Cost of Cybercrimes and IPR issues, Web threats for Organizations, Security and Privacy Implications, Social media marketing: Security Risks and Perils for Organizations, Social Computing and the associated challenges for Organizations.

Text books:

1. Cyber Security: Understanding Cyber Crimes, Computer Forensics and Legal Perspectives, Nina Godbole and Sunil Belapure, Wiley INDIA.

Reference Books:

1. Cyber Security Essentials, James Graham, Richard Howard and Ryan Otson, CRC Press.

2. Introduction to Cyber Security, Chwan- Hwa(john) Wu,J. David Irwin.CRC Press T&F Group

Online Learning Resources:

http://nptel.ac.in/courses/106105031/40

http://nptel.ac.in/courses/106105031/39

http://nptel.ac.in/courses/106105031/38

III B.Tech II Semester

23A05602b	**DevOps** **Professional Elective-II**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Pre-requisite:
Fundamentals of software development and maintenance

Course Objectives:
- Understand collaboration and productivity by automating infrastructure and workflows
- Familiarize with continuous measuring applications performance

Course Outcomes: After completion of the course, students will be able to
- Enumerate the principles of continuous development and deployment, automation of configuration management, inter-team collaboration, and IT serviceability
- Describe Dev Ops &Dev Sec Ops methodologies and their key concepts
- Illustrate the types of version control systems, continuous integration tools, continuous monitoring tools, and cloud models
- Set up complete private infrastructure using version control systems and CI/CD tools

UNIT I **Lecture 8 Hrs**

Dev Ops: An Overview, Dev Ops: Origins, Dev Ops: Roots, Dev Ops: Practices Dev Ops: Culture. **Adopting Dev Ops:** Developing the Playbook. Developing a Business Case for a Dev Ops: Developing the Business Case

UNIT II **Lecture 9 Hrs**

Completing the Business Model Canvas, Customer Segments, Value Segments, Value Propositions, Channels, Customer Relationships, Revenue Streams, Key Resources, Key Activities, Key Partnerships, Cost Structures. Dev Ops Plays for Optimizing the delivery Pipeline: Dev Ops as an optimization Exercise, Core Themes, The Dev Ops Plays, Specializing Core Plays

UNIT III **Lecture 8Hrs**

Dev Ops Plays for Driving Innovation: Optimize to Innovate, The Uber Syndrome, Innovation and the Role of Technology, Core Themes, play: Build a Dev Ops Platform, play: Deliver Micro services Architectures, play: DevOps an API Economy, play: Organizing for Innovation.

UNIT IV **Lecture 10 Hrs**

Scaling Dev Ops for the Enterprise: Core Themes, play: Dev Ops Center of Competency, play: Developing Culture of Innovation at Scale, play: Developing a Culture of continuous Improvement, play: Team Models for Dev Ops, play: Standardization of Tools and Process, play: Security Considerations for Dev Ops, Play: Dev Ops and Outsourcing.

UNIT V **Lecture 10 Hrs**

Leading Dev Ops Adoption in the Enterprise: Play: Dev Ops as a transformation Exercise, play: Developing a Culture of Collaboration and Trust, play: Dev Ops Thinking for the Line of Business, play: starting with Pilot Projects, Play: Rearing Unicorns on an Aircrafts Carrier. Appendix Case Study: Example Dev Ops Adoption Roadmap Organization Background, Roadmap Structure, Adoption Roadmap.

Text books:

1. Sanjeev Sharma, The Dev Ops Adoption Playbook, Published by John Wiley & Sons, Inc.2017

Reference Books:

1. Sanjeev Sharma & Bernie Coyne, Dev Ops for Dummies, Published by John Wiley & Sons, Inc.
2. Michael Huttermann, Dev Ops for Developers, Apress publishers,2012.

Online Learning Resources:

Learning Dev Ops with Terra form Infrastructure Automation Course | Udemy

III B.Tech II Semester

23A05602c	**EMBEDDED SYSTEM DESIGN** **Professional Elective-II**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

1. To understand the history, classification, and design process of embedded systems.
2. To explore the core components of embedded systems, including processors, memory, and I/O components.
3. To introduce onboard and external communication interfaces used in embedded systems.
4. To explain different firmware design approaches and programming techniques for embedded systems.
5. To provide an understanding of real-time operating systems and task management in embedded systems.

