B.Tech. in INFORMATION TECHNOLOGY
Course Structure & Syllabus (R21)
Applicable From 2021-22 Admitted Batch

I YEAR I SEMESTER

S. No.	Course Type	Course Code	Course Title	L	T	P	Credits
1	BSC	21MA101BS	Mathematics - I	3	1	0	4
2	BSC	21CH102BS	Chemistry	3	1	0	4
3	ESC	21EE103ES	Basic Electrical Engineering	3	0	0	3
4	ESC	21ME105ES	Engineering Workshop	1	0	3	2.5
5	HSMC	21EN105HS	English	2	0	0	2
6	BSC	21CH106BS	Engineering Chemistry Lab	0	0	3	1.5
7	HSMC	21EN107HS	English Language and Communication Skills Lab	0	0	2	1
8	ESC	21EE108ES	Basic Electrical Engineering Lab	0	0	2	1
			Induction Programme				
			Total Credits	**12**	**2**	**10**	**19**

I YEAR II SEMESTER

S. No.	Course Type	Course Code	Course Title	L	T	P	Credits
1	BSC	21MA201BS	Mathematics – II	3	1	0	4
2	BSC	21AP202BS	Applied Physics	3	1	0	4
3	ESC	21CS203ES	Programming for Problem Solving	3	1	0	4
4	ESC	21ME204ES	Engineering Graphics	1	0	4	3
5	BSC	21AP205BS	Applied Physics Lab	0	0	3	1.5
6	ESC	21CS206ES	Programming for Problem Solving Lab	0	0	3	1.5
7	MC	*21MC209ES	Environmental Science	3	0	0	0
			Total Credits	**13**	**3**	**10**	**18**

II YEAR I SEMESTER

S. No.	Course Type	Course Code	Course Title	L	T	P	Credits
1	ESC	21CS301ES	Analog and Digital Electronics	3	0	0	3
2	PCC	21CS302PC	Data Structures	3	1	0	4
3	BSC	21MA303BS	Computer Oriented Statistical Methods	3	1	0	4
4	PCC	21IT304PC	Computer Organization and Microprocessor	3	0	0	3
5	PCC	21CS305PC	Object Oriented Programming using C++	2	0	0	2
6	ESC	21CS306ES	Analog and Digital Electronics Lab	0	0	2	1
7	PCC	21CS307PC	Data Structures Lab	0	0	3	1.5
8	PCC	21IT308PC	IT Workshop and Microprocessor Lab	0	0	3	1.5
9	PCC	21CS309PC	C++ Programming Lab	0	0	2	1
10	MC	*21MC309	Gender Sensitization Lab	0	0	2	0
			Total Credits	**14**	**2**	**12**	**21**

II YEAR II SEMESTER

S. No.	Course Type	Course Code	Course Title	L	T	P	Credits
1	PCC	21CS401PC	Discrete Mathematics	3	0	0	3
2	HSMC	21SM402MS	Business Economics & Financial Analysis	3	0	0	3
3	PCC	21CS403PC	Operating Systems	3	0	0	3
4	PCC	21CS404PC	Database Management Systems	3	1	0	4
5	PCC	21CS405PC	Java Programming	3	1	0	4
6	PCC	21CS406PC	Operating Systems Lab	0	0	3	1.5
7	PCC	21CS407PC	Database Management Systems Lab	0	0	3	1.5
8	PCC	21CS408PC	Java Programming Lab	0	0	2	1
9	MC	*21MC409	Constitution of India	3	0	0	0
			Total Credits	**18**	**2**	**8**	**21**

III YEAR I SEMESTER

S. No.	Course Type	Course Code	Course Title	L	T	P	Credits
1	PCC	21CS501PC	Formal Languages & Automata Theory	3	0	0	3
2	PCC	21CS502PC	Software Engineering	3	0	0	3
3	PCC	21IT503PC	Data Communication & Computer Networks	3	1	0	4
4	PCC	21IT504PC	Web Programming	2	0	0	2
5	PEC		Professional Elective - I	3	0	0	3
6	PEC		Professional Elective - II	3	0	0	3
7	PCC	21CS505PC	Software Engineering Lab	0	0	3	1.5
8	PCC	21IT506PC	Computer Networks & Web Programming Lab	0	0	3	1.5
9	HSMC	21EN508HS	Advanced Communication Skills Lab	0	0	2	1
10	MC	*21MC510	Intellectual Property Rights	3	0	0	0
11	MC	*21MC511	Fundamentals of AI	3	0	0	0
			Total Credits	**20**	**1**	**8**	**22**

III YEAR II SEMESTER

S. No.	Course Type	Course Code	Course Title	L	T	P	Credits
1	PCC	21IT601PC	Introduction to Embedded Systems	3	0	0	3
2	PCC	21IT602PC	Principles of Compiler Construction	3	0	0	3
3	PCC	21IT603PC	Algorithm Design and Analysis	3	0	0	3
4	PCC	21IT604PC	Internet of Things	3	0	0	3
5	PEC		Professional Elective –III	3	0	0	3
6	OEC		Open Elective-I	3	0	0	3
7	PCC	21IT605PC	Embedded Systems & Internet of Things Lab	0	0	3	1.5
8	PCC	21IT606PC	Compiler Construction Lab	0	0	3	1.5
9	PEC		Professional Elective-III Lab	0	0	2	1
10	MC	*21MC609	Environmental Science	3	0	0	0
11	MC	*21MC610	Cyber Security	3	0	0	0
			Total Credits	**21**	**0**	**8**	**22**

*MC609 - Environmental Science – Should be Registered by Lateral Entry Students Only.

IV YEAR I SEMESTER

S. No.	Course Type	Course Code	Course Title	L	T	P	Credits
1	PCC	21IT701PC	Information Security	3	0	0	3
2	PCC	21CS702PC	Data Mining	2	0	0	2
3	PEC		Professional Elective -IV	3	0	0	3
4	PEC		Professional Elective -V	3	0	0	3
5	OEC		Open Elective-II	3	0	0	3
6	PCC	21IT703PC	Information Security Lab	0	0	2	1
7	PCC	21IT704PC	Industrial Oriented Mini Project/ Summer Internship	0	0	0	2*
8	PCC	21IT705PC	Seminar	0	0	2	1
9	PCC	21IT706PC	Project Stage - I	0	0	6	3
			Total Credits	**14**	**0**	**10**	**21**

IV YEAR II SEMESTER

S. No.	Course Type	Course Code	Course Title	L	T	P	Credits
1	PCC	21SM801MS	Organizational Behaviour	3	0	0	3
2	PEC		Professional Elective -VI	3	0	0	3
3	OEC		Open Elective-III	3	0	0	3
4	PCC	21IT802PC	Project Stage - II	0	0	14	7
			Total Credits	**9**	**0**	**14**	**16**

Professional Elective - I

21IT511PE	Biometrics
21CS512PE	Advanced Computer Architecture
21CS513PE	Data Analytics
21CS514PE	Image Processing
21CS515PE	Principles of Programming Languages

Professional Elective - II

21CS521PE	Computer Graphics
21IT521PE	Database Security
21CS522PE	Advanced Operating Systems
21IT523PE	Machine Learning
21IT524PE	Pattern Recognition

Professional Elective - III

21IT611PE	Ethical Hacking
21CS612PE	Network Programming
21CS613PE	Scripting Languages
21CS614PE	Mobile Application Development
21CS615PE	Software Testing Methodologies

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

Professional Elective - IV

21IT711PE	Web Security
21IT712PE	High Performance Computing
21CS713PE	Artificial Intelligence
21CS714PE	Cloud Computing
21CS715PE	Ad-hoc & Sensor Networks

Professional Elective – V

21IT721PE	Intrusion Detection Systems
21CS722PE	Real Time Systems
21CS723PE	Soft Computing
21IT724PE	Distributed Databases
21CS725PE	Software Process & Project Management

Professional Elective – VI

21IT811PE	Natural Language Processing
21CS812PE	Distributed Systems
21CS813PE	Neural Networks & Deep Learning
21CS814PE	Human Computer Interaction
21CS815PE	Cyber Forensics

HSMC : Humanities and Social Sciences including Management Course
BSE : Basic Science Course
ESC : Engineering Science Course
PCC : Professional Core Course
PEC : Professional Elective Course
OEC : Open Elective Course
MC : Mandatory Course

*MC – Satisfactory/Unsatisfactory

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

21CS501PC: FORMAL LANGUAGES AND AUTOMATA THEORY

III Year B.Tech. IT I-Sem

L	T	P	C
3	0	0	3

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

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

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

UNIT - II
Regular Expressions: Finite Automata and Regular Expressions, Applications of Regular Expressions, Algebraic Laws for Regular Expressions, Conversion of Finite Automata to Regular Expressions.
Pumping Lemma for Regular Languages, Statement of the pumping lemma, Applications of the Pumping Lemma.
Closure Properties of Regular Languages: Closure properties of Regular languages, Decision Properties of Regular Languages, Equivalence and Minimization of Automata.

UNIT - III
Context-Free Grammars: Definition of Context-Free Grammars, Derivations Using a Grammar, Leftmost and Rightmost Derivations, the Language of a Grammar, Sentential Forms, Parse Tress, Applications of Context-Free Grammars, Ambiguity in Grammars and Languages.
Push Down Automata: Definition of the Pushdown Automaton, the Languages of a PDA, Equivalence of PDA's and CFG's, Acceptance by final state, Acceptance by empty stack, Deterministic Pushdown Automata. From CFG to PDA, From PDA to CFG.

UNIT - IV
Normal Forms for Context- Free Grammars: Eliminating useless symbols, Eliminating €-Productions. Chomsky Normal form Griebech Normal form.
Pumping Lemma for Context-Free Languages: Statement of pumping lemma, Applications

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

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

UNIT - V

Types of Turing machine: Turing machines and halting

Undecidability: Undecidability, A Language that is Not Recursively Enumerable, An Undecidable Problem That is RE, Undecidable Problems about Turing Machines, Recursive languages, Properties of recursive languages, Post's Correspondence Problem, Modified Post Correspondence problem, Other Undecidable Problems, Counter machines.

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

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

21CS502PC: SOFTWARE ENGINEERING

III Year B.Tech. IT I-Sem
L	T	P	C
3	0	0	3

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

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

UNIT - I
Introduction to Software Engineering: The evolving role of software, changing nature of software, software myths.
A Generic view of process: Software engineering- a layered technology, a process framework, the capability maturity model integration (CMMI), process patterns, process assessment, personal and team process models.
Process models: The waterfall model, incremental process models, evolutionary process models, the unified process.

UNIT - II
Software Requirements: Functional and non-functional requirements, user requirements, system requirements, interface specification, the software requirements document.
Requirements engineering process: Feasibility studies, requirements elicitation and analysis, requirements validation, requirements management.
System models: Context models, behavioral models, data models, object models, structured methods.

UNIT - III
Design Engineering: Design process and design quality, design concepts, the design model.
Creating an architectural design: software architecture, data design, architectural styles and patterns, architectural design, conceptual model of UML, basic structural modeling, class diagrams, sequence diagrams, collaboration diagrams, use case diagrams, component diagrams.

UNIT - IV
Testing Strategies: A strategic approach to software testing, test strategies for conventional software, black-box and white-box testing, validation testing, system testing, the art of debugging.
Product metrics: Software quality, metrics for analysis model, metrics for design model, metrics for source code, metrics for testing, metrics for maintenance.

UNIT - V
Metrics for Process and Products: Software measurement, metrics for software quality.
Risk management: Reactive Vs proactive risk strategies, software risks, risk identification, risk projection, risk refinement, RMMM, RMMM plan.

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

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

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

21IT503PC: DATA COMMUNICATION AND COMPUTER NETWORKS

III Year B.Tech. IT I-Sem

L	T	P	C
2	0	0	2

Course Objectives:
- To introduce the fundamental various types of computer networks.
- To demonstrate the TCP/IP and OSI models with merits and demerits.
- To explore the various layers of OSI Model.
- To introduce UDP and TCP Models.

Course Outcomes:
- Students should be understand and explore the basics of Computer Networks and Various Protocols. He/She will be in a position to understand the World Wide Web concepts.
- Students will be in a position to administrate a network and flow of information further he/she can understand easily the concepts of network security, Mobile and ad hoc networks.

UNIT – I
Data Communications: Components – Direction of Data flow – Networks – Components and Categories – Types of Connections – Topologies –Protocols and Standards – ISO / OSI model, Example Networks such as ATM, Frame Relay, ISDN Physical layer: Transmission modes, Multiplexing, Transmission Media, Switching, Circuit Switched Networks, Datagram Networks, Virtual Circuit Networks.

UNIT – II
Data link layer: Introduction, Framing, and Error – Detection and Correction – Parity – LRC – CRC Hamming code, Flow and Error Control, Noiseless Channels, Noisy Channels, HDLC, Point to Point Protocols. 111 Medium Access sub layer: ALOHA, CSMA/CD, LAN – Ethernet IEEE 802.3, IEEE 802.5 – IEEE 802.11, Random access, Controlled access, Channelization.

