



**NARAYANA ENGINEERING COLLEGE::NELLORE**



**AUTONOMOUS**

# **M.C.A**

Course Structure

&

Syllabus

**(2020-21 academic year)**

**(NECR M.C.A 20)**

(w.e.f AY: 2020 – 21)



**NARAYANA**  
**ENGINEERING COLLEGE**



**NARAYANA ENGINEERING COLLEGE::NELLORE**



**AUTONOMOUS**

## **VISION**

- To be one of the nation's premier Institutions for Technical and Management Education and a key contributor for Technological and Socio-economic Development of the Nation.

## **MISSION**

- To produce technically competent Engineers and Managers by maintaining high academic standards, world class infrastructure and core instructions.
- To enhance innovative skills and multi disciplinary approach of students through well experienced faculty and industry interactions.
- To inculcate global perspective and attitude of students to face real world challenges by developing leadership qualities, lifelong learning abilities and ethical values.

## DEPARTMENT OF MCA

### Course Structure for MCA w.e.f AY: 2020 – 21

#### SEMESTER I

Subject Code	Category	Course Title	Contact Periods per week				Credits	Scheme of Examination Max. Marks		
			L	T	P	Total		Int. Marks	Ext. Marks	Total Marks
20MC101	PC	Mathematical Foundations of Computer Science	3	0	0	3	3	40	60	100
20MC102	PC	Programming in C & Data Structures	3	1	0	4	4	40	60	100
20MC103	PC	Database Management Systems	3	0	0	3	3	40	60	100
20MC104	PC	Operating Systems	3	0	0	3	3	40	60	100
20MC105	PC	Computer Organization	3	0	0	3	3	40	60	100
20MC106	HS	Communication Skills Lab	0	1	2	3	2	40	60	100
20MC107	PC	Programming in C & Data Structures Lab	0	0	4	4	2	40	60	100
20MC108	PC	Database Management Systems Lab	0	0	3	3	1.5	40	60	100
20MC109	PC	Operating Systems Lab	0	0	3	3	1.5	40	60	100
20MC110	EEC	Career Competency Development Program - I	0	0	2	2	1	40	60	100
		Activity Point Programme	During the Semester				20 Points			
		Total	15	2	14	31	24	400	600	1000



## SEMESTER II

Subject Code	Category	Course Title	Contact Periods per week				Credits	Scheme of Examination Max. Marks		
			L	T	P	Total		Int. Marks	Ext. Marks	Total Marks
20MC201	PC	Object Oriented Programming through Java	3	0	0	3	3	40	60	100
20MC202	PC	Python Programming	3	0	0	3	3	40	60	100
20MC203	PC	Artificial Intelligence	3	0	0	3	3	40	60	100
20MC204	PC	Software Engineering	3	0	0	3	3	40	60	100
-	PE	Professional Elective – I	3	0	0	3	3	40	60	100
-	PE	Professional Elective - II	3	0	0	3	3	40	60	100
20MC205	PC	Object Oriented Programming through Java Lab	0	0	4	4	2	40	60	100
20MC206	PC	Python Programming Lab	0	0	3	3	1.5	40	60	100
20MC207	PC	Artificial Intelligence Lab	0	0	3	3	1.5	40	60	100
20MC208	EEC	Career Competency Development Program - II	0	0	2	2	1	40	60	100
20MC209	EEC	Value Added Course/ Certificate Course - I	0	0	0	0	1	40	60	100
		Activity Point Programme	During the Semester				20 Points			
		Total	18	0	12	30	25	440	660	1100



### SEMESTER III

Subject Code	Category	Course Title	Contact Periods per week				Credits	Scheme of Examination Max. Marks		
			L	T	P	Total		Int. Marks	Ext. Marks	Total Marks
20MC301	PC	Computer Networks	3	0	0	3	3	40	60	100
20MC302	PC	Design and analysis of Algorithms	3	0	0	3	3	40	60	100
20MC303	PC	Web Technologies	3	0	0	3	3	40	60	100
-	PE	Professional Elective - III	3	0	0	3	3	40	60	100
-	PE	Professional Elective - IV	3	0	0	3	3	40	60	100
-	PE	Professional Elective - V	3	0	0	3	3	40	60	100
20MC304	PC	Computer Networks Lab	0	0	3	3	1.5	40	60	100
20MC305	PC	Design and analysis of Algorithms Lab	0	0	3	3	1.5	40	60	100
20MC306	PC	Web technologies Lab	0	0	4	4	2	40	60	100
20MC307	EEC	Career Competency Development Program - 3	0	0	2	2	1	40	60	100
20MC308	EEC	Value added Course/ Certificate Course - 2	0	0	0	0	1	40	60	100
		Activity Point Programme	During the Semester				20 Points			
		Total	18	0	12	30	25	440	660	1100



### SEMESTER IV

Subject Code	Category	Course Title	Contact Periods per week				Credits	Scheme of Examination Max. Marks		
			L	T	P	Total		Int. Marks	Ext. Marks	Total Marks
20MC401	PR	Project	-	-	-	-	16	60	140	200
20MC402	PR	Comprehensive Viva Voce	-	-	-	-	2	40	60	100
		Activity Point Programme	During the Semester					20 Points		
		Total	0	0	0	0	18	100	200	300



## **Professional Elective – I**

### **Syllabus for I Year II Semester Professional Elective Subjects:**

1. MAD with Android – 20MC210
2. Cloud Computing - 20MC211
3. Distributed Computing - 20MC212
4. Information Retrieval Systems - 20MC213
5. Object Oriented Analysis and Design - 20MC214

## **Professional Elective – II**

### **Syllabus for I Year II Semester Professional Elective Subjects:**

1. Linux Programming - 20MC215
2. Cryptography & Network Security - 20MC216
3. Grid Computing - 20MC217
4. Big Data Analytics - 20MC218
5. Software Project Management - 20MC219

