

III B.Tech (CSE) COURSE STRUCTURE (R23)

1 SEMESTER

S. No	Subject Code	SUBJECT	Cat. Code	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	L	T	P	CREDITS
1	B23CS51	Data Warehousing and Data Mining	PC	30	70	100	3	0	0	3
2	B23CS52	Computer Networks	PC	30	70	100	3	0	0	3
3	B23CS53	Formal Languages and Automata Theory	PC	30	70	100	3	0	0	3
4	R23CS54	Professional Elective-I 1.Object Oriented Analysis & Design 2.Artificial Intelligence 3.Microprocessors & Microcontrollers 4.Quantum Computing 5.12 Week Mooc swayam NPTEL course recommend by the BoS	PE	30	70	100	3	0	0	3
5	B23CC51	Open Elective -I (OR) Entrepreneurship Development & Venture Creation	OE	30	70	100	3	0	0	3
6	B23CS56	Data Mining Lab	PC	30	70	100	0	0	3	1.5
7	B23CS57	Computer Networks Lab	PC	30	70	100	0	0	3	1.5
8	B23CS58	Full Stack Development-2	SOC	30	70	100	0	1	2	2
9	B23CS59	User Interface Design using Flutter/SWAYAM/ Plus Android Application Development	ES	30	70	100	0	0	2	1
10	B23CSP50	Evaluation of Community Service Project Intern ship	-	-	-	-	-	-		2
							15	1	10	23

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II- SEMESTER

S.N o.	Subject Code	SUBJECT	Cat. Code	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	L	T	P	CR EDITS
1	B23CS61	Compiler Design	PC	30	70	100	3	0	0	3
2	B23CS62	Cloud Computing	PC	30	70	100	3	0	0	3
3	B23CS63	Cryptography & Network Security	PC	30	70	100	3	0	0	3
4	B23CS64	Professional Elective-II 1. Software Testing Methodologies 2. Cyber Security 3. DevOps 4. Machine Learning 5. 12 Week MOOC Swayam/NPTEL Course recommended by the Bos	PE	30	70	100	3	0	0	3
5	B23CS65	Professional Elective-III 1. Software Project Management 2. Mobile Adhoc Networks 3. Natural Languages Processing 4. Big Data Analytics 5. Distributed Operating System 6. 12 Week MOOC Swayam/NPTEL Course Recommended by the BoS	PE	30	70	100	3	0	0	3
6	B23CS02A	Open Elective -II	OE	30	70	100	3	0	0	3
7	B23CS66	Cloud Computing Lab	PC	30	70	100	0	0	3	1.5
8	B23CS67	Cryptography & Network Security Lab	PC	30	70	100	0	0	3	1.5
9	B23SH61	Soft skill/ SWAYAM Plus 21st Century Employability Skills	SEC	30	70	100	0	1	2	2
10	B23CC6A	Technical Paper Writing & IPR	AC	-	-	-	2	0	0	-
Total							20	1	08	23

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III B.TECH SEMISTER-I

S. No	Subject Code	SUBJECT	Cat. Code	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	L	T	P	CREDITS
1	B23CS51	Data Warehousing and Data Mining	PC	30	70	100	3	0	0	3
2	B23CS52	Computer Networks	PC	30	70	100	3	0	0	3
3	B23CS53	Formal Languages and Automata Theory	PC	30	70	100	3	0	0	3
4	R23CS54	Professional Elective -I 1. Open Oriented Analysis & Design 2. Artificial Intelligence 3. Microprocessors & Microcontrollers 4. Quantum Computing 5. 12 Week Mooc swayam NPTEL course recommended by the BoS	PE	30	70	100	3	0	0	3
5	B23CC51	Open Elective -I (OR) Entrepreneurship Development & Venture Creation	OE	30	70	100	3	0	0	3
6	B23CS56	Data Mining Lab	PC	30	70	100	0	0	3	1.5
7	B23CS57	Computer Networks Lab	PC	30	70	100	0	0	3	1.5
8	B23CS58	Full Stack Development-2	SOC	30	70	100	0	1	2	2
9	B23CS59	User Interface Design using Flutter/SWAYAM/ Plus Android Application Development	ES	30	70	100	0	0	2	1
10	B23CSP50	Evaluation of Community Service Project Internship	-	-	-	-	-	-		2
							15	1	10	23

III B.TECH I SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	-	-	30	70	100	3
SUBCODE: B23CS51	DATA WAREHOUSING & DATA MINING						

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

COURSE OBJECTIVES

The main objective of the course is to

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

COURSE OUTCOMES: At the end of the course students will be able to

- CO1:** Summarize the Architecture of Data Warehouse and OLAP schemas
- CO2:** Apply different preprocessing methods, similarity and dissimilarity measures for given raw data.
- CO3:** Construct a decision tree by using different algorithms and resolve the problem of model over fitting
- CO4:** Compare Apriori and FP growth algorithms for frequent item set generation.
- CO5:** Apply different clustering algorithms on the given data set for accurate clustering.

SYLLABUS

UNIT-I

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

UNIT II

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

UNIT-III

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

UNIT-IV

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

UNIT-V

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

TEXT BOOKS:

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

REFERENCE BOOKS:

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

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III B.TECH I SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	-	-	30	70	100	3
SUBCODE: B23CS52	COMPUTER NETWORKS						

COURSE OBJECTIVES

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

COURSE OUTCOMES: At the end of the course students will be able to

CO1: Apply different network models & communication techniques, methods and protocol standards

CO2: Examine different transmission media for transferring error free data

CO3: Compare and Classify medium access control protocols Ethernet protocols

CO4: Examine the Network Layer Design Issues and internet protocols (IPV4 & IPV6).

