BONAM VENKATA CHALAMAYYA INSTITUTE OF TECHNOLOGY & SCIENCE- An AUTONOMOUS INSTITUTION

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

COURSE STRUCTURE

B.Tech CSE (BR-23 Regulations)

For COMPUTER SCIENCE & ENGINEERING

PROGRAMME

(Applicable for batches admitted from 2023-24)

BONAM VENKATA CHALAMAYYA INSTITUTE OF TECHNOLOGY & SCIENCE
(An AUTONOMOUS INSTITUTION, APPROVED BY AICTE-NEW DELHI, PERMANENTLY AFFILIATED TO JNTUK-KAKINADA, ACCREDITED BY NAAC 'A' GRADE, 2 PROGRAMMES (CSE,EEE) ACCREDITED BY NBA (For A.Y 2023-24 to 2025-26)
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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

I-B.Tech– I Semester

S.No.	CODES	Title	L/D	T	P	Credits
1	23BS1T03	Chemistry	3	0	0	3
2	23BS1T02	Linear Algebra and Calculus	3	0	0	3
3	23ES1T03	Basic Civil & Mechanical Engineering	3	0	0	3
4	23ES1T04	Engineering Graphics	1	0	4	3
5	23ES1T02	Introduction To Programming	3	0	0	3
6	23ES1L03	I T Work Shop	0	0	2	1
7	23BS1L02	Chemistry Lab	0	0	2	1
8	23ES1L02	Computer Programming Lab	0	0	3	1.5
9	23ES1L04	Engineering Workshop Lab	0	0	3	1.5
10	23HM1L03	NSS/NCC/Scouts & Guides/ Community Service	-	-	1	0.5
Total			**13**		**15**	**20.5**

I-B.Tech– II Semester

S. N0	**CODES**	**Title**	**L/D**	**T**	**P**	**Credits**
1	23HM2T01	Communicative English	2	0	0	2
2	23BS2T01	Engineering Physics	3	0	0	3
3	23BS2T04	Differential Equations & Vector Calculus	3	0	0	3
4	23ES2T01	Basic Electrical & Electronics Engineering	3	0	0	3
5	23CS2T01	Data Structures	3	0	0	3
6	23HM2L01	Communicative English Lab	0	0	2	1
7	23BS2L01	Engineering Physics Lab	0	0	2	1
8	23ES2L01	Electrical & Electronics Engineering Workshop	0	0	3	1.5
9	23CS2L01	Data Structures Lab	0	0	3	1.5
10	23HM2L02	Health and Wellness, Yoga and Sports	-	-	1	0.5
Total			**14**		**11**	**19.5**

II-B.Tech– I Semester

S.No.	Category	Title	L	T	P	Credits
1	23BS3T04	Discrete Mathematics & Graph Theory	3	0	0	3
2	23HM3T01	Universal human values – understanding harmony and Ethical human conduct	2	1	0	3
3	23ES3T04	Digital Logic &Computer Organization	3	0	0	3
4	23CS3T02	Advanced Data Structures & Algorithm Analysis	3	0	0	3
5	23CS3T03	Object Oriented Programming Through Java	3	0	0	3
6	23CS3L02	Advanced Data Structures and Algorithm Analysis Lab	0	0	3	1.5
7	23CS3L03	Object Oriented Programming Through Java Lab	0	0	3	1.5
8	23SC3L04	Python Programming	0	1	2	2
9	23NC3T01	Environmental Science	2	0	0	-
Total			**16**	**2**	**8**	**20**

II-B.Tech– II Semester

S.No.	Category	Title	L	T	P	Credits
1	23HM4T02	Managerial Economics and Financial Analysis	2	0	0	2
2	23BS4T05	Probability & Statistics	3	0	0	3
3	23CS4T04	Operating Systems	3	0	0	3
4	23CS4T05	Database Management Systems	3	0	0	3
5	23CS4T06	Software Engineering	2	1	0	3
6	23CS4L04	Operating Systems Lab	0	0	3	1.5
7	23CS4L05	Database Management Systems Lab	0	0	3	1.5
8	23SC4L08	Full Stack Development –I	0	1	2	2
9	23ES4L01	Design Thinking &Innovation	1	0	2	2
Total			14	2	10	21
Mandatory Community Service Project Internship of 08 weeks duration during summer vacation						

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COMPUTER SCIENCE & ENGINEERING
III-B.Tech– I Semester

S. No	Category	Subject code	Title	L	T	P	Credits
1	Professional Core	23CS5T01	Data Warehousing and Data Mining	3	0	0	3
2	Professional Core	23CS5T02	Computer Networks	3	0	0	3
3	Professional Core	23CS5T03	Formal Languages and Automata Theory	3	0	0	3
4	Professional Elective-I	23CS5D01	Object Oriented Analysis and Design	3	0	0	3
		23CS5D02	Artificial Intelligence				
		23CS5D03	Quantum Computing				
		23CS5D04	12 week MOOC Swayam/ NPTEL course recommended by the BoS				
5	Open Elective-I	23HM5E01	OR Entrepreneurship Development & Venture Creation	3	0	0	3
6	Professional Core	23CS5L01	Data Mining Lab	0	0	3	1.5
7	Professional Core	23CS5L02	Computer Networks Lab	0	0	3	1.5
8	Skill Enhancement course	23SC5L04	Full Stack development-2	0	1	2	2
9	Engineering Science	23ES5L03	Tinkering Lab (User Interface Design using Flutter) / SWAYAM Plus - Android Application Development (with Flutter)	0	0	2	1
10	Professional Core	23CS5I01	Evaluation of Community Service Internship	-	-	-	2
Total				15	1	10	23

MC			Minor Course (Student may select from the same specialized minors pool)	3	0	0	3
MC			Minor Course through SWAYAM/NPTEL (minimum 12 week, 3 credit course)	3	0	0	3
HC			Honors Course(Student may select from the same honors pool)	3	0	0	3
HC			Honors Course(Student may select from the same honors pool)	3	0	0	3

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COMPUTER SCIENCE & ENGINEERING
III-B.Tech– II Semester

S. No	Category	Subject code	Title	L	T	P	Credits
1	Professional Core	23CS6T01	Compiler Design	3	0	0	3
2	Professional Core	23CS6T02	Cloud Computing	3	0	0	3
3	Professional Core	23CS6T03	Cryptography & Network Security	3	0	0	3
4	Professional Elective-II	23CS6D01	Software Testing Methodologies	3	0	0	3
		23CS6D02	Cyber Security				
		23CS6D03	DevOps				
		23CS6D04	Machine Learning				
		23CS6D05	12 week MOOC Swayam/NPTEL course recommended by the BoS				
5	Professional Elective-III	23CS6D06	Software Project Management	3	0	0	3
		23CS6D07	Mobile Adhoc Networks				
		23CS6D08	Natural Language Processing				
		23CS6D09	Big Data Analytics				
		23CS6D10	Distributed Operating System				
		23CS6D11	12 week MOOC Swayam/NPTEL course recommended by the BoS				
6	Open Elective – II						
7	Professional Core	23CS6L01	Cloud Computing Lab	0	0	3	1.5
8	Professional Core	23CS6L02	Cryptography & Network Security Lab	0	0	3	1.5
9	Skill Enhancement course	23SC6L04	Soft skills / / SWAYAM Plus - 21st Century Employability Skills	0	1	2	2
10	Audit Course	23NC6T01	Technical Paper Writing &IPR	0	0	2	1
TOTAL				15	1	10	23
Mandatory Industry Internship / Mini Project of 08 weeks duration during summer vacation							

MC	Minor Course (Student may select from the same specialized minors pool)	3	0	3	4.5
MC	Minor Course through SWAYAM/NPTEL (minimum 12 week, 3 credit course)	3	0	0	3
HC	Honors Course (Student may select from the same honors pool)	3	0	0	3
HC	Honors Course (Student may select from the same honors pool)	3	0	0	3

COMPUTER SCIENCE & ENGINEERING
IV-B.Tech– I Semester

S. N	Category	Subject code	Title	L	T	P	Credits
1	Professional Core	23CS7T01	Deep Learning	2	1	0	3
2	Management Course- II		Human Resources & Project Management	2	0	0	2
3	Professional Elective-IV	23CS7D01	Software Architecture & Design Patterns	3	0	0	3
		23CS7D02	Block chain Technology				
		23CS7D03	Augmented Reality & Virtual Reality				
		23CS7D04	Internet of Things				
		23CS7D05	12 week MOOC Swayam/NPTEL course recommended by the BoS				
4	Professional Elective-V	23CS7D06	Agile methodologies	3	0	0	3
		23CS7D07	Generative AI				
		23CS7D08	Computer Vision				
		23CS7D09	Cyber Physical Systems				
		23CS7D10	12 week MOOC Swayam/NPTEL course recommended by the BoS				
5	Open Elective-III			3	0	0	3
6	Open Elective-IV			3	0	0	3
7	Skill Enhancement Course	23SC7L04	Prompt Engineering/ SWAYAM Plus - Certificate program in Prompt Engineering and ChatGPT	0	1	2	2
8	Audit Course	23NC7T01	Constitution of India	2	0	0	-
9	Internship	23CS7I01	Evaluation of Industry Internship / Mini Project	-	-	-	2
			Total	**18**	**2**	**02**	**21**
MC			Minor Course (Student may select from the same specialized	3	0	0	3

		minors pool)				
HC		Honors Course (Student may select from the same honors pool)	3	0	0	3
HC		Honors Course (Student may select from the same honors pool)	3	0	0	3

COMPUTER SCIENCE & ENGINEERING

IV-B.Tech– II Semester

S.No.	Subject Code	Category	Title	L	T	P	Credits
1	23CS8P01	Internship & Project Work	Full semester Internship & Project Work	0	0	24	12

Note : Student need to do at least ONE MOOC/NPTEL Course (of 3 credits out of 160 credits) to meet the mandatory requirement (11th criteria, as per R23 Regulations); they are allowed to register one semester in advance

Open Electives, offered to other department students:

Open Elective I: 23CS5E01- Principles of Operating Systems/
23CS5E02 -Computer Organization and Architecture

Open Elective II: 23CS6E01-Principles of Database Management Systems/
23CS6E02-Introduction to Machine Learning

Open Elective III: 23CS7E01-Object Oriented Programming Through Java/
23CS7E02-Introduction to Internet of Things.

Open Elective IV: 23CS7E03- Principles of Software Engineering /
23CS7E04-Computer Networks

Minor Engineering

Note:

1. *To obtain Minor Engineering, student needs to obtain 18 credits by successfully completing any of the following courses in the concern stream.*
2. *During Minor/Honors Course selection, there should not be any overlapping with Regular/Major/OPEN Electives*

Minor in CSE

Code	Subject Title	L-T-P-C	Sem
23CSMT01	Operating Systems	3-0-0-3	II-II
23CSMT02	Principles of Software Engineering	3-0-0-3	III-I
23CSMT03	Advanced Data Structures & Algorithm Analysis	3-0-0-3	III-II
23CSML01	Advanced Data Structures & Algorithm Analysis Lab	0-0-3-1.5	III-II
23CSMT04	Artificial Intelligence: Concepts and Techniques	3-0-0-3	MOOCS
23CSMT05	Principles of Database Management Systems	3-0-0-3	IV-I
23CSML02	Database Management Systems Lab	0-0-3-1.5	IV-I
23CSMT06	Machine Learning and Deep Learning - Fundamentals and Applications	3-0-0-3	MOOCS
23CSMT07	Fundamentals of Object Oriented Programming	3-0-0-3	MOOCS
23CSMT08	Discrete Mathematics for CS	3-0-0-3	MOOCS
23CSMT09	Software Engineering	3-0-0-3	MOOCS
23CSMT10	The Joy of Computing using Python	3-0-0-3	MOOCS
23CSMT11	Data Analytics with Python	3-0-0-3	MOOCS

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COURSES OFFERED FOR HONORS DEGREE IN CSE

Note: ***To obtain Honor's degree, student needs to obtain 18 credits by successfully completing any of the following courses in the concern stream.***

Code	Subject Title	L-T-P-C	Sem
23CSHT01	Artificial Neural Networks	3-0-0-3	II-II
23CSHT02	Cyber Security	3-0-0-3	III-I
23CSHT03	Deep Learning for Natural Language Processing	3-0-0-3	III-II
23CSHT04	Reinforcement Learning	3-0-0-3	IV-I
23CSHT05	Computer Vision	3-0-0-3	
23CSHT06	Introduction to Data Science	3-0-0-3	
23CSHT07	**Social Network Analysis**	3-0-0-3	MOOCS
23CSHT08	**Design & Implementation of Human-Computer Interfaces**	3-0-0-3	MOOCS
23CSHT09	**Quantum Algorithms and Cryptography**	3-0-0-3	MOOCS
23CSHT10	**Prompt Engineering for Generative AI**	3-0-0-3	MOOCS
23CSHT11	**Reinforcement Learning**	3-0-0-3	MOOCS
23CSHT12	**GPU Architecture and Programming**	3-0-0-3	MOOCS
23CSHT13	Applied Linear Algebra in AI & ML	3-0-0-3	MOOCS
23CSHT14	Cryptography and Network Security	3-0-0-3	MOOCS
23CSHT15	Privacy and Security in Online Social Media	3-0-0-3	MOOCS
23CSHT16	Computer Vision	3-0-0-3	MOOCS
23CSHT17	Applied Time-Series Analysis	3-0-0-3	MOOCS
23CSHT18	Parallel Computer Architecture	3-0-0-3	MOOCS
23CSHT19	Computational Complexity	3-0-0-3	MOOCS
23CSHT20	Unmanned Arial Systems & Robotics	3-0-0-3	MOOCS

Note: Will add any advanced NPTEL courses introduced by SWAYAM/NPTEL in future with the consent of hon'ble BOS members through email communication.

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Course Code: 23BS1T03

CHEMISTRY

(Common to CSE, IT, AI&DS, AI&ML)

Semster:I

L	T	P	C
3	0	0	3

Course Objectives:

- To familiarize engineering chemistry and its applications
- To train the students on the principles and applications of electrochemistry andpolymers

Course Outcomes:

CO1: Apply the principle of Band diagrams in the application of conductors andsemiconductors
CO2: Utilize the theory of Construction of electrodes, batteries and fuel cells in redesigning new engineering products
CO3: Summerize the importance of engineering materials like nano materials.
CO4: Explain the preparation, properties, and applications of thermoplastics & thermosetting & elastomers conducting polymers
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 hetero nuclear diatomic molecules – energy level diagrams of O_2 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 (N-type& P-type)
Super conductors-Introduction basic concept, applications.(Type I& Type II)
Super capacitors: Introduction, Basic Concept, Classification, Applicatitions .
Nano materials: Introduction, classification, properties and applications of Fullerenes, carbon nano tubes and Graphines 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 batteriesincluding 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 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 transition, Instrumentation, IR spectroscopies, fundamental modes and selection rules, Instrumentation. Chromatography-Basic Principle, Classification-HPLC: Principle, Instrumentation and Applications.

Textbooks:

1. Jain and Jain, Engineering Chemistry, 16/e, Dhanpat Rai, 2013.
2. Peter Atkins, Julio de Paula and James Keeler, 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
4. Prasanta Rath Engineering Chemistry, CENGAGE Learning
5. Shikha Agarwal , Engineering Chemistry Fundamentals and Applications, Cambridge 2nd Edition

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Course Code: 23BS1T02

LINEAR ALGEBRA & CALCULUS

(Common to All Branches of Engineering)

Semster:I

L	T	P	C
3	0	0	3

Course Objectives:

To equip the students with standard concepts and tools at an intermediate to advanced levelmathematics 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, student will be able to:

CO1:	Find the Rank of a matrix and Solve the system of linear equations.
CO2:	find the inverse and power of a matrix by using Cayley-Hamilton theorem and reduce the Quadratic form into canonical form.
CO3:	Understand the geometrical interpretation of Mean value theorems and expand the given function as a power series
CO4:	Familiarize with functions of several variables, which is useful in optimization.
CO5:	Familiarize with double and triple integrals of functions of several variables in two dimensions using Cartesian and polar coordinates and three dimensions using cylindrical and spherical coordinates.

Unit-I:Linear Transformations (10 Periods):

Rank of a matrix by echelon form, normal form and PAQ 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:Eigenvalues, Eigenvectors and Orthogonal Transformation (10 Periods):

Eigenvalues, Eigenvectors and their properties, 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 canonicalform by Orthogonal Transformation.

Unit-III:Calculus (10 periods):

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

Unit-IV:Partial differentiation and Applications (Multi variable calculus) (10 periods):

Functions of several variables: Continuity and Differentiability, Partial derivatives, total derivatives, chain rule, Euler's theorem, 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) (10 periods):

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).

Text Books:

1. Higher Engineering Mathematics, B. S. Grewal, Khanna Publishers, 2017, 44th Edition
2. Higher Engineering Mathematics, B.V. Ramana, Mc Graw Hill Education (India) PrivateLimited. Nineteenth edition.

Reference Books:

1. Advanced Engineering Mathematics, Erwin Kreyszig, John Wiley & Sons, 2018, 10th Edition
2. Advanced Engineering Mathematics, R. K. Jain and S. R. K. Iyengar, Alpha Science International Ltd., 2021 5th Edition (9th reprint).
3. Advanced Modern Engineering Mathematics, Glyn James, Pearson publishers, 2018, 5th Edition.
4. Advanced Engineering Mathematics, Micheael Greenberg, Pearson publishers, 9th edition
5. Linear Algebra & Calculus, S. Chand Publications,2023,TKV Iyengar, B Krishna Gandhi, S Ranganatham, MVSSN Prasad.
6. Thomas Calculus, George B. Thomas, Maurice D. Weir and Joel Hass, Pearson Publishers, 2018,14th Edition.

Course Code: 23ES1T03

BASIC CIVIL AND MECHANICAL ENGINEERING

(Common to CSE, IT, CSE-AI&DS, AI&ML)

Semster:I

L	T	P	C
3	0	0	3

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- Geotechnical engineering: Formation of soil, three phase system of soil , basic definitions.

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:

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

Reference Books:

Surveying, Vol- I and Vol-II, S.K. Duggal, Tata McGraw Hill Publishers 2019. Fifth Edition.
Hydrology and Water Resources Engineering, Santosh Kumar Garg, Khanna Publishers, Delhi. 2016
Irrigation Engineering and Hydraulic Structures - Santosh Kumar Garg, Khanna Publishers, Delhi 2023. 38th Edition.
Highway Engineering, S.K.Khanna, C.E.G. Justo and Veeraraghavan, Nemchand and Brothers Publications 2019. 10th Edition.
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 power plants.
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 their applications.

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:

Internal Combustion Engines by V.Ganesan, By Tata McGraw Hill publications (India) Pvt. Ltd.

A text book of Theory of Machines by S.S. Rattan, Tata McGraw Hill Publications, (India) Pvt. Ltd.

An introduction to Mechanical Engg by Jonathan Wicker and Kemper Lewis, Cengage learning India Pvt. Ltd.

Reference Books:

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

BONAM VENKATA CHALAMAYYA INSTITUTE OF TECHNOLOGY & SCIENCE
(An AUTONOMOUS INSTITUTION, APPROVED BY AICTE-NEW DELHI, PERMANENTLY AFFILIATED TO JNTUK-KAKINADA, ACCREDITED BY NAAC 'A' GRADE, 2 PROGRAMMES (CSE,EEE) ACCREDITED BY NBA (For A.Y 2023-24 to 2025-26)
Post Box: 26, Amalapuram 533201, Dr.B R Ambedkar Konaseema Dt., A.P.

Course Code: 23ES1T04

ENGINEERING GRAPHICS

(Common to CSE, IT, CSE-AI&DS, AI&ML)

Semster:I

L	T	P	C
1	0	4	3

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 another plane.

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 drawing 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.

Course Code: 23ES1T02

INTRODUCTION TO PROGRAMMING

(Common to All Branches)

Semster:I

L	T	P	C
3	0	0	3

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

UNIT II Control Structures

Keywords, Storage Classes, 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, String manipulation functions.

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, Dynamic memory allocation(DMA).

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. Recursive function and examples, Scopeand 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

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 Problem Solving Approach, Forouzan, Gilberg, Prasad, CENGAGE, 3rd edition

Course Code: 23ES1L03

IT WORKSHOP

(Common to CSE, IT, CSE-AIDS, AIML)

Semster:I

L	T	P	C
0	0	2	1

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 throughthe 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 bothWindows 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 configuredas 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 WWWon 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 howto 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 customizetheir 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 TeXand 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 helpand 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 sentencesto 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 storyor a description of a scene, and let the model generate the rest of the content. This can be a funway 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 tosee 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.

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Post Box: 26, Amalapuram 533201, Dr.B R Ambedkar Konaseema Dt., A.P.

Course Code: 23BS1L02

CHEMISTRY LAB

(Common to CSE, IT, AI&DS, AI&ML)

Semster:I

L	T	P	C
0	0	2	1

Course Objectives:
Verify the fundamental concepts with experiments.

Course Outcomes: At the end of the course, student will be able to:
- **CO1:** Determine the cell constant and conductance 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 photometric method
2. Conductometric titration of strong acid vs. strong base
3. Conductometric 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 nonmaterial's by precipitation method
12. Estimation of Ferrous Iron by Dichrometry
13. Determination of Hardness of a ground water sample
14. Estimation of dissolved oxygen in given water sample
15. Estimation of Vitamin –C in ascorbic acid
16. Estimation of mohrs salt solution by using standard $KMnO_4$ solution
17. Estimation of HCL solutions by using standard Na_2CO_3 solution

References:

1. Vogel's Quantitative Chemical Analysis 6th Edition 6th Edition" Pearson Publicationsby J. Mendham, R.C.Denney, J.D.Barnes and B. Sivasankar.

Course Code: 23ES1L02

COMPUTER PROGRAMMING LAB

(Common to All branches)

Semster:I

L	T	P	C
0	0	3	1.5

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 writingthe 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 seriesof finite steps both using textual notation and graphic notation.

Suggested Experiments /Activities:

Tutorial 2: Problem-solving using Algorithms and Flow charts.
Lab 2: 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 IIWEEK 4

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

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 IIIWEEK7:

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 samewithout 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 VWEEK11:

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.

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 functionsthat 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 thedifferences 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

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

Course Code: 23ES1L04

ENGINEERING WORKSHOP

(Common to CSE, IT, CSE-AI&DS, AI&ML)

Semster:I

L	T	P	C
0	0	3	1.5

Course Objectives:
To familiarize students with wood working, sheet metal operations, fitting, electrical house wiring skills, and basic repairs of two-wheeler vehicle.

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. Half – Lap joint b) Mortise and Tenon 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) Godown 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 joints with coupling for same diameter and with reducer for different diameters.
9.Basic repairs of Two-wheeler vehicle – Demonstration of working of two-wheeler vehicle and its repairs.

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

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

Course Code: 23HM1L03

NSS/NCC/SCOUTS & GUIDES/COMMUNITY SERVICE

(Common to CSE, IT, CSE-AI&DS, AI&ML)

Semster:1

L	T	P	C
0	0	1	0.5

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-releasing road 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- Surveyin 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 Service Scheme* 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.

Course Code: 23HM2T01

COMMUNICATIVE ENGLISH

(Common to CSE, IT, CSE-AI&DS, AI&ML)

Semester: II

L	T	P	C
2	0	0	2

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: After completing this course the student will be able to:

CO1	Understand the context, topic, and pieces of specific information from social or Transactional dialogues and respond to them in the form of conversations along with making Oral Presentations.
CO2	To write sentences, paragraphs and essays with appropriate grammatical structures and other language elements.
CO3	Organize ideas in a logical and coherent manner in both spoken and written forms.
CO4	Evaluate reading/listening texts and to write summaries based on global comprehension of these texts.
CO5	Write formal written communication in the forms of Letters, E-Mails, Resume, Cover Letters and Report writing.

UNIT I

Lesson: HUMAN VALUES: Gift of Magi **(Short Story) 1O Hrs**

Listening: Identifying the topic, the context and specific pieces of information by listening to short audio texts and answering a series of questions. (English Communication Skills Lab software is used for emphasizing more on Listening Skills in the lab)

Speaking: Asking and answering general questions on familiar topics such as home, family, work, studies and interests; introducing oneself and others. Narrating stories, incidents and processes. (Will be dealt in lab)

Reading: Skimming to get the main idea of a text; scanning to look for specific pieces ofinformation.

Writing: Remedial teaching of writing mechanics - Capitalization, Spellings, Punctuation-Parts of Sentences.

Grammar: Remedial teaching of Parts of Speech, Basic Sentence Structures- forming questions.

Vocabulary: Content based 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. Listening to various poems on nature on different themes. (English Communication Skills Lab software is used for emphasizing more on Listening Skills in the lab)

Speaking: Discussion in pairs/small groups on specific topics followed by short structure talks. Discussions based on nature related topics to sensitize students towards nature related issues in their environment.

Reading: Identifying sequence of ideas; recognizing verbal techniques that help to linkthe ideas in a paragraph together.

Writing: Creative writing and reading comprehending and interpreting poems and other creative works. Structure of a paragraph - Paragraph writing (Specific Topics).

Grammar: Cohesive devices - linkers, use of articles and zero article; Prepositions. Contracted forms and other remedial grammar aspects.

Vocabulary: Text Book based Homonyms, Homophones, Homographs, Minimal Pairs, *Rhyming words* and Rhythm.

UNIT III

Lesson: BIOGRAPHY: Elon Musk

Listening: Listening for global comprehension and summarizing what is listened to. Listening to biographies of eminent persons from science and technology. (English Communication Skills Lab software is used for emphasizing more on Listening Skills in the lab)

Speaking: Discussing specific topics in pairs or small groups and reporting what isdiscussed. Introduction of self and others, introducing Guests and speakers in formal meetings.

Reading: Reading a text in detail by making basic inferences -recognizing and interpretingspecific context clues; strategies to use text clues for comprehension.

Writing: Summarizing, Note-making, paraphrasing, writing E-Mails

Grammar: Verbs - tenses; subject-verb agreement; Compound words, Collocations

Vocabulary: Text Book based Compound words and 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 texts to convey information, reveal trends / patterns / relationships, communicate processes or display complicated data/ reading dialogues with intonation.

Writing: Letter Writing: Official Letters, Resumes, and Cover Letters; convert stories in drama and drama into story

Grammar: Reporting verbs, Direct & Indirect speech, Active & Passive Voice

Vocabulary: Words often confused and Jargons from Text Book.

UNIT V

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

Listening: Identifying key terms, understanding concepts and answering a series ofrelevant 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 andusage (articles, prepositions, tenses, subject verb agreement)

Vocabulary**:** Text Book based Technical Jargons

Textbooks:

1. Pathfinder: Communicative English for Undergraduate Students, 1st Edition, OrientBlack 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 UniversityPress, 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

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Course Code: 23BS2T01

ENGINEERING PHYSICS

(Common to CSE, IT, CSE-AI&DS, AI&ML)

Semster:II

L	T	P	C
3	0	0	3

Course Objectives:

To bridge the gap between the Physics in school at 10+2 level and UG level engineering coursesby 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 magneticmaterials.
CO5: Identify the type of semiconductor using Hall effect.