## **Professional Elective – III**

### **Syllabus for II Year I Semester Professional Elective Subjects:**

1. Cyber Security - 20MC309
2. High Performance Computing - 20MC310
3. Machine Learning - 20MC311
4. PHP - 20MC312
5. Software Architecture - 20MC313

## **Professional Elective – IV**

### **Syllabus for II Year I Semester Professional Elective Subjects:**

1. Data Science - 20MC314
2. IoT - 20MC315
3. Soft Computing - 20MC316
4. Natural Language Processing - 20MC317
5. Software Quality Assurance - 20MC318

## **Professional Elective – V**

### **Syllabus for II Year I Semester Professional Elective Subjects:**

1. Research Methodologies - 20MC319
2. Block Chain Technologies - 20MC320
3. Edge Computing - 20MC321
4. Deep Learning - 20MC322
5. Software Testing - 20MC323

**HUMANITIES AND SOCIAL SCIENCES (HS)**

SEMESTER	SUBJECT CODE	SUBJECT	CREDITS
I	20MC106	Communication skills Lab	2
<b>TOTAL</b>			<b>2</b>

**PROFESSIONAL CORE (PC)**

SEMESTER	SUBJECT CODE	SUBJECT	CREDITS
I	20MC101	Mathematical Foundations of Computer Science	3
	20MC102	Programming in C & Data Structures	4
	20MC103	Database Management Systems	3
	20MC104	Operating Systems	3
	20MC105	Computer Organization	3
	20MC107	Programming in C & Data Structure Lab	2
	20MC108	Database Management System Lab	1.5
	20MC109	Operating Systems Lab	1.5
<b>Total</b>			<b>21</b>
II	20MC201	Object Oriented Programming through Java	3
	20MC202	Python Programming	3
	20MC203	Artificial Intelligence	3
	20MC204	Software Engineering	3
	20MC205	Object Oriented Programming through Java Lab	2
	20MC206	Python programming Lab	1.5
	20MC207	Artificial Intelligence Lab	1.5
<b>Total</b>			<b>17</b>
III	20MC301	Computer Networks	3
	20MC302	Design and Analysis of Algorithms	3
	20MC303	Web Technologies	3
	20MC304	Computer Networks Lab	1.5
	20MC305	Design and Analysis of Algorithms Lab	1.5
	20MC306	Web Technologies Lab	2
<b>Total</b>			<b>14</b>
<b>TOTAL</b>			<b>52</b>

Professional Core: Theory Subjects: 12 labs: 09

**PROFESSIONAL ELECTIVES (PE)**

SEMESTER	SUBJECT	CREDITS
II Sem	Professional Elective 1	3
	Professional Elective 2	3
III Sem	Professional Elective 3	3
	Professional Elective 4	3
	Professional Elective 5	3
<b>TOTAL</b>		<b>15</b>



**PROJECT (PR)**

SEMESTER	SUBJECT CODE	SUBJECT	CREDITS
IV Sem	20MC401	Project	16
	20MC402	Comprehensive Viva – Voce	02
<b>TOTAL</b>			<b>18</b>

**EMPLOYABILITY ENHANCEMENT COURSES (EEC)**

SEMESTER	SUBJECT CODE	SUBJECT	CREDITS
I Sem	20MC110	Career Competency Development Program – I	1
II Sem	20MC208	Value added course/Certificate course I	1
	20MC209	Career Competency Development Program – II	1
III Sem	20MC307	Value added course/Certificate course II	1
	20MC308	Career Competency Development Program - III	1
<b>TOTAL</b>			<b>5</b>

**OVERALL CREDITS**

SL NO	SUBJECT AREA	CREDITS PER SEMESTER				CREDITS
		I	II	III	IV	
1	HS	2	--	--	--	02
2	PC	21	17	14	--	52
3	PE	--	6	9	--	15
4	EEC	1	2	2	--	05
5	PR	--	--	--	18	18
<b>TOTAL</b>		<b>24</b>	<b>25</b>	<b>25</b>	<b>18</b>	<b>92</b>



NARAYANAENGINEERINGCOLLEGE:NELLORE								
20MC101	MATHEMATICALFOUNDATIONSOFCOMPUTERSCIENCE						R2020	
Semester	Hours/ Week			Total hrs	Credit	MaxMarks		
	L	T	P			C	CIE	SEE
I	3	0	0	48	3	40	60	100
<b>Pre-requisite: Set Theory</b>								
<b>Course Objectives:</b>								
<ul style="list-style-type: none"> <li>• Introduce the concepts of logic, rules of inference and predicates.</li> <li>• Concepts of Set Theory, Relations &amp; Functions will be explained.</li> <li>• Provide an illustration of problems in graph theory.</li> <li>• Explain the concepts of Algebraic Structures</li> <li>• Understand about the elementary Combinatorics</li> <li>• Analyze and solve Recurrence Relations</li> </ul>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Evaluate elementary mathematical arguments and identify fallacious reasoning. <b>(BL-5)</b>							
<b>CO2</b>	Use logical notation to define and reason about fundamental mathematical concepts such as sets, relations and functions. <b>(BL-3)</b>							
<b>CO3</b>	Apply graph theory models of data structures and state machines to solve problems of connectivity and constraints satisfaction. <b>(BL-4)</b>							
<b>CO4</b>	Synthesize concepts of Algebraic Structures. <b>(BL-5)</b>							
<b>CO5</b>	Become familiar with elementary Combinatorics and different theorems of Combinatorics. <b>(BL-3)</b>							
<b>CO6</b>	Describe various types of recurrence relations and the methods to find out their solutions <b>(BL-3)</b>							

CO-PO Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	1	3	2										3	
<b>CO2</b>	1	1	1	3									2	2
<b>CO3</b>	3	1	1										2	2
<b>CO4</b>	2	2	2	2									1	1
<b>CO5</b>	2	1	3										2	
<b>CO6</b>	2	3	3	2									2	
1:Low,2-Medium,3-High														

