BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

B.Tech – R22 COURSE STRUCTURE
(Applicable from the batch admitted during 2022-23 and onwards)

Department of Computer Engineering (SE)

I Year I Semester

S. No.	Course Code	Course	L	T	P	Credits
1.	22MA101BS	Matrices and Calculus	3	1	0	4
2.	22CH101BS	Engineering Chemistry	3	1	0	4
3.	22CS101ES	Programming for Problem Solving	3	0	0	3
4.	22EE101ES	Basic Electrical Engineering	2	0	0	2
5.	22ME103ES	Computer Aided Engineering Graphics	1	0	4	3
6.	22CS107ES	Elements of Computer Science & Engineering	0	0	2	1
7.	22CH102BS	Engineering Chemistry Laboratory	0	0	2	1
8.	22CS102ES	Programming for Problem Solving Laboratory	0	0	2	1
9.	22EE102ES	Basic Electrical Engineering Laboratory	0	0	2	1
10.		Induction Program				
		Total	**12**	**2**	**12**	**20**

I Year II Semester

S. No.	Course Code	Course	L	T	P	Credits
1.	22MA202BS	Ordinary Differential Equations and Vector Calculus	3	1	0	4
2.	22PH201BS	Applied Physics	3	1	0	4
3.	22ME201ES	Engineering Workshop	0	1	3	2.5
4.	22EN201HS	English for Skill Enhancement	2	0	0	2
5.	22EC202ES	Electronic Devices and Circuits	2	0	0	2
6.	22CS208ES	Python Programming Laboratory	0	1	2	2
7.	22PH202BS	Applied Physics Laboratory	0	0	3	1.5
8.	22EN202HS	English Language and Communication Skills Laboratory	0	0	2	1
9.	22CS209ES	IT Workshop	0	0	2	1
10.	22MC201ES	Environmental Science	3	0	0	0
		Total	**13**	**4**	**12**	**20**

II YEAR I SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	22EC307ES	Digital Logic Design	3	0	0	3
2	22CS310PC	Data Structures	3	0	0	3
3	22MA303BS	Computer Oriented Statistical Methods	3	1	0	4
4	22CS312PC	Computer Organization and Architecture	3	0	0	3
5	22CS313PC	Object Oriented Programming through Java	3	0	0	3
6	22CS311PC	Data Structures Lab	0	0	3	1.5
7	22CS314PC	Object Oriented Programming through Java Lab	0	0	3	1.5
8	22CS315PC	Data visualization- R Programming/ Power BI	0	0	2	1
9	22MC302	Gender Sensitization Lab	0	0	2	0
		Total	**15**	**1**	**10**	**20**

II YEAR II SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	22CS416PC	Discrete Mathematics	3	0	0	3
2	22SM401MS	Business Economics & Financial Analysis	3	0	0	3
3	22CS417PC	Operating Systems	3	0	0	3
4	22CS427PC	Formal Languages and Automata Theory	3	0	0	3
5	22CS421PC	Software Engineering	3	0	0	3
6	22CS418PC	Operating Systems Lab	0	0	2	1
7	22CS422PC	Software Engineering Lab	0	0	2	1
8	22CS4160PR	Real-time Research Project/ Field Based Research Project	0	0	4	2
9	22CS428PC	Node JS/ React JS/ Django	0	0	2	1
10	22MC403	Constitution of India	3	0	0	0
		Total	**18**	**0**	**10**	**20**

III YEAR I SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	22CS523PC	Computer Networks	3	0	0	3
2	22CS519PC	Database Management Systems	3	0	0	3
3	22CS535PC	Software Requirements & Estimation	3	1	0	4
4		Professional Elective – I	3	0	0	3
5		Professional Elective – II	3	0	0	3
6	22CS524PC	Computer Networks Lab	0	0	2	1
7	22CS520PC	Database Management Systems Lab	0	0	2	1
8	22EN503HS	Advanced English Communication Skills Lab	0	0	2	1
9	22CS539PC	UI design- Flutter	0	0	2	1
10	22MC504	Intellectual Property Rights	3	0	0	0
11	22MC505	Fundamentals of AI	3	0	0	0
		Total	**18**	**1**	**08**	**20**

III YEAR II SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	22CS668PC	Compiler Design	3	0	0	3
2	22CS652PC	Software Testing Methodologies	3	0	0	3
3	22CS630PC	Design and Analysis of Algorithm	3	0	0	3
4		Professional Elective – III	3	0	0	3
5		Open Elective – I	3	0	0	3
6	22CS669PC	Compiler Design Lab	0	0	2	1
7	22CS653PC	Software Testing Lab	0	0	2	1
8		Professional Elective - III Lab	0	0	2	1
9	22CS6161PR	Industrial Oriented Mini Project/ Internship/ Skill Development Course (Big data-Spark)	0	0	4	2
10	*22MC606	Environmental Science	3	0	0	0
11	22MC607	Cyber Security	3	0	0	0
		Total	**18**	**0**	**8**	**20**

IV YEAR I SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	22CS764PC	Agile Software Development	3	0	0	3
2	22CS736PC	Machine Learning	3	0	0	3
3		Professional Elective – IV	3	0	0	3
4		Professional Elective – V	3	0	0	3
5		Open Elective – II	3	0	0	3
6	22CS765PC	Agile Software Development Lab	0	0	2	1
7	22CS737PC	Machine Learning Lab	0	0	2	1
8	22CS7164PR	Project Stage – I	0	0	6	3
		Total	**15**	**0**	**10**	**20**

IV YEAR II SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	22SM802MS	Organizational Behavior	3	0	0	3
2		Professional Elective – VI	3	0	0	3
3		Open Elective – III	3	0	0	3
4	22CS8165PR	Project Stage – II including Seminar	0	0	22	11
		Total	**9**	**0**	**22**	**20**

List of Professional Electives

Subject code	Professional Elective	Subject name
22CS5156PE	**Professional Elective – I**	Data Warehousing and Business Intelligence
22CS547PE		Artificial Intelligence
22CS5112PE		Web Programming
22CS572PE		Image Processing
22CS574PE		Computer Graphics
22CS5118PE	**Professional Elective – II**	Mining Massive Datasets
22CS576PE		Information Retrieval Systems
22CS580PE		Internet of Things
22CS533PE		DevOps
22CS5113PE		Software Design Methodologies
22CS6114PE	**Professional Elective – III**	Object Oriented Analysis & Design
22CS696PE		Introduction to Data Science
22CS682PE		Scripting Languages
22CS6101PE		Mobile Application Development
22CS656PE		Cryptography and Network Security
22CS6115PE	**Professional Elective – III Lab**	Object Oriented Analysis & Design Lab
22CS632PE		R Programming Lab
22CS683PE		Scripting Languages Lab
22CS6102PE		Mobile Application Development Lab
22CS657PE		Cryptography and Network Security Lab
22CS770PE	**Professional Elective – IV**	Quantum Computing
22CS7125PE		Data Visualization Techniques
22CS754PE		Natural Language Processing
22CS7128PE		Information Storage Management
22CS791PE		Software Project Management
22CS7121PE	**Professional Elective –V**	Privacy Preserving in Data Mining
22CS787PE		Cloud Computing
22CS7120PE		Data Stream Mining
22CS7122PE		Software Quality Assurance
22CS7119PE		Exploratory Data Analysis
22CS8123PE	**Professional Elective –VI**	Software Metrics
22CS8124PE		Web security
22CS892PE		Computational Complexity
22CS8116PE		Block chain Technology
22CS8129PE		Parallel and Distributed Computing

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B.Tech. List of open Electives offered by Computer Engineering(SE)

Applicable from A.Y.2022-23 Batch

Subject code	Open Elective	Subject name
22CS621OE	**Open Elective – I**	Software Engineering
22CS652OE		Software Testing Methodologies
22CS723OE	**Open Elective – II**	Computer Networks
22CS791OE		Software Project Management
22CS8112OE	**Open Elective – III**	Web Programming
22CS8122OE		Software Quality Assurance

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE (AUTONOMOUS)

22MA101BS: MATRICES AND CALCULUS

B.Tech. I Year I Sem.

L	T	P	C
3	1	0	4

Pre-requisites: Mathematical Knowledge at pre-university level

Course Objectives: To learn

- Types of matrices and their properties.
- Concept of a rank of the matrix and applying this concept to know the consistency and solving the system of linear equations.
- Concept of eigenvalues and eigenvectors and to reduce the quadratic form to canonical form
- Geometrical approach to the mean value theorems and their application to the mathematical problems
- Evaluation of surface areas and volumes of revolutions of curves.
- Evaluation of improper integrals using Beta and Gamma functions.
- Partial differentiation, concept of total derivative
- Finding maxima and minima of function of two and three variables.
- Evaluation of multiple integrals and their applications

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

- Write the matrix representation of a set of linear equations and to analyse the solution of the system of equations
- Find the Eigenvalues and Eigen vectors
- Reduce the quadratic form to canonical form using orthogonal transformations.
- Solve the applications on the mean value theorems.
- Evaluate the improper integrals using Beta and Gamma functions
- Find the extreme values of functions of two variables with/ without constraints.
- Evaluate the multiple integrals and apply the concept to find areas, volumes

UNIT - I: Matrices **10 L**

Rank of a matrix by Echelon form and Normal form, Inverse of Non-singular matrices by Gauss-Jordan method, System of linear equations: Solving system of Homogeneous and Non-Homogeneous equations by Gauss elimination method, Gauss Seidel Iteration Method.

UNIT - II: Eigen values and Eigen vectors **10 L**

Linear Transformation and Orthogonal Transformation: Eigenvalues, Eigenvectors and their properties, Diagonalization of a matrix, Cayley-Hamilton Theorem (without proof), finding inverse and power of a matrix by Cayley-Hamilton Theorem, Quadratic forms and Nature of the Quadratic Forms, Reduction of Quadratic form to canonical forms by Orthogonal Transformation.

UNIT - III: Calculus **10 L**

Mean value theorems: Rolle's theorem, Lagrange's Mean value theorem with their Geometrical Interpretation and applications, Cauchy's Mean value Theorem, Taylor's Series.

Applications of definite integrals to evaluate surface areas and volumes of revolutions of curves (Only in Cartesian coordinates), Definition of Improper Integral: Beta and Gamma functions and their applications.

UNIT - IV: Multivariable Calculus (Partial Differentiation and applications) **10 L**

Definitions of Limit and continuity.

Partial Differentiation: Euler's Theorem, Total derivative, Jacobian, Functional dependence & independence. Applications: Maxima and minima of functions of two variables and three variables using method of Lagrange multipliers.

UNIT-V: Multivariable Calculus (Integration) 8 L

Evaluation of Double Integrals (Cartesian and polar coordinates), change of order of integration (only Cartesian form), Evaluation of Triple Integrals: Change of variables (Cartesian to polar) for double and (Cartesian to Spherical and Cylindrical polar coordinates) for triple integrals.

Applications: Areas (by double integrals) and volumes (by double integrals and triple integrals).

TEXT BOOKS:

1. B.S. Grewal, Higher Engineering Mathematics, Khanna Publishers, 36th Edition, 2010.
2. R.K. Jain and S.R.K. Iyengar, Advanced Engineering Mathematics, Narosa Publications, 5th Editon, 2016.

REFERENCE BOOKS:

1. Erwin kreyszig, Advanced Engineering Mathematics, 9th Edition, John Wiley & Sons, 2006.
2. G.B. Thomas and R.L. Finney, Calculus and Analytic geometry, 9thEdition,Pearson, Reprint, 2002.
3. N.P. Bali and Manish Goyal, A text book of Engineering Mathematics, Laxmi Publications, Reprint, 2008.
4. H. K. Dass and Er. Rajnish Verma, Higher Engineering Mathematics, S Chand and Company Limited, New Delhi.

B.TECH. R22 Regulations

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(UGC-AUTONOMOUS)

22CH101BS: ENGINEERING CHEMISTRY

B.Tech. I Year I Sem. **L T P C**
3 1 0 4

Course Objectives:

1. To bring adaptability to new developments in Engineering Chemistry and to acquire the skillsrequired to become a perfect engineer.
2. To include the importance of water in industrial usage, fundamental aspects of battery chemistry, significance of corrosion it's control to protect the structures.
3. To imbibe the basic concepts of petroleum and its products.
4. To acquire required knowledge about engineering materials like cement, smart materials and Lubricants.

Course Outcomes:

1. Students will acquire the basic knowledge of electrochemical procedures related to corrosionand its control.
2. The students are able to understand the basic properties of water and its usage in domesticand industrial purposes.
3. They can learn the fundamentals and general properties of polymers and other engineeringmaterials.
4. They can predict potential applications of chemistry and practical utility in order to becomegood engineers and entrepreneurs.

UNIT - I: Water and its treatment: [8]

Introduction to hardness of water – Estimation of hardness of water by complexometric method and related numerical problems. Potable water and its specifications - Steps involved in the treatment of potable water - Disinfection of potable water by chlorination and break - point chlorination. Defluoridation – Nalgonda technique - Determination of F^- ion by ion- selective electrode method.

Boiler troubles: Sludges, Scales and Caustic embrittlement. Internal treatment of Boiler feed water - Calgon conditioning - Phosphate conditioning - Colloidal conditioning, External treatment methods - Softening of water by ion- exchange processes. Desalination of water – Reverse osmosis.

UNIT – II Battery Chemistry & Corrosion [8]

Introduction - Classification of batteries- primary, secondary and reserve batteries with examples. Basic requirements for commercial batteries. Construction, working and applications of: Zn-air and Lithium ion battery, Applications of Li-ion battery to electrical vehicles. Fuel Cells- Differences between battery and a fuel cell, Construction and applications of Methanol Oxygen fuel cell and Solid oxide fuel cell. Solar cells - Introduction and applications of Solar cells.

Corrosion: Causes and effects of corrosion – theories of chemical and electrochemical corrosion – mechanism of electrochemical corrosion, Types of corrosion: Galvanic, water-line and pitting corrosion. Factors affecting rate of corrosion, Corrosion control methods- Cathodic protection – Sacrificial anode and impressed current methods.

UNIT - III: Polymeric materials: [8]

Definition – Classification of polymers with examples – Types of polymerization –
addition (free radical addition) and condensation polymerization with examples – Nylon 6:6, Terylene **Plastics:** Definition and characteristics- thermoplastic and thermosetting plastics, Preparation,Properties and engineering applications of PVC and Bakelite, Teflon, Fiber reinforced plastics (FRP). **Rubbers:** Natural rubber and its vulcanization.

Elastomers: Characteristics –preparation – properties and applications of Buna-S, Butyl and Thiokolrubber.

Conducting polymers: Characteristics and Classification with examples-mechanism of conduction intrans-polyacetylene and applications of conducting polymers.

Biodegradable polymers: Concept and advantages - Polylactic acid and poly vinyl alcohol and their applications.

UNIT - IV: Energy Sources: [8]

Introduction, Calorific value of fuel – HCV, LCV- Dulongs formula. Classification- solid fuels: coal – analysis of coal – proximate and ultimate analysis and their significance. Liquid fuels – petroleum and its refining, cracking types – moving bed catalytic cracking. Knocking – octane and cetane rating, synthetic petrol - Fischer-Tropsch's process; Gaseous fuels – composition and uses of natural gas, LPG and CNG, Biodiesel – Transesterification, advantages.

UNIT - V: **Engineering Materials: [8]**

Cement: Portland cement, its composition, setting and hardening.

Smart materials and their engineering applications

Shape memory materials- Poly L- Lactic acid. Thermoresponse materials- Polyacryl amides, Poly vinyl amides

Lubricants: Classification of lubricants with examples-characteristics of a good lubricants - mechanism of lubrication (thick film, thin film and extreme pressure)- properties of lubricants: viscosity, cloud point, pour point, flash point and fire point.

TEXT BOOKS:

1. Engineering Chemistry by P.C. Jain and M. Jain, Dhanpatrai Publishing Company, 2010
2. Engineering Chemistry by Rama Devi, Venkata Ramana Reddy and Rath, Cengage learning,2016
3. Textbook of Engineering Chemistry by Jaya Shree Anireddy, Wiley Publications.
4. A text book of Engineering Chemistry by M. Thirumala Chary, E. Laxminarayana and K. Shashikala, Pearson Publications, 2021.

REFERENCE BOOKS:

1. Engineering Chemistry by Shikha Agarwal, Cambridge University Press, Delhi (2015)
2. Engineering Chemistry by Shashi Chawla, Dhanpatrai and Company (P) Ltd. Delhi (2011)

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22CS101ES: PROGRAMMING FOR PROBLEM SOLVING

B.Tech. I Year I Sem.

L	T	P	C
3	0	0	3

Course Objectives:

- To learn the fundamentals of computers.
- To understand the various steps in program development.
- To learn the syntax and semantics of the C programming language.
- To learn the usage of structured programming approaches in solving problems.

Course Outcomes: The student will learn

- To write algorithms and to draw flowcharts for solving problems.
- To convert the algorithms/flowcharts to C programs.
- To code and test a given logic in the C programming language.
- To decompose a problem into functions and to develop modular reusable code.
- To use arrays, pointers, strings and structures to write C programs.
- Searching and sorting problems.

UNIT - I: Introduction to Programming

Compilers, compiling and executing a program.

Representation of Algorithm - Algorithms for finding roots of a quadratic equations, finding minimum and maximum numbers of a given set, finding if a number is prime number Flowchart/Pseudocode with examples, Program design and structured programming

Introduction to C Programming Language: variables (with data types and space requirements), Syntax and Logical Errors in compilation, object and executable code, Operators, expressions and precedence, Expression evaluation, Storage classes (auto, extern, static and register), type conversion, The main method and command line arguments Bitwise operations: Bitwise AND, OR, XOR and NOT operators

Conditional Branching and Loops: Writing and evaluation of conditionals and consequent branching with if, if-else, switch-case, ternary operator, goto, Iteration with for, while, do- while loops

I/O: Simple input and output with scanf and printf, formatted I/O, Introduction to stdin, stdout and stderr. Command line arguments

UNIT - II: Arrays, Strings, Structures and Pointers:

Arrays: one and two dimensional arrays, creating, accessing and manipulating elements of arrays Strings: Introduction to strings, handling strings as array of characters, basic string functions available in C (strlen, strcat, strcpy, strstr etc.), arrays of strings

Structures: Defining structures, initializing structures, unions, Array of structures

Pointers: Idea of pointers, Defining pointers, Pointers to Arrays and Structures, Use of Pointers in self-referential structures, usage of self referential structures in linked list (no implementation) Enumeration data type

UNIT - III: Preprocessor and File handling in C:

Preprocessor: Commonly used Preprocessor commands like include, define, undef, if, ifdef, ifndef

Files: Text and Binary files, Creating and Reading and writing text and binary files, Appending data to existing files, Writing and reading structures using binary files, Random access using fseek, ftell and rewind functions.

UNIT - IV: Function and Dynamic Memory Allocation:

Functions: Designing structured programs, Declaring a function, Signature of a function, Parameters and return type of a function, passing parameters to functions, call by value, Passing arrays to functions, passing pointers to functions, idea of call by reference, Some C standard functions and libraries

Recursion: Simple programs, such as Finding Factorial, Fibonacci series etc., Limitations of Recursive functions Dynamic memory allocation: Allocating and freeing memory, Allocating memory for arrays of different data types

UNIT - V: Searching and Sorting:

Basic searching in an array of elements (linear and binary search techniques), Basic algorithms to sort array of elements (Bubble, Insertion and Selection sort algorithms), Basic concept of order of complexity through the example programs

TEXT BOOKS:

1. Jeri R. Hanly and Elliot B.Koffman, Problem solving and Program Design in C 7th Edition, Pearson
2. B.A. Forouzan and R.F. Gilberg C Programming and Data Structures, Cengage Learning, (3rd Edition)

REFERENCE BOOKS:

1. Brian W. Kernighan and Dennis M. Ritchie, The C Programming Language, Prentice Hall of India
2. E. Balagurusamy, Computer fundamentals and C, 2nd Edition, McGraw-Hill
3. Yashavant Kanetkar, Let Us C, 18th Edition, BPB
4. R.G. Dromey, How to solve it by Computer, Pearson (16th Impression)
5. Programming in C, Stephen G. Kochan, Fourth Edition, Pearson Education.
6. Herbert Schildt, C: The Complete Reference, Mc Graw Hill, 4th Edition
7. Byron Gottfried, Schaum’s Outline of Programming with C, McGraw-Hill

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

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22EE101ES: BASIC ELECTRICAL ENGINEERING

B.Tech. I Year I Sem.

L	T	P	C
2	0	0	2

Prerequisites: Mathematics

Course Objectives:

- To understand DC and Single & Three phase AC circuits
- To study and understand the different types of DC, AC machines and Transformers.
- To import the knowledge of various electrical installations and the concept of power, power factor and its improvement.

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

- Understand and analyze basic Electrical circuits
- Study the working principles of Electrical Machines and Transformers
- Introduce components of Low Voltage Electrical Installations.

Course Objectives	Program Outcomes											
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
To understand DC and Single & Three phase AC circuits.	3	2	1		2	0	0	1	2	0	1	2
To study and understand the different types of DC, AC machines and Transformers.	3	2	1	1	3	0	0	0	2	0	1	1
To import the knowledge of various electrical installations and the concept of power, power factor and its improvement.	3	2	0		3	0	0	0	1	2	1	1

Course Outcomes	Program Outcomes											
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
Understand and analyse basic Electrical circuits	3	2	1	0	1	0	0	0	2	0	2	2
Study the working principles of Electrical Machines and Transformers	3	2	1	0	3	1	0	1	1	2	1	2
Introduce components of Low Voltage Electrical Installations.	3	2	1	1	3	2	0	0	1	0	2	2

UNIT-I:

D.C. Circuits: Electrical circuit elements (R, L and C), voltage and current sources, KVL&KCL, analysis of simple circuits with dc excitation. Superposition, Thevenin and Norton Theorems. Time-domain analysis of first-order RL and RC circuits.

UNIT-II:

A.C. Circuits: Representation of sinusoidal waveforms, peak and rms values, phasor representation, real power, reactive power, apparent power, power factor, Analysis of single-phase ac circuits consisting of R, L, C, RL, RC, RLC combinations (series and parallel), resonance in series R-L-C circuit. Three-phase balanced circuits, voltage and current relations in star and delta connections.

UNIT-III:

Transformers: Ideal and practical transformer, equivalent circuit, losses in transformers, regulation and efficiency. Auto-transformer and three-phase transformer connections.

UNIT-IV:

Electrical Machines: Construction and working principle of dc machine, performance characteristics of dc shunt machine. Generation of rotating magnetic field, Construction and working of a three-phase induction motor, Significance of torque-slip characteristics. Single-phase induction motor, Construction and working. Construction and working of synchronous generator.

UNIT-V:

Electrical Installations: Components of LT Switchgear: Switch Fuse Unit (SFU), MCB, ELCB, MCCB, Types of Wires and Cables, Earthing. Types of Batteries, Important Characteristics for Batteries. Elementary calculations for energy consumption, power factor improvement and battery backup.

TEXT BOOKS:

1. D.P. Kothari and I. J. Nagrath, “Basic Electrical Engineering”, Tata McGraw Hill, 4th Edition, 2019.
2. MS Naidu and S Kamakshaiah, “Basic Electrical Engineering”, Tata McGraw Hill, 2nd Edition, 2008.

REFERENCE BOOKS:

1. P. Ramana, M. Suryakalavathi, G.T. Chandrasheker, “Basic Electrical Engineering”, S. Chand, 2nd Edition, 2019.
2. D. C. Kulshreshtha, “Basic Electrical Engineering”, McGraw Hill, 2009
3. M. S. Sukhija, T. K. Nagsarkar, “Basic Electrical and Electronics Engineering”, Oxford, 1st Edition, 2012.
4. Abhijit Chakrabarthi, Sudipta Debnath, Chandan Kumar Chanda, “Basic Electrical Engineering”, 2nd Edition, McGraw Hill, 2021.
5. L. S. Bobrow, “Fundamentals of Electrical Engineering”, Oxford University Press, 2011.
6. E. Hughes, “Electrical and Electronics Technology”, Pearson, 2010.
7. V. D. Toro, “Electrical Engineering Fundamentals”, Prentice Hall India, 1989

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

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22ME103ES: COMPUTER AIDED ENGINEERING GRAPHICS

B.Tech. I Year I Sem.

L	T	P	C
1	0	4	3

Course Objectives:

- To develop the ability of visualization of different objects through technical drawings
- To acquire computer drafting skill for communication of concepts, ideas in the design of engineering products

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

- Apply computer aided drafting tools to create 2D and 3D objects
- sketch conics and different types of solids
- Appreciate the need of Sectional views of solids and Development of surfaces of solids
- Read and interpret engineering drawings
- Conversion of orthographic projection into isometric view and vice versa manually and by using computer aided drafting

UNIT – I:

Introduction to Engineering Graphics: Principles of Engineering Graphics and their Significance, Scales – Plain & Diagonal, Conic Sections including the Rectangular Hyperbola – General method only. Cycloid, Epicycloid and Hypocycloid, Introduction to Computer aided drafting – views, commands and conics

UNIT- II:

Orthographic Projections: Principles of Orthographic Projections – Conventions – Projections of Points and Lines, Projections of Plane regular geometric figures. Auxiliary Planes. Computer aided orthographic projections – points, lines and planes

UNIT – III:

Projections of Regular Solids – Auxiliary Views - Sections or Sectional views of Right Regular Solids – Prism, Cylinder, Pyramid, Cone – Auxiliary views, Computer aided projections of solids – sectional views

UNIT – IV:

Development of Surfaces of Right Regular Solids – Prism, Cylinder, Pyramid and Cone, Development of surfaces using computer aided drafting

UNIT – V:

Isometric Projections: Principles of Isometric Projection – Isometric Scale – Isometric Views – Conventions – Isometric Views of Lines, Plane Figures, Simple and Compound Solids – Isometric Projection of objects having non- isometric lines. Isometric Projection of Spherical Parts. Conversion of Isometric Views to Orthographic Views and Vice-versa –Conventions. Conversion of orthographic projection into isometric view using computer aided drafting.

TEXT BOOKS:

1. Engineering Drawing N.D. Bhatt / Charotar
2. Engineering Drawing and graphics Using AutoCAD Third Edition, T. Jeyapoovan, Vikas: S. Chand and company Ltd.

REFERENCE BOOKS:

1. Engineering Drawing, Basant Agrawal and C M Agrawal, Third Edition McGraw Hill
2. Engineering Graphics and Design, WILEY, Edition 2020
3. Engineering Drawing, M. B. Shah, B.C. Rane / Pearson.
4. Engineering Drawing, N. S. Parthasarathy and Vela Murali, Oxford
5. Computer Aided Engineering Drawing – K Balaveera Reddy et al – CBS Publishers

Note: - External examination is conducted in conventional mode and internal evaluation to be done by both conventional as well as using computer aided drafting.

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22CS107ES: ELEMENTS OF COMPUTER SCIENCE AND ENGINEERING

B.Tech. I Year I Sem.

L	T	P	C
0	0	2	1

Course Objective: To provide an overview of the subjects of computer science and engineering.

Course Outcomes:

1. Know the working principles of functional units of a basic Computer
2. Understand program development, the use of data structures and algorithms in problem solving.
3. Know the need and types of operating system, database systems.
4. Understand the significance of networks, internet, WWW and cyber security.
5. Understand Autonomous systems, the application of artificial intelligence.

UNIT – I

Basics of a Computer – Hardware, Software, Generations of computers. Hardware - functional units, Components of CPU, Memory – hierarchy, types of memory, Input and output devices. Software – systems software, application software, packages, frameworks, IDEs.

UNIT – II

Software development – waterfall model, Agile, Types of computer languages – Programming, markup, scripting Program Development – steps in program development, flowcharts, algorithms, data structures – definition, types of data structures

UNIT – III

Operating systems: Functions of operating systems, types of operating systems, Device & Resource management

Database Management Systems: Data models, RDBMS, SQL, Database Transactions, data centers, cloud services

UNIT – IV

Computer Networks: Advantages of computer networks, LAN, WAN, MAN, internet, WiFi, sensor networks, vehicular networks, 5G communication.

World Wide Web – Basics, role of HTML, CSS, XML, Tools for web designing, Social media, Online social networks.

Security – information security, cyber security, cyber laws

UNIT – V

Autonomous Systems: IoT, Robotics, Drones, Artificial Intelligence – Learning, Game Development, natural language processing, image and video processing.

Cloud Basics

TEXT BOOK:

1. Invitation to Computer Science, G. Michael Schneider, Macalester College, Judith L. Gersting University of Hawaii, Hilo, Contributing author: Keith Miller University of Illinois, Springfield.

REFERENCE BOOKS:

1. Fundamentals of Computers, Reema Thareja, Oxford Higher Education, Oxford University Press.
2. Introduction to computers, Peter Norton, 8th Edition, Tata McGraw Hill.
3. Computer Fundamentals, Anita Goel, Pearson Education India, 2010.
4. Elements of computer science, Cengage.

B.TECH. R22 Regulations

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(UGC-AUTONOMOUS)

22CH102BS: ENGINEERING CHEMISTRY LABORATORY

B.Tech. I Year I Sem.

L	T	P	C
0	0	2	1

Course Objectives: The course consists of experiments related to the principles of chemistryrequired for engineering student. The student will learn:

- Estimation of hardness of water to check its suitability for drinking purpose.
- Students are able to perform estimations of acids and bases using conductometry,potentiometry and pH metry methods.
- Students will learn to prepare polymers such as Bakelite and nylon-6 in the laboratory.
- Students will learn skills related to the lubricant properties such as saponification value,surface tension and viscosity of oils.

Course Outcomes: The experiments will make the student gain skills on:

- Determination of parameters like hardness of water and rate of corrosion of mild steel invarious conditions.
- Able to perform methods such as conductometry, potentiometry and pH metry in order to findout the concentrations or equivalence points of acids and bases.
- Students are able to prepare polymers like bakelite and nylon-6.
- Estimations saponification value, surface tension and viscosity of lubricant oils.

