SRINIVASA INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

CHENNAI-HYDERABAD BYPASS ROAD, UKKAYAPALLI, KADAPA-516002

B. Tech (Regular-Full time)

(Effective for the students admitted into II year from the Academic Year **2026-27** onwards)

ARTIFICIAL INTELLIGENCE AND DATA SCIENCE (AI&DS)

IIND YEARS COURSE STRUCTURE AND SYLLABUS

And

B.Tech(Lateral Entry Scheme)

(Effective for the students getting admitted into II year through Lateral Entry Scheme from the Academic Year 2026-27 onwards)

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 and Ethical Human Conduct	2	1	0	3
3	24BCS402T	Database Management Systems	3	0	0	3
4	24BCS301T	Advanced Data Structures and Algorithms Analysis	3	0	0	3
5	25BCS302T	Object Oriented Programming Through Java	3	0	0	3
6	24BCS301P	Advanced Data Structures and Algorithms Analysis Lab	0	0	3	1.5
7	24BCS302P	Object Oriented Programming Through Java Lab	0	0	3	1.5
8	24BCS303P	Python Programming	0	1	2	2
9	24BHS301	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	24BHS402a	Managerial Economics and Financial Analysis	2	0	0	2
2	24BBS402	Statistical methods for Data science	3	0	0	3
3	24BCS301T	Artificial Intelligence	3	0	0	3
4	24BCS401T	Introduction to Data Science	3	0	0	3
5	24BEC402	Digital Logic& Computer Organization	3	0	0	3
6	24BCS301P	Artificial Intelligence Lab	0	0	3	1.5
7	24BCS403P	Data Science using Python Lab	0	0	3	1.5
8	24BCS401P	Full Stack Development-1 Lab	0	1	2	2
9	24BCE401	Design Thinking & Innovation	1	0	2	2
Total			**15**	**1**	**10**	**21**
Mandatory Community Service Project Internship of 08 weeks duration during summer Vacation						

II Year B.Tech. AI & DS – I Semester

L	T	P	C
3	0	0	3

(24BCS402T) DATABASE MANAGEMENT SYSTEMS

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

- Understand the basic concepts of database management systems (L2)
- Analyze a given database application scenario to use ER model for conceptual design of the database (L4)
- Utilize SQL proficiently to address diverse query challenges (L3).
- Employ normalization methods to enhance database structure (L3)
- 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.

Textbooks:

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, Corlos Coronel, Steven Morris, Peter Robb, Cengage Learning.

Web-Resources:

1. https://nptel.ac.in/courses/106/105/106105175/
2. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_012758066672820224 56_shared/overview

II Year B.Tech. AI & DS – I Semester

L	T	P	C
3	0	0	3

(24BCS301T) ADVANCED DATA STRUCTURES & ALGORITHM ANALYSIS

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

- Illustrate the working of the advanced tree data structures and their applications (L2)
- Understand the Graph data structure, traversals and apply them in various contexts. (L2)
- Use various data structures in the design of algorithms (L3)
- Recommend appropriate data structures based on the problem being solved (L5)
- Analyze algorithms with respect to space and time complexities (L4)
- Design new algorithms (L6)

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

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/C++ Ellis Horowitz, SartajSahni, SanguthevarRajasekaran2nd 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. Abdul Bari,1. Introduction to Algorithms (youtube.com)

II Year B.Tech. AI & DS – I Semester

L	T	P	C
3	0	0	3

(24BCS302T) OBJECT-ORIENTED PROGRAMMING THROUGH JAVA

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

- Analyze problems, design solutions using OOP principles, and implement them efficiently in Java. (L4)
- Design and implement classes to model real-world entities, with a focus on attributes, behaviors, and relationships between objects (L4)
- Demonstrate an understanding of inheritance hierarchies and polymorphic behaviour, including method overriding and dynamic method dispatch. (L3)
- Apply Competence in handling exceptions and errors to write robust and fault-tolerant code. (L3)
- 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)
- Choose appropriate data structure of Java to solve a problem (L6)

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.