COURSE CONTENT		
<b>MODULE-1</b>	<b>Elementary Mathematical Logics</b>	<b>8 HOURS</b>
<b>FOUNDATIONS OF LOGIC:</b> Introduction, truth tables, statements and notations, propositional logic, Connectives, propositional equivalence, predicate and quantifiers, Normal forms, rules of Inference.		
At the end of the Module 1, students will be able to: <ol style="list-style-type: none"> <li>1. Evaluate different truth tables and propositional logics <b>(BL-5)</b></li> <li>2. Identify predicates, quantifiers and propositional equivalences <b>(BL-2)</b></li> <li>3. Examine normal forms and the rules of inference <b>(BL-4)</b></li> </ol>		
<b>MODULE-2</b>	<b>Fundamental Mathematical Concepts</b>	<b>8 HOURS</b>
<b>SET THEORY:</b> Basics of set theory, set operations <b>RELATIONS:</b> Relations and their properties, representing relations, Properties of binary Relations, Equivalence relations, Lattice and its Properties, Partial ordering, Hasse diagram <b>FUNCTIONS:</b> Composition of functions, Inverse Function, types of functions, Recursive Functions		
At the end of the Module 2, students will be able to: <ol style="list-style-type: none"> <li>1. Illustrate the basics of set theory and set operations <b>(BL-2)</b></li> <li>2. Examine the properties of relations and ordering <b>(BL-4)</b></li> <li>3. Analyze different functions <b>(BL-4)</b></li> </ol>		
<b>MODULE-3</b>	<b>Graph Theory Models</b>	<b>8 HOURS</b>
<b>GRAPH THEORY:</b> Graphs and graph models, graph terminology and special types of graphs, representing graphs and graph isomorphism, connectivity, Euler and Hamiltonian paths, shortest path problems, planar graphs, graph coloring <b>TREES:</b> Introduction to trees, Applications of trees, spanning trees & minimum spanning trees		



AttheendoftheModule3,studentswillbeableto:		
<ol style="list-style-type: none"> <li>1. Modeldifferentgraphsandrepresentthem(<b>BL-3</b>)</li> <li>2. Analyzeshortest pathproblemsandcolorthe graphs(<b>BL-4</b>)</li> <li>3. Examinedifferenttreesandtheir applications(<b>BL-4</b>)</li> </ol>		
<b>MODULE-4</b>	<b>Algebra</b>	<b>8HOURS</b>
<b>ALGEBRAICSTRUCTURES:</b> Definition,elementarypropertiesofgroups, semigroups,monoids		
AttheendoftheModule4,studentswillbeableto:		
<ol style="list-style-type: none"> <li>1. UnderstandofbasicandelementarypropertiesofGroups.(<b>BL-2</b>)</li> <li>2. Different types ofgroups inMathematicalTheory(<b>BL-4</b>)</li> <li>3. Identificationofdifferent groupsinmathematicalstructures(<b>BL-2</b>)</li> </ol>		
<b>MODULE-5</b>	<b>ElementaryCombinatorics</b>	<b>8HOURS</b>
<b>ELEMENTARY COMBINATORICS:</b> Basics ofcounting, Combinations and permutations,enumerationofcombinationsandPermutations,EnumeratingcombinationsandPermutationswith repetitions,ThebinomialandMultinomialTheorems, Theprinciple of InclusionandExclusion		
<ol style="list-style-type: none"> <li>1. ElaboratetheknowledgeonthePermutationsandcombinations(<b>BL-4</b>)</li> <li>2. IllustratethedifferentTheoremsinElementaryCombinatorics(<b>BL-4</b>)</li> <li>3. UnderstandabouttheInclusionandExclusionprinciple(<b>BL-2</b>)</li> </ol>		
<b>MODULE-6</b>	<b>Recurrence relations</b>	<b>8HOURS</b>
<b>RECURRENCE RELATIONS:</b> Generating functions of sequences, Calculating coefficients ofGeneratingFunctions, Recurrence Relations, Solving Recurrence Relations by Substitutions and Generating functions andthemethodof Characteristic Roots.		
AttheendoftheModule5,studentswillbeableto:		
<ol style="list-style-type: none"> <li>1. Understandaboutthebasic usageofRecurrenceRelations(<b>BL-2</b>)</li> <li>2. DevelopingsolutionsforRecurrenceRelationsbysubstitutionsmethods(<b>BL-5</b>)</li> <li>3. ApplyingofRecurrenceRelationsforadvancedalgorithms(<b>BL-3</b>)</li> </ol>		
		<b>Totalhours: 48hours</b>

<b>Contentbeyondsyllabus:</b>
<ol style="list-style-type: none"> <li>1. Findingshortest routesincarnavigationsystems</li> <li>2. Pathplanninginrobotics</li> </ol>

<b>Self-Study:</b>
Contentstopromoteself-Learning:

SNO	Topic	Reference
1	PropositionalLogics	<a href="https://www.tutorialspoint.com/discrete_mathematics/discrete_mathematics_propositional_logic.htm">https://www.tutorialspoint.com/discrete_mathematics/discrete_mathematics_propositional_logic.htm</a> <a href="https://www.javatpoint.com/propositions-and-compound-statements">https://www.javatpoint.com/propositions-and-compound-statements</a>
2	Sets,Relations andFunctions	<a href="https://www.javatpoint.com/sets-introduction">https://www.javatpoint.com/sets-introduction</a> <a href="https://www.tutorialspoint.com/discrete_mathematics/discretemathematics_relations.htm">https://www.tutorialspoint.com/discrete_mathematics/discretemathematics_relations.htm</a>
3	GraphTheory	<a href="https://www.javatpoint.com/introduction-of-graphs">https://www.javatpoint.com/introduction-of-graphs</a> <a href="https://www.tutorialspoint.com/graph_theory/index.htm">https://www.tutorialspoint.com/graph_theory/index.htm</a>
4	AlgebraicStructures	<a href="https://www.javatpoint.com/discrete-mathematics-semigroup">https://www.javatpoint.com/discrete-mathematics-semigroup</a> <a href="https://www.tutorialspoint.com/discrete_mathematics/booleanexpressions_functions.htm">https://www.tutorialspoint.com/discrete_mathematics/booleanexpressions_functions.htm</a>
5	ElementaryCombinatorics	<a href="https://www.javatpoint.com/permutation-and-combinations">https://www.javatpoint.com/permutation-and-combinations</a> <a href="https://www.javatpoint.com/inclusion-exclusion-principle">https://www.javatpoint.com/inclusion-exclusion-principle</a>
6	RecurrenceRelations	<a href="https://www.javatpoint.com/recurrence-relations">https://www.javatpoint.com/recurrence-relations</a> <a href="https://www.javatpoint.com/generating-functions">https://www.javatpoint.com/generating-functions</a>