List of Experiments:

I. Volumetric Analysis: Estimation of Hardness of water by EDTA Complexometry method.

II. Conductometry: Estimation of the concentration of an acid by Conductometry.

III. Potentiometry: Estimation of the amount of Fe^{+2} by Potentiomentry.

IV. pH Metry: Determination of an acid concentration using pH meter.

V. Preparations:

1. Preparation of Bakelite.
2. Preparation Nylon – 6.

VI. Lubricants:

1. Estimation of acid value of given lubricant oil.
2. Estimation of Viscosity of lubricant oil using Ostwald's Viscometer.

VII. Corrosion: Determination of rate of corrosion of mild steel in the presence and absence ofinhibitor.

VIII. Virtual lab experiments

1. Construction of Fuel cell and its working.
2. Smart materials for Biomedical applications
3. Batteries for electrical vehicles.
4. Functioning of solar cell and its applications.

REFERENCE BOOKS:

1. Lab manual for Engineering chemistry by B. Ramadevi and P. Aparna, S Chand Publications,New Delhi (2022)
2. Vogel's text book of practical organic chemistry 5th edition
3. Inorganic Quantitative analysis by A.I. Vogel, ELBS Publications
4. College Practical Chemistry by V.K. Ahluwalia, Narosa Publications Ltd. New Delhi (2007).

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22CS102ES: PROGRAMMING FOR PROBLEM SOLVING LABORATORY

B.Tech. I Year I Sem. **L T P C**
0 0 2 1

[Note:The programs may be executed using any available Open Source/ Freely available IDE
Some of the Tools available are:
CodeLite: https://codelite.org/
Code:Blocks: http://www.codeblocks.org/
DevCpp : http://www.bloodshed.net/devcpp.html
Eclipse: http://www.eclipse.org
This list is not exhaustive and is NOT in any order of preference]

Course Objectives: The students will learn the following:

- To work with an IDE to create, edit, compile, run and debug programs
- To analyze the various steps in program development.
- To develop programs to solve basic problems by understanding basic concepts in C like operators, control statements etc.
- To develop modular, reusable and readable C Programs using the concepts like functions, arrays etc.
- To Write programs using the Dynamic Memory Allocation concept.
- To create, read from and write to text and binary files

Course Outcomes: The candidate is expected to be able to:

- formulate the algorithms for simple problems
- translate given algorithms to a working and correct program
- correct syntax errors as reported by the compilers
- identify and correct logical errors encountered during execution
- represent and manipulate data with arrays, strings and structures
- use pointers of different types
- create, read and write to and from simple text and binary files
- modularize the code with functions so that they can be reused

Practice sessions:

a. Write a simple program that prints the results of all the operators available in C (including pre/ post increment , bitwise and/or/not , etc.). Read required operand values from standard input.
b. Write a simple program that converts one given data type to another using auto conversion and casting. Take the values from standard input.

Simple numeric problems:

a. Write a program for finding the max and min from the three numbers.
b. Write the program for the simple, compound interest.
c. Write a program that declares Class awarded for a given percentage of marks, where mark <40%= Failed, 40% to <60% = Second class, 60% to <70%=First class, >= 70% = Distinction. Read percentage from standard input.
d. Write a program that prints a multiplication table for a given number and the number of rows in the table. For example, for a number 5 and rows = 3, the output should be:
e. 5 x 1 = 5
f. 5 x 2 = 10
g. 5 x 3 = 15
h. Write a program that shows the binary equivalent of a given positive number between 0 to 255.

Expression Evaluation:

a. A building has 10 floors with a floor height of 3 meters each. A ball is dropped from the top of the building. Find the time taken by the ball to reach each floor. (Use the formula s = ut+(1/2)at^2 where u and a are the initial velocity in m/sec (= 0) and acceleration in m/sec^2 (= 9.8 m/s^2)).
b. Write a C program, which takes two integer operands and one operator from the user, performs the operation and then prints the result. (Consider the operators +,-,*, /, % and use Switch Statement)
c. Write a program that finds if a given number is a prime number
d. Write a C program to find the sum of individual digits of a positive integer and test given number is palindrome.
e. A Fibonacci sequence is defined as follows: the first and second terms in the sequence are 0 and 1. Subsequent terms are found by adding the preceding two terms in the sequence. Write a C program to generate the first n terms of the sequence.
f. Write a C program to generate all the prime numbers between 1 and n, where n is a value supplied by the user.
g. Write a C program to find the roots of a Quadratic equation.
h. Write a C program to calculate the following, where x is a fractional value.
i. 1-x/2 +x^2/4-x^3/6
j. Write a C program to read in two numbers, x and n, and then compute the sum of this geometric progression: 1+x+x^2+x^3+ .....+x^n. For example: if n is 3 and x is 5, then the program computes 1+5+25+125.

Arrays, Pointers and Functions:

a. Write a C program to find the minimum, maximum and average in an array of integers.
b. Write a function to compute mean, variance, Standard Deviation, sorting of n elements in a single dimension array.
c. Write a C program that uses functions to perform the following:
d. Addition of Two Matrices
e. Multiplication of Two Matrices
f. Transpose of a matrix with memory dynamically allocated for the new matrix as row and column counts may not be the same.
g. Write C programs that use both recursive and non-recursive functions
h. To find the factorial of a given integer.
i. To find the GCD (greatest common divisor) of two given integers.
j. To find x^n
k. Write a program for reading elements using a pointer into an array and display the values using the array.
l. Write a program for display values reverse order from an array using a pointer.
m. Write a program through a pointer variable to sum of n elements from an array.

Files:

a. Write a C program to display the contents of a file to standard output device.
b. Write a C program which copies one file to another, replacing all lowercase characters with their uppercase equivalents.
c. Write a C program to count the number of times a character occurs in a text file. The file name and the character are supplied as command line arguments.
d. Write a C program that does the following:
   It should first create a binary file and store 10 integers, where the file name and 10 values are given in the command line. (hint: convert the strings using atoi function)
   Now the program asks for an index and a value from the user and the value at that index should be changed to the new value in the file. (hint: use fseek function)
   The program should then read all 10 values and print them back.

e. Write a C program to merge two files into a third file (i.e., the contents of the first file followed by those of the second are put in the third file).

Strings:

a. Write a C program to convert a Roman numeral ranging from I to L to its decimal equivalent.
b. Write a C program that converts a number ranging from 1 to 50 to Roman equivalent
c. Write a C program that uses functions to perform the following operations:
d. To insert a sub-string into a given main string from a given position.
e. To delete n Characters from a given position in a given string.
f. Write a C program to determine if the given string is a palindrome or not (Spelled same in both directions with or without a meaning like madam, civic, noon, abcba, etc.)
g. Write a C program that displays the position of a character ch in the string S or – 1 if S doesn't contain ch.
h. Write a C program to count the lines, words and characters in a given text.

Miscellaneous:

a. Write a menu driven C program that allows a user to enter n numbers and then choose between finding the smallest, largest, sum, or average. The menu and all the choices are to be functions. Use a switch statement to determine what action to take. Display an error message if an invalid choice is entered.

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

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

Sorting and Searching:

a. Write a C program that uses non recursive function to search for a Key value in a given
b. list of integers using linear search method.
c. Write a C program that uses non recursive function to search for a Key value in a given
d. sorted list of integers using binary search method.
e. Write a C program that implements the Bubble sort method to sort a given list of
f. integers in ascending order.
g. Write a C program that sorts the given array of integers using selection sort in descending order
h. Write a C program that sorts the given array of integers using insertion sort in ascending order
i. Write a C program that sorts a given array of names

TEXT BOOKS:

1. Jeri R. Hanly and Elliot B.Koffman, Problem solving and Program Design in C 7th Edition, Pearson
2. B.A. Forouzan and R.F. Gilberg C Programming and Data Structures, Cengage Learning, (3rd Edition)

REFERENCE BOOKS:

1. Brian W. Kernighan and Dennis M. Ritchie, The C Programming Language, PHI
2. E. Balagurusamy, Computer fundamentals and C, 2nd Edition, McGraw-Hill
3. Yashavant Kanetkar, Let Us C, 18th Edition, BPB
4. R.G. Dromey, How to solve it by Computer, Pearson (16th Impression)
5. Programming in C, Stephen G. Kochan, Fourth Edition, Pearson Education.
6. Herbert Schildt, C: The Complete Reference, Mc Graw Hill, 4th Edition
7. Byron Gottfried, Schaum's Outline of Programming with C, McGraw-Hill

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22EE102ES: BASIC ELECTRICAL ENGINEERING LABORATORY

B.Tech. I Year I Sem.

L	T	P	C
0	0	2	1

Prerequisites: Basic Electrical Engineering

Course Objectives:

- To measure the electrical parameters for different types of DC and AC circuits using conventional and theorems approach.
- To study the transient response of various R, L and C circuits using different excitations.
- To determine the performance of different types of DC, AC machines and Transformers.

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

- Verify the basic Electrical circuits through different experiments.
- Evaluate the performance calculations of Electrical Machines and Transformers through various testing methods.
- Analyze the transient responses of R, L and C circuits for different input conditions.

Course Objectives	Program Outcomes											
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
To measure the electrical parameters for different types of DC and AC circuits using conventional and theorems approach	3	2	1		2	0	0	1	2	0	1	2
To study the transient response of various R, L and C circuits using different excitations	3	2	1	1	3	0	0	0	2	0	1	1
To determine the performance of different types of DC, AC machines and Transformers	3	2	0		3	0	0	0	1	2	1	1

Course Outcomes	Program Outcomes											
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
Verify the basic Electrical circuits through different experiments	3	2	1	0	1	0	0	0	2	0	2	2
Evaluate the performance calculations of Electrical Machines and Transformers through various testing methods	3	2	1	0	3	1	0	1	1	2	1	2

Analyse the transient responses of R, L and C circuits for different input conditions	3	2	1	1	3	2	0	0	1	0	2	2

List of experiments/demonstrations:

PART- A (compulsory)

1. Verification of KVL and KCL
2. Verification of Thevenin's and Norton's theorem
3. Transient Response of Series RL and RC circuits for DC excitation
4. Resonance in series RLC circuit
5. Calculations and Verification of Impedance and Current of RL, RC and RLC series circuits
6. Measurement of Voltage, Current and Real Power in primary and Secondary Circuits of a Single-Phase Transformer
7. Performance Characteristics of a DC Shunt Motor
8. Torque-Speed Characteristics of a Three-phase Induction Motor.

PART-B (any two experiments from the given list)

1. Verification of Superposition theorem.
2. Three Phase Transformer: Verification of Relationship between Voltages and Currents (Star-Delta, Delta-Delta, Delta-star, Star-Star)
3. Load Test on Single Phase Transformer (Calculate Efficiency and Regulation)
4. Measurement of Active and Reactive Power in a balanced Three-phase circuit
5. No-Load Characteristics of a Three-phase Alternator

TEXT BOOKS:

1. D.P. Kothari and I. J. Nagrath, "Basic Electrical Engineering", Tata McGraw Hill, 4th Edition, 2019.
2. MS Naidu and S Kamakshaiah, "Basic Electrical Engineering", Tata McGraw Hill, 2nd Edition, 2008.

REFERENCE BOOKS:

1. P. Ramana, M. Suryakalavathi, G.T.Chandrasheker,"Basic Electrical Engineering", S. Chand, 2nd Edition, 2019.
2. D. C. Kulshreshtha, "Basic Electrical Engineering", McGraw Hill, 2009
3. M. S. Sukhija, T. K. Nagsarkar, "Basic Electrical and Electronics Engineering", Oxford, 1st Edition, 2012.
4. Abhijit Chakrabarthi, Sudipta Debnath, Chandan Kumar Chanda, "Basic Electrical Engineering", 2nd Edition, McGraw Hill, 2021.
5. L. S. Bobrow, "Fundamentals of Electrical Engineering", Oxford University Press, 2011.
6. E. Hughes, "Electrical and Electronics Technology", Pearson, 2010.
7. V. D. Toro, "Electrical Engineering Fundamentals", Prentice Hall India, 1989.

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE (AUTONOMOUS)

22MA202BS: ORDINARY DIFFERENTIAL EQUATIONS AND VECTOR CALCULUS

B.Tech. I Year II Sem.

L	T	P	C
3	1	0	4

Pre-requisites: Mathematical Knowledge at pre-university level

Course Objectives: To learn

- Methods of solving the differential equations of first and higher order.
- Concept, properties of Laplace transforms
- Solving ordinary differential equations using Laplace transforms techniques.
- The physical quantities involved in engineering field related to vector valued functions
- The basic properties of vector valued functions and their applications to line, surface and volume integrals

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

- Identify whether the given differential equation of first order is exact or not
- Solve higher differential equation and apply the concept of differential equation to real world problems.
- Use the Laplace transforms techniques for solving ODE's.
- Evaluate the line, surface and volume integrals and converting them from one to another

UNIT-I: First Order ODE **8 L**

Exact differential equations, Equations reducible to exact differential equations, linear and Bernoulli's equations, Orthogonal Trajectories (only in Cartesian Coordinates). Applications: Newton's law of cooling, Law of natural growth and decay.

UNIT-II: Ordinary Differential Equations of Higher Order **10 L**

Second order linear differential equations with constant coefficients: Non-Homogeneous terms of the type e^{ax}, $\sin ax$, $\cos ax$, polynomials in x, $e^{ax}V(x)$ and $x\ V(x)$, method of variation of parameters, Equations reducible to linear ODE with constant coefficients: Legendre's equation, Cauchy-Euler equation. Applications: Electric Circuits

UNIT-III: Laplace transforms **10 L**

Laplace Transforms: Laplace Transform of standard functions, First shifting theorem, Second shifting theorem, Unit step function, Dirac delta function, Laplace transforms of functions when they are multiplied and divided by 't', Laplace transforms of derivatives and integrals of function, Evaluation of integrals by Laplace transforms, Laplace transform of periodic functions, Inverse Laplace transform by different methods, convolution theorem (without proof). Applications: solving Initial value problems by Laplace Transform method.

UNIT-IV: Vector Differentiation **10 L**

Vector point functions and scalar point functions, Gradient, Divergence and Curl, Directional derivatives, Tangent plane and normal line, Vector Identities, Scalar potential functions, Solenoidal and Irrotational vectors.

UNIT-V: Vector Integration **10 L**

Line, Surface and Volume Integrals, Theorems of Green, Gauss and Stokes (without proofs) and their applications.

TEXT BOOKS:

1. B.S. Grewal, Higher Engineering Mathematics, Khanna Publishers, 36th Edition, 2010

2. R.K. Jain and S.R.K. Iyengar, Advanced Engineering Mathematics, Narosa Publications, 5th Edition, 2016.

REFERENCE BOOKS:

1. Erwin Kreyszig, Advanced Engineering Mathematics, 9th Edition, John Wiley & Sons, 2006.
2. G.B. Thomas and R.L. Finney, Calculus and Analytic geometry, 9th Edition, Pearson, Reprint, 2002.
3. H. K. Dass and Er. Rajnish Verma, Higher Engineering Mathematics, S Chand and Company Limited, New Delhi.
4. N.P. Bali and Manish Goyal, A text book of Engineering Mathematics, Laxmi Publications, Reprint, 2008.

B.TECH. R22 Regulations

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(UGC-AUTONOMOUS)

22PH201BS: APPLIED PHYSICS

B.Tech. I Year II Sem. **L T P C**
3 1 0 4

Pre-requisites: 10 + 2 Physics

Course Objectives: The objectives of this course for the student are to:

1. Understand the basic principles of quantum physics and band theory of solids.
2. Understand the underlying mechanism involved in construction and working principles ofvarious semiconductor devices.
3. Study the fundamental concepts related to the dielectric, magnetic and energy materials.
4. Identify the importance of nanoscale, quantum confinement and various fabricationstechniques.
5. Study the characteristics of lasers and optical fibres.

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

1. Understand physical world from fundamental point of view by the concepts of Quantum mechanics and visualize the difference between conductor, semiconductor, and an insulator byclassification of solids.
2. Identify the role of semiconductor devices in science and engineering Applications.
3. Explore the fundamental properties of dielectric, magnetic materials and energy for their applications.
4. Appreciate the features and applications of Nanomaterials.
5. Understand various aspects of Lasers and Optical fiber and their applications in diverse fields.

UNIT - I: QUANTUM PHYSICS AND SOLIDS

Quantum Mechanics: Introduction to quantum physics, Blackbody radiation – Stefan-Boltzmann's law, Wein's and Rayleigh-Jean's law, Planck's radiation law - Photoelectric effect, Davisson and Germer's experiment, Heisenberg uncertainty principle, Born interpretation of the wave function, Time independent Schrodinger wave equation, Particle in one dimensional potential box.

Solids: Symmetry in solids, Free electron theory (Drude & Lorentz, Sommerfeld), Fermi-Dirac distribution, Periodic potential-Bloch's theorem, Kronig-Penney model, E-K diagram, Effective mass of an electron, Origin of energy bands, Classification of solids.

UNIT - II: SEMICONDUCTORS AND DEVICES

Intrinsic and Extrinsic semiconductors, Hall effect, Direct and indirect band gap semiconductors, Construction, principle of operation and characteristics of P-N Junction diode, Zener diode, Bipolar junction transistor (BJT), LED, PIN diode, Avalanche photo diode (APD) and Solar cell.

UNIT - III: DIELECTRIC, MAGNETIC AND ENERGY MATERIALS

Dielectric Materials: Basic definitions, Types of polarizations (qualitative), Ferroelectric, Piezoelectric and Pyroelectric materials, Applications.

Magnetic Materials: Hysteresis-Soft and hard magnetic materials, Magnetostriction , Magnetoresistance, Applications - Bubble memory devices, Magnetic field sensors and Multiferroics.

Energy Materials: Conductivity of liquid and solid electrolytes, Superionic conductors, Materials and electrolytes for super capacitors , Rechargeable ion batteries, Solid fuel cells.

UNIT - IV: NANOTECHNOLOGY

Nanoscale, Quantum confinement, Surface to volume ratio, Bottom-up fabrication: sol-gel, precipitation and Combustion methods, Top-down fabrication: Ball milling, Physical vapor deposition (PVD), Chemical vapor deposition (CVD), Characterization techniques: XRD, SEM &TEM, Applications of nanomaterials.

UNIT - V: LASERS AND FIBER OPTICS

Lasers: Laser beam characteristics-Three quantum processes, Einstein coefficients and their relations, Lasing action, Pumping methods, Ruby laser, He-Ne laser , Argon ion Laser, Nd:YAG laser, Semiconductor laser, Applications of laser.

Fiber Optics: Introduction to optical fibers, Advantages of optical Fibers, Total internal reflection, Construction of optical fiber, Classification of optical fibers, Acceptance angle - Numerical aperture, Losses in optical fibers, Optical fiber for communication systems, Applications.

TEXT BOOKS:

1. M. N. Avadhanulu, P.G. Kshirsagar & TVS Arun Murthy" A Text book of Engineering Physics"- S. Chand Publications, 11th Edition 2019.
2. Semiconductor Physics and Devices- Basic Principle – Donald A, Neamen, Mc Graw Hill, 4thEdition,2021.
3. Essentials of Nanoscience & Nanotechnology by Narasimha Reddy Katta, Typical CreativesNANO DIGEST, 1st Edition, 2021.

REFERENCE BOOKS:

1. Quantum Physics, H.C. Verma, TBS Publication, 2nd Edition 2012.
2. Fundamentals of Physics – Halliday, Resnick and Walker, John Wiley &Sons,11th Edition, 2018.
3. Elementary Solid State Physics, S.L. Gupta and V. Kumar, Pragathi Prakashan, 2019.
4. A.K. Bhandhopadhya - Nano Materials, New Age International, 1stEdition, 2007.
5. Energy Materials a Short Introduction to Functional Materials for Energy Conversion andStorage Aliaksandr S. Bandarenka, CRC Press Taylor & Francis Group

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22ME201ES: ENGINEERING WORKSHOP

B.Tech. I Year II Sem.

L	T	P	C
0	1	3	2.5

Pre-requisites: Practical skill

Course Objectives:

- To Study of different hand operated power tools, uses and their demonstration.
- To gain a good basic working knowledge required for the production of various engineering products.
- To provide hands on experience about use of different engineering materials, tools, equipments and processes those are common in the engineering field.
- To develop a right attitude, team working, precision and safety at work place.
- It explains the construction, function, use and application of different working tools, equipment and machines.
- To study commonly used carpentry joints.
- To have practical exposure to various welding and joining processes.
- Identify and use marking out tools, hand tools, measuring equipment and to work to prescribed tolerances.

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

- Study and practice on machine tools and their operations
- Practice on manufacturing of components using workshop trades including pluming, fitting, carpentry, foundry, house wiring and welding.
- Identify and apply suitable tools for different trades of Engineering processes including drilling, material removing, measuring, chiseling.
- Apply basic electrical engineering knowledge for house wiring practice.

1. TRADES FOR EXERCISES:

At least two exercises from each trade:

I. Carpentry – (T-Lap Joint, Dovetail Joint, Mortise & Tenon Joint)
II. Fitting – (V-Fit, Dovetail Fit & Semi-circular fit)
III. Tin-Smithy – (Square Tin, Rectangular Tray & Conical Funnel)
IV. Foundry – (Preparation of Green Sand Mould using Single Piece and Split Pattern)
V. Welding Practice – (Arc Welding & Gas Welding)
VI. House-wiring – (Parallel & Series, Two-way Switch and Tube Light)
VII. Black Smithy – (Round to Square, Fan Hook and S-Hook)

2. TRADES FOR DEMONSTRATION & EXPOSURE:

Plumbing, Machine Shop, Metal Cutting (Water Plasma), Power tools in construction and Wood Working

TEXT BOOKS:

1. Workshop Practice /B. L. Juneja / Cengage
2. Workshop Manual / K. Venugopal / Anuradha.

REFERENCE BOOKS:

1. Work shop Manual - P. Kannaiah/ K.L. Narayana/ Scitech
2. Workshop Manual / Venkat Reddy/ BSP

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22EN201HS: ENGLISH FOR SKILL ENHANCEMENT

B.Tech. I Year II Sem. **L T P C**
2 0 0 2

Course Objectives: This course will enable the students to:

1. Improve the language proficiency of students in English with an emphasis on Vocabulary, Grammar, Reading and Writing skills.
2. Develop study skills and communication skills in various professional situations.
3. Equip students to study engineering subjects more effectively and critically using the theoretical and practical components of the syllabus.

Course Outcomes: Students will be able to:

1. Understand the importance of vocabulary and sentence structures.
2. Choose appropriate vocabulary and sentence structures for their oral and written communication.
3. Demonstrate their understanding of the rules of functional grammar.
4. Develop comprehension skills from the known and unknown passages.
5. Take an active part in drafting paragraphs, letters, essays, abstracts, précis and reports in various contexts.
6. Acquire basic proficiency in reading and writing modules of English.

UNIT - I

Chapter entitled '***Toasted English*' by R.K.Narayan** from ***"English: Language, Context and Culture"*** published by Orient BlackSwan, Hyderabad.

Vocabulary: The Concept of Word Formation -The Use of Prefixes and Suffixes - Acquaintance with Prefixes and Suffixes from Foreign Languages to form Derivatives - Synonyms and Antonyms

Grammar: Identifying Common Errors in Writing with Reference to Articles and Prepositions.

Reading: Reading and Its Importance- Techniques for Effective Reading.

Writing: Sentence Structures -Use of Phrases and Clauses in Sentences- Importance of Proper Punctuation- Techniques for Writing precisely – Paragraph Writing – Types, Structures and Features of a Paragraph - Creating Coherence-Organizing Principles of Paragraphs in Documents.

UNIT - II

Chapter entitled **'Appro JRD' by Sudha Murthy** from ***"English: Language, Context and Culture" published*** by Orient BlackSwan, Hyderabad.

Vocabulary: Words Often Misspelt - Homophones, Homonyms and Homographs

Grammar: Identifying Common Errors in Writing with Reference to Noun-pronoun Agreement and Subject-verb Agreement.

Reading: Sub-Skills of Reading – Skimming and Scanning – Exercises for Practice

Writing: Nature and Style of Writing- Defining /Describing People, Objects, Places and Events – Classifying- Providing Examples or Evidence.

UNIT - III

Chapter entitled **'Lessons from Online Learning' by F.Haider Alvi, Deborah Hurst et al** from ***"English: Language, Context and Culture"*** published by Orient BlackSwan, Hyderabad.

Vocabulary: Words Often Confused - Words from Foreign Languages and their Use in English.

Grammar: Identifying Common Errors in Writing with Reference to Misplaced Modifiers and Tenses.

Reading: Sub-Skills of Reading – Intensive Reading and Extensive Reading – Exercises for Practice.

Writing: Format of a Formal Letter-Writing Formal Letters E.g.., Letter of Complaint, Letter of Requisition, Email Etiquette, Job Application with CV/Resume.

UNIT - IV

Chapter entitled **'Art and Literature' by Abdul Kalam** from ***"English: Language, Context and Culture"*** published by Orient BlackSwan, Hyderabad.

Vocabulary: Standard Abbreviations in English

Grammar: Redundancies and Clichés in Oral and Written Communication.

Reading: Survey, Question, Read, Recite and Review (SQ3R Method) - Exercises for Practice

Writing: Writing Practices- Essay Writing-Writing Introduction and Conclusion -Précis Writing.

UNIT - V

Chapter entitled **'Go, Kiss the World' by Subroto Bagchi** from ***"English: Language, Context and Culture"*** published by Orient BlackSwan, Hyderabad.

Vocabulary: Technical Vocabulary and their Usage

Grammar: Common Errors in English (*Covering all the other aspects of grammar which were not covered in the previous units*)

Reading: Reading Comprehension-Exercises for Practice

Writing: Technical Reports- Introduction – Characteristics of a Report – Categories of Reports Formats- Structure of Reports (Manuscript Format) -Types of Reports - Writing a Report.

Note: *Listening and Speaking Skills which are given under Unit-6 in AICTE Model Curriculum are covered in the syllabus of ELCS Lab Course.*

- **Note: 1**. As the syllabus of English given in AICTE *Model Curriculum-2018 for B.Tech First Year is* ***Open-ended,*** besides following the prescribed textbook, it is required to prepare teaching/learning materials **by the teachers collectively** in the form of handouts based on the needs of the students in their respective colleges for effective teaching/learning in the class.

- **Note**: **2**.Based on the recommendations of NEP2020, teachers are requested to be flexible to adopt Blended Learning in dealing with the course contents .They are advised to teach 40 percent of each topic from the syllabus in blended mode.

TEXT BOOK:

1. "English: Language, Context and Culture" by Orient BlackSwan Pvt. Ltd, Hyderabad. 2022. Print.

REFERENCE BOOKS:

1. Effective Academic Writing by Liss and Davis (OUP)
2. Richards, Jack C. (2022) Interchange Series. Introduction, 1,2,3. Cambridge University Press
3. Wood, F.T. (2007). Remedial English Grammar. Macmillan.
4. Chaudhuri, Santanu Sinha. (2018). Learn English: A Fun Book of Functional Language, Grammar and Vocabulary. (2nd ed.,). Sage Publications India Pvt. Ltd.
5. (2019). Technical Communication. Wiley India Pvt. Ltd.
6. Vishwamohan, Aysha. (2013). English for Technical Communication for Engineering Students. Mc Graw-Hill Education India Pvt. Ltd.
7. Swan, Michael. (2016). Practical English Usage. Oxford University Press. Fourth Edition.

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22EC202ES: ELECTRONIC DEVICES AND CIRCUITS

B.Tech. I Year II Sem.

L	T	P	C
2	0	0	2

Course Objectives:

1. To introduce components such as diodes, BJTs and FETs.
2. To know the applications of devices.
3. To know the switching characteristics of devices.

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

1. Acquire the knowledge of various electronic devices and their use on real life.
2. Know the applications of various devices.
3. Acquire the knowledge about the role of special purpose devices and their applications.

Course	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	1	2	-	-	1	1	-	-	-	-	1
CO2	3	2	3	-	-	2	1	-	-	-	-	1
CO3	3	3	3	-	-	2	1	-	-	-	-	1

UNIT - I

Diodes: Diode - Static and Dynamic resistances, Equivalent circuit, Diffusion and Transition Capacitances, V-I Characteristics, Diode as a switch- switching times.

UNIT - II

Diode Applications: Rectifier - Half Wave Rectifier, Full Wave Rectifier, Bridge Rectifier, Rectifiers with Capacitive and Inductive Filters, Clippers-Clipping at two independent levels, Clamper-Clamping Circuit Theorem, Clamping Operation, Types of Clampers.

UNIT - III

Bipolar Junction Transistor (BJT): Principle of Operation, Common Emitter, Common Base and Common Collector Configurations, Transistor as a switch, switching times,

UNIT - IV

Junction Field Effect Transistor (FET): Construction, Principle of Operation, Pinch-Off Voltage, Volt-Ampere Characteristic, Comparison of BJT and FET, FET as Voltage Variable Resistor, MOSFET, MOSTET as a capacitor.

UNIT – V

Special Purpose Devices: Zener Diode **-** Characteristics, Zener diode as Voltage Regulator, Principle of Operation - SCR, Tunnel diode, UJT, Varactor Diode, Photo diode, Solar cell, LED, Schottky diode.

TEXT BOOKS:

1. Jacob Millman - Electronic Devices and Circuits, McGraw Hill Education
2. Robert L. Boylestead, Louis Nashelsky- Electronic Devices and Circuits theory, 11th Edition, 2009, Pearson**.**

REFERENCE BOOKS:

1. Horowitz -Electronic Devices and Circuits, David A. Bell – 5thEdition, Oxford.
2. Chinmoy Saha, Arindam Halder, Debaati Ganguly - Basic Electronics-Principles and Applications, Cambridge, 2018.

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22CS208ES: PYTHON PROGRAMMING LABORATORY

B.Tech. I Year II Sem.

L	T	P	C
0	1	2	2

Course Objectives:

- To install and run the Python interpreter
- To learn control structures.
- To Understand Lists, Dictionaries in python
- To Handle Strings and Files in Python

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

- Develop the application specific codes using python.
- Understand Strings, Lists, Tuples and Dictionaries in Python
- Verify programs using modular approach, file I/O, Python standard library
- Implement Digital Systems using Python

Note: The lab experiments will be like the following experiment examples

Week -1:

1. i) Use a web browser to go to the Python website http://python.org. This page contains information about Python and links to Python-related pages, and it gives you the ability to search the Python documentation.
   ii) Start the Python interpreter and type help() to start the online help utility.
2. Start a Python interpreter and use it as a Calculator.
3.
   i) Write a program to calculate compound interest when principal, rate and number of periods are given.
   ii) Given coordinates (x1, y1), (x2, y2) find the distance between two points
4. Read name, address, email and phone number of a person through keyboard and print the details.