Course Outcomes:

After completing the course, the student will be able to,

1. Classify embedded systems based on their purpose, generation, and complexity.
2. Identify and select appropriate hardware components for an embedded system design.
3. Differentiate and implement various communication protocols like I2C, SPI, and CAN.
4. Develop firmware using assembly and high-level programming languages.
5. Analyze and apply RTOS-based task scheduling and synchronization techniques.

UNIT I Introduction to Embedded Systems

History of embedded systems, Classification of embedded systems based on generation and complexity, Purpose of embedded systems, The embedded system design process-requirements, specification, architecture design, designing hardware and software, components, system integration, Applications of embedded systems, and characteristics of embedded systems.

UNIT II Typical Embedded System

Core of the embedded system-general purpose and domain specific processors, ASICs, PLDs, COTs; Memory-ROM, RAM, memory according to the type of interface, memory shadowing, memory selection for embedded systems, Sensors, actuators, I/O components: seven segment LED, relay, piezo buzzer, push button switch, other sub-systems: reset circuit, brownout protection circuit, oscillator circuit real time clock, watch dog timer.

UNIT III Communication Interface

Onboard communication interfaces-I2C, SPI, CAN, parallel interface; External communication interfaces-RS232 and RS485, USB, infrared, Bluetooth, Wi-Fi, ZigBe, GPRS, GSM.

UNIT IV Embedded Firmware Design and Development

Embedded firmware design approaches-super loop based approach, operating system based approach; embedded firmware development languages-assembly language based development, high level language based development.

UNIT V RTOS based Embedded System Design

Operating system basics, types of operating systems, tasks, process and threads, multiprocessing and multitasking, task scheduling: non-pre-emptive and pre-emptive scheduling; task communication-shared memory, message passing, Remote Procedure Call and Sockets, Task Synchronization: Task Communication/ Synchronization Issues, Task Synchronization Techniques

Text books:

1. Introduction to Embedded Systems - Shibu KV, Mc Graw Hill Education.
2. Computers as Components –Wayne Wolf, Morgan Kaufmann (second edition).

References:

1. Embedded System Design -Frank Vahid, Tony Grivargis, john Wiley.
2. Embedded Systems- An integrated approach - Lyla b das, Pearson education 2012.
3. Embedded Systems – Raj Kamal, TMH

III B.Tech II Semester

23A05603a	**SOFTWARE PROJECT MANAGEMENT (Professional Elective-III)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objective:

This course is designed to enable the students to understand the fundamental principles of Software Project management &will also have a good knowledge of the responsibilities of a project manager and how to handle them.

Course Out comes:

After completion of the course, students will be able to

- Describe the fundamentals of Project Management
- Recognize and use Project Scheduling Techniques
- Familiarize with Project Control Mechanisms
- Under stand Team Management
- Recognize the importance of Project Documentation and Evaluation

UNIT-I **Lecture9Hrs**

Conventional Software Management:The water fall model, conventional software Management performanceEvolution of Software Economics: software Economics. Pragmatic Software Cost Estimation Improving Software Economics: Reducing Software Product Size, Improving Software Processes, Improving Team Effectiveness, Improving Automation, Achieving Required Quality ,Peer Inspections.

UNIT-II **Lecture9Hrs**

The old way and the new: The principles of convention al software Engineering, principles of modern software management, transitioning to an iterative process.
Lifecycle phases: Engineering and production stages, inception, Elaboration, construction, transition phases.
Artifacts of the process: The artifact sets, Management artifacts, Engineering artifacts, programmatic artifacts

UNIT-III **Lecture 9Hrs**

Work Flows of the process: Software process work flows, Inter Trans work flows. Check points of the Process: Major Mile Stones, Minor Milestones, Periodic status assessments. Iterative Process Planning: work break down structures, planning guidelines, cost and schedule estimating, Iteration planning process, Pragmatic planning

UNIT-IV **Lecture9Hrs**

Process Automation:Automation Building Blocks,The Project Environment.
Project Control and Process instrumentation: The sevencore Metrics, Management indicators, quality indicators Tailoring the Process: Process discriminants. Managing people and organizing teams.