UNIT I Wave Optics 12 hrs

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 8hrs

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 10 hrs

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 8hrs

Quantum Mechanics: Dual nature of matter – Heisenberg's Uncertainty Principle – Significance and properties of wave function – Schrodinger's time independent and dependentwave 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 8 hrs

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.

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).
5. Engineering Physics –P K Palaniswamy,winners wisdom ,SCITECH (2018)

Web Resources :

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

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Course Code: 23BS2T04

DIFFERENTIAL EQUATIONS & VECTOR CALCULAS

(Common to All Branches of Engineering)

Semster:II

L	T	P	C
3	0	0	3

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 theminto advanced level by handling various real-world applications.

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

CO1:	Solve the linear differential equations and model various situations involving differential equations of first order.
CO2:	Solve linear differential equations of higher order and model various situations involving second order differential equations.
CO3:	Identify the techniques to form and solve the Partial Differential Equations
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 (10 Periods) :

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

UNIT II:Linear differential equations of higher order with constant coefficients (10 Periods) :

Definitions, homogenous and non-homogenous Differential Equations, complimentary function, particular integral, general solution, 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 (10 Periods):

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. Higher order Homogeneous Linear Partial differential equations with constant coefficients-RHS terms of the type e^{ax+by}, $\sin(ax+by)$, $\cos(ax+by)$ and $x^m y^n$.

UNIT IV:Vector differentiation (10 Periods):

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, Irrotational vector and its scalar potential, vector identities

UNIT V:Vector integration (10 Periods) :

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

Textbooks:

1. Higher Engineering Mathematics, B. S. Grewal, Khanna Publishers, 2017, 44th Edition
2. Higher Engineering Mathematics, B. V. Ramana, , McGraw Hill Education, 2017

Reference Books:

1. Advanced Engineering Mathematics, Erwin Kreyszig, John Wiley & Sons, 2018, 10thEdition.
2. Thomas Calculus, George B. Thomas, Maurice D. Weir and Joel Hass, Pearson Publishers, 2018, 14th Edition.
3. Advanced Engineering Mathematics, Dennis G. Zill and Warren S. Wright, Jones andBartlett, 2018.
4. Advanced Modern Engineering Mathematics, Glyn James, Pearson publishers, 2018,5th Edition.
5. Advanced Engineering Mathematics, R. K. Jain and S. R. K. Iyengar, Alpha ScienceInternational Ltd., 2021 5th Edition (9th reprint).

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Course Code: 23ES2T01

BASIC ELECTRICAL & ELECTRONICS ENGINEERING

(Common to CSE, IT, CSE-AI&DS, AI&ML)

Semster:II

L	T	P	C
3	0	0	3

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

CO1. Describe fundamental laws, operating principles of motors/generators, MC/MI instruments (L2)
CO2. Demonstrate the working of electrical machines, measuring instruments and power generation stations. (L2)
CO3. Apply mathematical tools and fundamental concepts to derive various equations related to electrical circuits and machines. (L3)
CO4. Calculate electrical load and electricity bill of residential and commercial buildings. (L4)

PART A: BASIC ELECTRICAL ENGINEERING

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, form factor, 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 Generator, (ii) Single Phase Transformer, (iii) Three Phase Induction Motor and (iv) 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 & Solar 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:

- To teach the fundamentals of semiconductor devices and its applications, principles of digital electronics.

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 Adders. 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, India, 2002.
3. R. T. Paynter, Introductory Electronic Devices & Circuits – Conventional Flow Version, Pearson Education,2009.

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Course Code: 23CS2T01

DATA STRUCTURES

(Common to CSE, IT, CSE-AI&DS, AI&ML)

Semster:II

L	T	P	C
3	0	0	3

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, Quick Sort, Merge 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, Binary Trees.

Hashing: Brief introduction to hashing and hash functions, Collision resolution techniques: chaining and open addressing, Hash tables: basic implementation and operations, Applicationsof 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

Course Code: 23HM2L01

COMMUNICATIVE ENGLISH LAB

(Common to CSE, IT, CSE-AI&DS,AI&ML)

L	T	P	C
0	0	2	1

Semester: II

Course Objectives:

The main objective of introducing this course, Communicative English Laboratory, is to exposethe students to a variety of self-instructional, learner friendly modes of language learning. Thestudents 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 Listening and Speaking skills.
CO2	Help the learners to improve their language skills by making small talks/ Role Plays /Short presentations (JAM) and oral presentations.
CO3	Help the students to reduce the Mother Tongue Influence while speaking.
CO4	Evaluate and exhibit professionalism in participating in debates and group discussions.
CO5	Create effective resonate and prepare the students to face interviews in future.

List of Topics:

1. Vowels & Consonants (Remedial)
2. Neutralization/Accent Rules
3. Communication Skills & JAM
4. Role Play or Conversational Practice
5. E-mail Writing, Narrating techniques for events and stories.
6. Resume Writing, Cover letter, SOP, arguments and floor crossing.
7. Group Discussions-methods & practice
8. Debates - Methods & Practice
9. PPT Presentations/ Poster Presentation
10. Interviews Skills

Suggested Software:

- Walden InfoTech
- Young India Films

- English Communications Skills Lab Software by Softx Technologies.

Reference Books:

1. Raman Meenakshi, Sangeeta-Sharma. *Technical Communication*. Oxford Press.2018.
2. Taylor Grant: *English Conversation Practice*, Tata McGraw-Hill Education India,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

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Course Code: 23BS2L01

ENGINEERING PHYSICS LAB

(Common to CSE, IT, CSE-AI&DS,AI&ML)

Semster:1I

L	T	P	C
0	0	2	1

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 colours 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 magneticmaterials respectively.
CO5: Calculate the band gap of a given semiconductor and also 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

1. www.vlab.co.inhttps://phet.colorado.edu/en/simulations/filter?subjects=physics&type=html,prototyp

Course Code: 23ES2L01

ELECTRICAL & ELECTRONICS ENGINEERING WORKSHOP

(Common to CSE, IT, CSE-AI&DS, AI&ML)

Semster:II

L	T	P	C
0	0	3	1.5

Course Objectives:

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

Course Outcomes:

After competition of this course, the student will be able to

CO1. Measure voltage, current and power in an electrical circuit. (L3)
CO2. Measure of Resistance using Wheat stone bridge (L4)
CO3. Discover critical field resistance and critical speed of DC shunt generators. (L4)
CO4. Investigate the effect of reactive power and power factor in electrical loads. (L5)

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.

Course Code:23CS2L01

DATA STRUCTURES LAB

(Common to CSE, IT, CSE-AI&DS, AI&ML)

Semster:II

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 datastructure 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 itsproperties 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.

Exercise 8: 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.

Course Code: 23HM2L02

HEALTH AND WELLNESS, YOGA AND SPORTS

(Common to CSE, IT, CSE-AI&DS,AI&ML)

Semster:1I

L	T	P	C
0	0	1	0.5

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 andrunning.

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 manyas 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.

(BR23-CSE II YEAR I SEMESTER SYLLABUS)

II Year I Semester

L	T	P	C
3	0	0	3

DISCRETE MATHEMATICS AND GRAPH THEORY (23BS3T04)
(Common to CSE, CSE-AI&DS, AI&ML & IT branches)

Course Objectives:

- To introduce the students to the topics and techniques of discrete methods and combinatorial reasoning.
- To introduce a wide variety of applications. The algorithmic approach to the solution of problems is fundamental in discrete mathematics, and this approach reinforces the close ties between this discipline and the area of computer science.

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

1. Apply the principles of mathematical logic to statement calculus and predicate calculus(L3)
2. Determine the partial ordering, posets and lattices(L5)
3. Apply various methods to solve the recurrence relations (L3)
4. Determine Euler paths, Eulerian graphs and Hamiltonian graphs(L5)
5. Apply different algorithms for spanning trees(L3)

UNIT–I: Mathematical Logic:

Propositional Calculus: Statements and Notations, Connectives, Well Formed Formulas, Truth Tables, Tautologies, Equivalence of Formulas, Duality Law, Tautological Implications, Normal Forms, Theory of Inference for Statement Calculus, Consistency of Premises, Indirect Method of Proof.

Predicate Calculus: Predicates, Predicative Logic, Statement Functions, Variables and Quantifiers, Free and Bound Variables, Inference Theory for Predicate Calculus.

UNIT-II: Set Theory:

Sets: Operations on Sets, Principle of Inclusion – Exclusion.

Relations: Properties, Operations, Partition and Covering, Transitive Closure, Equivalence, Compatibility and Partial Ordering, Hasse Diagrams,

Functions: Bijective, Composite, Inverse and Recursive Functions, Lattice and its Properties.

UNIT-III: Combinatorics and Recurrence Relations:

Basics of Counting, Binomial and Multinomial Coefficients and Theorems(without proof). Pigeonhole principle statement (without proof).

Recurrence Relations:

Generating Functions, Function of Sequences, Partial Fractions, Calculating Coefficient of Generating Functions, Recurrence Relations, Formulation as Recurrence Relations, Solving Recurrence Relations by Substitution and Generating Functions, Method of Characteristic roots, Solving Inhomogeneous Recurrence Relations.

UNIT-IV: Graph Theory:

Basic Concepts, Graph Theory and its Applications, Sub graphs.

Graph Representations: Adjacency and Incidence Matrices, Isomorphic Graphs, Paths and Circuits, Eulerian and Hamiltonian Graphs.

Unit-V:Multi Graphs

Multi graphs, Bipartite and Planar Graphs, Euler's Theorem(without proof), Graph Colouring and Covering, Chromatic Number, Spanning Trees, Prim's and Kruskal's Algorithms, BFS and DFS Spanning Trees.

TEXTBOOKS:

1. Discrete Mathematical Structures with Applications to Computer Science, J.P. Tremblay and P. Manohar, Tata McGraw Hill.
2. Discrete Mathematics for Computer Scientists and Mathematicians, J.L.Mott, A.Kandel and T. P. Baker, 2nd Edition, Prentice Hall of India.
3. Discrete Mathematics and its Applications with Combinatorics and GraphTheory, K.H.Rosen, 7th Edition, Tata Mc Graw Hill.

REFERENCEBOOKS:

1. Elements of Discrete Mathematics – A Computer Oriented Approach, C. L. Liuand D. P.Mohapatra, 3rd Edition, Tata Mc Graw Hill.
2. Discrete Mathematical Structures, Bernand Kolman,Robert C. Busby and Sharon Cutler Ross, PHI.
3. Discrete Mathematics, S.K.Chakraborthy and B.K.Sarkar, Oxford, 2011.
4. Theory and Problems of Discrete Mathematics, Schaum's Outline Series, Seymour Lipschutz and Marc Lars Lipson, 3rd Edition, McGraw Hill.

(BR23-CSE II YEAR I SEMESTER SYLLABUS)

L	T	P	C
2	1	0	3

II Year I Semester

UNIVERSAL HUMAN VALUES – UNDERSTANDING HARMONY AND ETHICAL HUMAN CONDUCT

Course Objectives:

- To help the students appreciate the essential complementary between 'VALUES' and 'SKILLS' to ensure sustained happiness and prosperity which are the core aspirations of all human beings.
- To facilitate the development of a Holistic perspective among students towards life and profession as well as towards happiness and prosperity based on a correct understanding of the Human reality and the rest of existence. Such holistic perspective forms the basis of Universal Human Values and movement towards value-based living in a natural way.
- To highlight plausible implications of such a Holistic understanding in terms of ethical human conduct, trustful and mutually fulfilling human behaviour and mutually enriching interaction with Nature.

Course Outcomes:

- Define the terms like Natural Acceptance, Happiness and Prosperity (L1, L2)
- Identify one's self, and one's surroundings (family, society nature) (L1, L2)
- Apply what they have learnt to their own self in different day-to-day settings in real life (L3)
- Relate human values with human relationship and human society. (L4)
- Justify the need for universal human values and harmonious existence (L5)
- Develop as socially and ecologically responsible engineers (L3, L6)

Course Topics

The course has 28 lectures and 14 tutorials in 5 modules. The lectures and tutorials are of 1-hour duration. Tutorial sessions are to be used to explore and practice what has been proposed during the lecture sessions.

The Teacher's Manual provides the outline for lectures as well as practice sessions. The teacher is expected to present the issues to be discussed as propositions and encourage the students to have a dialogue.

UNIT I Introduction to Value Education (6 lectures and 3 tutorials for practice session)

Lecture 1: Right Understanding, Relationship and Physical Facility (Holistic Development and the Role of Education)

Lecture 2: Understanding Value Education

Tutorial 1: Practice Session PS1 Sharing about Oneself

Lecture 3: self-exploration as the Process for Value Education

Lecture4: Continuous Happiness and Prosperity – the Basic Human Aspirations

Tutorial 2: Practice Session PS2 Exploring Human Consciousness

Lecture 5: Happiness and Prosperity – Current Scenario

Lecture 6: Method to Fulfill the Basic Human Aspirations

Tutorial 3: Practice Session PS3 Exploring Natural Acceptance

UNIT II Harmony in the Human Being (6 lectures and 3 tutorials for practice session)

Lecture 7: Understanding Human being as the Co-existence of the self and the body.

Lecture 8: Distinguishing between the Needs of the self and the body
Tutorial 4: Practice Session PS4 Exploring the difference of Needs of self and body.
Lecture 9: The body as an Instrument of the self
Lecture 10: Understanding Harmony in the self
Tutorial 5: Practice Session PS5 Exploring Sources of Imagination in the self
Lecture 11: Harmony of the self with the body
Lecture 12: Programme to ensure self-regulation and Health
Tutorial 6: Practice Session PS6 Exploring Harmony of self with the body
UNIT III Harmony in the Family and Society (6 lectures and 3 tutorials for practice session)
Lecture 13: Harmony in the Family – the Basic Unit of Human Interaction
Lecture 14: 'Trust' – the Foundational Value in Relationship
Tutorial 7: Practice Session PS7 Exploring the Feeling of Trust
Lecture 15: 'Respect' – as the Right Evaluation
Tutorial 8: Practice Session PS8 Exploring the Feeling of Respect
Lecture 16: Other Feelings, Justice in Human-to-Human Relationship
Lecture 17: Understanding Harmony in the Society
Lecture 18: Vision for the Universal Human Order
Tutorial 9: Practice Session PS9 Exploring Systems to fulfil Human Goal

UNIT IV Harmony in the Nature/Existence (4 lectures and 2 tutorials for practice session)
Lecture 19: Understanding Harmony in the Nature
Lecture 20: Interconnectedness, self-regulation and Mutual Fulfilment among the Four Orders of Nature
Tutorial 10: Practice Session PS10 Exploring the Four Orders of Nature
Lecture 21: Realizing Existence as Co-existence at All Levels
Lecture 22: The Holistic Perception of Harmony in Existence
Tutorial 11: Practice Session PS11 Exploring Co-existence in Existence.

UNIT V Implications of the Holistic Understanding – a Look at Professional Ethics (6 lectures and 3 tutorials for practice session)
Lecture 23: Natural Acceptance of Human Values
Lecture 24: Definitiveness of (Ethical) Human Conduct
Tutorial 12: Practice Session PS12 Exploring Ethical Human Conduct
Lecture 25: A Basis for Humanistic Education, Humanistic Constitution and Universal Human Order
Lecture 26: Competence in Professional Ethics
Tutorial 13: Practice Session PS13 Exploring Humanistic Models in Education
Lecture 27: Holistic Technologies, Production Systems and Management Models-Typical Case Studies
Lecture 28: Strategies for Transition towards Value-based Life and Profession
Tutorial 14: Practice Session PS14 Exploring Steps of Transition towards Universal Human Order

Practice Sessions for UNIT I – Introduction to Value Education
PS1 Sharing about Oneself
PS2 Exploring Human Consciousness
PS3 Exploring Natural Acceptance
Practice Sessions for UNIT II – Harmony in the Human Being
PS4 Exploring the difference of Needs of self and body

PS5 Exploring Sources of Imagination in the self
PS6 Exploring Harmony of self with the body
Practice Sessions for UNIT III – Harmony in the Family and Society
PS7 Exploring the Feeling of Trust
PS8 Exploring the Feeling of Respect
PS9 Exploring Systems to fulfil Human Goal
Practice Sessions for UNIT IV – Harmony in the Nature (Existence)
PS10 Exploring the Four Orders of Nature
PS11 Exploring Co-existence in Existence
Practice Sessions for UNIT V – Implications of the Holistic Understanding – a Look at Professional Ethics
PS12 Exploring Ethical Human Conduct
PS13 Exploring Humanistic Models in Education
PS14 Exploring Steps of Transition towards Universal Human Order

READINGS:
Textbook and Teachers Manual
a. The R R Gaur, R Asthana, G P Bagaria, A Foundation Course in Human Values and Professional Ethics, 2nd Revised Edition, Excel Books, New Delhi, 2019. ISBN 978-93-87034-47-1
b. The Teacher's Manual
R R Gaur, R Asthana, G P Bagaria,Teachers' Manual for A Foundation Course in Human Values and Professional Ethics, 2nd Revised Edition, Excel Books, New Delhi, 2019. ISBN 978-93-87034-53-2

Reference Books
1. JeevanVidya: EkParichaya, A Nagaraj, JeevanVidyaPrakashan, Amarkantak, 1999.
2. Human Values, A.N. Tripathi, New Age Intl. Publishers, New Delhi, 2004.
3. The Story of Stuff (Book).
4. The Story of My Experiments with Truth - by Mohandas Karamchand Gandhi
5. Small is Beautiful - E. F Schumacher.
6. Slow is Beautiful - Cecile Andrews
7. Economy of Permanence - J C Kumarappa
8. Bharat Mein Angreji Raj – PanditSunderlal
9. Rediscovering India - by Dharampal
10. Hind Swaraj or Indian Home Rule - by Mohandas K. Gandhi
11. India Wins Freedom - Maulana Abdul Kalam Azad
12. Vivekananda - Romain Rolland (English)
13. Gandhi - Romain Rolland (English)
Mode of Conduct:
Lecture hours are to be used for interactive discussion, placing the proposals about the topics at hand and motivating students to reflect, explore and verify them. Tutorial hours are to be used for practice sessions.
While analyzing and discussing the topic, the faculty mentor's role is in pointing to essential elements to help in sorting them out from the surface elements. In other words, help the students explore the important or critical elements.

In the discussions, particularly during practice sessions (tutorials), the mentor encourages the student to connect with one's own self and do self-observation, self-reflection and self- exploration.
Scenarios may be used to initiate discussion. The student is encouraged to take up "ordinary" situations rather than" extra-ordinary" situations. Such observations and their analyses are shared and discussed with other students and faculty mentor, in a group sitting.

Tutorials (experiments or practical) are important for the course. The difference is that the laboratory is everyday life, and practical are how you behave and work in real life.
Depending on the nature of topics, worksheets, home assignment and/or activity are included.
The practice sessions (tutorials) would also provide support to a student in performing actions commensurate to his/her beliefs. It is intended that this would lead to development of commitment, namely behaving and working based on basic human values.

It is recommended that this content be placed before the student as it is, in the form of a basic foundation course, without including anything else or excluding any part of this content. Additional content may be offered in separate, higher courses. This course is to be taught by faculty from every teaching department, not exclusively by any one department.
Teacher preparation with a minimum exposure to at least one 8-day Faculty Development Program on Universal Human Values is deemed essential.
Online Resources:
1. https://fdp-si.aicte-india.org/UHV-II%20Class%20Notes%20&%20Handouts/UHV%20Handout%201-Introduction%20to%20Value%20Education.pdf
2. https://fdp-si.aicte-india.org/UHV-II%20Class%20Notes%20&%20Handouts/UHV%20Handout%202-Harmony%20in%20the%20Human%20Being.pdf
3. https://fdp-si.aicte-india.org/UHV-II%20Class%20Notes%20&%20Handouts/UHV%20Handout%203-Harmony%20in%20the%20Family.pdf
4. https://fdp-si.aicte-india.org/UHV%201%20Teaching%20Material/D3-S2%20Respect%20July%2023.pdf
5. https://fdp-si.aicte-india.org/UHV-II%20Class%20Notes%20&%20Handouts/UHV%20Handout%205-Harmony%20in%20the%20Nature%20and%20Existence.pdf
6. https://fdp-si.aicte-india.org/download/FDPTeachingMaterial/3-days%20FDP-SI%20UHV%20Teaching%20Material/Day%203%20Handouts/UHV%203D%20D3-S2A%20Und%20Nature-Existence.pdf
7. https://fdp-si.aicte-india.org/UHV%20II%20Teaching%20Material/UHV%20II%20Lecture%2023-25%20Ethics%20v1.pdf
8. https://www.studocu.com/in/document/kiet-group-of-institutions/universal-human-values/chapter-5-holistic-understanding-of-harmony-on-professional-ethics/62490385
https://onlinecourses.swayam2.ac.in/aic22_ge23/preview

(BR23-CSE II YEAR I SEMESTER SYLLABUS)

II Year I Semester

L	T	P	C
3	0	0	3

DIGITAL LOGIC & COMPUTER ORGANIZATION (23ES3T04)
(Common to CSE, IT Branches)

Course Objectives:

The main objectives of the course is to

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

UNIT – I:

Data Representation: Binary Numbers, Fixed Point Representation. Floating Point Representation. Number base conversions, Octal and Hexadecimal Numbers, Complements, 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

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.
3. Computer Organization and Architecture, William Stallings, 11thEdition, Pearson.

Reference Books:

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

Online Learning Resources:

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

(BR23-CSE IInd YEAR I SEMESTER SYLLABUS)

L	T	P	C
3	0	0	3

II Year I Semester

ADVANCED DATA STRUCTURES & ALGORITHM ANALYSIS
(23CS3T02)
(Common to CSE, IT, CSE-(AI &DS), AI & ML branches)

Course Objectives:

The main objectives of the course is to

- provide knowledge on advance data structures frequently used in Computer Sciencedomain
- Develop skills in algorithm design techniques popularly used
- Understand the use of various data structures in the algorithm design

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, ConnectedComponents 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 DecisionProblem (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, SartajSahni, SanguthevarRajasekaran,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, McGrawHill
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,Introduction to Algorithms (youtube.com)

(BR23-CSE IInd YEAR I SEMESTER SYLLABUS)

II Year I Semester

L	T	P	C
3	0	0	3

OBJECT ORIENTED PROGRAMMING THROUGH JAVA

(23CS3T03)

(Common to CSE, IT, CSE-(AI &DS), AI & ML branches)

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 touse exception handling in Java applications
- understand how to design applications with threads in Java
- understand how to use Java APIs for program development

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)

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, 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

(BR23-CSE IInd YEAR I SEMESTER SYLLABUS)

L	T	P	C
0	0	3	1.5

II Year I Semester

ADVANCED DATA STRUCTURES & ALGORITHM ANALYSIS LAB (23CS3L02)

(Common to CSE, IT, CSE-(AI &DS), AI & ML branches)

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

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 treeinto 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 contentof 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.
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 whenthe 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, McGrawHill

Online Learning Resources:

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

(BR23-CSE IInd YEAR I SEMESTER SYLLABUS)

L	T	P	C
0	0	3	1.5

II Year I Semester

OBJECT ORIENTED PROGRAMMING THROUGH JAVA LAB
(23CS3L03)
(Common to CSE, IT, CSE-(AI &DS), AI & ML branches)

Course Objectives:

The aim of this course is to

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

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, Java FX 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 binarysearch 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 String Buffer 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 touser 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

(BR23-CSE IInd YEAR I SEMESTER SYLLABUS)

II Year I Semester

L	T	P	C
0	1	2	2

PYTHON PROGRAMMING (SKILL ENHANCEMENT COURSE)
(23SC3L04)
(Common to CSE, IT, CSE-(AI &DS), AI & ML branches)

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 Programmingand to create practical and contemporary applications using these

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:

1. Write a program to define a function with multiple return values.
2. Write a program to define a function using default arguments.
3. Write a program to find the length of the string without using any library functions.
4. Write a program to check if the substring is present in a given string or not.
5. Write a program to perform the given operations on a list:
    i. addition ii. insertion iii. slicing
6. 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:

1. Write a program to create tuples (name, age, address, college) for at least two members and concatenate the tuples and print the concatenated tuples.
2. Write a program to count the number of vowels in a string (No control flow allowed).
3. Write a program to check if a given key exists in a dictionary or not.
4. Write a program to add a new key-value pair to an existing dictionary.
5. 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:

1. 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.
2. Python program to print each line of a file in reverse order.
3. Python program to compute the number of characters, words and lines in a file.
4. Write a program to create, display, append, insert and reverse the order of the itemsin the array.
5. Write a program to add, transpose and multiply two matrices.
6. 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, NumPywith Python, Pandas.

Sample Experiments:

1. Python program to check whether a JSON string contains complex object or not.
2. Python Program to demonstrate NumPy arrays creation using array () function.
3. Python program to demonstrate use of ndim, shape, size, dtype.
4. Python program to demonstrate basic slicing, integer and Boolean indexing.
5. Python program to find min, max, sum, cumulative sum of array
6. 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
7. 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

(BR23-CSE IInd YEAR I SEMESTER SYLLABUS)

II Year I Semester

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2	0	0	-

ENVIRONMENTAL SCIENCE

Course Objectives:

- To make the students to get awareness on environment
- To understand the importance of protecting natural resources, ecosystems for future generations and pollution causes due to the day to day activities of human life
- To save earth from the inventions by the engineers.

Course Outcomes:

- Grasp multidisciplinary nature of environmental studies and various renewable and non-renewable resources.
- Understand flow and bio-geo-chemical cycles and ecological pyramids.
- Understand various causes of pollution and solid waste management and related preventive measures.
- About the rainwater harvesting, watershed management, ozone layer depletion and waste land reclamation.
- Casus of population explosion, value education and welfare programmes.

UNIT–I

Multidisciplinary Nature Of Environmental Studies: – Definition, Scope and Importance – Need for Public Awareness. Natural Resources: Renewable and non-renewable resources – Natural resources and associated problems – Forest resources – Use and over – exploitation, deforestation, case studies – Timber extraction – Mining, dams and other effects on forest and tribal people – Water resources – Use and over utilization of surface and ground water – Floods, drought,
conflicts over water, dams – benefits and problems–Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources, case studies–Food resources: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems, water logging,
salinity, case studies.–Energy resources:

UNIT–II

Ecosystems: Concept of an ecosystem.–Structure and function of an ecosystem–Producers, consumers and decomposers – Energy flow in the ecosystem – Ecological succession – Food chains, food webs and ecological pyramids–Introduction, types, characteristic features, structure and function of the following ecosystem:

a. Forest ecosystem.
b. Grassl and ecosystem
c. Desert ecosystem
d. Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries)

Biodiversity And Its Conservation: Introduction Definition: genetic, species and ecosystem diversity–Bio-geographical classification of India–Value of biodiversity: consumptive use,

Productive use, social, ethical, aesthetic and option values – Biodiversity at global, National and local levels – India as a mega-diversity nation – Hot-sports of biodiversity –Threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts–Endangered and endemic species of India –Conservation of bio diversity: In-situ and Ex-situ conservation of biodiversity.