Week - 2:

1. Print the below triangle using for loop.
   5
   4 4
   3 3 3
   2 2 2 2
   1 1 1 1 1
2. Write a program to check whether the given input is digit or lowercase character or uppercase character or a special character (use 'if-else-if' ladder)
3. Python Program to Print the Fibonacci sequence using while loop
4. Python program to print all prime numbers in a given interval (use break)

Week - 3:

1. i) Write a program to convert a list and tuple into arrays.
   ii) Write a program to find common values between two arrays.
2. Write a function called gcd that takes parameters a and b and returns their greatest common divisor.
3. Write a function called palindrome that takes a string argument and returnsTrue if it is a palindrome and False otherwise. Remember that you can use the built-in function len to check the length of a string.

Week - 4:

1. Write a function called is_sorted that takes a list as a parameter and returns True if the list is sorted in ascending order and False otherwise.
2. Write a function called has_duplicates that takes a list and returns True if there is any element that appears more than once. It should not modify the original list.

i). Write a function called remove_duplicates that takes a list and returns a new list with only the unique elements from the original. Hint: they don't have to be in the same order.

ii). The wordlist I provided, words.txt, doesn't contain single letter words. So you might want to add "I", "a", and the empty string.

iii). Write a python code to read dictionary values from the user. Construct a function to invert its content. i.e., keys should be values and values should be keys.

3. i) Add a comma between the characters. If the given word is 'Apple', it should become 'A,p,p,l,e'
   ii) Remove the given word in all the places in a string?
   iii) Write a function that takes a sentence as an input parameter and replaces the first letter of every word with the corresponding upper case letter and the rest of the letters in the word by corresponding letters in lower case without using a built-in function?
4. Writes a recursive function that generates all binary strings of n-bit length

Week - 5:

1. i) Write a python program that defines a matrix and prints
   ii) Write a python program to perform addition of two square matrices
   iii) Write a python program to perform multiplication of two square matrices
2. How do you make a module? Give an example of construction of a module using different geometrical shapes and operations on them as its functions.
3. Use the structure of exception handling all general purpose exceptions.

Week-6:

1. a. Write a function called draw_rectangle that takes a Canvas and a Rectangle as arguments and draws a representation of the Rectangle on the Canvas.
   b. Add an attribute named color to your Rectangle objects and modify draw_rectangle so that it uses the color attribute as the fill color.
   c. Write a function called draw_point that takes a Canvas and a Point as arguments and draws a representation of the Point on the Canvas.
   d. Define a new class called Circle with appropriate attributes and instantiate a few Circle objects. Write a function called draw_circle that draws circles on the canvas.
2. Write a Python program to demonstrate the usage of Method Resolution Order (MRO) in multiple levels of Inheritances.
3. Write a python code to read a phone number and email-id from the user and validate it for correctness.

Week- 7

1. Write a Python code to merge two given file contents into a third file.
2. Write a Python code to open a given file and construct a function to check for given words present in it and display on found.
3. Write a Python code to Read text from a text file, find the word with most number of occurrences
4. Write a function that reads a file *file1* and displays the number of words, number of vowels, blank spaces, lower case letters and uppercase letters.

Week - 8:

1. Import numpy, Plotpy and Scipy and explore their functionalities.
2. a) Install NumPy package with pip and explore it.
3. Write a program to implement Digital Logic Gates – AND, OR, NOT, EX-OR
4. Write a program to implement Half Adder, Full Adder, and Parallel Adder
5. Write a GUI program to create a window wizard having two text labels, two text fields and two buttons as Submit and Reset.

TEXT BOOKS:

1. Supercharged Python: Take your code to the next level, Overland
2. Learning Python, Mark Lutz, O'reilly

REFERENCE BOOKS:

1. Python for Data Science, Dr. Mohd. Abdul Hameed, Wiley Publications - 1st Ed. 2021.
2. Python Programming: A Modern Approach, Vamsi Kurama, Pearson
3. Python Programming A Modular Approach with Graphics, Database, Mobile, and Web Applications, Sheetal Taneja, Naveen Kumar, Pearson
4. Programming with Python, A User's Book, Michael Dawson, Cengage Learning, India Edition
5. Think Python, Allen Downey, Green Tea Press
6. Core Python Programming, W. Chun, Pearson
7. Introduction to Python, Kenneth A. Lambert, Cengage

B.TECH. R22 Regulations

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(UGC-AUTONOMOUS)

22PH202BS: APPLIED PHYSICS LABORATORY

B.Tech. I Year II Sem.

L	T	P	C
0	0	3	1.5

Course Objectives: The objectives of this course for the student to

1. Capable of handling instruments related to the Hall effect and photoelectric effect experimentsand their measurements.
2. Understand the characteristics of various devices such as PN junction diode, Zener diode, BJT, LED, solar cell, lasers and optical fiber and measurement of energy gap and resistivity of semiconductor materials.
3. Able to measure the characteristics of dielectric constant of a given material.
4. Study the behavior of B-H curve of ferromagnetic materials.
5. Understanding the method of least squares fitting.

Course Outcomes: The students will be able to:

1. Know the determination of the Planck's constant using Photo electric effect and identify thematerial whether it is n-type or p-type by Hall experiment.
2. Appreciate quantum physics in semiconductor devices and optoelectronics.
3. Gain the knowledge of applications of dielectric constant.
4. Understand the variation of magnetic field and behavior of hysteresis curve.
5. Carried out data analysis.

LIST OF EXPERIMENTS:

1. Determination of work function and Planck's constant using photoelectric effect.
2. Determination of Hall co-efficient and carrier concentration of a given semiconductor.
3. Characteristics of series and parallel LCR circuits.
4. V-I characteristics of a p-n junction diode and Zener diode
5. Input and output characteristics of BJT (CE, CB & CC configurations)
6. V-I and L-I characteristics of light emitting diode (LED)
7. V-I Characteristics of solar cell
8. Determination of Energy gap of a semiconductor.
9. Study B-H curve of a magnetic material.
10. Determination of the beam divergence of the given LASER beam
11. Determination of Acceptance Angle and Numerical Aperture of an optical fiber.
12. Understanding the method of least squares – Torsional pendulum as an example.

Note: *Any 8 experiments are to be performed.*

REFERENCE BOOK:

1. S. Balasubramanian, M.N. Srinivasan "A Text book of Practical Physics"- S Chand Publishers,2017.

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22EN202HS: ENGLISH LANGUAGE AND COMMUNICATION SKILLS LABORATORY

B.Tech. I Year II Sem.

L	T	P	C
0	0	2	1

The **English Language and Communication Skills (ELCS) Lab** focuses on the production and practice of sounds of language and familiarizes the students with the use of English in everyday situations both in formal and informal contexts.

Course Objectives:

- ✓ To facilitate computer-assisted multi-media instruction enabling individualized and independent language learning
- ✓ To sensitize the students to the nuances of English speech sounds, word accent, intonation and rhythm
- ✓ To bring about a consistent accent and intelligibility in students' pronunciation of English by providing an opportunity for practice in speaking
- ✓ To improve the fluency of students in spoken English and neutralize the impact of dialects.
- ✓ To train students to use language appropriately for public speaking, group discussions and interviews

Course Outcomes: Students will be able to:

- ✓ Understand the nuances of English language through audio- visual experience and group activities
- ✓ Neutralise their accent for intelligibility
- ✓ Speak with clarity and confidence which in turn enhances their employability skills

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

a. Computer Assisted Language Learning (CALL) Lab

b. Interactive Communication Skills (ICS) Lab

Listening Skills:

Objectives

1. To enable students develop their listening skills so that they may appreciate the role in the LSRW skills approach to language and improve their pronunciation
2. To equip students with necessary training in listening, so that they can comprehend the speech of people of different backgrounds and regions

Students should be given practice in listening to the sounds of the language, to be able to recognize them and find the distinction between different sounds, to be able to mark stress and recognize and use the right intonation in sentences.

- Listening for general content
- Listening to fill up information
- Intensive listening
- Listening for specific information

Speaking Skills:

Objectives

1. To involve students in speaking activities in various contexts
2. To enable students express themselves fluently and appropriately in social and professional contexts

- Oral practice
- Describing objects/situations/people
- Role play – Individual/Group activities
- Just A Minute (JAM) Sessions

The following course content is prescribed for the **English Language and Communication Skills Lab**.

Exercise – I
CALL Lab:
Understand: Listening Skill- Its importance – Purpose- Process- Types- Barriers- Effective Listening.
Practice: Introduction to Phonetics – Speech Sounds – Vowels and Consonants – Minimal Pairs- Consonant Clusters- Past Tense Marker and Plural Marker- *Testing Exercises*
ICS Lab:
Understand: Spoken vs. Written language- Formal and Informal English.
Practice: Ice-Breaking Activity and JAM Session- Situational Dialogues – Greetings – Taking Leave – Introducing Oneself and Others.

Exercise – II
CALL Lab:
Understand: Structure of Syllables – Word Stress– Weak Forms and Strong Forms – Stress pattern in sentences – Intonation.
Practice: Basic Rules of Word Accent - Stress Shift - Weak Forms and Strong Forms- Stress pattern in sentences – Intonation - *Testing Exercises*
ICS Lab:
Understand: Features of Good Conversation – Strategies for Effective Communication.
Practice: Situational Dialogues – Role Play- Expressions in Various Situations –Making Requests and Seeking Permissions - Telephone Etiquette.

Exercise - III
CALL Lab:
Understand: Errors in Pronunciation-Neutralising Mother Tongue Interference (MTI).
Practice: Common Indian Variants in Pronunciation – Differences between British and American Pronunciation -*Testing Exercises*
ICS Lab:
Understand: Descriptions- Narrations- Giving Directions and Guidelines – Blog Writing
Practice: Giving Instructions – Seeking Clarifications – Asking for and Giving Directions – Thanking and Responding – Agreeing and Disagreeing – Seeking and Giving Advice – Making Suggestions.

Exercise – IV
CALL Lab:
Understand: Listening for General Details.
Practice: Listening Comprehension Tests - *Testing Exercises*
ICS Lab:
Understand: Public Speaking – Exposure to Structured Talks - Non-verbal Communication- Presentation Skills.
Practice: Making a Short Speech – Extempore- Making a Presentation.

Exercise – V
CALL Lab:
Understand: Listening for Specific Details.
Practice: Listening Comprehension Tests -*Testing Exercises*
ICS Lab:
Understand: Group Discussion
Practice: Group Discussion

Minimum Requirement of infrastructural facilities for ELCS Lab:

1. Computer Assisted Language Learning (CALL) Lab:

The Computer Assisted Language Learning Lab has to accommodate 40 students with 40 systems, with one Master Console, LAN facility and English language learning software for self- study by students.

System Requirement (Hardware component):

Computer network with LAN facility (minimum 40 systems with multimedia) with the following specifications:

i) Computers with Suitable Configuration
ii) High Fidelity Headphones

2. Interactive Communication Skills (ICS) Lab :

The Interactive Communication Skills Lab: A Spacious room with movable chairs and audio-visual aids with a Public Address System, a T. V. or LCD, a digital stereo –audio & video system and camcorder etc.

Source of Material (Master Copy):

- *Exercises in Spoken English. Part 1,2,3*. CIEFL and Oxford University Press

Note: Teachers are requested to make use of the master copy and get it tailor-made to suit the contents of the syllabus.

Suggested Software:

- Cambridge Advanced Learners' English Dictionary with CD.
- Grammar Made Easy by Darling Kindersley.
- Punctuation Made Easy by Darling Kindersley.
- Oxford Advanced Learner's Compass, 10th Edition.
- English in Mind (Series 1-4), Herbert Puchta and Jeff Stranks with Meredith Levy, Cambridge.
- English Pronunciation in Use (Elementary, Intermediate, Advanced) Cambridge University Press.
- English Vocabulary in Use (Elementary, Intermediate, Advanced) Cambridge University Press.
- TOEFL & GRE (KAPLAN, AARCO & BARRONS, USA, Cracking GRE by CLIFFS).
- Digital All
- Orell Digital Language Lab (Licensed Version)

REFERENCE BOOKS:

1. (2022). *English Language Communication Skills – Lab Manual cum Workbook.* Cengage Learning India Pvt. Ltd.
2. Shobha, KN & Rayen, J. Lourdes. (2019). *Communicative English – A workbook.* Cambridge University Press
3. Kumar, Sanjay & Lata, Pushp. (2019). *Communication Skills: A Workbook.* Oxford University Press
4. Board of Editors. (2016). *ELCS Lab Manual: A Workbook for CALL and ICS Lab Activities.* Orient Black Swan Pvt. Ltd.
5. Mishra, Veerendra et al. (2020). *English Language Skills: A Practical Approach.* Cambridge University Press.

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22CS209ES: IT WORKSHOP

B.Tech. I Year II Sem.

L	T	P	C
0	0	2	1

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

Course Outcomes:

- Perform Hardware troubleshooting
- Understand Hardware components and inter dependencies
- Safeguard computer systems from viruses/worms
- Document/ Presentation preparation
- Perform calculations using spreadsheets

PC Hardware

Task 1: Identify the peripherals of a computer, components in a CPU and its functions. Draw the block diagram of the CPU along with the configuration of each peripheral and submit to your instructor.

Task 2: Every student should disassemble and assemble the PC back to working condition. Lab instructors should verify the work and follow it up with a Viva. Also students need to go through the video which shows the process of assembling a PC. A video would be given as part of the course content.

Task 3: Every student should individually install MS windows on the personal computer. Lab instructor should verify the installation and follow it up with a Viva.

Task 4: Every student should install Linux on the computer. This computer should have windows installed. The system should be configured as dual boot with both Windows and Linux. Lab instructors should verify the installation and follow it up with a Viva

Internet & World Wide Web

Task1: **Orientation & Connectivity Boot Camp:** Students should get connected to their Local Area Network and access the Internet. In the process they configure the TCP/IP setting. Finally students should demonstrate, to the instructor, how to access the websites and email. If there is no internet connectivity preparations need to be made by the instructors to simulate the WWW on the LAN.

Task 2: Web Browsers, Surfing the Web: Students customize their web browsers with the LAN proxy settings, bookmarks, search toolbars and pop up blockers. Also, plug-ins like Macromedia Flash and JRE for applets should be configured.

Task 3: **Search Engines & Netiquette:** Students should know what search engines are and how to use the search engines. A few topics would be given to the students for which they need to search on Google. This should be demonstrated to the instructors by the student.

Task 4: Cyber Hygiene: Students would be exposed to the various threats on the internet and would be asked to configure their computer to be safe on the internet. They need to customize their browsers to block pop ups, block active x downloads to avoid viruses and/or worms.

LaTeX and WORD

Task 1 – Word Orientation: The mentor needs to give an overview of LaTeX and Microsoft (MS) office or equivalent (FOSS) tool word: Importance of LaTeX and MS office or equivalent (FOSS) tool Word as word Processors, Details of the four tasks and features that would be covered in each, Using LaTeX

and word – Accessing, overview of toolbars, saving files, Using help and resources, rulers, format painter in word.

Task 2: Using LaTeX and Word to create a project certificate. Features to be covered:- Formatting Fonts in word, Drop Cap in word, Applying Text effects, Using Character Spacing, Borders and Colors, Inserting Header and Footer, Using Date and Time option in both LaTeX and Word.

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

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

Excel

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

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

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

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

Powerpoint

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

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

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

REFERENCE BOOKS:

1. Comdex Information Technology course tool kit Vikas Gupta, *WILEY Dreamtech*
2. The Complete Computer upgrade and repair book, 3rd edition Cheryl A Schmidt, *WILEY Dreamtech*
3. Introduction to Information Technology, ITL Education Solutions limited, *Pearson Education.*
4. PC Hardware - A Handbook – Kate J. Chase *PHI* (Microsoft)
5. LaTeX Companion – Leslie Lamport, *PHI/Pearson*.
6. IT Essentials PC Hardware and Software Companion Guide Third Edition by David Anfinson and Ken Quamme. – *CISCO Press, Pearson Education*.
7. IT Essentials PC Hardware and Software Labs and Study Guide Third Edition by Patrick Regan – CISCO Press, *Pearson Education.*

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22MC201ES: ENVIRONMENTAL SCIENCE

B.Tech. I Year 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 Issues 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. NAPCC-GoI Initiatives.

UNIT - V

Environmental Policy, Legislation & EIA: Environmental Protection act, Legal aspects Air Act- 1981, Water Act, Forest Act, Wild life Act, Municipal solid waste management and handling rules, biomedical waste management and handling rules, hazardous waste management and handling rules. EIA: EIA structure, methods of baseline data acquisition. Overview on Impacts of air, water, biological and Socio-economical aspects. Strategies for risk assessment, Concepts of Environmental Management Plan (EMP). **Towards Sustainable Future:** Concept of Sustainable Development Goals, Population and its

explosion, Crazy Consumerism, Environmental Education, Urban Sprawl, Human health, Environmental Ethics, Concept of Green Building, Ecological Foot Print, Life Cycle assessment (LCA), Low carbon life style.

TEXT BOOKS:

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

REFERENCE BOOKS:

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

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22EC307ES: DIGITAL LOGIC DESIGN

B.Tech. II Year I Sem.

L	T	P	C
3	0	0	3

Course Objectives:

1. To understand common forms of number representation in logic circuits.
2. To learn basic techniques for the design of digital circuits and fundamental concepts used in the design of digital systems.
3. To understand the concepts of combinational logic circuits and sequential circuits.
4. To understand the Realization of Logic Gates Using Diodes & Transistors.

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

1. Acquire the knowledge on numerical information in different forms and Boolean Algebra theorems.
2. Define Postulates of Boolean algebra and to minimize combinational functions, and design the combinational circuits.
3. Design and analyse sequential circuits for various cyclic functions.
4. Characterize logic families and analyze them for the purpose of AC and DC parameters.

Course	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	3	1	2	1	-	-	-	-	-	2
CO2	3	2	2	1	2	1	-	-	-	-	-	2
CO3	2	3	3	2	2	1	-	-	-	-	-	1
CO4	3	2	1	1	1	-	-	-	-	-	-	-

UNIT - I

Number Systems: Number systems, Complements of Numbers, Codes- Weighted and Non-weighted codes and its Properties, Parity check code and Hamming code.

Boolean algebra: Basic Theorems and Properties, Switching Functions- Canonical and Standard Form, Algebraic Simplification, Digital Logic Gates, EX-OR gates, Universal Gates, Multilevel NAND/NOR realizations.

UNIT - II

Minimization of Boolean functions: Karnaugh Map Method - Up to five Variables, Don't Care Map Entries, Tabular Method

Realization of Logic Gates Using Diodes & Transistors: AND, OR and NOT Gates using Diodes and Transistors, DCTL, RTL, DTL, TTL, CML and CMOS Logic Families and its Comparison, standard TTL NAND Gate-Analysis & characteristics, TTL open collector O/Ps, Tristate TTL, MOS & CMOS open drain and tri-state outputs,IC interfacing- TTL driving CMOS & CMOS driving TTL.

UNIT – III

Combinational Logic Circuits: Adders, Subtractors, Comparators, Multiplexers, Demultiplexers, Encoders, Decoders and Code converters, Hazards and Hazard Free Relations.

Sequential Circuits Fundamentals: Basic Architectural Distinctions between Combinational and Sequential circuits, SR Latch, Flip Flops: SR, JK, JK Master Slave, D and T Type Flip Flops, Excitation Table of all Flip Flops, Timing and Triggering Consideration, Conversion from one type of Flip-Flop to another.

UNIT - IV

Registers and Counters: Shift Registers – Left, Right and Bidirectional Shift Registers, Applications of Shift Registers - Design and Operation of Ring and Twisted Ring Counter, Operation of Asynchronous and Synchronous Counters.

Sequential Machines: Finite State Machines, Synthesis of Synchronous Sequential Circuits- Serial Binary Adder, Sequence Detector, Parity-bit Generator, Synchronous Modulo N –Counters.

UNIT – V

Finite state machine: capabilities and limitations, Mealy and Moore models, State equivalence and machine minimization, simplification of incompletely specified machines, Merger graphs. Asynchronous design-modes of operation, Hazards, synthesis of SIC fundamental mode circuits, synthesis of burst mode circuits. Introduction to ASM Charts

TEXT BOOKS

1. Zvi Kohavi &Niraj K. Jha, - Switching and Finite Automata Theory, 3rd Ed., Cambridge, 2010.
2. R. P. Jain - Modern Digital Electronics, 3rd Edition, 2007- Tata McGraw-Hill

REFERENCE BOOKS

1. Morris Mano, Fredriac J. Hill, Gerald R. Peterson - Introduction to Switching Theory and Logic Design –3rd Ed., John Wiley & Sons Inc.
2. Charles H. Roth - Fundamentals of Logic Design, 5th ED., Cengage Learning, 2004.

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22CS310PC; DATA STRUCTURES

B.Tech. II Year I Sem.

L	T	P	C
3	0	0	3

Prerequisites: Programming for Problem Solving

Course Objectives

- Exploring basic data structures such as stacks and queues.
- Introduces a variety of data structures such as hash tables, search trees, tries, heaps, graphs.
- Introduces sorting and pattern matching algorithms

Course Outcomes

- Ability to select the data structures that efficiently model the information in a problem.
- Ability to assess efficiency trade-offs among different data structure implementations or combinations.
- Implement and know the application of algorithms for sorting and pattern matching.
- Design programs using a variety of data structures, including hash tables, binary and general tree structures, search trees, tries, heaps, graphs, and AVL-trees.

UNIT - I

Introduction to Data Structures, abstract data types, Linear list – singly linked list implementation, insertion, deletion and searching operations on linear list, Stacks- Operations, array and linked representations of stacks, stack applications, Queues- operations, array and linked representations.

UNIT - II

Dictionaries: linear list representation, skip list representation, operations - insertion, deletion and searching.

Hash Table Representation: hash functions, collision resolution-separate chaining, open addressing-linear probing, quadratic probing, double hashing, rehashing, extendible hashing.

UNIT - III

Search Trees: Binary Search Trees, Definition, Implementation, Operations- Searching, Insertion and Deletion, B- Trees, B+ Trees, AVL Trees, Definition, Height of an AVL Tree, Operations – Insertion, Deletion and Searching, Red –Black, Splay Trees.

UNIT - IV

Graphs: Graph Implementation Methods. Graph Traversal Methods.

Sorting: Quick Sort, Heap Sort, External Sorting- Model for external sorting, Merge Sort.

UNIT - V

Pattern Matching and Tries: Pattern matching algorithms-Brute force, the Boyer –Moore algorithm, the Knuth-Morris-Pratt algorithm, Standard Tries, Compressed Tries, Suffix tries.

TEXT BOOKS:

1. Fundamentals of Data Structures in C, 2 nd Edition, E. Horowitz, S. Sahni and Susan Anderson Freed, Universities Press.
2. Data Structures using C – A. S.Tanenbaum, Y. Langsam, and M.J. Augenstein, PHI/Pearson Education.

REFERENCE BOOK:

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

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22MA303BS: COMPUTER ORIENTED STATISTICAL METHODS

B.Tech. II Year I Sem. **L T P C**

3 1 0 4

Pre-requisites: Mathematics courses of first year of study.

Course Objectives: To learn

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

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

- Apply the concepts of probability and distributions to case studies.
- Formulate and solve problems involving random variables and apply statistical methods for analyzing experimental data.
- Apply concept of estimation and testing of hypothesis to case studies.
- Correlate the concepts of one unit to the concepts in other units.

UNIT - I: Probability **10 L**

Sample Space, Events, Counting Sample Points, Probability of an Event, Additive Rules, Conditional Probability, Independence, and the Product Rule, Baye's Rule,

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

UNIT - II: Expectation and discrete distributions **10 L**

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

Discrete Probability Distributions: Binomial Distribution, Poisson distribution.

UNIT - III: Continuous and Sampling Distributions **10 L**

Uniform Distribution, Normal Distribution, Areas under the Normal Curve, Applications of the Normal Distribution, Normal Approximation to the Binomial Distributions.

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

UNIT - IV: Sample Estimation & Tests of Hypotheses **10 L**

Introduction, Statistical Inference, Classical Methods of Estimation, Single Sample: Estimating the mean, standard error of a point estimate, prediction interval. Two sample: Estimating the difference between two means, Single sample: Estimating a proportion, Two samples: Estimating the difference between two proportions, Two samples: Estimating the ratio of two variances.

Statistical Hypotheses: General Concepts, Testing a Statistical Hypothesis, Single sample: Tests concerning a single mean, Two samples: tests on two means, One sample: test on a single proportion. Two samples: tests on two proportions, Two- sample tests concerning variances.

UNIT-V: Stochastic Processes and Markov Chains **8L**

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

TEXT BOOKS:

1. Ronald E. Walpole, Raymond H. Myers, Sharon L. Myers, Keying Ye, Probability & Statistics For Engineers & Scientists, 9th Ed. Pearson Publishers.

2. S C Gupta and V K Kapoor, Fundamentals of Mathematical statistics, Khanna publications.
3. S.D.Sharma, Operations Research, Kedarnath and Ramnath Publishers, Meerut, Delhi.

REFERENCE BOOKS:

1. T.T. Soong, Fundamentals of Probability and Statistics For Engineers, John Wiley & Sons, Ltd, 2004.
2. Sheldon M Ross, Probability and statistics for Engineers and scientists, academic press.
3. Miller and Freund's, Probability and Statistics for Engineers, 8th Edition, Pearson Educations.

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22CS312PC: COMPUTER ORGANIZATION AND ARCHITECTURE

B.Tech. II Year I Sem.

L	T	P	C
3	0	0	3

Co-requisite: A Course on "Digital Electronics".

Course Objectives

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

Course Outcomes

- Understand the basics of instruction sets and their impact on processor design.
- Demonstrate an understanding of the design of the functional units of a digital computer system.
- Evaluate cost performance and design trade-offs in designing and constructing a computer processor including memory.
- Design a pipeline for consistent execution of instructions with minimum hazards.
- Recognize and manipulate representations of numbers stored in digital computers

UNIT - I

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

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

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

UNIT - II

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

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

UNIT - III

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

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

UNIT - IV

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

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

UNIT - V

Reduced Instruction Set Computer: CISC Characteristics, RISC Characteristics.

Pipeline and Vector Processing: Parallel Processing, Pipelining, Arithmetic Pipeline, Instruction Pipeline, RISC Pipeline, Vector Processing, Array Processor.
Multi Processors: Characteristics of Multiprocessors, Interconnection Structures, Interprocessor arbitration, Interprocessor communication and synchronization, Cache Coherence.

TEXT BOOK:

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

REFERENCE BOOKS:

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

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22CS313PC: OBJECT ORIENTED PROGRAMMING THROUGH JAVA

B.Tech. II Year I Sem.

L	T	P	C
3	0	0	3

Course Objectives

- To Understand the basic object-oriented programming concepts and apply them in problem solving.
- To Illustrate inheritance concepts for reusing the program.
- To Demonstrate multitasking by using multiple threads and event handling
- To Develop data-centric applications using JDBC.
- To Understand the basics of java console and GUI based programming

Course Outcomes

- Demonstrate the behavior of programs involving the basic programming constructs like control structures, constructors, string handling and garbage collection.
- Demonstrate the implementation of inheritance (multilevel, hierarchical and multiple) by using extend and implement keywords
- Use multithreading concepts to develop inter process communication.
- Understand the process of graphical user interface design and implementation using AWT or swings.
- Develop applets that interact abundantly with the client environment and deploy on the server.

UNIT - I

Object oriented thinking and Java Basics- Need for oop paradigm, summary of oop concepts, coping with complexity, abstraction mechanisms. A way of viewing world – Agents, responsibility, messages, methods, History of Java, Java buzzwords, data types, variables, scope and lifetime of variables, arrays, operators, expressions, control statements, type conversion and casting, simple java program, concepts of classes, objects, constructors, methods, access control, this keyword, garbage collection, overloading methods and constructors, method binding, inheritance, overriding and exceptions, parameter passing, recursion, nested and inner classes, exploring string class.

UNIT - II

Inheritance, Packages and Interfaces – Hierarchical abstractions, Base class object, subclass, subtype, substitutability, forms of inheritance specialization, specification, construction, extension, limitation, combination, benefits of inheritance, costs of inheritance. Member access rules, super uses, using final with inheritance, polymorphism- method overriding, abstract classes, the Object class. Defining, Creating and Accessing a Package, Understanding CLASSPATH, importing packages, differences between classes and interfaces, defining an interface, implementing interface, applying interfaces, variables in interface and extending interfaces. Exploring java.io.

UNIT - III

Exception handling and Multithreading-- Concepts of exception handling, benefits of exception handling, Termination or resumptive models, exception hierarchy, usage of try, catch, throw, throws and finally, built in exceptions, creating own exception subclasses. String handling, Exploring java.util. Differences between multithreading and multitasking, thread life cycle, creating threads, thread priorities, synchronizing threads, inter thread communication, thread groups, daemon threads. Enumerations, autoboxing, annotations, generics.

UNIT - IV

Event Handling: Events, Event sources, Event classes, Event Listeners, Delegation event model, handling mouse and keyboard events, Adapter classes. The AWT class hierarchy, user interface components- labels, button, canvas, scrollbars, text components, check box, checkbox groups, choices,

lists panels – scrollpane, dialogs, menubar, graphics, layout manager – layout manager types – border, grid, flow, card and grid bag.

UNIT - V

Applets – Concepts of Applets, differences between applets and applications, life cycle of an applet, types of applets, creating applets, passing parameters to applets. Swing – Introduction, limitations of AWT, MVC architecture, components, containers, exploring swing- JApplet, JFrame and JComponent, Icons and Labels, text fields, buttons – The JButton class, Check boxes, Radio buttons, Combo boxes, Tabbed Panes, Scroll Panes, Trees, and Tables.

TEXT BOOKS:

1. Java the complete reference, 7th edition, Herbert schildt, TMH.
2. Understanding OOP with Java, updated edition, T. Budd, Pearson education.