<b>TextBook(s):</b>
<ol style="list-style-type: none"> <li>1. Kenneth H. Rosen, “Discrete Mathematics and its Applications,” Tata McGraw Hill, NewDelhi,7thedition,2017.</li> <li>2. TremblyJ.P.andManohar.P,“DiscreteMathematicalStructureswithapplicationstocomputerscience,” TataMcGrawHill,NewDelhi,2017.</li> <li>3. J.L.Mott,A.Kandel,T.PBaker,“DiscreteMathematicsfor Computer Scientistsand Mathematicians,”PrenticeHallIndia,2ndEdition2015.</li> </ol>

**ReferenceBook(s):**

1. D. S. Chandrasekharaiah, "*Mathematical Foundations of computer science (DiscreteStructures)*,"PrismBooksPvt.Ltd,India,2006.
2. JohnsonBaughR,andCarmanR,Discretemathematics,5thedition,PersonEducation,2003.
3. KolmanB,BusoyR.C,andRossS.C,DiscreteMathematicalStructures,5thedition,Preititice–Hall,2004.

**Online/WebResources:**

1. <http://discrete.openmathbooks.org/pdfs/dmoi3-tablet.pdf>
2. <https://www.freetechbooks.com/discrete-mathematics-f65.html>
3. <https://idoc.pub/documents/discrete-mathematical-structures-with-applications-to-computer-science-by-jp-tremblay-r-manoharpdf-ylyxmplz1enm>
- 4.4.<https://nptel.ac.in/courses/106/106/106106094/>
5. <https://www.javatpoint.com/discrete-mathematics-tutorial>
6. <https://youtu.be/rdXw7Ps9vxc>
7. [https://www.tutorialspoint.com/discrete\\_mathematics/index.htm](https://www.tutorialspoint.com/discrete_mathematics/index.htm)



NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC102	Programming in 'C' and Data Structures							R2020
Semester	Hours /Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
I	3	1	0	60	4	40	60	100
<b>Pre-requisite:</b> Basic concept of Programming and problem solving skills								
<b>Course Objectives:</b>								
<ul style="list-style-type: none"> <li>To understand the various steps in Program development.</li> <li>To understand the basic concepts in C Programming Language.</li> <li>To learn how to write modular and readable C Programs.</li> <li>To learn to write programs (using structured programming approach) in C to solve problems.</li> <li>To understand the basic structure concepts such as Abstract Data Types, Linear and Non Linear Data structures.</li> <li>To understand the notations used to analyze the Performance of algorithms.</li> </ul>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Understand the basic terminology used in computer programming (BL-2)							
<b>CO2</b>	Develop programs in control statements (BL-3)							
<b>CO3</b>	Understand the concepts of arrays and Functions (BL-2)							
<b>CO4</b>	Construct the programs on sorting and searching (BL-3)							
<b>CO5</b>	Understand stacks and Queues concepts (BL-2)							
<b>CO6</b>	Understand various types of linked lists (BL-2)							

CO-PO Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	3		3	2	3								2	
<b>CO2</b>	2	2	3	2	3								1	1
<b>CO3</b>	2	1	2	2	2								2	2
<b>CO4</b>	2	2	2	2	1								2	2
<b>CO5</b>	2	2	1	2	2								1	
<b>CO6</b>	2	2	2	1	1								1	

1:Low, 2-Medium, 3-High

COURSE CONTENT		
<b>MODULE-1</b>	<b>Introduction to C</b>	<b>11 HOURS</b>
Flow charts, Problem solving methods, Sample Programs written in C. C character set, Identifiers and keywords, Data types, Declarations, Expressions, statements and symbolic constants, getchar, putchar, scanf, printf, gets, puts, functions, #include, #define, Arithmetic, unary, logical, bit-wise, assignment and conditional operators		
At the end of the Module 1, students will be able to:		
<ol style="list-style-type: none"> <li>Understand Problem solving methods. (BL-2)</li> <li>Learn to design the Flowcharts for a program. (BL-2)</li> <li>Remember basics and structured development in program. (BL-1)</li> </ol>		
<b>MODULE-2</b>	<b>Control and conditional statements</b>	<b>9 HOURS</b>
<b>Loop control statements:</b> While, do-while, for statements, nested loops, if else, switch, break, Continue, and goto statements, comma operator.		
<b>Strings:</b> Operations, String arrays, Simple programs with and without string functions.		