UNIT–III

Environmental Pollution: Definition, Cause, effects and control measures of:

a. Air Pollution.
b. Water pollution
c. Soil pollution
d. Marine pollution
e. Noise pollution
f. Thermal pollution
g. Nuclear hazards

Solid Waste Management: Causes, effects and control measures of urban and industrial wastes – Role of an individual in prevention of pollution – Pollution case studies – Disaster management: floods, earthquake, cyclone and landslides.

UNIT–IV

Social Issues and the Environment: From Unsustainable to Sustainable development–Urban problems related to energy – Water conservation, rain water harvesting, watershed management –Resettlement and rehabilitation of people; its problems and concerns. Case studies – Environmental ethics: Issues and possible solutions–Climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust. Case Studies – Waste and reclamation. – Consumerism and waste products. – Environment Protection Act. – Air (Prevention and Control of Pollution) Act. –Water (Prevention and control of Pollution) Act–Wild life Protection Act–Forest Conservation Act–Issues involved in enforcement of environment allegation–Public awareness.

UNIT–V

Human Population And The Environment: Population growth, variation among nations. Population explosion – Family Welfare Programmes. – Environment and human health – Human Rights – Value Education–HIV/AIDS–Women and Child Welfare–Role of information Technology in Environment and human health–Case studies. Field Work: Visit to a local area to document environmental assets River/ forest grassland/ hill/ mountain – Visit to a local polluted site-Urban/Rural/Industrial/Agricultural Study of common plants, insects, and birds–river, hills lopes, etc..

Text books:

1. Text book of Environmental Studies for Undergraduate Courses ErachBharucha for University Grants Commission, Universities Press.
2. Palaniswamy, "Environmental Studies", Pearson education
3. S.AzeemUnnisa, "Environmental Studies"Academic Publishing
4. K.RaghavanNambiar, "Text book of Environmental Studies for Undergraduate Courses as per UGC model syllabus", Scitech Publications (India), Pvt.Ltd.

Reference Books:

1. DeekshaDaveandE.SaiBabaReddy, "Text book of Environmental Science",Cengage Publications.
2. M.AnjiReddy, "Text book of Environmental Sciences and Technology",BSPublication.
3. J.P.Sharma,Comprehensive Environmental studies,Laxmi publications.
\4. J.GlynnHenryandGaryW.Heinke,"Environmental Sciences and Engineering",Prentice Hall of India Private limited
5. G.R.Chatwal,"A Text Book of Environmental Studies"Himalaya Publishing House
6. Gilbert M.Masters and WendellP.Ela,"Introduction to Environmental Engineering and Science,Prentice Hall of India Private limited.

(BR23-CSE II YEAR II SEMESTER SYLLABUS)

II Year II Semester

L	T	P	C
3	0	0	3

MANAGERIAL ECONOMICS AND FINANCIAL ANALYSIS

Course Objectives:

- To inculcate the basic knowledge of micro economics and financial accounting
- To make the students learn how demand is estimated for different products, input-out put relationship for optimizing production and cost
- To Know the Various types of market structure and pricing methods and strategy
- To give an overview on investment appraisal methods to promote the students tolearn how to plan long-term investment decisions.
- To provide fundamental skills on accounting and to explain the process ofpreparing financial statements.

Course Outcomes:

- Define the concepts related to Managerial Economics, financial accounting andmanagement.
- Understand the fundament also fEconomicsviz., Demand, Production, cost, revenue and markets
- Apply the Concept of Production costand revenues for effective Business decision
- Analyze how to invest their capital and maximize returns
- Evaluate the capital budgeting techniques
- Develop the accounting statements and evaluate the financial performance ofbusinessentity.

UNIT-I

Managerial Economics: Introduction – Nature, meaning, significance, functions, and advantages. Demand-Concept, Function,Law of Demand - Demand Elasticity- Types –Measurement. Demand Forecasting- Factors governing Forecasting, Methods. Managerial Economics and Financial Accounting and Management.

UNIT-II

Production and Cost Analysis: Introduction – Nature, meaning, significance, functions and advantages. Production Function– Least-cost combination– Short run and long run Production Function- Isoquants and Isocosts, MRTS -Cobb-Douglas Production Function -Laws of Returns - Internal and External Economies of scale.Cost & Break-Even Analysis -Cost concepts and Cost behaviour- Break-Even Analysis (BEA) -Determination of Break-Even Point (Simple Problems)-Managerial significance and limitations of Break-Even Analysis.

UNIT-III

Business Organizations and Markets: Introduction–Nature, meaning, significance, functions and advantages.Forms of Business Organizations- Sole Proprietary - Partnership - Joint Stock Companies - Public Sector Enterprises.Types of Markets – Perfect and Imperfect Competition - Features of Perfect Competition Monopoly-Monopolistic Competition–Oligopoly-Price-Output Determination-Pricing Methods and Strategies

UNIT-IV

Capital Budgeting: Introduction – Nature, meaning, significance, functions and advantages. Types of Working Capital, Components, Sources of Short-term and Long-term Capital,Estimating Working capital requirements. Capital Budgeting– Features, Proposals, Methodsand Evaluation. Projects– Pay Back Method ,Accounting Rate of Return(ARR) Net Present Value(NPV)Internal Rate Return(IRR) Method (sample problems)

UNIT-V Financial Accounting and Analysis: Introduction – Nature, meaning, significance, functions and advantages. Concepts and Conventions-Double-Entry Book Keeping, Journal, Ledger, Trial Balance-Final Accounts (Trading Account, Profit and Loss Account and Balance Sheet with simple adjustments).Financial Analysis-Analysis and Interpretation of Liquidity Ratios,Activity Ratios,and Capital structure Ratios and Profitability.

Textbooks:

1. Varshney &Maheswari:Managerial Economics,Sultan Chand,2013.

Reference Books:

1. Managerial Economics: Principles And Worldwide Applications, 9E (Adaptation) by Dominick Salvatore and Siddhartha Rastogi

2. Managerial Economics: Principles and Worldwide Applications
by Dominick Salvatore

(BR23-CSE II YEAR II SEMESTER SYLLABUS)

II Year II Semester

L	T	P	C
3	0	0	3

PROBABILITY AND STATISTICS (23BS4T05)
(Common to CSE, AI&ML & IT branches)

Course Objectives:

- To familiarize the students with the foundations of probability and statistical methods
- To impart probability concepts and statistical methods in various applications in Engineering

Course Outcomes: Upon successful completion of this course, the student will be able to

1. Determine the measures of central tendency and the measures of variability(L5)
2. Apply various Probability distributions for both discrete and continuous random variables(L3)
3. Compute the mean and variance of samples with and without replacement(L5)
4. Infer the statistical inferential methods based on small and large sampling tests(L4)
5. Interpret the association of characteristics and through correlation and regression tools (L4)

Unit–I: Descriptive statistics and methods for data science:

Data science – Statistics Introduction – Population vs Sample – Collection of data – primary and secondary data – Type of variable: dependent and independent Categorical and Continuous variables –Data visualization – Measures of Central tendency – Measures of Variability – Skewness – Kurtosis.

UNIT–II: Probability and Distributions:

Probability– Conditional probability and Baye's theorem – Random variables – Discrete and Continuous random variables – Distribution functions – Probability mass function, Probability density function and Cumulative distribution functions – Mathematical Expectation and Variance – Binomial, Poisson, Uniform and Normal distributions.

UNIT–III: Sampling Theory for Large & Small Samples:

Introduction – Population and Samples – Sampling distribution of Means and Variance (definitiononly) – Point and Interval estimations – Maximum error of estimate – Central

Limit theorem(withoutproof) –Estimation using t, χ^2 and F-distributions.

UNIT–IV: Tests ofHypothesis:

Introduction – Hypothesis – Null and Alternative Hypothesis – Type I and Type II errors – Level of significance – One tail and two-tail tests – Test of significance for large samples and Small Samples: Single and difference of means – Single and two proportions – Student's t-test, F-test, χ^2 - test.

UNIT–V: Correlation and Regression:

Correlation – Correlation coefficient – Rank correlation.

Linear Regression: Straight line – Multiple Linear Regression - Regression coefficients and properties **–** Curvilinear Regression: Parabola – Exponential – Power curves.

Text Books:

1. **Miller and Freund's**, Probability and Statistics for Engineers,7/e, Pearson,2008.
2. **S. C. Gupta and V.K. Kapoor**, Fundamentals of Mathematical Statistics, 11/e, Sultan Chand & Sons Publications, 2012.

Reference Books:

1. **Shron L. Myers, Keying Ye, Ronald E Walpole,** Probability and Statistics Engineers and the Scientists,8th Edition, Pearson 2007.
2. **Jay l. Devore,** Probability and Statistics for Engineering and the Sciences, 8th Edition, Cengage.
3. **Sheldon M. Ross**, Introduction to probability and statistics Engineers and the Scientists, 4th Edition, Academic Foundation, 2011.
4. **Johannes Ledolter and Robert V. Hogg**, Applied statistics for Engineers and Physical Scientists, 3rd Edition, Pearson, 2010.

(BR23-CSE II YEAR II SEMESTER SYLLABUS)

II Year II Semester

OPERATING SYSTEMS (23CS4T04)
(Common to CSE, IT, CSE-(AI &DS))

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 processmanagement, memory management, file systems, and Protection
- Make use of process scheduling algorithms and synchronization techniques to achievebetter performance of a computer system.
- Illustrate different conditions for deadlock and their possible solutions.

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.

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

(BR23-CSE II YEAR II SEMESTER SYLLABUS)

II Year II Semester

L	T	P	C
3	0	0	3

DATABASE MANAGEMENT SYSTEMS

(Common to CSE, IT, AI & ML Branches)

(23CS4T05)

Course Objectives:

The main objectives of the course is to

- Introduce database management systems and to give a good formal foundation on therelational 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 coveringconceptual design, logical design through normalization
- Provide an overview of physical design of a database system, by discussing Databaseindexing techniques and storage techniques

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(updatableand 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 dependencyLossless join and dependency preserving decomposition, (1NF, 2NF and 3 NF), concept of surrogate key, Boyce-Coddnormal 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,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_012758066672820 22456_shared/overview

(BR23-CSE II YEAR II SEMESTER SYLLABUS)

L	T	P	C
3	0	0	3

II Year II Semester

SOFTWARE ENGINEERING (23CS4T06)
(Common to CSE, IT, CSE-(AI &DS) Branches)

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.

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)

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 issuesin 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 UniversityPress.

e-Resources:

1) https://nptel.ac.in/courses/106/105/106105182/
2) https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_012605895063871 48827_shared/overview
3) https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_013382690411003 904735_shared/overview

(BR23-CSE II YEAR II SEMESTER SYLLABUS)

II Year II Semester

L	T	P	C
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OPERATING SYSTEMS LAB (23CS4L04)

(Common to CSE, IT, CSE-(AI &DS) Branches)

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, threadimplementation
- Implement Bankers Algorithms to Avoid the Dead Lock

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

13. Download and install nachos operating system and experiment with it

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, 9thedition,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
3. www.cs.washington.edu/~tom/nachos

(BR23-CSE II YEAR II SEMESTER SYLLABUS)

II Year II Semester

L	T	P	C
3	0	0	3

DATABASE MANAGEMENT SYSTEMS LAB (23CS4L05)

(Common to CSE, IT, AI & ML Branches)

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

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 droping of tables and inserting rows into a table (use constraints while creating tables) examples using SELECT command.
2. Queries (along with sub Queries) using ANY, ALL, IN, EXISTS, NOTEXISTS, UNION, INTERSET, Constraints. Example:- Select the roll number and name of the student who secured fourth rank in the class.
3. Queries using Aggregate functions (COUNT, SUM, AVG, MAX and MIN), GROUP BY, HAVING and Creation and dropping of Views.
4. Queries using Conversion functions (to_char, to_number and to_date), string functions (Concatenation, lpad, rpad, ltrim, rtrim, lower, upper, initcap, length, substr and instr), date functions (Sysdate, next_day, add_months, last_day, months_between, least, greatest, trunc, round, to_char, to_date)
5.
   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 loopsusing ERROR Handling, BUILT –IN Exceptions, USE defined Exceptions, RAISE- APPLICATION ERROR.
8. rograms development using creation of procedures, passing parameters IN andOUT of PROCEDURES.
9. Program development using creation of stored functions, invoke functions in SQLStatements 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 StatementTriggers and INSTEAD OF Triggers
12. Create a table and perform the search operation on table using indexing and non-indexing techniques.

Text Books/Suggested Reading:

1. Oracle: The Complete Reference by Oracle Press
2. Nilesh Shah, "Database Systems Using Oracle", PHI, 2007
3. Rick F Vander Lans, "Introduction to SQL", Fourth Edition, Pearson Education, 2007

(BR23-CSE II YEAR II SEMESTER SYLLABUS)

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0	1	2	2

II Year II Semester

FULL STACK DEVELOPMENT – 1 (SKILL ENHANCEMENT COURSE)

(Common to CSE, CSE-(AI &DS), AI & ML Branches)

(23SC4L08)

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

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

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 andvalue).

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

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 nameand age. Display the information in table format along with either the voter can vote or not

7. Java Script 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. Java Script 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
   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
   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 shouldnot 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. Programming the World Wide Web, 7th Edition, Robet W Sebesta, Pearson, 2013.
2. Web Programming with HTML5, CSS and JavaScript, John Dean, Jones & BartlettLearning, 2019 (Chapters 1-11).
3. Pro MERN Stack: Full Stack Web App Development with Mongo, Express, React, andNode, 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

(BR23-II YEAR II SEMESTER SYLLABUS)

II Year II Semester

L	T	P	C
1	0	2	2

DESIGN THINKING & INNOVATION (23BS4L01)

Common to CSE, IT, CSE-(AI &DS), AI & ML branches of Engineering

Course Objectives: The objectives of the course are to

- Bring awareness on innovative design and new product development.
- Explain the basics of design thinking.
- Familiarize the role of reverse engineering in product development.
- Train how to identify the needs of society and convert into demand.
- Introduce product planning and product development process.

UNIT – I Introduction to Design Thinking

Introduction to elements and principles of Design, basics of design-dot, line, shape, form as fundamental design components. Principles of design. Introduction to design thinking, history of Design Thinking, New materials in Industry.

UNIT - II Design Thinking Process

Design thinking process (empathize, analyze, idea & prototype), implementing the process in driving inventions, design thinking in social innovations. Tools of design thinking - person, costumer, journey map, brainstorming, product development

Activity: Every student presents their idea in three minutes, Every student can present design process in the form of flow diagram or flow chart etc. Every student should explain about product development.

UNIT - III Innovation

Art of innovation, Difference between innovation and creativity, role of creativity and innovation in organizations. Creativity to Innovation. Teams for innovation, Measuring the impact and value of creativity.

Activity: Debate on innovation and creativity, Flow and planning from idea to innovation, Debate on value-based innovation.

UNIT - IV Product Design

Problem formation, introduction to product design, Product strategies, Product value,

Product planning, product specifications. Innovation towards product design Case studies.**Activity:** Importance of modeling, how to set specifications, Explaining their own product design.

UNIT – V Design Thinking in Business Processes

Design Thinking applied in Business & Strategic Innovation, Design Thinking principles that redefine business – Business challenges: Growth, Predictability, Change, Maintaining Relevance, Extreme competition, Standardization. Design thinking to meet corporate needs. Design thinking for Startups. Defining and testing Business Models andBusiness Cases. Developing & testing prototypes.

Activity: How to market our own product, about maintenance, Reliability and plan forstartup.

Textbooks:

1. Tim Brown, Change by design, 1/e, Harper Bollins, 2009.
2. Idris Mootee, Design Thinking for Strategic Innovation, 1/e, Adams Media, 2014.

Reference Books:

1. David Lee, Design Thinking in the Classroom, Ulysses press, 2018.
2. Shrrutin N Shetty, Design the Future, 1/e, Norton Press, 2018.
3. William lidwell, Kritinaholden, &Jill butter, Universal principles of design, 2/e,Rockport Publishers, 2010.
4. Chesbrough.H, The era of open innovation, 2003.

Online Learning Resources:

- https://nptel.ac.in/courses/110/106/110106124/
- https://nptel.ac.in/courses/109/104/109104109/
- https://swayam.gov.in/nd1_noc19_mg60/preview
- https://onlinecourses.nptel.ac.in/noc22_de16/preview

Course Outcomes:

COs	Statements	Bloom s Level
CO1	Define the concepts related to design thinking.	L1
CO2	Explain the fundamentals of Design Thinking and innovation.	L2
CO3	Apply the design thinking techniques for solving problems in various sectors.	L3
CO4	Analyse to work in a multidisciplinary environment.	L4
CO5	Evaluate the value of creativity.	L5

BR23 B.Tech CSE III YEAR I SEMESTER SYLLABUS

III Year I Semester	DATA WAREHOUSING & DATA MINING (23CS5T01)	L	T	P	C
		3	0	0	3

Pre-requisites: Data Structures, Algorithms, Probability & Statistics, Data Base Management Systems

Course Objectives: The main objective of the course is to

- Introduce basic concepts and techniques of data warehousing and data mining
- Examine the types of the data to be mined and apply pre-processing methods on raw data
- Discover interesting patterns, analyze supervised and unsupervised models and estimate the accuracy of the algorithms.

Course Outcomes:

- **CO1:** Understand data warehousing concepts, architecture, and implementation.
- **CO2:** Apply data preprocessing and transformation techniques for real-world datasets.
- **CO3:** Analyze classification, clustering, and association techniques for pattern discovery.
- **CO4:** Evaluate the performance of various data mining algorithms.
- **CO5:** Implement data mining techniques using tools to solve business and research problems.

UNIT–I: Data Warehousing and Online Analytical Processing: Basic concepts, Data Warehouse Modeling: Data Cube and OLAP, Data Warehouse Design and Usage, Data Warehouse Implementation, Cloud Data Warehouse, Data Mining and Patten Mining, Technologies, Applications, Major issues, Data Objects & Attribute Types, Basic Statistical Descriptions of Data, Data Visualization, Measuring Data Similarity and Dissimilarity. (Text Book- 1)

UNIT II: Data Preprocessing: An Overview, Data Cleaning, Data Integration, Data Reduction, Data Transformation and Data Discretization. (Text Book- 1)

UNIT–III: Classification: Basic Concepts, General Approach to solving a classification problem, Decision Tree Induction: Attribute Selection Measures, Tree Pruning, Scalability and Decision Tree Induction, Visual Mining for Decision Tree Induction, Bayesian Classification Methods: Bayes Theorem, Naïve Bayes Classification, Rule-Based Classification, Model Evaluation and Selection. (Text Book- 2)

UNIT–IV: Association Analysis: Problem Definition, Frequent Itemset Generation, Rule Generation: Confident Based Pruning, Rule Generation in Apriori Algorithm, Compact Representation of frequent item sets, FP-Growth Algorithm. (Text Book- 2)

UNIT–V: Cluster Analysis: Overview, Basics and Importance of Cluster Analysis, Clustering techniques, Different Types of Clusters; K-means: The Basic K-means Algorithm, K-means Additional Issues, Bi-secting K Means, Agglomerative Hierarchical Clustering: Basic Agglomerative Hierarchical Clustering Algorithm DBSCAN: Traditional Density Center-Based Approach, DBSCAN Algorithm, Strengths and Weaknesses. (Text Book- 2)

Text Books:

1. Data Mining concepts and Techniques, 3rd edition, Jiawei Han, Michel Kamber, Elsevier, 2011.
2. Introduction to Data Mining: Pang-Ning Tan & Michael Steinbach, Vipin Kumar, Pearson, 2012.

Reference Books:

1. Data Mining: VikramPudi and P. Radha Krishna, Oxford Publisher.
2. Data Mining Techniques, Arun K Pujari, 3rd edition, Universities Press,2013.
3. (NPTEL course by Prof.PabitraMitra) http://onlinecourses.nptel.ac.in/noc17_mg24/preview
4. http://www.saedsayad.com/data_mining_map.htm

BR23 B.Tech CSE III YEAR I SEMESTER SYLLABUS

		L	T	P	C
III Year I Semester	**COMPUTER NETWORKS (Common to CSE & INF branches) (23CS5T02)**	**3**	**0**	**0**	**3**

Course Objectives:

- To provide insight about networks, topologies, and the key concepts.
- To gain comprehensive knowledge about the layered communication architectures (OSI and TCP/IP) and its functionalities.
- To understand the principles, key protocols, design issues, and significance of each layers in ISO and TCP/IP.
- To know the basic concepts of network services and various network applications.

Course Outcomes:

- **CO1:** Describe network architectures, models, and topologies.
- **CO2:** Apply error detection, flow control, and framing techniques at the Data Link Layer.
- **CO3:** Analyze various types of MAC Protocols
- **CO4:** Analyze routing algorithms, addressing schemes, and congestion control techniques.
- **CO5:** Evaluate transport and application layer protocols for reliability and efficiency.

UNIT I: Introduction: Network Types, LAN, MAN, WAN, Network Topologies Reference models- The OSI Reference Model- the TCP/IP Reference Model - A Comparison of the OSI and TCP/IP Reference Models, OSI Vs TCP/IP.

Physical Layer –Introduction to Guided Media- Twisted-pair cable, Coaxial cable and Fiber optic cable and introduction about unguided media.

UNIT II: Data link layer: Design issues, **Framing**: fixed size framing, variable size framing, flow control, error control, error detection and correction codes, CRC, Checksum: idea, one's complement internet checksum, services provided to Network Layer, **Elementary Data Link Layer protocols**: simplex protocol, Simplex stop and wait, Simplex protocol for Noisy Channel.

Sliding window protocol: One bit, Go back N, Selective repeat-Stop and wait protocol, Data link layer in HDLC, Point to point protocol (PPP)

UNIT – III: Media Access Control: Random Access: ALOHA, Carrier sense multiple access (CSMA), CSMA with Collision Detection, CSMA with Collision Avoidance, **Controlled Access:** Reservation, Polling, Token Passing, **Channelization:** frequency division multiple Access(FDMA), time division multiple access(TDMA), code division multiple access(CDMA).**Wired LANs:** Ethernet, Ethernet Protocol, Standard Ethernet, Fast Ethernet(100 Mbps), Gigabit Ethernet, 10 Gigabit Ethernet.

UNIT – IV: The Network Layer Design Issues – Store and Forward Packet Switching-Services Provided to the Transport layer- Implementation of Connectionless Service-Implementation of Connection Oriented Service- Comparison of Virtual Circuit and Datagram Networks,

Routing Algorithms-The Optimality principle-Shortest path, Flooding, Distance vector, Link state, Hierarchical, Congestion Control algorithms-General principles of congestion control, Congestion prevention polices, Approaches to Congestion Control-Traffic Aware Routing- Admission Control-Traffic Throttling-Load Shedding. Traffic Control Algorithm-Leaky bucket & Token bucket.

Internet Working: How networks differ- How networks can be connected- Tunnelling, internetwork routing-, Fragmentation, network layer in the internet – IP protocols-IP Version 4 protocol-IPV4 Header Format, IP addresses, Class full Addressing, CIDR, Subnets-IP Version 6-The main IPV6 header, Transition from IPV4 to IPV6, Comparison of IPV4 & IPV6.

UNIT –V: The Transport Layer: Transport layer protocols: Introduction-services- port number-User data gram protocol-User datagram-UDP services-UDP applications-Transmission control protocol: TCP services- TCP features- Segment- A TCP connection- windows in TCP- flow control-Error control, Congestion control in TCP.**Application Layer** –- World Wide Web: HTTP, Electronic mail-Architecture- web based mail- email security- TELENET-local versus remote Logging-Domain Name System.

Text Books:

1. Computer Networksm, Andrew S Tanenbaum, Fifth Edition. Pearson Education/PHI
2. Data Communications and Networks, Behrouz A. Forouzan, Fifth Edition TMH.

References Books:

1. Data Communications and Networks- Achut S Godbole, AtulKahate
2. Computer Networks, Mayank Dave, CENGAGE

BR23 B.Tech CSE III YEAR I SEMESTER SYLLABUS

III Year I Semester	FORMAL LANGUAGES AND AUTOMATA THEORY (23CS5T03)	L	T	P	C
		3	0	0	3

Course Objectives:

- To learn fundamentals of Regular and Context Free Grammars and Languages
- To understand the relation between Regular Language and Finite Automata and machines
- To learn how to design Automata's and machines as Acceptors, Verifiers and Translators
- To understand the relation between Contexts free Languages, PDA and TM
- To learn how to design PDA as acceptor and TM as Calculators

Course Outcomes:

- CO1: Design deterministic and non-deterministic finite automata for regular languages.
- CO2: Manipalate and interconvert regular Expression to regular grammar.
- CO3: Construct and simplify CFG and convert them in to CNF.
- CO4:.Design PDA to accept CFG
- CO5: Analyze Turing machines and decidability problems

UNIT I

Finite Automata: Need of Automata theory, Central Concepts of Automata Theory, Automation, Finite Automation, Transition Systems, Acceptance of a String, DFA, Design of DFAs, NFA, Design of NFA, Equivalence of DFA and NFA, Conversion of NFA into DFA, Finite Automata with Є-Transitions, Minimization of Finite Automata, Finite Automata with output-Mealy and Moore Machines, Applications and Limitation of Finite Automata.

UNIT II

Regular Expressions, Regular Sets, Identity Rules, Equivalence of two RE, Manipulations of REs, Finite Automata and Regular Expressions, Inter Conversion, Equivalence between FA and RE, Pumping Lemma of Regular Sets, Closure Properties of Regular Sets, Grammars, Classification of Grammars, Chomsky Hierarchy Theorem, Right and Left Linear Regular Grammars, Equivalence between RG and FA, Inter Conversion.

UNIT III

Formal Languages, Context Free Grammar, Leftmost and Rightmost Derivations, Parse Trees, Ambiguous Grammars, Simplification of Context Free Grammars-Elimination of Useless Symbols, Є-Productions and Unit Productions, Normal Forms-Chomsky Normal Form and Greibach Normal Form, Pumping Lemma, Closure Properties, Applications of Context Free Grammars.

UNIT IV

Pushdown Automata, Definition, Model, Graphical Notation, Instantaneous Description, Language Acceptance of Pushdown Automata, Design of Pushdown Automata, Deterministic and Non – Deterministic Pushdown Automata, Equivalence of Pushdown Automata and Context Free Grammars, Conversion, Two Stack Pushdown Automata, Application of Pushdown Automata.