UNIT – III
Network layer: Logical Addressing, Internetworking, Tunneling, Address mapping, ICMP, IGMP, Forwarding, Uni-Cast Routing Protocols, Multicast Routing Protocols.

UNIT – IV
Transport Layer: Process to Process Delivery, UDP and TCP protocols, Data Traffic, Congestion, Congestion Control, QoS, Integrated Services, Differentiated Services, QoS in Switched Networks.

UNIT – V
Application Layer: Domain name space, DNS in internet, electronic mail, SMTP, FTP, WWW, HTTP, SNMP.

TEXT BOOKS:
1. Data Communications and Networking, Behrouz A. Forouzan, Fourth Edition TMH, 2006.
2. Computer Networks, Andrew S Tanenbaum, 4th Edition. Pearson Education, PHI.

REFERENCE BOOKS:
1. Data communications and Computer Networks, P.C Gupta, PHI.
2. An Engineering Approach to Computer Networks, S. Keshav, 2nd Edition, Pearson Education.
3. Understanding communications and Networks, 3rd Edition, W.A. Shay, Cengage Learning.
4. Computer Networking: A Top-Down Approach Featuring the Internet. James F. Kurose & Keith W. Ross, 3 rd Edition, Pearson Education.
5. Data and Computer Communication, William Stallings, Sixth Edition, Pearson Education, 2000

21IT504PC: WEB PROGRAMMING

III Year B.Tech. IT I-Sem

L	T	P	C
2	0	0	2

Course Objectives: The student should be able to:
- Understand the technologies used in Web Programming.
- Know the importance of object-oriented aspects of Scripting.
- Understand creating database connectivity using JDBC.
- Learn the concepts of web-based application using sockets.

Course Outcomes: Upon Completion of the course, the students will be able to
- Design web pages.
- Use technologies of Web Programming.
- Apply object-oriented aspects to Scripting.
- Create databases with connectivity using JDBC.
- Build web-based application using sockets.

UNIT - I
SCRIPTING.
Web page Designing using HTML, Scripting basics- Client side and server side scripting. Java Script-Object, names, literals, operators and expressions- statements and features- events - windows - documents - frames - data types - built-in functions- Browser object model - Verifying forms.-HTML5-CSS3- HTML 5 canvas - Web site creation using tools.

UNIT – II
JAVA
Introduction to object-oriented programming-Features of Java – Data types, variables and arrays – Operators – Control statements – Classes and Methods – Inheritance. Packages and Interfaces – Exception Handling – Multithreaded Programming – Input/Output – Files – Utility Classes – String Handling.

UNIT – III
JDBC
JDBC Overview – JDBC implementation – Connection class – Statements - Catching Database Results, handling database Queries. Networking– InetAddress class – URL class- TCP sockets – UDP sockets, Java Beans –RMI.

UNIT – IV
APPLETS
Java applets- Life cycle of an applet – Adding images to an applet – Adding sound to an applet. Passing parameters to an applet. Event Handling. Introducing AWT: Working with Windows Graphics and Text. Using AWT Controls, Layout Managers and Menus. Servlet – life cycle of a servlet. The Servlet API, Handling HTTP Request and Response, using Cookies, Session Tracking. Introduction to JSP.

UNIT – V
XML AND WEB SERVICES
Xml – Introduction-Form Navigation-XML Documents- XSL – XSLT- Web services-UDDI-WSDL-Java web services – Web resources.

TEXT BOOKS:
1. Harvey Deitel, Abbey Deitel, Internet and World Wide Web: How To Program 5th Edition.

2. Herbert Schildt, Java - The Complete Reference, 7th Edition. Tata McGraw- Hill Edition.
3. Michael Morrison XML Unleashed Tech media SAMS.

REFERENCE BOOKS:
1. John Pollock, Javascript - A Beginners Guide, 3rd Edition –- Tata McGraw-Hill Edition.
2. Keyur Shah, Gateway to Java Programmer Sun Certification, Tata McGraw Hill, 2002.

21IT511PE: BIOMETRICS (Professional Elective - I)

III Year B.Tech. IT I-Sem

L	T	P	C
3	0	0	3

Prerequisites:
1. Information security
2. Network Security

Course Objectives:
- Will learn the biometric technologies.
- Learn the computational methods involved in the biometric systems.
- Learn methods for evaluation of the reliability and quality of the biometric systems.

Course Outcomes: After completion of the course, students will be able to:
- Identify the various Biometric technologies.
- Design of biometric recognition for the organization.
- Develop simple applications for privacy.
- Understand the watermarking techniques of biometrics.
- Understand the research on biometric techniques.
- Understand the need of biometric in the society.

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

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

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

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

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

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

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

Online websites / Materials:
1. https://www.biometricsinstitute.org
2. https://www.tutorialspoint.com/biometrics/biometrics_quick_guide.htm

Online Courses:
1. http://nptel.ac.in
2. https://www.coursera.org

21CS512PE: ADVANCED COMPUTER ARCHITECTURE (Professional Elective - I)

III Year B.Tech. IT I-Sem

L	T	P	C
3	0	0	3

Prerequisites: Computer Organization

Course Objectives
- To impart the concepts and principles of parallel and advanced computer architectures.
- To develop the design techniques of Scalable and multithreaded Architectures.
- To Apply the concepts and techniques of parallel and advanced computer architectures to design modern computer systems

Course Outcomes: Gain knowledge of
- Computational models and Computer Architectures.
- Concepts of parallel computer models.
- Scalable Architectures, Pipelining, Superscalar processors, multiprocessors

UNIT - I
Theory of Parallelism, Parallel computer models, The State of Computing, Multiprocessors and Multicomputers, Multivector and SIMD Computers, PRAM and VLSI models, Architectural development tracks, Program and network properties, Conditions of parallelism, Program partitioning and Scheduling, Program flow Mechanisms, System interconnect Architectures.

UNIT - II
Principals of Scalable performance, Performance metrics and measures, Parallel Processing applications, Speed up performance laws, Scalability Analysis and Approaches, Hardware Technologies, Processes and Memory Hierarchy, Advanced Processor Technology, Superscalar and Vector Processors, Memory Hierarchy Technology, Virtual Memory Technology.

UNIT - III
Bus Cache and Shared memory, Backplane bus systems, Cache Memory organizations, Shared-Memory Organizations, Sequential and weak consistency models, Pipelining and superscalar techniques, Linear Pipeline Processors, Non-Linear Pipeline Processors, Instruction Pipeline design, Arithmetic pipeline design, superscalar pipeline design.

UNIT - IV
Parallel and Scalable Architectures, Multiprocessors and Multicomputers, Multiprocessor system interconnects, cache coherence and synchronization mechanism, Three Generations of Multicomputers, Message-passing Mechanisms, Multivetor and SIMD computers, Vector Processing Principals, Multivector Multiprocessors, Compound Vector processing, SIMD computer Organizations, The connection machine CM-5,

UNIT - V
Scalable, Multithreaded and Dataflow Architectures, Latency-hiding techniques, Principals of Multithreading, Fine-Grain Multicomputers, Scalable and multithreaded Architectures, Dataflow and hybrid Architectures.

TEXT BOOK:
1. Advanced Computer Architecture Second Edition, Kai Hwang, Tata McGraw Hill Publishers.

REFERENCE BOOKS:
1. Computer Architecture, Fourth edition, J. L. Hennessy and D.A. Patterson. ELSEVIER.

2. Advanced Computer Architectures, S.G. Shiva, Special Indian edition, CRC, Taylor &Francis.
3. Introduction to High Performance Computing for Scientists and Engineers, G. Hager and G. Wellein, CRC Press, Taylor & Francis Group.
4. Advanced Computer Architecture, D. Sima, T. Fountain, P. Kacsuk, Pearson education.
5. Computer Architecture, B. Parhami, Oxford Univ. Press.

21CS513PE: DATA ANALYTICS (Professional Elective - I)

III Year B.Tech. IT I-Sem

L	T	P	C
3	0	0	3

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

Course Objectives:
- To explore the fundamental concepts of data analytics.
- To learn the principles and methods of statistical analysis
- Discover interesting patterns, analyze supervised and unsupervised models and estimate the accuracy of the algorithms.
- To understand the various search methods and visualization techniques.

Course Outcomes: After completion of this course students will be able to
- Understand the impact of data analytics for business decisions and strategy
- Carry out data analysis/statistical analysis
- To carry out standard data visualization and formal inference procedures
- Design Data Architecture
- Understand various Data Sources

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

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

UNIT - III
Regression – Concepts, Blue property assumptions, Least Square Estimation, Variable Rationalization, and Model Building etc.
Logistic Regression: Model Theory, Model fit Statistics, Model Construction, Analytics applications to various Business Domains etc.

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

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

TEXT BOOKS:
1. Student's Handbook for Associate Analytics – II, III.

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

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

21CS514PE: IMAGE PROCESSING (Professional Elective - I)

III Year B.Tech. IT I-Sem   L   T   P   C
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Prerequisites
1. Students are expected to have knowledge in linear signals and systems, Fourier Transform, basic linear algebra, basic probability theory and basic programming techniques; knowledge of Digital Signal Processing is desirable.
2. A course on "Computational Mathematics"
3. A course on "Computer Oriented Statistical Methods"

Course Objectives
- Provide a theoretical and mathematical foundation of fundamental Digital Image Processing concepts.
- The topics include image acquisition; sampling and quantization; preprocessing; enhancement; restoration; segmentation; and compression.

Course Outcomes
- Demonstrate the knowledge of the basic concepts of two-dimensional signal acquisition, sampling, and quantization.
- Demonstrate the knowledge of filtering techniques.
- Demonstrate the knowledge of 2D transformation techniques.
- Demonstrate the knowledge of image enhancement, segmentation, restoration and compression techniques.

UNIT - I
Digital Image Fundamentals: Digital Image through Scanner, Digital Camera. Concept of Gray Levels. Gray Level to Binary Image Conversion. Sampling and Quantization. Relationship between Pixels. Imaging Geometry. 2D Transformations-DFT, DCT, KLT and SVD.

UNIT - II
Image Enhancement in Spatial Domain Point Processing, Histogram Processing, Spatial Filtering, Enhancement in Frequency Domain, Image Smoothing, Image Sharpening.

UNIT - III
Image Restoration Degradation Model, Algebraic Approach to Restoration, Inverse Filtering, Least Mean Square Filters, Constrained Least Squares Restoration, Interactive Restoration.

UNIT - IV
Image Segmentation Detection of Discontinuities, Edge Linking and Boundary Detection, Thresholding, Region Oriented Segmentation.

UNIT - V
Image Compression Redundancies and their Removal Methods, Fidelity Criteria, Image Compression Models, Source Encoder and Decoder, Error Free Compression, Lossy Compression.

TEXT BOOK:
1. Digital Image Processing: R.C. Gonzalez & R. E. Woods, Addison Wesley/ Pearson Education, 2nd Ed, 2004.

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

2. Digital Image Processing using MAT LAB: Rafael C. Gonzalez, Richard E. Woods, Steven L. Eddins: Pearson Education India, 2004.
3. Digital Image Processing: William K. Pratt, John Wilely, 3rd Edition, 2004.

21CS515PE: PRINCIPLES OF PROGRAMMING LANGUAGES (Professional Elective - I)

III Year B.Tech. IT I-Sem   L   T   P   C
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Prerequisites:
1. A course on "Mathematical Foundations of Computer Science"
2. A course on "Computer Programming and Data Structures"

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

Course Outcomes:
- Acquire the skills for expressing syntax and semantics in formal notation
- Identify and apply a suitable programming paradigm for a given computing application
- Gain knowledge of and able to compare the features of various programming languages

UNIT - I
Preliminary Concepts: Reasons for Studying Concepts of Programming Languages, Programming Domains, Language Evaluation Criteria, Influences on Language Design, Language Categories, Language Design Trade-Offs, Implementation Methods, Programming Environments
Syntax and Semantics: General Problem of Describing Syntax and Semantics, Formal Methods of Describing Syntax, Attribute Grammars, Describing the Meanings of Programs

UNIT - II
Names, Bindings, and Scopes: Introduction, Names, Variables, Concept of Binding, Scope, Scope and Lifetime, Referencing Environments, Named Constants
Data Types: Introduction, Primitive Data Types, Character String Types, User Defined Ordinal Types, Array, Associative Arrays, Record, Union, Tuple Types, List Types, Pointer and Reference Types, Type Checking, Strong Typing, Type Equivalence
Expressions and Statements: Arithmetic Expressions, Overloaded Operators, Type Conversions, Relational and Boolean Expressions, Short Circuit Evaluation, Assignment Statements, Mixed-Mode Assignment
Control Structures – Introduction, Selection Statements, Iterative Statements, Unconditional Branching, Guarded Commands.