REFERENCE BOOKS:

1. An Introduction to programming and OO design using Java, J.Nino and F.A. Hosch, John wiley & sons.
2. An Introduction to OOP, third edition, T. Budd, Pearson education.
3. Introduction to Java programming, Y. Daniel Liang, Pearson education.
4. An introduction to Java programming and object-oriented application development, R.A. Johnson- Thomson.
5. Core Java 2, Vol 1, Fundamentals, Cay.S. Horstmann and Gary Cornell, eighth Edition, Pearson Education.
6. Core Java 2, Vol 2, Advanced Features, Cay.S. Horstmann and Gary Cornell, eighth Edition, Pearson Education
7. Object Oriented Programming with Java, R.Buyya, S.T.Selvi, X.Chu, TMH.
8. Java and Object Orientation, an introduction, John Hunt, second edition, Springer. 9. Maurach's Beginning Java2 JDK 5, SPD.

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22CS311PC: DATA STRUCTURES LAB

B.Tech. II Year I Sem.

L	T	P	C
0	0	3	1.5

Prerequisites: A Course on "Programming for problem solving".

Course Objectives:

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

Course Outcomes:

- Ability to develop C programs for computing and real-life applications using basic elements like control statements, arrays, functions, pointers and strings, and data structures like stacks, queues and linked lists.
- Ability to Implement searching and sorting algorithms

List of Experiments:

1. Write a program that uses functions to perform the following operations on singly linked list.:
   i) Creation ii) Insertion iii) Deletion iv) Traversal
2. Write a program that uses functions to perform the following operations on doubly linked list.:
   i) Creation ii) Insertion iii) Deletion iv) Traversal
3. Write a program that uses functions to perform the following operations on circular linked list.:
   i) Creation ii) Insertion iii) Deletion iv) Traversal
4. Write a program that implement stack (its operations) using
   i) Arrays ii) Pointers
5. Write a program that implement Queue (its operations) using
   i) Arrays ii) Pointers
6. Write a program that implements the following sorting methods to sort a given list of integers in ascending order
   i) Quick sort ii) Heap sort iii) Merge sort
7. Write a program to implement the tree traversal methods(Recursive and Non Recursive).
8. Write a program to implement
   i) Binary Search tree ii) B Trees iii) B+ Trees iv) AVL trees v) Red - Black trees
9. Write a program to implement the graph traversal methods.
10. Implement a Pattern matching algorithms using Boyer- Moore, Knuth-Morris-Pratt

TEXT BOOKS:

1. Fundamentals of Data Structures in C, 2nd Edition, E. Horowitz, S. Sahni and Susan Anderson Freed, Universities Press.
2. Data Structures using C – A. S. Tanenbaum, Y. Langsam, and M. J. Augenstein, PHI/Pearson Education.

REFERENCE BOOK:

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

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22CS314PC: OBJECT ORIENTED PROGRAMMING THROUGH JAVA LAB

B.Tech. II Year I Sem.

L	T	P	C
0	0	3	1.5

Course Objectives:

- To write programs using abstract classes.
- To write programs for solving real world problems using the java collection framework.
- To write multithreaded programs.
- To write GUI programs using swing controls in Java.
- To introduce java compiler and eclipse platform.
- To impart hands-on experience with java programming.

Course Outcomes:

- Able to write programs for solving real world problems using the java collection framework.
- Able to write programs using abstract classes.
- Able to write multithreaded programs.
- Able to write GUI programs using swing controls in Java.

Note:
1. Use LINUX and MySQL for the Lab Experiments. Though not mandatory, encourage the use of the Eclipse platform.

2. The list suggests the minimum program set. Hence, the concerned staff is requested to add more problems to the list as needed.

List of Experiments:

1. Use Eclipse or Net bean platform and acquaint yourself with the various menus. Create a test project, add a test class, and run it. See how you can use auto suggestions, auto fill. Try code formatter and code refactoring like renaming variables, methods, and classes. Try debug step by step with a small program of about 10 to 15 lines which contains at least one if else condition and a for loop.

2. Write a Java program that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the +, -,*, % operations. Add a text field to display the result. Handle any possible exceptions like divided by zero.

3. A) Develop an applet in Java that displays a simple message.
B) Develop an applet in Java that receives an integer in one text field, and computes its factorial Value and returns it in another text field, when the button named “Compute” is clicked.

4. Write a Java program that creates a user interface to perform integer divisions. The user enters two numbers in the text fields, Num1 and Num2. The division of Num1 and Num 2 is displayed in the Result field when the Divide button is clicked. If Num1 or Num2 were not an integer, the program would throw a Number Format Exception. If Num2 were Zero, the program would throw an Arithmetic Exception. Display the exception in a message dialog box.

5. Write a Java program that implements a multi-thread application that has three threads. First thread generates a random integer every 1 second and if the value is even, the second thread computes the square of the number and prints. If the value is odd, the third thread will print the value of the cube of the number.

6. Write a Java program for the following:
Create a doubly linked list of elements.

Delete a given element from the above list.
Display the contents of the list after deletion.

7. Write a Java program that simulates a traffic light. The program lets the user select one of three lights: red, yellow, or green with radio buttons. On selecting a button, an appropriate message with “Stop” or “Ready” or “Go” should appear above the buttons in the selected color. Initially, there is no message shown.

8. Write a Java program to create an abstract class named Shape that contains two integers and an empty method named print Area (). Provide three classes named Rectangle, Triangle, and Circle such that each one of the classes extends the class Shape. Each one of the classes contains only the method print Area () that prints the area of the given shape.

9. Suppose that a table named Table.txt is stored in a text file. The first line in the file is the header, and the remaining lines correspond to rows in the table. The elements are separated by commas.
Write a java program to display the table using Labels in Grid Layout.

10. Write a Java program that handles all mouse events and shows the event name at the center of the window when a mouse event is fired (Use Adapter classes).

11. Write a Java program that loads names and phone numbers from a text file where the data is organized as one line per record and each field in a record are separated by a tab (\t). It takes a name or phone number as input and prints the corresponding other value from the hash table (hint: use hash tables).

12. Write a Java program that correctly implements the producer – consumer problem using the concept of inter thread communication.

13. Write a Java program to list all the files in a directory including the files present in all its subdirectories.

REFERENCE BOOKS:

1. Java for Programmers, P. J. Deitel and H. M. Deitel, 10th Edition Pearson education.
2. Thinking in Java, Bruce Eckel, Pearson Education.
3. Java Programming, D. S. Malik and P. S. Nair, Cengage Learning.
4. Core Java, Volume 1, 9th edition, Cay S. Horstmann and G Cornell, Pearson.

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22CS315PC: DATA VISUALIZATION - R PROGRAMMING/ POWER BI

B.Tech. II Year I Sem.

L	T	P	C
0	0	2	1

Course Objectives:

- Effective use of Business Intelligence (BI) technology (Tableau) to apply data visualization
- To discern patterns and relationships in the data.
- To build Dashboard applications.
- To communicate the results clearly and concisely.
- To be able to work with different formats of data sets.

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

- Understand How to import data into Tableau.
- Understand Tableau concepts of Dimensions and Measures.
- Develop Programs and understand how to map Visual Layouts and Graphical Properties.
- Create a Dashboard that links multiple visualizations.
- Use graphical user interfaces to create Frames for providing solutions to real world
- problems.

Lab Problems:

1. Understanding Data, What is data, where to find data, Foundations for building Data Visualizations, Creating Your First visualization?

2. Getting started with Tableau Software using Data file formats, connecting your Data to Tableau, creating basic charts(line, bar charts, Tree maps),Using the Show me panel.

3. Tableau Calculations, Overview of SUM, AVR, and Aggregate features, Creating custom calculations and fields.

4. Applying new data calculations to your visualizations, Formatting Visualizations, Formatting Tools and Menus, Formatting specific parts of the view.

5. Editing and Formatting Axes, Manipulating Data in Tableau data, Pivoting Tableau data.

6. Structuring your data, Sorting and filtering Tableau data, Pivoting Tableau data.

7. Advanced Visualization Tools: Using Filters, Using the Detail panel, using the Size panels, customizing filters, Using and Customizing tooltips, Formatting your data with colors.

8. Creating Dashboards & Storytelling, creating your first dashboard and Story, Design for different displays, adding interactivity to your Dashboard, Distributing & Publishing your Visualization.

9. Tableau file types, publishing to Tableau Online, Sharing your visualizations, printing, and Exporting.

10. Creating custom charts, cyclical data and circular area charts, Dual Axis charts.

REFERENCE BOOKS:

1. Microsoft Power BI cookbook, Brett Powell, 2nd edition.
2. R Programming for Data Science by Roger D. Peng (References)
3. The Art of R Programming by Norman Matloff Cengage Learning India.

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22MC302: GENDER SENSITIZATION LAB

B.Tech. II Year I Sem.

L	T	P	C
0	0	2	0

COURSE DESCRIPTION

This course offers an introduction to Gender Studies, an interdisciplinary field that asks critical questions about the meanings of sex and gender in society. The primary goal of this course is to familiarize students with key issues, questions and debates in Gender Studies, both historical and contemporary. It draws on multiple disciplines – such as literature, history, economics, psychology, sociology, philosophy, political science, anthropology and media studies – to examine cultural assumptions about sex, gender, and sexuality.

This course integrates analysis of current events through student presentations, aiming to increase awareness of contemporary and historical experiences of women, and of the multiple ways that sex and gender interact with race, class, caste, nationality and other social identities. This course also seeks to build an understanding and initiate and strengthen programmes combating gender-based violence and discrimination. The course also features several exercises and reflective activities designed to examine the concepts of gender, gender-based violence, sexuality, and rights. It will further explore the impact of gender-based violence on education, health and development.

Objectives of the Course

- To develop students' sensibility with regard to issues of gender in contemporary India.
- To provide a critical perspective on the socialization of men and women.
- To introduce students to information about some key biological aspects of genders.
- To expose the students to debates on the politics and economics of work.
- To help students reflect critically on gender violence.
- To expose students to more egalitarian interactions between men and women.

Learning Outcomes

- Students will have developed a better understanding of important issues related to gender in contemporary India.
- Students will be sensitized to basic dimensions of the biological, sociological, psychological and legal aspects of gender. This will be achieved through discussion of materials derived from research, facts, everyday life, literature and film.
- Students will attain a finer grasp of how gender discrimination works in our society and how to counter it.
- Students will acquire insight into the gendered division of labor and its relation to politics and economics.
- Men and women students and professionals will be better equipped to work and live together as equals.
- Students will develop a sense of appreciation of women in all walks of life.
- Through providing accounts of studies and movements as well as the new laws that provide protection and relief to women, the textbook will empower students to understand and respond to gender violence.

Unit-I: UNDERSTANDING GENDER

Introduction: Definition of Gender-Basic Gender Concepts and Terminology-Exploring Attitudes towards Gender-Construction of Gender-Socialization: Making Women, Making Men
- Preparing for Womanhood. Growing up Male. First lessons in Caste.

Unit – II: GENDER ROLES AND RELATIONS

Two or Many? -Struggles with Discrimination-Gender Roles and Relations-Types of Gender Roles-Gender Roles and Relationships Matrix-Missing Women-Sex Selection and Its Consequences-Declining Sex Ratio. Demographic Consequences-Gender Spectrum: Beyond the Binary

Unit – III: GENDER AND LABOUR

Division and Valuation of Labour-Housework: The Invisible Labor- "My Mother doesn't Work." "Share the Load."-Work: Its Politics and Economics -Fact and Fiction. Unrecognized and Unaccounted work. -Gender Development Issues-Gender, Governance and Sustainable Development-Gender and Human Rights-Gender and Mainstreaming

Unit – IV: GENDER - BASED VIOLENCE

The Concept of Violence- Types of Gender-based Violence-Gender-based Violence from a Human Rights Perspective-Sexual Harassment: Say No!-Sexual Harassment, not Eve-teasing- Coping with Everyday Harassment- Further Reading: "*Chupulu".*

Domestic Violence: Speaking OutIs Home a Safe Place? -When Women Unite [Film]. Rebuilding Lives. Thinking about Sexual Violence Blaming the Victim-"I Fought for my Life…."

Unit – V: GENDER AND CULTURE

Gender and Film-Gender and Electronic Media-Gender and Advertisement-Gender and Popular Literature- Gender Development Issues-Gender Issues-Gender Sensitive Language-Gender and Popular Literature - Just Relationships: Being Together as Equals

Mary Kom and Onler. Love and Acid just do not Mix. Love Letters. Mothers and Fathers. Rosa Parks-The Brave Heart.

Note: **Since it is Interdisciplinary Course, Resource Persons can be drawn from the fields of English Literature or Sociology or Political Science or any other qualified faculty who has expertise in this field from engineering departments.**

- ***Classes will consist of a combination of activities: dialogue-based lectures, discussions, collaborative learning activities, group work and in-class assignments. Apart from the above prescribed book, Teachers can make use of any authentic materials related to the topics given in the syllabus on "Gender".***

 ESSENTIAL READING: The Textbook, "*Towards a World of Equals: A Bilingual Textbook on Gender"* written by A.Suneetha, Uma Bhrugubanda, DuggiralaVasanta, Rama Melkote, Vasudha Nagaraj, Asma Rasheed, Gogu Shyamala, Deepa Sreenivas and Susie Tharu **published by Telugu Akademi, Telangana Government in 2015.**

ASSESSMENT AND GRADING:

- Discussion & Classroom Participation: 20%
- Project/Assignment: 30%
- End Term Exam: 50%

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22CS416PC; DISCRETE MATHEMATICS

B.Tech. II Year II Sem.

L	T	P	C
3	0	0	3

Course Objectives:

- Introduces elementary discrete mathematics for computer science and engineering.
- Topics include formal logic notation, methods of proof, induction, sets, relations, algebraic structures, elementary graph theory, permutations and combinations, counting principles; recurrence relations and generating functions.

Course Outcomes:

- Understand and construct precise mathematical proofs
- Apply logic and set theory to formulate precise statements
- Analyze and solve counting problems on finite and discrete structures
- Describe and manipulate sequences
- Apply graph theory in solving computing problems

UNIT - I

Mathematical logic: Introduction, Statements and Notation, Connectives, Normal Forms, Theory of Inference for the Statement Calculus, The Predicate Calculus, Inference Theory of the Predicate Calculus.

UNIT - II

Set theory: Introduction, Basic Concepts of Set Theory, Representation of Discrete Structures, Relations and Ordering, Functions.

UNIT - III

Algebraic Structures: Introduction, Algebraic Systems, Semi groups and Monoids, Lattices as Partially Ordered Sets, Boolean Algebra.

UNIT - IV

Elementary Combinatorics: Basics of Counting, Combinations and Permutations, Enumeration of Combinations and Permutations, Enumerating Combinations and Permutations with Repetitions, Enumerating Permutation with Constrained Repetitions, Binomial Coefficient, The Binomial and Multinomial Theorems, The Principle of Exclusion.

UNIT - V

Graph Theory: Basic Concepts, Isomorphism and Subgraphs, Trees and their Properties, Spanning Trees, Directed Trees, Binary Trees, Planar Graphs, Euler's Formula, Multi-graphs and Euler Circuits, Hamiltonian Graphs, Chromatic Numbers, The Four-Color Problem.

TEXT BOOKS:

1. Discrete Mathematical Structures with Applications to Computer Science: J.P. Tremblay, R. Manohar, McGraw-Hill, 1st ed.
2. Discrete Mathematics for Computer Scientists & Mathematicians: Joe l. Mott, Abraham Kandel, Teodore P. Baker, Prentis Hall of India, 2nd ed.

REFERENCE BOOKS:

1. Discrete and Combinatorial Mathematics - an applied introduction: Ralph.P. Grimald, Pearson education, 5th edition.
2. Discrete Mathematical Structures: Thomas Kosy, Tata McGraw Hill publishing co.

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22SM401MS: BUSINESS ECONOMICS AND FINANCIAL ANALYSIS

B.Tech. II Year II Sem.

L	T	P	C
3	0	0	3

Course Objective: To learn the basic business types, impact of the economy on Business and Firms specifically. To analyze the Business from the Financial Perspective.

Course Outcome: The students will understand the various Forms of Business and the impact of economic variables on the Business. The Demand, Supply, Production, Cost, Market Structure, Pricing aspects are learnt. The Students can study the firm's financial position by analysing the Financial Statements of a Company.

Unit – I: Introduction to Business and Economics

Business: Structure of Business Firm, Theory of Firm, Types of Business Entities, Limited Liability Companies, Sources of Capital for a Company, Non-Conventional Sources of Finance.

Economics: Significance of Economics, Micro and Macro Economic Concepts, Concepts and Importance of National Income, Inflation, Money Supply and Inflation, Business Cycle, Features and Phases of Business Cycle. Nature and Scope of Business Economics, Role of Business Economist, Multidisciplinary nature of Business Economics.

UNIT - II: Demand and Supply Analysis

Elasticity of Demand: Elasticity, Types of Elasticity, Law of Demand, Measurement and Significance of Elasticity of Demand, Factors affecting Elasticity of Demand, Elasticity of Demand in decision making, Demand Forecasting: Characteristics of Good Demand Forecasting, Steps in Demand Forecasting, Methods of Demand Forecasting.

Supply Analysis: Determinants of Supply, Supply Function and Law of Supply.

UNIT - III: Production, Cost, Market Structures & Pricing

Production Analysis: Factors of Production, Production Function, Production Function with one variable input, two variable inputs, Returns to Scale, Different Types of Production Functions.

Cost analysis: Types of Costs, Short run and Long run Cost Functions.

Market Structures: Nature of Competition, Features of Perfect competition, Monopoly, Oligopoly, Monopolistic Competition. **Pricing:** Types of Pricing, Product Life Cycle based Pricing, Break Even Analysis, Cost Volume Profit Analysis.

UNIT - IV: Financial Accounting: Accounting concepts and Conventions, Accounting Equation, Double-Entry system of Accounting, Rules for maintaining Books of Accounts, Journal, Posting to Ledger, Preparation of Trial Balance, Elements of Financial Statements, Preparation of Final Accounts (Simple Problems).

UNIT - V: Financial Ratios Analysis: Concept of Ratio Analysis, Importance and Types of Ratios, Liquidity Ratios, Turnover Ratios, Profitability Ratios, Proprietary Ratios, Solvency, Leverage Ratios – Analysis and Interpretation (simple problems).

TEXT BOOKS:

1. D. D. Chaturvedi, S. L. Gupta, Business Economics - Theory and Applications, International Book House Pvt. Ltd. 2013.
2. Dhanesh K Khatri, Financial Accounting, Tata Mc –Graw Hill, 2011.
3. Geethika Ghosh, Piyali Gosh, Purba Roy Choudhury, Managerial Economics, 2e, Tata Mc Graw Hill Education Pvt. Ltd. 2012.

REFERENCE BOOKS:

1. Paresh Shah, Financial Accounting for Management 2e, Oxford Press, 2015.
2. S. N. Maheshwari, Sunil K Maheshwari, Sharad K Maheshwari, Financial Accounting, 5e, Vikas Publications, 2013.

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22CS417PC: OPERATING SYSTEMS

B.Tech. II Year II Sem.

L	T	P	C
3	0	0	3

Prerequisites:

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

Course Objectives:

- Introduce operating system concepts (i.e., processes, threads, scheduling, synchronization, deadlocks, memory management, file and I/O subsystems and protection)
- Introduce the issues to be considered in the design and development of operating system
- Introduce basic Unix commands, system call interface for process management, interprocess communication and I/O in Unix

Course Outcomes:

- Will be able to control access to a computer and the files that may be shared
- Demonstrate the knowledge of the components of computers and their respective roles in computing.
- Ability to recognize and resolve user problems with standard operating environments.
- Gain practical knowledge of how programming languages, operating systems, and architectures interact and how to use each effectively.

UNIT - I

Operating System - Introduction, Structures - Simple Batch, Multiprogrammed, Time-shared, Personal Computer, Parallel, Distributed Systems, Real-Time Systems, System components, Operating System services, System Calls

Process - Process concepts and scheduling, Operations on processes, Cooperating Processes, Threads

UNIT - II

CPU Scheduling - Scheduling Criteria, Scheduling Algorithms, Multiple -Processor Scheduling. System call interface for process management-fork, exit, wait, waitpid, exec

Deadlocks - System Model, Deadlocks Characterization, Methods for Handling Deadlocks, Deadlock Prevention, Deadlock Avoidance, Deadlock Detection, and Recovery from Deadlock

UNIT - III

Process Management and Synchronization - The Critical Section Problem, Synchronization Hardware, Semaphores, and Classical Problems of Synchronization, Critical Regions, Monitors

Interprocess Communication Mechanisms: IPC between processes on a single computer system, IPC between processes on different systems, using pipes, FIFOs, message queues, shared memory.

UNIT - IV

Memory Management and Virtual Memory - Logical versus Physical Address Space, Swapping, Contiguous Allocation, Paging, Segmentation, Segmentation with Paging, Demand Paging, Page Replacement, Page Replacement Algorithms.

UNIT - V

File System Interface and Operations -Access methods, Directory Structure, Protection, File System Structure, Allocation methods, Free-space Management. Usage of open, create, read, write, close, lseek, stat, ioctl system calls.

TEXT BOOKS:

1. Operating System Principles- Abraham Silberchatz, Peter B. Galvin, Greg Gagne 7th Edition, John Wiley.
2. Advanced programming in the UNIX environment, W.R. Stevens, Pearson education.

REFERENCE BOOKS:

1. Operating Systems- Internals and Design Principles, William Stallings, Fifth Edition–2005, Pearson Education/PHI
2. Operating System A Design Approach- Crowley, TMH.
3. Modern Operating Systems, Andrew S. Tanenbaum 2nd edition, Pearson/PHI
4. UNIX programming environment, Kernighan and Pike, PHI/ Pearson Education
5. UNIX Internals -The New Frontiers, U. Vahalia, Pearson Education.

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22CS427PC: FORMAL LANGUAGES AND AUTOMATA THEORY

B.Tech. II Year II Sem.

L	T	P	C
3	0	0	3

Prerequisites: NIL

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

- Understand the concept of abstract machines and their power to recognize the languages.
- Employ finite state machines for modeling and solving computing problems.
- Design context free grammars for formal languages.
- Distinguish between decidability and undecidability.

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 Greibach Normal form.

Pumping Lemma for Context-Free Languages: Statement of pumping lemma, Applications

Closure Properties of Context-Free Languages: Closure properties of CFL's, Decision Properties of CFL's Turing Machines: Introduction to Turing Machine, Formal Description, Instantaneous description, The language of a Turing machine

UNIT - V

Types of Turing machine: Turing machines and halting

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

TEXT BOOKS:

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

REFERENCE BOOKS:

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

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22CS421PC: SOFTWARE ENGINEERING

B.Tech. II Year II 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 models**: The waterfall model, Spiral model and Agile methodology

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.

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.

Metrics for Process and Products: Software measurement, metrics for software quality.

UNIT - V

Risk management: Reactive Vs proactive risk strategies, software risks, risk identification, risk projection, risk refinement, RMMM. **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, McGraw Hill International Edition.
2. Software Engineering- Sommerville, 7th edition, Pearson Education.

REFERENCE BOOKS:

1. The unified modeling language user guide Grady Booch, James Rambaugh, Ivar Jacobson, Pearson Education.
2. Software Engineering, an Engineering approach- James F. Peters, Witold Pedrycz, John Wiley.
3. Software Engineering principles and practice- Waman S Jawadekar, The McGraw-Hill Companies.
4. Fundamentals of object-oriented design using UML Meiler page-Jones: Pearson Education.

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22CS418PC; OPERATING SYSTEMS LAB

B.Tech. II Year II Sem.

L	T	P	C
0	0	2	1

Prerequisites: A course on “Programming for Problem Solving”, A course on “Computer Organization and Architecture”.

Co-requisite: A course on “Operating Systems”.

Course Objectives:

- To provide an understanding of the design aspects of operating system concepts through simulation
- Introduce basic Unix commands, system call interface for process management, interprocess communication and I/O in Unix

Course Outcomes:

- Simulate and implement operating system concepts such as scheduling, deadlock management, file management and memory management.
- Able to implement C programs using Unix system calls

List of Experiments:

1. Write C programs to simulate the following CPU Scheduling algorithms a) FCFS b) SJF c) Round Robin d) priority

2. Write programs using the I/O system calls of UNIX/LINUX operating system (open, read, write, close, fcntl, seek, stat, opendir, readdir)

3. Write a C program to simulate Bankers Algorithm for Deadlock Avoidance and Prevention.

4. Write a C program to implement the Producer – Consumer problem using semaphores using UNIX/LINUX system calls.

5. Write C programs to illustrate the following IPC mechanisms a) Pipes b) FIFOs c) Message Queues d) Shared Memory

6. Write C programs to simulate the following memory management techniques a) Paging b) Segmentation

7. Write C programs to simulate Page replacement policies a) FCFS b) LRU c) Optimal

TEXT BOOKS:

1. Operating System Principles- Abraham Silberchatz, Peter B. Galvin, Greg Gagne 7th Edition, John Wiley
2. Advanced programming in the Unix environment, W.R.Stevens, Pearson education.

REFERENCE BOOKS:

1. Operating Systems – Internals and Design Principles, William Stallings, Fifth Edition–2005, Pearson Education/PHI
2. Operating System - A Design Approach-Crowley, TMH.
3. Modern Operating Systems, Andrew S Tanenbaum, 2nd edition, Pearson/PHI
4. UNIX Programming Environment, Kernighan and Pike, PHI/Pearson Education
5. UNIX Internals: The New Frontiers, U. Vahalia, Pearson Education

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22CS422PC: SOFTWARE ENGINEERING LAB

B.Tech. II Year I Sem.

L	T	P	C
0	0	2	1

Prerequisites

- A course on “Programming for Problem Solving”.

Co-requisite

- 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 seven exercises for any two projects given in the list of sample projects or any other Projects:

1. Development of problem statements.
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, McGraw 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 McGraw-Hill

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22CS428PC: NODE JS/ REACT JS/ DJANGO

B.Tech. II Year II Sem.

L	T	P	C
0	0	2	1

Prerequisites: Object Oriented Programming through Java, HTML Basics

Course Objectives:

- To implement the static web pages using HTML and do client side validation using JavaScript.
- To design and work with databases using Java
- To develop an end to end application using java full stack.
- To introduce Node JS implementation for server side programming.
- To experiment with single page application development using React.

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

- Build a custom website with HTML, CSS, and Bootstrap and little JavaScript.
- Demonstrate Advanced features of JavaScript and learn about JDBC
- Develop Server – side implementation using Java technologies like
- Develop the server – side implementation using Node JS.
- Design a Single Page Application using React.

Exercises:

1. Build a responsive web application for shopping cart with registration, login, catalog and cart pages using CSS3 features, flex and grid.
2. Make the above web application responsive web application using Bootstrap framework.
3. Use JavaScript for doing client – side validation of the pages implemented in experiment 1 and experiment 2.
4. Explore the features of ES6 like arrow functions, callbacks, promises, async/await. Implement an application for reading the weather information from openweathermap.org and display the information in the form of a graph on the web page.
5. Develop a java stand alone application that connects with the database (Oracle / mySql) and perform the CRUD operation on the database tables.
6. Create an xml for the bookstore. Validate the same using both DTD and XSD.
7. Design a controller with servlet that provides the interaction with application developed in experiment 1 and the database created in experiment 5.
8. Maintaining the transactional history of any user is very important. Explore the various session tracking mechanism (Cookies, HTTP Session)
9. Create a custom server using http module and explore the other modules of Node JS like OS, path, event.
10. Develop an express web application that can interact with REST API to perform CRUD operations on student data. (Use Postman)
11. For the above application create authorized end points using JWT (JSON Web Token).
12. Create a react application for the student management system having registration, login, contact, about pages and implement routing to navigate through these pages.
13. Create a service in react that fetches the weather information from openweathermap.org and the display the current and historical weather information using graphical representation using chart.js
14. Create a TODO application in react with necessary components and deploy it into github.

REFERENCE BOOKS:

1. Jon Duckett, Beginning HTML, XHTML, CSS, and JavaScript, Wrox Publications, 2010
2. Bryan Basham, Kathy Sierra and Bert Bates, Head First Servlets and JSP, O'Reilly Media, 2nd Edition, 2008.
3. Vasan Subramanian, Pro MERN Stack, Full Stack Web App Development with Mongo, Express, React, and Node, 2nd Edition, A Press.

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22MC403: CONSTITUTION OF INDIA

B.Tech. II Year II Sem.

L	T	P	C
3	0	0	0

Course Objectives: Students will be able to:

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

Course Outcomes: Students will be able to:

- Discuss the growth of the demand for civil rights in India for the bulk of Indians before the arrival of Gandhi in Indian politics.
- Discuss the intellectual origins of the framework of argument that informed the conceptualization of social reforms leading to revolution in India.
- Discuss the circumstances surrounding the foundation of the Congress Socialist Party [CSP] under the leadership of Jawaharlal Nehru and the eventual failure of the proposal of direct elections through adult suffrage in the Indian Constitution
- Discuss the passage of the Hindu Code Bill of 1956.

Unit - 1 History of Making of the Indian Constitution- History of Drafting Committee.
Unit - 2 Philosophy of the Indian Constitution- Preamble Salient Features
Unit - 3 Contours of Constitutional Rights & Duties - Fundamental Rights

- Right to Equality
- Right to Freedom
- Right against Exploitation
- Right to Freedom of Religion
- Cultural and Educational Rights
- Right to Constitutional Remedies
- Directive Principles of State Policy
- Fundamental Duties.

Unit - 4 Organs of Governance: Parliament, Composition, Qualifications and Disqualifications, Powers and Functions, Executive, President, Governor, Council of Ministers, Judiciary, Appointment and Transfer of Judges, Qualifications, Powers and Functions

Unit - 5 Local Administration: District's Administration head: Role and Importance, Municipalities: Introduction, Mayor and role of Elected Representative, CEO of Municipal Corporation. Panchayat raj: Introduction, PRI: Zila Panchayat. Elected officials and their roles, CEO ZilaPanchayat: Position and role. Block level: Organizational Hierarchy (Different departments), Village level: Role of Elected and Appointed officials, Importance of grass root democracy

Unit - 6 Election Commission: Election Commission: Role and Functioning. Chief Election Commissioner and Election Commissioners. State Election Commission: Role and Functioning. Institute and Bodies for the welfare of SC/ST/OBC and women.