UNIT V

Turning Machine: Definition, Model, Representation of TMs-Instantaneous Descriptions, Transition Tables and Transition Diagrams, Language of a TM, Design of TMs, Types of TMs, Church's Thesis, Universal and Restricted TM, Decidable and Un-decidable Problems, Halting Problem of TMs, Post's Correspondence Problem, Modified PCP, Classes of P and NP, NP-Hard and NP-Complete Problems.

Text Books:

1. Introduction to Automata Theory, Languages and Computation, J. E. Hopcroft, R. Motwani and J. D. Ullman, 3rd Edition, Pearson, 2008
2. Theory of Computer Science-Automata, Languages and Computation, K. L. P. Mishra and N. Chandrasekharan, 3rd Edition, PHI, 2007

Reference Books:

1. Elements of Theory of Computation, Lewis H.P. & Papadimition C.H., Pearson /PHI
2. Theory of Computation, V. Kulkarni, Oxford University Press, 2013
3. Theory of Automata, Languages and Computation, Rajendra kumar, McGraw Hill, 2014

e-Resources:

1) https://nptel.ac.in/courses/106/104/106104028/

BR23 B.Tech CSE III YEAR I SEMESTER SYLLABUS

		L	T	P	C
III Year I Semester	**OBJECT ORIENTED ANALYSIS AND DESIGN (PROFESSIONAL ELECTIVE-I) (23CS5D01) (Common to CSE, AI&ML & INF branches)**	**3**	**0**	**0**	**3**

Course Objectives: The main objective is the students to

- Become familiar with all phases of OOAD.
- Master the main features of the UML.
- Master the main concepts of Object Technologies and how to apply them at work and develop the ability to analyze and solve challenging problem in various domains.
- Learn the Object design Principles and understand how to apply them towards Implementation.

Course Outcomes:

- CO1: Analyse the nature of complex system to create its Solution at design level.
- CO2: Ilustrate and relate the conceptual model of the Unified Modeling Language
- CO3: Analyse and Design the static aspects of a system using Class diagrams and Object Diagrams
- CO4: Analyse and Design the behavioral aspects of a system using Uses case diagrams and Interaction Diagrams
- CO5: Model runtime environment of software system using state chart diagrams and Implementation diagrams.

UNIT I:

Introduction: The Structure of Complex systems, The Inherent Complexity of Software, Attributes of Complex System, Organized and Disorganized Complexity, Bringing Order to Chaos, Designing Complex Systems. **Case Study:** System Architecture: Satellite-Based Navigation

UNIT II:

Introduction to UML: Importance of modeling, principles of modeling, object oriented modeling, conceptual model of the UML, Architecture, and Software Development Life Cycle. **Basic Structural Modeling:** Classes, Relationships, common Mechanisms, and diagrams. **Case Study:** Control System: Traffic Management.

UNIT III:

Class & Object Diagrams: Terms, concepts, modeling techniques for Class & Object Diagrams. **Advanced Structural Modeling:** Advanced classes, advanced relationships, Interfaces, Types and Roles, Packages. **Case Study:** AI: Cryptanalysis.

UNIT IV:

Basic Behavioral Modeling-I: Interactions, Interaction diagrams Use cases, Use case Diagrams, Activity Diagrams. **Case Study:** Web Application: Vacation Tracking System

UNIT V:

Advanced Behavioral Modeling: Events and signals, state machines, processes and Threads, time and space, state chart diagrams. **Architectural Modeling:** Component, Deployment, Component diagrams and Deployment diagrams. **Case Study:** Weather Forecasting

Text Books:

1. Grady BOOCH, Robert A. Maksimchuk, Michael W. ENGLE, Bobbi J. Young, Jim Conallen, Kellia Houston , "Object- Oriented Analysis and Design with Applications", 3rd edition, 2013, PEARSON.
2. Grady Booch, James Rumbaugh, Ivar Jacobson: The Unified Modeling Language User Guide, Pearson Education.

Reference Books:

1. Meilir Page-Jones: Fundamentals of Object Oriented Design in UML, Pearson Education.
2. Pascal Roques: Modeling Software Systems Using UML2, WILEY- Dreamtech India Pvt. Ltd.
3. Atul Kahate: Object Oriented Analysis & Design, The McGraw-Hill Companies.
4. Appling UML and Patterns: An introduction to Object – Oriented Analysis and Design and Unified Process, Craig Larman, Pearson Education.

BR23 B.Tech CSE III YEAR I SEMESTER SYLLABUS

		L	T	P	C
III Year I Semester	**ARTIFICIAL INTELLIGENCE (PROFESSIONAL ELECTIVE-I) (23CS5D02)** **(Common to CSE & INF)**	**3**	**0**	**0**	**3**

Pre-requisite:

1. Knowledge in Computer Programming.
2. A course on "Mathematical Foundations of Computer Science".
3. Background in linear algebra, data structures and algorithms, and probability.

Course Objectives:

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

Course Outcomes:

- CO1: Understand the foundations and history of AI.
- CO2: Apply search algorithms to solve real-world problems.
- CO3: Analyze knowledge representation techniques and reasoning methods.
- CO4: Evaluate machine learning and inference algorithms.
- CO5: Implement AI concepts in problem-solving and expert systems.

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

BR23 B.Tech CSE III YEAR I SEMESTER SYLLABUS

III Year I Semester	QUANTUM COMPUTING (PROFESSIONAL ELECTIVE-I) (23CS5D03)	L	T	P	C
		3	0	0	3

Course Objectives:

To introduce the fundamentals of quantum computing, the problem-solving approach using finite dimensional mathematics

Course Outcomes:

- **CO1:** Understand the fundamentals of quantum mechanics and qubits.
- **CO2:** Apply mathematical models for quantum information processing.
- **CO3:** Design quantum circuits with single and multiple qubit gates.
- **CO4:** Analyze quantum algorithms like Shor's and Grover's.
- **CO5:** Evaluate quantum error correction and cryptography applications.

UNIT - I

History of Quantum Computing: Importance of Mathematics, Physics and Biology. Introduction to Quantum Computing: Bits Vs Qubits, Classical Vs Quantum logical operations

UNIT - II

Background Mathematics: Basics of Linear Algebra, Hilbert space, Probabilities and measurements. Background Physics: Paul's exclusion Principle, Superposition, Entanglement and super-symmetry, density operators and correlation, basics of quantum mechanics, Measurements in bases other than computational basis. Background Biology: Basic concepts of Genomics and Proteomics (Central Dogma)

UNIT - III

Qubit: Physical implementations of Qubit. Qubit as a quantum unit of information. The Bloch sphere Quantum Circuits: single qubit gates, multiple qubit gates, designing the quantum circuits. Bell states.

UNIT - IV

Quantum Algorithms: Classical computation on quantum computers. Relationship between quantum and classical complexity classes. Deutsch's algorithm, Deutsch's-Jozsa algorithm, Shor's factorization algorithm, Grover's search algorithm.

UNIT - V

Noise and error correction: Graph states and codes, Quantum error correction, fault-tolerant computation. Quantum Information and Cryptography: Comparison between classical and quantum information theory. Quantum Cryptography, Quantum teleportation

Text Books:

1. Quantum Computation and Quantum Information, Nielsen M. A.,Cambridge
2. Programming Quantum Computers, Essential Algorithms and Code Samples, Eric R Johnson, Nic Harrigan, Mercedes Ginemo, Segovia, Oreilly

Reference Books:

1. Quantum Computing for Computer Scientists, Noson S. Yanofsk, Mirco A. Mannucci
2. Principles of Quantum Computation and Information,Benenti G., Casati G. and Strini G., Vol.I: Basic Concepts, Vol II
3. Basic Tools and Special Topics, World Scientific. Pittenger A. O., An Introduction to Quantum Computing Algorithms

BR23 B.Tech CSE III YEAR I SEMESTER SYLLABUS

		L	T	P	C
III Year I Semester	**12 week MOOC Swayam/ NPTEL course recommended by the BoS (PROFESSIONAL ELECTIVE-I) (23CS5D04)**	**3**	**0**	**0**	**3**

BR23 B.Tech CSE III YEAR I SEMESTER SYLLABUS

III Year – I Semester	CLIMATE CHANGE IMPACT ON ECO-SYSTEM (OPEN ELECTIVE-I) (23CE5E03)	L	T	P	C
		3	0	0	3

COURSE OUTCOMES:

CO1: Understand the structure & functioning of Earth's climate system, energy balance, & temperature variations in air & soil.
CO2: Analyze the components of the global hydrological cycle & apply simple water balance models on land.
CO3: Understand how climatic variables influence precipitation, atmospheric processes & hydrological responses.
CO4: Determine the causes, indicators, and impacts of climate variability and climate extremes.
CO5: Evaluate the causes and modeling approaches of climate change using global models and IPCC scenarios.

UNIT I:

Climate System; Climate, weather and Climate Change; Overview of Earth's Atmosphere; Vertical Structure of Atmosphere; Radiation and Temperature; Laws of Radiation; Heat-Balance of Earth Atmosphere System; Random Temperature Variation; Modelling Vertical Variation in Air Temperature; Temporal Variation of Air temperature; Temperature Change in Soil; Thermal Time and Temperature Extremes.

UNIT II:

Hydrologic Cycle: Introduction; Global water balance; Cycling of water on land, a simple water balance model;

UNIT III:

Climate Variables affecting Precipitation: Precipitation and Weather, Humidity, Vapor Pressure, Forms of Precipitation, Types of Precipitation; Cloud; Atmospheric Stability; Monsoon; Wind Pattern in India; Global Wind Circulation; Evaporation and Transpiration, Processes of Vadose Zone, Surface Runoff, Streamflow

UNIT IV:

Climate Variability: Floods, Droughts, Drought Indicators, Heat waves, Climate Extremes.

UNIT V:

Climate Change: Introduction; Causes of Climate Change; Modeling of Climate Change, Global Climate Models, General Circulation Models, Downscaling; IPCC Scenarios

BR23 B.Tech CSE III YEAR I SEMESTER SYLLABUS

III Year I Semester	DATA MINING LAB (23CS5L01)	L	T	P	C
		0	0	3	1.5

Pre-requisites: Data Base Management Systems, Python Programming

Course Objectives: The main objective of the course is to

- Inculcate Conceptual, Logical, and Physical design of Data Warehouses OLAP applications and OLAP deployment
- Design a data warehouse or data mart to present information needed by management in a form that is usable
- Emphasize hands-on experience working with all real data sets.
- Test real data sets using popular data mining tools such as WEKA, Python Libraries
- Develop ability to design various algorithms based on data mining tools.

Software Requirements: WEKA Tool/Python/R-Tool/Rapid Tool/Oracle Data mining

Course Outcomes

- **CO1**: Apply concepts of data warehouse design, schema modeling, and OLAP operations.
- **CO2**: Analyze datasets using classification, clustering, and association rule mining algorithms**.**
- **CO3**: Develop and execute data mining programs using WEKA, Python, R, and Java.
- **CO4**: Visualize, interpret, and derive insights from experimental results for real-world datasets.

List of Experiments:

1. Creation of a Data Warehouse.

- Build Data Warehouse/Data Mart (using open source tools like Pentaho Data Integration Tool, Pentaho Business Analytics; or other data warehouse tools like Microsoft-SSIS, Informatica, Business Objects,etc.,)
- Design multi-dimensional data models namely Star, Snowflake and Fact Constellation schemas for any one enterprise (ex. Banking, Insurance, Finance, Healthcare, manufacturing, Automobiles, sales etc).
- Write ETL scripts and implement using data warehouse tools.
- Perform Various OLAP operations such slice, dice, roll up, drill up and pivot

2. Explore machine learning tool "WEKA"

- Explore WEKA Data Mining/Machine Learning Toolkit.
- Downloading and/or installation of WEKA data mining toolkit.
- Understand the features of WEKA toolkit such as Explorer, Knowledge Flow interface, Experimenter, command-line interface.

- Navigate the options available in the WEKA (ex. Select attributes panel, Preprocess panel, Classify panel, Cluster panel, Associate panel and Visualize panel)
- Study the arff file format Explore the available data sets in WEKA. Load a data set (ex. Weather dataset, Iris dataset, etc.)
- Load each dataset and observe the following:
  1. List the attribute names and they types
  2. Number of records in each dataset
  3. Identify the class attribute (if any)
  4. Plot Histogram
  5. Determine the number of records for each class.
  6. Visualize the data in various dimensions

3. Perform data preprocessing tasks and Demonstrate performing association rule mining on data sets
   - Explore various options available in Weka for preprocessing data and apply Unsupervised filters like Discretization, Resample filter, etc. on each dataset
   - Load weather. nominal, Iris, Glass datasets into Weka and run Apriori Algorithm with different support and confidence values.
   - Study the rules generated. Apply different discretization filters on numerical attributes and run the Apriori association rule algorithm. Study the rules generated.
   - Derive interesting insights and observe the effect of discretization in the rule generation process.
4. Demonstrate performing classification on data sets Weka/R
   - Load each dataset and run 1d3, J48 classification algorithm. Study the classifier output. Compute entropy values, Kappa statistic.
   - Extract if-then rules from the decision tree generated by the classifier, Observe the confusion matrix.
   - Load each dataset into Weka/R and perform Naïve-bayes classification and k-Nearest Neighbour classification. Interpret the results obtained.
   - Plot RoC Curves
   - Compare classification results of ID3, J48, Naïve-Bayes and k-NN classifiers for each dataset, and deduce which classifier is performing best and poor for each dataset and justify.

5. Demonstrate performing clustering of data sets
   - Load each dataset into Weka/R and run simple k-means clustering algorithm with different values of k (number of desired clusters).
   - Study the clusters formed. Observe the sum of squared errors and centroids, and derive insights.
   - Explore other clustering techniques available in Weka/R.
   - Explore visualization features of Weka/R to visualize the clusters. Derive interesting insights and explain.
6. Demonstrate knowledge flow application on data sets into Weka/R

- Develop a knowledge flow layout for finding strong association rules by using Apriori, FP Growth algorithms
- Set up the knowledge flow to load an ARFF (batch mode) and perform a cross validation using J48 algorithm
- Demonstrate plotting multiple ROC curves in the same plot window by using j48 and Random forest tree

7. Demonstrate ZeroR technique on Iris dataset (by using necessary preprocessing technique(s)) and share your observations
8. Write a java program to prepare a simulated data set with unique instances.
9. Write a Python program to generate frequent item sets / association rules using Apriori algorithm
10. Write a program to calculate chi-square value using Python/R. Report your observation.
11. Write a program of Naive Bayesian classification using Python/R programming language.
12. Implement a Java/R program to perform Apriori algorithm
13. Write a R program to cluster your choice of data using simple k-means algorithm using JDK
14. Write a program of cluster analysis using simple k-means algorithm Python/R programming language.
15. Write a program to compute/display dissimilarity matrix (for your own dataset containing at least four instances with two attributes) using Python
16. Visualize the datasets using matplotlib in python/R.(Histogram, Box plot, Bar chart, Pie chart etc.,)

BR23 B.Tech CSE III YEAR I SEMESTER SYLLABUS

		L	T	P	C
III Year I Semester	**COMPUTER NETWORKS LAB (23CS5L02) (Common to CSE, CSE-AI&DS & INF branches)**	**0**	**0**	**3**	**1.5**

Course Objectives:

Learn basic concepts of computer networking and acquire practical notions of protocols with the emphasis on TCP/IP. A lab provides a practical approach to Ethernet/Internet networking: networks are assembled, and experiments are made to understand the layered architecture and how do some important protocols work.

Course Outcomes

By the end of this course, students will be able to:

- **CO1**: Demonstrate the configuration of network devices, LAN setup, and packet capturing tools (Wireshark, Nmap, NS2).
- **CO2**: Implement data link layer error detection and correction techniques such as framing, checksum, CRC, and Hamming codes.
- **CO3**: Simulate and analyze flow control and error control protocols (Stop-and-Wait, Go-Back-N, Selective Repeat, Sliding Window).
- **CO4**: Apply and evaluate routing algorithms including Dijkstra's shortest path, Distance Vector routing, and Broadcast tree construction.

List of Experiments:

1. Study of Network devices in detail and connect the computers in Local Area Network.
2. Write a Program to implement the data link layer farming methods such as
   i) Character stuffing ii) bit stuffing.
3. Write a Program to implement data link layer farming method checksum.
4. Write a program for Hamming Code generation for error detection and correction.
5. Write a Program to implement on a data set of characters the three CRC polynomials – CRC 12, CRC 16 and CRC CCIP.
6. Write a Program to implement Sliding window protocol for Goback N.
7. Write a Program to implement Sliding window protocol for Selective repeat.
8. Write a Program to implement Stop and Wait Protocol.
9. Write a program for congestion control using leaky bucket algorithm
10. Write a Program to implement Dijkstra's algorithm to compute the Shortest path through a graph.
11. Write a Program to implement Distance vector routing algorithm by obtaining routing table at each node (Take an example subnet graph with weights indicating delay between nodes).
12. Write a Program to implement Broadcast tree by taking subnet of hosts.
13. Wireshark
    i. Packet Capture Using Wire shark
    ii. Starting Wire shark

iii. Viewing Captured Traffic iv. Analysis and Statistics & Filters.

14. How to run Nmap scan
15. Operating System Detection using Nmap
16. 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.

BR23 B.Tech CSE III YEAR I SEMESTER SYLLABUS

		L	T	P	C
III Year I Semester	**FULL STACK DEVELOPMENT - 2 (SKILL ENHANCEMENT COURSE) (23SC5L04)** **(Common to CSE, CSE-AI&DS & AI&ML branches)**	**0**	**1**	**2**	**2**

Course Objectives:

The main objectives of the course are to

- Make use of router, template engine and authentication using sessions to develop application in ExpressJS.
- Build a single page application using RESTful APIs in ExpressJS
- Apply router and hooksin designing ReactJS application
- Make use of MongoDB queries to perform CRUD operations on document database

Course Outcomes (COs)

By the end of this course, students will be able to:

- **CO1**: Develop and manage web server applications using ExpressJS, including routing, HTTP methods, middleware, sessions, and authentication.
- **CO2**: Design and implement interactive front-end applications using ReactJS, applying components, props, state management, events, forms, and routing.
- **CO3**: Integrate MongoDB databases with web applications, performing CRUD operations, indexing, aggregation, and connectivity using Mongoose.
- **CO4**: Build, deploy, and test full-stack applications by integrating ExpressJS, ReactJS, and MongoDB for real-world problem solving.

Experiments covering the Topics:

- ExpressJS – Routing, HTTP Methods, Middleware, Templating, Form Data
- ExpressJS – Cookies, Sessions, Authentication, Database, RESTful APIs
- ReactJS – Render HTML, JSX, Components – function & Class, Props and States, Styles, Respond to Events
- ReactJS – Conditional Rendering, Rendering Lists, React Forms, React Router, Updating the Screen
- ReactJS – Hooks, Sharing data between Components, Applications – To-do list and Quiz
- MongoDB – Installation, Configuration, CRUD operations, Databases, Collections and Records

Sample Experiments:

1. ExpressJS – Routing, HTTP Methods, Middleware.

a. Write a program to define a route, Handling Routes, Route Parameters, Query Parameters and URL building.

b. Write a program to accept data, retrieve data and delete a specified resource using http methods.

c. Write a program to show the working of middleware.

2. ExpressJS – Templating, Form Data

a. Write a program using templating engine.
b. Write a program to work with form data.

3. ExpressJS – Cookies, Sessions, Authentication

a. Write a program for session management using cookies and sessions.
b. Write a program for user authentication.

4. ExpressJS – Database, RESTful APIs

a. Write a program to connect MongoDB database using Mangoose and perform CRUD operations.
b. Write a program to develop a single page application using RESTful APIs.

5. ReactJS – Render HTML, JSX, Components – function & Class

a. Write a program to render HTML to a web page.
b. Write a program for writing markup with JSX.
c. Write a program for creating and nesting components (function and class).

6. ReactJS – Props and States, Styles, Respond to Events

a. Write a program to work with props and states.
b. Write a program to add styles (CSS & Sass Styling) and display data.
c. Write a program for responding to events.

7. ReactJS – Conditional Rendering, Rendering Lists, React Forms

a. Write a program for conditional rendering.
b. Write a program for rendering lists.
c. Write a program for working with different form fields using react forms.

8. ReactJS – React Router, Updating the Screen

a. Write a program for routing to different pages using react router.
b. Write a program for updating the screen.

9. ReactJS – Hooks, Sharing data between Components

a. Write a program to understand the importance of using hooks.
b. Write a program for sharing data between components.

10. MongoDB – Installation, Configuration, CRUD operations

a. Install MongoDB and configure ATLAS
b. Write MongoDB queries to perform CRUD operations on document using insert(), find(), update(), remove()

11. MongoDB – Databases, Collections and Records

a. Write MongoDB queries to Create and drop databases and collections.
b. Write MongoDB queries to work with records using find(), limit(), sort(), createIndex(), aggregate().

12. Augmented Programs: (Any 2 must be completed)

a. Design a to-do list application using NodeJS and ExpressJS.
b. Design a Quiz app using ReactJS.
c. Complete the MongoDB certification from MongoDB University website.

Text Books:

1. Pro MERN Stack: Full Stack Web App Development with Mongo, Express, React, and Node, Vasan Subramanian, 2nd edition, APress, O'Reilly.
2. Node.Js in Action, Mike Cantelon, Mark Harter, T.J. Holowaychuk, Nathan Rajlich,Manning Publications. (Chapters 1-11)
3. React Quickly, AzatMardan,Manning Publications(Chapters 1-8,12-14)

Web Links:

1. ExpressJS - https://www.tutorialspoint.com/expressjs
2. ReactJS - https://www.w3schools.com/REACT (and) https://react.dev/learn#
3. MongoDB - https://learn.mongodb.com/learning-paths/introduction-to-mongodb

BR23 B.Tech CSE III YEAR I SEMESTER SYLLABUS

		L	T	P	C
III Year I Semester	**TINKERING LAB (USER INTERFACE DESIGN USING FLUTTER) (23ES5L03)** **(Common to CSE, CSE-AI&DS, AI&ML & INF branches)**	**0**	**0**	**2**	**1**

Course Objectives:

- Learns to Implement Flutter Widgets and Layouts
- Understands Responsive UI Design and with Navigation in Flutter
- Knowledge on Widges and customize widgets for specific UI elements, Themes
- Understand to include animation apart from fetching data

Course Outcomes:

- **CO1:** Install and configure Flutter SDK and tools.
- **CO2:** Develop responsive UI using Flutter widgets and layouts.
- **CO3:** Apply state management techniques in Flutter apps.
- **CO4:** Integrate REST APIs and test/debug Flutter applications.

List of Experiments:

Students need to implement the following experiments

1. a) Install Flutter and Dart SDK.
   b) Write a simple Dart program to understand the language basics.
2. a) Explore various Flutter widgets (Text, Image, Container, etc.).
   b) Implement different layout structures using Row, Column, and Stack widgets.
3. a) Design a responsive UI that adapts to different screen sizes.
   b) Implement media queries and breakpoints for responsiveness.
4. a) Set up navigation between different screens using Navigator.
   b) Implement navigation with named routes.
5. a) Learn about stateful and stateless widgets.
   b) Implement state management using set State and Provider.
6. a) Create custom widgets for specific UI elements.
   b) Apply styling using themes and custom styles.
7. a) Design a form with various input fields.
   b) Implement form validation and error handling.
8. a) Add animations to UI elements using Flutter's animation framework.
   b) Experiment with different types of animations (fade, slide, etc.).
9. a) Fetch data from a REST API.
   b) Display the fetched data in a meaningful way in the UI.
10. a) Write unit tests for UI components.
    b) Use Flutter's debugging tools to identify and fix issues.

Text Books:

1. Marco L. Napoli, Beginning Flutter: A Hands-on Guide to App Development.
2. Rap Payne, Beginning App Development with Flutter: Create Cross-Platform Mobile Apps 1st Edition, Apres
3. Richard Rose, Flutter & Dart Cookbook, Developing Full stack Applications for the Cloud, Oreilly.

BR23 B.Tech CSE III YEAR II SEMESTER SYLLABUS

III Year II Semester	COMPILER DESIGN (23CS6T01)	L	T	P	C
		3	0	0	3

Course Objectives:

Understand the basic concept of compiler design, and its different phases which will be helpful to construct new tools like LEX, YACC, etc.

Course Outcomes:

- **CO1:** Understand the phases and structure of a compiler.
- **CO2:** Design lexical analyzers and parsers.
- **CO3:** Implement syntax-directed translation and intermediate code generation.
- **CO4:** Apply optimization techniques to improve code performance.
- **CO5:** Develop code generation modules for target machines.

UNIT I:

Lexical Analysis: Language Processors, Structure of a Compiler, Lexical Analysis, The Role of the Lexical Analyzer, Bootstrapping, Input Buffering, Specification of Tokens, Recognition of Tokens, Lexical Analyzer Generator-LEX, Finite Automata, Regular Expressions and Finite Automata, Design of a Lexical Analyzer Generator.

Syntax Analysis: The Role of the Parser, Context-Free Grammars, Derivations, Parse Trees, Ambiguity, Left Recursion, Left Factoring,

UNIT II:

Top Down Parsing: Pre Processing Steps of Top Down Parsing, Backtracking, Recursive Descent Parsing, LL (1) Grammars, Non-recursive Predictive Parsing, Error Recovery in Predictive Parsing.

Bottom Up Parsing: Introduction, Difference between LR and LL Parsers, Types of LR Parsers, Shift Reduce Parsing, SLR Parsers, Construction of SLR Parsing Tables, More Powerful LR Parses, Construction of CLR (1) and LALR Parsing Tables, Dangling Else Ambiguity, Error Recovery in LR Parsing, Handling Ambiguity Grammar with LR Parsers.

UNIT III:

Syntax Directed Translation: Syntax-Directed Definitions, Evaluation Orders for SDD's, Applications of Syntax Directed Translation, Syntax-Directed Translation Schemes, Implementing L-Attributed SDD's. **Intermediate Code Generation:** Variants of Syntax Trees, Three Address Code, Types and Declarations, Translation of Expressions, Type Checking, Control Flow, Backpatching, Intermediate Code for Procedures.

UNIT IV:

Code Optimization: The Principle Sources of Optimization, Basic Blocks, Optimization of Basic Blocks, Structure Preserving Transformations, Flow Graphs, Loop Optimization, Data-Flow Analysis, Peephole Optimization

UNIT V:

Run Time Environments: Storage Organization, Run Time Storage Allocation, Activation Records, Procedure Calls, Displays

Code Generation: Issues in the Design of a Code Generator, Object Code Forms, Code Generation Algorithm, Register Allocation and Assignment.

Text Books:

1. Compilers: Principles, Techniques and Tools, Second Edition, Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffry D. Ullman, Pearson, 2007.