UNIT - III
Subprograms and Blocks: Fundamentals of Sub-Programs, Design Issues for Subprograms, Local Referencing Environments, Parameter Passing Methods, Parameters that Are Subprograms, Calling Subprograms Indirectly, Overloaded Subprograms, Generic Subprograms, Design Issues for Functions, User Defined Overloaded Operators, Closures, Coroutines
Implementing Subprograms: General Semantics of Calls and Returns, Implementing Simple Subprograms, Implementing Subprograms with Stack-Dynamic Local Variables, Nested Subprograms, Blocks, Implementing Dynamic Scoping
Abstract Data Types: The Concept of Abstraction, Introductions to Data Abstraction, Design Issues, Language Examples, Parameterized ADT, Encapsulation Constructs, Naming Encapsulations

UNIT - IV
Concurrency: Introduction, Introduction to Subprogram Level Concurrency, Semaphores, Monitors, Message Passing, Java Threads, Concurrency in Function Languages, Statement Level Concurrency. Exception Handling and Event Handling: Introduction, Exception Handling in Ada, C++, Java, Introduction to Event Handling, Event Handling with Java and C#.

UNIT - V
Functional Programming Languages: Introduction, Mathematical Functions, Fundamentals of Functional Programming Language, LISP, Support for Functional Programming in Primarily Imperative Languages, Comparison of Functional and Imperative Languages
Logic Programming Language: Introduction, an Overview of Logic Programming, Basic Elements of Prolog, Applications of Logic Programming.
Scripting Language: Pragmatics, Key Concepts, Case Study: Python – Values and Types, Variables, Storage and Control, Bindings and Scope, Procedural Abstraction, Data Abstraction, Separate Compilation, Module Library. (Text Book 2)

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

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

21CS521PE: COMPUTER GRAPHICS (Professional Elective - II)

III Year B.Tech. IT I-Sem	L	T	P	C
	3	0	0	3

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

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

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

UNIT - I
Introduction: Application areas of Computer Graphics, overview of graphics systems, video-display devices, raster-scan systems, random scan systems, graphics monitors and work stations and input devices
Output primitives: Points and lines, line drawing algorithms (Bresenham's and DDA Algorithm), mid-point circle and ellipse algorithms
Polygon Filling: Scan-line algorithm, boundary-fill and flood-fill algorithms

UNIT - II
2-D geometrical transforms: Translation, scaling, rotation, reflection and shear transformations, matrix representations and homogeneous coordinates, composite transforms, transformations between coordinate systems
2-D viewing: The viewing pipeline, viewing coordinate reference frame, window to view-port coordinate transformation, viewing functions, Cohen-Sutherland algorithms, Sutherland –Hodgeman polygon clipping algorithm.

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

UNIT - IV
3-D Geometric transformations: Translation, rotation, scaling, reflection and shear transformations, composite transformations.
3-D viewing: Viewing pipeline, viewing coordinates, view volume and general projection transforms and clipping.

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

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

TEXT BOOKS:
1. "Computer Graphics *C version*", Donald Hearn and M. Pauline Baker, Pearson Education
2. "Computer Graphics Principles & practice", second edition in C, Foley, Van Dam, Feiner and Hughes, Pearson Education.
3. Computer Graphics, Steven Harrington, TMH

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

21IT521PE: DATABASE SECURITY (Professional Elective - II)

III Year B.Tech. IT I-Sem

L	T	P	C
3	0	0	3

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

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

UNIT - I
Introduction: Introduction to Databases Security Problems in Databases Security Controls Conclusions
Security Models -1: Introduction Access Matrix Model Take-Grant Model Acten Model PN Model Hartson and Hsiao's Model Fernandez's Model Bussolati and Martella's Model for Distributed databases

UNIT - II
Security Models -2: Bell and LaPadula's Model Biba's Model Dion's Model Sea View Model Jajodia and Sandhu's Model The Lattice Model for the Flow Control conclusion
Security Mechanisms: Introduction User Identification/Authentication Memory Protection Resource Protection Control Flow Mechanisms Isolation Security Functionalities in Some Operating Systems Trusted Computer System Evaluation Criteria

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

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

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

TEXT BOOKS:
1. Database Security by Castano, Pearson Edition
2. Database Security and Auditing: Protecting Data Integrity and Accessibility, 1st Edition, Hassan Afyouni, THOMSON Edition.

REFERENCE BOOK:
1. Database security by Alfred basta, melissazgola, CENGAGE learning.

21CS522PE: ADVANCED OPERATING SYSTEMS (Professional Elective - II)

III Year B.Tech. IT I-Sem	**L**	**T**	**P**	**C**
	3	**0**	**0**	**3**

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

Course Outcomes
- Understand the design approaches of advanced operating systems
- Analyze the design issues of distributed operating systems.
- Evaluate design issues of multi processor operating systems.
- Identify the requirements Distributed File System and Distributed Shared Memory.
- Formulate the solutions to schedule the real time applications.

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

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

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

UNIT - IV
Multiprocessor System Architectures: Introduction, Motivation for multiprocessor Systems, Basic Multiprocessor System Architectures **Multi Processor Operating Systems**: Introduction, Structures of Multiprocessor Operating Systems, Operating Design Issues, Threads, Process Synchronization, Processor Scheduling.
Distributed File Systems: Architecture, Mechanisms for Building Distributed File Systems, Design Issues

UNIT - V
Distributed Scheduling: Issues in Load Distributing, Components of a Load Distributed Algorithm, Stability, Load Distributing Algorithms, Requirements for Load Distributing, Task Migration, Issues in task Migration
Distributed Shared Memory: Architecture and Motivation, Algorithms for Implementing DSM, Memory Coherence, Coherence Protocols, Design Issues

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

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

21IT523PE: MACHINE LEARNING (Professional Elective - II)

III Year B.Tech. IT I-Sem   **L   T   P   C**
                                                                     3   0   0   3

Prerequisites:
1. Data Structures
2. Knowledge on statistical methods

Course Objectives:
- This course explains machine learning techniques such as decision tree learning, Bayesian learning etc.
- To understand computational learning theory.
- To study the pattern comparison techniques.

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

UNIT - I

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

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

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

UNIT - II

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

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

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

UNIT - III

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

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

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

UNIT- IV

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

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

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

UNIT - V

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

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

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

TEXT BOOK:
1. Machine Learning – Tom M. Mitchell, - MGH

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

21IT524PE: PATTERN RECOGNITION (Professional Elective - II)

III Year B.Tech. IT I-Sem

L	T	P	C
3	0	0	3

Prerequisites
- Students are expected to have knowledge basic linear algebra, basic probability theory and basic programming techniques;
- A course on "Computational Mathematics"
- A course on "Computer Oriented Statistical Methods"

Course Objectives
- This course introduces fundamental concepts, theories, and algorithms for pattern recognition and machine learning.
- Topics include: Pattern Representation, Nearest Neighbor Based Classifier, Bayes Classifier, Hidden Markov Models, Decision Trees, Support Vector Machines, Clustering, and an application of hand-written digit recognition.

Course Outcomes
- Understand the theory, benefits, inadequacies and possible applications of various machine learning and pattern recognition algorithms
- Identify and employ suitable machine learning techniques in classification, pattern recognition, clustering and decision problems.

UNIT - I: Introduction: What is Pattern Recognition, Data Sets for Pattern Recognition, Different Paradigms for Pattern Recognition. Representation: Data Structures for Pattern Representation, Representation of Clusters, Proximity Measures, Size of Patterns, Abstractions of the Data Set, Feature Extraction, Feature Selection, Evaluation of Classifier, Evaluation of Clustering.

UNIT - II: Nearest Neighbor Based Classifier: Nearest Neighbor Algorithm, Variants of the NN Algorithm use of the Nearest Neighbor Algorithm for Transaction Databases, Efficient Algorithms, Data Reduction, Prototype Selection. Bayes Classifier: Bayes Theorem, Minimum Error Rate Classifier, Estimation of Probabilities, Comparison with the NNC, Naïve Bayes Classifier, Bayesian Belief Network.

UNIT - III: Hidden Markov Models: Markov Models for Classification, Hidden Morkov Models, Classification using HMMs. Decision Trees: Introduction, Decision Tree for Pattern Classification, Construction of Decision Trees, Splitting at the Nodes, Overfitting and Pruning, Examples of Decision Tree Induction.

UNIT - IV: Support Vector Machines: Introduction, Learning the Linear Discriminant Functions, Neural Networks, SVM for Classification. Combination of Classifiers: Introduction, Methods for Constructing Ensembles of Classifiers, Methods for Combining Classifiers.

UNIT - V: Clustering: Why is Clustering Important, Hierarchical Algorithms, Partitional Clustering, Clustering Large Data Sets. An Application-Hand Written Digit Recognition: Description of the Digit Data, Preprocessing of Data, Classification Algorithms, Selection of Representative Patterns, Results.

TEXT BOOK:
1. Pattern Recognition: An Algorithmic Approach: Murty, M. Narasimha, Devi, V. Susheela, Spinger Pub,1st Ed.

REFERENCE BOOKS:
1. Machine Learning - Mc Graw Hill, Tom M. Mitchell.
2. Fundamentals Of Speech Recognition: Lawrence Rabiner and Biing- Hwang Juang. Prentice-Hall Pub.

21CS505PC: SOFTWARE ENGINEERING LAB

III Year B.Tech. IT I-Sem

L	T	P	C
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Prerequisites
1. A course on "Programming for Problem Solving"

Co-requisite
1. A Course on "Software Engineering"

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

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

List of Experiments
Do the following 8 exercises for any two projects given in the list of sample projects or any other projects:
1) Development of problem statement.
2) Preparation of Software Requirement Specification Document, Design Documents and Testing Phase related documents.
3) Preparation of Software Configuration Management and Risk Management related documents.
4) Study and usage of any Design phase CASE tool
5) Performing the Design by using any Design phase CASE tools.
6) Develop test cases for unit testing and integration testing
7) Develop test cases for various white box and black box testing techniques.

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

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

21IT506PC: COMPUTER NETWORKS & WEB PROGRAMMING LAB

III Year B.Tech. IT I-Sem	L	T	P	C
	3	0	0	3

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

Course Outcomes
- Implement data link layer farming methods
- Analyze error detection and error correction codes.
- Implement and analyze routing and congestion issues in network design.
- Implement Encoding and Decoding techniques used in presentation layer
- To be able to work with different network tools

List of Experiments
1. Implement the data link layer framing methods such as character, character-stuffing and bit stuffing.
2. Write a program to compute CRC code for the polynomials CRC-12, CRC-16 and CRC CCIP
3. Develop a simple data link layer that performs the flow control using the sliding window protocol, and loss recovery using the Go-Back-N mechanism.
4. Implement Dijsktra's algorithm to compute the shortest path through a network
5. Take an example subnet of hosts and obtain a broadcast tree for the subnet.
6. Implement distance vector routing algorithm for obtaining routing tables at each node.
7. Implement data encryption and data decryption
8. Write a program for congestion control using Leaky bucket algorithm.
9. Write a program for frame sorting technique used in buffers.
10. **Wireshark**
    i. Packet Capture Using Wire shark
    ii. Starting Wire shark
    iii. Viewing Captured Traffic
    iv. Analysis and Statistics & Filters.
11. How to run Nmap scan
12. Operating System Detection using Nmap
13. Do the following using NS2 Simulator
    i. NS2 Simulator-Introduction
    ii. Simulate to Find the Number of Packets Dropped
    iii. Simulate to Find the Number of Packets Dropped by TCP/UDP
    iv. Simulate to Find the Number of Packets Dropped due to Congestion
    v. Simulate to Compare Data Rate& Throughput.
    vi. Simulate to Plot Congestion for Different Source/Destination
    vii. Simulate to Determine the Performance with respect to Transmission of Packets

Web Programming Experiments:
1. Write a html program for Creation of web site with forms, frames, links, tables etc
2. Design a web site using HTML and DHTML. Use Basic text Formatting, Images
3. Create a script that asks the user for a name, then greets the user with "Hello" and the user name on the page
4. Create a script that collects numbers from a page and then adds them up and prints them to a blank field on the page.

5. Create a script that prompts the user for a number and then counts from 1 to that number displaying only the odd numbers.
6. Create a script that will check the field in Assignment 1 for data and alert the user if it is blank. This script should run from a button.
7. Using CSS for creating web sites
8. Creating simple application to access data base using JDBC Formatting HTML with CSS.
9. Program for manipulating Databases and SQL.
10. Program using PHP database functions.
11. Write a web application that functions as a simple hand calculator, but also keeps a "paper trail" of all your previous work
12. Install Tomcat and use JSP and link it with any of the assignments above
13. Reading and Writing the files using .Net
14. Write a program to implement web service for calculator application
15. Implement RMI concept for building any remote method of your choice.

21EN508HS: ADVANCED COMMUNICATION SKILLS LAB

III Year B.Tech. IT I-Sem

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1. INTRODUCTION:

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

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

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

2. OBJECTIVES:

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

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

3. SYLLABUS:

The following course content to conduct the activities is prescribed for the Advanced English Communication Skills (AECS) Lab:

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

strategies, answering strategies, interview through tele-conference & video-conference and Mock Interviews.