UNIT-V **Lecture9Hrs**

Project Organizations and Responsibilities: Line - of-Business Organizations, Project Organizations, evolution of Organizations.
Future Software Project Management: modern Project Profiles, Next generation Software economics, modern process transitions.
Case Study: The Command Center Processing and Display System-Replacement (CCPDS-R)

Text books:

1. Software Project Management, Walker Royce,Pearson Education,2012
2. BobHughes,MikeCotterellandRajibMall—SoftwareProjectManagement‖,6thEdition, Mc Graw Hill Edition, 2017

Reference Books:

1. PankajJalote,—SoftwareProjectManagementinpractice‖,5thEdition,PearsonEducation, 2017.
2. Murali K.Chemuturi,Thomas M.Cagley Jr.‖Mastering Software Project Management: Best Practices, Tools and Techniques‖, J.Ross Publishing, 2010
3. SanjayMohapatra,—SoftwareProjectManagement‖,CengageLearning,2011

Online Learning Resources:
http://nptel.ac.in/courses/106101061/29

III B.Tech II Semester

23A05603b	**MOBILE ADHOC NETWORKS (Professional Elective-III)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objective:

- Knowledge of mobile ad hoc networks, design and implementation issues, and available solutions.
- Knowledge of routing mechanisms and the three classes of approaches: proactive, on-demand, and hybrid.
- Knowledge of clustering mechanisms and the different schemes that have been employed, e.g., hierarchical, flat, and leaderless.
- Knowledge of the 802.11 Wireless Lan (WiFi) and Bluetooth standards.

Course Outcomes:

- Describe the unique issues in ad-hoc/sensor networks.
- Describe current technology trends for the implementation and deployment of wireless ad-hoc/sensor networks.
- Discuss the challenges in designing MAC, routing and transport protocols for wireless ad-hoc/sensor networks.
- Discuss the challenges in designing routing and transport protocols for wireless Adhoc/sensor networks.
- Comprehend the various sensor network Platforms, tools and applications

UNIT- I

Introduction to Ad Hoc Networks:

Characteristics of MANETs, Applications of MANETs and challenges of

MANETs -Routing in MANETs: Criteria for classification, Taxonomy of MANET routing algorithms, Topology based routing algorithms, Position based routing algorithms, Other routing algorithms.

UNIT -II

Data Transmission:

Broadcast storm problem, Broadcasting, Multicasting and Geocasting -TC Pover Ad Hoc:

TCP protocol overview, TCP and MANETs, Solutions for TCP over Ad hoc

UNIT- III

Basics of Wireless, Sensors and Applications:

Applications, Classification of sensor networks, Architecture of sensor network, Physical layer, MAC layer, Link layer.

UNIT- IV

Data Retrieval in Sensor Networks:

Routing layer, Transport layer, High-level application layer support, Adapting to the inherent dynamic nature of WSNs, Sensor Networks and mobile robots-Security:

Security in Ad Hoc networks, Key management, Secure routing, Cooperation in MANETs, Intrusion Detection systems.

UNIT- V

Sensor Network Platforms and Tools: Sensor Network Hardware, Berkeley motes, Sensor Network Programming Challenges, Node-Level Software Platforms -Operating System: Tiny OS -Imperative Language: nesC, Data flow style language: Tiny GALS, Node Level Simulators, ns-2 and its sensor network extension.

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)

III B.Tech II Semester

		L	T	P	C
23A31501	**NATURAL LANGUAGE PROCESSING (Professional Elective-III)**	**3**	**0**	**0**	**3**

Course Objective

- Explain and apply fundamental algorithms and techniques in the area of natural language processing(NLP)
- Discuss approaches to syn tax and semantics in NLP.
- Examine current methods for statistical approach esto machine translation.
- Teach machine learning techniques used in NLP.

Course Out comes:

After completion of the course, students will be able to

- Under stand the various NLP Applications and Organization of Natural language, able to learn and implement realistic applications using Python.
- Apply the various Parsing techniques, Bayes Rule, Shannongame, Entropy and Cross Entropy.
- Under stand the fundamentals of CFG and parsers and mechan is msin ATN‘s.
- Apply Semantic Interpretation and Language Modelling.
- Apply the concept of Machine Translation and multilingual Information Retrieval systems and Automatic Summarization.

UNIT- I Introduction to Natural language

The Study of Language, Applications of NLP, Evaluating Language Understanding Systems, Different Levels of Language Analysis, Representations and Understanding, Organization of Natural language Under standing Systems, Linguistic Back ground: An out-line of English Syn tax.

UNIT-II Grammars and Parsing

Grammars and Parsing – Top – Down and Bottom-Up Parsers, Transition Network Grammars, Feature Systems and Augmented Grammars, Morphological Analysis and the Lexicon, Parsing with Features, Augmented Transition Networks, Bayees Rule, Shannongame, Entropy and Cross Entropy.

UNIT-III Grammars for Natural Language

Grammars for Natural Language, Movement Phenomenonin Language, Gap Threading, Human Preferences in Parsing, Shift Reduce Parsers, Deterministic Parsers.