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)

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, Result Set 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)

Textbooks:

1. JAVA one step ahead, Anitha Seth, B.L.Juneja, Oxford.
2. Joy with JAVA, Fundamentals of Object Oriented Programming, DebasisSamanta, MonalisaSarma, Cambridge, 2023.
3. JAVA 9 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_012880464547618 816347_shared/overview

II Year B.Tech. AI & DS – I Semester

L	T	P	C
0	0	3	1.5

(24BCS301P) ADVANCED DATA STRUCTURES & ALGORITHM ANALYSIS LAB

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

- Design and develop programs to solve real world problems with the popular algorithm design methods. (L5)
- Demonstrate an understanding of Non-Linear data structures by developing implementing the operations on AVL Trees, B-Trees, Heaps and Graphs. (L2)
- Critically assess the design choices and implementation strategies of algorithms and data structures in complex applications. (L5)
- Utilize appropriate data structures and algorithms to optimize solutions for specific computational problems. (L3)
- Compare the performance of different of algorithm design strategies (L4)
- Design algorithms to new real world problems (L6)

Experiments covering the Topics:

- Operations on AVL trees, B-Trees, Heap Trees
- Graph Traversals
- Sorting techniques
- Minimum cost spanning trees
- Shortest path algorithms
- 0/1 Knapsack Problem
- Travelling Salesperson problem
- Optimal Binary Search Trees
- N-Queens Problem
- Job Sequencing

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 bi-connected components in a given graph.
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, SahniSartaj, Mehta, Dinesh, 2nd Edition, Universities Press
2. Computer Algorithms/C++ Ellis Horowitz, SartajSahni, SanguthevarRajasekaran, 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

II Year B.Tech. AI & DS – I Semester

L	T	P	C
0	0	3	1.5

(24BCS302P) OBJECT-ORIENTED PROGRAMMING THROUGH JAVA LAB

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

- Demonstrate a solid understanding of Java syntax, including data types, control structures, methods, classes, objects, inheritance, polymorphism, and exception handling. (L2)
- Apply fundamental OOP principles such as encapsulation, inheritance, polymorphism, and abstraction to solve programming problems effectively. (L3)
- Familiar with commonly used Java libraries and APIs, including the Collections Framework, Java I/O, JDBC, and other utility classes. (L2)
- Develop problem-solving skills and algorithmic thinking, applying OOP concepts to design efficient solutions to various programming challenges. (L3)
- Proficiently construct graphical user interface (GUI) applications using JavaFX (L4)
- Develop new programs for solving typical computer science problems (L6)

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.

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 implement 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

Exercise – 9

a) Write a java program that connects to a database using JDBC

b) Write a java program to connect to a database using JDBC and insert values into it.

c) Write a java program to connect to a database using JDBC and delete values from it

Text Books:

1. JAVA one step ahead, Anitha Seth, B.L.Juneja, Oxford.
2. Joy with JAVA, Fundamentals of Object Oriented Programming, DebasisSamanta, MonalisaSarma, Cambridge, 2023.
3. JAVA 9 for Programmers, Paul Deitel, Harvey Deitel, 4th Edition, Pearson.

References Books:

1. The complete Reference Java, 11th edition, 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_012880464547 618816347_shared/overview

II Year B.Tech. AI& DS– I Semester

L	T	P	C
0	1	2	2

(24BCS303) PYTHON PROGRAMMING (SKILL ENHANCEMENT COURSE)

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

- Classify data structures of Python (L4)
- Apply Python programming concepts to solve a variety of computational problems (L3)
- 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)
- Become proficient in using commonly used Python libraries and frameworks such as JSON, XML, NumPy, pandas (L2)
- Exhibit competence in implementing and manipulating fundamental data structures such as lists, tuples, sets, dictionaries (L3)
- Propose new solutions to computational problems (L6)

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.
4. Demonstrate the following Operators in Python with suitable examples.
   i) Arithmetic Operators ii) Relational Operators iii) Assignment Operatorsiv) 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, Using zip() 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.