4. MINIMUM REQUIREMENT:
The Advanced English Communication Skills (AECS) Laboratory shall have the following infrastructural facilities to accommodate at least 35 students in the lab:
- Spacious room with appropriate acoustics.
- Round Tables with movable chairs
- Audio-visual aids
- LCD Projector
- Public Address system
- P – IV Processor, Hard Disk – 80 GB, RAM–512 MB Minimum, Speed – 2.8 GHZ
- T. V, a digital stereo & Camcorder
- Headphones of High quality

5. SUGGESTED SOFTWARE:
The software consisting of the prescribed topics elaborated above should be procured and used.
- Oxford Advanced Learner's Compass, 7th Edition
- DELTA's key to the Next Generation TOEFL Test: Advanced Skill Practice.
- Lingua TOEFL CBT Insider, by Dream tech
- TOEFL & GRE (KAPLAN, AARCO & BARRONS, USA, Cracking GRE by CLIFFS)

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

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

*21MC510: INTELLECTUAL PROPERTY RIGHTS

III Year B.Tech. IT I-Sem   **L   T   P   C**
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UNIT – I
Introduction to Intellectual property: Introduction, types of intellectual property, international organizations, agencies and treaties, importance of intellectual property rights.

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

UNIT – III
Law of copy rights: Fundamental of copy right law, originality of material, rights of reproduction, rights to perform the work publicly, copy right ownership issues, copy right registration, notice of copy right, international copy right law.
Law of patents: Foundation of patent law, patent searching process, ownership rights and transfer

UNIT – IV
Trade Secrets: Trade secrete law, determination of trade secrete status, liability for misappropriations of trade secrets, protection for submission, trade secrete litigation.
Unfair competition: Misappropriation right of publicity, false advertising.

UNIT – V
New development of intellectual property: new developments in trade mark law; copy right law, patent law, intellectual property audits.
International overview on intellectual property, international – trade mark law, copy right law, international patent law, and international development in trade secrets law.

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

*21MC511: FUNDAMENTALS OF AI

III Year B.Tech. CSE I-Sem
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Course Objectives: To train the students to understand different types of AI agents, various AI search algorithms, fundamentals of knowledge representation, building of simple knowledge-based systems and to apply knowledge representation, reasoning. Study of Markov Models enable the student ready to step into applied AI.

UNIT - I
Introduction: AI problems, Agents and Environments, Structure of Agents, Problem Solving Agents
Basic Search Strategies: Problem Spaces, Uninformed Search (Breadth-First, Depth-First Search, Depth-first with Iterative Deepening), Heuristic Search (Hill Climbing, Generic Best-First, A*), Constraint Satisfaction (Backtracking, Local Search)

UNIT - II
Advanced Search: Constructing Search Trees, Stochastic Search, A* Search Implementation, Minimax Search, Alpha-Beta Pruning
Basic Knowledge Representation and Reasoning: Propositional Logic, First-Order Logic, Forward Chaining and Backward Chaining, Introduction to Probabilistic Reasoning, Bayes Theorem

UNIT - III
Advanced Knowledge Representation and Reasoning: Knowledge Representation Issues, Non-monotonic Reasoning, Other Knowledge Representation Schemes
Reasoning Under Uncertainty: Basic probability, Acting Under Uncertainty, Bayes' Rule, Representing Knowledge in an Uncertain Domain, Bayesian Networks

UNIT - IV
Learning: What Is Learning? Rote Learning, Learning by Taking Advice, Learning in Problem Solving, Learning from Examples, Winston's Learning Program, Decision Trees.

UNIT - V
Expert Systems: Representing and Using Domain Knowledge, Shell, Explanation, Knowledge Acquisition.

TEXT BOOK:
1. Russell, S. and Norvig, P, Artificial Intelligence: A Modern Approach, Third Edition, Prentice-Hall, 2010.

REFERENCE BOOKS:
1. Artificial Intelligence, Elaine Rich, Kevin Knight, Shivasankar B. Nair, The McGraw Hill publications, Third Edition, 2009.
2. George F. Luger, Artificial Intelligence: Structures and Strategies for Complex Problem Solving, Pearson Education, 6th ed., 2009

21IT601PC: INTRODUCTION TO EMBEDDED SYSTEMS

III Year B.Tech. IT II -Sem   **L T P C**
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Prerequisites
1. A course on "Digital Logic Design and Microprocessors"
2. A course on "Computer Organization and Architecture"

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

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

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

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

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

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

UNIT - V
Integration and Testing of Embedded Hardware and Firmware:
Integration of Hardware and Firmware, Boards Bring up
The Embedded System Development Environment:
The Integrated Development Environment (IDE), Types of files generated on Cross-Compilation, Disassembler/Decompiler, Simulators, Emulators and Debugging, Target Hardware Debugging, Boundary Scan.

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

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

21IT602PC: PRINCIPLES OF COMPILER CONSTRUCTION

III Year B.Tech. IT II -Sem

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Course Objectives:
- To understand the various phases in the design of a compiler.
- To study various data structures used
- To understand the design of top-down and bottom-up parsers.
- To understand syntax directed translation schemes.
- To introduce lex and yacc tools.
- To learn intermediate languages
- To learn to develop algorithms to generate code for a target machine.
- To learn how to optimize machine code

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

UNIT - I
Introduction: Phases of compiler, Groping of phases.
Lexical Analysis: The Role of the Lexical Analyzer, Input Buffering, Recognition of Tokens, The Lexical-Analyzer Generator LEX, Finite Automata, From Regular Expressions to Automata.

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

UNIT - III
Syntax-Directed Translation: Syntax-Directed Definitions, Construction of syntax trees, Bottom-up evaluation of S-attributed definitions, L-attributed definitions, Top down translation, Bottom-up evaluation of inherited attributes.
Type checking: Type systems, Specification of a simple type checker, Equivalence of type expressions.
Intermediate-Code Generation: Intermediate languages, Declarations

UNIT - IV
Run-Time Environments: Storage organization**,** Storage allocation strategies, Symbol tables.
Code Generation: Issues in the Design of a Code Generator, The Target Machine, Basic Blocks and Flow Graphs, , A Simple Code Generator, Register Allocation and Assignment, Generation of DAGs, Generating code from DAGs.

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

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

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

21IT603PC: ALGORITHM DESIGN AND ANALYSIS

III Year B.Tech. IT II -Sem

L	T	P	C
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Prerequisites
1. A course on "Computer Programming and Data Structures"
2. A course on "Advanced Data Structures"

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

Course Outcomes:
- Ability to analyze the performance of algorithms
- Ability to choose appropriate data structures and algorithm design methods for a specified application
- Ability to understand how the choice of data structures and the algorithm design methods impact the performance of programs

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

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

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

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

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

TEXT BOOK:
1. Fundamentals of Computer Algorithms, Ellis Horowitz, Satraj Sahni and Rajasekharan, University Press.

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

21IT604PC: INTERNET OF THINGS

III Year B.Tech. IT II -Sem	**L**	**T**	**P**	**C**
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Course Objectives
- To introduce the terminology, technology and its applications
- To introduce the concept of M2M (machine to machine) with necessary protocols
- To introduce the Python Scripting Language which is used in many IoT devices
- To introduce the Raspberry PI platform, that is widely used in IoT applications
- To introduce the implementation of web-based services on IoT devices

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

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

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

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

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

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

TEXT BOOK

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

21IT611PE: ETHICAL HACKING (Professional Elective - III)

III Year B.Tech. IT II -Sem

L	T	P	C
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Prerequisites:
1. A course on "Operating Systems"
2. A course on "Computer Networks"
3. A course on "Network Security and Cryptography"

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

Course Outcomes:
- Gain the knowledge of the use and availability of tools to support an ethical hack
- Gain the knowledge of interpreting the results of a controlled attack
- Understand the role of politics, inherent and imposed limitations and metrics for planning of a test
- Comprehend the dangers associated with penetration testing

UNIT- I
Introduction: Hacking Impacts, The Hacker
Framework: Planning the test, Sound Operations, Reconnaissance, Enumeration, Vulnerability Analysis, Exploitation, Final Analysis, Deliverable, Integration
Information Security Models: Computer Security, Network Security, Service Security, Application Security, Security Architecture
Information Security Program: The Process of Information Security, Component Parts of Information Security Program, Risk Analysis and Ethical Hacking

UNIT - II
The Business Perspective: Business Objectives, Security Policy, Previous Test Results, Business Challenges
Planning for a Controlled Attack: Inherent Limitations, Imposed Limitations, timing is Everything, Attack Type, Source Point, Required Knowledge, Multi-Phased Attacks, Teaming and Attack Structure, Engagement Planner, The Right Security Consultant, The Tester, Logistics, Intermediates, Law Enforcement

UNIT - III
Preparing for a Hack: Technical Preparation, Managing the Engagement
Reconnaissance: Social Engineering, Physical Security, Internet Reconnaissance

UNIT - IV
Enumeration: Enumeration Techniques, Soft Objective, Looking Around or Attack, Elements of Enumeration, Preparing for the Next Phase
Exploitation: Intutive Testing, Evasion, Threads and Groups, Operating Systems, Password Crackers, RootKits, applications, Wardialing, Network, Services and Areas of Concern

UNIT - V
Deliverable: The Deliverable, The Document, Overal Structure, Aligning Findings, Presentation
Integration: Integrating the Results, Integration Summary, Mitigation, Defense Planning, Incident Management, Security Policy, Conclusion

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

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

21CS612PE: NETWORK PROGRAMMING (Professional Elective - III)

III Year B.Tech. IT II-Sem	L	T	P	C
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Course Objectives:
- To understand inter process and inter-system communication
- To understand socket programming in its entirety
- To understand usage of TCP/UDP / Raw sockets
- To understand how to build network applications

Course Outcomes:
- To write socket API based programs
- To design and implement client-server applications using TCP and UDP sockets
- To analyze network programs

UNIT - I
Introduction to Network Programming: OSI model, Unix standards, TCP and UDP & TCP connection establishment and Format, Buffer sizes and limitation, standard internet services, Protocol usage by common internet application.
Sockets : Address structures, value – result arguments, Byte ordering and manipulation function and related functions Elementary TCP sockets – Socket, connect, bind, listen, accept, fork and exec function, concurrent servers. Close function and related function.

UNIT - II
TCP client server : Introduction, TCP Echo server functions, Normal startup, terminate and signal handling server process termination, Crashing and Rebooting of server host shutdown of server host.
Elementary UDP sockets: Introduction UDP Echo server function, lost datagram, summary of UDP example, Lack of flow control with UDP, determining outgoing interface with UDP.
I/O Multiplexing: I/O Models, select function, Batch input, shutdown function, poll function, TCP Echo server,

UNIT - III
Socket options: getsockopt and setsockopt functions. Socket states, Generic socket option IPV6 socket option ICMPV6 socket option IPV6 socket option and TCP socket options.
Advanced I/O Functions-Introduction, Socket Timeouts, recv and send Functions,readv and writev Functions, recvmsg and sendmsg Functions, Ancillary Data, How Much Data Is Queued?, Sockets and Standard I/O, T/TCP: TCP for Transactions.

UNIT - IV
Elementary name and Address conversions: DNS, gethost by Name function, Resolver option, Function and IPV6 support, uname function, other networking information.
Daemon Processes and inetd Super server – Introduction, syslogd Daemon, syslog Function, daemon_init Function, inetd Daemon, daemon_inetd Function
Broadcasting- Introduction, Broadcast Addresses, Unicast versus Broadcast, dg_cli Function Using Broadcasting, Race Conditions
Multicasting- Introduction, Multicast Addresses, Multicasting versus Broadcasting on A LAN, Multicasting on a WAN, Multicast Socket Options, mcast_join and Related Functions, dg_cli Function Using Multicasting, Receiving MBone Session Announcements, Sending and Receiving, SNTP: Simple Network Time Protocol, SNTP (Continued)

UNIT - V
Raw Sockets-Introduction, Raw Socket Creation, Raw Socket Output, Raw Socket Input, Ping Program, Traceroute Program, An ICMP Message Daemon,
Datalink Access- Introduction, BPF: BSD Packet Filter, DLPI: Data Link Provider Interface, Linux: **SOCK_PACKET, libpcap**: Packet Capture Library, Examining the UDP Checksum Field.
Remote Login: Terminal line disciplines, Pseudo-Terminals, Terminal modes, Control Terminals, rlogin Overview, RPC Transparency Issues.

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

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

21CS613PE: SCRIPTING LANGUAGES (Professional Elective - III)

III Year B.Tech. IT II-Sem

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3	0	0	3

Prerequisites
1. A course on "Computer Programming and Data Structures"
2. A course on "Object Oriented Programming Concepts"

Course Objectives:
- This course introduces the script programming paradigm
- Introduces scripting languages such as Perl, Ruby and TCL.
- Learning TCL

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

UNIT - I
Introduction: Ruby, Rails, The structure and Excution of Ruby Programs, Package Management with RUBYGEMS, Ruby and web: Writing CGI scripts, cookies, Choice of Webservers, SOAP and webservices
RubyTk – Simple Tk Application, widgets, Binding events, Canvas, scrolling

UNIT - II
Extending Ruby: Ruby Objects in C, the Jukebox extension, Memory allocation, Ruby Type System, Embedding Ruby to Other Languages, Embedding a Ruby Interperter

UNIT - III
Introduction to PERL and Scripting
Scripts and Programs, Origin of Scripting, Scripting Today, Characteristics of Scripting Languages, Uses for Scripting Languages, Web Scripting, and the universe of Scripting Languages. PERL- Names and Values, Variables, Scalar Expressions, Control Structures, arrays, list, hashes, strings, pattern and regular expressions, subroutines.