CO5: Reflect application layer services and client server protocols working with the client server paradigms

SYLLABUS

UNIT-I

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

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

UNIT II

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

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

UNIT-III

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

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

UNIT-IV

The Network Layer Design Issues – Store and Forward Packet Switching-Services Provided to the Transport layer- Implementation of Connectionless Service-Implementation of Connection Oriented Service- Comparison of Virtual Circuit and Datagram Networks, Routing Algorithms-The Optimality principle-Shortest path, Flooding, Distance vector, Link state, Hierarchical, Congestion Control algorithms-General principles of congestion control, Congestion prevention policies, Approaches to Congestion Control-Traffic Aware Routing- Admission Control-Traffic Throttling-Load Shedding. Traffic Control Algorithm-Leaky bucket & Token bucket.

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

UNIT-V

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

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

TEXT BOOKS:

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

REFERENCES BOOKS:

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

III B.TECH I SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	-	-	30	70	100	3
SUBCODE: B23CS53	FORMAL LANGUAGES AND AUTOMATA THEORY						

COURSE OBJECTIVES

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

COURSE OUTCOMES: At the end of the course students will be able to

- CO1:** Design the DFA and NFA after understanding the core concepts in automata theory and formal languages
- CO2:** Analyze the equivalence of regular expression and finite automata and different types of grammars
- CO3:** Demonstrate the concept of context free grammar and normal forms
- CO4:** Design pushdown automata and the equivalent context free grammars
- CO5:** Analyze the computational power and limitations of Turing Machines and explore decidability and complexity issues

SYLLABUS

UNIT-I

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

UNIT-II

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

UNIT-III

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

UNIT-IV

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

UNIT-V

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

TEXT BOOKS:

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

REFERENCE BOOKS:

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

E-RESOURCES:

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

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	3	-	-	30	70	100	3
SUBCODE: B23CS54A	OBJECT ORIENTED ANALYSIS AND DESIGN						

COURSE OBJECTIVES

The main objective is the students to

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

COURSE OUTCOMES: At the end of the course students will be able to

- CO1:** Apply the phases of Object-Oriented Analysis and Design (OOAD) and the inherent complexity of software systems
- CO2:** Apply the Unified Modeling Language (UML) to model software systems, using appropriate structural and behavioral diagrams.
- CO3:** Analyze the requirements of real-world systems and develop UML models (class, object, use case, and activity diagrams) for them
- CO4:** Evaluate object-oriented design principles such as abstraction, encapsulation, and modularity to improve software architecture.
- CO5:** Design and construct complex software models using advanced UML diagrams including state charts, components, and deployment diagrams

SYLLABUS

UNIT-I:

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

UNIT-II

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

UNIT-III

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

UNIT-IV

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

UNIT-V

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

TEXT BOOKS:

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

REFERENCE BOOKS:

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

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	3	-	-	30	70	100	3
SUBCODE: B23CS54B	ARTIFICIAL INTELLIGENCE						

Pre-requisite:

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

COURSE OBJECTIVES

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

COURSE OUTCOMES: At the end of the course students will be able to

CO1: Apply the characteristics of AI on the real-world problems

CO2: Experiment with the applications of search strategies and problem reductions

CO3: Analyze knowledge representation and symbolic reasoning using different rules

CO4: Apply the mathematical logic concepts on Decision trees, chaining methods

CO5: Make use of the Knowledge about the Expert Systems in solving the complex problems

SYLLABUS

UNIT-I

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

UNIT-II

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

UNIT-III

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

UNIT-IV

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

UNIT-V

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

TEXTBOOKS:

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

REFERENCE BOOKS:

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

ONLINE LEARNING RESOURCES:

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

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	3	-	-	30	70	100	3
SUBCODE: B23CS54C	MICROPROCESSORS & MICROCONTROLLERS						

COURSE OBJECTIVES

- To introduce fundamental architectural concepts of microprocessors and microcontrollers.
- To impart knowledge on addressing modes and instruction set of 8086 and 8051
- To introduce assembly language programming concepts
- To explain memory and I/O interfacing with 8086 and 8051
- To introduce 16 bit and 32 bit microcontrollers.

COURSE OUTCOMES: At the end of the course students will be able to

- CO1:** Describe the architecture, functional units, and operation modes of the 8086 microprocessor
- CO2:** Develop and analyze assembly language programs for the 8086 microprocessor using appropriate instructions and addressing modes.
- CO3:** Analyze knowledge representation and symbolic reasoning using different rules
- CO4:** Explain the architecture, instruction set, and programming model of the 8051 microcontroller
- CO5:** Design and implement applications using the 8051 microcontroller including timers, serial ports, interrupts, and interfacing with external peripherals.

SYLLABUS

UNIT-I

8086 Architecture: Main features, pin diagram/description, 8086 microprocessor family, internal architecture, bus interfacing unit, execution unit, interrupts and interrupt response, 8086 system timing, minimum mode and maximum mode configuration.

UNIT-II

8086 Programming: Program development steps, instructions, addressing modes, assembler directives, writing simple programs with an assembler, assembly language program development tools.

UNIT-III

8086 Interfacing: Semiconductor memories interfacing (RAM, ROM), Intel 8255 programmable peripheral interface, Interfacing switches and LEDs, Interfacing seven segment displays, software and hardware interrupt applications, Intel 8251 USART architecture and interfacing, Intel 8237a DMA controller, stepper motor, A/D and D/A converters, Need for 8259 programmable interrupt controllers.