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

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

II Year B.Tech. AI & DS – II Semester

L	T	P	C
3	0	0	3

(24BCS301T) ARTIFICIAL INTELLIGENCE

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 Mackworth, 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

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L	T	P	C
3	0	0	3

(24BCS401T) INTRODUCTION TO DATA SCIENCE

COURSE OBJECTIVES: From the course the student will learn

- Knowledge and expertise to become a data scientist.
- Essential concepts of statistics and machine learning that are vital for data science;
- Significance of exploratory data analysis (EDA) in data science.
- Critically evaluate data visualizations presented on the dashboards
- Suitability and limitations of tools and techniques related to data science process

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

- Understand significance of Data Science. (L2)
- Analyze large data(L4)
- Apply machine learning in Data Science (L3)
- Perform Data reduction and apply visualization techniques. (L3)

UNIT I: Introduction to Data science, benefits and uses, facets of data, data science process in brief, big data ecosystem and data science
Data Science process: Overview, defining goals and creating project charter, retrieving data, cleansing, integrating and transforming data, exploratory analysis, model building, presenting findings and building applications on top of them

Unit II: Applications of machine learning in Data science, role of ML in DS, Python tools like sklearn, modelling process for feature engineering, model selection, validation and prediction, types of ML, semi-supervised learning
Handling large data: problems and general techniques for handling large data, programming tips for dealing large data, case studies on DS projects for predicting malicious URLs, for building recommender systems

UNIT III: No SQL movement for handling Big data: Distributing data storage and processing with Hadoop framework, case study on risk assessment for loan sanctioning, ACID principle of relational databases, CAP theorem, base principle of NoSQL databases, types of NoSQL databases, case study on disease diagnosis and profiling

UNIT IV: Tools and Applications of Data Science: Introducing **Neo4j**for dealing with graph databases, graph query language **Cypher**, Applications graph databases, Python libraries like nltk and SQLite for handling Text mining and analytics, case study on classifying Reddit posts

UNIT V: Data Visualization and Prototype Application Development: Data Visualization options, Cross filter, the JavaScript Map Reduce library, Creating an interactive dashboard with dc.js, Dashboard development tools.
Applying the Data Science process for real world problem solving scenarios as a detailed case study.

Textbook:

1) Davy Cielen, Arno D.B.Meysman, and Mohamed Ali, —Introducing to Data Science using Python tools‖, Manning Publications Co, Dreamtech press, 2016
2) Prateek Gupta, —Data Science with Jupyter‖ BPB publishers, 2019 for basics

Reference Books:

1) Joel Grus, —Data Science From Scratch‖, OReilly, 2019
2) Doing Data Science: Straight Talk From The Frontline, 1 st Edition, Cathy O'Neil and Rachel Schutt, O'Reilly, 2013

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L	T	P	C
0	0	3	1.5

(24BCS301P) ARTIFICIAL INTELLIGENCE LAB

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

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L	T	P	C
0	0	3	1.5

(24BCS403) DATA SCIENCE USING PYTHON LAB

Course Objectives:

- The main objective of the course is to inculcate the basic understanding of Data Science and its practical implementation using Python.

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

- Apply principles and techniques for optimizing the performance of Python applications (L3)
- Implement parallel computing applications using Python (L5)
- Develop GPU accelerated Python applications (L6)

List of Experiments

1. Creating a NumPy Array
   a. Basic ndarray
   b. Array of zeros
   c. Array of ones
   d. Random numbers in ndarray
   e. An array of your choice
   f. Imatrix in NumPy
   g. Evenly spaced ndarray
2. The Shape and Reshaping of NumPy Array
   a. Dimensions of NumPy array
   b. Shape of NumPy array
   c. Size of NumPy array
   d. Reshaping a NumPy array
   e. Flattening a NumPy array
   f. Transpose of a NumPy array
3. Expanding and Squeezing a NumPy Array
   a. Expanding a NumPy array
   b. Squeezing a NumPy array
   c. Sorting in NumPy Arrays
4. Indexing and Slicing of NumPy Array
   a. Slicing 1-D NumPy arrays
   b. Slicing 2-D NumPy arrays
   c. Slicing 3-D NumPy arrays
   d. Negative slicing of NumPy arrays
5. Stacking and Concatenating Numpy Arrays
   a. Stacking ndarrays
   b. Concatenating ndarrays
   c. Broadcasting in Numpy Arrays