UNIT - IV
Advanced perl
Finer points of looping, pack and unpack, filesystem, eval, data structures, packages, modules, objects, interfacing to the operating system, Creating Internet ware applications, Dirty Hands Internet Programming, security Isses.

UNIT - V
TCL
TCL Structure, syntax, Variables and Data in TCL, Control Flow, Data Structures, input/output, procedures, strings, patterns, files, Advance TCL- eval, source, exec and uplevel commands, Name spaces, trapping errors, event driven programs, making applications internet aware, Nuts and Bolts Internet Programming, Security Issues, C Interface.
Tk
Tk-Visual Tool Kits, Fundamental Concepts of Tk, Tk by example, Events and Binding, Perl-Tk.

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

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

21CS614PE: MOBILE APPLICATION DEVELOPMENT (Professional Elective - III)

III Year B.Tech. IT II-Sem

L	T	P	C
3	0	0	3

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

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

Course Outcomes:
- Student understands the working of Android OS Practically.
- Student will be able to develop Android user interfaces
- Student will be able to develop, deploy and maintain the Android Applications.

UNIT - I
Introduction to Android Operating System: Android OS design and Features – Android development framework, SDK features, Installing and running applications on Android Studio, Creating AVDs, Types of Android applications, Best practices in Android programming, Android tools
Android application components – Android Manifest file, Externalizing resources like values, themes, layouts, Menus etc, Resources for different devices and languages, Runtime Configuration Changes
Android Application Lifecycle – Activities, Activity lifecycle, activity states, monitoring state changes

UNIT - II
Android User Interface: Measurements – Device and pixel density independent measuring UNIT - s
Layouts – Linear, Relative, Grid and Table Layouts
User Interface (UI) Components – Editable and non-editable TextViews, Buttons, Radio and Toggle Buttons, Checkboxes, Spinners, Dialog and pickers
Event Handling – Handling clicks or changes of various UI components
Fragments – Creating fragments, Lifecycle of fragments, Fragment states, Adding fragments to Activity, adding, removing and replacing fragments with fragment transactions, interfacing between fragments and Activities, Multi-screen Activities

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

UNIT - IV
Persistent Storage: Files – Using application specific folders and files, creating files, reading data from files, listing contents of a directory Shared Preferences – Creating shared preferences, saving and retrieving data using Shared Preference

UNIT - V
Database – Introduction to SQLite database, creating and opening a database, creating tables, inserting retrieving and etindelg data, Registering Content Providers, Using content Providers (insert, delete, retrieve and update)

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

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

21CS615PE: SOFTWARE TESTING METHODOLOGIES (Professional Elective - III)

III Year B.Tech. IT II-Sem

L	T	P	C
3	0	0	3

Prerequisites
1. A course on "Software Engineering"

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 latest tools.

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

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

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

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

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

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

TEXT BOOKS:
1. Software Testing techniques - 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.

21IT605PC: EMBEDDED SYSTEMS & INTERNET OF THINGS LAB

III Year B.Tech. IT II-Sem

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List of Experiments:

1. Functional Testing Of Devices
Flashing the OS on to the device into a stable functional state by porting desktop environment with necessary packages.

2. Exporting Display On To Other Systems
Making use of available laptop/desktop displays as a display for the device using SSH client & X11 display server.

3. GPIO Programming
Programming of available GPIO pins of the corresponding device using native programming language. Interfacing of I/O devices like LED/Switch etc., and testing the functionality.

4. Interfacing Chronos eZ430
Chronos device is a programmable texas instruments watch which can be used for multiple purposes like PPT control, Mouse operations etc., Exploit the features of the device by interfacing with devices.

5. ON/OFF Control Based On Light Intensity
Using the light sensors, monitor the surrounding light intensity & automatically turn ON/OFF the high intensity LED's by taking some pre-defined threshold light intensity value.

6. Battery Voltage Range Indicator
Monitor the voltage level of the battery and indicating the same using multiple LED's (for ex: for 3V battery and 3 led's, turn on 3 led's for 2-3V, 2 led's for 1-2V, 1 led for 0.1-1V & turn off all for 0V)

7. Dice Game Simulation
Instead of using the conventional dice, generate a random value similar to dice value and display the same using a 16X2 LCD. A possible extension could be to provide the user with option of selecting single or double dice game.

8. Displaying RSS News Feed On Display Interface
Displaying the RSS news feed headlines on a LCD display connected to device. This can be adapted to other websites like twitter or other information websites. Python can be used to acquire data from the internet.

9. Porting Openwrt To the Device
Attempt to use the device while connecting to a wifi network using a USB dongle and at the same time providing a wireless access point to the dongle.

10. Hosting a website on Board
Building and hosting a simple website(static/dynamic) on the device and make it accessible online. There is a need to install server(eg: Apache) and thereby host the website.

11. Webcam Server
Interfacing the regular usb webcam with the device and turn it into fully functional IP webcam & test the functionality.

12. FM Transmission
Transforming the device into a regular fm transmitter capable of transmitting audio at desired frequency (generally 88-108 Mhz)

Note: Devices mentioned in the above lists include Arduino, Raspbery Pi, Beaglebone

21IT606PC: COMPILER CONSTRUCTION LAB

III Year B.Tech. IT II-Sem	**L**	**T**	**P**	**C**
	0	0	3	1.5

Prerequisites:
1. A Course on "Objected Oriented Programming through Java"

Co-requisites:
1. A course on "Web Technologies"

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

Course Outcomes:
- Design and develop interactive and dynamic web applications using HTML, CSS, JavaScript and XML
- Apply client-server principles to develop scalable and enterprise web applications.
- Ability to design, develop, and implement a compiler for any language.
- Able to use lex and yacc tools for developing a scanner and a parser.
- Able to design and implement LL and LR parsers.

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

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

<relop> ::= < | <= | == | >= | > | !=

<addingop> ::= + | -

<term> ::= <term> <multop> <factor> | <factor>

<multop> ::= * | /

<factor> ::= <constant> | <identifier> | <identifier> [<expression>]
    | (<expression>)

<constant> ::= <digit> | <digit> <constant>

<identifier> ::= <identifier> <letterordigit> | <letter>

<letterordigit> ::= <letter> | <digit>

<letter> ::= a|b|c|d|e|f|g|h|i|j|k|l|m|n|o|p|q|r|s|t|u|v|w|x|y|z

<digit> ::= 0|1|2|3|4|5|6|7|8|9

<empty> has the obvious meaning

Comments (zero or more characters enclosed between the standard C/Java-style comment brackets
    /*...*/) can be inserted. The language has rudimentary support for 1-dimensional arrays. The
    declaration int a[3] declares an array of three elements, referenced as a[0], a[1] and a[2]. Note
    also that you should worry about the scoping of names.

A simple program written in this language is:

```
{ int a[3],t1,t2;
 t1=2;
 a[0]=1; a[1]=2; a[t1]=3;
 t2=-(a[2]+t1*6)/(a[2]-t1);
 if t2>5 then
 print(t2);
 else {
  int t3;
  t3=99;
  t2=-25;
  print(-t1+t2*t3);  /* this is a comment
                on 2 lines */
 }
 endif
```

21IT621PE: ETHICAL HACKING LAB (Professional Elective - III)

III Year B.Tech. IT II-Sem   **L   T   P   C**
                                                                0   0   2   1

Course Objectives
- The aim of the course is to introduce the methodologies framework tools of ethical hacking to get awareness in enhancing the security
- To get knowledge on various attacks and their detection

Course Outcomes
- Gain the knowledge of the use and availability of tools to support an ethical hack
- Gain the knowledge of interpreting the results of a controlled attack

List of Experiments:
1. Setup a honey pot and monitor the honey pot on network
2. Write a script or code to demonstrate SQL injection attacks
3. Create a social networking website login page using phishing techniques
4. Write a code to demonstrate DoS attacks
5. Install rootkits and study variety of options
6. Study of Techniques uses for Web Based Password Capturing.
7. Install jcrypt tool (or any other equivalent) and demonstrate Asymmetric, Symmetric Crypto algorithm, Hash and Digital/PKI signatures studied in theory Network Security And Management
8. Implement Passive scanning, active scanning, session hizaking, cookies extraction using Burp suit tool

21CS622PE: NETWORK PROGRAMMING LAB (Professional Elective - III)

III Year B.Tech. IT II-Sem   **L   T   P   C**
                                                                                  0   0   2   1

Course Objectives:
- To understand inter process and inter-system communication
- To understand socket programming in its entirety
- To understand usage of TCP/UDP / Raw sockets
- To understand how to build network applications

Course Outcomes:
- To write socket API based programs
- To design and implement client-server applications using TCP and UDP sockets
- To analyze network programs

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

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

21CS623PE: SCRIPTING LANGUAGES LAB (Professional Elective - III)

III Year B.Tech. IT II-Sem

	L	T	P	C
	0	0	2	1

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

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

Course Outcomes:
- Ability to understand the differences between Scripting languages and programming languages
- Able to gain some fluency programming in Ruby, Perl, TCL

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

21CS624PE: MOBILE APPLICATION DEVELOPMENT LAB (Professional Elective - III)

III III Year B.Tech. IT II-Sem	**L**	**T**	**P**	**C**
	0	**0**	**2**	**1**

Prerequisites: --- NIL---

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

Course Outcomes:
- Student understands the working of Android OS Practically.
- Student will be able to develop user interfaces.
- Student will be able to develop, deploy and maintain the Android Applications.

List of Experiments:
1. Create an Android application that shows Hello + name of the user and run it on an emulator. (b) Create an application that takes the name from a text box and shows hello message along with the name entered in text box, when the user clicks the OK button.
2. Create a screen that has input boxes for User Name, Password, Address, Gender (radio buttons for male and female), Age (numeric), Date of Birth (Date Picket), State (Spinner) and a Submit button. On clicking the submit button, print all the data below the Submit Button. Use (a) Linear Layout (b) Relative Layout and (c) Grid Layout or Table Layout.
3. Develop an application that shows names as a list and on selecting a name it should show the details of the candidate on the next screen with a "Back" button. If the screen is rotated to landscape mode (width greater than height), then the screen should show list on left fragment and details on right fragment instead of second screen with back button. Use Fragment transactions and Rotation event listener.
4. Develop an application that uses a menu with 3 options for dialing a number, opening a website and to send an SMS. On selecting an option, the appropriate action should be invoked using intents.
5. Develop an application that inserts some notifications into Notification area and whenever a notification is inserted, it should show a toast with details of the notification.
6. Create an application that uses a text file to store user names and passwords (tab separated fields and one record per line). When the user submits a login name and password through a screen, the details should be verified with the text file data and if they match, show a dialog saying that login is successful. Otherwise, show the dialog with Login Failed message.
7. Create a user registration application that stores the user details in a database table.
8. Create a database and a user table where the details of login names and passwords are stored. Insert some names and passwords initially. Now the login details entered by the user should be verified with the database and an appropriate dialog should be shown to the user.
9. Create an admin application for the user table, which shows all records as a list and the admin can select any record for edit or modify. The results should be reflected in the table.
10. Develop an application that shows all contacts of the phone along with details like name, phone number, mobile number etc.
11. Create an application that saves user information like name, age, gender etc. in shared preference and retrieves them when the program restarts.
12. Create an alarm that rings every Sunday at 8:00 AM. Modify it to use a time picker to set alarm time.
13. Create an application that shows the given URL (from a text field) in a browser.

21CS625PE: SOFTWARE TESTING METHODOLOGIES LAB (Professional Elective - III)

III Year B.Tech. IT II-Sem	**L**	**T**	**P**	**C**
	0	**0**	**2**	**1**

Prerequisites: A basic knowledge of programming.

Course Objectives:
- To provide knowledge of Software Testing Methods.
- To develop skills in software test automation and management using latest tools.

Course Outcome:
- Design and develop the best test strategies in accordance to the development model.

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

*21MC609: ENVIRONMENTAL SCIENCE

III Year B.Tech. IT II-Sem

L	T	P	C
3	0	0	0

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

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

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

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

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

UNIT - IV
Environmental Pollution and Control Technologies: Environmental Pollution: Classification of pollution, **Air Pollution:** Primary and secondary pollutants, Automobile and Industrial pollution, Ambient air quality standards. **Water pollution:** Sources and types of pollution, drinking water quality standards. **Soil Pollution:** Sources and types, Impacts of modern agriculture, degradation of soil. **Noise Pollution:** Sources and Health hazards, standards, **Solid waste:** Municipal Solid Waste management, composition and characteristics of e-Waste and its management. **Pollution control technologies:** Wastewater Treatment methods: Primary, secondary and Tertiary.
Overview of air pollution control technologies, Concepts of bioremediation. **Global Environmental Problems and Global Efforts: C**limate change and impacts on human environment. Ozone depletion and Ozone depleting substances (ODS). Deforestation and desertification. International conventions / Protocols: Earth summit, Kyoto protocol, and Montréal Protocol.