Suggested Reading:

1. The Constitution of India, 1950 (Bare Act), Government Publication.
2. Dr. S. N. Busi, Dr. B. R. Ambedkar framing of Indian Constitution, 1st Edition, 2015.
3. M. P. Jain, Indian Constitution Law, 7th Edn., Lexis Nexis, 2014.
4. D.D. Basu, Introduction to the Constitution of India, Lexis Nexis, 2015.

B.TECH. CE (SOFTWARE ENGINEERING) **R22 Regulations**

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS523PC: COMPUTER NETWORKS

B.Tech.III Year I Sem.

L	T	P	C
3	0	0	3

Prerequisites

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

Course Objectives

- The objective of the course is to equip the students with a general overview of the conceptsand fundamentals of computer networks.
- Familiarize the students with the standard models for the layered approach to communication between machines in a network and the protocols of the various layers.

Course Outcomes

- Gain the knowledge of the basic computer network technology.
- Gain the knowledge of the functions of each layer in the OSI and TCP/IP reference model.
- Obtain the skills of subnetting and routing mechanisms.
- Familiarity with the essential protocols of computer networks, and how they can be applied innetwork design and implementation.

UNIT - I

Network hardware, Network software, OSI, TCP/IP Reference models, Example Networks: ARPANET,Internet.

Physical Layer: Guided Transmission media: twisted pairs, coaxial cable, fiber optics, WirelessTransmission.

Data link layer: Design issues, framing, Error detection and correction.

UNIT - II

Elementary data link protocols: simplex protocol, A simplex stop and wait protocol for an error-freechannel, A simplex stop and wait protocol for noisy channel.

Sliding Window protocols: A one-bit sliding window protocol, A protocol using Go-Back-N, A protocolusing Selective Repeat, Example data link protocols.

Medium Access sublayer: The channel allocation problem, Multiple access protocols: ALOHA, Carrier sense multiple access protocols, collision free protocols. Wireless LANs, Data link layer switching.

UNIT - III

Network Layer: Design issues, Routing algorithms: shortest path routing, Flooding, Hierarchical routing, Broadcast, Multicast, distance vector routing, Congestion Control Algorithms, Quality of Service, Internetworking, The Network layer in the internet.

UNIT - IV

Transport Layer: Transport Services, Elements of Transport protocols, Connection management, TCP and UDP protocols.

UNIT - V

Application Layer –Domain name system, SNMP, Electronic Mail; the World WEB, HTTP, Streamingaudio and video.

TEXT BOOK:

1. Computer Networks -- Andrew S Tanenbaum, David. j. Wetherall, 5th Edition. PearsonEducation/PHI

REFERENCE BOOKS:

1. An Engineering Approach to Computer Networks-S. Keshav, 2nd Edition, Pearson Education
2. Data Communications and Networking – Behrouz A. Forouzan. Third Edition TMH.

B.TECH. CE (SOFTWARE ENGINEERING) **R22 Regulations**

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS519PC: DATABASE MANAGEMENT SYSTEMS

B.Tech.III Year I Sem.

L	T	P	C
3	0	0	3

Prerequisites: A course on "Data Structures".

Course Objectives:

- To understand the basic concepts and the applications of database systems.
- To master the basics of SQL and construct queries using SQL.
- Topics include data models, data base design, relational model, relational algebra, transaction control, concurrency control, storage structures and access techniques.

Course Outcomes:

- Gain knowledge of fundamentals of DBMS, database design and normal forms
- Master the basics of SQL for Retrieval and management of data.
- Be acquainted with the basics of transaction processing and concurrency control.
- Familiarity with data base storage structures and access techniques

UNIT-I

Database System Applications: A Historical Perspective, File Systems versus a DBMS, the Data Model, Levels of Abstraction in a DBMS, Data Independence, Structure of a DBMS

IntroductiontoDatabaseDesign: DatabaseDesignandERDiagrams,Entities,Attributes,andEntity Sets, Relationships and Relationship Sets, Additional Features of the ER Model, Conceptual Design With the ER Model

UNIT- II

Introduction to the Relational Model: Integrity constraint over relations, enforcing integrity constraints, querying relational data, logical database design, introduction to views, destroying/altering tables and views.

Relational Algebra, Tuple relational Calculus, Domain relational calculus.

UNIT- III

SQL: QUERIES, CONSTRAINTS, TRIGGERS: form of basic SQL query, UNION, INTERSECT, and EXCEPT, Nested Queries, aggregation operators, NULLvalues, complex integrity constraints in SQL, triggers and active databases.

Schema Refinement: Problems caused by redundancy, decompositions, problems related to decomposition, reasoning about functional dependencies, First, Second, Third normal forms, BCNF, lossless join decomposition, multivalued dependencies, Fourth normal form, Fifth normal form.

UNIT-IV

Transaction Concept, Transaction State, Implementation of Atomicity and Durability, Concurrent Executions, Serializability, Recoverability, Implementation of Isolation, Testing for serializability, Lock Based Protocols, Timestamp Based Protocols, Validation- Based Protocols, Multiple Granularity, Recovery and Atomicity, Log–Based Recovery, Recovery with Concurrent Transactions.

UNIT-V

Data on External Storage, File Organization and Indexing, Cluster Indexes, Primary and Secondary Indexes, Index data Structures, Hash Based Indexing, Tree based Indexing, Comparison of File Organizations, Indexes- Intuitions for tree Indexes, Indexed Sequential Access Methods (ISAM), B+Trees:A Dynamic Index Structure.

TEXTBOOKS:

1. DatabaseSystemConcepts,Silberschatz,Korth,McGrawhill,Vedition.3rdEdition
2. DatabaseManagementSystems,RaghuramaKrishnan,JohannesGehrke,TataMcGrawHill

REFERENCEBOOKS:

1. Database Systems design, Implementation, and Management, PeterRob&Carlos Corone l7th Edition.
2. Fundamentals of Database Systems, Elmasri Navrate,PearsonEducation
3. Introduction to Database Systems, C.J.Date,Pearson Education
4. Oracle for Professionals, The XTeam,S.ShahandV.Shah,SPD.
5. Data base Systems Using Oracle:A Simplified guide to SQL and PL/SQL,Shah,PHI.
6. Fundamentals of DatabaseManagementSystems,M.L.Gillenson, WileyStudentEdition.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS535PC: SOFTWARE REQUIREMENTS & ESTIMATION

B.Tech. III Year I Semester

L	T	P	C
3	1	0	4

Course Objectives:

- Students will author a software requirements document.
- Students will demonstrate an understanding of the proper contents of a software requirementsdocument and proficiency in software development cost estimation

Course Outcomes:

- Identify the importance of software requirements and their validation.
- Analyse the software requirement management and its principles.
- Apply and estimate the factors and approaches for software cost.
- Utilize tools for management requirements and estimation requirements.

UNIT - I

Software Requirements and Engineering: Software Requirements - Essential Software requirement, Good practices for requirements engineering, improving requirements processes, Software requirements and risk management. Software Requirements Engineering- Requirements elicitation, requirements analysis documentation, review, elicitation techniques, analysis models, Software quality attributes, risk reduction through prototyping, setting requirements priorities, verifying requirements quality.

UNIT - II

Software Requirements Management and Modeling: Software Requirements Management - Requirements Management Principles and practices, Requirements attributes , Change Management Process, Requirements Traceability Matrix, and Links in requirements chain. Software Requirements Modeling Use Case Modeling, Analysis Models, Dataflow diagram, state transition diagram, class diagrams, Object analysis, Problem Frames

UNIT - III

Software Estimation: Components of Software Estimations, Estimation methods, Problems associated with estimation, Key project factors that influence estimation. Size Estimation-Two views of sizing, Function Point Analysis, Mark II FPA, Full Function Points, LOC Estimation, and Conversion between size measures.

UNIT - IV

Effort, Schedule and Cost Estimation: Productivity, Estimation Factors, Approaches to Effort and Schedule Estimation, COCOMO II, Putnam Estimation Model, Algorithmic models, Cost Estimation.

UNIT - V

Tools for Requirements Management and Estimation Requirements Management Tools: Benefits of using a requirements management tool, commercial requirements management tool, Rational Requisite pro, Caliber – RM, implementing requirements management automation, Software Estimation Tools: Desirable features in software estimation tools, IFPUG, USC's COCOMO II, SLIM (Software LifeCycle Management) Tools

TEXT BOOK:

1. Software Requirements and Estimation by *Rajesh Naik and Swapna Kishore*, Tata Mc Graw Hill.

REFERENCE BOOKS:

1. Software Requirements by Karl E. Weigers, Microsoft Press.
2. Managing Software Requirements, Dean Leffingwell & Don Widrig, Pearson Education, 2003.
3. Mastering the requirements process, second edition, Suzanne Robertson & James Robertson,Pearson Education, 2006.
4. Estimating Software Costs, Second edition, Capers Jones, TMH, 2007.
5. Practical Software Estimation, M.A. Parthasarathy, Pearson Education, 2007.
6. Measuring the software process, William A. Florac & Anita D. Carleton, Pearson Education,1999.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)
22CS5156PE: Data Warehousing and Business Intelligence
(Professional Elective-I)

B.Tech. III Year I Semester **L T P C**
3 0 0 3

Course Objectives:

- This course is concerned with extracting data from the information systems that deal with the day-to-day operations and transforming it into data that can be used by businesses to drive high-level decision making
- Students will learn how to design and create a data warehouse, and how to utilize the process of extracting, transforming, and loading (ETL) data into data warehouses.

Course Outcomes:

- Understand architecture of data warehouse and OLAP operations.
- Understand Fundamental concepts of BI
- Application of BI Key Performance indicators
- Understand Utilization of Advanced BI Tools and their Implementation.
- Implementation of BI Techniques and BI Ethics.

UNIT - I

Data Warehouse, Data Warehouse Modelling, OLAP operations, Data Qube Computation methods

UNIT - II

Business Intelligence Introduction – Definition, Leveraging Data and Knowledge for BI, BI Components, BI Dimensions, Information Hierarchy, Business Intelligence and Business Analytics. BI Life Cycle. Data for BI - Data Issues and Data Quality for BI.

UNIT - III

BI Implementation - Key Drivers, Key Performance Indicators and Performance Metrics, BI Architecture/Framework, Best Practices, Business Decision Making, Styles of BI-vent-Driven alerts-A cyclic process of Intelligence Creation. The value of Business Intelligence-Value driven and Informationuse.

UNIT - IV

Advanced BI – Big Data and BI, Social Networks, Mobile BI, emerging trends, Description of different BI-Tools (Pentaho, KNIME)

UNIT - V

Business Intelligence and integration implementation-connecting in BI systems- Issues of legality- Privacy and ethics- Social networking and BI.

TEXT BOOKS:

1. Data Mining — Concepts and Techniques - JIAWEI HAN & MICHELINE KAMBER,Elsevier, 4th Edition.
2. Rajiv Sabherwal "Business Intelligence" Wiley Publications, 2012.

REFERENCE BOOKS:

1. Efraim Turban, Ramesh Sharda, Jay Aronson, David King, Decision Support and BusinessIntelligence Systems, 9th Edition, Pearson Education, 2009.

2. David Loshin, Business Intelligence - The Savy Manager's Guide Getting Onboard withEmerging IT, Morgan Kaufmann Publishers, 2009.

3. Philo Janus, Stacia Misner, Building Integrated Business Intelligence. Solutions with SQLServer, 2008 R2 & Office 2010, TMH, 2011.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)
22CS547PE: Artificial Intelligence
(Professional Elective-I)

B.Tech. III Year I Semester

L	T	P	C
3	0	0	3

Prerequisites:

1. Programming for problem solving, Data Structures.

Course Objectives:

- To learn the distinction between optimal reasoning Vs. human like reasoning
- To understand the concepts of state space representation, exhaustive search, heuristicsearch 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 machinelearning.

Course Outcomes:

- Understand search strategies and intelligent agents
- Understand different adversarial search techniques
- Apply propositional logic, predicate logic for knowledge representation
- Apply AI techniques to solve problems of game playing, and machine learning.

UNIT - I

Introduction to AI, Intelligent Agents, 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

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.

UNIT - IV

Knowledge Representation: Ontological Engineering, Categories and Objects, Events. Mental Events and Mental Objects, Reasoning Systems for Categories, Reasoning with Default Information.

Classical Planning: Definition of Classical Planning, Algorithms for Planning with State-Space Search, Planning Graphs, other Classical Planning Approaches, Analysis of Planning approaches.

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.

TEXT BOOK:

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

REFERENCE BOOKS:

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

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)
22CS5112PE: Web Programming (Professional Elective – I)

B.Tech. III Year I Semester **L T P C**
3 0 0 3

Course Objectives:

- 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:

- 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 Client side Programming

HTML- Basic Tags- List, Tables, Images, Forms, Frames, CSS

JAVA Script -

Web page Designing using HTML, Scripting basics- Client side and server side scripting. Java ScriptObject, 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 – StringHandling.

UNIT – III JDBC

JDBC Overview – JDBC implementation – Connection class – Statements - Catching Database Results, handling database Queries. Networking– InetAddress class – URL class- TCP sockets – UDPsockets, 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 toJSP.

UNIT – V XML AND WEB SERVICES

Xml – Introduction-Form Navigation-XML Documents- XSL – XSLT- Web services-UDDI-WSDL-Javaweb 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.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)
22CS572PE: IMAGE PROCESSING (Professional Elective – I)

B.Tech. III Year I Semester **L T P C**
3 0 0 3

Prerequisites

1. Students are expected to have knowledge in linear signals and systems, Fourier Transform, basic linear algebra, basic probability theory and basic programming techniques; knowledge ofdigital 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, LeastMean 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 CompressionModels, 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 Wiley, 3rd Edition, 2004.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS574PE: COMPUTER GRAPHICS (Professional Elective – I)

B.Tech. III Year I Semester

L	T	P	C
3	0	0	3

Prerequisites

1. Programming for problem solving and Data Structures

Course Objectives

- Provide the basics of graphics systems including Points and lines, line drawing algorithms, 2D,3D objective transformations

Course Outcomes

- Explore applications of computer graphics
- Understand 2D, 3D geometric transformations and clipping algorithms
- Understand 3D object representations, curves, surfaces, polygon rendering methods, colormodels
- Analyze animation sequence and visible surface detection methods

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 (DDA and Bresenham's Algorithm) circle- generating algorithms and ellipse - generating algorithms

Polygon Filling: Scan-line algorithm, boundary-fill and flood-fill algorithms

UNIT - II

2-D geometric transformations: 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, clipping operations, point clipping, Line clipping-Cohen Sutherland algorithms, Polygon clipping-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, Polygon rendering methods, color models and color applications.

UNIT - IV

3-D Geometric transformations: Translation, rotation, scaling, reflection and shear transformations, composite transformations.

viewing: Viewing pipeline, viewing coordinates, projections, view volume and general projection transforms and clipping.

UNIT - V

Computer animation: Design of animation sequence, general computer animation functions, raster animations, computer animation languages, key frame systems, motion specifications.

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

TEXT BOOKS:

1. "Computer Graphics C version", Donald Hearn and M. Pauline Baker, Pearson Education

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.
4. "Computer Graphics Principles & practice", second edition in C, Foley, Van Dam, Feiner andHughes, Pearson Education.
5. Computer Graphics, Steven Harrington, TMH.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS5118PE: MINING MASSIVE DATASETS

(Professional Elective - II)

B.Tech. III Year I Semester

L	T	P	C
3	0	0	3

1. Students should be familiar with Data mining, algorithms, basic probability theory and Discrete math.

Course Objectives:

- This course will cover practical algorithms for solving key problems in mining of massive datasets.
- This course focuses on parallel algorithmic techniques that are used for large datasets.
- This course will cover stream processing algorithms for data streams that arrive constantly, page ranking algorithms for web search, and online advertisement systems that are studied indetail.

Course Outcomes:

- Handle massive data using Map Reduce.
- Develop and implement algorithms for massive data sets and methodologies in the context ofdata mining.
- Understand the algorithms for extracting models and information from large datasets
- Develop recommendation systems.
- Gain experience in matching various algorithms for particular classes of problems.

UNIT - I

Data Mining-Introduction-Definition of Data Mining-Statistical Limits on Data Mining.

Map Reduce and the New Software Stack-Distributed File Systems, MapReduce, Algorithms UsingMapReduce.

UNIT - II

Similarity Search: Finding Similar Items-Applications of Near-Neighbor Search, Shingling ofDocuments, Similarity-Preserving Summaries of Sets, Distance Measures.

Streaming Data: Mining Data Streams-The Stream Data Model , Sampling Data in a Stream, FilteringStreams

UNIT - III

Link Analysis-PageRank, Efficient Computation of PageRank, Link Spam

Frequent Itemsets-Handling Larger Datasets in Main Memory, Limited-Pass Algorithms, CountingFrequent Items in a Stream.

Clustering-The CURE Algorithm, Clustering in Non-Euclidean Spaces, Clustering for Streams and Parallelism

UNIT - IV

Advertising on the Web-Issues in On-Line Advertising, On-Line Algorithms, The Matching Problem, The Adwords Problem, Adwords Implementation.
Recommendation Systems-A Model for Recommendation Systems, Content-Based Recommendations, Collaborative Filtering, Dimensionality Reduction, The NetFlix Challenge.

UNIT - V:

Mining Social-Network Graphs-Social Networks as Graphs, Clustering of Social-Network Graphs, Partitioning of Graphs, Simrank, Counting Triangles

TEXT BOOKS:

1. Jure Leskovec, Anand Rajaraman, Jeff Ullman, Mining of Massive Datasets, 3rd Edition.

REFERENCE BOOKS:

1. Jiawei Han & Micheline Kamber, Data Mining – Concepts and Techniques 3rd Edition Elsevier.
2. Margaret H Dunham, Data Mining Introductory and Advanced topics, PEA.
3. Ian H. Witten and Eibe Frank, Data Mining: Practical Machine Learning Tools and Techniques, Morgan Kaufmann.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)
22CS576PE: INFORMATION RETRIEVAL SYSETMS
(Professional Elective – II)

B.Tech. III Year I Semester **L T P C**
3 0 0 3

Prerequisites:

1. Data Structures

Course Objectives:

- To learn the concepts and algorithms in Information Retrieval Systems
- To understand the data/file structures that are necessary to design, and implement informationretrieval (IR) systems.

Course Outcomes:

- Ability to apply IR principles to locate relevant information large collections of data
- Ability to design different document clustering algorithms
- Implement retrieval systems for web search tasks.
- Design an Information Retrieval System for web search tasks.

UNIT - I

Introduction to Information Retrieval Systems: Definition of Information Retrieval System, Objectives of Information Retrieval Systems, Functional Overview, Relationship to Database Management Systems, Digital Libraries and Data Warehouses Information Retrieval System Capabilities: Search Capabilities,Browse Capabilities, Miscellaneous Capabilities

UNIT - II

Cataloging and Indexing: History and Objectives of Indexing, Indexing Process, Automatic Indexing, Information Extraction Data Structure: Introduction to Data Structure, Stemming Algorithms, Inverted File Structure, N-Gram Data Structures, PAT Data Structure, Signature File Structure, Hypertext and XML Data Structures, Hidden Markov Models.

UNIT - III

Automatic Indexing: Classes of Automatic Indexing, Statistical Indexing, Natural Language, Concept Indexing, Hypertext Linkages
Document and Term Clustering: Introduction to Clustering, Thesaurus Generation, Item Clustering, Hierarchy of Clusters

UNIT - IV

User Search Techniques: Search Statements and Binding, Similarity Measures and

Ranking, Relevance Feedback, Selective Dissemination of Information Search, Weighted Searches of Boolean Systems, Searching the INTERNET and Hypertext
Information Visualization: Introduction to Information Visualization, Cognition and Perception, Information Visualization Technologies

UNIT - V

Text Search Algorithms: Introduction to Text Search Techniques, Software Text Search Algorithms, Hardware Text Search Systems
Multimedia Information Retrieval: Spoken Language Audio Retrieval, Non-Speech Audio Retrieval, Graph Retrieval, Imagery Retrieval, Video Retrieval

TEXT BOOK:

1. Information Storage and Retrieval Systems – Theory and Implementation, Second Edition, Gerald J. Kowalski, Mark T. Maybury, Springer

REFERENCE BOOKS:

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

Modern Information Retrieval by Yates and Neto Pearson Education

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)
22CS580PE: INTERNET OF THINGS
(Professional Elective – II)

B.Tech. III Year I Semester **L T P C**
3 0 0 3

Pre-Requisites: Computer organization, Computer Networks

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.
- Identify the applications of IoT in Industry.

UNIT - I

Introduction to Internet of Things –Definition and Characteristics of IoT, Physical Design of IoT, Logical Design of IoT, IoT Enabling Technologies, IoT Levels and Deployment Templates

Domain Specific IoTs – Home automation, Environment, Agriculture, Health and Lifestyle

UNIT - II

IoT and M2M – M2M, Difference between IoT and M2M, SDN and NFV for IoT,

IoT System Management with NETCOZF, YANG- Need for IoT system Management, Simple Network management protocol, Network operator requirements, NETCONF, YANG, IoT Systems Management with NETCONF-YANG

UNIT - III

IoT Systems – Logical design using Python-Introduction to Python — Python Data types & Data structures, Control flow, Functions, Modules, Packaging, File handling, Data/Time operations, Classes, Exception, Python packages of Interest for IoT

UNIT - IV

IoT Physical Devices and Endpoints - Raspberry Pi, Linux on Raspberry Pi, Raspberry Pi Interfaces, Programming Raspberry PI with Python, Other IoT devices.

IoT Physical Servers and Cloud Offerings – Introduction to Cloud Storage models and communication APIs, WAMP-AutoBahn for IoT, Xively Cloud for IoT, Python web application framework
–Django, Designing a RESTful web API

UNIT V

Case studies- Home Automation, Environment-weather monitoring-weather reporting- air pollution monitoring, Agriculture.

TEXT BOOK:

1. Internet of Things - A Hands-on Approach, Arshdeep Bahga and Vijay Madisetti, UniversitiesPress, 2015, ISBN: 9788173719547.

REFERENCE BOOK:

1. Getting Started with Raspberry Pi, Matt Richardson & Shawn Wallace, O'Reilly (SPD), 2014,ISBN: 9789350239759.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)
22CS533PE: DEVOPS
(Professional Elective – II)

B.Tech. III Year I Semester

L	T	P	C
3	0	0	3

Pre-Requisites:

1. Software Engineering
2. Software Project Management

Course Objectives:

- Understand the skill sets and high-functioning teams involved in Agile, DevOps and relatedmethods to reach a continuous delivery capability.
- Implement automated system update and DevOps lifecycle.

Course Outcomes:

- Understand the various components of DevOps environment.
- Identify Software development models and architectures of DevOps
- Use different project management and integration tools.
- Select an appropriate testing tool and deployment model for project.

UNIT-I

Introduction to DevOps:

Introduction, Agile development model, DevOps and ITIL. DevOps process and Continuous Delivery, Release management, Scrum, Kanban, delivery pipeline, identifying bottlenecks.

UNIT-II

Software development models and DevOps:

DevOps Lifecycle for Business Agility, DevOps, and Continuous Testing. DevOps influence on Architecture: Introducing software architecture, The monolithic scenario, Architecture rules of thumb, The separation of concerns, Handling database migrations, Micro services and the data tier, DevOps,architecture, and resilience.

UNIT-III

Introduction to project management:

The need for source code control, the history of source code management, Roles and code, source code management system and migrations, shared authentication, Hosted Git servers, Different Git server implementations, Docker intermission, Gerrit, The pull request model, GitLab.

UNIT-IV

Integrating the system:

Build systems, Jenkins build server, Managing build dependencies, Jenkins plugins, and file system layout, The host server, Build slaves, Software on the host, Triggers, Job chaining and build pipelines, Build servers and infrastructure as code, Building by dependency order, Build phases, Alternative buildservers, Collating quality measures.

UNIT-V

Testing Tools and Deployment:

Various types of testing, Automation of testing Pros and cons, Selenium - Introduction, Selenium features, JavaScript testing, Testing backend integration points, Test-driven development, REPL-driven development. Deployment of the system: Deployment systems, Virtualization stacks, code execution at the client, Puppet master and agents, Ansible, Deployment tools: Chef, Salt Stack and Docker.

TEXT BOOKS:

1. Joakim Verona., Practical DevOps, Packt Publishing, 2016.

REFERENCE BOOKS:

1. Deepak Gaikwad, Viral Thakkar. DevOps Tools from Practitioner's Viewpoint. Wileypublications.
2. Len Bass, Ingo Weber, Liming Zhu. DevOps: A Software Architect's Perspective. AddisonWesley

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS5113PE: SOFTWARE DESIGN METHODOLOGIES

(Professional Elective - II)

B.Tech. III Year I Semester

L	T	P	C
3	0	0	3

Prerequisite: Software Engineering.

Course Objectives:

- To develop the knowledge, understanding, skills and values to solve problems through thecreation of software solutions
- To design and experiment with software prototypes
- To elicit, analyze and specify software requirements through a productive working relationshipwith project stakeholders.
- To build solutions using different technologies, architectures and life-cycle approaches.

Course Outcomes:

- Understand the need of software design and challenges.
- Demonstrate architectures and methods for software design.
- Analyze software design process with objects and components.
- Identify suitable metrics for project and process management.
- Analyze project scheduling and risk management strategies.

UNIT - I

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.

UNIT - II

Software Design

The nature of the design process, transferring design knowledge, constraints upon the design processand product, recording design decisions, designing with others, context for design, economic factors, assessing design qualities, quality attributes of the design product, assessing the design process. Representing abstract ideas, design viewpoints, the architecture concept, design methods, design patterns, design representations, rationale for design methods.

Design Processes and Strategies: The role of strategy in design methods, describing the design process – The D – Matrix, design by top-down decomposition, design by composition, organizational influences upon design.

UNIT - III

Designing with objects and components:

Designing with objects- Design practices for object-oriented paradigm, Object-

oriented paradigm, Object-oriented frameworks, Hierarchical object oriented design process and heuristics, the fusion method, the unified process. Component - based design- The component concept, designing with components, designing components, COTS. User Interface design-The Golden rules, Interface analysis and design models, user and task analysis, analysis of display content and work environment, applying interface design issues, design evaluation.

UNIT - IV

Project Management Concepts:

Project Management- The management spectrum, people, product, process and project, W5HH principle, Critical practices. Metrics for Process and Projects- Process metrics, project metrics, size- oriented metrics, function-oriented metrics, Object-oriented and use-case metrics, metrics for software quality, integrating metrics within software process.

UNIT - V

Project Scheduling and Management

Project Scheduling- Basic concepts, project scheduling, defining a task set and task network, timeline charts, tracking the schedule, tracking the progress for an OO project, Earned value analysis. Risk Management- Reactive vs. Proactive risk strategies, software risks, risk identification, risk projection, risk refinement, risk mitigation and monitoring, the RMMM plan.

TEXT BOOKS:

1. Software design, David Budgen, second edition, Pearson education, 2003.
2. Software Engineering: A practitioner's Approach, Roger S Pressman, sixth edition. McGraw-Hill International Edition, 2005.

REFERENCE BOOKS:

1. Applying domain- driven design and patterns, jimmy Nilsson, Pearson education, 2006
2. Software Engineering Foundations, Ian Sommerville, seventh edition, Pearson education,2004.
3. Software Project Management, Bob Hughes & Mike Cotterell, Fourth edition, Tata Mc GrawEngineering: A Primer, Waman S Jawadekar, Tata McGraw-Hill, 2008
4. The Art of Project Management, Scott Berkun, O'Reilly, 2005.
5. Software Engineering, Project Management, Richard H. Thayer & Edward Yourdon, secondedition, Wiley India, 2004.
6. Software Engineering foundations, Yingxu Wang Auerbach publications, 2008.
7. Applied Software Project Management, Andrew Stellman & Jennifer Greene, O'Reilly, 2006.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS524PC: COMPUTER NETWORKS LAB

B.Tech. III Year I Semester

L	T	P	C
0	0	2	1

Course Objectives

- To understand the working principle of various communication protocols.
- To understand the network simulator environment and visualize a network topology andobserve 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 bitstuffing.
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 windowprotocol, and loss recovery using the Go-Back-N mechanism.
4. Implement Dijkstra's algorithm to compute the shortest path through a network
5. Take an example subnet of hosts and obtain a broadcast tree for the subnet.
6. Implement distance vector routing algorithm for obtaining routing tables at each node.
7. Implement data encryption and data decryption
8. Write a program for congestion control using Leaky bucket algorithm.
9. Write a program for frame sorting techniques used in buffers.
10. Write a program for congestion control using Token bucket algorithm.

TEXT BOOK:

1. Computer Networks, Andrew S Tanenbaum, David. j. Wetherall, 5th Edition. PearsonEducation/PHI.

REFERENCE BOOKS:

1. An Engineering Approach to Computer Networks, S. Keshav, 2nd Edition, Pearson Education.
2. Data Communications and Networking – Behrouz A. Forouzan. 3rd Edition, TMH.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS520PC: DATABASE MANAGEMENT SYSTEMS LAB

B.Tech. III Year I Semester

L	T	P	C
0	0	2	1

Co-requisites: "Database Management Systems".

Course Objectives:

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

Course Outcomes:

- Design database schema for a given application and apply normalization
- Acquire skills in using SQL commands for data definition and data manipulation.
- Develop solutions for database applications using procedures, cursors and triggers

List of Experiments:

1. Concept design with E-R Model
2. Relational Model
3. Normalization
4. Practicing DDL commands
5. Practicing DML commands
6. A. Querying (using ANY, ALL, UNION, INTERSECT, JOIN, Constraints etc.)
   B. Nested, Correlated subqueries
7. Queries using Aggregate functions, GROUP BY, HAVING and Creation and dropping of Views.
8. Triggers (Creation of insert trigger, delete trigger, update trigger)
9. Procedures
10. Usage of Cursors

TEXT BOOKS:

1. Database Management Systems, Raghurama Krishnan, Johannes Gehrke, Tata Mc Graw Hill, 3rd Edition
2. Database System Concepts, Silberschatz, Korth, McGraw Hill, V edition.