UNIT-IV

Microcontroller, Architecture of 8051, Special Function Registers(SFRs), I/O Pins Ports and Circuits, Instruction set, Addressing modes, Assembly language programming.

UNIT-V

Interfacing Microcontroller, Programming 8051 Timers, Serial Port Programming, Interrupts Programming, LCD & Keyboard Interfacing, ADC, DAC & Sensor Interfacing, External Memory Interface, Stepper Motor and Waveform generation, Comparison of Microprocessor, Microcontroller, PIC and ARM processors

TEXTBOOKS:

1. Microprocessors and Interfacing – Programming and Hardware by Douglas V Hall, SSSP Rao, Tata McGraw Hill Education Private Limited, 3rd Edition, 1994.
2. K M Bhurchandi, A K Ray, Advanced Microprocessors and Peripherals, 3rd edition, McGraw Hill Education, 2017.
3. Raj Kamal, Microcontrollers: Architecture, Programming, Interfacing and System Design, 2nd edition, Pearson, 2012.

REFERENCE BOOKS:

1. Ramesh S Gaonkar, Microprocessor Architecture Programming and Applications with the 8085, 6th edition, Penram International Publishing, 2013.
2. Kenneth J. Ayala, The 8051 Microcontroller, 3rd edition, Cengage Learning, 2004.

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	3	-	-	30	70	100	3
SUBCODE: B23CS54D	QUANTUM COMPUTING						

COURSE OBJECTIVES:

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

COURSE OUTCOMES: At the end of the course students will be able to

- CO1:** Differentiate between classical computing and quantum computing paradigms
- CO2:** Analyze the mathematical framework of Hilbert space and its application to quantum systems
- CO3:** Represent and interpret quantum states using the Bloch sphere
- CO4:** Implement and evaluate Shor's algorithm for integer factorization
- CO5:** Apply quantum error correction principles and explore fault-tolerant computation.

SYLLABUS

UNIT-I

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

UNIT-II

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

UNIT-III

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

UNIT-IV

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

UNIT-V

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

TEXT BOOKS:

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

REFERENCE BOOKS:

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

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	3	-	-	30	70	100	3
SUBCODE: B23CC51	ENTREPRENEURSHIP						

COURSE OBJECTIVES:

- 1) To develop and strengthen entrepreneurial quality and motivation in students.
- 2) To impart basic entrepreneurial skills and understandings to run a business efficiently and effectively

COURSE OUTCOMES: At the end of the course, student will be able to

- Study the concept of entrepreneurship, knowledge and skills of entrepreneur.
- Get the awareness on business environment
- Get the awareness on industrial policies
- Gain the competency on preparing business plan
- Study the impact of launching small business and understand resource planning for start up

SYLLABUS

UNIT-I

ENTREPRENEURIAL COMPETENCE

Entrepreneurship concept – Entrepreneurship as a Career – Entrepreneurial Personality - Characteristics of Successful, Entrepreneur – Knowledge and Skills of Entrepreneur.

UNIT-II

ENTREPRENEURIAL ENVIRONMENT

Business Environment - Role of Family and Society - Entrepreneurship Development Training and Other Support Organisational Services.

UNIT-III

INDUSTRIAL POLICIES

Central and State Government Industrial Policies and Regulations - International Business.

UNIT-IV

BUSINESS PLAN PREPARATION

Sources of Product for Business - Prefeasibility Study - Criteria for Selection of Product - Ownership - Capital - Budgeting Project Profile Preparation - Matching Entrepreneur with the Project - Feasibility Report Preparation and Evaluation Criteria.

UNIT- V

LAUNCHING OF SMALL BUSINESS

Finance and Human Resource Mobilization Operations Planning - Market and Channel Selection - Growth Strategies - Product Launching – Incubation, Venture capital, IT start ups.
Monitoring and Evaluation of Business - Preventing Sickness and Rehabilitation of Business Units- Effective Management of small Business.

TEXT BOOKS

1. Hisrich, Entrepreneurship, Tata McGraw Hill, New Delhi, 2001.
2. S.S.Khanka, Entrepreneurial Development, S.Chand and Company Limited, NewDelhi, 2001.

REFERENCES

1. Mathew Manimala, Entrepreneurship Theory at the Crossroads, Paradigms &Praxis, Biztrantra ,2nd Edition ,2005
2. Prasanna Chandra, Projects – Planning, Analysis, Selection, Implementation and Reviews, Tata McGraw-Hill, 1996.
3. P.Saravanel, Entrepreneurial Development, Ess Pee kay Publishing House, Chennai -1997.
4. Arya Kumar. Entrepreneurship. Pearson. 2012 5. Donald F Kuratko, T.V Rao. Entrepreneurship: A South Asian perspective. Cengage Learning. 2012

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DEPARTMENT OF CSE

III B.TECH I SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	-	-	3	30	70	100	1.5
SUBCODE: B23CS56	DATA MINING LAB						

Pre-requisites: Data Base Management Systems, Python Programming

COURSE OBJECTIVES

The main objective of the course is to

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

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

SYLLABUS

List of Experiments:

1. Creation of a Data Warehouse.
 - Build Data Warehouse/Data Mart (using open source tools like Pentaho Data Integration Tool, Pentaho Business Analytics; or other data warehouse tools like Microsoft-SSIS, Informatica, Business Objects, etc.,)
 - Design multi-dimensional data models namely Star, Snowflake and Fact Constellation schemas for any one enterprise (ex. Banking, Insurance, Finance, Healthcare, manufacturing, Automobiles, sales etc).
 - Write ETL scripts and implement using data warehouse tools.
 - Perform Various OLAP operations such slice, dice, roll up, drill up and pivot
2. Explore machine learning tool “WEKA”
 - Explore WEKA Data Mining/Machine Learning Toolkit.
 - Downloading and/or installation of WEKA data mining toolkit.
 - Understand the features of WEKA toolkit such as Explorer, Knowledge Flow interface, Experimenter, command-line interface.
 - Navigate the options available in the WEKA (ex. Select attributes panel, Preprocess panel, Classify panel, Cluster panel, Associate panel and Visualize panel)
 - Study the arff file format Explore the available data sets in WEKA. Load a data set (ex. Weather dataset, Iris dataset, etc.)
 - Load each dataset and observe the following:
 1. List the attribute names and they types
 2. Number of records in each dataset
 3. Identify the class attribute (if any)
 4. Plot Histogram
 5. Determine the number of records for each class.

6. Visualize the data in various dimensions
3. Perform data preprocessing tasks and Demonstrate performing association rule mining on data sets
 - Explore various options available in Weka for preprocessing data and apply Unsupervised filters like Discretization, Resample filter, etc. on each dataset
 - Load weather. nominal, Iris, Glass datasets into Weka and run Apriori Algorithm with different support and confidence values.
 - Study the rules generated. Apply different discretization filters on numerical attributes and run the Apriori association rule algorithm. Study the rules generated.
 - Derive interesting insights and observe the effect of discretization in the rule generation process.
4. Demonstrate performing classification on data sets Weka/R
 - Load each dataset and run 1d3, J48 classification algorithm. Study the classifier output. Compute entropy values, Kappa statistic.
 - Extract if-then rules from the decision tree generated by the classifier, Observe the confusion matrix.
 - Load each dataset into Weka/R and perform Naïve-bayes classification and k-Nearest Neighbour classification. Interpret the results obtained.
 - Plot RoC Curves
 - Compare classification results of ID3, J48, Naïve-Bayes and k-NN classifiers for each dataset, and deduce which classifier is performing best and poor for each dataset and justify.
5. Demonstrate performing clustering of data sets
 - Load each dataset into Weka/R and run simple k-means clustering algorithm with different values of k (number of desired clusters).
 - Study the clusters formed. Observe the sum of squared errors and centroids, and derive insights.
 - Explore other clustering techniques available in Weka/R.
 - Explore visualization features of Weka/R to visualize the clusters. Derive interesting insights and explain.
6. Demonstrate knowledge flow application on data sets into Weka/R
 - Develop a knowledge flow layout for finding strong association rules by using Apriori, FP Growth algorithms
 - Set up the knowledge flow to load an ARFF (batch mode) and perform a cross validation using J48 algorithm
 - Demonstrate plotting multiple ROC curves in the same plot window by using j48 and Random forest tree
7. Demonstrate ZeroR technique on Iris dataset (by using necessary preprocessing technique(s)) and share your observations
8. Write a java program to prepare a simulated data set with unique instances.
9. Write a Python program to generate frequent item sets / association rules using Apriori algorithm
10. Write a program to calculate chi-square value using Python/R. Report your observation.
11. Write a program of Naive Bayesian classification using Python/R programming language.
12. Implement a Java/R program to perform Apriori algorithm

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13. Write a R program to cluster your choice of data using simple k-means algorithm using JDK
14. Write a program of cluster analysis using simple k-means algorithm Python/R programming language.
15. Write a program to compute/display dissimilarity matrix (for your own dataset containing at least four instances with two attributes) using Python
16. Visualize the datasets using matplotlib in python/R.(Histogram, Box plot, Bar chart, Pie chart etc.,)

III B.TECH I SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	0	0	3	30	70	100	1.5
SUBCODE: B23CS57	COMPUTER NETWORKS LAB						

COURSE OBJECTIVES

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

SYLLABUS

List of Experiments:

1. Study of Network devices in detail and connect the computers in Local Area Network.
2. Write a Program to implement the data link layer framing methods such as
 - i) Character stuffing
 - ii) bit stuffing.
3. Write a Program to implement data link layer framing method checksum.
4. Write a program for Hamming Code generation for error detection and correction.
5. Write a Program to implement on a data set of characters the three CRC polynomials – CRC 12, CRC 16 and CRC CCIP.
6. Write a Program to implement Sliding window protocol for Goback N.
7. Write a Program to implement Sliding window protocol for Selective repeat.
8. Write a Program to implement Stop and Wait Protocol.
9. Write a program for congestion control using leaky bucket algorithm
10. Write a Program to implement Dijkstra's algorithm to compute the Shortest path through a graph.
11. Write a Program to implement Distance vector routing algorithm by obtaining routing table at each node (Take an example subnet graph with weights indicating delay between nodes).
12. Write a Program to implement Broadcast tree by taking subnet of hosts.
13. Wireshark
 - i. Packet Capture Using Wire shark
 - ii. Starting Wire shark
 - iii. Viewing Captured Traffic
 - iv. Analysis and Statistics & Filters.
14. How to run Nmap scan
15. Operating System Detection using Nmap
16. Do the following using NS2 Simulator
 - i. NS2 Simulator-Introduction
 - ii. Simulate to Find the Number of Packets Dropped
 - iii. Simulate to Find the Number of Packets Dropped by TCP/UDP
 - iv. Simulate to Find the Number of Packets Dropped due to Congestion
 - v. Simulate to Compare Data Rate& Throughput.