Reference Books:

1. Compiler Construction, Principles and Practice, Kenneth C Louden, Cengage Learning, 2006
2. Modern compiler implementation in C, Andrew W Appel, Revised edition, Cambridge University Press.
3. Optimizing Compilers for Modern Architectures, Randy Allen, Ken Kennedy, Morgan Kauffmann, 2001.
4. Levine, J.R., T. Mason and D. Brown, Lex and Yacc, edition, O'Reilly & Associates, 1990

BR23 B.Tech CSE III YEAR II SEMESTER SYLLABUS

III Year II Semester	CLOUD COMPUTING (23CS6T02) (Common to CSE, INF branches)	L	T	P	C
		3	0	0	3

Course Objectives:

- To explain the evolving utility computing model called cloud computing.
- To introduce the various levels of services offered by cloud.
- To discuss the fundamentals of cloud enabling technologies such as distributed computing, service-oriented architecture and virtualization.
- To emphasize the security and other challenges in cloud computing.
- To introduce the advanced concepts such as containers, serverless computing and cloud-centric Internet of Things.

Course Outcomes:

- **CO1:** Understand cloud service models, architectures, and deployment.
- **CO2:** Apply enabling technologies like distributed computing and virtualization.
- **CO3:** Analyze container technologies (Docker, Kubernetes).
- **CO4:** Evaluate cloud challenges such as scalability, security, and interoperability.
- **CO5:** Implement cloud-based applications using modern platforms.

UNIT -I: Introduction to Cloud Computing Fundamentals

Cloud computing at a glance, defining a cloud, cloud computing reference model, types of services (IaaS, PaaS, SaaS), cloud deployment models (public, private, hybrid), utility computing, cloud computing characteristics and benefits, cloud service providers (Amazon Web Services, Microsoft Azure, Google AppEngine).

UNIT-II: Cloud Enabling Technologies

Ubiquitous Internet, parallel and distributed computing, elements of parallel computing, hardware architectures for parallel computing (SISD, SIMD, MISD, MIMD), elements of distributed computing, Inter-process communication, technologies for distributed computing, remote procedure calls (RPC), service-oriented architecture (SOA), Web services, virtualization.

UNIT-III: Virtualization and Containers

Characteristics of virtualized environments, taxonomy of virtualization techniques, virtualization and cloud Computing, pros and cons of virtualization, technology examples (XEN, VMware), building blocks of containers, container platforms (LXC, Docker), container orchestration, Docker Swarm and Kubernetes, public cloud VM (e.g. Amazon EC2) and container (e.g. Amazon Elastic Container Service) offerings.

UNIT-IV: Cloud computing challenges

Economics of the cloud, cloud interoperability and standards, scalability and fault tolerance, energy efficiency in clouds, federated clouds, cloud computing security, fundamentals of computer security, cloud security architecture, cloud shared responsibility model, security in cloud deployment models.

UNIT -V: Advanced concepts in cloud computing

Serverless computing, Function-as-a-Service, serverless computing architecture, public cloud (e.g. AWS Lambda) and open-source (e.g. OpenFaaS) serverless platforms, Internet of Things (IoT), applications, cloud-centric IoT and layers, edge and fog computing, DevOps, infrastructure-as-code, quantum cloud computing.

Text Books:

1. Mastering Cloud Computing, 2nd edition, Rajkumar Buyya, Christian Vecchiola, Thamarai Selvi, Shivananda Poojara, Satish N. Srirama, Mc Graw Hill, 2024.
2. Distributed and Cloud Computing, Kai Hwang, Geoffery C. Fox, Jack J. Dongarra, Elsevier, 2012.

Reference Books:

1. Cloud Computing, Theory and Practice, Dan C Marinescu, 2nd edition, MK Elsevier, 2018.
2. Essentials of cloud Computing, K. Chandrasekhran, CRC press, 2014.
3. Online documentation and tutorials from cloud service providers (e.g., AWS, Azure, GCP)

BR23 B.Tech CSE III YEAR II SEMESTER SYLLABUS

		L	T	P	C
III Year II Semester	**CRYPTOGRAPHY & NETWORK SECURITY (23CS6T03)** **(Common to CSE, INF branches)**	**3**	**0**	**0**	**3**

Course Objectives:

The main objectives of this course are to explore the working principles and utilities of various cryptographic algorithms including secret key cryptography, hashes and message digests, public key algorithms, design issues and working principles of various authentication protocols and various secure communication standards including Kerberos, IPsec, and SSL/TLS.

Course Outcomes:

- **CO1:** Understand security goals, cryptographic primitives, and mathematical foundations.
- CO2: Apply symmetric encryption algorithms.
- CO3: Apply asymmetric encryption algorithms.
- CO4: Analyze hash functions, message authentication, digital signatures and Kerberos.
- CO5: Evaluate security protocols such as SSL, IPsec.

UNIT I:

Basic Principles : Security Goals, Cryptographic Attacks, Services and Mechanisms, Mathematics of Cryptography- integer arithmetic, modular arithmetic, matrices, linear conguence.

UNIT II:

Symmetric Encryption: Mathematics of Symmetric Key Cryptography-algebraic structures, GF(2^n) Fields, Introduction to Modern Symmetric Key Ciphers-modern block ciphers, modern stream ciphers, Data Encryption Standard- DES structure, DES analysis, Security of DES, Multiple DES, Advanced Encryption Standard-transformations, key expansions, AES ciphers, Analysis of AES.

UNIT III:

Asymmetric Encryption: Mathematics of Asymmetric Key Cryptography-primes, primality testing, factorization, CRT, Asymmetric Key Cryptography- RSA crypto system, Rabin cryptosystem, Elgamal Crypto system, ECC

UNIT IV:

Data Integrity, Digital Signature Schemes & Key Management : Message Integrity and Message Authentication-message integrity, Random Oracle model, Message authentication, Cryptographic Hash Functions-whirlpool, SHA-512, Digital Signature- process, services, attacks, schemes, applications, Key Management-symmetric key distribution, Kerberos.

UNIT V:

Network Security-I: Security at application layer: PGP and S/MIME, Security at the Transport Layer: SSL and TLS, **Network Security-II :** Security at the Network Layer: IPSec-two modes, two security

protocols, security association, IKE, ISAKMP, System Security-users, trust, trusted systems, buffer overflow, malicious software, worms, viruses, IDS, Firewalls.

Text Books:

1. Cryptography and Network Security, 3rd Edition Behrouz A Forouzan, Deb deep Mukhopadhyay, McGraw Hill,2015
2. Cryptography and Network Security,4th Edition, William Stallings, (6e) Pearson,2006
3. Everyday Cryptography, 1st Edition, Keith M.Martin, Oxford,2016

Reference Books:

1. Network Security and Cryptography, 1st Edition, Bernard Meneges, Cengage Learning,2018

BR23 B.Tech CSE III YEAR II SEMESTER SYLLABUS

		L	T	P	C
III Year II Semester	**SOFTWARE TESTING METHODOLOGIES (23CS6D01) (PROFESSIONAL ELECTIVE-II)** (Common to CSE, INF Branches)	**3**	**0**	**0**	**3**

Course Objectives

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

Course Outcomes:

- **CO1:** Understand software testing principles, processes, and strategies.
- **CO2:** Apply domain testing, transaction flow testing, and data flow testing.
- **CO3:** Analyze path testing, Logic Based Testing techniques.
- **CO4:** Analyze state testing, and graph-based testing techniques.
- **CO5:** Evaluate test automation frameworks and tools.

UNIT - I

Introduction: Purpose of testing, Dichotomies, model for testing, consequences of bugs, taxonomy of bugs Flow graphs and Path testing: Basics concepts of path testing, predicates, path predicates and achievable paths, path sensitizing, path instrumentation, application of path testing.

UNIT - II

Transaction Flow Testing: transaction flows, transaction flow testing techniques.

Data Flow testing: Basics of data flow testing, strategies in data flow testing, application of data flow testing.

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

UNIT - III

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

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

UNIT - IV

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

UNIT - V

Graph Matrices and Application: Motivational overview, matrix of graph, relations, power of a matrix, node reduction algorithm, building tools. (Student should be given an exposure to a tool like Jmeter/selenium/soapUI/Catalon).

Text Books:

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

Reference Books:

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

BR23 B.Tech CSE III YEAR II SEMESTER SYLLABUS

III Year II Semester	CYBER SECURITY (23CS6D02) (PROFESSIONAL ELECTIVE-II)	L	T	P	C
		3	0	0	3

Course Objectives:

The aim of the course is to

- identify security risks and take preventive steps
- understand the forensics fundamentals
- understand the evidence capturing process
- understand the preservation of digital evidence

Course Outcomes:

- **CO1:** Understand fundamentals of cybercrime and security risks.
- **CO2:** Apply tools and techniques to detect and prevent attacks.
- **CO3:** Analyze digital evidence and forensics methods.
- **CO4:** Evaluate computer forensics hardware and software tools for effective analysis.
- **CO5:** Evaluate legal frameworks and IT Act in cybercrime cases.

UNIT I: Introduction to Cybercrime: Introduction, Cybercrime: Definition and Origins of the Word, Cybercrime and Information Security, Cybercriminals, Classifications of Cybercrime, Cyberstalking, Cybercafe and Cybercrimes, Botnets. Attack Vector, Proliferation ofMobile and Wireless Devices, Security Challenges Posed by Mobile Devices, Attacks on Mobile/Cell Phones, Network and Computer Attacks.

UNIT II: Tools and Methods : Proxy Servers and Anonymizers, Phishing, Password Cracking, Keyloggersand Spywares, Virus and Worms, Trojan Horses and Backdoors, Steganography, Sniffers, Spoofing, Session Hijacking Buffer over flow, DoS and DDoS Attacks, SQL Injection, Buffer Overflow, Attacks on Wireless Networks, Identity Theft (ID Theft), Foot Printing and Social Engineering, Port Scanning, Enumeration.

UNIT III: Cyber Crime Investigation: Introduction, Investigation Tools, eDiscovery, Digital Evidence Collection, Evidence Preservation, E-Mail Investigation, E-Mail Tracking, IP Tracking, E-Mail Recovery, Hands on Case Studies. Encryption and Decryption Methods, Search and Seizure of Computers, Recovering Deleted Evidences, Password Cracking.

UNIT IV: Computer Forensics and Investigations: Understanding Computer Forensics, Preparing for Computer Investigations. Current Computer Forensics Tools: Evaluating Computer Forensics Tools, Computer Forensics Software Tools, Computer Forensics Hardware Tools, Validating and Testing Forensics Software, Face, Iris and Fingerprint Recognition, Audio Video Analysis, Windows System Forensics, Linux System Forensics, Graphics and Network Forensics, E-mail Investigations, Cell Phone and Mobile Device Forensics.

UNIT V: Cyber Crime Legal Perspectives: Introduction, Cybercrime and the Legal Landscape around the World, The Indian IT Act, Challenges to Indian Law and Cybercrime Scenario in India, Consequences of Not Addressing the Weakness in Information Technology Act, Digital Signatures

and the Indian IT Act, Amendments to the Indian IT Act, Cybercrime and Punishment, Cyberlaw, Technology and Students: Indian Scenario.

Text Books:

1. Sunit Belapure Nina Godbole "Cyber Security: Understanding Cyber Crimes, Computer Forensics and Legal Perspectives", WILEY, 2011.
2. Nelson Phillips and Enfinger Steuart, "Computer Forensics and Investigations", Cengage Learning, New Delhi, 2009.

Reference Books:

1. Michael T. Simpson, Kent Backman and James E. Corley, "Hands on Ethical Hacking and Network Defence", Cengage, 2019.
2. Computer Forensics, Computer Crime Investigation by John R. Vacca, Firewall Media, New Delhi.
3. Alfred Basta, Nadine Basta,Mary Brown and Ravinder Kumar "Cyber Security and Cyber Laws" , Cengage,2018.

E-Resources:

1. CERT-In Guidelines- http://www.cert-in.org.in/
2. https://www.coursera.org/learn/introduction-cybersecurity-cyber-attacks [Online Course]
3. https://computersecurity.stanford.edu/free-online-videos [Free Online Videos]
4. Nickolai Zeldovich. 6.858 Computer Systems Security. Fall 2014. Massachusetts Institute of Technology: MIT OpenCourseWare, https://ocw.mit.edu License: Creative Commons BY-NC-SA.

BBR23 B.Tech CSE III YEAR II SEMESTER SYLLABUS

III Year II Semester	DEVOPS (23CS6D03) (PROFESSIONAL ELECTIVE-II) (Common to CSE, INF Branches)	L	T	P	C
		3	0	0	3

Course Objectives:

The main objectives of this course are to:

- Describe the agile relationship between development and IT operations.
- Understand the skill sets and high-functioning teams involved in DevOps and related methods to reach a continuous delivery capability.
- Implement automated system update and DevOps lifecycle.

Course Outcomes:

- **CO1:** Understand the principles and practices of DevOps.
- **CO2:** Apply source code management tools like Git.
- **CO3:** Implement CI/CD pipelines using Jenkins.
- **CO4:** Analyze containerization and orchestration with Docker and Kubernetes.
- **CO5:** Evaluate configuration management using Ansible and OpenShift.

UNIT-I

Introduction to DevOps: Introduction to SDLC, Agile Model. Introduction to Devops. DevOps Features, DevOps Architecture, DevOps Lifecycle, Understanding Workflow and principles, Introduction to DevOps tools, Build Automation, Delivery Automation, Understanding Code Quality, Automation of CI/ CD. Release management, Scrum, Kanban, delivery pipeline, bottlenecks, examples

UNIT-II

Source Code Management (GIT): The need for source code control, The history of source code management, Roles and code, source code management system and migrations. What is Version Control and GIT, GIT Installation, GIT features, GIT workflow, working with remote repository, GIT commands, GIT branching, GIT staging and collaboration. UNIT TESTING - CODE COVERAGE: Junit, nUnit & Code Coverage with Sonar Qube, SonarQube - Code Quality Analysis.

UNIT-III

Build Automation - Continuous Integration (CI): Build Automation, What is CI Why Cl is Required, CI tools, Introduction to Jenkins (With Architecture), jenkins workflow,

jenkins master slave architecture, Jenkins Pipelines, PIPELINE BASICS - Jenkins Master, Node, Agent, and Executor Freestyle Projects & Pipelines, Jenkins for Continuous Integration, Create and Manage Builds, User Management in Jenkins Schedule Builds, Launch Builds on Slave Nodes.

UNIT-IV

Continuous Delivery (CD): Importance of Continuous Delivery, CONTINUOUS DEPLOYMENT CD Flow, Containerization with Docker: Introduction to Docker, Docker installation, Docker commands, Images & Containers, DockerFile, Running containers, Working with containers and publish to Docker Hub.**Testing Tools:** Introduction to Selenium and its features, JavaScript testing.

UNIT-V

Configuration Management - ANSIBLE: Introduction to Ansible, Ansible tasks, Roles, Jinja templating, Vaults, Deployments using Ansible.

CONTAINERIZATION USING KUBERNETES(OPENSHIFT): Introduction to Kubernetes Namespace & Resources, CI/CD - On OCP, BC, DC & ConfigMaps, Deploying Apps on Openshift Container Pods. Introduction to Puppet master and Chef.

Text Books:

1. Joyner, Joseph., Devops for Beginners: Devops Software Development Method Guide for Software Developers and It Professionals, 1st Edition Mihails Konoplows, 2015.
2. Alisson Machado de Menezes., Hands-on DevOps with Linux,1st Edition, BPB Publications, India, 2021.

Reference Books:

1. Len Bass, Ingo Weber, Liming Zhu. DevOps: A Software Architect's Perspective. Addison Wesley; ISBN-10
2. Gene Kim Je Humble, Patrick Debois, John Willis. The DevOps Handbook, 1st Edition, IT Revolution Press, 2016.
3. Verona, Joakim Practical DevOps, 1st Edition, Packt Publishing, 2016.
4. Joakim Verona. Practical Devops, Ingram short title; 2nd edition (2018). ISBN10: 1788392574
5. Deepak Gaikwad, Viral Thakkar. DevOps Tools from Practitioner's Viewpoint. Wiley publications. ISBN: 9788126579952

BR23 B.Tech CSE III YEAR II SEMESTER SYLLABUS

		L	T	P	C
III Year II Semester	**MACHINE LEARNING (23CS6D04) (PROFESSIONAL ELECTIVE-II) (Common to CSE, CSE-AI&DS, AI&ML & INF branches)**	**3**	**0**	**0**	**3**

Course Objectives:

The objectives of the course is to

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

Course Outcomes:

- **CO1:** Understand fundamental concepts of supervised, unsupervised, and reinforcement learning.
- **CO2:** Apply distance-based algorithms like KNN for classification and regression.
- **CO3:** Build and evaluate models using decision trees and Bayesian classifiers.
- **CO4:** Implement linear models such as perceptron, SVM, and neural networks.
- **CO5:** Apply clustering algorithms for unsupervised learning and pattern discovery.

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.

Text Books:

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.

BR23 B.Tech CSE III YEAR II SEMESTER SYLLABUS

		L	T	P	C
III Year II Semester	**12 week MOOC Swayam/ NPTEL course recommended by the BoS (PROFESSIONAL ELECTIVE-II) (23CS6D05)**	**3**	**0**	**0**	**3**

BR23 B.Tech CSE III YEAR II SEMESTER SYLLABUS

III Year II Semester	SOFTWARE PROJECT MANAGEMENT (23CS6D06) (PROFESSIONAL ELECTIVE-III) (Common to CSE, INF Branches)	L	T	P	C
		3	0	0	3

Course Objectives:

At the end of the course, the student shall be able to:

- To describe and determine the purpose and importance of project management from the perspectives of planning, tracking and completion of project
- To compare and differentiate organization structures and project structures
- To implement a project to manage project schedule, expenses and resources with the application of suitable project management tools

Course Outcomes:

By the end of this course, students will be able to:

- **CO1**: Analyze the conventional and modern software management practices, software economics, and process improvement strategies.
- **CO2**: Apply iterative process models, life cycle phases, and artifacts to plan and manage software projects effectively.
- **CO3**: Analyze model-based software architectures, workflows, checkpoints, and iteration planning for project success.
- **CO4**: Evaluate project organizations, responsibilities, process automation, and software **metrics** for project monitoring and control.
- **CO5**: Implement Agile methodologies and DevOps practices**,** integrating tools, people, and processes for continuous delivery and deployment.

UNIT-I:

Conventional Software Management: The waterfall model, conventional software Management performance.

Evolution of Software Economics: Software Economics, pragmatic software cost estimation.

Improving Software Economics: Reducing Software product size, improving software processes, improving team effectiveness, improving automation, Achieving required quality, peer inspections.

The old way and the new: The principles of conventional software Engineering, principles of modern software management, transitioning to an iterative process.

UNIT-II:

Life cycle phases: Engineering and production stages, inception, Elaboration, construction, transition phases.

Artifacts of the process: The artifact sets, Management artifacts, Engineering artifacts, programmatic artifacts.

UNIT- III:

Model based software architectures: A Management perspective and technical perspective.

Work Flows of the process: Software process workflows, Iteration workflows.

Checkpoints of the process: Major mile stones, Minor Milestones, Periodic status assessments.

Iterative Process Planning: Work breakdown structures, planning guidelines, cost and schedule estimating, Iteration planning process, Pragmatic planning.

UNIT- IV:

Project Organizations and Responsibilities: Line-of-Business Organizations, Project Organizations, evolution of Organizations.

Process Automation: Automation Building blocks, The Project Environment.

Project Control and Process instrumentation: The seven core Metrics, Management indicators, quality indicators, life cycle expectations, pragmatic Software Metrics, Metrics automation.

UNIT-V:

Agile Methodology, ADAPTing to Scrum, Patterns for Adopting Scrum, Iterating towards Agility. **Fundamentals of DevOps**: Architecture, Deployments, Orchestration, Need, Instance of applications, DevOps delivery pipeline, DevOps eco system. DevOps adoption in projects: Technology aspects, Agiling capabilities, Tool stack implementation, People aspect, processes

Text Books:

1. Software Project Management, Walker Royce, PEA, 2005.
2. Succeeding with Agile: Software Development Using Scrum, Mike Cohn, Addison Wesley.
3. The DevOps Handbook: How to Create World-Class Agility, Reliability, and Security in Technology Organizations, Gene Kim , John Willis , Patrick Debois , Jez Humb,1st Edition, O'Reilly publications, 2016.

Reference Books:

1. Software Project Management, Bob Hughes,3/e, Mike Cotterell, TMH
2. Software Project Management, Joel Henry, PEA
3. Software Project Management in practice, Pankaj Jalote, PEA, 2005,
4. Effective Software Project Management, Robert K.Wysocki, Wiley,2006.
5. Project Management in IT, Kathy Schwalbe, Cengage.

BR23 B.Tech CSE III YEAR II SEMESTER SYLLABUS

		L	T	P	C
III Year II Semester	**MOBILE ADHOC NETWORKS (23CS6D07) (PROFESSIONAL ELECTIVE-III)** (Common to CSE, INF Branches)	**3**	**0**	**0**	**3**

Course Objectives:

From the course the student will learn

- Architect sensor networks for various application setups.
- Devise appropriate data dissemination protocols and model links cost.
- Understanding of the fundamental concepts of wireless sensor networks and has a basic knowledge of the various protocols at various layers.
- Evaluate the performance of sensor networks and identify bottlenecks.

Course Outcomes (COs)

By the end of this course, students will be able to:

- **CO1**: Explain the characteristics, applications, issues, and MAC protocol design goals of Ad Hoc wireless networks.
- **CO2**: Compare and analyze routing and transport layer protocols in Mobile Ad Hoc Networks (MANETs).
- **CO3**: Evaluate security requirements, key management, secure routing, and intrusion detection mechanisms in Ad Hoc networks.
- **CO4**: Illustrate the design issues, communication models, and protocol layers of Wireless Sensor Networks (WSNs) with real-world applications.
- **CO5**: Analyze security mechanisms, operating systems, programming models, and simulation tools used in WSNs.

UNIT I: Introduction to Ad Hoc Wireless Networks- Cellular and Ad Hoc Wireless Networks, Characteristics of MANETs, Applications of MANETs, Issues and Challenges of MANETs, Ad Hoc Wireless Internet, MAC protocols for Ad hoc Wireless Networks-Issues, Design Goals and Classifications of the MAC Protocols.

UNIT II: Routing Protocols for Ad Hoc Wireless Networks- Issues in Designing a Routing Protocol, Classifications of Routing Protocols, Topology-based versus Position-based Approaches, Issues and design goals of a Transport layer protocol, Classification of Transport layer solutions, TCP over Ad hoc Wireless Networks, Solutions for TCP over Ad Hoc Wireless Networks, Other Transport layer protocols.

UNIT III: Security protocols for Ad hoc Wireless Networks- Security in Ad hoc Wireless Networks, Network Security Requirements, Issues and Challenges in Security Provisioning, Network Security Attacks, Key Management, Secure Routing in Ad hoc Wireless Networks, Cooperation in MANETs, Intrusion Detection Systems.

UNIT IV: Basics of Wireless Sensors and Applications- The Mica Mote, Sensing and Communication Range, Design Issues, Energy Consumption, Clustering of Sensors, Applications, Data Retrieval in Sensor Networks-Classification of WSNs, MAC layer, Routing layer, Transport layer, High-level application layer support, Adapting to the inherent dynamic nature of WSNs.

UNIT V: Security in WSNs- Security in WSNs, Key Management in WSNs, Secure Data Aggregation in WSNs, Sensor Network Hardware-Components of Sensor Mote, Sensor Network Operating Systems– TinyOS, LA-TinyOS, SOS, RETOS, Imperative Language-nesC, **Dataflow Style Language-**TinyGALS, Node-Level Simulators, NS-2 and its sensor network extension, TOSSIM.

Text Books:

1. Ad Hoc Wireless Networks – Architectures and Protocols, 1st edition, C. Siva Ram Murthy, B. S. Murthy, Pearson Education, 2004
2. Ad Hoc and Sensor Networks – Theory and Applications, 2nd edition *Carlos Corderio Dharma P.Aggarwal,* World Scientific Publications / Cambridge University Press, March 2006

Reference Books:

1. Wireless Sensor Networks: An Information Processing Approach, 1st edition, *Feng Zhao, Leonidas Guibas,* Elsevier Science imprint, Morgan Kauffman Publishers, 2005, rp2009
2. Wireless Ad hoc Mobile Wireless Networks – Principles, Protocols and Applications, 1st edition, Subir Kumar Sarkar, et al., Auerbach Publications, Taylor & Francis Group, 2008
3. Ad hoc Networking, 1st edition,*Charles E.Perkins,* Pearson Education, 2001
4. Wireless Ad hoc Networking, 1st edition, *Shih-Lin Wu, Yu-Chee Tseng,* Auerbach Publications, Taylor & Francis Group, 2007
5. Wireless Sensor Networks – Principles and Practice, 1st edition, Fei Hu, Xiaojun Cao, An Auerbach book, CRC Press, Taylor & Francis Group, 2010

BR23 B.Tech CSE III YEAR II SEMESTER SYLLABUS

		L	T	P	C
III Year II Semester	**NATURAL LANGUAGE PROCESSING(23CS6D08) (PROFESSIONAL ELECTIVE-III)** (Common to CSE, INF Branches)	**3**	**0**	**0**	**3**

Course Objectives:

This course introduces the fundamental concepts and techniques of natural language processing (NLP).

- Students will gain an in-depth understanding of the computational properties of natural languages and the commonly used algorithms for processing linguistic information.
- The course examines NLP models and algorithms using both the traditional symbolic and the more recent statistical approaches.
- Enable students to be capable to describe the application based on natural language processing and to show the points of syntactic, semantic and pragmatic processing.

Course Outcomes

CO1: Understand the basics of NLP, language modeling, morphology, and text preprocessingtechniques.
CO2: Perform word-level analysis using N-grams, POS tagging, and statistical models.
CO3: Apply syntactic analysis and parsing methods to understand sentence structure.
CO4: Analyze semantics and pragmatics for word sense, meaning representation, and disambiguation.
CO5: Conduct discourse analysis and effectively use lexical resources in NLP applications.

UNIT I:

INTRODUCTION: Origins and challenges of NLP – Language Modeling: Grammar-based LM, Statistical LM – Regular Expressions, Finite-State Automata – English Morphology, Transducers for lexicon and rules, Tokenization, Detecting and Correcting Spelling Errors, Minimum Edit Distance.

UNIT II:

WORD LEVEL ANALYSIS: Unsmoothed N-grams, Evaluating N-grams, Smoothing, Interpolation and Backoff – Word Classes, Part- of-Speech Tagging, Rule-based, Stochastic and Transformation-based tagging, Issues in PoS tagging – Hidden Markov and Maximum Entropy models.