At the end of the Module 2, students will be able to:		
<ol style="list-style-type: none"> <li>1. Understand the loop control statements construction. <b>(BL-2)</b></li> <li>2. Make use of conditional statements in C. <b>(BL-3)</b></li> <li>3. Explain strings and string functions. <b>(BL-2)</b></li> </ol>		
<b>MODULE-3</b>	<b>Arrays and Functions</b>	<b>9 HOURS</b>
<b>Arrays:</b> Initialization, Declaration, One dimensional, Two dimensional arrays and Multidimensional arrays, Applications of an array, Matrix operations, Searching techniques. <b>Functions:</b> Definition, Declaration, Call by value and Call by reference, Recursion, Storage classes.		
At the end of the Module 3, students will be able to:		
<ol style="list-style-type: none"> <li>1. Explain how to construct array declaration, initialization and accessing. <b>(BL-2)</b></li> <li>2. Basic operations on matrices by using arrays. <b>(BL-2)</b></li> <li>3. Function Declarations and function calling methods. <b>(BL-2)</b></li> </ol>		
<b>MODULE-4</b>	<b>Sorting and Searching</b>	<b>9 HOURS</b>
<b>Sorting:</b> Introduction to sorting, types of sorting Bubble Sort, Selection Sort, Insertion Sort, Merge Sort, Radix Sort and Quick Sort. <b>Searching:</b> Introduction to searching, types of searching, Linear Search, Binary Search, and Fibonacci Search.		
At the end of the Module 4, students will be able to:		
<ol style="list-style-type: none"> <li>1. Understanding importance of sorting and searching methods. <b>(BL-2)</b></li> <li>2. Explain sorting process and various types of sorting techniques. <b>(BL-2)</b></li> <li>3. Explain searching process and various types of searching techniques. <b>(BL-2)</b></li> </ol>		
<b>MODULE-5</b>	<b>Stacks and Queues</b>	<b>11 HOURS</b>
<b>Stacks:</b> Introduction, Definition, Representation of Stacks - Arrays and Linked lists, Operations on stacks, Applications of stacks - Evaluation of Arithmetic Expression, Implementation of Recursion, Factorial Calculations, Towers of Hanoi. <b>Queues:</b> Introduction, Definition, Representation of Queues - Arrays and Linked lists, Various Queue structures, Operations on Queues, Applications, Priority queues.		
At the end of the Module 5, students will be able to:		
<ol style="list-style-type: none"> <li>1. Understand the Stack Mechanism for storage and accesses. <b>(BL-2)</b></li> <li>2. Explain the various operations of stacks by using arrays and Linked lists. <b>(BL-2)</b></li> <li>3. Understand the various operations of Queues and operations on queues. <b>(BL-2)</b></li> </ol>		
<b>MODULE-6</b>	<b>Linked Lists</b>	<b>11 HOURS</b>
<b>Linked list:</b> Definition, Operations on Single linked lists, Doubly linked lists, Circular linked lists and Circular Double linked lists. <b>Applications of Linked list:</b> Sparse Matrix Manipulation, Polynomial Representation.		
At the end of the Module 6, students will be able to:		
<ol style="list-style-type: none"> <li>1. To understand the representation of Linked Lists. <b>(BL-2)</b></li> <li>2. Explain various types of linked lists and its operations. <b>(BL-2)</b></li> <li>3. Understand the Sparse Matrix Manipulations and polynomials. <b>(BL-2)</b></li> </ol>		
<b>Total hours:</b>		<b>60 HOURS</b>

**Content beyond syllabus:**

1. Advanced topics related issues in data structures
2. Able to implement the algorithms and draw flowcharts for solving Mathematical and Engineering problems.

**Self-Study:**



Contentstopotomoteself-Learning:			
SNO	Topic	CO	Reference
1	AssignmentandConditio naloperatorsin C	CO1	<a href="https://fresh2refresh.com/c-programming/c-operators-expressions/c-conditional-operators/">https://fresh2refresh.com/c-programming/c-operators-expressions/c-conditional-operators/</a>
2	Representationofstring sinC	CO2	<a href="https://www.tutorialspoint.com/cprogramming/c_stringm">https://www.tutorialspoint.com/cprogramming/c_stringm</a>
3	Functiondeclaration andcallinginprogramming	CO3	<a href="https://www.tutorialspoint.com/cprogramming/c_functihtm">https://www.tutorialspoint.com/cprogramming/c_functihtm</a>
4	SortingandSearchingre presentationinC programming language	CO4	<a href="http://www.idc-online.com/technical_references/pdfs/information_techogy/Searching_and_Sorting_in_C_Programming">http://www.idc-online.com/technical_references/pdfs/information_techogy/Searching_and_Sorting_in_C_Programming</a>
5	Stackanditsoperations	CO5	<a href="https://afteracademy.com/blog/stack-and-its-basic-operati">https://afteracademy.com/blog/stack-and-its-basic-operati</a>
6	Linkedlist representationsin‘C’	CO6	<a href="https://www.tutorialspoint.com/data_structures_algorithmked_list_program_in_c.htm">https://www.tutorialspoint.com/data_structures_algorithmked_list_program_in_c.htm</a>

**TextBook(s):**

1. AStructuredProgrammingApproachUsingC,B.A.ForouzanandR.F.Gilberg,ThirdEdition,Cengage Learning.
2. ‘ProgramminginCandDataStructures’,J.R.Hanly,AshokN.Kamthane,A.AnandaRao,PearsonEduca tion.

**ReferenceBook(s):**

1. C&Datastructures –P.Padmanabham,ThirdEdition,B.S.Publications.
2. ProblemSolvingandProgramDesigninC,J.R.Hanly andE.B.Koffman,7thEdition,Pearsoneducation.
3. ProgramminginC –StephenG. Kochan,IIIEdition,PearsonEducaion.