III B.TECH I SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	0	1	2	30	70	100	2
SUBCODE: B23CS58	FULL STACK DEVELOPMENT – 2 (SOC)						

COURSE OBJECTIVES:

The main objectives of the course are to

- Make use of router, template engine and authentication using sessions to develop application in Express JS.
- Build a single page application using RESTful APIs in Express JS
- Apply router and hooks in designing React JS application
- Make use of Mongo DB queries to perform CRUD operations on document database

Experiments covering the Topics:

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

SYLLABUS

Sample Experiments:

1. Express JS – Routing, HTTP Methods, Middle ware.

- a. Write a program to define a route, Handling Routes, Route Parameters, Query Parameters and URL building.
- b. Write a program to accept data, retrieve data and delete a specified resource using http methods.
- c. Write a program to show the working of middleware.

2. Express JS – Templating, Form Data

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

3. Express JS – Cookies, Sessions, Authentication

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

4. Express JS – Database, RESTful APIs

- a. Write a program to connect MongoDB database using Mongoose and perform CRUD operations.

- b. Write a program to develop a single page application using RESTful APIs.

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

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

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

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

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

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

8. ReactJS – React Router, Updating the Screen

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

9. ReactJS – Hooks, Sharing data between Components

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

10. MongoDB – Installation, Configuration, CRUD operations

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

11. MongoDB – Databases, Collections and Records

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

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

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

TEXT BOOKS:

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

WEB LINKS:

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

III B.TECH I SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	0	0	2	30	70	100	1
SUBCODE: B23CS59	USER INTERFACE DESIGN USING FLUTTER						

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

SYLLABUS

List of Experiments:

Students need to implement the following experiments

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

TEXT BOOKS:

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

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III B.TECH SEMISTER-II

S.N o.	Subject Code	SUBJECT	Cat. Code	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	L	T	P	CREDITS
1	B23CS61	Compiler Design	PC	30	70	100	3	0	0	3
2	B23CS62	Cloud Computing	PC	30	70	100	3	0	0	3
3	B23CS63	Cryptography & Network Security	PC	30	70	100	3	0	0	3
4	B23CS64	Professional Elective-II 1.Software Testing Methodologies 2.Cyber Security 3.DevOps 4.Machine Learning 5.12 Week MOOC Swayam/NPTEL Course recommended by the Bos	PE	30	70	100	3	0	0	3
5	B23CS65	Professional Elective-III 1.Software Project Management 2.Mobile Adhoc Networks 3.Natural Languages Processing 4.Big Data Analytics 5.Distributed Operating System 6.12 Week MOOC Swayam/NPTEL Course Recommended by the BoS	PE	30	70	100	3	0	0	3
6	B23CS02A	Open Elective -II	OE	30	70	100	3	0	0	3
7	B23CS66	Cloud Computing Lab	PC	30	70	100	0	0	3	1.5
8	B23CS67	Cryptography & Network Security Lab	PC	30	70	100	0	0	3	1.5
9	B23SH61	Soft skill/ SWAYAM Plus 21st Century Employability Skills	SEC	30	70	100	0	1	2	2
10	B23CC6A	Technical Paper Writing & IPR	AC	-	-	-	2	0	0	-
Total							20	1	08	23

III B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	0	0	30	70	100	3
SUBCODE: B23CS61	COMPILER DESIGN						

COURSE OBJECTIVES

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

COURSE OUTCOMES: At the end of the course students will be able to

- CO1:** Illustrate different phases of compilation process.
- CO2:** Apply Top down and Bottom-Up parsing techniques on CFG to construct parse trees
- CO3:** Examine different Syntax Directed Translations and different intermediate code generation methods
- CO4:** Choose different code optimization Techniques to enhance the performance of code
- CO5:** Utilize Various storage organization methods and target code generation strategies

SYLLABUS

UNIT-I

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

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

UNIT-II

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

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

UNIT-III

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

UNIT-IV

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

UNIT-V

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

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

TEXT BOOKS:

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

REFERENCE BOOKS:

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

III B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	0	0	30	70	100	3
SUBCODE: B23CS62	CLOUD COMPUTING						

COURSE OBJECTIVES:

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

COURSE OUTCOMES: At the end of the course students will be able to

CO1: Understand the architecture and concept of different cloud models: IaaS, PaaS, SaaS.

CO2: Explain parallel and distributed computing

CO3: Examine taxonomy of virtualization techniques, virtualization and cloud Computing

CO4: Design and deploy cloud computing security and risk measures

CO5: Importance of Advanced concepts in cloud computing

SYLLABUS

UNIT-I

Introduction to Cloud Computing Fundamentals

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

UNIT-II

Cloud Enabling Technologies

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

UNIT-III

Virtualization and Containers

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

UNIT-IV

Cloud computing challenges

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

UNIT-V

Advanced concepts in cloud computing Server less computing, Function-as-a-Service, server less computing architecture, public cloud (e.g. AWS Lambda) and open-source (e.g. Open FaaS) server less platforms, Internet of Things (IoT), applications, cloud-centric IoT and layers, edge and fog computing, DevOps, infrastructure-as-code, quantum cloud computing.

TEXT BOOKS:

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

REFERENCE BOOKS:

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

III B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	0	0	30	70	100	3
SUBCODE: B23CS63	CRYPTOGRAPHY & NETWORK SECURITY						

COURSE OBJECTIVES

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

COURSE OUTCOMES: At the end of the course students will be able to

CO1: Apply modular arithmetic in modern cryptography

CO2: Make use of Substitution and transposition transformation Symmetric Encryption Algorithms

CO3: Make use of number theory knowledge in Asymmetric Encryption algorithms.