REFERENCE BOOKS:

1. Database Systems design, Implementation, and Management, Peter Rob & Carlos Coronel 7th Edition.
2. Fundamentals of Database Systems, Elmasri Navrate, Pearson Education
3. Introduction to Database Systems, C.J. Date, Pearson Education

4. Oracle for Professionals, The X Team, S. Shah and V. Shah, SPD.
5. Database Systems Using Oracle: A Simplified guide to SQL and PL/SQL, Shah, PHI.
6. Fundamentals of Database Management Systems, M. L. Gillenson, Wiley Student Edition.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
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22EN503HS: Advanced English Communication Skills Lab

B.Tech. III Year I Semester **L T P C**
0 0 2 1

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:

- 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.
- Activities on Reading Comprehension –General Vs Local comprehension, reading for facts, guessing meanings from context, scanning, skimming, inferring meaning, critical reading& effective googling.
- 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.

- Activities on Presentation Skills – Oral presentations (individual and group) through JAM
- Sessions/seminars/PPTs and written presentations through posters/projects/reports/ emails/assignments etc.
- 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, 5thEdition.

REFERENCES:

1. Learn Correct English – A Book of Grammar, Usage and Composition by Shiv K. Kumar and Hemalatha Nagarajan. Pearson 2007
2. Professional Communication by Aruna Koneru, McGraw Hill Education (India) Pvt. Ltd, 2016.
3. Technical Communication by Meenakshi Raman & Sangeeta Sharma, Oxford University Press 2009.
4. Technical Communication by Paul V. Anderson. 2007. Cengage Learning pvt. Ltd. New Delhi.
5. English Vocabulary in Use series, Cambridge University Press 2008.
6. Handbook for Technical Communication by David A. McMurrey & Joanne Buckley. 2012. Cengage Learning.
7. Communication Skills by Leena Sen, PHI Learning Pvt Ltd., New Delhi, 2009.
8. Job Hunting by Colm Downes, Cambridge University Press 2008.
9. English for Technical Communication for Engineering Students, Aysha Vishwamohan, Tata Mc Graw-Hill2009

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS539PC: UI design- Flutter

B.Tech. III Year I Semester

L	T	P	C
0	0	2	1

Course Objectives:

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

Course Outcomes:

- Implements Flutter Widgets and Layouts
- Responsive UI Design and with Navigation in Flutter
- Create custom widgets for specific UI elements and also Apply styling using themes and custom styles.
- Design a form with various input fields, along with validation and error handling
- Fetches data and write code for unit Test for UI components and also animation

List of Experiments: Students need to implement the following experiments

1. a) Install Flutter and Dart SDK.

b) Write a simple Dart program to understand the language basics.

2. a) Explore various Flutter widgets (Text, Image, Container, etc.).

b) Implement different layout structures using Row, Column, and Stack widgets.

3. a) Design a responsive UI that adapts to different screen sizes.

b) Implement media queries and breakpoints for responsiveness.

4. a) Set up navigation between different screens using Navigator.

b) Implement navigation with named routes.

5. a) Learn about stateful and stateless widgets.

b) Implement state management using set State and Provider.

6. a) Create custom widgets for specific UI elements.

b) Apply styling using themes and custom styles.

7. a) Design a form with various input fields.

b) Implement form validation and error handling.

8. a) Add animations to UI elements using Flutter's animation framework.

b) Experiment with different types of animations (fade, slide, etc.).

9. a) Fetch data from a REST API.

b) Display the fetched data in a meaningful way in the UI.

10. a) Write unit tests for UI components.

b) Use Flutter's debugging tools to identify and fix issues.

TEXT BOOK:

1. Marco L. Napoli, Beginning Flutter: A Hands-on Guide to App Development.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

*22MC504: INTELLECTUAL PROPERTY RIGHTS

B.Tech. III Year I Sem.

L	T	P	C
3	0	0	0

Course Objectives:

- Significance of intellectual property and its protection
- Introduce various forms of intellectual property

Course Outcomes:

- Distinguish and Explain various forms of IPRs.
- Identify criteria to fit one's own intellectual work in particular form of IPRs.
- Apply statutory provisions to protect particular form of IPRs.
- Appraise new developments in IPR laws at national and international level

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 copyrights: Fundamental of copyright law, originality of material, rights of reproduction, rights to perform the work publicly, copyright ownership issues, copyright registration, notice of copyright, International copyright law.

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

UNIT – IV

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

Unfair competition: Misappropriation right of publicity, false advertising.

UNIT – V

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

International overview on intellectual property, international — trade mark law, copyright law, international patent law, and international development in trade secrets law.

TEXT BOOK:

1. Intellectual property right, Deborah. E. Bouchoux, Cengage learning.

REFERENCE BOOK:

1. Intellectual property right — Unleashing the knowledge economy, prabuddha ganguli, Tata McGraw Hill Publishing company ltd.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(UGC-AUTONOMOUS)

22MC505: FUNDAMENTAL OF ARTIFICIAL INTELLIGENCE

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

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.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS668PC: COMPILER DESIGN

B.Tech. III Year II Semester

L	T	P	C
3	0	0	3

Prerequisites

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

Course Objectives:

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

Course Outcomes:

- Demonstrate the ability to design a compiler given a set of language features.
- Demonstrate the knowledge of patterns, tokens & regular expressions for lexical analysis.
- Acquire skills in using lex tool & yacc tool for developing a scanner and parser.
- Design and implement LL and LR parsers
- Design algorithms to do code optimization in order to improve the performance of a program interms of space and time complexity.
- Design algorithms to generate machine code.

UNIT - I

Introduction: The structure of a compiler, the science of building a compiler, programming language basics

Lexical Analysis: The Role of the Lexical Analyzer, Input Buffering, Recognition of Tokens, The Lexical-Analyzer Generator Lex, Finite Automata, From Regular Expressions to Automata, Design of a Lexical-Analyzer Generator, Optimization of DFA-Based Pattern Matchers.

UNIT - II

Syntax Analysis: Introduction, Context-Free Grammars, Writing a Grammar, Top-Down Parsing, Bottom-Up Parsing, Introduction to LR Parsing: Simple LR, More Powerful LR Parsers, Using Ambiguous Grammars and Parser Generators.

UNIT - III

Syntax-Directed Translation: Syntax-Directed Definitions, Evaluation Orders for SDD's, Applications of Syntax-Directed Translation, Syntax-Directed Translation Schemes, Implementing L-AttributedSDD's.

Intermediate-Code Generation: Variants of Syntax Trees, Three-Address Code, Types and Declarations, Type Checking, Control Flow, Switch-Statements, Intermediate Code for Procedures.

UNIT - IV

Run-Time Environments: Stack Allocation of Space, Access to Nonlocal Data on the Stack, Heap Management, Introduction to Garbage Collection, Introduction to Trace-Based Collection.

Code Generation: Issues in the Design of a Code Generator, The Target Language, Addresses in the Target Code, Basic Blocks and Flow Graphs, Optimization of Basic Blocks, A Simple Code Generator, Peephole Optimization, Register Allocation and Assignment, Dynamic Programming Code-Generation.

UNIT - V

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

TEXT BOOK:

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

REFERENCE BOOKS:

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

BALAJI INSTITUTE OF TECHNOLOGY AND SCIENCE

(AUTONOMOUS)

22CS652PC: SOFTWARE TESTING METHODOLOGIES

B.Tech. III Year II Sem. **L T P C**

3 0 0 3

Prerequisites

1. 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 the latest tools.

Course Outcomes:

- Understand purpose of testing and path testing
- Understand strategies in data flow testing and domain testing
- Develop logic-based test strategies
- Understand graph matrices and its applications
- Implement test cases using any testing automation tool

UNIT - I

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

UNIT - II

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

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

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

UNIT - III

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

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

UNIT - IV

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

UNIT - V

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

TEXT BOOKS:

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

REFERENCE BOOKS:

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

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS630PC: DESIGN AND ANALYSIS OF ALGORITHMS

B.Tech. III Year II Semester

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".

Course Objectives:

- Introduces the notations for analysis of the performance of algorithms and the data structure ofdisjoint 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 bestcase analysis.
- Explains the difference between tractable and intractable problems, and introduces the problems that are P, NP and NP complete.

Course Outcomes:

- Analyze the performance of algorithms
- Choose appropriate data structures and algorithm design methods for a specified application
- Understand the choice of data structures and the algorithm design methods

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'smatrix multiplication.

UNIT - II

Disjoint Sets: Disjoint set operations, union and find algorithms, Priority Queue- Heaps, Heapsort **Backtracking:** General method, applications, n-queen's problem, sum of subsets problem, graphColoring, hamitonian cycles.

UNIT - III

Dynamic Programming: General method, applications- Optimal binary search tree, 0/1 knapsack problem, All pairs shortest path problem, Traveling salesperson 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.

Basic Traversal and Search Techniques: Techniques for Binary Trees, Techniques for Graphs,Connected components, Biconnected components.

UNIT - V

Branch and Bound: General method, applications - Traveling salesperson 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 andNP-Complete classes, Cook's theorem.

TEXT BOOK:

1. Fundamentals of Computer Algorithms, Ellis Horowitz, Satraj Sahni and Rajasekharan,University press, 1998.

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.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)
22CS6114PE: OBJECT ORIENTED ANALYSIS AND DESIGN
(Professional Elective – III)

B.Tech. III Year II Semester

L	T	P	C
3	0	0	3

Pre-Requisites:

- Software Engineering.

Course Objectives:

- The main objective is to become familiar with all phases of OOAD and UML Diagrams.
- Ability to a design solution for problems in various domains.

Course Outcomes:

- Select the basic elements of modeling required for SDLC.
- Design Class and Object Diagrams that represent Static Aspects of a Software System.
- Establish the Overall frame work, interactions and relationships between software objects.
- Analyze the iterative and incremental process for software development.
- Identify the scope, requirements, architecture and risks involved prior to implementation.

UNIT - I

Introduction to UML: Importance of modeling, principles of modeling, object oriented modeling, conceptual model of the UML, Architecture, Software Development Life Cycle, Basic Structural Modeling: Classes and Relationships, common Mechanisms and diagrams. Class & Object Diagrams: Terms, concepts, Common Modelling Techniques.

UNIT - II

Collaboration Diagrams: Terms, concepts, depicting a message, polymorphism in collaboration, iterated messages, use of self in messages. Sequence Diagrams: Terms, concepts, depicting asynchronous messages with/without priority, call back mechanism, broadcast messages. Basic Behavioral Modeling: Use cases, Use case Diagrams, Activity Diagrams. Advanced Behavioral Modeling: Events and signals, state machines, processes and threads, time and space, state chart diagrams. Interactions, Interaction diagrams.

UNIT - III

Architectural Modeling: Component, Deployment, Component diagrams and Deployment diagrams. The Unified process: use case driven, architecture centric, iterative and incremental. The Four Ps: people, project, product and process. Use case driven process: why use case, capturing use cases, analysis, design and implementation to realize the use cases, testing the use cases. Architecture-centric process: Architecture in brief, why we need architecture, use cases and architecture, the steps to architecture, an architecture description.

UNIT - IV

Iterative and incremental process: Iterative incremental in brief, why iterative and incremental development? The iterative approach is risk driven, the generic iteration. The Generic Iteration Workflow: Phases are the first division workflow, planning proceeds doing, risks affect project planning, use case prioritization, resource needed assess the iteration and phases. Inception Phase: early in the inception phase, the archetypical inception iteration workflow, execute the core workflows, requirements to test.

UNIT - V

Elaboration Phase: Elaboration phase in brief, early in the elaboration phase, the architectural elaboration iteration workflow, execute the core workflow –requirements to test. Construction phase: early in the construction phase, the archetypal construction iteration workflow, execute the core workflow. Transition phase: early in the transition phase, activities in transition phase. Case Study: Automation of a Library, Simulation of a Company.

TEXT BOOKS:

1. Grady Booch, James Rumbaugh, Ivar Jacobson: The Unified Modeling Language User Guide, Pearson Education. (UNIT I, II, III)
2. Ivar Jacobson, Grady Booch, James Rumbaugh: The Unified Software Development Process, Pearson Edition. (UNIT III, IV, V)

REFERENCE BOOKS:

1. Hans-Erik Eriksson, Magnus Penker, Brian Lyons, David Fado: UML 2 Toolkit, WILEY-Dreamtech India Pvt. Ltd. (UNIT I, II, III).
2. Meilir Page-Jones: Fundamentals of Object-Oriented Design in UML, Pearson Education.
3. Pascal Roques: Modeling Software Systems Using UML2, Wiley Dreamtech India Pvt. Ltd.
4. Atul Kahate: Object Oriented Analysis & Design, The McGraw-Hill Companies.
5. Mark Priestley: Practical Object-Oriented Design with UML, Tata McGraw-Hill.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)
22CS696PE: INTRODUCTION TO DATA SCIENCE (Professional Elective – III)

B.Tech. III Year II Semester **L T P C**
3 0 0 3

Course Objectives:

- Learn concepts, techniques and tools they need to deal with various facets of data sciencepractice, including data collection and integration
- Understand the basic types of data and basic statistics
- Identify the importance of data reduction and data visualization techniques

Course Outcomes:

- Understand basic terms of statistical modeling and data science
- Implementation of R programming concepts
- utilize R elements for data visualization and prediction

UNIT - I

Introduction

Definition of Data Science- Big Data and Data Science hype – and getting past the hype - Datafication

- Current landscape of perspectives - Statistical Inference - Populations and samples - Statisticalmodeling, probability distributions, fitting a model – Over fitting.

Basics of R: Introduction, R-Environment Setup, Programming with R, Basic Data Types.

UNIT - II Data Types & Statistical Description

Types of Data: Attributes and Measurement, Attribute, The Type of an Attribute, The Different Types of Attributes, Describing Attributes by the Number of Values, Asymmetric Attributes, Binary Attribute, Nominal Attributes, Ordinal Attributes, Numeric Attributes, Discrete versus Continuous Attributes.

Basic Statistical Descriptions of Data: Measuring the Central Tendency: Mean, Median, and Mode, Measuring the Dispersion of Data: Range, Quartiles, Variance, Standard Deviation, and Interquartile Range, Graphic Displays of Basic Statistical Descriptions of Data.

UNIT - III

Vectors: Creating and Naming Vectors, Vector Arithmetic, Vector sub setting,

Matrices: Creating and Naming Matrices, Matrix Sub setting, Arrays, Class.

Factors and Data Frames: Introduction to Factors: Factor Levels, Summarizing a Factor, Ordered Factors, Comparing Ordered Factors, Introduction to Data Frame, subsetting of Data Frames, Extending Data Frames, Sorting Data Frames.

Lists: Introduction, creating a List: Creating a Named List, Accessing List Elements, Manipulating ListElements, Merging Lists, Converting Lists to Vectors

UNIT - IV

Conditionals and Control Flow: Relational Operators, Relational Operators and Vectors, LogicalOperators, Logical Operators and Vectors, Conditional Statements.
Iterative Programming in R: Introduction, While Loop, For Loop, Looping Over List.
Functions in R: Introduction, writing a Function in R, Nested Functions, Function Scoping, Recursion,Loading an R Package, Mathematical Functions in R.

UNIT - V

Charts and Graphs: Introduction, Pie Chart: Chart Legend, Bar Chart, Box Plot, Histogram, Line Graph: Multiple Lines in Line Graph, Scatter Plot.
Regression: Linear Regression Analysis, Multiple Linear regression

TEXT BOOKS:

1. Doing Data Science, Straight Talk from The Frontline. Cathy O'Neil and Rachel Schutt, O'Reilly,2014.
2. K G Srinivas, G M Siddesh, "Statistical programming in R", Oxford Publications.

REFERENCE BOOKS:

1. Jiawei Han, Micheline Kamber and Jian Pei. Data Mining: Concepts and Techniques, 3rd ed.The Morgan Kaufmann Series in Data Management Systems.
2. Introduction to Data Mining, Pang-Ning Tan, Vipin Kumar, Michael Steinbanch, PearsonEducation.
3. Brain S. Everitt, "A Handbook of Statistical Analysis Using R", Second Edition, 4 LLC, 2014.
4. Dalgaard, Peter, "Introductory statistics with R", Springer Science & Business Media, 2008.
5. Paul Teetor, "R Cookbook", O'Reilly, 2011.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)
22CS682PE: SCRIPTING LANGUAGES (Professional Elective – III)

B.Tech. III Year II Semester

L	T	P	C
3	0	0	3

Prerequisites:

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

Course Objectives:

- 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 andapplication programming languages.
- Gain knowledge of the strengths and weakness of Perl, TCL and Ruby; and select anappropriate language for solving a given problem.
- Acquire programming skills in scripting language

UNIT - I

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

UNIT - II

Extending Ruby: Ruby Objects in C, the Jukebox extension, Memory allocation, Ruby Type System,Embedding Ruby to Other Languages, Embedding a Ruby Interpreter

UNIT - III

Introduction to PERL and Scripting

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

UNIT - IV

Advanced perl

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

UNIT -

VTCL

TCL Structure, syntax, Variables and Data in TCL, Control Flow, Data Structures, input/output, procedures, strings, patterns, files, Advance TCL- eval, source, exec and uplevel commands, Name spaces, trapping errors, event driven programs, making applications internet aware, Nuts and Bolts Internet Programming, Security Issues, C Interface.

Tk

Tk-Visual Tool Kits, Fundamental Concepts of Tk, Tk by example, Events and Binding, Perl-Tk.

TEXT BOOKS:

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

REFERENCE BOOKS:

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

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)
22CS6101PE: MOBILE APPLICATION DEVELOPMENT (Professional Elective – III)

B.Tech. III Year II Semester

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 mobileplatform
- To demonstrate their ability to deploy software to mobile devices
- To demonstrate their ability to debug programs running on mobile devices

Course Outcomes:

- Understand the working of Android OS Practically.
- Develop Android user interfaces
- 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 - sLayouts – 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 andusing 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 andretrieving 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 BOOK:

1. Professional Android 4 Application Development, Reto Meier, Wiley India, (Wrox), 2012.

REFERENCE BOOKS:

1. Android Application Development for Java Programmers, James C Sheusi, Cengage Learning,2013.
2. Beginning Android 4 Application Development, Wei-Meng Lee, Wiley India (Wrox), 2013.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)
22CS656PE: CRYPTOGRAPHY and NETWORK SECURITY (Professional Elective – III)

B.Tech. III Year II Semester **L T P C**
3 0 0 3

Course Objectives:

- Explain the importance and application of each of confidentiality, integrity, authentication andavailability
- Understand various cryptographic algorithms.
- Understand the basic categories of threats to computers and networks
- Describe public-key cryptosystem.
- Describe the enhancements made to IPv4 by IPSec
- Understand Intrusions and intrusion detection

Course Outcomes:

- Student will be able to understand basic cryptographic algorithms, message and webauthentication and security issues.
- Ability to identify information system requirements for both of them such as client and server.
- Ability to understand the current legal issues towards information security.

UNIT - I

Security Concepts: Introduction, The need for security, Security approaches, Principles of security,Types of Security attacks, Security services, Security Mechanisms, A model for Network Security **Cryptography Concepts and Techniques:** Introduction, plain text and cipher text, substitutiontechniques, transposition techniques, encryption and decryption, symmetric and asymmetric key cryptography, steganography, key range and key size, possible types of attacks.

UNIT - II

Symmetric key Ciphers: Block Cipher principles, DES, AES, Blowfish, RC5, IDEA, Block cipheroperation, Stream ciphers, RC4.
Asymmetric key Ciphers: Principles of public key cryptosystems, RSA algorithm, ElgamalCryptography, Diffie-Hellman Key Exchange, Knapsack Algorithm.

UNIT - III

Cryptographic Hash Functions: Message Authentication, Secure Hash Algorithm (SHA-512), **Message authentication codes:** Authentication requirements, HMAC, CMAC, Digital signatures,Elgamal Digital Signature Scheme.
Key Management and Distribution: Symmetric Key Distribution Using Symmetric & Asymmetric Encryption, Distribution of Public Keys, Kerberos, X.509 Authentication Service, Public — Key Infrastructure

UNIT - IV

Transport-level Security: Web security considerations, Secure Socket Layer and

Transport Layer Security, HTTPS, Secure Shell (SSH)
Wireless Network Security: Wireless Security, Mobile Device Security, IEEE 802.11 Wireless LAN,IEEE 802.11i Wireless LAN Security

UNIT - V
E-Mail Security: Pretty Good Privacy, S/MIME IP Security: IP Security overview, IP Security architecture, Authentication Header, Encapsulating security payload, Combining security associations,Internet Key Exchange
Case Studies on Cryptography and security: Secure Multiparty Calculation, Virtual Elections, Single sign On, Secure Inter-branch Payment Transactions, Cross site Scripting Vulnerability.

TEXT BOOKS:

1. Cryptography and Network Security - Principles and Practice: William Stallings, PearsonEducation, 6th Edition
2. Cryptography and Network Security: Atul Kahate, Mc Graw Hill, 3rd Edition

REFERENCE BOOKS:

1. Cryptography and Network Security: C K Shyamala, N Harini, Dr T R Padmanabhan, WileyIndia, 1st Edition.
2. Cryptography and Network Security: Forouzan Mukhopadhyay, Mc Graw Hill, 3rd Edition
3. Information Security, Principles, and Practice: Mark Stamp, Wiley India.
4. Principles of Computer Security: WM. Arthur Conklin, Greg White, TMH
5. Introduction to Network Security: Neal Krawetz, CENGAGE Learning
6. Network Security and Cryptography: Bernard Menezes, CENGAGE Learning.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS621OE: SOFTWARE ENGINEERING (Open Elective – I)

B.Tech. III Year II Semester

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 designof 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 models**: The waterfall model, Spiral model and Agile methodology

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.

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, sequencediagrams, 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.
Metrics for Process and Products: Software measurement, metrics for software quality.

UNIT - V

Risk management: Reactive Vs proactive risk strategies, software risks, risk identification, risk projection, risk refinement, RMMM. **Quality Management:** Quality concepts, software quality assurance, software reviews, formal technical reviews, statistical software quality assurance, softwarereliability, the ISO 9000 quality standards.

TEXT BOOKS:

1. Software Engineering, A practitioner's Approach- Roger S. Pressman, 6th edition, McGraw Hill International Edition.
2. Software Engineering- Sommerville, 7th edition, Pearson Education.

REFERENCE BOOKS:

1. The unified modeling language user guide Grady Booch, James Rambaugh, Ivar Jacobson, Pearson Education.
2. Software Engineering, an Engineering approach- James F. Peters, Witold Pedrycz, John Wiley.
3. Software Engineering principles and practice- Waman S Jawadekar, The McGraw-Hill Companies.
4. Fundamentals of object-oriented design using UML Meiler page-Jones: Pearson Education.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS652OE: SOFTWARE TESTING METHODOLOGIES (Open Elective –I)

B.Tech. III Year II Semester

L	T	P	C
3	0	0	3

Prerequisites

1. 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 the latest tools.

Course Outcomes:

- Understand purpose of testing and path testing
- Understand strategies in data flow testing and domain testing
- Develop logic-based test strategies
- Understand graph matrices and its applications
- Implement test cases using any testing automation tool

UNIT - I

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

UNIT - II

Transaction Flow Testing: transaction flows, transaction flow testing techniques.
Data Flow testing: Basics of data flow testing, strategies in data flow testing, application of data flowtesting.
Domain Testing: domains and paths, Nice & ugly domains, domain testing, domains and interfacestesting, domain and interface testing, domains and testability.

UNIT - III

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

UNIT - IV

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

UNIT - V

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

TEXT BOOKS:

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

REFERENCE BOOKS:

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

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
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22CS6115PE: Object Oriented Analysis & Design Lab (Professional Elective – III Lab)

B.Tech. III Year II Semester

L	T	P	C
0	0	2	1

Pre-Requisites:

- Software Engineering.

Course Objectives:

- The main objective is to become familiar with all phases of OOAD and UML Diagrams.
- Ability to a design solution for problems in various domains.

Course Outcomes:

- Make use of UML to design basic things of UML.
- Design UML Diagrams that represent all aspects of SDLC.
- Use an automation tool for testing the software product.

List of Experiments:

1. Draw the following diagrams using UML for an ATM system whose description is given below.

A. Use Case Diagram.

B. Class Diagram.

C. Sequence Diagram.

D. Collaboration Diagram.

E. State Diagram

F. Activity Diagram.

G. Component Diagram

H. Deployment Diagram.

I. Test Design.

Description for an ATM System

The software to be designed will control a simulated automated teller machine (ATM) having a magnetic stripe reader for reading an ATM card, a customer console (keyboard and display) for interaction with the customer, a slot for depositing envelopes, a dispenser for cash (in multiples of Rs. 100, Rs. 500 and Rs. 1000), a printer for printing customer receipts, and a key-operated switch to allow an operator to start or stop the machine. The ATM will communicate with the bank's computer over an appropriate communication link. (The software on the latter is not part of the requirements for this problem.) The ATM will service one customer at a time. A customer will be required to insert an ATM card and enter a personal identification number (PIN) – both of which will be sent to the bank for validation as part of each transaction. The customer will then be able to perform one or more transactions. The card will be retained in the machine until the customer indicates that he/she desires no further transactions, at which point it will be returned - except as noted below.

The ATM must be able to provide the following services to the customer:

- A customer must be able to make a cash withdrawal from any suitable account linked to the card, in multiples of Rs. 100 or Rs. 500 or Rs. 1000. Approval must be obtained from the bank before cash is dispensed.

- A customer must be able to make a deposit to any account linked to the card, consisting of cash and/or checks in an envelope. The customer will enter the amount of the deposit into the ATM, subject to manual verification when the envelope is removed from the machine by an operator. Approval must be obtained from the bank before physically accepting the envelope.
- A customer must be able to make a transfer of money between any two accounts linked to the card.
- A customer must be able to make a balance inquiry of any account linked to the card.
- A customer must be able to abort a transaction in progress by pressing the Cancel key instead of responding to a request from the machine. The ATM will communicate each transaction to the bank and obtain verification that it was allowed by the bank. Ordinarily, a transaction will be considered complete by the bank once it has been approved. In the case of a deposit, a second message will be sent to the bank indicating that the customer has deposited the envelope. (If the customer fails to deposit the envelope within the timeout period, or presses cancel instead, no second message will be sent to the bank and the deposit will not be credited to the customer.) If the bank determines that the customer's PIN is invalid, the customer will be required to re-enter the PIN before a transaction can proceed. If the customer is unable to successfully enter the PIN after three tries, the card will be permanently retained by the machine, and the customer will have to contact the bank to get it back. If a transaction fails for any reason other than an invalid PIN, the ATM will display an explanation of the problem, and will then ask the customer whether he/she wants to do another transaction.
- The ATM will provide the customer with a printed receipt for each successful transaction The ATM will have a key-operated switch that will allow an operator to start and stop the servicing of customers. After turning the switch to the "on" position, the operator will be required to verify and enter the total cash on hand. The machine can only be turned off when it is not servicing a customer When the switch is moved to the "off" position, the machine will shut down, so that the operator may remove deposit envelopes and reload the machine with cash, blank receipts,etc.

2. Study of any testing tool (e.g. Win runner)
3. Study of any web testing tool (e.g. Selenium)
4. Study of any bug tracking tool (e.g. Bugzilla, bugbit)
5. Study of any test management tool (e.g. Test Director)
6. Study of any open source-testing tool (e.g. Test Link)

Case Studies for Practice:

A. Online Bus Ticket Reservation System.

B. Library Management System.

C. Online course reservation system.

D. E-ticketing.

E. Credit Card Processing.

F. E-book management System.

TEXT BOOKS:

1. Grady Booch, James Rumbaugh, Ivar Jacobson: The Unified Modeling Language User Guide, Pearson Education.

2. Hans-Erik Eriksson, Magnus Penker, Brian Lyons, David Fado: UML 2 Toolkit, WILEYDreamtech India Pvt. Ltd.

REFERENCE BOOKS:

1. Meilir Page-Jones: Fundamentals of Object-Oriented Design in UML, Pearson Education.

2. Pascal Roques: Modeling Software Systems Using UML2, WILEY Dreamtech India Pvt. Ltd.

3. Atul Kahate: Object Oriented Analysis & Design, The McGraw-Hill Companies.

4. Mark Priestley: Practical Object-Oriented Design with UML, TATA McGraw-Hill.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS669PC: Compiler Design Lab

B.Tech. III Year II Semester

L	T	P	C
0	0	2	1

Prerequisites:

- A Course on "Object Oriented Programming through Java".

Co-requisites:

- A course on "Web Technologies".

Course Objectives:

- 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, develop, and implement a compiler for any language.
- Use lex and yacc tools for developing a scanner and a parser.
- Design and implement LL and LR parsers.

List of Experiments:

1. Implementation of symbol table.
2. Develop a lexical analyzer to recognize a few patterns inc (ex. Identifiers, constants, comments, operators etc.)
3. Implementation of lexical analyzer using lex tool.
4. Generate yacc specification for a few syntactic categories.
    a) Program to recognize a valid arithmetic expression that uses operator +,-, * and /.
    b) Program to recognize a valid variable which starts with a letter followed by any number of letter or digits.
    c) Implementation of calculator using lex and yacc.
5. Convert the bnf rules into yacc form and write code to generate abstract syntax tree.
6. Implement type checking
7. Implement any one storage allocation strategies (heap, stack, static)
8. Write a lex program to count the number of words and number of lines in a given file or program.
9. Write a 'C' program to implement lexical analyzer using c program.
10. write recursive descent parser for the grammar E->E+T E->T T->T*F T->F F->(E)/id.
11. write recursive descent parser for the grammar S->(L) S->a L->L,S L->S
12. Write a C program to calculate first function for the grammar E->E+T E->T T->T*F T->F F->(E)/id
13. Write a YACC program to implement a top down parser for the given grammar.
13. Write a YACC program to evaluate algebraic expression.

TEXT BOOK:

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

REFERENCE BOOKS:

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

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS632PE: R Programming Lab (Professional Elective – III Lab)

B.Tech. III Year II Semester **L T P C**
0 0 2 1

Pre-requisite:

- Any programming language.