UNIT III:

SYNTACTIC ANALYSIS: Context-Free Grammars, Grammar rules for English, Treebanks, Normal Forms for grammar – Dependency Grammar – Syntactic Parsing, Ambiguity, Dynamic Programming parsing – Shallow parsing Probabilistic CFG, Probabilistic CYK, Probabilistic Lexicalized CFGs – Feature structures, Unification of feature structures

UNIT IV:

SEMANTICS AND PRAGMATICS: Requirements for representation, First-Order Logic, Description Logics – Syntax-Driven Semantic analysis, Semantic attachments – Word Senses, Relations between Senses, Thematic Roles, selectional restrictions – Word Sense Disambiguation, WSD using Supervised, Dictionary & Thesaurus, Bootstrapping methods – Word Similarity using Thesaurus and Distributional methods.

UNIT V:

DISCOURSE ANALYSIS AND LEXICAL RESOURCES: Discourse segmentation, Coherence – Reference Phenomena, Anaphora Resolution using Hobbs and Centering Algorithm – Coreference Resolution – Resources: Porter Stemmer, Lemmatizer, Penn Treebank, Brill's Tagger, WordNet, PropBank, FrameNet, Brown Corpus, British National Corpus (BNC).

Text Books:

1. Speech and Language Processing: An Introduction to Natural Language Processing, Computational Linguistics and Speech, 2nd Edition, Daniel Jurafsky, James H. Martin -Pearson Publication,2014.
2. Natural Language Processing with Python, First Edition, Steven Bird, Ewan Klein and Edward Loper, OReilly Media,2009.

Reference Books:

1. Language Processing with Java and Ling Pipe Cookbook, 1st Edition, Breck Baldwin, Atlantic Publisher, 2015.
2. Natural Language Processing with Java, 2nd Edition, Richard M Reese, OReilly Media,2015.
3. Handbook of Natural Language Processing, Second, NitinIndurkhya and Fred J. Damerau, Chapman and Hall/CRC Press, 2010.Edition
4. Natural Language Processing and Information Retrieval, 3rd Edition, TanveerSiddiqui, U.S. Tiwary, Oxford University Press,2008.

BR23 B.Tech CSE III YEAR II SEMESTER SYLLABUS

III Year II Semester	Big Data Analytics (23CS6D09) (Professional Elective-III)	L	T	P	C
		3	0	0	3

Course Objectives: This course is aimed at enabling the students to

- To provide an overview of an exciting growing field of big data analytics.
- To introduce the tools required to manage and analyze big data like Hadoop, NoSQL, Map Reduce, HIVE, Cassandra, Spark.
- To teach the fundamental techniques and principles in achieving big data analytics with scalability and streaming capability.
- To optimize business decisions and create competitive advantage with Big Data analytics

Course Outcomes:

- **CO1:** Understand the fundamentals of big data, Hadoop ecosystem.
- **CO2:** Apply NoSQL databases and distributed data models for scalable and high-performance data management.
- **CO3:** Analyze data using Spark, Hive, Pig, and MapReduce paradigms.
- **CO4:** Utilize Apache Spark for in-memory data processing, RDDs, DataFrames, and advanced transformations for big data analytics..
- **CO5:** Implement Spark Streaming and performance tuning for real-time data processing and event-driven analytics.

UNIT I: Big data, convergence of key trends, unstructured data, industry examples of big data, web analytics, big data and marketing, fraud and big data, risk and big data, credit risk management, big data and algorithmic trading, big data and healthcare, big data in medicine, advertising and big data, big data technologies, introduction to Hadoop, open source technologies, cloud and big data, mobile business intelligence, Crowd sourcing analytics, inter and trans firewall analytics.

UNIT II: Introduction to NoSQL, aggregate data models, aggregates, key-value and document data models, relationships, graph databases, schema less databases, materialized views, distribution models, sharding, master-slave replication, peer- peer replication, shardingand replication, consistency, relaxing consistency, version stamps, Working with Cassandra ,Table creation, loading and reading data.

UNIT III: Data formats, analyzing data with Hadoop, scaling out, Architecture of Hadoop distributed file system (HDFS), fault tolerance ,with data replication, High availability, Data locality , Map Reduce Architecture, Process flow, Java interface, data flow, Hadoop I/O, data integrity, compression, serialization. Introduction to Hive, data types and file formats, HiveQL data definition, HiveQL data manipulation, Logical joins, Window functions, Optimization, Table partitioning, Bucketing, Indexing, Join strategies.

UNIT IV: Apache spark- Advantages over Hadoop, lazy evaluation, In memory processing, DAG, Spark context, Spark Session, RDD, Transformations- Narrow and Wide, Actions, Data frames ,RDD to Data frames, Catalyst optimizer, Data Frame Transformations, Working with Dates and Timestamps, Working with Nulls in Data, Working with Complex Types, Working with JSON, Grouping, Window Functions,

Joins, Data Sources, Broadcast Variables, Accumulators, Deploying Spark- On-Premises Cluster Deployments, Cluster Managers- Standalone Mode, Spark on YARN , Spark Logs, The Spark UI- Spark UI History Server, Debugging and Spark First Aid

UNIT V: Spark-Performance Tuning, Stream Processing Fundamentals, Event-Time and State full Processing - Event Time, State full Processing, Windows on Event Time- Tumbling Windows, Handling Late Data with Watermarks, Dropping Duplicates in a Stream, Structured Streaming Basics - Core Concepts, Structured Streaming in Action, Transformations on Streams, Input and Output.

Text Books:

1. Big Data, Big Analytics: Emerging, Michael Minnelli, Michelle Chambers, and AmbigaDhiraj, 1st edition ,2013
2. SPARK: The Definitive Guide, Bill Chambers &MateiZaharia, O'Reilley, 2018-first Edition.
3. Business Intelligence and Analytic Trends for Today's Businesses", Wiley, First edition-2013.
4. P. J. Sadalage and M. Fowler, "NoSQL Distilled: A Brief Guide to the Emerging World Polyglot Persistence", Addison-Wesley Professional, 2012
5. Tom White, "Hadoop: The Definitive Guide", Third Edition, O'Reilley, 2012

Reference Books:

1. "Hadoop Operations", O'Reilley, Eric Sammer, First Edition -2012.
2. "Programming Hive", O'Reilley, E. Capriolo, D. Wampler, and J. Rutherglen, 2012.
3. "HBase: The Definitive Guide", O'Reilley, Lars George, September 2011: First Edition..
4. "Cassandra: The Definitive Guide", O'Reilley, Eben Hewitt, 2010.

"Programming Pig", O'Reilley, Alan Gates, October 2011: First Edition

BR23 B.Tech CSE III YEAR II SEMESTER SYLLABUS

		L	T	P	C
III Year II Semester	**DISTRIBUTED OPERATING SYSTEM (23CS6D10) (PROFESSIONAL ELECTIVE-III)** (Common to CSE, INF Branches)	**3**	**0**	**0**	**3**

Course Objectives:

The main objective of the course is to introduce design issues and different message passing techniques in DOS, distributed systems, RPC implementation and its performance in DOS, distributed shared memory and resource management, distributed file systems and evaluate the performance in terms of fault tolerance, file replication as major factors

Course Outcomes:

By the end of this course, students will be able to:

- **CO1**: Explain the fundamentals of distributed computing systems, distributed operating systems, and message-passing mechanisms.
- **CO2**: Analyze the concepts, architecture, and implementation of Remote Procedure Calls **(RPCs)** including transparency, binding, and security.
- **CO3**: Evaluate the design and implementation issues of Distributed Shared Memory **(DSM)** and apply synchronization techniques such as clock synchronization, mutual exclusion, and election algorithms.
- **CO4**: Apply resource management and process management techniques including task assignment, load balancing, load sharing, process migration, and threads in distributed environments.
- **CO5**: Assess the features, design principles, and fault tolerance mechanisms of Distributed File Systems for reliable data access and sharing.

Unit I:

Fundamentals:

What is Distributed Computing Systems? Evolution of Distributed Computing System; Distributed Computing System Models; What is Distributed Operating System? Issues in Designing a Distributed Operating System; Introduction to Distributed Computing Environment(DCE).

Message Passing:

Introduction, Desirable features of a Good Message Passing System, Issues in PC by Message Passing, Synchronization, Buffering, Multi-datagram Messages, Encoding and Decoding of Message Data, Process Addressing, Failure Handling, Group Communication, Case Study: 4.3 BSD UNIX IPC Mechanism.

Unit II: Remote Procedure Calls:

Introduction, The RPC Model, Transparency of RPC, Implementing RPC Mechanism, Stub Generation, RPC Messages, Marshaling Arguments and Results, Server Management, Parameter-Passing Semantics,

Call Semantics, Communication Protocols for RPCs, Complicated RPCs, Client-Server Binding, Exception Handling, Security, Some Special Types of RPCs, RPC in Heterogeneous Environments, Lightweight RPC, Optimization for Better Performance, Case Studies: Sun RPC

Unit III: Distributed Shared Memory:

Introduction, General Architecture of DSM systems, Design and Implementation Issues of DSM, Granularity, Structure of Shared Memory Space, Consistency Models, Replacement Strategy, Thrashing, Other approaches to DSM, Heterogeneous DSM, Advantages of DSM. Synchronization: Introduction, Clock Synchronization, Event Ordering, Mutual Exclusion, Dead Lock, Election Algorithms

Unit IV: Resource Management:

Introduction, Desirable Features of a Good Global Scheduling Algorithm, Task Assignment Approach, Load – Balancing Approach, Load – Sharing Approach Process Management: Introduction, Process Migration, Threads.

Unit V: Distributed File Systems:

Introduction, Desirable Features of a Good Distributed File System, File models, File–Accessing Models, File – Sharing Semantics, File – Caching Schemes, File Replication, Fault Tolerance, Atomic Transactions and Design Principles.

Text books

1. Pradeep. K. Sinha: Distributed Operating Systems: Concepts and Design, PHI, 2007.

Reference Books:

1. Andrew S. Tanenbaum: Distributed Operating Systems, Pearson Education, 2013.
2. Ajay D. Kshemkalyani and MukeshSinghal, Distributed Computing: Principles, Algorithms and Systems, Cambridge University Press, 2008
3. SunitaMahajan, Seema Shan, " Distributed Computing", Oxford University Press,2015

BR23 B.Tech CSE III YEAR II SEMESTER SYLLABUS

		L	T	P	C
III Year II Semester	12 week MOOC Swayam/ NPTEL course recommended by the BoS (PROFESSIONAL ELECTIVE-III) (23CS6D11)	3	0	0	3

BR23 B.Tech CSE III YEAR II SEMESTER SYLLABUS

		L	T	P	C
III Year II Semester	**CLOUD COMPUTING LAB (23CS6L01)** **(Common to CSE, INF branches)**	**0**	**0**	**3**	**1.5**

Course Objectives:

- To introduce the various levels of services offered by cloud.
- To give practical knowledge about working with virtualization and containers.
- To introduce the advanced concepts such as serverless computing and cloud simulation.

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

- Demonstrate various service types, delivery models and technologies of a cloud computing environment.
- Assess the challenges associated with a cloud-based application.
- Discuss advanced cloud concepts such as serverless computing and cloud simulation.
- Examine various programming paradigms suitable to solve real world and scientific problems using cloud services.

List of Experiments:

1. Lab on web services
2. Lab on IPC, messagaging, publish/subscribe
3. Install VirtualBox/VMware Workstation with different flavours of Linux or windows OS on top of windows8 or above.
4. Install a C compiler in the virtual machine created using VirtualBox and execute Simple Programs.
5. Create an Amazon EC2 instance and set up a web-server on the instance and associate an IP address with the instance. In the process, create a security group allowing access to port 80 on the instance.

OR

6. Do the same with OpenStack
7. Install Google App Engine. Create a hello world app and other simple web applications using python/java.
8. Start a Docker container and set up a web-server (e.g. apache2 or Python based Flask micro web framework) on the instance. Map the host directory as a data volume for the container.
9. Find a procedure to transfer the files from one virtual machine to another virtual machine. Similarly, from one container to another container.
10. Find a procedure to launch virtual machine using trystack (Online Openstack Demo Version)
11. Install Hadoop single node cluster and run simple applications like word count.
12. Utilize OpenFaaS – Serverless computing framework and demonstrate basic event driven function invocation.

13. Simulate a cloud scenario using CloudSim and run a scheduling algorithm that is not present in CloudSim.

Text Books:

1. Mastering Cloud Computing, 2nd edition, Rajkumar Buyya, Christian Vecchiola, Thamarai Selvi, Shivananda Poojara, Satish N. Srirama, McGraw Hill, 2024.
2. Distributed and Cloud Computing, Kai Hwang, Geoffery C. Fox, Jack J. Dongarra, Elsevier, 2012.

Reference Books:

1. Cloud Computing, Theory and Practice, Dan C Marinescu, 2nd edition, MK Elsevier, 2018.
2. Cloud Computing: Principles and Paradigms by Rajkumar Buyya, James Broberg and Andrzej M. Goscinski, Wiley, 2011.
3. Online documentation and tutorials from cloud service providers (e.g. AWS, Google App Engine)
4. Docker, Reference documentation, https://docs.docker.com/reference/
5. OpenFaaS, Serverless Functions Made Simple, https://docs.openfaas.com/

BR23 B.Tech CSE III YEAR II SEMESTER SYLLABUS

III Year II Semester	CRYPTOGRAPHY & NETWORK SECURITY LAB (23CS6L02)	L	T	P	C
		0	0	3	1.5

Course Objectives:

- To learn basic understanding of cryptography, how it has evolved, and some key encryption techniques used today.
- To understand and implement encryption and decryption using Ceaser Cipher, Substitution Cipher, Hill Cipher.

Course Outcomes (COs)

- By the end of this course, students will be able to:
- **CO1**: Apply bitwise operations and simple ciphers (Caesar, Substitution, Hill) to understand the fundamentals of cryptographic transformations.
- **CO2**: Implement and test symmetric key encryption algorithms such as DES, Blowfish, and Rijndael (AES).
- **CO3**: Utilize Java Cryptography APIs and tools (e.g., keytool) for encryption, key generation, and secure communication.
- **CO4**: Implement and evaluate public key cryptographic techniques such as RSA and Diffie–Hellman key exchange.
- **CO5**: Apply hashing algorithms (e.g., SHA-1) to generate message digests and verify data integrity.

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 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. 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. Consider the end user as one of the parties (Alice) and the JavaScript application as other party (bob).
10. Calculate the message digest of a text using the SHA-1 algorithm in JAVA.

BR23 B.Tech CSE III YEAR II SEMESTER SYLLABUS

		L	T	P	C
III Year II Semester	**SOFT SKILLS (SKILL ENHANCEMENT COURSE) (23SC6L04) (Common to CSE, CSE-AI&DS, AI&ML & INF branches)**	**0**	**1**	**2**	**2**

Course Objectives:

- To equip the students with the skills to effectively communicate in English
- To train the students in interview skills, group discussions and presentation skills
- To motivate the students to develop confidence
- To enhance the students' interpersonal skills
- To improve the students' writing skills

Course Outcomes (COs)

By the end of the course, students will be able to:

- **CO1**: Demonstrate analytical thinking, listening, and communication skills (verbal and non-verbal) for effective personal and professional interactions.
- **CO2**: Apply self-management techniques such as time, stress, and anger management, and exhibit leadership and team-building qualities with proper etiquette in social and business contexts.
- **CO3**: Employ standard language and communication practices, including grammar, pronunciation, note making/taking, email, and professional writing skills.
- **CO4**: Prepare for employment through job-oriented skills such as resume writing, group discussions, and interviews, and practice them in simulated scenarios.
- **CO5**: Build and sustain healthy interpersonal relationships by understanding their types, importance, and the factors influencing them in workplace and personal life.

UNIT – I

Analytical Thinking & Listening Skills: Self-Introduction, Shaping Young Minds - A Talk by Azim Premji (Listening Activity), Self – Analysis, Developing Positive Attitude, Perception.

Communication Skills: Verbal Communication; Non Verbal Communication (Body Language)

UNIT – II

Self-Management Skills: Anger Management, Stress Management, Time Management, Six Thinking Hats, Team Building, Leadership Qualities

Etiquette: Social Etiquette, Business Etiquette, Telephone Etiquette, Dining Etiquette

UNIT – III

Standard Operation Methods : Basic Grammars, Tenses, Prepositions, Pronunciation, Letter Writing; Note Making, Note Taking, Minutes Preparation, Email & Letter Writing

UNIT-IV

Job-Oriented Skills: Group Discussion, Mock Group Discussions, Resume Preparation, Interview Skills, Mock Interviews

UNIT-V

Interpersonal relationships: Introduction, Importance, Types, Uses, Factors affecting interpersonal

relationships, Accommodating different styles, Consequences of interpersonal relationships

Text books:

1. Barun K. Mitra, Personality Development and Soft Skills, Oxford University Press, 2011.
2. S.P. Dhanavel, English and Soft Skills, Orient Blackswan, 2010.

Reference books:

1. R.S.Aggarwal, A Modern Approach to Verbal & Non-Verbal Reasoning, S.Chand& Company Ltd., 2018.
2. Raman, Meenakshi& Sharma, Sangeeta, Technical Communication Principles and Practice, Oxford University Press, 2011.

E-resources:

1. https://swayam-plus.swayam2.ac.in/courses/course-details?id=P_CAMBR_01

BR23 B.Tech CSE III YEAR II SEMESTER SYLLABUS

		L	T	P	C
III Year II Semester	**TECHNICAL PAPER WRITING & IPR (23NC6T01)** **(Common to CSE, CSE-AI&DS, AI&ML & INF branches)**	**2**	**0**	**0**	**-**

Course Objective : The course will explain the basic related to writing the technical reports and understanding the concepts related to formatting and structuring the report. This will help students to comprehend the concept of proofreading, proposals and practice

Course Outcomes (COs)

By the end of this course, students will be able to:

- **CO1**: Apply the principles of technical writing to prepare structured reports, technical sentences, and minutes of meetings with clarity and precision.
- **CO2**: Develop drafts and incorporate design, illustrations, and graphics, while applying grammar, readability, and plain English techniques to produce professional-quality documents.
- **CO3**: Demonstrate proficiency in proofreading, summarizing, and presenting reports effectively in both written and oral formats, including proposal preparation.
- **CO4**: Utilize advanced word processing tools such as table of contents, references, citations, macros, and document security features to enhance technical documentation.
- **CO5**: Explain the fundamentals of Intellectual Property Rights (IPR)**,** including patents, copyrights, designs, and trade, and analyze the processes of patenting, innovation, and international cooperation.

Unit I:

Introduction: An introduction to writing technical reports, technical sentences formation, using transitions to join sentences, Using tenses for technical writing.

Planning and Structuring: Planning the report, identifying reader(s), Voice, Formatting and structuring the report, Sections of a technical report, Minutes of meeting writing.

Unit II:

Drafting report and design issues: The use of drafts, Illustrations and graphics.

Final edits: Grammar, spelling, readability and writing in plain English: Writing in plain English, Jargon and final layout issues, Spelling, punctuation and Grammar, Padding, Paragraphs, Ambiguity.

Unit III:

Proofreading and summaries: Proofreading, summaries, Activities on summaries. **Presenting final reports:** Printed presentation, Verbal presentation skills, Introduction to proposals and practice.

Unit IV: Using word processor:

Adding a Table of Contents, Updating the Table of Contents, Deleting the Table of Contents, Adding an Index, Creating an Outline, Adding Comments, Tracking Changes, Viewing Changes, Additions, and Comments, Accepting and Rejecting Changes , Working with Footnotes and Endnotes, Inserting citations

and Bibliography, Comparing Documents, Combining Documents, Mark documents final and make them read only., Password protect Microsoft Word documents., Using Macros,

Unit V:

Nature of Intellectual Property: Patents, Designs, Trade and Copyright. Process of **Patenting and Development:** technological research, innovation, patenting, development. International Scenario: International cooperation on Intellectual Property

Text Books:

1. Kompal Bansal & Parshit Bansal, "Fundamentals of IPR for Beginner's", 1st Ed., BS Publications, 2016.
2. William S. Pfeiffer and Kaye A. Adkins, "Technical Communication: A Practical Approach", Pearson.
3. Ramappa,T., "Intellectual Property Rights Under WTO", 2nd Ed., S Chand, 2015.

Reference Books:

1. Adrian Wallwork , English for Writing Research Papers, Springer New York Dordrecht Heidelberg London, 2011.
2. Day R, How to Write and Publish a Scientific Paper, Cambridge University Press(2006)

E-resources:

1. https://www.udemy.com/course/reportwriting/
2. https://www.udemy.com/course/professional-business-english-and-technical-report-writing/
3. https://www.udemy.com/course/betterbusinesswriting/

BR23 B.Tech CSE IV YEAR I SEMESTER SYLLABUS

IV Year I Semester	DEEP LEARNING (23CS7T01)	L	T	P	C
		3	0	0	3

Course Objectives: The main objective of the course is to make students:

- Learn deep learning methods for working with sequential data,
- Learn deep recurrent and memory networks,
- Learn deep Turing machines,
- Apply such deep learning mechanisms to various learning problems.
- Know the open issues in deep learning, and have a grasp of the current research directions.

Course Outcomes:

- **CO1:** Understand the fundamentals of deep learning and various machine learning techniques including probabilistic models, neural networks, and ensemble methods.
- **CO2:** Apply methods to train and optimize deep neural networks.
- **CO3:** Build and implement neural networks using Keras and TensorFlow for binary and multiclass classification tasks.
- **CO4:** Apply convolutional and recurrent neural network architectures using PyTorch for vision and sequence modeling.
- **CO5:** Explore advanced deep learning applications and research models such as GANs, autoencoders, and deep belief networks for AI innovation.

UNIT I:

Fundamentals of Deep Learning: Artificial Intelligence, History of Machine learning: Probabilistic Modeling, Early Neural Networks, Kernel Methods, Decision Trees, Random forests and Gradient Boosting Machines, **Fundamentals of Machine Learning:** Four Branches of Machine Learning, Evaluating Machine learning Models, Overfitting and Underfitting. **[Text Book 2]**

UNIT II: Introducing Deep Learning: Biological and Machine Vision, Human and Machine Language, Artificial Neural Networks, Training Deep Networks, Improving Deep Networks. **[Text Book3]**

UNIT III: Neural Networks: Anatomy of Neural Network, Introduction to Keras: Keras, TensorFlow, Theano and CNTK, Setting up Deep Learning Workstation, Classifying Movie Reviews: Binary Classification, Classifying newswires: Multiclass Classification. **[Text Book 2]**

UNIT IV:

Convolutional Neural Networks: Nerual Network and Representation Learing, Convolutional Layers, Multichannel Convolution Operation, **Recurrent Neural Networks:** Introduction to RNN, RNN Code, PyTorch Tensors: Deep Learning with PyTorch, CNN in PyTorch. **[Text Book 3]**

UNIT V:

Interactive Applications of Deep Learning: Machine Vision, Natural Language processing, Generative Adversial Networks, Deep Reinforcement Learning. **[Text Book 1]**

Deep Learning Research: Autoencoders**,** Deep Generative Models: Boltzmann Machines Restricted Boltzmann Machines, Deep Belief Networks. **[Text Book 1]**

Text Books:

1. Deep Learning- Ian Goodfellow, Yoshua Bengio and Aaron Courvile, MIT Press, 2016

2. Deep Learning with Python - Francois Chollet, Released December 2017, Publisher(s): Manning Publications, ISBN: 9781617294433
3. Deep Learning Illustrated: A Visual, Interactive Guide to Artificial Intelligence - Jon Krohn, Grant Beyleveld, Aglaé Bassens, Released September 2019, Publisher(s): Addison-Wesley Professional, ISBN: 9780135116821
4. Deep Learning from Scratch - Seth Weidman, Released September 2019, Publisher(s): O'Reilly Media, Inc., ISBN: 9781492041412

Reference Books:

1. Artificial Neural Networks, Yegnanarayana, B., PHI Learning Pvt. Ltd, 2009.
2. Matrix Computations, Golub, G.,H., and Van Loan,C.,F, JHU Press,2013.
3. Neural Networks: A Classroom Approach, Satish Kumar, Tata McGraw-Hill Education, 2004.

Web Link:

1. Swayam NPTEL: Deep Learning: https://onlinecourses.nptel.ac.in/noc22_cs22/preview

BR23 B.Tech CSE IV YEAR I SEMESTER SYLLABUS

IV Year I Semester	HUMAN RESOURCES & PROJECT MANAGEMENT	L	T	P	C
		3	0	0	3

BR23 B.Tech CSE IV YEAR I SEMESTER SYLLABUS

		L	T	P	C
IV Year I Semester	**SOFTWARE ARCHITECTURE & DESIGN PATTERNS (23CS7D01) (PROFESSIONAL ELECTIVE-IV)** (Common to CSE, INF Branches)	**3**	**0**	**0**	**3**

Course Outcomes

- Analyze the fundamental concepts of design patterns and object-oriented development, including their benefits and limitations.
- Analyze system requirements and define conceptual classes and relationships using object-oriented analysis techniques.
- Apply structural design patterns such as Adapter, Bridge, Composite, Decorator, Facade, Flyweight, and Proxy to solve design problems.
- Design and implement interactive systems using the Model-View-Controller (MVC) architectural pattern.
- Develop distributed object-oriented systems using client-server architecture, RMI, web services, and Enterprise Service Bus.

UNIT - I

Introduction: What is a design pattern? Describing design patterns, the catalog of design pattern, organizing the catalog, how design patterns solve design problems, how to select a design pattern, how to use a design pattern What is object oriented development? key concepts of object oriented design other related concepts, benefits and drawbacks of the paradigm

UNIT – II

Analysis a System: Overview of the analysis phase, stage 1 gathering the requirements functional requirements specification, defining conceptual classes and relationships, using the knowledge of the domain Design and Implementation, discussions and further reading

UNIT – III

Design Pattern Catalog: Structural patterns, Adapter, bridge, composite, decorator, facade, flyweight, proxy.

UNIT – IV

Interactive systems and the MVC architecture: Introduction The MVC architectural pattern, analyzing a simple drawing program designing the system, designing of the subsystems, getting into implementation, implementing undo operation drawing incomplete items, adding a new feature pattern based solutions

UNIT – V

Designing with Distributed Objects: Client server system, java remote method invocation, implementing an object oriented system on the web, Web services (SOAP, Restful), Enterprise Service Bus

Text Books:

1. Object oriented analysis, design and implementation, brahma dathan, sarnath rammath , universities press,2013

2. Design patterns, Erich Gamma, Richard helan , Ralph johman , john vlissides, PEARSON Publication,2013

Reference Books:

1. Frank Bachmann, Regine Meunier , Hans Rohnert "Pattern Oriented Software Architecture" Volume 1, 1996.
2. William J Brown et al., "Anti Patterns: Refactoring Software, Architectures and Projects in Crisis", John Wiley, 1998

BR23 B.Tech CSE IV YEAR I SEMESTER SYLLABUS

		L	T	P	C
IV Year I Semester	**BLOCK CHAIN TECHNOLOGY (23CS7D02) (PROFESSIONAL ELECTIVE-IV)** (Common to CSE, INF Branches)	**3**	**0**	**0**	**3**

Course Objectives:

1. To learn the fundamentals of Block Chain and various types of block chain and consensus mechanism.
2. To understand public block chain system, Private block chain system and consortium block chain.
3. Able to know the security issues of blockchain technology.