CO4: Analyze various Hash functions and digital signatures for online authentication

CO5: Analyze network security protocols for providing better security

SYLLABUS

UNIT-I

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

UNIT-II

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

UNIT-III

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

UNIT-IV

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

UNIT-V

Network Security-I: Security at application layer: PGP and S/MIME, Security at the Transport Layer: SSL and TLS, **Network Security-II :** Security at the Network Layer: IPsec-two modes, two security protocols, security association, IKE, ISAKMP, System Security-users, trust, trusted

systems, buffer overflow, malicious software, worms, viruses, IDS, Firewalls.

TEXT BOOKS:

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

REFERENCE BOOKS:

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

III B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	0	0	30	70	100	3
SUBCODE: B23CS64A	SOFTWARE TESTING METHODOLOGIES						

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

- CO1:** Apply fundamental testing concepts and models to identify bugs and evaluate software reliability using path and flow graphs
- CO2:** Analyze transaction flow, data flow, and domain testing techniques to assess software test coverage and effectiveness.
- CO3:** Use logic-based testing strategies, such as decision tables and path expressions, to design effective test cases
- CO4:** Construct state graphs and perform transition testing to evaluate software behavior under different conditions.
- CO5:** Implement software testing automation using tools like JMeter, Selenium, or SoapUI to validate software functionality and performance

SYLLABUS

UNIT-I

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

UNIT-II

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

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

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

UNIT-III

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

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

UNIT-IV

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

UNIT-V

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

TEXT BOOKS

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

REFERENCE BOOKS:

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

III B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	0	0	30	70	100	3
SUBCODE: B23CS64B	CYBER SECURITY						

COURSE OBJECTIVES:

The aim of the course is to

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

COURSE OUTCOMES : At the end of the course students will be able to

- CO1:** Categorize cyber crimes and Role of Information System
- CO2:** Choose the right Tools and Techniques used in Cyber crimes
- CO3:** Examine various Investigative Techniques, encryption and data recovery methods
- CO4:** Evaluate computer forensics and Investigations in cyber crimes
- CO5:** Analyze the Legal aspects and consequences of legal non-compliance in the digital world

SYLLABUS

UNIT-I

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

UNIT-II

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

UNIT-III

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

UNIT-IV

Computer Forensics and Investigations: Understanding Computer Forensics, Preparing for Computer Investigations. Current Computer Forensics Tools: Evaluating Computer Forensics Tools, Computer Forensics Software Tools, Computer Forensics Hardware Tools, Validating and

Testing Forensics Software, Face, Iris and Fingerprint Recognition, Audio Video Analysis, Windows System Forensics, Linux System Forensics, Graphics and Network Forensics, E-mail Investigations, Cell Phone and Mobile Device Forensics.

UNIT-V

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

TEXT BOOKS:

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

REFERENCE BOOKS:

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

E-RESOURCES:

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

III B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	0	0	30	70	100	3
SUBCODE: B23CS64C	DEVOPS						

COURSE OBJECTIVES:

The main objectives of this course are to:

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

COURSE OUTCOMES: At the end of the course students will be able to

- CO1:** Apply the principles of the DevOps lifecycle and architecture to integrate DevOps practices within Agile and traditional SDLC-based software projects
- CO2:** Apply version control operations using GIT and evaluate code quality through unit testing and tools like Sonar Qube
- CO3:** Develop and manage continuous integration pipelines using Jenkins, including job scheduling, user roles, and master-slave configurations
- CO4:** Implement containerization and continuous deployment workflows using Docker and test applications using Selenium
- CO5:** Deploy and manage applications using configuration management tools such as Ansible, Kubernetes/Open Shift, Puppet, and Chef

SYLLABUS

UNIT-I

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

UNIT-II

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

UNIT-III

Build Automation - Continuous Integration (CI): Build Automation, What is CI Why CI is Required, CI tools, Introduction to Jenkins (With Architecture), jenkins workflow, jenkins master slave architecture, Jenkins Pipelines, PIPELINE BASICS - Jenkins Master, Node, Agent, and Executor Freestyle Projects & Pipelines, Jenkins for Continuous Integration, Create and Manage

Builds, User Management in Jenkins Schedule Builds, Launch Builds on Slave Nodes.

UNIT-IV

Continuous Delivery (CD): Importance of Continuous Delivery, CONTINUOUS DEPLOYMENT CD Flow, Containerization with Docker: Introduction to Docker, Docker installation, Docker commands, Images & Containers, DockerFile, Running containers, Working with containers and publish to Docker Hub.

Testing Tools: Introduction to Selenium and its features, JavaScript testing

UNIT-V

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

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

TEXT BOOKS:

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

REFERENCE BOOKS:

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

III B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	0	0	30	70	100	3
SUBCODE: B23CS64D	MACHINE LEARNING						

COURSE OBJECTIVES:

The objectives of the course is to

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

COURSE OUTCOMES: At the end of the course students will be able to

- CO1:** Understand the basic concepts, types of learning, and stages of the machine learning process
- CO2:** Apply distance-based classifiers and Regressions such as KNN to solve real-world problems.
- CO3:** Analyze and compare tree-based and probabilistic models like Decision Trees and Naïve Bayes.
- CO4:** Design and evaluate linear and non-linear classifiers including SVM and MLP.
- CO5:** Implement and evaluate unsupervised learning methods using various clustering techniques.