Course Objectives:

- Familiarize with R basic programming concepts, various data structures for handling datasets, various graph representations and Exploratory Data Analysis concepts

Course Outcomes:

- Setup R programming environment.
- Understand and use R – Data types and R – Data Structures.
- Develop programming logic using R – Packages.
- Analyze data sets using R – programming capabilities

LIST OF EXPERIMENTS:

1. Download and install R-Programming environment and install basic packages using install. Packages () command in R.
2. Learn all the basics of R-Programming (Data types, Variables, Operators etc,.)
3. Write R command to

i) Illustrate summation, subtraction, multiplication, and division operations on vectors using vectors.

ii) Enumerate multiplication and division operations between matrices and vectors in R console

4. Write R command to

i) Illustrates the usage of Vector sub setting and Matrix sub setting

ii) Write a program to create an array of 3×3 matrixes with 3 rows and 3 columns.

5. Write an R program to draw i) Pie chart ii) 3D Pie Chart, iii) Bar Chart along with chart legend by considering suitable CSV file
6. Create a CSV file having Speed and Distance attributes with 1000 records. Write R program to draw

    i) Box plots

    ii) Histogram

    iii) Line Graph

    iv) Multiple line graphs

    v) Scatter plot to demonstrate the relation between the cars speed and the distance.

7. Implement different data structures in R (Vectors, Lists, Data Frames)
8. Write an R program to read a csv file and analyze the data in the file using EDA (Explorative Data Analysis) techniques.
9. Write an R program to illustrate Linear Regression and Multi linear Regression considering suitable CSV file

TEXT BOOKS:

1. R Programming for Data Science by Roger D. Peng

2. The Art of R Programming by Norman Matloff Cengage Learning India.

REFERENCE BOOKS:

1. Hadley Wickham, Garrett Grolemund, R for Data Science: Import, Tidy, Transform, Visualize, and Model Data 1st Edition, O'Reilly

2. Tilman M. Davies, The book of R a first course in programming and statistics, no starch press

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS653PC: Software Testing Lab

B.Tech. III Year II Semester

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 automation of software testing and software test automation management using the latest tools.

Course Outcomes:

- Design and develop the best test strategies in accordance with the development model.
- Design and develop GUI, Bitmap and database checkpoints
- Develop database checkpoints for different checks
- Perform batch testing with and without parameter passing

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
   b. 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

TEXT BOOKS:

1. Software Testing techniques, Baris Beizer, 2nd Edition, Dreamtech.
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.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS683PE: Scripting Languages Lab (Professional Elective – III Lab)

B.Tech. III Year II Semester

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
- 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 users first and last name and print them in reverse order with a space between them
4. Write a Ruby script to accept a filename from the user print the extension of that
5. Write a Ruby script to find the greatest of three numbers
6. Write a Ruby script to print odd numbers from 10 to 1
7. Write a Ruby script to check two integers and return true if one of them is 20 otherwise return their sum
8. Write a Ruby script to check two temperatures and return true if one is less than 0 and the other is greater than 100
9. Write a Ruby script to print the elements of a given array
10. Write a Ruby program to retrieve the total marks where subject name and marks of a student stored in a hash
11. Write a TCL script to find the factorial of a number
12. Write a TCL script that multiplies the numbers from 1 to 10
13. Write a TCL script for sorting a list using a comparison function
14. Write a TCL script to (i) create a list (ii) append elements to the list (iii) Traverse the list (iv) Concatenate the list
15. Write a TCL script to 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.
    b) Write a Perl script to print the multiplication tables from 1-10 using subroutines.
18. Write a Perl program to implement the following list of manipulating functions
    a) Shift
    b) Unshift
    c) Push

19. a) Write a Perl script to substitute a word, with another word in a string.
    b) Write a Perl script to validate IP address and email address.
20. Write a Perl script to print the file in reverse order using command line arguments

TEXT BOOKS:

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

REFERENCE BOOKS:

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

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS6102PE: Mobile Application Development Lab (Professional Elective – III Lab)

B.Tech. III Year II Semester

L	T	P	C
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Course Objectives:

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

Course Outcomes:

- Understand the working of Android OS Practically.
- Develop user interfaces.
- 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 the 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 (Datepicker), 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 the right fragment instead of the second screen with the back button. Use Fragment transactions and Rotation event listeners.

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 usernames 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 a 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.

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, 2013.

REFERENCE BOOK:

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

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS657PE: Cryptography and Network Security Lab (Professional Elective – III Lab)

B.Tech. III Year II Semester

L	T	P	C
0	0	2	1

Course Objectives:

- Explain the objectives of information security
- Explain the importance and application of each of confidentiality, integrity, authentication and availability
- Understand various cryptographic algorithms.

Course Outcomes:

- Understand basic cryptographic algorithms, message and web authentication and security issues.
- Identify information system requirements for both of them such as client and server.
- Understand the current legal issues towards information security.

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 display 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 the 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

TEXT BOOKS:

1. Cryptography and Network Security - Principles and Practice: William Stallings, Pearson Education, 6th Edition
2. Cryptography and Network Security: Atul Kahate, McGraw Hill, 3rd Edition

REFERENCE BOOKS:

1. Cryptography and Network Security: C K Shyamala, N Harini, Dr T R Padmanabhan, Wiley India, 1st Edition.
2. Cryptography and Network Security: Forouzan Mukhopadhyay, McGraw Hill, 3rd Edition
3. Information Security, Principles, and Practice: Mark Stamp, Wiley India.
4. Principles of Computer Security: WM. Arthur Conklin, Greg White, TMH
5. Introduction to Network Security: Neal Krawetz, CENGAGE Learning

6. Network Security and Cryptography: Bernard Menezes, CENGAGE Learning

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS6161PR: BIG DATA - SPARK

B.Tech. III Year II Semester

L	T	P	C
0	0	4	2

Course Objectives:

- The main objective of the course is to process Big Data with advance architecture like sparkand streaming data in Spark

Course Outcomes:

- Develop MapReduce Programs to analyze large dataset Using Hadoop and Spark
- Write Hive queries to analyze large dataset Outline the Spark Ecosystem and its components
- Perform the filter, count, distinct, map, flatMap RDD Operations in Spark.
- Build Queries using Spark SQL
- Apply Spark joins on Sample Data Sets
- Make use of sqoop to import and export data from hadoop to database and vice-versa

List of Experiments:

1. To Study of Big Data Analytics and Hadoop Architecture
   (i) know the concept of big data architecture
   (ii) know the concept of Hadoop architecture

2. Loading DataSet in to HDFS for
   Spark AnalysisInstallation of Hadoop
   and cluster management
   (i) Installing Hadoop single node cluster in ubuntu environment
   (ii) Knowing the differencing between single node clusters and multi-node clusters
   (iii) Accessing WEB-UI and the port number
   (iv) Installing and accessing the environments such as hive and sqoop

3. File management tasks & Basic linux commands
   (i) Creating a directory in HDFS
   (ii) Moving forth and back to directories
   (iii) Listing directory contents
   (iv) Uploading and downloading a file in HDFS
   (v) Checking the contents of the file
   (vi) Copying and moving files
   (vii) Copying and moving files between local to HDFS environment
   (viii) Removing files and paths
   (ix) Displaying few lines of a file
   (x) Display the aggregate length of a file
   (xi) Checking the permissions of a file
   (xii) Zipping and unzipping the files with & without permission pasting it to a location
   (xiii) Copy, Paste commands

4. Map-reducing
   (i) Definition of Map-reduce
   (ii) Its stages and terminologies
   (iii) Word-count program to understand map-reduce (Mapper phase, Reducer phase, Drivercode)
5. Implementing Matrix-Multiplication with Hadoop Map-reduce
6. Compute Average Salary and Total Salary by Gender for an Enterprise.
7. (i) Creating hive tables (External and internal)
   (ii) Loading data to external hive tables from sql tables(or)Structured c.s.v using scoop
   (iii) Performing operations like filterations and updations
   (iv) Performing Join (inner, outer etc)
   (v) Writing User defined function on hive tables
8. Create a sql table of employees Employee table with id,designation Salary table (salary ,dept id) Create external table in hive with similar schema of above tables,Move data to hive using scoop and load the contents into tables,filter a new table and write a UDF to encrypt the table with AES-algorithm, Decrypt it with key to show contents
9. (i) Pyspark Definition(Apache Pyspark) and difference between Pyspark, Scala, pandas
   (ii) Pyspark files and class methods
   (iii) get(file name)
   (iv) get root directory()
10. Pyspark -RDD'S
    (i) what is RDD's?
    (ii) ways to Create RDD
    (iii) parallelized collections
    (iv) external dataset
    (v) existing RDD's
    (vi) Spark RDD's operations (Count, foreach(), Collect, join,Cache()
11. Perform pyspark transformations
    (i) map and flatMap
    (ii) to remove the words, which are not necessary to analyze this text.
    (iii) groupBy
    (iv) What if we want to calculate how many times each word is coming in corpus ?
    (v) How do I perform a task (say count the words 'spark' and 'apache' in rdd3) separatly oneach partition and get the output of the task performed in these partition ?
    (vi) unions of RDD
    (vii) join two pairs of RDD Based upon their key
12. Pyspark sparkconf-Attributes and applications
    (i) What is Pyspark spark conf ()

(ii) Using spark conf create a spark session to write a dataframe to read details in a c.s.v andlater move that c.s.v to another location

TEXT BOOKS:

1. Spark in Action, Marko Bonaci and Petar Zecevic, Manning.
2. PySpark SQL Recipes: With HiveQL, Dataframe and Graphframes, Raju Kumar Mishra and Sundar Rajan Raman, Apress Media.

WEB LINKS:

1. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_013301505844518912251_shared/overview
2. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_012583881196388352422_shared/overview
3. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_012605268423008256169_shared/overview.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22MC606: ENVIRONMENTAL SCIENCE

B.Tech. III Year II Semester

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 insustainable 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.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(UGC-AUTONOMOUS)

22MC607: CYBER SECURITY

B.Tech. III –Year 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 of Rupees, 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.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS764PC: AGILE SOFTWARE DEVELOPMENT

B.Tech. IV Year I Semester

L	T	P	C
3	0	0	3

Course Objectives:

- Organize Agile Software Development, Extreme Programming and Software Development Rhythms.
- Describe their unique features relative to traditional software practices
- Examine their applications in the real world and addresses their impacts on developing software.

Course Outcomes:

- Summarize the various agile methodologies: extreme programming, scrum, and feature driven programming.
- Apply the XP practices, pair programming and agile modeling for real time projects.
- Apply XP to a small project.
- Examine the process of Feature-Driven Development and Regaining Control.
- Relate Agile Modeling and RUP and Choose Tools to help with Agile Development.

UNIT - I

Introduction: Agile Methods, Agile Manifesto, and Agile Modeling Introduction, What Is Agile, The Agile Manifesto, Agile Methods, XP: Extreme Programming, DSDM, SCRUM, Feature-Driven Development, Modeling Misconceptions, Agile Modeling, Tools of Misconceptions, Updating Agile Models

UNIT - II

Extreme Programming: Introduction, Core XP Values, The Twelve XP Practices, About Extreme Programming, Planning XP Projects, Test First Coding, Making Pair Programming Work

UNIT - III

Agile Modeling and XP: Introduction, The Fit, Common Practices, Modeling Specific Practices, XP Objections to Agile Modeling, Agile Modeling and Planning XP Projects, XP Implementation Phase

UNIT - IV

Feature-Driven Development: Introduction, Incremental Software Development, Regaining Control: The Motivation behind FDD, Planning an Iterative Project, Architecture Centric, FDD and XP

UNIT - V

Agile Methods with RUP and PRINCE2 and Tools and Obstacles: Agile Modeling and RUP, FDD and RUP, Agile Methods and PRINCE2, Tools to Help with Agile Development, Eclipse: An Agile IDE, Obstacles to Agile Software Development, Management Intransigence, The Failed Project Syndrome, Contractual Difficulties, Familiarity with Agility.

TEXT BOOKS:

1. Agile software construction, 1/e, John hunt, springer, 2005
2. Agile and Iterative Development: a manager's guide, Addison-Wesley Craig Larman, Pearson Education - 2004.

REFERENCE BOOKS:

1. The Art of Agile Development, Pearson, Robert C. Martin, Juli, James Shore, Chromatic, 2013, O'Reilly Media.
2. Agile Testing, Elisabeth Hendrickson, Quality Tree Software Inc 2008.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS736PC: MACHINE LEARNING

B.Tech. IV Year I Semester

L	T	P	C
3	0	0	3

Course Objectives:

- To introduce students to the basic concepts and techniques of Machine Learning.
- To have a thorough understanding of the Supervised and Unsupervised learning techniques
- To study the various probability-based learning techniques

Course Outcomes:

- Distinguish between, supervised, unsupervised and semi-supervised learning
- Understand algorithms for building classifiers applied on datasets of non-linearly separable classes
- Understand the principles of evolutionary computing algorithms
- Design an ensembler to increase the classification accuracy

UNIT - I

Learning – Types of Machine Learning – Supervised Learning – The Brain and the Neuron – Design a Learning System – Perspectives and Issues in Machine Learning – Concept Learning Task – Concept Learning as Search – Finding a Maximally Specific Hypothesis – Version Spaces and the Candidate Elimination Algorithm – Linear Discriminants: – Perceptron – Linear Separability – Linear Regression.

UNIT - II

Multi-layer Perceptron– Going Forwards – Going Backwards: Back Propagation Error – Multi-layer Perceptron in Practice – Examples of using the MLP – Overview – Deriving Back-Propagation – Radial Basis Functions and Splines – Concepts – RBF Network – Curse of Dimensionality – Interpolations and Basis Functions – Support Vector Machines

UNIT - III

Learning with Trees – Decision Trees – Constructing Decision Trees – Classification and Regression Trees – Ensemble Learning – Boosting – Bagging – Different ways to Combine Classifiers – Basic Statistics – Gaussian Mixture Models – Nearest Neighbor Methods – Unsupervised Learning – K means Algorithms

UNIT - IV

Dimensionality Reduction – Linear Discriminant Analysis – Principal Component Analysis – Factor Analysis – Independent Component Analysis – Locally Linear Embedding – Isomap – Least Squares Optimization
Evolutionary Learning – Genetic algorithms – Genetic Offspring: - Genetic Operators – Using Genetic Algorithms

UNIT - V

Reinforcement Learning – Overview – Getting Lost Example, Markov Chain Monte Carlo Methods – Sampling – Proposal Distribution – Markov Chain Monte Carlo – Graphical Models – Bayesian Networks – Markov Random Fields – Hidden Markov Models – Tracking Methods.

TEXT BOOKS:

1. Stephen Marsland, ―Machine Learning ― An Algorithmic Perspective, Second Edition, Chapman and Hall/CRC Machine Learning and Pattern Recognition Series, 2014.

REFERENCE BOOKS:

1. Tom M Mitchell, ―Machine Learning, First Edition, McGraw Hill Education, 2013.
2. Peter Flach, ―Machine Learning: The Art and Science of Algorithms that Make Sense of Data‖, First Edition, Cambridge University Press, 2012.
3. Jason Bell, ―Machine learning – Hands on for Developers and Technical Professionals‖, First Edition, Wiley, 2014
4. Ethem Alpaydin, ―Introduction to Machine Learning 3e (Adaptive Computation and Machine Learning Series), Third Edition, MIT Press, 2014.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS770PE: QUANTUM COMPUTING

(Professional Elective-IV)

B.Tech. IV Year I Semester

L	T	P	C
3	0	0	3

Course Objectives

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

Course Outcomes

- Understand basics of quantum computing
- Understand physical implementation of Qubit
- Understand Quantum algorithms and their implementation
- Understand The Impact of Quantum Computing on Cryptography

UNIT - I

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

UNIT - II

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

UNIT - III

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

UNIT - IV

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

UNIT - V

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

TEXT BOOK:

1. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge.

REFERENCE BOOKS:

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

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS7125PE: DATA VISUALIZATION TECHNIQUES

(Professional Elective-IV)

B.Tech. IV Year I Semester

L	T	P	C
3	0	0	3

Course Objectives:

- To understand various data visualization techniques

Course Outcomes:

- Know the historical development and evolution of data visualization techniques.
- Analyze and visualize high-dimensional datasets using appropriate techniques.
- Visualize large multidimensional datasets using appropriate methods.
- Create insightful visual representations for diverse types of data.

UNIT - I

Introduction, A Brief History of Data Visualization, Good Graphics, Static Graphics.

UNIT - II

Data Visualization Through Their Graph Representations, Graph-theoretic Graphics, High-dimensional Data Visualization, Multivariate Data Glyphs: Principles and Practice, Linked Views for Visual Exploration, Linked Data Views, Visualizing Trees and Forests.

UNIT - III

Multidimensional Scaling, Huge Multidimensional Data Visualization, Multivariate Visualization by Density Estimation, Structured Sets of Graphs, Structural Adaptive Smoothing by Propagation– Separation Methods, Smoothing Techniques for Visualization.

UNIT - IV

Data Visualization via Kernel Machines, Visualizing Cluster Analysis and Finite Mixture Models, Visualizing Contingency Tables, Mosaic Plots and their Variants.

UNIT - V

Parallel Coordinates: Visualization, Exploration and Classification of High- Dimensional Data, Matrix Visualization, Visualization in Bayesian Data Analysis.

TEXT BOOKS:

1. Handbook of Data Visualization by Chun-houh Chen, 2008.
2. Matthew Ward, Georges Grinstein and Daniel Keim, “Interactive Data VisualizationFoundations, Techniques, Applications”, 2010.
3. Colin Ware, “Information Visualization Perception for Design”, 2nd edition, Margon KaufmannPublishers, 2004.

REFERENCE BOOKS:

1. Robert Spence “Information visualization – Design for interaction”, Pearson Education, 2ndEdition, 2007.
2. Alexandru C. Telea, “Data Visualization: Principles and Practice,” A. K. Peters Ltd, 2008.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS754PE: NATURAL LANGUAGE PROCESSING

(Professional Elective-IV)

B.Tech. IV Year I Semester

L	T	P	C
3	0	0	3

Prerequisites:

1. Data structures and compiler design

Course Objectives:

- Introduction to some of the problems and solutions of NLP and their relation to linguistics andstatistics.

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 evaluatingempirical NLP systems
- Manipulate probabilities, construct statistical models over strings and trees, and estimateparameters using supervised and unsupervised training methods.
- Design, implement, and analyze NLP algorithms; and design different language modelingTechniques.

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, Features

UNIT - II

Syntax I: Parsing Natural Language, Treebanks: A Data-Driven Approach to Syntax, Representation of Syntactic Structure, Parsing Algorithms

UNIT – III

Syntax II: Models for Ambiguity Resolution in Parsing, Multilingual Issues

Semantic Parsing I: Introduction, Semantic Interpretation, System Paradigms, Word Sense

UNIT - IV

Semantic Parsing II: Predicate-Argument Structure, Meaning Representation Systems

UNIT - V

Language Modeling: Introduction, N-Gram Models, Language Model Evaluation, Bayesian parameter estimation, Language Model Adaptation, Language Models- class based, variable length, Bayesian topic based, Multilingual and Cross Lingual Language

Modeling

TEXT BOOKS:

1. Multilingual natural Language Processing Applications: From Theory to Practice – Daniel M.Bikel and Imed Zitouni, Pearson Publication.

REFERENCE BOOK:

1. Speech and Natural Language Processing - Daniel Jurafsky & James H Martin, PearsonPublications.
2. Natural Language Processing and Information Retrieval: Tanvier Siddiqui, U.S. Tiwary.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
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22CS7128PE: INFORMATION STORAGE MANAGEMENT

(Professional Elective-IV)

B.Tech. IV Year I Semester

L	T	P	C
3	0	0	3

Course Objectives:

- To understand various segments of storage technology and architectures
- To explore the inherent power of information
- To describe the different backup, recovery and replication strategies

Course Outcomes:

- Understand the evolution of storage technology and Intelligent Storage Systems
- Explore the key concepts of various Storage Networking Technologies - DAS, SANs, NAS andCAS
- Understand the basics of Storage Virtualization
- Understand the concepts of Storage security and Storage Infrastructure Management
- Analyze the purpose of backup, recovery and replication Strategies

UNIT - I

Introduction to Information Storage and Management: Information Storage, Evolution of Storage Technology and Architecture, Data Center Infrastructure, Key Challenges in Managing Information, Information Lifecycle. Storage System Environment - Data Protection: RAID - Intelligent Storage System.

UNIT - II

Direct-Attached Storage and Introduction to SCSI: Types of DAS, DAS Benefits and Limitations, Disk Drive Interfaces, Introduction to Parallel SCSI, SCSI Command Model,
Storage Area Networks: Fibre Channel: Overview, The SAN and Its Evolution, Components of SAN, FC Connectivity, Fibre Channel Ports, Fibre Channel Architecture, Zoning, Fibre Channel Login Types,FC Topologies, Concepts in Practice: EMC Connectrix
Network-Attached Storage: General-Purpose Servers vs. NAS Devices, Benefits of NAS, NAS File I/O, Components of NAS, NAS Implementations, NAS File-Sharing Protocols, NAS I/O Operations, Factors Affecting NAS Performance and Availability, Concepts in Practice: EMC Celerra

UNIT - III

Content-Addressed Storage: Fixed Content and Archives, Types of Archives, Features and Benefits of CAS, CAS Architecture, Object Storage and Retrieval in CAS, CAS Examples, Concepts in Practice:EMC Centera
Storage Virtualization: Forms of Virtualization, SNIA Storage Virtualization Taxonomy, Storage Virtualization Configurations, Storage Virtualization Challenges, Types of Storage Virtualization, Concepts in Practice

UNIT - IV

Backup and Recovery

Backup Purpose, Backup Considerations, Backup Granularity, Recovery Considerations, Backup Methods, Backup Process, Backup and Restore Operations, Backup Topologies, Backup in NAS Environments, Backup Technologies, Concepts in Practice: EMC NetWorker

Local Replication: Local Replication, Source and Target, Uses of Local Replicas, Data Consistency,Local Replication Technologies, Restore and Restart Considerations, Creating Multiple Replicas, Management Interface, Concepts in Practice: EMC TimeFinder and EMC SnapView

Remote Replication: Modes of Remote Replication, Remote Replication Technologies, Network Infrastructure, Concepts in Practice: EMC SRDF, EMC SAN Copy, and EMC MirrorView

UNIT - V

Securing the Storage Infrastructure

Storage Security Framework, Risk Triad, Storage Security Domains, Security Implementations inStorage Networking

Managing the Storage Infrastructure

Monitoring the Storage Infrastructure, Storage Management Activities, Storage InfrastructureManagement Challenges, Developing an Ideal Solution, Concepts in Practice: EMC Control Center

TEXT BOOKS:

1. Marc Farley Osborne, “Building Storage Networks", Tata McGraw Hill, 2001.
2. Robert Spalding and Robert Spalding, “Storage Networks: The Complete Reference”, TataMcGraw Hill, 2003.
3. Meeta Gupta, “Storage Area Network Fundamentals”, Pearson Education Ltd., 2002.

REFERENCE BOOKS:

1. Gerald J Kowalski and Mark T Maybury,” Information Storage Retrieval Systems theory&Implementation”, BS Publications, 2000.
2. Thejendra BS, “Disaster Recovery & Business continuity”, Shroff Publishers & Distributors,2006.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS791PE: SOFTWARE PROJECT MANAGEMENT

(Professional Elective-IV)

B.Tech. IV Year I Semester

L	T	P	C
3	0	0	3

Prerequisites:

1. A course on "Software Engineering".

Course Objectives:

- To acquire knowledge on software process management
- To acquire managerial skills for software project development
- To understand software economics, workflows and frameworks.

Course Outcomes:

- Understand the software economics to improve various phases of development.
- Examine the life cycle phases, artifacts, workflows and checkpoints of a process.
- Demonstrate the software project framework components.
- Analyze the need for various software management disciplines and metrics.

UNIT - I

Software Management Renaissance

Conventional Software Management: The waterfall model, conventional software Management performance. Evolution of Software Economics-Software economics, pragmatic software cost estimation. Improving Software Economics- Reducing Software product size, improving software processes, improving team effectiveness, improving automation, Achieving required quality, peer inspections.

UNIT – II

A Software Management Process Framework-I

The principles of conventional software Engineering, principles of modern software management, transitioning to an iterative process. Life cycle phases- Engineering and production stages, inception, Elaboration, construction, transition phases. Artifacts of the process- The artifact sets, Management artifacts, Engineering artifacts, programmatic artifacts.

UNIT – III

A Software Management Process Framework-II

Model based software architectures- A Management perspective and technical perspective. Work Flows of the process- Software process workflows, Iteration workflows. Checkpoints of the process- Major milestones, Minor Milestones, Periodic status assessments.

UNIT – IV

Software Management Discipline-I

Iterative Process Planning- Work breakdown structures, planning guidelines, cost and schedule estimating, Iteration planning process, Pragmatic planning. Project Organizations and Responsibilities- Line-of-Business Organizations, Project Organizations, evolution of Organizations. Process Automation: Automation building blocks, The Project Environment.

UNIT – V

Software Management Discipline-II

Project Control and Process instrumentation: The seven core Metrics, Management indicators, quality indicators, life cycle expectations, pragmatic Software Metrics, Metrics automation. Tailoring the Process: Process discriminates. Future Software Project Management: modern Project Profiles, Next generation Software economics, modern process transitions. Case Study: The command Center Processing and Display system- Replacement (CCPDS-R).

TEXT BOOK:

1. Software Project Management, Walker Royce, Addison-Wesley Pearson Education, 2005.

REFERENCE BOOKS:

1. Software Project Management, Bob Hughes and Mike Cotterell: Tata McGraw-Hill Edition.
2. Software Project Management, Joel Henry, Pearson Education.
3. Software Project Management in practice, Pankaj Jalote, Pearson Education. 2005.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS7121PE: PRIVACY PRESERVING IN DATA MINING

(Professional Elective-V)

B.Tech. IV Year I Semester

L	T	P	C
3	0	0	3

Prerequisites:

- A course on "Data Mining".

Course Objectives:

- The aim of the course is to introduce the fundamentals of Privacy Preserving Data MiningMethods
- The course gives an overview of - Anonymity and its Measures, Multiplicative Perturbation forPrivacy-Preserving Data Mining, techniques for Utility-based Privacy Preserving Data

Course Outcomes:

- Understand the concepts of Privacy Preserving Data Mining Models and Algorithms
- Demonstrate a comprehensive understanding of different tasks associated in InferenceControl Methods for Privacy-Preserving Data Mining
- Understand the concepts of Data Anonymization Methods and its Measures
- Evaluate and Appraise the solution designed for Multiplicative Perturbation
- Formulate, Design and Implement the solutions for Utility-based Privacy Preserving Data

UNIT - I

Introduction, Privacy-Preserving Data Mining Algorithms, The Randomization Method, Group Based Anonymization, Distributed Privacy-Preserving Data Mining

UNIT - II

Interface Control Methods

Introduction, A Classification of Microdata Protection Methods, Perturbative Masking Methods, Non- Perturbative Masking Methods, Synthetic Microdata Generation, Trading off Information Loss and Disclosure Risk.

UNIT - III

Measure of Anonymity

Data Anonymization Methods, A Classification of Methods, Statistical Measure of Anonymous, Probabilistic Measure of Anonymity, Computational Measure of Anonymity, reconstruction Methods forRandomization, Application of Randomization

UNIT - IV

Multiplicative Perturbation

Definition of Multiplicative Perturbation, Transformation Invariant Data Mining Models, Privacy Evaluation for Multiplicative Perturbation, Attack Resilient Multiplicative Perturbation, Metrics for Quantifying Privacy Level, Metrics for Quantifying Hiding Failure, Metrics for Quantifying Data Quality.

UNIT - V

Utility-Based Privacy-Preserving Data

Types of Utility-Based Privacy Preserving Methods, Utility-Based Anonymization Using Local Recording, The Utility-Based Privacy Preserving Methods in Classification Problems, Anonymization Merginal: Injection Utility into Anonymization Data Sets.

TEXT BOOK:

1. Privacy – Preserving Data Mining: Models and Algorithms Edited by Charu C. Aggarwal and
   S. Yu, Springer

REFERENCE BOOKS:

1. Charu C. Agarwal, Data Mining: The Textbook, 1st Edition, Springer.
2. Han and M. Kamber, Data Mining: Concepts and Techniques, 3rd Edition, Elsevier.
3. Privacy Preserving Data Mining by Jaideep Vaidya, Yu Michael Zhu and Chirstopher W.Clifton, Springer.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
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22CS787PE: CLOUD COMPUTING

(Professional Elective-V)

B.Tech. IV Year I Semester

L	T	P	C
3	0	0	3

Pre-requisites:

1. A course on "Computer Networks".
2. A course on "Operating System".

Course Objectives:

- This course provides an insight into cloud computing.
- Topics covered include- Cloud Computing Architecture, Deployment Models, Service Models,Technological Drivers for Cloud Computing, Networking for Cloud Computing and Security in Cloud Computing.

Course Outcomes:

- Understand different computing paradigms and potential of the paradigms and specificallycloud computing
- Understand cloud service types, cloud deployment models and technologies supporting anddriving the cloud
- Acquire the knowledge of programming models for cloud and development of softwareapplication that runs the cloud and various services available from major cloud providers
- Understand the security concerns and issues in cloud computing
- Acquire the knowledge of advances in cloud computing.

UNIT - I

Computing Paradigms, Cloud Computing Fundamentals, Cloud Computing Architecture and Management

UNIT - II

Cloud Deployment Models, Cloud Service Models, Technological Drivers for Cloud Computing: SOA and Cloud, Multicore Technology, Web 2.0 and Web 3.0, Pervasive Computing, Operating System, Application Environment

UNIT - III

Virtualization, Programming Models for Cloud Computing: MapReduce, Cloud Haskell, SoftwareDevelopment in Cloud

UNIT - IV

Networking for Cloud Computing: Introduction, Overview of Data Center Environment, Networking Issues in Data Centers, Transport Layer Issues in DCNs, Cloud Service Providers

UNIT - V

Security in Cloud Computing, and Advanced Concepts in Cloud Computing

TEXT BOOK:

1. Chandrasekaran, K. *Essentials of cloud computing*. CRC Press, 2014

REFERENCE BOOKS:

1. Cloud Computing: Principles and Paradigms, Editors: Rajkumar Buyya, James Broberg,Andrzej M. Goscinski, Wiley, 2011
2. Enterprise Cloud Computing - Technology, Architecture, Applications, Gautam Shroff,Cambridge University Press, 2010
3. Cloud Computing Bible, Barrie Sosinsky, Wiley-India, 2010

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
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22CS7120PE: DATA STREAM MINING

(Professional Elective-V)

B.Tech. IV Year I Semester **L T P C**
3 0 0 3

Prerequisites:

- A basic knowledge of "Data Mining".