Course Outcomes:

- **CO1:** Understand the principles of blockchain, cryptography, and distributed ledgers.
- **CO2:** Analyze public blockchain systems and Smart Contracts.
- **CO3:** Analyze private, and consortium blockchain systems and understand the concept of Initial Coin Offerings (ICO).
- **CO4:** Evaluate blockchain frameworks such as Ethereum and Hyperledger.
- **CO5:** Implement blockchain-based applications in finance, supply chain, and security.

UNIT – I:

Fundamentals of Blockchain: Introduction, Origin of Blockchain, Blockchain Solution, Components of Blockchain, Block in a Blockchain, The Technology and the Future.

Blockchain Types and Consensus Mechanism: Introduction, Decentralization and Distribution, Types of Blockchain, Consensus Protocol.

Cryptocurrency: Bitcoin, Altcoin and Token: Introduction, Bitcoin and the Cryptocurrency, Cryptocurrency Basics, Types of Cryptocurrencies, Cryptocurrency Usage.

UNIT – II:

Public Blockchain System: Introduction, Public Blockchain, Popular Public Blockchains, The Bitcoin Blockchain, Ethereum Blockchain.

Smart Contracts: Introduction, Smart Contract, Characteristics of a Smart Contract, Types of Smart Contracts, Types of Oracles, Smart Contracts in Ethereum, Smart Contracts in Industry.

UNIT – III:

Private Blockchain System: Introduction, Key Characteristics of Private Blockchain, Private Blockchain, Private Blockchain Examples, Private Blockchain and Open Source, E- commerce Site Example, Various Commands (Instructions) in E-commerce Blockchain, Smart Contract in Private Environment, State Machine, Different Algorithms of Permissioned Blockchain, Byzantine Fault, Multichain.

Consortium Blockchain: Introduction, Key Characteristics of Consortium Blockchain, Need of Consortium Blockchain, Hyperledger Platform, Overview of Ripple, Overview of Corda.

Initial Coin Offering: Introduction, Blockchain Fundraising Methods, Launching an ICO, Investing in an ICO, Pros and Cons of Initial Coin Offering, Successful Initial Coin Offerings, Evolution of ICO, ICO Platforms.

UNIT – IV:

Security in Blockchain: Introduction, Security Aspects in Bitcoin, Security and Privacy Challenges of Blockchain in General, Performance and Scalability, Identity Management and Authentication, Regulatory Compliance and Assurance, Safeguarding Blockchain Smart Contract (DApp), Security Aspects in Hyperledger Fabric.

Applications of Blockchain: Introduction, Blockchain in Banking and Finance, Blockchain in Education, Blockchain in Energy, Blockchain in Healthcare, Blockchain in Real-estate, Blockchain in Supply Chain, The Blockchain and IoT. Limitations and Challenges of Blockchain.

UNIT – V:

Blockchain Case Studies:

Case Study 1 – Retail,

Case Study 2 – Banking and Financial Services,

Case Study 3 – Healthcare,

Case Study 4 – Energy and Utilities.

Blockchain Platform using Python: Introduction, Learn How to Use Python Online Editor, Basic Programming Using Python, Python Packages for Blockchain.

Blockchain platform using Hyperledger Fabric: Introduction, Components of Hyperledger Fabric Network, Chain codes from Developer.ibm.com, Blockchain Application Using Fabric Java SDK.

Text book:

1. "Block chain Technology", Chandramouli Subramanian, Asha A.George, Abhilasj K A and Meena Karthikeyan , Universities Press.

Reference Books:

1. Blockchain Blue print for Economy, Melanie Swan, SPD Oreilly.
2. Blockchain for Business, Jai Singh Arun, Jerry Cuomo, Nitin Gauar, Pearson Addition Wesley

BR23 B.Tech CSE IV YEAR I SEMESTER SYLLABUS

IV Year I Semester	AUGMENTED REALITY & VIRTUAL REALITY (23CS7D03) (PROFESSIONAL ELECTIVE-IV)	L	T	P	C
		3	0	0	3

Objectives:

- Provide a foundation to the fast growing field of AR and make the students aware of the various AR concepts.
- To give historical and modern overviews and perspectives on virtual reality. It describes the fundamentals of sensation, perception, technical and engineering aspects of virtual reality systems.

Course Outcomes (COs)

By the end of this course, students will be able to:

- **CO1**: Understand the principles of Augmented Reality, including its history, displays, tracking, and calibration techniques.
- **CO2**: Apply computer vision methods and interaction techniques in AR applications, and analyze suitable software architectures for AR systems.
- **CO3**: Describe the fundamentals of Virtual Reality, including geometric modeling, transformations, and optical systems.
- **CO4**: Analyze the human visual system and apply rendering techniques to improve realism, latency, and immersion in VR environments.
- **CO5**: Evaluate and design multimodal interaction techniques in AR/VR, including motion, social interaction, and auditory rendering.

UNIT - I

Introduction to Augmented Reality: Augmented Reality - Defining augmented reality, history of augmented reality, Examples, Related fields

Displays: Multimodal Displays, Visual Perception, Requirements and Characteristics, Spatial Display Model, Visual Displays

Tracking: Tracking, Calibration, and Registration, Coordinate Systems, Characteristics of Tracking Technology, Stationary Tracking Systems, Mobile Sensors.

UNIT - II

Computer Vision for Augmented Reality: Marker Tracking, Multiple-Camera Infrared Tracking, Natural Feature Tracking by Detection, Outdoor Tracking.

Interaction: Output Modalities, Input Modalities, Tangible Interfaces, Virtual User Interfaces on Real Surfaces, Augmented Paper, Multi-view Interfaces, Haptic Interaction

Software Architectures: AR Application Requirements, Software Engineering Requirements, Distributed Object Systems, Dataflow, Scene Graphs

UNIT - III

Introduction to Virtual Reality: Defining Virtual Reality, History of VR, Human Physiology and Perception

The Geometry of Virtual Worlds: Geometric Models, Axis-Angle Representations of Rotation, Viewing Transformations

Light and Optics: Basic Behavior of Light, Lenses, Optical Aberrations, The Human Eye, Cameras, Displays

UNIT - IV

The Physiology of Human Vision: From the Cornea to Photoreceptors, From Photoreceptors to the Visual Cortex, Eye Movements, Implications for VR

Visual Perception: Visual Perception - Perception of Depth, Perception of Motion, **Perception of Color**

Visual Rendering: Visual Rendering -Ray Tracing and Shading Models, Rasterization, Correcting Optical Distortions, Improving Latency and Frame Rates, Immersive Photos and Videos

UNIT - V

Motion in Real and Virtual Worlds: Velocities and Accelerations, The Vestibular System, Physics in the Virtual World, Mismatched Motion and Vection

Interaction: Motor Programs and Remapping, Locomotion, Social Interaction

Audio: The Physics of Sound, The Physiology of Human Hearing, Auditory Perception, Auditory Rendering

Text Books:

1. Augmented Reality: Principles & Practice by Schmalstieg / Hollerer, Pearson Education India;First edition (12 October 2016),ISBN-10: 9332578494
2. Virtual Reality, Steven M. LaValle, Cambridge University Press, 2016

Reference Books:

1. Allan Fowler-AR Game Development‖, 1st Edition, A press Publications, 2018, ISBN 978-1484236178
2. Understanding Virtual Reality: Interface, Application and Design, William R Sherman and Alan B Craig, (The Morgan Kaufmann Series in Computer Graphics)". Morgan Kaufmann Publishers, San Francisco, CA, 2002
3. Developing Virtual Reality Applications: Foundations of Effective Design, Alan B Craig, William R Sherman and Jeffrey D Will, Morgan Kaufmann, 2009
4. Designing for Mixed Reality, Kharis O'Connell Published by O'Reilly Media, Inc., 2016, ISBN:9781491962381
5. Sanni Siltanen- Theory and applications of marker-based augmented reality. Julkaisija – Utgivare Publisher. 2012. ISBN 978-951-38-7449-0
6. Gerard Jounghyun Kim, "Designing Virtual Systems: The Structured Approach", 2005

BR23 B.Tech CSE IV YEAR I SEMESTER SYLLABUS

IV Year I Semester	INTERNET OF THINGS (23CS7D04) (PROFESSIONAL ELECTIVE-IV)	L	T	P	C
		3	0	0	3

Course Objectives:

From the course the student will learn

- the application areas of IOT
- the revolution of Internet in Mobile Devices, Cloud & Sensor Networks
- building blocks of Internet of Things and characteristics

Course Outcomes:

- **CO1:** Understand IoT architecture, devices, and communication protocols.
- **CO2:** Apply sensors, actuators, and embedded systems in IoT applications.
- **CO3:** Analyze IoT platforms, cloud integration, and data management.
- **CO4:** Evaluate IoT security and privacy challenges.
- **CO5:** Design and implement IoT applications for smart environments.

UNIT I:

Predecessors of IoT: Introduction, Wireless Sensor Networks, Machine-to-Machine Communications, Cyber Physical Systems

Emergence of IoT: Introduction, Evolution of IoT, Enabling IoT and the Complex Interdependence of Technologies, IoT Networking Components, Addressing Strategies in IoT

UNIT II:

IoT Sensing and Actuation: Introduction, Sensors, Sensor Characteristics, Sensorial Deviations, Sensing Types, Sensing Considerations, Actuators, Actuator Types, Actuator Characteristics

IoT Processing Topologies and Types: Data Format, Importance of Processing in IoT, Processing Topologies, IoT Device Design and Selection Considerations, Processing Offloading.

UNIT III:

IoT Connectivity Technologies: Introduction, IEEE 802.15.4, Zigbee, Thread, ISA100.11A, WirelessHART, RFID, NFC,DASH7, Z-Wave, Weightless, Sigfox, LoRa, NB-IT, Wi-Fi, Bluetooth

IoT Communication Technologies: Introduction, Infrastructure Protocols, Discovery Protocols, Data Protocols, Identification Protocols, Device Management, Semantic Protocols.

UNIT IV:

IoT Interoperability: Introduction, Standards, Frameworks

Fog Computing and Its Applications: Introduction, View of Fog Computing Architecture, Fog Computing in IoT, Selected Applications of Fog Computing

UNIT V:

Paradigms, Challenges, and the Future: Introduction, Evolution of New IoT Paradigms, Challenges Associated with IoT, Emerging Pillars of IoT

IoT Case Studies: Agricultural IoT, Vehicular IoT

Text Books:

1. Introduction to IoT, Sudip Misra, Anandarup Mukhaerjee, Arjit Roy, Cambridge University Press, 2021
2. Internet of Things: Architecture, Design Principles and Applications, Rajkamal, McGraw Hill Higher Education

Reference Books:

1. Fog and Edge Computing: Principles and Paradigms, Rajkumar Buyya (Editor), Satish narayana Srirama (Editor) , ISBN: 978-1-119-52498-4, January 2019
2. Getting Started with the Internet of Things, CunoPfister , Oreilly

BR23 B.Tech CSE IV YEAR I SEMESTER SYLLABUS

		L	T	P	C
IV Year I Semester	12 week MOOC Swayam/ NPTEL course recommended by the BoS (23CS7D05) (PROFESSIONAL ELECTIVE-IV)	3	0	0	3

BR23 B.Tech CSE IV YEAR I SEMESTER SYLLABUS

IV Year I Semester	AGILE METHODOLOGIES (23CS7D06) (Professional Elective-V) (Common to CSE, INF Branches)	L	T	P	C
		3	0	0	3

Course Objectives:

The main objectives of this course are to introduce the important concepts of Agile software development Process, emphasize the role of stand-up meetings in software collaboration, impart the knowledge on values and principles in understanding agility

Course Outcomes (COs)

By the end of this course, students will be able to:

- **CO1**: Understand the **fundamentals of Agile methodologies**, including Agile values, manifesto, and principles behind practices.
- **CO2**: Apply **Agile principles** to improve project delivery, communication, and teamwork in software development projects.
- **CO3**: Demonstrate the ability to implement **Scrum practices**, including roles, sprints, user stories, burndown charts, and retrospectives, to manage iterative development.
- **CO4**: Analyze and apply **Extreme Programming (XP) practices and principles** to embrace change, ensure code quality, and support incremental design.
- **CO5**: Evaluate and apply **Lean and Kanban practices** to eliminate waste, manage workflow, and continuously improve team performance, supported by Agile coaching techniques.

UNIT I :

Learning Agile: Getting Agile into your brain, Understanding Agile values, No Silver Bullet, Agile to the Rescue, adding Agile makes a difference. A fractured perspective, How a fractured perspective causes project problems. The Agile Manifesto, Purpose behind Each Practice. Individuals and Interactions Over Processes and Tools, Working Software over Comprehensive Documentation, Customer Collaboration over Contract Negotiation, Responding to Change over Following a Plan, Principles over Practices. Understanding the Elephant, Methodologies Help You Get It All in Place at Once, Where to Start with a New Methodology.

UNIT II :

The Agile Principles: The 12 Principles of Agile Software, The Customer Is Always Right, "Do As I Say, Not As I Said". Delivering the Project, Better Project Delivery for the Ebook Reader Project. Communicating and Working Together, Better Communication for the Ebook Reader Project. Project Execution—Moving the Project Along, A Better Working Environment for the Ebook Reader Project Team. Constantly Improving the Project and the Team. The Agile Project: Bringing All the Principles Together

UNIT III :

SCRUM and Self-Organizing Teams: The Rules of Scrum, Act I: I Can Haz Scrum?, Everyone on a Scrum Team owns the Project, The Scrum Master Guides the Team's Decisions, The Product Owner Helps the Team Understand the Value of the Software, Everyone Owns the Project, Scrum Has Its Own

Set of Values ,Status Updates Are for Social Networks!, The Whole Team Uses the Daily Scrum, Feedback and the Visibility-Inspection-Adaptation Cycle, The Last Responsible Moment, How to Hold an Effective Daily Scrum. Sprinting into a Wall, Sprints, Planning, and Retrospectives, Iterative or Incremental?, The Product Owner Makes or Breaks the Sprint, Visibility and Value, How to Plan and Run an Effective Scrum Sprint

Scrum Planning And Collective Commitment: Not Quite Expecting the Unexpected, User Stories, Velocity, and Generally Accepted Scrum Practices, Make Your Software Useful, User Stories Help Build Features Your Users Will Use, Conditions of Satisfaction, Story Points and Velocity, Burndown Charts, Planning and Running a Sprint Using Stories, Points, Tasks, and a Task Board. Victory Lap, Scrum Values Revisited, Practices Do Work Without the Values (Just Don't Call It Scrum), Is Your Company's Culture Compatible with Scrum Values.

UNIT IV :

XP And Embracing Change: Going into Overtime, The Primary Practices of XP, Programming Practices, Integration Practices, Planning Practices, Team Practices, Why Teams Resist Changes, and How the Practices Help. The Game Plan Changed, but We're Still Losing, The XP Values Help the Team Change Their Mindset, XP Helps Developers Learn to Work with Users, Practices Only "Stick" When the Team Truly Believes in Them, An Effective Mindset Starts with the XP Values, The XP Values, Paved with Good Intentions. The Momentum Shifts, Understanding the XP Principles Helps You Embrace Change, The Principles of XP, XP Principles Help You Understand Planning, XP Principles Help You Understand Practices—and Vice Versa, Feedback Loops.

XP, Simplicity, and Incremental Design: Code and Design, Code Smells and Antipatterns (or, How to Tell If You're Being Too Clever), XP Teams Look for Code Smells and Fix Them, Hooks, Edge Cases, and Code That Does Too Much. Make Code and Design Decisions at the Last Responsible Moment, Fix Technical Debt by Refactoring Mercilessly, Use Continuous Integration to Find Design Problems, Avoid Monolithic Design, Incremental Design and the Holistic XP Practices. Teams Work Best When They Feel Like They Have Time to Think, Team Members Trust Each Other and Make Decisions Together. The XP Design, Planning, Team, and Holistic Practices Form an Ecosystem Incremental Design Versus Designing for Reuse, When Units Interact in a Simple Way, the System Can Grow Incrementally, Great Design Emerges from Simple Interactions, Final Score.

UNIT V:

Lean, Eliminating Waste, and Seeing the whole: Lean Thinking, Commitment, Options Thinking, and Set-Based Development, Creating Heroes and Magical Thinking. Eliminate Waste, Use a Value Stream Map to Help See Waste Clearly, Gain a Deeper Understanding of the Product, See the Whole, Find the Root Cause of Problems That You Discover. Deliver As Fast As Possible, Use an Area Chart to Visualize Work in Progress, Control Bottlenecks by Limiting Work in Progress.

Kanban, Flow, and Constantly Improving: The Principles of Kanban, Find a Starting Point and Evolve Experimentally from There. Stories Go into the System; Code Comes Out, Improving Your Process with Kanban, Visualize the Workflow, Limit Work in Progress. Measure and Manage Flow, Managing Flow with WIP Limits

Naturally Creates Slack. Make Process Policies Explicit So Everyone Is on the Same Page. Emergent Behavior with Kanban.

The Agile Coach: Coaches Understand Why People Don't Always Want to Change. The Principles of Coaching.

Text Books :

1. Andrew Stellman, Jill Alison Hart, Learning Agile, O'Reilly, 2015.

Reference Books:

1. Andrew stellman, Jennifer Green, Head first Agile, O'Reilly, 2017.
2. Rubin K , Essential Scrum : A practical guide to the most popular Agile process, Addison-Wesley, 2013

BR23 B.Tech CSE IV YEAR I SEMESTER SYLLABUS

IV Year I Semester	Generative AI (23CS7D07) (Professional Elective-V)	L	T	P	C
		3	0	0	3

Course Objectives:

- Understand the basics of Generative AI.
- Know the basics of Text Generation.
- Understand the process of generating videos.
- Know about GAN and its variants.

Course Outcomes (COs)

By the end of this course, students will be able to:

- **CO1**: Understand the **fundamentals of Generative AI**, including types of generative models, probabilistic modeling, challenges, ethical aspects, and real-world use cases.
- **CO2**: Apply **generative models for text** by utilizing transformer architectures, prompt engineering, retrieval-augmented generation, and addressing limitations such as hallucination.
- **CO3**: Analyze and implement **image generation models** such as GANs, VAEs, diffusion models, and transformer-based architectures to create realistic visual outputs.
- **CO4**: Demonstrate the ability to generate **art, music, and interactive plays** using advanced GAN variants, neural style transfer, and reinforcement learning–based agents.
- **CO5**: Utilize **open-source frameworks and tools** (e.g., Hugging Face, LangChain, LLaMA, GPT-4All) to train, fine-tune, and deploy generative AI models effectively.

UNIT I :

Introduction To Gen Ai: Historical Overview of Generative modelling, Difference between Gen AI and Discriminative Modeling, Importance of generative models in AI and Machine Learning, Types of Generative models, GANs, VAEs, autoregressive models and Vector quantized Diffusion models, Understanding if probabilistic modeling and generative process, Challenges of Generative Modeling, Future of Gen AI, Ethical Aspects of AI, Responsible AI, Use Cases.

UNIT II:

Generative Models For Text: Language Models Basics, Building blocks of Language models, Transformer Architecture, Encoder and Decoder, Attention mechanisms, Generation of Text, Models like BERT and GPT models, Generation of Text, Autoencoding, Regression Models, Exploring ChatGPT, Prompt Engineering: Designing Prompts, Revising Prompts using Reinforcement Learning from Human Feedback (RLHF), Retrieval Augmented Generation, Multimodal LLM, Issues of LLM like hallucination.

UNIT III:

Generation of Images: Introduction to Generative Adversarial Networks, Adversarial Training Process, Nash Equilibrium, Variational Autoencoders, Encoder-Decoder Architectures, Stable Diffusion Models, Introduction to Transformer-based Image Generation, CLIP, Visual Transformers ViT- Dall-E2 and Dall-E3, GPT-4V, Issues of Image Generation models like Mode Collapse and Stability.

UNIT IV:

Generation of Painting, Music, and Play: Variants of GAN, Types of GAN, Cyclic GAN, Using Cyclic GAN to Generate Paintings, Neural Style Transfer, Style Transfer, Music Generating RNN, MuseGAN, Autonomous agents, Deep Q Algorithm, Actor-critic Network.

UNIT V:

Open Source Models And Programming Frameworks: Training and Fine tuning of Generative models, GPT 4 All, Transfer learning and Pretrained models, Training vision models, Google Copilot, Programming LLM, LangChain, Open Source Models, Llama, Programming for TimeSformer, Deployment, Hugging Face.

Text Books:

1. Denis Rothman, "Transformers for Natural Language Processing and Computer Vision", Third Edition , Packt Books, 2024

Reference Books:

1. David Foster, "Generative Deep Learning", O'Reily Books, 2024.
2. Altaf Rehmani, "Generative AI for Everyone", BlueRose One, 2024.

BR23 B.Tech CSE IV YEAR I SEMESTER SYLLABUS

IV Year I Semester	Computer Vision (23CS7D08) (Professional Elective-V)	L	T	P	C
		3	0	0	3

Course Objectives:

- To understand the Fundamental Concepts related to sources, shadows and shading
- To understand the Geometry of Multiple Views

Course Outcomes (COs)

By the end of the course, students will be able to:

- **CO1**: Undersatnd the principles of camera models, radiometry, shading, and color perception for image formation and analysis.
- **CO2**: Apply linear filters, Fourier transforms, edge detection, and texture analysis techniques to extract meaningful visual features.
- **CO3**: Analyze multiple view geometry and implement segmentation methods using clustering and graph-theoretic approaches for visual scene understanding.
- **CO4**: Implement model-based segmentation and tracking using probabilistic methods, including the EM algorithm and Kalman filtering, for dynamic visual data.
- **CO5**: Evaluate and apply geometric camera models, calibration techniques, and model-based vision approaches in real-world applications such as robotics and medical imaging.

UNIT –I:

CAMERAS: Pinhole Cameras Radiometry – Measuring Light: Light in Space, Light Surfaces, Important Special Cases Sources, Shadows, And Shading: Qualitative Radiometry, Sources and Their Effects, Local Shading Models, Application: Photometric Stereo, Interreflections: Global Shading Models Color: The Physics of Color, Human Color Perception, Representing Color, A Model for Image Color, Surface Color from Image Color.

UNIT-II:

Linear Filters:Linear Filters and Convolution, Shift Invariant Linear Systems, Spatial Frequency and Fourier Transforms, Sampling and Aliasing, Filters as Templates, Edge Detection:Noise, Estimating Derivatives, Detecting Edges Texture0:Representing Texture, Analysis (and Synthesis) Using Oriented Pyramids, Application: Synthesis by Sampling Local Models, Shape from Texture.

UNIT-III:

The Geometry of Multiple Views: Two Views Stereopsis: Reconstruction, Human Stereopsis, Binocular Fusion, Using More Cameras Segmentation by Clustering: What Is Segmentation? Human Vision: Grouping and Getstalt, Applications: Shot Boundary Detection and Background Subtraction, Image Segmentation by Clustering Pixels, Segmentation by Graph-Theoretic Clustering,

UNIT-IV:

Segmentation by Fitting a Model: The Hough Transform, Fitting Lines, Fitting Curves, Fitting as a Probabilistic Inference Problem, Robustness Segmentation and Fitting Using Probabilistic Methods: Missing Data Problems, Fitting, and Segmentation, The EM Algorithm in Practice, Tracking With Linear Dynamic Models: Tracking as an Abstract Inference Problem, Linear Dynamic Models, Kalman Filtering, Data Association, Applications and Examples

UNIT- V:

Geometric Camera Models: Elements of Analytical Euclidean Geometry, Camera Parameters and the Perspective Projection, Affine Cameras and Affine Projection Equations Geometric Camera Calibration: Least-Squares Parameter Estimation, A Linear Approach to Camera Calibration, Taking Radial Distortion into Account, Analytical Photogrammetry,

Case study: Mobile Robot Localization Model- Based Vision: Initial Assumptions, Obtaining Hypotheses by Pose Consistency, Obtaining Hypotheses by pose Clustering, Obtaining Hypotheses Using Invariants, Verification, Case study: Registration In Medical Imaging Systems, Curved Surfaces and Alignment.

Text Books:

1. David A. Forsyth and Jean Ponce: Computer Vision – A Modern Approach, PHI Learning (Indian Edition), 2009.

Reference Books:

1. E. R. Davies: Computer and Machine Vision – Theory, Algorithms and Practicalities, Elsevier (Academic Press), 4th edition, 2013.
2. R. C. Gonzalez and R. E. Woods "Digital Image Processing" Addison Wesley 2008. 3. Richard Szeliski "Computer Vision: Algorithms and Applications" Springer-Verlag London Limited 2011.

BR23 B.Tech CSE IV YEAR I SEMESTER SYLLABUS

IV Year I Semester	Cyber Physical Systems (23CS7D09) (Professional Elective-V) (Common to CSE, INF Branches)	L	T	P	C
		3	0	0	3

Course Objectives:

The main objectives of the course are to understand the core principles behind Cyber Physical Systems, Identify Security mechanisms of Cyber physical system, Understand Synchronization in Distributed Cyber-Physical Systems

Course Outcomes (COs)

By the end of the course, students will be able to:

- **CO1**: Understnd the fundamentals of symbolic synthesis and apply techniques for constructing symbolic models and controllers in CPS.
- **CO2**: Analyze security requirements, attack models, and countermeasures for ensuring resilience of cyber-physical systems.
- **CO3**: Apply synchronization and distributed consensus algorithms to address challenges in distributed CPS.
- **CO4**: Evaluate and implement real-time scheduling techniques for uniprocessor and multiprocessor CPS under timing and resource constraints.
- **CO5**: Integrate models, semantics, and domain-specific modeling languages (DSMLs) for the formal design and verification of CPS.

UNIT I:

Symbolic Synthesis for Cyber-Physical Systems: Introduction and Motivation, Basic Techniques - Preliminaries, Problem Definition, Solving the Synthesis Problem, Construction of Symbolic Models, Advanced Techniques: Construction of Symbolic Models, Continuous-Time Controllers, Software Tools

UNIT II:

Security of Cyber-Physical Systems: Introduction and Motivation, Basic Techniques - Cyber Security Requirements, Attack Model, Countermeasures, Advanced Techniques: System Theoretic Approaches

UNIT III:

Synchronization in Distributed Cyber-Physical Systems: Challenges in Cyber-Physical Systems, A Complexity-Reducing Technique for Synchronization, Formal Software Engineering, Distributed Consensus Algorithms, Synchronous Lockstep Executions, Time-Triggered Architecture, Related Technology, Advanced Techniques

UNIT IV:

Real-Time Scheduling for Cyber-Physical Systems: Introduction and Motivation, Basic Techniques - Scheduling with Fixed Timing Parameters, Memory Effects, Multiprocessor/Multicore Scheduling, Accommodating Variability and Uncertainty

UNIT V:

Model Integration in Cyber-Physical Systems: Introduction and Motivation, Causality, Semantic Domains for Time, Interaction Models for Computational Processes, Semantics of CPS DSMLs,

Advanced Techniques, ForSpec, The Syntax of CyPhyML, Formalization of Semantics, Formalization of Language Integration.