SYLLABUS

UNIT-I

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

UNIT-II

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

UNIT-III

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

UNIT-IV

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

UNIT-V

Clustering : Introduction to Clustering, Partitioning of Data, Matrix Factorization, Clustering of Patterns, Divisive Clustering, Agglomerative Clustering, Partitional Clustering, K-Means Clustering, Soft Partitioning, Soft Clustering, Fuzzy C-Means Clustering, Rough Clustering, Rough K-Means Clustering Algorithm, Expectation Maximization-Based Clustering, Spectral Clustering.

TEXT BOOKS:

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

REFERENCE BOOKS

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

III B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	0	0	30	70	100	3
SUBCODE: B23CS65A	SOFTWARE PROJECT MANAGEMENT						

COURSE OBJECTIVES:

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

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

COURSE OUTCOMES: At the end of the course students will be able to

- CO1:** Apply the concepts to be followed in the conventional software management
Apply
- CO2:** Apply the process model to perform software life cycle phases
- CO3:** Implement the project architecture based on different techniques and plans
- CO4:** Make use of responsibilities and activities to complete software projects
successfully
- CO5:** Apply concepts of Agility and DevOps to perform software projects

SYLLABUS

UNIT-I

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

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

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

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

UNIT-II

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

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

UNIT- III

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

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

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

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

UNIT- IV

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

Process Automation: Automation Building blocks, The Project Environment.

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

UNIT-V

Agile Methodology, ADAPTING to Scrum, Patterns for Adopting Scrum, Iterating towards Agility.

Fundamentals of DevOps: Architecture, Deployments, Orchestration, Need, Instance of applications, DevOps delivery pipeline, DevOps eco system. DevOps adoption in projects: Technology aspects, Agiling capabilities, Tool stack implementation, People aspect, processes

TEXT BOOKS:

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

REFERENCE BOOKS:

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

III B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	0	0	30	70	100	3
SUBCODE: B23CS65B	MOBILE ADHOC NETWORKS						

COURSE OBJECTIVES:

From the course the student will learn

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

COURSE OUTCOMES: At the end of the course students will be able to

- CO1:** Apply fundamental concepts of Ad Hoc and Wireless Sensor Networks (WSNs) to analyze their architecture, applications, and associated challenges.
- CO2:** Design routing and transport layer protocols for Ad Hoc networks considering design constraints and performance requirements
- CO3:** Analyze security challenges and apply security protocols in Ad Hoc and Wireless Sensor Networks to protect against attacks
- CO4:** Model and evaluate data communication and energy consumption in sensor network deployments under various application scenarios
- CO5:** Implement and simulate WSN systems using sensor operating systems (TinyOS, TOSSIM) and node-level tools to assess network behavior.

SYLLABUS

UNIT-I

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

UNIT-II

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

UNIT-III

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

UNIT-IV

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

UNIT-V

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

TEXT BOOKS:

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

REFERENCE BOOKS:

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

III B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	0	0	30	70	100	3
SUBCODE: B23CS65C	NATURAL LANGUAGE PROCESSING						

COURSE OBJECTIVES:

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

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

COURSE OUTCOMES: At the end of the course students will be able to

CO1: Identify a given text with basic Language features

CO2: To design an innovative application using NLP components

CO3: Construct a rule based system to tackle morphology/syntax of a language

CO4: Design a tag set to be used for statistical processing for real-time applications

CO5: To compare and contrast the use of different statistical approaches for different types of NLP applications.

SYLLABUS

UNIT-I

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

UNIT-II

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

UNIT-III

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

UNIT-IV

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

UNIT-V

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

TEXT BOOKS:

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

REFERENCE BOOKS:

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

III B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	0	0	30	70	100	3
SUBCODE: B23CS65D	BIG DATA ANALYTICS						

COURSE OBJECTIVES:

This course is aimed at enabling the students to

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

COURSE OUTCOMES: At the end of the course students will be able to

CO1: Understand Big Data and its analytics in the real world

CO2: Analyze the Big Data framework like Hadoop and NOSQL to efficiently store and process Big Data to generate analytics

CO3: Explain HDFS & Big Data Activities using Hive

CO4: Design and Implementation of Big Data Analytics using Apache - spark to solve data intensive problems and to generate analytics.

CO5: Apply Advance concepts related to big data in projects/real life scenarios

SYLLABUS

UNIT-I

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

UNIT-II

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

UNIT-III

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

UNIT-IV

Apache spark- Advantages over Hadoop, lazy evaluation, In memory processing, DAG, Spark context, Spark Session, RDD, Transformations- Narrow and Wide, Actions, Data frames ,RDD to Data frames, Catalyst optimizer, Data Frame Transformations, Working with Dates and Timestamps, Working with Nulls in Data, Working with Complex Types, Working with JSON, Grouping, Window Functions, Joins, Data Sources, Broadcast Variables, Accumulators, Deploying Spark- On-Premises Cluster Deployments, Cluster Managers- Standalone Mode, Spark on YARN , Spark Logs, The Spark UI- Spark UI History Server, Debugging and Spark First Aid

UNIT-V

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

TEXT BOOKS

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

REFERENCE BOOKS

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

III B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	0	0	30	70	100	3
SUBCODE: B23CS65E	DISTRIBUTED OPERATING SYSTEM						

COURSE OBJECTIVES:

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

COURSE OUTCOMES:

At the end of the course students will be able to

- CO1:** Classify hardware and software issues in modern distributed systems.
- CO2:** Analyze distributed architecture, The RPC Model
- CO3:** Identify Shared Memory Techniques
- CO4:** Make use of distributed Resource Management
- CO5:** Examine Sufficient knowledge about file access.