UNIT-IV

Semantic Interpretation

Semantic &Logical form, Word senses &ambiguity, The basic logical form language, Encoding ambiguity in the logical Form, Verbs &States in logical form, The maticroles, Speech acts & embedded sentences, Defining semantics structure model theory.

Language Modelling

Introduction n-Gram Models, Language model Evaluation, Parameter Estimation, Language Model Adaption, Types of Language Models, Language-Specific Modelling Problems, Multilingual and Cross lingual Language Modelling.

UNIT-V

Machine Translation Survey: Introduction, Problems of Machine Translation, Is Machine Translation Possible, Brief History, Possible Approaches, Current Status. Anusaraka or Language Accessor: Background, Cutting the Gordian Knot, The Problem, Structure of Anusaraka System, User Interface, Linguistic Area, Giving up Agreement in Anusarsaka Output, Language Bridges.

Multilingual Information Retrieval

Introduction, Document Pre-processing, Monolingual Information Retrieval, CLIR, MLIR, Evaluation in Information Retrieval, Tools, Software and Resources.

Multilingual Automatic Summarization

Introduction, Approach esto Summarization, Evaluation, How to Builda Summarizer, Competitions and Datasets.

Textbooks:

1. James Allen, Natural Language Understanding, 2nd Edition, 2003, Pearson Education.
2. Multilingual Natural Language Processing Applications: From Theory To Practice- Daniel M.Bikel and ImedZitouni, Pearson Publications.
3. Natural Language Processing, A paninian perspective, Akshar Bharathi, Vineet chaitanya, Prentice –Hall of India.

Reference Books:

1. Charniack, Eugene, Statistical Language Learning, MITPress,1993.
2. Jurafsky, Dan and Martin, James, Speech and Language Processing, 2nd Edition, Prentice Hall,2008.
3. Manning, Christopher and Hen rich, Schutze, Foundations of Statistical Natural Language Processing, MIT Press,1999.

Online Learning Resources:

https://nptel.ac.in/courses/106/105/106105158/http://www.nptelvideos.in/2012/11/natural-language-processing.html

III B.Tech II Semester

23A05603c	**DISTRIBUTED OPERATING SYSTEMS (Professional Elective-III)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives

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

Course Outcomes

- Understand the design approaches of advanced operating systems
- Analyze the design issues of distributed operating systems.
- Evaluate design issues of multi processor operating systems.
- Identify the requirements Distributed File System and Distributed Shared Memory.
- 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, Lam port‘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-Agrawalsa Algorithm, Maekawa‘s Algorithm,Token-Based Algorithms: Suzuki-Kasami‘s Broadcast Algorithm, Singhal‘s Heurisric 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 Mc Graw-Hill Edition 2001

REFERENCE BOOK:

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

III B.Tech II Semester

		L	T	P	C
23A31401P	**MACHINE LEARNING LAB**	**0**	**0**	**3**	**1.5**

Course Objectives:

- To learn about computing central tendency measures and Data pre processing techniques
- To learn about classification and regression algorithms
- To apply different clustering algorithms for a problem.

Software Required: Python/R/Weka

Lab should cover the concepts studied in the course work, sample list of Experiments:

1. Compute Central Tendency Measures: Mean, Median, Mode Measure of Dispersion: Variance, Standard Deviation.
2. Apply the following Pre-processing techniques for a given dataset.
   a. Attribute selection
   b. Handling Missing Values
   c. Discretization
   d. Elimination of Outliers
3. Apply KNN algorithm for classification and regression
4. Demonstrate decision tree algorithm for a classification problem and perform parameter tuning for better results
5. Demonstrate decision tree algorithm for a regression problem
6. Apply Random Forest algorithm for classification and regression
7. Demonstrate Naïve Bayes Classification algorithm.
8. Apply Support Vector algorithm for classification
9. Demonstrate simple linear regression algorithm for a regression problem
10. Apply Logistic regression algorithm for a classification problem
11. Demonstrate Multi-layer Perceptron algorithm for a classification problem
12. Implement the K-means algorithm and apply it to the data you selected. Evaluate performance by measuring the sum of the Euclidean distance of each example from its class center. Test the performance of the algorithm as a function of the parameters K.
13. Demonstrate the use of Fuzzy C-Means Clustering
14. Demonstrate the use of Expectation Maximization based clustering algorithm

III B.Tech II Semester

23A05601P	**CRYPTOGRAPHY AND NETWORK SECURITY LAB**	**L**	**T**	**P**	**C**
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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.