UNIT - V
Environmental Policy, Legislation & EIA: Environmental Protection act, Legal aspects Air Act- 1981, Water Act, Forest Act, Wild life Act, Municipal solid waste management and handling rules, biomedical waste management and handling rules, hazardous waste management and handling rules. EIA: EIA structure, methods of baseline data acquisition. Overview on Impacts of air, water, biological and Socio-

economical aspects. Strategies for risk assessment, Concepts of Environmental Management Plan (EMP). **Towards Sustainable Future:** Concept of Sustainable Development, Population and its explosion, Crazy Consumerism, Environmental Education, Urban Sprawl, Human health, Environmental Ethics, Concept of Green Building, Ecological Foot Print, Life Cycle assessment (LCA),Low carbon life style.

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

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

21MC610: CYBER SECURITY

III Year B.Tech. CSE II-Sem   **L   T   P   C**
                                                                          3   0   0   0
Prerequisites: NIL

Course objectives:
- To familiarize various types of cyber-attacks and cyber-crimes
- To give an overview of the cyber laws
- To study the defensive techniques against these attacks

Course Outcomes: The students will be able to understand cyber-attacks, types of cybercrimes, cyber laws and also how to protect them self and ultimately the entire Internet community from such attacks.

UNIT - I
Introduction to Cyber Security: Basic Cyber Security Concepts, layers of security, Vulnerability, threat, Harmful acts, Internet Governance – Challenges and Constraints, Computer Criminals, CIA Triad, Assets and Threat, motive of attackers, active attacks, passive attacks, Software attacks, hardware attacks, Spectrum of attacks, Taxonomy of various attacks, IP spoofing, Methods of defense, Security Models, risk management, Cyber Threats-Cyber Warfare, Cyber Crime, Cyber terrorism, Cyber Espionage, etc., Comprehensive Cyber Security Policy.

UNIT - II
Cyberspace and the Law & Cyber Forensics: Introduction, Cyber Security Regulations, Roles of International Law. The INDIAN Cyberspace, National Cyber Security Policy.
Introduction, Historical background of Cyber forensics, Digital Forensics Science, The Need for Computer Forensics, Cyber Forensics and Digital evidence, Forensics Analysis of Email, Digital Forensics Lifecycle, Forensics Investigation, Challenges in Computer Forensics, Special Techniques for Forensics Auditing.

UNIT - III
Cybercrime: Mobile and Wireless Devices: Introduction, Proliferation of Mobile and Wireless Devices, Trends in Mobility, Credit card Frauds in Mobile and Wireless Computing Era, Security Challenges Posed by Mobile Devices, Registry Settings for Mobile Devices, Authentication service Security, Attacks on Mobile/Cell Phones, Mobile Devices: Security Implications for Organizations, Organizational Measures for Handling Mobile, Organizational Security Policies and Measures in Mobile Computing Era, Laptops.

UNIT- IV
Cyber Security: Organizational Implications: Introduction, cost of cybercrimes and IPR issues, web threats for organizations, security and privacy implications, social media marketing: security risks and perils for organizations, social computing and the associated challenges for organizations.
Cybercrime and Cyber terrorism: Introduction, intellectual property in the cyberspace, the ethical dimension of cybercrimes the psychology, mindset and skills of hackers and other cyber criminals.

UNIT - V
Privacy Issues: Basic Data Privacy Concepts: Fundamental Concepts, Data Privacy Attacks, Data linking and profiling, privacy policies and their specifications, privacy policy languages, privacy in different domains- medical, financial, etc.

Cybercrime: Examples and Mini-Cases

Examples: Official Website of Maharashtra Government Hacked, Indian Banks Lose Millions ofRupees, Parliament Attack, Pune City Police Bust Nigerian Racket, e-mail spoofing instances.

Mini-Cases: The Indian Case of online Gambling, An Indian Case of Intellectual Property Crime, Financial Frauds in Cyber Domain.

TEXT BOOKS:

1. Nina Godbole and Sunit Belpure, Cyber Security Understanding Cyber Crimes, Computer Forensics and Legal Perspectives, Wiley
2. B. B. Gupta, D. P. Agrawal, Haoxiang Wang, Computer and Cyber Security: Principles,Algorithm, Applications, and Perspectives, CRC Press, ISBN 9780815371335, 2018.

REFERENCES:

1. Cyber Security Essentials, James Graham, Richard Howard and Ryan Otson, CRC Press.
2. Introduction to Cyber Security, Chwan-Hwa(john) Wu,J. David Irwin, CRC Press T&F Group.

21IT701PC: INFORMATION SECURITY

IV Year B.Tech. IT I - Sem

L	T	P	C
3	0	0	3

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

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

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

UNIT - I

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

UNIT - II

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

UNIT - III

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

UNIT - IV

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

UNIT - V

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

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

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

21CS702PC: DATA MINING

IV Year B.Tech. IT I - Sem

L	T	P	C
2	0	0	2

Pre-Requisites:
- A course on "Database Management Systems"
- Knowledge of probability and statistics

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

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

UNIT – I

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

UNIT – II

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

UNIT – III

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

UNIT – IV

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

UNIT – V

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

TEXT BOOKS:
1. Data Mining – Concepts and Techniques – Jiawei Han & Micheline Kamber, 3rd Edition Elsevier.
2. Data Mining Introductory and Advanced topics – Margaret H Dunham, PEA.

REFERENCE BOOK:
1. Ian H. Witten and Eibe Frank, Data Mining: Practical Machine Learning Tools and Techniques (Second Edition), Morgan Kaufmann, 2005.

21IT711PE: WEB SECURITY (Professional Elective - IV)

IV Year B.Tech. IT I - Sem

L	T	P	C
3	0	0	3

Course Objectives:
- Give an Overview of information security
- Give an overview of Access control of relational databases

Course Outcomes: Students should be able to
- Understand the Web architecture and applications
- Understand client side and service side programming
- Understand how common mistakes can be bypassed and exploit the application
- Identify common application vulnerabilities

UNIT - I
The Web Security, The Web Security Problem, Risk Analysis and Best Practices
Cryptography and the Web: Cryptography and Web Security, Working Cryptographic Systems and Protocols, Legal Restrictions on Cryptography, Digital Identification

UNIT - II
The Web's War on Your Privacy, Privacy-Protecting Techniques, Backups and Antitheft, Web Server Security, Physical Security for Servers, Host Security for Servers, Securing Web Applications

UNIT - III
Database Security: Recent Advances in Access Control, Access Control Models for XML, Database Issues in Trust Management and Trust Negotiation, Security in Data Warehouses and OLAP Systems

UNIT - IV
Security Re-engineering for Databases: Concepts and Techniques, Database Watermarking for Copyright Protection, Trustworthy Records Retention, Damage Quarantine and Recovery in Data Processing Systems, Hippocratic Databases: Current Capabilities and

UNIT - V
Future Trends Privacy in Database Publishing: A Bayesian Perspective, Privacy-enhanced Location-based Access Control, Efficiently Enforcing the Security and Privacy Policies in a Mobile Environment

TEXT BOOK:
1. Web Security, Privacy and Commerce Simson G Arfinkel, Gene Spafford, O'Reilly.
2. Handbook on Database security applications and trends Michael Gertz, Sushil Jajodia

21IT712PE: HIGH PERFORMANCE COMPUTING (Professional Elective - IV)

IV Year B.Tech. IT I - Sem   **L T P C**
                                                                 3 0 0 3

Prerequisites:
- Computer Organization & Architecture
- Operating System Programming

Course Objectives:
- To Improve the system performance
- To learn various distributed and parallel computing architecture
- To learn different computing technologies

Course Outcomes:
- Understanding the concepts in grid computing
- Ability to set up cluster and run parallel applications
- Ability to understand the cluster projects and cluster OS
- Understanding the concepts of pervasive computing & quantum computing.

UNIT - I
Grid Computing: Data & Computational Grids, Grid Architectures And Its Relations To Various Distributed Technologies. Autonomic Computing, Examples Of The Grid Computing Efforts (Ibm).

UNIT - II
Cluster Setup & Its Advantages, Performance Models & Simulations; Networking Protocols & I/O, Messaging Systems. Process Scheduling, Load Sharing And Balancing; Distributed Shared Memory, Parallel I/O.

UNIT - III:
Example Cluster System – Beowlf; Cluster Operating Systems: Compas And Nanos
Pervasive Computing Concepts & Scenarios; Hardware & Software; Human – Machine Interface.

UNIT- IV
Device Connectivity; Java for Pervasive Devices; Application Examples.

UNIT - V
Classical Vs Quantum Logic Gates; One, Two & Three Qubit Quantum Gates; Fredkin & Toffoli Gates; Quantum Circuits; Quantum Algorithms.

TEXT BOOK:
1. "Selected Topics In Advanced Computing" Edited By Dr. P. Padmanabham And Dr. M.B. Srinivas, 2005 Pearson Education.

REFERENCE BOOKS:
1. J. Joseph & C. Fellenstien: 'Grid Computing ', Pearson Education
2. J. Burkhardt et.al: 'pervasive computing' Pearson Education
3. Marivesar:' Approaching quantum computing', Pearson Education.
4. Raj kumar Buyya:'High performance cluster computing', Pearson Education.
5. Neilsen & Chung L:' Quantum computing and Quantum Information', Cambridge University Press.
6. A networking approach to Grid Computing, Minoli, Wiley

21CS713PE: ARTIFICIAL INTELLIGENCE (Professional Elective - IV)

IV Year B.Tech. IT I -Sem	**L**	**T**	**P**	**C**
	3	**0**	**0**	**3**

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

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

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

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

UNIT - II
Problem Solving by Search-II and Propositional Logic
Adversarial Search: Games, Optimal Decisions in Games, Alpha–Beta Pruning, Imperfect Real-Time Decisions.
Constraint Satisfaction Problems: Defining Constraint Satisfaction Problems, Constraint Propagation, Backtracking Search for CSPs, Local Search for CSPs, The Structure of Problems.
Propositional Logic: Knowledge-Based Agents, The Wumpus World, Logic, Propositional Logic, Propositional Theorem Proving: Inference and proofs, Proof by resolution, Horn clauses and definite clauses, Forward and backward chaining, Effective Propositional Model Checking, Agents Based on Propositional Logic.

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

Inference in First-Order Logic: Propositional vs. First-Order Inference, Unification and Lifting, Forward Chaining, Backward Chaining, Resolution.
Knowledge Representation: Ontological Engineering, Categories and Objects, Events. Mental Events and Mental Objects, Reasoning Systems for Categories, Reasoning with Default Information.

UNIT - IV
Planning
Classical Planning: Definition of Classical Planning, Algorithms for Planning with State-Space Search, Planning Graphs, other Classical Planning Approaches, Analysis of Planning approaches.
Planning and Acting in the Real World: Time, Schedules, and Resources, Hierarchical Planning, Planning and Acting in Nondeterministic Domains, Multi agent Planning.

UNIT - V
Uncertain knowledge and Learning
Uncertainty: Acting under Uncertainty, Basic Probability Notation, Inference Using Full Joint Distributions, Independence, Bayes' Rule and Its Use,
Probabilistic Reasoning: Representing Knowledge in an Uncertain Domain, The Semantics of Bayesian Networks, Efficient Representation of Conditional Distributions, Approximate Inference in Bayesian Networks, Relational and First-Order Probability, Other Approaches to Uncertain Reasoning; Dempster-Shafer theory.
Learning: Forms of Learning, Supervised Learning, Learning Decision Trees. Knowledge in Learning: Logical Formulation of Learning, Knowledge in Learning, Explanation-Based Learning, Learning Using Relevance Information, Inductive Logic Programming.

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

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

21CS714PE: CLOUD COMPUTING (Professional Elective - IV)

IV Year B.Tech. IT I -Sem
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Pre-requisites:
1. A course on "Computer Networks"
2. A course on "Operating Systems"
3. A course on "Distributed Systems"

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

Course Outcomes:
- Ability to understand various service delivery models of a cloud computing architecture.
- Ability to understand the ways in which the cloud can be programmed and deployed.
- Understanding cloud service providers.

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

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

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

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

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

TEXT BOOK:
1. Essentials of cloud Computing: K. Chandra sekhran, CRC press, 2014

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

21CS715PE: AD-HOC & SENSOR NETWORKS (Professional Elective - IV)

IV Year B.Tech. IT I -Sem

L	T	P	C
3	0	0	3

Prerequisites
1. A course on "Computer Networks"
2. A course on "Mobile Computing"

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

Course Outcomes:
- Ability to understand the state-of-the-art research in the emerging subject of Ad Hoc and Wireless Sensor Networks
- Ability to solve the issues in real-time application development based on ASN.
- Ability to conduct further research in the domain of ASN

UNIT - I
Introduction to Ad Hoc Networks - Characteristics of MANETs, Applications of MANETs and Challenges of MANETs.
Routing in MANETs - Criteria for classification, Taxonomy of MANET routing algorithms, Topology-based routing algorithms-**Proactive**: DSDV; **Reactive**: DSR, AODV; Hybrid: ZRP; Position-based routing algorithms-**Location Services**-DREAM, Quorum-based; **Forwarding Strategies:** Greedy Packet, Restricted Directional Flooding-DREAM, LAR.