Text Books:

1. Raj Rajkumar, Dionisio De Niz, and Mark Klein, Cyber-Physical Systems, Addison-Wesley Professional, 2016
2. Rajeev Alur, Principles of Cyber-Physical Systems, MIT Press

Reference Books:

1. E.A.Lee, Sanjit Seshia, Introduction to Embedded Systems: A Cyber-Physical Systems Approach, MIT Press
2. Andre Platzer, Logical Foundations of Cyber-Physical Systems, (2e), Springer Publishing, 2018

BR23 B.Tech CSE IV YEAR I SEMESTER SYLLABUS

		L	T	P	C
IV Year I Semester	12 week MOOC Swayam/ NPTEL course recommended by the BoS (PROFESSIONAL ELECTIVE-V) (23CS7D10)	3	0	0	3

BR23 B.Tech CSE IV YEAR I SEMESTER SYLLABUS

IV Year I Semester	Prompt Engineering/Swayam Plus- Certificate program in Prompt Engineering and ChatGPT (23SC7L04) (Skill Enhancement Course)	L	T	P	C
		0	1	2	2

BR23 B.Tech CSE IV YEAR I SEMESTER SYLLABUS

IV Year I Semester	Constitution of India (23NC7T01) (Common to CSE, INF Branches)	L	T	P	C
		2	0	0	-

Course Objectives:

- Understand the premises informing the twin themes of liberty and freedom from a civil rights perspective.
- To address the growth of Indian opinion regarding modern Indian intellectuals' constitutional role and entitlement to civil and economic rights as well as the emergence of nationhood in the early years of Indian nationalism.
- To address the role of socialism in India after the commencement of the Bolshevik Revolution in 1917 and its impact on the initial drafting of the Indian Constitution.

Course Outcomes (COs):

By the end of the course, students will be able to:

- **CO1**: Describe the historical background and drafting process of the Indian Constitution, along with its philosophy and salient features.
- **CO2**: Explain the Fundamental Rights, Duties, and Directive Principles of State Policy, and analyze their significance in ensuring constitutional governance.
- **CO3**: Examine the structure, powers, and functions of the Parliament, Executive, and Judiciary in India.
- **CO4**: Analyze the role of local administration at district, municipal, block, and village levels, and assess the importance of grass-root democracy.
- **CO5**: Evaluate the functioning of the Election Commission and constitutional institutions for safeguarding the rights and welfare of marginalized communities.

UNIT–I: History of Making of the Indian Constitution: History, Drafting Committee, (Composition & Working)

Philosophy of the Indian Constitution- Preamble, Salient, Features

UNIT–II: Contours of Constitutional Rights & Duties: Fundamental Rights, Right to Equality, Right to Freedom, Right against Exploitation, Right to Freedom of Religion, Cultural and Educational Rights, Right to Constitutional Remedies, Directive Principles of State Policy, Fundamental Duties.

UNIT–III: Organs of Governance: Parliament, Composition, Qualifications and Disqualifications, Powers and Functions, **Executive-** President, Governor, Council of Ministers, Judiciary, Appointment and Transfer of Judges, Qualifications, Powers and Functions

UNIT–IV: Local Administration: District's Administration head: Role and Importance, Municipalities: Introduction, Mayor and role of Elected Representative CEO of Municipal Corporation, Pachayati raj: Introduction, PRI: ZilaPachayat, Elected officials and their roles, CEO ZilaPachayat: Position and role, Block level: Organizational Hierarchy (Different departments), Village level: Role of Elected and Appointed officials, Importance of grass root democracy

UNIT–V: Election Commission: Election Commission: Role and Functioning, Chief Election Commissioner and Election Commissioners, State Election Commission: Role and Functioning, Institute and Bodies for the welfare of SC/ST/OBC and women.

Text Books:

1. The Constitution of India, 1st Edition, (Bare Act), Government Publication, 1950
2. Framing of Indian Constitution, 1st Edition, Dr. S. N. Busi, Dr. B. R. Ambedkar 2015

Reference Books:

1. Indian Constitution Law, 7th Edition, M. P. Jain, Lexis Nexis, 2014

BR23 B.Tech CSE III YEAR I SEMESTER SYLLABUS
Open Electives, offered to other department students:

III Year I Semester	Principles of Operating Systems Open Elective-I (23CS5E01)	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.
- Make use of process scheduling algorithms and synchronization techniques to achieve better performance of a computer system.
- Illustrate different conditions for deadlock.

Course Outcomes:

CO1: Study of Operating Systems concepts the structure and functions of OS. (Understand)
CO2: Design various Scheduling algorithms. (Create)
CO3: Compare and contrast various memory management schemes.(Analyze)
CO4: The principles of concurrency, Design deadlock prevention and avoidance algorithms.(Evaluate)
CO5: Study to Design and Implement file systems.(Analyze)

UNIT-I

Operating Systems Overview: Introduction, Computer system overview, Operating system operations, Computing environments, Operating System types, Operating System Structures, System calls, Types of System Calls.

UNIT-II

Processes: Process Concept, Process scheduling, CPU Scheduling Algorithms.
Threads: Threads and Multithreading models.

UNIT–III

Synchronization Tools: Concurrency, The Critical Section Problem, Peterson's Solution, Semaphores, Classic problems of Synchronization. Deadlocks: Deadlock characterization, Methods for handling Deadlocks, Deadlock prevention and avoidance.

UNIT-IV

Memory-Management Strategies: Introduction, Contiguous memory allocation, Paging, Structure of the Page Table, Swapping.
Virtual Memory Management: Demand paging, Page replacement Algorithms.
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.

Text Books:

1. Operating System Concepts, Silberschatz A, Galvin P B, Gagne G, 10th Edition,Wiley, 2018.
2. ModernOperatingSystems,TanenbaumAS,4th Edition,Pearson,2016

Reference Books:

1. OperatingSystems-InternalsandDesignPrinciples,StallingsW,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

BR23 B.Tech CSE III YEAR I SEMESTER SYLLABUS

III Year I Semester	Computer Organization and Architecture (23CS5E02) Open Elective-I Open Electives, offered to other department students:	L	T	P	C
		3	0	0	3

Course Outcomes:

- Understand the representation of data, the register transfer language and Micro operations.
- Know the basic computer organization and design, programming the basic computer and design the micro programmer control unit.
- Know the development of central processing unit and explain various algorithms for computer arithmetic operations.
- Interface various Peripheral devices and various data transfer operations.
- Study the memory Hierarchy and different types of memories.

UNIT-1 :

Introduction: Digital Computers, Von Neumann computers, Basic organization of a computer, **Data Representation:** Data types, Complements, Fixed-point representation, Conversion of fractions, Floating-point representation.

Register Transfer and Micro operations: Register transfer language, Register transfer, Bus and Memory transfers, Arithmetic Micro operations, Logic Micro operations, Shift Micro operations, Arithmetic Logic Shift Unit

UNIT-2

Basic Computer Organization and Design: Instruction Codes, Computer Registers, Compute nstructions, Timing and Control, Instruction Cycle, Memory-Reference instructions, Input-Output and Interrupt, Complete Computer Description, Design of Basic computer **Programming the Basic Computer:** Introduction, Machine Language, Assembly language, The Assembler, Program Loops, Programming Arithmetic and Logic Operations

Micro programmed Control: Control Memory, Address Sequencing, Micro program Example, Design of Control Unit (**Preferably from Reference Book 2**)

UNIT-3

Central Processing Unit: Introduction, General Register Organization, Stack organization, Instruction Formats, Addressing Modes, Data transfer and Manipulation, Program Control, Reduced Instruction Set Computer **Computer Arithmetic**: Introduction, Addition and Subtraction, Multiplication Algorithms, Division Algorithms, Floating-Point Arithmetic Operations, Decimal Arithmetic Unit, Decimal Arithmetic Operations.

UNIT – 4

Input-Output organization : Peripheral Devices, Input-Output Interface, Asynchronous Data Transfer, Modes of Transfer, Priority Interrupt, Direct Memory Access (DMA), Input-Output Processor (IOP), Serial Communication.

UNIT– 5

Memory Organization: Memory Hierarchy, Main Memory, Auxiliary Memory, Associative Memory, Cache Memory, Virtual Memory, Memory Management Hardware.

Text Book

1. M.Morris Mano," Computer System Architecture," Pearson Publishers, Revised Third Edition

Reference Books

1. John P Hayes, "Computer Architecture and Organization,"Mc-Graw Hill Publishers, Third Edition
2. Carl Hamacher, "Computer Organization," Tata Mc-Graw Hill Publishers, Fifth Edition

BR23 B.Tech CSE III YEAR II SEMESTER SYLLABUS
Open Electives, offered to other department students:

III Year II Semester	Principles of Database Management Systems (23CS6E01) Open Elective-II	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:

- Illustrate basic concepts of database management systems through Entity-Relationship diagrams (UNDERSTAND)
- Interpret relational model of data and usage of Relational Algebra (APPLY)
- Practice the concepts of basic SQL as a Universal Data base Language(APPLY)
- Demonstrate the principles behind systematic database design through normalization(APPLY)
- Structure the physical design of a Database system by means of indexing and storage techniques for database(ANALYZE)

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 dependencyLossless join and dependency preserving decomposition, (1NF, 2NF and 3 NF), concept of surrogate key, Boyce-Coddnormal 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 (ForChapter 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_012758066672820 22456_shared/overview

BR23 B.Tech CSE III YEAR II SEMESTER SYLLABUS
Open Electives, offered to other department students:

III Year II Semester	Introduction to Machine Learning (23CS6E02) Open Elective-II	L	T	P	C
		3	0	0	3

Course Objectives:

- Identify problems that are amenable to solution by AI methods, and which AI methods may be suited to solving a given problem.
- Formalize a given problem in the language/framework of different AI methods (e.g., as a search problem, as a constraint satisfaction problem, as a planning problem, as a Markov decision process, etc).
- Implement basic AI algorithms (e.g., standard search algorithms or dynamic programming).
- Design and carry out an empirical evaluation of different algorithms on problem formalization, and state the conclusions that the evaluation supports.

Course Outcomes:

- Understand the fundamentals of intelligent machines, problem formulation, data representation, and foundational concepts of machine learning.
- Apply supervised learning principles, evaluate models using performance metrics, and understand generalization and overfitting concepts.
- Utilize statistical and probabilistic learning techniques including Bayesian reasoning, regression, and discriminant analysis for data-driven inference.
- Implement Support Vector Machines and basic neural network models for classification and regression tasks.
- Design and analyze multilayer perceptron and radial basis function networks, and construct decision trees for classification problems.

Unit I: Introduction: Towards Intelligent Machines Well posed Problems, Example of Applications in diverse fields, Data Representation, Domain Knowledge for Productive use of Machine Learning, Diversity of Data: Structured / Unstructured, Forms of Learning, Machine Learning and Data Mining, Basic Linear Algebra in Machine Learning Techniques.

Unit II: Supervised Learning: Rationale and Basics: Learning from Observations, Bias and Why Learning Works: Computational Learning Theory, Occam's Razor Principle and Over fitting Avoidance Heuristic Search in inductive Learning, Estimating Generalization Errors, Metrics for assessing regression, Metris for assessing classification.

Unit III: Statistical Learning: Machine Learning and Inferential Statistical Analysis, Descriptive Statistics in learning techniques, Bayesian Reasoning: A probabilistic approach to inference, K-Nearest Neighbor Classifier. Discriminant

functions and regression functions, Linear Regression with Least Square Error Criterion, Logistic Regression for Classification Tasks, Fisher's Linear Discriminant and Thresholding for Classification, Minimum Description Length Principle.

Unit IV:

Support Vector Machines (SVM): Introduction, Linear Discriminant Functions for Binary Classification, Perceptron Algorithm, Large Margin Classifier for linearly seperable data, Linear Soft Margin Classifier for Overlapping Classes, Kernel Induced Feature Spaces, Nonlinear Classifier, and Regression by Support vector Machines. **Learning with Neural Networks:** Towards Cognitive Machine, Neuron Models, Network Architectures, Perceptrons, Linear neuron and the Widrow-Hoff Learning Rule, The error correction delta rule.

Unit V:

Multilayer Perceptron Networks and error back propagation algorithm, Radial Basis Functions Networks. **Decision Tree Learning**: Introduction, Example of classification decision tree, measures of impurity for evaluating splits in decision trees, ID3, C4.5, and CART decision trees, pruning the tree, strengths and weakness of decision tree approach.

Text Books:

1. Applied Machine Learning,1st edition, M.Gopal, McGraw Hill Education,2018
2. Machine Learning: An Algorithmic Perspective, Stephen Marsland, Taylor & Francis (CRC) 1st Edition-2014

Reference Books:

1. Machine Learning Methods in the Environmental Sciences, Neural Networks, William WHsieh, Cambridge Univ Press. 1 edition (August 31, 2009)
2. Richard o. Duda, Peter E. Hart and David G. Stork, pattern classification, John Wiley &SonsInc., 2nd Edition-2001
3. Chris Bishop, Neural Networks for Pattern Recognition, Oxford University Press, 1995.
4. Machine Learning by Peter Flach , Cambridge-1st Edition 2012

BR23 B.Tech CSE IV YEAR I SEMESTER SYLLABUS
Open Electives, offered to other department students:

IV Year I Semester	Object Oriented Programming Through Java(23CS7E01) Open Elective-III	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:

- Summarize the basic concepts of Java Programming Language **(Understand)**
- Apply the concepts of Object Oriented Programming **(Apply)**
- Use the basic principles to create Arrays and Implement Inheritance, Interfaces. **(Apply)**
- Determine Java programs using Packages to implement Exception Handlings **(Analyze)**
- Illustrate the concepts Strings, Multi Threading, JDBC Connectivity and Java FX GUI **(Analyze)**

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)

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, 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

BR23 B.Tech CSE IV YEAR I SEMESTER SYLLABUS
Open Electives, offered to other department students:

IV Year I Semester	Introduction to Internet of Things. (23CS7E02) Open Elective-III	L	T	P	C
		3	0	0	3

Course Objectives:

From the course the student will learn

- the application areas of IOT
- the revolution of Internet in Mobile Devices,Cloud & Sensor Networks
- building blocks of Internet of Things and characteristics

Course Outcomes:

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

- Review Internet of Things(IoT).
- Demonstrate various business models relevant to IoT.
- Construct designs for web connectivity
- Organize sources ofdata acquisition related to IoT,integrate to enterprise systems.
- Describe IoT with Cloud technologies.

UNIT–I:

The Internet of Things-An Overview of Internet of things, Internet of Things Technology, behind IoTs Sources of the IoTs, Examples OF IoTs, Design Principles For Connected Devices, Internet connectivity,**Application Layer Protocols-** HTTP, HTTPS, FTP

UNIT–II:

Business Models for Business Processes in the Internet of Things, IoT/M2M systems LAYERS AND designs standardizations, Modified OSI Stack for the IoT/M2M Systems ,ETSI M2M domains and High-level capabilities, Communication Technologies, Data Enrichment and Consolidation and Device Management Gateway Ease of designing and affordability.

UNIT-III:

Design Principles for the Web Connectivity for connected-Devices,Web Communication protocols for Connected Devices, Message Communication protocols for Connected Devices, Web Connectivity for connected-Devices.

UNIT-IV: Data Acquiring, Organizing and Analytics in IoT/M2M, Applications/Services/Business Processes, IOT/M2M Data Acquiring and Storage, Business Models for Business Processes in the Internet Of Things, Organizing Data, Transactions, Business Processes, Integration and Enterprise Systems.

UNIT-V: Data Collection, Storage and Computing Using a Cloud Platform for IoT/M2MApplications/Services,DataCollection,StorageandComputingUsing

cloudplatformEverythingasaserviceandCloudServiceModels,IOTcloud-based services using the Xively (Pachube/COSM), Nimbits and other platforms Sensor, Participatory Sensing, Actuator, Radio Frequency Identification, and Wireless, Sensor Network Technology, Sensors Technology, Sensing the World.

TextBooks:

1. Internet of Things:Architecture,Design Principles And Applications, Rajkamal,McGraw Hill Higher Education
2. Internet of Things,A.Bahgya and V.Madisetti, Univesity Press, 2015

Reference Books:

1. Designing the Internet of Things,Adrian McEwen and Hakim Cassimally, Wiley
2. Getting Started with the Internet of Things,CunoPfister, Oreilly

BR23 B.Tech CSE IV YEAR I SEMESTER SYLLABUS
Open Electives, offered to other department students:

IV Year I Semester	Principles of Software Engineering (23CS7E03) Open Elective-IV	L	T	P	C
		3	0	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:

- Identify suitable life cycle models to be used in the software development process.(UNDERSTAND)
- Outline the software requirements and develop SRS document(UNDERSTAND)
- Translate a requirement specification to a design using an appropriate software engineering methodology.(APPLY)
- Analyze the skills to design, implement, and execute test cases and perform debugging. (ANALYZE)
- Dissect the use of CASE tools, implementation issues, validation & verification procedures. (ANALYZE)

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)

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_012605895063871 48827_shared/overview
3) https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_013382690411003 904735_shared/overview
4) http://vlabs.iitkgp.ac.in/se/

BR23 B.Tech CSE IV YEAR I SEMESTER SYLLABUS
Open Electives, offered to other department students:

IV Year I Semester	Computer Networks (23CS7E04) Open Elective-IV	L	T	P	C
		3	0	0	3

Course Objectives:

- To provide insight about networks, topologies, and the key concepts.
- To gain comprehensive knowledge about the layered communication architectures (OSI and TCP/IP) and its functionalities.
- To understand the principles, key protocols, design issues, and significance of each layers in ISO and TCP/IP.
- To know the basic concepts of network services and various network applications.

Course Outcomes:

- **CO1:** Describe network architectures, models, and topologies.
- **CO2:** Apply error detection, flow control, and framing techniques at the Data Link Layer.
- **CO3:** Analyze various types of MAC Protocols
- **CO4:** Analyze routing algorithms, addressing schemes, and congestion control techniques.
- **CO5:** Evaluate transport and application layer protocols for reliability and efficiency.

UNIT I: Introduction: Network Types, LAN, MAN, WAN, Network Topologies Reference models- The OSI Reference Model- the TCP/IP Reference Model - A Comparison of the OSI and TCP/IP Reference Models, OSI Vs TCP/IP.

Physical Layer –Introduction to Guided Media- Twisted-pair cable, Coaxial cable and Fiber optic cable and introduction about unguided media.

UNIT II: Data link layer: Design issues, **Framing**: fixed size framing, variable size framing, flow control, error control, error detection and correction codes, CRC, Checksum: idea, one's complement internet checksum, services provided to Network Layer, **Elementary Data Link Layer protocols**: simplex protocol, Simplex stop and wait, Simplex protocol for Noisy Channel.

Sliding window protocol: One bit, Go back N, Selective repeat-Stop and wait protocol, Data link layer in HDLC, Point to point protocol (PPP)

UNIT – III: Media Access Control: Random Access: ALOHA, Carrier sense multiple access (CSMA), CSMA with Collision Detection, CSMA with Collision Avoidance, **Controlled Access:** Reservation, Polling, Token Passing, **Channelization:** frequency division multiple Access(FDMA), time division multiple access(TDMA), code division multiple access(CDMA).

Wired LANs: Ethernet, Ethernet Protocol, Standard Ethernet, Fast Ethernet(100 Mbps), Gigabit Ethernet, 10 Gigabit Ethernet.

UNIT – IV: The Network Layer Design Issues – Store and Forward Packet Switching-Services Provided to the Transport layer- Implementation of Connectionless Service-Implementation of Connection Oriented Service- Comparison of Virtual Circuit and Datagram Networks,

Routing Algorithms-The Optimality principle-Shortest path, Flooding, Distance vector, Link state, Hierarchical, Congestion Control algorithms-General principles of congestion control, Congestion prevention polices, Approaches to Congestion Control-Traffic Aware Routing- Admission Control-Traffic Throttling-Load Shedding. Traffic Control Algorithm-Leaky bucket & Token bucket.

Internet Working: How networks differ- How networks can be connected- Tunnelling, internetwork routing-, Fragmentation, network layer in the internet – IP protocols-IP Version 4 protocol-IPV4 Header Format, IP addresses, Class full Addressing, CIDR, Subnets-IP Version 6-The main IPV6 header, Transition from IPV4 to IPV6, Comparison of IPV4 & IPV6.

UNIT –V: The Transport Layer: Transport layer protocols: Introduction-services- port number-User data gram protocol-User datagram-UDP services-UDP applications-Transmission control protocol: TCP services- TCP features- Segment- A TCP connection- windows in TCP- flow control-Error control, Congestion control in TCP.

Application Layer –- World Wide Web: HTTP, Electronic mail-Architecture- web based mail-email security- TELENET-local versus remote Logging-Domain Name System.

Text Books:

1. Computer Networksm, Andrew S Tanenbaum, Fifth Edition. Pearson Education/PHI
2. Data Communications and Networks, Behrouz A. Forouzan, Fifth Edition TMH.

References Books:

1. Data Communications and Networks- Achut S Godbole, AtulKahate
2. Computer Networks, Mayank Dave, CENGAGE

BR23 B.Tech EEE III YEAR I SEMESTER SYLLABUS

III Year I Semester	COMPUTER ARCHITECTURE AND ORGANIZATION (23CS5D05) PROFESSIONAL ELECTIVE- I	L	T	P	C
		3	0	0	3

Pre-requisite:
Basic knowledge in digital electronics, fundamentals of computers.
Course Objectives:
To explain the basic working of a digital computer.
To understand the register transfer language and micro operators.
To learn various addressing modes supported by the processors.
To be familiar with peripheral interfacing with processors.
To understand memory hierarchy in computers.
Course Outcomes:
At the end of this course, student will be able to:
CO1: Demonstrate the instruction cycle of a computer.
CO2: Understand various micro operations and register transfer language.
CO3: Describe parallel processing and pipelining.
CO4: Interface different peripherals with processors.
CO5: Know the advantages of cache and virtual memory.
UNIT-I
Basic Computer Organization and Design: Instruction Codes, Computer Registers, Computer Instructions, Timing and Control, Instruction Cycle, Memory-Reference Instructions, Input- Output and Interrupt, Complete Computer Description, Design of Basic Computer, Design of Accumulator Logic.
UNIT-II
Register Transfer and Micro operations: Register Transfer Language, Register Transfer, Bus and Memory Transfers, Arithmetic Micro operations, Logic Micro operations, Shift Micro operations, Arithmetic Logic Shift Unit. Micro programmed Control: Control ,Memory, Address Sequencing, Micro program Example, Design of Control Unit.
UNIT-III
Central Processing Unit: Introduction, General Register Organization, Stack Organization, Instruction Formats, Addressing Modes, Data Transfer and Manipulation, Program Control, Reduced Instruction Set Computer(RISC) Pipeline and Vector Processing: Parallel Processing, Pipelining, Arithmetic Pipeline, Instruction Pipeline, RISK Pipeline, Vector Processing, Array Processors.
UNIT-IV
Input/output Organization: Peripheral Devices, I/O interface, Asynchronous data transfer, Modes of transfer, priority Interrupt, Direct memory access, Input-Output Processor (IOP), Serial Communication.
UNIT-V
Memory Organization: Memory Hierarchy, Main memory, Auxiliary memory, Associate Memory, Cache Memory, and Virtual memory, Memory Management Hardware.
Text Books:
1. Computer System Architecture, M. Morris Mano, Prentice Hall of India Pvt. Ltd., 3rd Edition, Sept. 2008.
References Books:

1. Computer Architecture and Organization, William Stallings, PHI Pvt. Ltd., Eastern Economy Edition, Sixth Edition, 2003.
2. Computer Organization and Architecture, Linda Null, Julia Lobur, Narosa Publications ISBN 81- 7319-609-5
3. Computer System Organization by John. P. Hayes.

BR23 B.Tech ECE III YEAR II SEMESTER SYLLABUS

III Year II Semester	MACHINE LEARNING LAB (23SC6L03) SKILL ENHANCEMENT COURSE	L	T	P	C
		0	1	2	2

Course Objectives:

The main objectives of the course are to

- Make use of Data sets in implementing the machine learning algorithms
- Implement the machine learning concepts and algorithms in any suitable language of choice.
- Design Python programs for various Learning algorithms.
- Apply supervised learning algorithms including decision trees and k-nearest neighbours (k-NN), SVM and PCA.

List of Experiments:

Requirements: Develop the following program using Anaconda/Jupiter/Spider and evaluate ML models.

Experiment-1:

Implement and demonstrate the FIND-S algorithm for finding the most specific hypothesis based on a given set of training data samples. Read the training data from a .CSV file.

Experiment-2:

For a given set of training data examples stored in a .CSV file, implement and demonstrate the Candidate-Elimination algorithm to output a description of the set of all hypotheses consistent with the training examples.

Experiment-3:

Write a program to demonstrate the working of the decision tree based ID3 algorithm. Use an appropriate data set for building the decision tree and apply this knowledge to classify a new sample.

Experiment-4:

Exercises to solve the real-world problems using the following machine learning methods:
a) Linear Regression b) Logistic Regression c) Binary Classifier

Experiment-5: Develop a program for Bias, Variance, Remove duplicates, Cross Validation

Experiment-6: Write a program to implement Categorical Encoding, One-hot Encoding

Experiment-7:

Build an Artificial Neural Network by implementing the Back propagation algorithm and test the same using appropriate data sets.

Experiment-8:

Write a program to implement k-Nearest Neighbor algorithm to classify the iris data set. Print both correct and wrong predictions.

Experiment-9:

Implement the non-parametric Locally Weighted Regression algorithm in order to fit data points. Select

appropriate data set for your experiment and draw graphs

Experiment-10:

Assuming a set of documents that need to be classified, use the naïve Bayesian Classifier model to perform this task. Built-in Java classes/API can be used to write the program. Calculate the accuracy, precision, and recall for your data set.

Experiment-11: Apply EM algorithm to cluster a Heart Disease Data Set. Use the same data set for clustering using k-Means algorithm. Compare the results of these two algorithms and comment on the quality of clustering. You can add Java/Python ML library classes/API in the program.

Experiment-12: Exploratory Data Analysis for Classification using Pandas or Matplotlib.

Experiment-13:

Write a Python program to construct a Bayesian network considering medical data. Use this model to demonstrate the diagnosis of heart patients using standard Heart Disease Data Set

Experiment-14:

Write a program to Implement Support Vector Machines and Principle Component Analysis

Experiment-15:

Write a program to Implement Principle Component Analysis

Text Books:

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, Dream Tech
3. "Introduction to Data Mining", Pang-Ning Tan, Michel Stenbach, Vipin Kumar, 7th Edition, 2019.