6. Perform following operations using pandas
   a. Creating dataframe
   b. concat()
   c. Setting conditions

7. Perform following operations using pandas
   a. Filling NaN with string
   b. Sorting based on column values
   c. groupby()
8. Read the following file formats using pandas
   a. Text files
   b. CSV files
   c. Excel files
   d. JSON files
9. Read the following file formats
   a. Pickle files
   b. Image files using PIL
   c. Multiple files using Glob
   d. Importing data from database
10. Demonstrate web scraping using python
11. Perform following preprocessing techniques on loan prediction dataset
    a. Feature Scaling
    b. Feature Standardization
    c. Label Encoding
    d. One Hot Encoding
12. Perform following visualizations using matplotlib
    a. Bar Graph
    b. Pie Chart
    c. Box Plot
    d. Histogram
    e. Line Chart and Subplots
    f. Scatter Plot
13. Getting started with NLTK, install NLTK using PIP
14. Python program to implement with Python Sci Kit-Learn & NLTK
15. Python program to implement with Python NLTK/Spicy/Py NLPI.

Web References:

1. https://www.analyticsvidhya.com/blog/2020/04/the-ultimate-numpy-tutorial-for-data-science-beginners/
2. https://www.analyticsvidhya.com/blog/2021/07/data-science-with-pandas-2-minutes-guide-to-key-concepts/
3. https://www.analyticsvidhya.com/blog/2020/04/how-to-read-common-file-formats-python/
4. https://www.analyticsvidhya.com/blog/2016/07/practical-guide-data-preprocessing-python-scikit-learn/
5. https://www.analyticsvidhya.com/blog/2020/02/beginner-guide-matplotlib-data-visualization-exploration-python/6.
6. https://www.nltk.org/book/ch01.html

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L	T	P	C
0	1	2	2

(24BCS401) FULL STACK DEVELOPMENT – 1
(Skill Enhancement Course)

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:
- CO1: Design Websites. (L6)
- CO2: Apply Styling to web pages. (L4)
- CO3: Make Web pages interactive. (L6)
- CO4: Design Forms for applications. (L6)
- CO5: Choose Control Structure based on the logic to be implemented. (L3)
- CO6: Understand HTML tags, Attributes and CSS properties (L2)

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
- Node.js

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

2. HTML Tables, Forms and Frames

- Write a HTML program, to explain the working of tables. (use tags: <table>, <tr>, <th>, <td> and attributes: border, rowspan, colspan.

- 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.).
- 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).
- 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
   - Simple selector (element, id, class, group, universal)
   - Combinator selector (descendant, child, adjacent sibling, general sibling)
   - Pseudo-class selector
   - Pseudo-element selector
   - 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

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 aprogram 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. Java script Functions and Events

a. Design a appropriate function should be called to display
   - Factorial of that number
   - Fibonacci series up to that number
   - Prime numbers up to that number
   - Is it palindrome or not
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
   8. Factorial of that number
   9. Fibonacci series up to that number
   10. Prime numbers up to that number
   11. 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)

Textbooks:

1. Programming the World Wide Web, 7th Edition, Robet W Sebesta, Pearson, 2013.
2. Web Programming with HTML5, CSS and JavaScript, John Dean, Jones & Bartlett Learning, 2019 (Chapters 1-11).
3. Pro MERN Stack: Full Stack Web App Development with Mongo, Express, React, and Node, Vasan Subramanian, 2nd edition, APress, O'Reilly.

Web Links:

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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