UNIT - II
Data Transmission - Broadcast Storm Problem, **Rebroadcasting Schemes**-Simple-flooding, Probability-based Methods, Area-based Methods, Neighbor Knowledge-based: SBA, Multipoint Relaying, AHBP. **Multicasting: Tree-based:** AMRIS, MAODV; **Mesh-based:** ODMRP, CAMP; **Hybrid:** AMRoute, MCEDAR.

UNIT - III
Geocasting: Data-transmission Oriented-LBM; Route Creation Oriented-GeoTORA, MGR.
TCP over Ad Hoc TCP protocol overview, TCP and MANETs, Solutions for TCP over Ad hoc

UNIT - IV
Basics of Wireless, Sensors and Lower Layer Issues: Applications, Classification of sensor networks, Architecture of sensor network, Physical layer, MAC layer, Link layer, Routing Layer.

UNIT - V
Upper Layer Issues of WSN: Transport layer, High-level application layer support, Adapting to the inherent dynamic nature of WSNs, Sensor Networks and mobile robots.

TEXT BOOKS:
1. Ad Hoc and Sensor Networks – Theory and Applications, Carlos Corderio Dharma P. Aggarwal, World Scientific Publications, March 2006, ISBN – 981–256–681–3.
2. Wireless Sensor Networks: An Information Processing Approach, Feng Zhao, Leonidas Guibas, Elsevier Science, ISBN – 978-1-55860-914-3 (Morgan Kauffman).

21IT721PE: INTRUSION DETECTION SYSTEMS (Professional Elective - V)

IV Year B.Tech. IT I - Sem

L	T	P	C
3	0	0	3

Prerequisites: Computer Networks, Computer Programming

Course Objectives:
- Compare alternative tools and approaches for Intrusion Detection through quantitative analysis to determine the best tool or approach to reduce risk from intrusion.
- Identify and describe the parts of all intrusion detection systems and characterize new and emerging IDS technologies according to the basic capabilities all intrusion detection systems share.

Course Outcomes: After completion of the course, students will be able to:
- Possess a fundamental knowledge of Cyber Security.
- Understand what vulnerability is and how to address most common vulnerabilities.
- Know basic and fundamental risk management principles as it relates to Cyber Security and Mobile Computing.
- Have the knowledge needed to practice safer computing and safeguard your information using Digital Forensics.
- Understand basic technical controls in use today, such as firewalls and Intrusion Detection systems.
- Understand legal perspectives of Cyber Crimes and Cyber Security.

UNIT - I
The state of threats against computers, and networked systems-Overview of computer security solutions and why they fail-Vulnerability assessment, firewalls, VPN's -Overview of Intrusion Detection and Intrusion Prevention, Network and Host-based IDS

UNIT - II
Classes of attacks - Network layer: scans, denial of service, penetration Application layer: software exploits, code injection-Human layer: identity theft, root access-Classes of attackers-Kids/hackers/sop Hesitated groups-Automated: Drones, Worms, Viruses

UNIT - III
A General IDS model and taxonomy, Signature-based Solutions, Snort, Snort rules, Evaluation of IDS, Cost sensitive IDS

UNIT - IV
Anomaly Detection Systems and Algorithms-Network Behaviour Based Anomaly Detectors (rate based)-Host-based Anomaly Detectors-Software Vulnerabilities-State transition, Immunology, Payload Anomaly Detection

UNIT - V
Attack trees and Correlation of alerts- Autopsy of Worms and Botnets-Malware detection -Obfuscation, polymorphism- Document vectors.
Email/IM security issues-Viruses/Spam-From signatures to thumbprints to zero day detection-Insider Threat issues-Taxonomy-Masquerade and Impersonation Traitors, Decoys and Deception-Future: Collaborative Security

TEXT BOOKS:
1. Peter Szor, The Art of Computer Virus Research and Defense, Symantec Press ISBN 0-321-30545-3.
2. Markus Jakobsson and Zulfikar Ramzan, Crimeware, Understanding New Attacks and Defenses.

REFERENCE BOOKS:
1. Saiful Hasan, Intrusion Detection System, Kindle Edition.
2. Ankit Fadia, Intrusion Alert: An Ethical Hacking Guide to Intrusion Detection.

Online Websites/Materials:
1. https://www.intechopen.com/books/intrusion-detection-systems/

Online Courses:
1. https://www.sans.org/course/intrusion-detection-in-depth
2. https://www.cybrary.it/skill-certification-course/ids-ips-certification-training-course

21CS722PE: REAL TIME SYSTEMS (Professional Elective - V)

IV Year B.Tech. IT I -Sem

L	T	P	C
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Prerequisite: Computer Organization and Operating System

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

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

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

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

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

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

UNIT - V
Case Studies of RTOS: RT Linux, Micro C/OS-II, Vx Works, Embedded Linux, and Tiny OS.

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

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

21CS723PE: SOFT COMPUTING (Professional Elective - V)

IV Year B.Tech. IT I -Sem

L	T	P	C
3	0	0	3

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

Course Outcomes: On completion of this course, the students will be able to:
- Identify the difference between Conventional Artificial Intelligence to Computational Intelligence.
- Understand fuzzy logic and reasoning to handle and solve engineering problems
- Apply the Classification and clustering techniques on various applications.
- Understand the advanced neural networks and its applications
- Perform various operations of genetic algorithms, Rough Sets.
- Comprehend various techniques to build model for various applications

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

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

UNIT -III
Fuzzy Decision Making, Particle Swarm Optimization

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

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

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

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

21IT724PE: DISTRIBUTED DATABASES (Professional Elective - V)

IV Year B.Tech. IT I-Sem   **L   T   P   C**

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Prerequisites:
  1. A course on "Database Management Systems"

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

Course Outcomes:
  - Understand theoretical and practical aspects of distributed database systems.
  - Study and identify various issues related to the development of distributed database system.
  - Understand the design aspects of object-oriented database system and related development.

UNIT - I
Introduction; Distributed Data Processing, Distributed Database System, Promises of DDBSs, Problem areas.
Distributed DBMS Architecture: Architectural Models for Distributed DBMS, DDMBS Architecture.
Distributed Database Design: Alternative Design Strategies, Distribution Design issues, Fragmentation, Allocation.

UNIT - II
Query processing and decomposition: Query processing objectives, characterization of query processors, layers of query processing, query decomposition, localization of distributed data.
Distributed query Optimization: Query optimization, centralized query optimization, distributed query optimization algorithms.

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

UNIT - IV
Distributed DBMS Reliability: Reliability concepts and measures, fault-tolerance in distributed systems, failures in Distributed DBMS, local & distributed reliability protocols, site failures and network partitioning.
Parallel Database Systems: Parallel database system architectures, parallel data placement, parallel query processing, load balancing, database clusters.

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

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

TEXT BOOKS:
1. M. Tamer OZSU and Patuck Valduriez: Principles of Distributed Database Systems, Pearson Edn. Asia, 2001.
2. Stefano Ceri and Giuseppe Pelagatti: Distributed Databases, McGraw Hill.

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

21CS725PE: SOFTWARE PROCESS & PROJECT MANAGEMENT (Professional Elective - V)

IV Year B.Tech. IT I -Sem
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Course Objectives:
- To acquire knowledge on software process management
- To acquire managerial skills for software project development
- To understand software economics

Course Outcomes:
- Gain knowledge of software economics, phases in the life cycle of software development, project organization, project control and process instrumentation
- Analyze the major and minor milestones, artifacts and metrics from management and technical perspective
- Design and develop software product using conventional and modern principles of software project management

UNIT - I
Software Process Maturity
Software maturity Framework, Principles of Software Process Change, Software Process Assessment, The Initial Process, The Repeatable Process, The Defined Process, The Managed Process, The Optimizing Process.
Process Reference Models
Capability Maturity Model (CMM), CMMI, PCMM, PSP, TSP).

UNIT - II
Software Project Management Renaissance
Conventional Software Management, Evolution of Software Economics, Improving Software Economics, The old way and the new way.
Life-Cycle Phases and Process artifacts
Engineering and Production stages, inception phase, elaboration phase, construction phase, transition phase, artifact sets, management artifacts, engineering artifacts and pragmatic artifacts, model-based software architectures.

UNIT - III
Workflows and Checkpoints of process
Software process workflows, Iteration workflows, Major milestones, minor milestones, periodic status assessments.
Process Planning
Work breakdown structures, Planning guidelines, cost and schedule estimating process, iteration planning process, Pragmatic planning.

UNIT - IV
Project Organizations
Line-of- business organizations, project organizations, evolution of organizations, process automation.
Project Control and process instrumentation
The seven-core metrics, management indicators, quality indicators, life-cycle expectations, Pragmatic software metrics, metrics automation.

UNIT - V
CCPDS-R Case Study and Future Software Project Management Practices
Modern Project Profiles, Next-Generation software Economics, Modern Process Transitions.

TEXT BOOKS:
1. Managing the Software Process, Watts S. Humphrey, Pearson Education
2. Software Project Management, Walker Royce, Pearson Education

REFERENCE BOOKS:
1. An Introduction to the Team Software Process, Watts S. Humphrey, Pearson Education, 2000
2. Process Improvement essentials, James R. Persse, O'Reilly, 2006
3. Software Project Management, Bob Hughes & Mike Cotterell, fourth edition, TMH, 2006
4. Applied Software Project Management, Andrew Stellman & Jennifer Greene, O'Reilly, 2006.
5. Head First PMP, Jennifer Greene & Andrew Stellman, O'Reilly, 2007
6. Software Engineering Project Management, Richard H. Thayer & Edward Yourdon, 2nd edition, Wiley India, 2004.
7. Agile Project Management, Jim Highsmith, Pearson education, 2004.

21IT703PC: INFORMATION SECURITY LAB

IV Year B.Tech. IT I -Sem

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List of Experiments:

1. Write a C program that contains a string (char pointer) with a value 'Hello world'. The program should XOR each character in this string with 0 and displays the result.

2. Write a C program that contains a string (char pointer) with a value 'Hello world'. The program should AND or and XOR each character in this string with 127 and display the result.

3. Write a Java program to perform encryption and decryption using the following algorithms
   a. Ceaser cipher b. Substitution cipher   c. Hill Cipher

4. Write a C/JAVA program to implement the DES algorithm logic.

5. Write a C/JAVA program to implement the Blowfish algorithm logic.

6. Write a C/JAVA program to implement the Rijndael algorithm logic.

7. Write the RC4 logic in Java Using Java cryptography; encrypt the text "Hello world" using Blowfish. Create your own key using Java key tool.

8. Write a Java program to implement RSA algorithm.

9. Implement the Diffie-Hellman Key Exchange mechanism using HTML and JavaScript.

10. Calculate the message digest of a text using the SHA-1 algorithm in JAVA.

11. Calculate the message digest of a text using the MD5 algorithm in JAVA.

21SM801MS: ORGANIZATIONAL BEHAVIOUR

IV Year B.Tech. IT II - Sem
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Course Objectives: The objective of the course is to provide the students with the conceptual framework and the theories underlying Organizational Behaviour.

UNIT - I:
Introduction to OB - Definition, Nature and Scope – Environmental and organizational context – Impact of IT, globalization, Diversity, Ethics, culture, reward systems and organizational design on Organizational Behaviour. Cognitive Processes-I: Perception and Attribution: Nature and importance of Perception – Perceptual selectivity and organization – Social perception – Attribution Theories – Locus of control –Attribution Errors –Impression Management.

UNIT- II:
Cognitive Processes-II: Personality and Attitudes – Personality as a continuum – Meaning of personality - Johari Window and Transactional Analysis - Nature and Dimension of Attitudes – Job satisfaction and organizational commitment-Motivational needs and processes- Work-Motivation Approaches Theories of Motivation- Motivation across cultures - Positive organizational behaviour: Optimism – Emotional intelligence – Self-Efficacy.

UNIT - III:
Dynamics of OB-I: Communication – types – interactive communication in organizations – barriers to communication and strategies to improve the follow of communication - Decision Making: Participative decision-making techniques – creativity and group decision making. Dynamics of OB –II Stress and Conflict: Meaning and types of stress –Meaning and types of conflict - Effect of stress and intra-individual conflict - strategies to cope with stress and conflict.

UNIT - IV:
Dynamics of OB –III Power and Politics: Meaning and types of power – empowerment - Groups Vs. Teams – Nature of groups – dynamics of informal groups – dysfunctions of groups and teams – teams in modern work place.