SYLLABUS

UNIT-I

Fundamentals:

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

Message Passing:

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

UNIT-II

Remote Procedure Calls:

Introduction, The RPC Model, Transparency of RPC, Implementing RPC Mechanism, Stub Generation, RPC Messages, Marshaling Arguments and Results, Server Management, Parameter-Passing Semantics, Call Semantics, Communication Protocols for RPCs, Complicated RPCs, Client-Server Binding, Exception Handling, Security, Some Special Types of RPCs, RPC in Heterogeneous Environments, Lightweight RPC, Optimization for Better Performance, Case Studies: Sun RPC

UNIT-III

Distributed Shared Memory:

Introduction, General Architecture of DSM systems, Design and Implementation Issues of DSM, Granularity, Structure of Shared Memory Space, Consistency Models, Replacement Strategy,

SRI VASAVI INSTITUTE OF ENGINEERING & TECHNOLOGY (AUTONOMOUS)
DEPARTMENT OF CSE

Thrashing, Other approaches to DSM, Heterogeneous DSM, Advantages of DSM. Synchronization: Introduction, Clock Synchronization, Event Ordering, Mutual Exclusion, Dead Lock, Election Algorithms

UNIT-IV

Resource Management:

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

UNIT-V

Distributed File Systems:

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

TEXT BOOKS:

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

REFERENCE BOOKS:

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

III B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	0	0	3	30	70	100	1.5
SUBCODE: B23CS66	CLOUD COMPUTING LAB						

COURSE OBJECTIVES:

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

COURSE OUTCOMES: At the end of the course, the student should be able to

1. Demonstrate various service types, delivery models and technologies of a cloud computing environment.
2. Distinguish the services based on virtual machines and containers in the cloud offerings.
3. Assess the challenges associated with a cloud-based application.
4. Discuss advanced cloud concepts such as server less computing and cloud simulation.
5. Examine various programming paradigms suitable to solve real world and scientific problems using cloud services.

SYLLABUS

List of Experiments:

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

OR

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

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

TEXT BOOKS:

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

REFERENCE BOOKS:

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

III B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	0	0	3	30	70	100	1.5
SUBCODE: B23CS67	CRYPTOGRAPHY & NETWORK SECURITY LAB						

COURSE OBJECTIVES

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

SYLLABUS

List of Experiments:

1. Write a C program that contains a string (char pointer) with a value \Hello World'. The program should XOR each character in this string with 0 and displays the result.
2. Write a C program that contains a string (char pointer) with a value \Hello World'. The program should AND or and XOR each character in this string with 127 and display the result
3. Write a Java program to perform encryption and decryption using the following algorithms:
 - a) Ceaser Cipher
 - b) Substitution Cipher
 - c) Hill Cipher
4. Write a Java program to implement the DES algorithm logic
5. Write a C/JAVA program to implement the BlowFish algorithm logic
6. Write a C/JAVA program to implement the Rijndael algorithm logic.
7. Using Java Cryptography, encrypt the text "Hello world" using BlowFish. Create your own key using Java key tool.
8. Write a Java program to implement RSA Algorithm
9. Implement the Diffie-Hellman Key Exchange mechanism using HTML and JavaScript. Consider the end user as one of the parties (Alice) and the JavaScript application as other party (bob).
10. Calculate the message digest of a text using the SHA-1 algorithm in JAVA.

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III B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	0	1	2	30	70	100	2
SUBCODE: B23SH61	SOFT SKILLS						

COURSE OBJECTIVES:

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

COURSE OUTCOMES: At the end of the course students will be able to

CO1: Understand the corporate etiquette.

CO2: Make presentations effectively with appropriate body language

CO3: Students able to understand enhance their writing abilities

CO4: Be composed with positive attitude

CO5: Understand the core competencies to succeed in professional and personal life

SYLLABUS

UNIT-I

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

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

UNIT-II

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

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

UNIT-III

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

UNIT-IV

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

UNIT-V

Interpersonal relationships: Introduction, Importance, Types, Uses, Factors affecting interpersonal relationships, Accommodating different styles, Consequences of interpersonal relationships

TEXT BOOKS:

1. Barun K. Mitra, Personality Development and Soft Skills, Oxford University Press, 2011.
2. S.P. Dhanavel, English and Soft Skills, Orient Blackswan, 2010.
- 3.

REFERENCE BOOKS:

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

E-resources:

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

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III B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	2	0	0	30	70	100	-
SUBCODE: B23CC6A	TECHNICAL PAPER WRITING & IPR						

COURSE OBJECTIVE

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

COURSE OUTCOMES: At the end of the course students will be able to

- CO1:** Understand the structure of the technical paper and its components
- CO2:** Review the literature and acquire the skills to write a technical paper for first submission
- CO3:** Understand the process and development of IPR.
- CO4:** Create awareness about the scope of patent rights.
- CO5:** Analyze the new developments in IPR include latest software

SYLLABUS

UNIT-I

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

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

UNIT-II

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

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

UNIT-III

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

UNIT-IV

Using word processor:

Adding a Table of Contents, Updating the Table of Contents, Deleting the Table of Contents, Adding an Index, Creating an Outline, Adding Comments, Tracking Changes, Viewing Changes, Additions, and Comments, Accepting and Rejecting Changes , Working with Footnotes and Endnotes, Inserting citations and Bibliography, Comparing Documents, Combining Documents, Mark documents final and make them read only., Password protect Microsoft Word documents., Using Macros,

UNIT-V

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

TEXT BOOKS:

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

REFERENCE BOOKS:

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

E-resources:

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