**OnlineResources:**

1. <https://www.youtube.com/watch?v=11i8bRojtYk>
2. <https://www.geeksforgeeks.org/data-structures/>
3. <https://www.programiz.com/dsa>
4. <https://www.youtube.com/playlist?list=PLBlnK6fEyqRhX6r2uhhlubuF5QextdCSM&app=desktop>
5. [https://www.tutorialspoint.com/data\\_structures\\_algorithms/index.htm](https://www.tutorialspoint.com/data_structures_algorithms/index.htm)



NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC103	DATABASE MANAGEMENT SYSTEMS							R2020
Semester	Hours /Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
I	3	0	0	48	3	40	60	100
<b>Pre-requisite: C Programming</b>								
<b>Course Objectives:</b>								
<ul style="list-style-type: none"> <li>• To understand the basic concepts and Relational Database Design of Database systems.</li> <li>• To master the basics of SQL and construct queries using SQL.</li> <li>• Adequate knowledge to perform Normalization on the Database Tables</li> <li>• To become familiar with the basic issues and concepts of Transaction Processing and Concurrency Control.</li> <li>• To become familiar with Database Recovery methods</li> <li>• To understand the concepts of Indexing and different types of Indexing</li> </ul>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Demonstrate the basic elements of a Relational Database Management System (BL-3)							
<b>CO2</b>	Analyze & Design Entity Relationship and convert Entity-Relationship Diagrams into RDBMS and formulate SQL queries on the respect data. (BL-4)							
<b>CO3</b>	Apply Normalization and Integrity Keys for the development of Application Software (BL-3)							
<b>CO4</b>	Understand about the Transactions and Concurrency Control (BL-2)							
<b>CO5</b>	Understand about the Recovery System in Databases (BL-2)							
<b>CO6</b>	Utilize and implementation of concept Indexing in DBMS (BL-3)							

CO-PO Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	1	2	1										1	2
<b>CO2</b>	2	1	2										2	2
<b>CO3</b>	3	3	2										2	2
<b>CO4</b>	2	2	1	3									1	1
<b>CO5</b>	3	1	3		2								2	
<b>CO6</b>	3	2	3		2								2	

1:Low,2-Medium,3-High

COURSE CONTENT		
MODULE-1	Introduction to DBMS	8 HOURS
<p><b>Introduction to file and database systems:</b> Differences between files and databases, Database system structure, data models, introduction to network and hierarchical models, ER model and its Representations. ER diagrams, Beyond ER Design, Entities, Attributes and Entity sets, Relationships and Relationship sets, Additional features of ER Model, Conceptual Design with the ER Model</p> <p><b>Relational Model:</b> Introduction to the Relational Model-Integrity Constraint over Relations, Enforcing Integrity constraints, Querying relational data, Logical database Design</p>		
<p>At the end of the Module 1, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Understand the Necessity &amp; Importance of Database (BL-2)</li> <li>2. Describe about the different Data models in DBMS (BL-2)</li> <li>3. Implement of Relational model and ER model (BL-3)</li> </ol>		





MODULE-2	RelationalAlgebra&SQL	9HOURS
<p><b>Relationalalgebraandcalculus:</b> Relationalalgebra,selectionandprojection,setoperations,renaming, joins, division, Examples of algebra queries, Tuple relational calculus, Domain RelationalCalculus</p> <p><b>Form of Basic SQL Query</b> - Examples of Basic SQL Queries, Formation of DDL, DML, DCLqueries,IntroductiontoViewsdestroying/AlteringTablesandViews,AggregateOperators,Triggers andActiveDatabases.</p>		
<p>Atthe endof theModule2,studentswillbeableto:</p> <ol style="list-style-type: none"> <li>1. ApplyJoinsonRelationalalgebra(<b>BL-3</b>)</li> <li>2. ConstructSQLQueryandretrievingdatafromDatabase(<b>BL-2</b>)</li> <li>3. ContrastIntegritykeysinSQL(<b>BL-4</b>)</li> </ol>		
MODULE-3	Normalization	7HOURS
<p><b>Queriesin SQL:</b> IntroductiontoSchemaRefinement, views, Integrityandsecurity, Relationaldatabasesdesign, Problems CausedbyRedundancy, Decompositions, DifferentFunctionaldependenciesandNormalizationforRelation alDatabases, 1NF, 2NF, 3NF, BCNF, Multivalued Dependenciesand4NF, JoinDependenciesand5NF, Denormalization.</p>		
<p>Atthe endof theModule3,studentswillbeableto:</p> <ol style="list-style-type: none"> <li>1. Understandrelationaldatabasesdesign(<b>BL-2</b>)</li> <li>2. IdentifydifferentFunctionalDependenciesinDatabases(<b>BL-3</b>)</li> <li>3. ApplyNormalizationonRelationalDatabases(<b>BL-3</b>)</li> </ol>		
MODULE-4	TransactionProcessing&Concurrencycontrol	8HOURS
<p><b>Transaction processing:</b> Introduction, DifferenttypesofTransactionsNeedforConcurrencyControl, desirableproperties ofTransaction, ScheduleandRecoverability, SerializabilityandSchedules.</p> <p><b>Concurrencycontrol:</b> Typesoflocks, Twophaseoflocking, deadlock, timestampbasedconcurrencycontrol, recoverytechniques, concepts, immediateupdate, deferredupdate.</p>		
<p>Atthe endof theModule4,studentswillbeableto:</p> <ol style="list-style-type: none"> <li>1. UnderstandTransactionsprocessingindatabases(<b>BL-1</b>)</li> <li>2. ExplainLocksondatabases(<b>BL-2</b>)</li> <li>3. Classifyconcurrencycontrolindatabases(<b>BL-2</b>)</li> </ol>		
MODULE-5	RecoverySystemandIndexing	8HOURS
<p><b>Recovery System-Failure Classification-Storage Structure-Recovery and Atomicity - Log - BasedRecovery - Recovery with Concurrent Transactions - Buffer Management - Failure with loss of non-volatilestorage-AdvanceRecoverysystems-Remote Backupsystems.</b></p> <p><b>OverviewofStorageandIndexing:</b> DataonExternalStorage, FileOrganizationandIndexing- Clustered Indexes, Primary and Secondary Indexes, Index data Structures - Hash Based Indexing, TreebasedIndexing, Comparisonof FileOrganizations.</p>		
<p>Atthe endof theModule5,studentswillbeableto:</p> <ol style="list-style-type: none"> <li>1. Understanddifferenttypesofindexingmechanisms(<b>BL-2</b>)</li> <li>2. UnderstanddifferentDatarecoverymethods(<b>BL-2</b>)</li> <li>3. Applyrecoverymethodsondatabases(<b>BL-2</b>)</li> </ol>		
MODULE-6	IndexinginDBMS	8 HOURS
<p><b>Tree Structured Index:</b> Introduction fortree indexes, Indexed SequentialAccessMethods(ISAM)B+Trees: A Dynamic IndexStructure, Search, Insert, Delete.</p> <p><b>HashBasedIndexing:</b> StaticHashing, Extendablehashing, LinearHashing, Extendiblevs. LinearHashing.</p>		