UNIT - V:
Leading High performance: Job design and Goal setting for High performance- Quality of Work Life-Socio technical Design and High-performance work practices - Behavioural performance management: reinforcement and punishment as principles of Learning –Process of Behavioural modification - Leadership theories - Styles, Activities and skills of Great leaders.

REFERENCE BOOKS:
1. Luthans, Fred: Organizational Behaviour 10/e, McGraw-Hill, 2009
2. McShane: Organizational Behaviour, 3e, TMH, 2008
3. Nelson: Organizational Behaviour, 3/e, Thomson, 2008.
4. Newstrom W. John & Davis Keith, Organisational Behaviour-- Human Behaviour at Work, 12/e, TMH, New Delhi, 2009.
5. Pierce and Gardner: Management and Organisational Behaviour: An Integrated perspective, Thomson, 2009.
6. Robbins, P. Stephen, Timothy A. Judge: Organisational Behaviour, 12/e, PHI/Pearson, New Delhi, 2009.
7. Pareek Udai: Behavioural Process at Work: Oxford & IBH, New Delhi, 2009.
8. Schermerhorn: Organizational Behaviour 9/e, Wiley, 2008.
9. Hitt: Organizational Behaviour, Wiley, 2008

10. Aswathappa: Organisational Behaviour, 7/e, Himalaya, 2009
11. Mullins: Management and Organisational Behaviour, Pearson, 2008.
12. McShane, Glinow: Organisational Behaviour--Essentials, TMH, 2009.
13. Ivancevich: Organisational Behaviour and Management, 7/e, TMH, 2008.

21IT811PE: NATURAL LANGUAGE PROCESSING (Professional Elective - VI)

IV Year B.Tech. IT II - Sem

L	T	P	C
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Prerequisites: Data structures, finite automata and probability theory

Course Objectives:
- Introduce to some of the problems and solutions of NLP and their relation to linguistics and statistics.

Course Outcomes:
- Show sensitivity to linguistic phenomena and an ability to model them with formal grammars.
- Understand and carry out proper experimental methodology for training and evaluating empirical NLP systems
- Able to manipulate probabilities, construct statistical models over strings and trees, and estimate parameters using supervised and unsupervised training methods.
- Able to design, implement, and analyze NLP algorithms
- Able to design different language modeling Techniques.

UNIT - I
Finding the Structure of Words: Words and Their Components, Issues and Challenges, Morphological Models
Finding the Structure of Documents: Introduction, Methods, Complexity of the Approaches, Performances of the Approaches

UNIT - II
Syntax Analysis: Parsing Natural Language, Treebanks: A Data-Driven Approach to Syntax, Representation of Syntactic Structure, Parsing Algorithms, Models for Ambiguity Resolution in Parsing, Multilingual Issues

UNIT - III
Semantic Parsing: Introduction, Semantic Interpretation, System Paradigms, Word Sense
Systems, Software.

UNIT - IV
Predicate-Argument Structure, Meaning Representation Systems, Software.

UNIT - V
Discourse Processing: Cohension, Reference Resolution, Discourse Cohension and Structure
Language Modeling: Introduction, N-Gram Models, Language Model Evaluation, Parameter Estimation, Language Model Adaptation, Types of Language Models, Language-Specific Modeling Problems, Multilingual and Crosslingual Language Modeling

TEXT BOOKS:
1. Multilingual natural Language Processing Applications: From Theory to Practice – Daniel M. Bikel and Imed Zitouni, Pearson Publication
2. Natural Language Processing and Information Retrieval: Tanvier Siddiqui, U.S. Tiwary

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

21CS812PE: DISTRIBUTED SYSTEMS (Professional Elective - VI)

IV Year B.Tech. IT II -Sem

	L	T	P	C
	3	0	0	3

Prerequisites:
1. A course on "Operating Systems"
2. A course on "Computer Organization & Architecture"

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

Course Outcomes:
- Ability to understand Transactions and Concurrency control.
- Ability to understand Security issues.
- Understanding Distributed shared memory.
- Ability to design distributed systems for basic level applications.

UNIT - I
Characterization of Distributed Systems-Introduction, Examples of Distributed systems, Resource sharing and web, challenges, System models -Introduction, Architectural and Fundamental models, Networking and Internetworking, Interprocess Communication, Distributed objects and Remote Invocation-Introduction, Communication between distributed objects, RPC, Events and notifications, Case study-Java RMI.

UNIT - II
Operating System Support- Introduction, OS layer, Protection, Processes and Threads, Communication and Invocation, Operating system architecture, Distributed File Systems-Introduction, File Service architecture.

UNIT - III
Peer to Peer Systems–Introduction, Napster and its legacy, Peer to Peer middleware, Routing overlays, Overlay case studies-Pastry, Tapestry, Application case studies-Squirrel, Ocean Store.
Time and Global States-Introduction, Clocks, events and Process states, Synchronizing physical clocks, logical time and logical clocks, global states, distributed debugging.
Coordination and Agreement-Introduction, Distributed mutual exclusion, Elections, Multicast communication, consensus and related problems.

UNIT - IV
Transactions and Concurrency Control-Introduction, Transactions, Nested Transactions, Locks, Optimistic concurrency control, Timestamp ordering. Distributed Transactions-Introduction, Flat and Nested Distributed Transactions, Atomic commit protocols, Concurrency control in distributed transactions, Distributed deadlocks, Transaction recovery.

UNIT - V
Replication-Introduction, System model and group communication, Fault tolerant services, Transactions with replicated data.
Distributed shared memory, Design and Implementation issues, Consistency models.

TEXT BOOKS:
1. Distributed Systems Concepts and Design, G Coulouris, J Dollimore and T Kindberg, Fourth Edition, Pearson Education.
2. Distributed Systems, S. Ghosh, Chapman & Hall/CRC, Taylor & Francis Group, 2010.

REFERENCE BOOKS:
1. Distributed Systems – Principles and Paradigms, A.S. Tanenbaum and M.V. Steen, Pearson Education.
2. Distributed Computing, Principles, Algorithms and Systems, Ajay D. Kshema kalyani and Mukesh Singhal, Cambridge, rp 2010.

21CS813PE: NEURAL NETWORKS & DEEP LEARNING (Professional Elective - VI)

IV Year B.Tech. IT II -Sem	**L**	**T**	**P**	**C**
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Course Objectives:
- To introduce the foundations of Artificial Neural Networks
- To acquire the knowledge on Deep Learning Concepts
- To learn various types of Artificial Neural Networks
- To gain knowledge to apply optimization strategies

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

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

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

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

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

UNIT - V
Optimization for Train Deep Models: Challenges in Neural Network Optimization, Basic Algorithms, Parameter Initialization Strategies, Algorithms with Adaptive Learning Rates, Approximate Second-Order Methods, Optimization Strategies and Meta-Algorithms
Applications: Large-Scale Deep Learning, Computer Vision, Speech Recognition, Natural Language Processing

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

21CS814PE: HUMAN COMPUTER INTERACTION (Professional Elective - VI)

IV Year B.Tech. IT II - Sem

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Course Objectives: To gain an overview of Human-Computer Interaction (HCI), with an understanding of user interface design in general, and alternatives to traditional "keyboard and mouse" computing; become familiar with the vocabulary associated with sensory and cognitive systems as relevant to task performance by humans; be able to apply models from cognitive psychology to predicting user performance in various human-computer interaction tasks and recognize the limits of human performance as they apply to computer operation; appreciate the importance of a design and evaluation methodology that begins with and maintains a focus on the user; be familiar with a variety of both conventional and non-traditional user interface paradigms, the latter including virtual and augmented reality, mobile and wearable computing, and ubiquitous computing; and understand the social implications of technology and their ethical responsibilities as engineers in the design of technological systems. Finally, working in small groups on a product design from start to finish will provide you with invaluable team-work experience.

Course Outcomes:
- Ability to apply HCI and principles to interaction design.
- Ability to design certain tools for blind or PH people.

UNIT - I
Introduction: Importance of user Interface – definition, importance of good design. Benefits of good design. A brief history of Screen design.
The graphical user interface – popularity of graphics, the concept of direct manipulation, graphical system, Characteristics, Web user – Interface popularity, characteristics- Principles of user interface.

UNIT - II
Design process – Human interaction with computers, importance of human characteristics human consideration, Human interaction speeds, understanding business junctions.
Screen Designing: Design goals – Screen planning and purpose, organizing screen elements, ordering of screen data and content – screen navigation and flow – Visually pleasing composition – amount of information – focus and emphasis – presentation information simply and meaningfully – information retrieval on web – statistical graphics – Technological consideration in interface design.

UNIT - III
Windows – New and Navigation schemes selection of window, selection of devices based and screen-based controls. Components – text and messages, Icons and increases – Multimedia, colors, uses problems, choosing colors.

UNIT - IV
HCI in the software process, The software life cycle Usability engineering Iterative design and prototyping Design Focus: Prototyping in practice Design rationale Design rules Principles to support usability Standards Golden rules and heuristics HCI patterns Evaluation techniques, Goals of evaluation, Evaluation through expert analysis, Evaluation through user participation, Choosing an evaluation method. Universal design, Universal design principles Multi-modal interaction

UNIT - V
Cognitive models Goal and task hierarchies Design Focus: GOMS saves money Linguistic models The challenge of display-based systems Physical and device models Cognitive architectures Ubiquitous computing and augmented realities Ubiquitous computing applications research Design Focus: Ambient

Wood – augmenting the physical Virtual and augmented reality Design Focus: Shared experience Design Focus: Applications of augmented reality Information and data visualization Design Focus: Getting the size right.

TEXT BOOKS:
1. The essential guide to user interface design, Wilbert O Galitz, Wiley Dream Tech. Units 1, 2, 3
2. Human – Computer Interaction. Alan Dix, Janet Fincay, Gre Goryd, Abowd, Russell Bealg, Pearson Education Units 4,5

REFERENCE BOOKS:
1. Designing the user interface. 3rd Edition Ben Shneidermann, Pearson Education Asia.
2. Interaction Design Prece, Rogers, Sharps. Wiley Dreamtech.
3. User Interface Design, Soren Lauesen , Pearson Education.
4. Human –Computer Interaction, D. R. Olsen, Cengage Learning.
5. Human –Computer Interaction, Smith - Atakan, Cengage Learning.

21CS815PE: CYBER FORENSICS (Professional Elective - VI)

IV Year B.Tech. IT II -Sem   **L   T   P   C**

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Prerequisites: Network Security

Course Objectives:
- A brief explanation of the objective is to provide digital evidences which are obtained from digital media.
- In order to understand the objectives of computer forensics, first of all, people have to recognize the different roles computer plays in a certain crime.
- According to a snippet from the United States Security Service, the functions computer has in different kinds of crimes.

Course Outcomes:
- Students will understand the usage of computers in forensic, and how to use various forensic tools for a wide variety of investigations.
- It gives an opportunity to students to continue their zeal in research in computer forensics

UNIT - I

Introduction of Cybercrime: Types, The Internet spawns crime, Worms versus viruses, Computers' roles in crimes, Introduction to digital forensics, Introduction to Incident - Incident Response Methodology – Steps - Activities in Initial Response, Phase after detection of an incident

UNIT - II

Initial Response and forensic duplication, Initial Response & Volatile Data Collection from Windows system -Initial Response & Volatile Data Collection from Unix system – Forensic Duplication: Forensic duplication: Forensic Duplicates as Admissible Evidence, Forensic Duplication Tool Requirements, Creating a Forensic. Duplicate/Qualified Forensic Duplicate of a Hard Drive

UNIT - III

Forensics analysis and validation: Determining what data to collect and analyze, validating forensic data, addressing data-hiding techniques, performing remote acquisitions

Network Forensics: Network forensics overview, performing live acquisitions, developing standard procedures for network forensics, using network tools, examining the honeynet project.

UNIT - IV

Current Forensic tools: evaluating computer forensic tool needs, computer forensics software tools, computer forensics hardware tools, validating and testing forensics software E-Mail Investigations: Exploring the role of e-mail in investigation, exploring the roles of the client and server in e-mail, investigating e-mail crimes and violations, understanding e-mail servers, using specialized e-mail forensic tools.

Cell phone and mobile device forensics: Understanding mobile device forensics, understanding acquisition procedures for cell phones and mobile devices.

UNIT - V

Working with Windows and DOS Systems: understanding file systems, exploring Microsoft File Structures, Examining NTFS disks, Understanding whole disk encryption, windows registry, Microsoft startup tasks, MS-DOS startup tasks, virtual machines.

TEXT BOOKS:
1. Kevin Mandia, Chris Prosise, "Incident Response and computer forensics", Tata McGraw Hill, 2006.

2. Computer Forensics, Computer Crime Investigation by John R. Vacca, Firewall Media, New Delhi.
3. Computer Forensics and Investigations by Nelson, Phillips Enfinger, Steuart, CENGAGE Learning

REFERENCE BOOKS:
1. Real Digital Forensics by Keith J. Jones, Richard Bejtiich, Curtis W. Rose, Addison- Wesley Pearson Education
2. Forensic Compiling, A Tractitioneris Guide by Tony Sammes and Brian Jenkinson, Springer International edition.