Course Objectives:

- The aim of the course is to introduce the fundamentals of Data Stream Mining.
- The course gives an overview of – Mining Strategies, methods and algorithms for data streammining.

Course Outcomes:

- Understand how to formulate a knowledge extraction problem from data streams.
- Ability to apply methods / algorithms to new data stream analysis problems.
- Evaluate the results and understand the functioning of the methods studied.
- Demonstrate decision tree and adaptive Hoeffding Tree concepts

UNIT - I

MOA Stream Mining, Assumptions, Requirements, Mining Strategies, Change Detection Strategies, MOA Experimental Settings, Previous Evaluation Practices, Evaluation Procedures for Data Streams,Testing Framework, Environments, Data Sources, Generation Speed and Data Size, Evolving StreamExperimental Setting.

UNIT - II

Hoeffding Trees, The Hoeffding Bound for Tree Induction, The Basic Algorithm, Memory Management,Numeric Attributes, Batch Setting Approaches, Data Stream Approaches.

UNIT - III

Prediction Strategies, Majority Class, Naïve Bayes Leaves, Adaptive Hybrid, Hoeffding Tree Ensembles, Data Stream Setting, Realistic Ensemble Sizes.

UNIT - IV

Evolving Data Streams, Algorithms for Mining with Change, A Methodology for Adaptive Stream Mining, Optimal Change Detector and Predictor, Adaptive Sliding Windows, Introduction, Maintaining UpdatedWindows of Varying Length.

UNIT - V

Adaptive Hoeffding Trees, Introduction, Decision Trees on Sliding Windows, Hoeffding Adaptive Trees, Adaptive Ensemble Methods, New methods of Bagging using trees of different size, New method of bagging using ADWIN, Adaptive Hoeffding Option Trees,

Method performance.

TEXT BOOK:

1. DATA STREAM MINING: A Practical Approach by Albert Bifet and Richard Kirkby.

REFERENCE BOOKS:

1. Knowledge discovery from data streams by Gama João. ISBN: 978-1-4398-2611-9
2. Machine Learning for Data Streams by Albert Bifet, Ricard Gavalda; MIT Press, 2017

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
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22CS7122PE: SOFTWARE QUALITY ASSURANCE

(Professional Elective-V)

B.Tech. IV Year I Semester

L	T	P	C
3	0	0	3

Course Objectives:

- Assurance of software quality using metrics, factors and process standards.

Course Outcomes:

- Understand the software errors and need of software quality management
- Classify and understand the software quality factors in various stages of development.
- Analyze the different software metrics and their implementation costs.
- Understand the Software Quality Assurance project standards and its management roles.

UNIT - I

Introduction to Software Quality:

Define Software, Software errors, faults and failures, Classification of the causes of software errors, Software quality – definition, Software quality assurance – definition and objectives, Software quality assurance and software engineering. The uniqueness of software quality assurance, the environmentsfor which SQA methods are developed.

UNIT - II

Software quality factors:

The need for comprehensive software quality Requirements, Classifications of software requirements into software quality factors, Product operation software quality factors, Product revision software quality factors, Product transition software quality factors, Alternative models of software quality factors, quality Requirements, Software compliance with quality factors.

UNIT - III

Software quality metrics and their Costs

Objectives of quality measurement, Classification of software quality metrics, Process metrics, Product metrics, Implementation of software quality metrics, Limitations of software metrics. Objectives of costof software quality metrics, the classic model of cost of software quality, an extended model for cost of software quality, Application of a cost of software quality system, Problems in the application of cost ofsoftware, quality metrics.

UNIT - IV

SQA project process standards and Management:

Structure and content of IEEE software engineering standards, IEEE/EIA Std 12207 – software life cycle processes, IEEE Std 1012 — verification and validation, IEEE Std 1028 — reviews. Top management’s quality assurance activities, Department

management responsibilities for quality assurance, Project management responsibilities for quality assurance

UNIT - V

The SQA unit and its Actors:

The SQA unit, SQA trustees and their tasks, SQA committees and their tasks, SQA forums – tasks andmethods of operation.

TEXT BOOK:

1. Software Quality Assurance, From theory to implementation, DANIEL GALIN, PearsonEducation, 2004.

REFERENCE BOOK:

1. Metrics and Models in Software Quality Engineering, Kan Pearson Education, 2003.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
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22CS7119PE: EXPLORATORY DATA ANALYSIS

(Professional Elective-V)

B.Tech. IV Year I Semester

L	T	P	C
3	0	0	3

Course Objectives:

- Analysis of data, exploring various models in exploratory data analysis, question answeringand predictive analysis

Course Outcomes:

- Apply the Epicycle of Analysis process effectively.
- Articulate and refine data-related questions using the Epicycle approach.
- Conduct Exploratory Data Analysis (EDA).
- Develop the skills necessary to use formal modeling techniques for data inference.

UNIT - I

Epicycles of Analysis: Setting the Scene, Epicycle of Analysis, Setting Expectations, Collecting Information, Comparing Expectations to Data, Applying the Epicycle of Analysis process.

UNIT - II

Stating and Refining the Question: Types of Questions, Applying the Epicycle to stating and Refining Your Question, Characteristics of good Question, Translating a Question into a Data Problem, Case Study.

UNIT - III

Exploratory Data Analysis: Formulate your question, read in your data, Checking Packaging, look at thetop and bottom of the data, always be checking, validate with at least one External Source, make a plot,Try the Easy Solution First.

UNIT - IV

Using Models to Explore your data: Models as Expectations, Reacting to Data Refining Our Expectations, Examining Linear Relationships, Stopping Criteria.
Inference: Identify the population, Describe the sampling process, Describe the Model for the population, Factors Affecting the Quality of Inference, Case Study.

UNIT - V

Formal Modeling: Goals of Formal Modeling, General Frame work, Associational Analysis, Prediction Analysis, and Summary

TEXT BOOKS:

1. "The Art of Data Science: A Guide for Anyone Who Works with Data" by Roger D. Peng andElizabeth Matsui.

REFERENCE BOOKS:

1. “Exploratory Data Analytics “by John Tukey.
2. “Python for Data Analysis “by Wes McKinney.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
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22CS723OE: COMPUER NETWORKS (Open Elective – II)

B.Tech. IV Year I Semester **L T P C**
3 0 0 3

Pre-requisites:

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

Course Objectives

- The objective of the course is to equip the students with a general overview of the conceptsand fundamentals of computer networks.
- Familiarize the students with the standard models for the layered approach to communicationbetween machines in a network and the protocols of the various layers.

Course Outcomes

- Gain the knowledge of the basic computer network technology.
- Gain the knowledge of the functions of each layer in the OSI and TCP/IP reference model.
- Obtain the skills of subnetting and routing mechanisms.
- Familiarity with the essential protocols of computer networks, and how they can be applied innetwork design and implementation.

UNIT - I

Network hardware, Network software, OSI, TCP/IP Reference models, Example Networks: ARPANET,Internet.

Physical Layer: Guided Transmission media: twisted pairs, coaxial cable, fiber optics, Wireless Transmission.

Data link layer: Design issues, framing, Error detection and correction.

UNIT - II

Elementary data link protocols: simplex protocol, A simplex stop and wait protocol for an error-freechannel, A simplex stop and wait protocol for noisy channels.

Sliding Window protocols: A one-bit sliding window protocol, A protocol using Go-Back-N, A protocolusing Selective Repeat, Example data link protocols.

Medium Access sublayer: The channel allocation problem, Multiple access protocols: ALOHA, Carriersense multiple access protocols, collision free protocols. Wireless LANs, Data link layer switching.

UNIT - III

Network Layer: Design issues, Routing algorithms: shortest path routing, Flooding, Hierarchical routing, Broadcast, Multicast, distance vector routing, Congestion Control Algorithms, Quality of Service, Internetworking, The Network layer in the internet.

UNIT - IV

Transport Layer: Transport Services, Elements of Transport protocols, Connection management, TCPand UDP protocols.

UNIT - V

Application Layer –Domain name system, SNMP, Electronic Mail; the World WEB, HTTP, Streaming audio and video.

TEXT BOOK:

1. Computer Networks -- Andrew S Tanenbaum, David. j. Wetherall, 5th Edition. Pearson Education/PHI

REFERENCE BOOKS:

1. An Engineering Approach to Computer Networks-S. Keshav, 2nd Edition, Pearson Education.
2. Data Communications and Networking – Behrouz A. Forouzan. Third Edition TMH.

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22CS791OE: SOFTWARE PROJECT MANAGEMENT (Open Elective – II)

B.Tech. IV Year I Semester **L T P C**
3 0 0 3

Prerequisites:

1. A course on "Software Engineering".

Course Objectives

- To acquire knowledge on software process management
- To acquire managerial skills for software project development
- To understand software economics, workflows and frameworks.

Course Outcomes

- Understand the software economics to improve various phases of development.
- Examine the life cycle phases, artifacts, workflows and checkpoints of a process.
- Demonstrate the software project framework components.
- Analyze the need for various software management disciplines and metrics.

UNIT - I

Software Management Renaissance: Conventional Software Management: The waterfall model, conventional software Management performance. Evolution of Software Economics-Software economics, pragmatic software cost estimation. Improving Software Economics- Reducing Software product size, improving software processes, improving team effectiveness, improving automation, Achieving required quality, peer inspections.

UNIT – II

A Software Management Process Framework-I: The principles of conventional software Engineering, principles of modern software management, transitioning to an iterative process. Life cycle phases- Engineering and production stages, inception, Elaboration, construction, transition phases. Artifacts of the process- The artifact sets, Management artifacts, Engineering artifacts, programmatic artifacts.

UNIT – III

A Software Management Process Framework-II: Model based software architectures- A Management perspective and technical perspective. Work Flows of the process- Software process workflows, Iteration workflows. Checkpoints of the process- Major milestones, Minor Milestones, Periodic status assessments.

UNIT – IV

Software Management Discipline-I: Iterative Process Planning- Work breakdown structures, planning guidelines, cost and schedule estimating, Iteration planning process, Pragmatic planning. Project Organizations and Responsibilities- Line-of-Business Organizations, Project Organizations, evolution of Organizations. Process Automation: Automation building blocks, The Project Environment.

UNIT – V

Software Management Discipline-II: Project Control and Process instrumentation: The seven core Metrics, Management indicators, quality indicators, life cycle expectations, pragmatic Software Metrics, Metrics automation. Tailoring the Process: Process discriminates. Future Software Project Management: modern Project Profiles, Next generation Software economics, modern process transitions. Case Study: The command Center Processing and Display system-Replacement (CCPDS-R).

TEXT BOOK:

1. Software Project Management, Walker Royce, Addison-Wesley Pearson Education, 2005.

REFERENCE BOOKS:

1. Software Project Management, Bob Hughes and Mike Cotterell: Tata McGraw-Hill Edition.
2. Software Project Management, Joel Henry, Pearson Education.
3. Software Project Management in practice, Pankaj Jalote, Pearson Education. 2005.

B.TECH. CE (Software Engineering) Syllabus **R22 Regulations**

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
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22CS765PC: AGILE SOFTWARE DEVELOPMENT LAB

B.Tech. IV Year I Semester **L T P C**
0 0 2 1

Pre-Requisites:

- Object Oriented Programming
- Software Engineering

Course Objectives:

- Develop products, services and applications with higher customer satisfaction with less time compared to traditional project development and management methodologies.

Course Outcomes:

- Understand current problems with the team development process and wider organization.
- Apply various agile project management methodologies for efficient end product.
- Identify the need of automated tools for building, version control and continuous integration.
- Build Test cases and execute using Selenium automated framework.

List of Experiments

1. Identify the background and driving forces for taking an Agile Approach to Software Development. Distinguish Agile approach of software development to Traditional Way of Software development.
   - Differences between Agile approach vs waterfall model.
   - Reasons for Why Agile is Best?
   - The Manifesto of Agile and Principles of Agile Manifesto.
   - Characteristics of Agile Software Development.

2. Acquire and draw Scrum process diagrams for a real time case study.

3. Build Product backlog and user stories for a company.
   - Describe Product backlog.
   - Managing the product backlog between the product owner and scrum team.
   - Discuss user stories. (The Three Cs – Card, Conversation, Confirmation)

   Example: An Online Course as Product.

4. Create a Sprint plan for a project to be delivered to a customer. It should include stages.
   - Designing the sprint
   - Sprint Velocity estimation
   - Work allocation to sprint

5. Simulate with a team the following activity
   - Sprint review meeting
   - Sprint Retrospective meeting

6. Demonstrate with a case study the FDD (Feature Driven Development to include the FDD stages)Typically used in large-scale development projects. The five activities included for case study are
   - Develop overall model
   - Build feature list
   - Plan by feature
   - Design by feature
   - Build by feature

7. Study and Practice Jira Agile Project Management Tool.

8. Use the concepts of Extreme Programming (XP) agile software development methodology on a real time use case with all the stages of project life cycle.

9. Develop a test case for Extreme Programming with following stages
   - Pair programming
   - Planning Game

10. Identify the importance of Automated Build Tool. Study and Practice ANT automated build tool

11. Identify the need of Version control. Study and Practice Version Control using GIT.

12. Drive development with unit tests using Test Driven Development.

TEXT BOOKS:

1. Robert C. Martin, Agile Software Development, Principles, Patterns, and Practices Alan Apt Series, 2011.
2. Succeeding with Agile: Software Development Using Scrum, Pearson (2010).

REFERENCE BOOKS:

1. David J. Anderson and Eli Schragenheim, "Agile Management for Software Engineering: Applying the Theory of Constraints for Business Results", Prentice Hall, 2003.
2. Hazza and Dubinsky, "Agile Software Engineering, Series: Undergraduate Topics in Computer Science", Springer, 2009.
3. https://www.tutorialspoint.com/ant/index.htm.
4. https://www.freecodecamp.org/news/git-and-github-for-beginners/.
5. https://www.javatpoint.com/postman-continuous-integration.
6. https://www.javatpoint.com/selenium-tutorial.

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22CS737PC: MACHINE LEARNING LAB

B.Tech. IV Year I Semester

L	T	P	C
0	0	2	1

Course Objective:

- The objective of this lab is to get an overview of the various machine learning
- Techniques and can demonstrate them using python.

Course Outcomes:

- Understand modern notions in predictive data analysis
- Select data, model selection, model complexity and identify the trends
- Understand a range of machine learning algorithms along with their strengths and weaknesses
- Build predictive models from data and analyze their performance

List of Experiments

1. Write a python program to compute Central Tendency Measures: Mean, Median, ModeMeasure of Dispersion: Variance, Standard Deviation
2. Study of Python Basic Libraries such as Statistics, Math, Numpy and Scipy
3. Study of Python Libraries for ML application such as Pandas and Matplotlib
4. Write a Python program to implement Simple Linear Regression
5. Implementation of Multiple Linear Regression for House Price Prediction using sklearn
6. Implementation of Decision tree using sklearn and its parameter tuning
7. Implementation of KNN using sklearn
8. Implementation of Logistic Regression using sklearn
9. Implementation of K-Means Clustering
10. Performance analysis of Classification Algorithms on a specific dataset (Mini Project)

TEXT BOOK:

1. Machine Learning – Tom M. Mitchell - MGH

REFERENCE BOOK:

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

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
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22SM802MS: ORGANIZATIONAL BEHAVIOR

B.Tech. IV Year II Semester

L	T	P	C
3	0	0	3

Course Objectives:

- This course demonstrates individual, group behavior aspects: The dynamics of organizational climate, structure and its impact on Organizations.

Course Outcomes:

- Students understand their personality, perception and attitudes for overall development and further learn the importance of group behavior in the organizations.

UNIT - I

Organizational Behaviour

Definition, need and importance of organizational behaviour – Nature and scope – Frame work – Organizational behaviour models.

UNIT - II

Individual Behaviour

Personality – types – Factors influencing personality – Theories – Learning – Types of learners – The learning process – Learning theories – Organizational behaviour modification, Misbehaviour – Types – Management Intervention. Emotions - Emotional Labour – Emotional Intelligence – Theories. Attitudes – Characteristics – Components – Formation – Measurement- Values. Perceptions – Importance – Factors influencing perception – Interpersonal perception- Impression Management. Motivation – importance – Types – Effects on work behavior.

UNIT - III

Group Behaviour

Organization structure – Formation – Groups in organizations – Influence – Group dynamics – Emergence of informal leaders and working norms – Group decision making techniques – Team building - Interpersonal relations – Communication – Control.

UNIT - IV

Leadership and Power

Meaning – Importance – Leadership styles – Theories of leadership – Leaders Vs Managers – Sources of power – Power centers – Power and Politics.

UNIT - V

Dynamics of Organizational Behaviour

Organizational culture and climate – Factors affecting organizational climate –

Importance. Job satisfaction – Determinants – Measurements – Influence on behavior. Organizational change – Importance – Stability Vs Change – Proactive Vs Reaction change – the change process – Resistance to change – Managing change. Stress – Work Stressors – Prevention and Management of stress – Balancing work and Life. Organizational development – Characteristics – objectives –. Organizational effectiveness

TEXT BOOKS:

1. Stephen P. Robins, Organisational Behavior, PHI Learning/Pearson Education, 11th edition, 2008.
2. Fred Luthans, Organisational Behavior, McGraw Hill, 11th Edition, 2001.

REFERENCE BOOKS:

1. Schermerhorn, Hunt and Osborn, Organisational behavior, John Wiley, 9th Edition, 2008.
2. Udai Pareek, Understanding Organisational Behaviour, 2nd Edition, Oxford Higher Education, 2004.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
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22CS8123PE: SOFTWARE METRICS

(Professional Elective-VI)

B.Tech. IV Year II Semester

L	T	P	C
3	0	0	3

Course Objectives:

- Learn software measures, metrics, internal and external attributes for reliability.

Course Outcomes:

- Understand various fundamentals of measurement and software metrics
- Demonstrate the framework and analysis tool for software measurement.
- Apply internal and external attributes of software product for effort estimation.
- Discuss reliability models for predicting software quality.

UNIT – I

Fundamentals of Measurement

Measurement -definition Measurement in Software Engineering, The Scope of Software Metrics, The representational theory of measurement, Measurement and models, Measurement scales and scale types, Meaningfulness in measurement.

UNIT – II

A Goal-Based Framework for Software Measurement

Classifying software measures, determining what to Measure, Applying the framework, Software measurement validation and Performing Software Measurement validation. Empirical investigation: Principles of Empirical Studies, Planning Experiments, Planning case studies as quasi-experiments, Relevant and Meaningful Studies.

UNIT – III

Data Collection and Analyzing Measurement Data

Defining good data, Data collection for incident reports, collection of data, Reliability of data collection Procedures. Statistical distributions and hypothesis testing, Classical data analysis techniques, Examples of simple analysis techniques, Multivariant Data Analysis, One Group and Two Group Tests.

UNIT – IV

Measuring internal product attributes Size and Structure

Properties of Software Size, Code size, Design size, Requirements analysis and Specification size, Functional size measures and estimators, Applications of size measures, Problem, Solution Size, Computational complexity. Aspects of Structural Measures, Control flow structure of program units, Design-level Attributes, Object-oriented Structural attributes and measures.

UNIT – V

Measuring Software External Product Attributes and Reliability

Modelling software quality, Measuring aspects of quality, Usability Measures, Maintainability

measures, Security Measures. Software Reliability: Measurement and Prediction. Basics of reliability theory, The software reliability problem, Parametric reliability growth models, Predictive accuracy, Importance of Operational Environment, Wider Aspects of Software Reliabity.

TEXT BOOK:

1. Software Metrics A Rigorous and Practical Approach, Norman Fenton, James Bieman, ThirdEdition, CRC Press, 2014.

REFERENCE BOOKS:

1. Software metrics, Norman E, Fenton and Shari Lawrence Thomson Computer Press, 1997
2. Software Metrics; A Rigorous approach Fenter Norman, E., Chapmen & Hall, London.
3. Metric and models in software quality engineering, Stephen H. Kan, Second edition, 2002,Addison Wesley Professional.
4. 4. Measuring the Software Process, William A. Florac and Areitor D. Carletow, 1995, Addison
   – Wesley.
5. Practical Software Metrics for Project Management and Process Improvement, Robert B.Grady, 1992, Prentice Hall.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE (AUTONOMOUS)

22CS8124PE: WEB SECURITY

(Professional Elective-VI)

B.Tech. IV Year II Semester

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 sss

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 BOOKS:

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

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
(AUTONOMOUS)

22CS892PE: COMPUTATIONAL COMPLEXITY

(Professional Elective-VI)

B.Tech. IV Year II Semester

L	T	P	C
3	0	0	3

Prerequisite: Design and Analysis of Algorithms

Course Objectives:

- Introducing computational complexity-based algorithms and their implementations

Course Outcomes:

- Understand the complexity of time and space for computational models
- Understand optimizational problems
- Understand NP completeness problems
- Understand hierarchical theorems

UNIT – I

Introduction: Algorithms and complexity, Basic Complexity Classes – Deterministic time and the class

P. Computational Tasks and models: Computational tasks – Search problems, Decision problems,Uniform models- Overview, General Principles, Concrete Model, Halting problem, restricted models.

UNIT – II

P vs. NP: Efficient Computation, The Search Version (Finding vs. Checking), The Decision Version (Proving Vs Verifying), Equivalence of the two formulations, Optimal Search Algorithms for NPPolynomial time reduction: The general notation of a Reduction, Reducing Optimization Problems to search problems, Self Reducibility of search problems

UNIT – III

NP – Completeness: Definition, Cook's theorem, Existence of NP Complete Problems bounded halting and non-halting, Natural NP Complete Problems — The NP completeness of CSAT, The NP Completeness of SAT, Combinatorics and Graph Theory, additional properties of the standard reductions, Negative applications of NP Completeness, Positive applications of NP Completeness, NP Sets, Reflections on Complete problems, NP –complete optimization problems.

UNIT –IV

Diagonalization: Time Hierarchy theorem, Space Hierarchy theorem, Non deterministic Time Hierarchytheorem, Ladner's theorem.

Space Complexity: Definition of space bounded computation, PSPACE completeness, NL Completeness, some space complexity classes– Savitch's theorem, Savitch's theorem, The essence of PSPACE, The polynomial time hierarchy and alternations: polynomial hierarchy, time versus alternations, properties of polynomial hierarchy, Complete problems

in PH.

UNIT – V

Randomized computation: Probabilistic Turing machine, one sided and zero sided error, Randomizedreduction, Randomized space bounded computation.

Decision trees: Graphs and Decision Trees, Monotonic Graph properties, Topological criterion, Randomized decision trees.

TEXT BOOKS:

1. The Basics of Computational Complexity, Oded Goldreich, Cambridge University Press
2. Computational Complexity: A Modern Approach, Sanjeev Arora and Boaz Barak, PrincetonUniversity

REFERENCE BOOKS:

1. Computational Complexity, by Christos Papadimitriou.
2. Theory of Computational Complexity, Ding-Zhu Du, Ker-I Ko, WILEY.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
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22CS8116PE: BLOCK CHAIN TECHNOLOGY

(Professional Elective-VI)

B.Tech. IV Year II Semester

L	T	P	C
3	0	0	3

Prerequisites:

1. Knowledge in information security and applied cryptography.
2. Knowledge in Computer Networks

Course Objectives:

- To learn the fundamentals of Blockchain and various types of block chain and consensusmechanisms.
- To understand the public block chain system, Private block chain system and consortiumblockchain.
- Able to know the security issues of blockchain technology.

Course Outcomes:

- Understanding concepts behind crypto currency
- Applications of smart contracts in decentralized application development
- Understand frameworks related to public, private and hybrid blockchain
- Create blockchain for different application case studies

UNIT - I

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

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

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

UNIT - II

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

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

UNIT - III

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

Consortium Blockchain: Introduction, Key Characteristics of Consortium Blockchain,

Need of Consortium Blockchain, Hyperledger Platform, Overview of Ripple, Overview of Corda.
Initial Coin Offering: Introduction, Blockchain Fundraising Methods, Launching an ICO, Investing in an ICO, Pros and Cons of Initial Coin Offering, Successful Initial Coin Offerings, Evolution of ICO, ICO Platforms.

UNIT - IV

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

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

UNIT - V

Blockchain Case Studies: Case Study 1 – Retail, Case Study 2 – Banking and Financial Services,Case Study 3 – Healthcare, Case Study 4 – Energy and Utilities.
Blockchain Platform using Python: Introduction, Learn How to Use Python Online Editor, BasicProgramming Using Python, Python Packages for Blockchain.
Blockchain platform using Hyperledger Fabric: Introduction, Components of Hyper ledger FabricNetwork, Chain codes from Developer.ibm.com, Blockchain Application Using Fabric Java SDK.

TEXT BOOK:

1. “Blockchain Technology”, Chandramouli Subramanian, Asha A. George, Abhilasj K A andMeena Karthikeyan, Universities Press.

REFERENCE BOOKS:

1. Michael Juntao Yuan, Building Blockchain Apps, Pearson, India.
2. Blockchain Blueprint for Economy, Melanie Swan, SPD O'reilly.
3. Blockchain for Business, Jai Singh Arun, Jerry Cuomo, Nitin Gaur, Pearson.

BALAJI INSTITUTE OF TECHNOLOGY & SCIENCE
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22CS8129PE: PARALLAL AND DISTRIBUTED COMPUTING

(Professional Elective-VI)

B.Tech. IV Year II Semester

L	T	P	C
3	0	0	3

Course Objectives:

- To learn core ideas behind parallel and distributed computing.
- To explore the methodologies adopted for parallel and distributed environments.
- To understand the networking aspects of parallel and distributed computing.
- To provide an overview of the computational aspects of parallel and distributed computing.
- To learn parallel and distributed computing models.

Course Outcomes:

- Explore the methodologies adopted for parallel and distributed environments.
- Analyze the networking aspects of Distributed and Parallel Computing.
- Explore the different performance issues and tasks in parallel and distributed computing.
- Tools usage for parallel and distributed computing.
- Understand high performance computing techniques.

UNIT - I

Parallel and Distributed Computing— Introduction- Benefits and Needs- Parallel and Distributed Systems- Programming Environment- Theoretical Foundations- Parallel Algorithms— Introduction-Parallel Models and Algorithms- Sorting- Matrix Multiplication

UNIT - II

Architecture of Parallel and Distributed Systems, Parallel Operating Systems.

UNIT - III

Management of Resources in Parallel Systems- Parallel Database Systems and Multimedia ObjectServers.

UNIT - IV

Networking Aspects of Distributed and Parallel Computing- Process- Parallel and DistributedScientific Computing.

UNIT - V

Multimedia Applications for Parallel and Distributed Systems

TEXT BOOK:

1. Jacek Błażewicz, et al., “Handbook on parallel and distributed processing”, Springer Science &Business Media, 2013.

REFERENCE BOOKS:

1. George F. Coulouris, Jean Dollimore, and Tim Kindberg, “Distributed systems: concepts anddesign”, Pearson Education, 2005.
2. Gregor Kosec and Roman Trobec, “Parallel Scientific Computing: Theory, Algorithms, andApplications of Mesh Based and Meshless Methods”, Springer, 2015.
3. Andrew S. Tanenbaum, and Maarten Van Steen, “Distributed Systems: Principles andParadigms”. Prentice-Hall, 2007.

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22CS8112OE: WEB PROGRAMMING (Open Elective – III)

B.Tech. IV Year II Semester

L	T	P	C
3	0	0	3

Course Objectives:

- 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:

- 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 Client side Programming

HTML- Basic Tags- List, Tables, Images, Forms, Frames, CSS: JAVA Script - Web page designing using HTML, Scripting basics- Client side and server side scripting. Java ScriptObject, 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 – StringHandling.

UNIT – III JDBC

JDBC Overview – JDBC implementation – Connection class – Statements - Catching Database Results, handling database Queries. Networking– InetAddress class – URL class- TCP sockets – UDPsockets, 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 toJSP.

UNIT – V XML AND WEB SERVICES

Xml – Introduction-Form Navigation-XML Documents- XSL – XSLT- Web services-UDDI-WSDL-Javaweb 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.

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22CS8122OE: SOFTWARE QUALITY ASSURANCE (Open Elective – III)

B.Tech. IV Year II Semester **L T P C**
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Course Objectives:

- Assurance of software quality using metrics, factors and process standards.

Course Outcomes:

- Understand the software errors and need of software quality management
- Classify and understand the software quality factors in various stages of development.
- Analyze the different software metrics and their implementation costs.
- Understand the Software Quality Assurance project standards and its management roles.

UNIT - I

Introduction to Software Quality:

Define Software, Software errors, faults and failures, Classification of the causes of software errors, Software quality – definition, Software quality assurance – definition and objectives, Software quality assurance and software engineering. The uniqueness of software quality assurance, the environmentsfor which SQA methods are developed.

UNIT - II

Software quality factors:

The need for comprehensive software quality Requirements, Classifications of software requirements into software quality factors, Product operation software quality factors, Product revision software quality factors, Product transition software quality factors, Alternative models of software quality factors, quality Requirements, Software compliance with quality factors.

UNIT - III

Software quality metrics and their Costs

Objectives of quality measurement, Classification of software quality metrics, Process metrics, Product metrics, Implementation of software quality metrics, Limitations of software metrics. Objectives of cost of software quality metrics, the classic model of cost of software quality, an extended model for cost of software quality, Application of a cost of software quality system, Problems in the application of cost ofsoftware, quality metrics.

UNIT - IV

SQA project process standards and Management:

Structure and content of IEEE software engineering standards, IEEE/EIA Std 12207 – software life cycle processes, IEEE Std 1012 — verification and validation, IEEE Std 1028 — reviews. Top management's quality assurance activities, Department management responsibilities for quality assurance, Project management responsibilities for quality assurance

UNIT - V

The SQA unit and its Actors:

The SQA unit, SQA trustees and their tasks, SQA committees and their tasks, SQA forums – tasks andmethods of operation.

TEXT BOOK:

1. Software Quality Assurance, From theory to implementation, DANIEL GALIN, Pearson Education, 2004.

REFERENCE BOOK:

1. Metrics and Models in Software Quality Engineering, Kan Pearson Education, 2003.