At the end of the Module 6, students will be able to:	
<ol style="list-style-type: none"> <li>1. Understand Different types of hashing (BL-1)</li> <li>2. Learn Importance of ISAM method (BL-1)</li> </ol>	
3. Differentiate extendible Vs linear hashing (BL-2)	
<b>Total hours:</b>	<b>48 hours</b>

<b>Content beyond syllabus:</b>		
<ol style="list-style-type: none"> <li>1. Characteristics of Databases and difference between files and Databases,</li> <li>2. PL/SQL Cursors, PL/SQL Looping statements</li> <li>3. Multiple Granularity</li> </ol>		
<b>Self-Study:</b>		
Content to promote Self-Learning:		
S.No	Module	Reference
1	Introduction to DBMS	<a href="https://beginnersbook.com/2015/04/relational-model-in-dbms/">https://beginnersbook.com/2015/04/relational-model-in-dbms/</a> <a href="https://www.guru99.com/relational-data-model-dbms.html">https://www.guru99.com/relational-data-model-dbms.html</a>
2	Relational Algebra & SQL	<a href="https://www.javatpoint.com/dbms-notation-of-er-diagram">https://www.javatpoint.com/dbms-notation-of-er-diagram</a> <a href="https://www.guru99.com/er-diagram-tutorial-dbms.html">https://www.guru99.com/er-diagram-tutorial-dbms.html</a>
3	Normalization	<a href="https://www.guru99.com/sql.html">https://www.guru99.com/sql.html</a> <a href="https://www.javatpoint.com/dbms-sql-command">https://www.javatpoint.com/dbms-sql-command</a>
4	Transaction Processing & Concurrency control	<a href="https://www.javatpoint.com/dbms-first-normal-form">https://www.javatpoint.com/dbms-first-normal-form</a> <a href="https://www.studytonight.com/dbms/database-normalization.php">https://www.studytonight.com/dbms/database-normalization.php</a>
5	Recovery System and Indexing	<a href="https://www.tutorialspoint.com/dbms/dbms_transaction.htm">https://www.tutorialspoint.com/dbms/dbms_transaction.htm</a> <a href="https://www.guru99.com/dbms-transaction-management.html">https://www.guru99.com/dbms-transaction-management.html</a>
6	Indexing in DBMS	<a href="https://www.tutorialspoint.com/dbms/dbms_indexing.htm">https://www.tutorialspoint.com/dbms/dbms_indexing.htm</a> <a href="https://www.javatpoint.com/indexing-in-dbms">https://www.javatpoint.com/indexing-in-dbms</a>

<b>Text Book(s):</b>
<ol style="list-style-type: none"> <li>1. A. Silberschatz, H.F. Korth, S. Sudarshan, "Database System Concepts," McGraw Hill, 6<sup>th</sup> Edition, 2011</li> <li>2. Raghu Rama krishnan, "Database Management System", Tata McGraw-Hill Publishing Company, 3<sup>rd</sup> Edition, 2003</li> </ol>
<b>Reference Book(s):</b>
<ol style="list-style-type: none"> <li>1. Ramez Elmasri, Shamkant B. Navathe, "Fundamental Database Systems", Pearson Education, 3<sup>rd</sup> Edition, 2003.</li> <li>2. Peter Rob, Carlos Coronel, "Data base System, Design, Implementation and Management", Thompson Learning Course Technology, 5<sup>th</sup> Edition, 2003.</li> <li>3. C.J. Date, "Introduction to Database Systems," Pearson Education, 8<sup>th</sup> Edition, 2006.</li> <li>4. Hector Garcia Molina, Jeffrey D. Ullman, Jennifer Widom, "Database System Implementation", Pearson Education, United States, 1<sup>st</sup> Edition, 2000.</li> </ol>
<b>Online/Web Resources:</b>
<ol style="list-style-type: none"> <li>1. <a href="http://www.e-booksdirectory.com/details.php?ebook=10166">http://www.e-booksdirectory.com/details.php?ebook=10166</a></li> <li>2. <a href="http://www.e-booksdirectory.com/details.php?ebook=7400re">http://www.e-booksdirectory.com/details.php?ebook=7400re</a></li> <li>3. <a href="https://www.youtube.com/results?search_query=DBMS+onluine+classes">https://www.youtube.com/results?search_query=DBMS+onluine+classes</a></li> <li>4. <a href="http://www.w3schools.in/dbms/">http://www.w3schools.in/dbms/</a></li> <li>5. <a href="https://www.digimat.in/nptel/courses/video/106105175/L01.html">https://www.digimat.in/nptel/courses/video/106105175/L01.html</a></li> <li>6. <a href="http://beginnersbook.com/2015/04/dbms-tutorial/">http://beginnersbook.com/2015/04/dbms-tutorial/</a></li> </ol>



NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC104	OPERATING SYSTEMS							R2020
Semester	Hours /Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
I	3	0	0	48	3	40	60	100
<b>Pre-requisite: Nil</b>								
<b>Course Objectives:</b>								
<ul style="list-style-type: none"> <li>To understand the basic components of a computer operating system, and the interactions among the processes.</li> <li>To understand multithreaded model, CPU scheduling algorithm.</li> <li>To understand critical section problem, deadlock handling methods.</li> <li>To understand the memory management strategies and page replacement algorithms.</li> <li>To understand the secondary memory strategies and file system implementation.</li> <li>To understand the protection and security of system.</li> </ul>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Identify Inter Process Communication (IPC) and describe the OS concepts. <b>(BL-1)</b>							
<b>CO2</b>	Analyze CPU scheduling algorithms. <b>(BL-4)</b>							
<b>CO3</b>	Apply Deadlock handling mechanisms, Synchronization tools. <b>(BL-4)</b>							
<b>CO4</b>	Execute Page Replacement algorithms to interpret and resolve optimal resource allocation problems. <b>(BL-3)</b>							
<b>CO5</b>	Analyze secondary storage algorithms. <b>(BL-4)</b>							
<b>CO6</b>	Analyze system security and protection. <b>(BL-4)</b>							

CO-PO Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	1	3	2										1	2
<b>CO2</b>	2	3	1		1								2	1
<b>CO3</b>	2	3	2										2	1
<b>CO4</b>	3	1	2		1								1	2
<b>CO5</b>	3	2	1										1	2
<b>CO6</b>	2	3	3										2	1

1:Low, 2-Medium, 3-High

COURSE CONTENT		
MODULE-1	Operating system concepts	8 HOURS
<p><b>System Structures:</b> Operating System concepts, Role of Operating System, Operating System services, user operating system interface, Operating System Operations, Computing Environments, Operating system structure, System calls, types of system calls, System programs, Virtual machines. <b>Processes:</b> Process concept, Process scheduling, Operations on processes, Interprocess communication (IPC), Examples of IPC systems.</p> <p>At the end of the Module 1, students will be able to:</p> <ol style="list-style-type: none"> <li>Understanding the role of Operating system. <b>(BL-2)</b></li> <li>Describe interprocess communication. <b>(BL-2)</b></li> <li>Identify scheduling mechanisms. <b>(BL-3)</b></li> </ol>		
MODULE-2	Multithreaded programming and process scheduling	8 HOURS



<p><b>Multithreaded Programming:</b> Multithreaded models, Thread libraries, Threading Issues, Operating System Examples.</p> <p><b>Process Scheduling:</b> Basic Concepts, Type of Scheduler, Scheduling Criteria, Scheduling Algorithms, Multiple-Processor Scheduling.</p>		
<p>At the end of the Module 2, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Identify threading issues. <b>(BL-3)</b></li> <li>2. Analyze and apply the CPU scheduling algorithms. <b>(BL-4)</b></li> <li>3. Identify types of schedulers. <b>(BL-3)</b></li> </ol>		
<b>MODULE-3</b>	<b>Process synchronization and Deadlocks</b>	<b>8 HOURS</b>
<p><b>Process Synchronization:</b> Concepts, Critical-Section problem, Peterson's Solution, Synchronization hardware, Semaphores, Classic problems of Synchronization, Critical regions, Monitors.</p> <p><b>Deadlocks:</b> System model, Deadlock characterization, Methods for handling deadlocks, Deadlock prevention, Deadlock avoidance, Deadlock detection, Recovery from Deadlock.</p>		
<p>At the end of the Module 3, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Distinguish the solutions to the critical section problem. <b>(BL-3)</b></li> <li>2. Analyze and implement deadlock handling methods. <b>(BL-4)</b></li> <li>3. Analyze and apply Banker's algorithm. <b>(BL-4)</b></li> </ol>		
<b>MODULE-4</b>	<b>Memory management</b>	<b>8 HOURS</b>
<p><b>Memory Management strategies:</b> Concepts, Swapping, Contiguous memory allocation, Paging, Structure of page table, Segmentation.</p> <p><b>Virtual Memory Management:</b> Concepts, Demand paging, Copy on write, Page replacement, Allocation of frames, Thrashing.</p>		
<p>At the end of the Module 4, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Understand the paging concepts. <b>(BL-2)</b></li> <li>2. Distinguish paging and segmentation. <b>(BL-3)</b></li> <li>3. Understand page replacement algorithms. <b>(BL-2)</b></li> </ol>		
<b>MODULE-5</b>	<b>Secondary storage management</b>	<b>8 HOURS</b>
<p><b>Mass-storage structure:</b> Overview of Mass-storage structure, Disk structure, Disk attachment, Disk scheduling, Swap-space management, RAID structure, Stable-storage implementation.</p> <p><b>Filesystem Implementation:</b> File-system structure, File-system Implementation, Directory Implementation, Allocation Methods, Free-Space management.</p>		
<p>At the end of the Module 5, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Explain secondary storage algorithms. <b>(BL-3)</b></li> <li>2. Identify the file allocation methods. <b>(BL-3)</b></li> <li>3. Implement the File-system structure. <b>(BL-3)</b></li> </ol>		
<b>MODULE-6</b>	<b>System protection and security</b>	<b>8 HOURS</b>
<p><b>System Protection:</b> Goals of Protection, Principles of Protection, Domain of Protection, Access Matrix, Implementation of Access Matrix, Access Control, Revocation of Access Rights.</p> <p><b>System Security:</b> The Security problem, Program threats, System and Network threats.</p>		
<p>At the end of the Module 6, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Analyze and apply access matrix for system protection. <b>(BL-4)</b></li> <li>2. Analyze these security problems and type of threats. <b>(BL-4)</b></li> <li>3. Distinguish between System and Network threats. <b>(BL-4)</b></li> </ol>		
<b>Total hours:</b>		<b>48 HOURS</b>

**Content beyond syllabus:**

1. Synchronization,
2. communication and scheduling in parallel systems,
3. Kernel biased discriminant analysis.

**Self-Study:**

Content to promote self-Learning:

SNO	Topic	Reference
1	Process concepts	<a href="https://www.tutorialspoint.com/operating_system/os_processes.htm">https://www.tutorialspoint.com/operating_system/os_processes.htm</a> <a href="https://www.geeksforgeeks.org/introduction-of-process-management/">https://www.geeksforgeeks.org/introduction-of-process-management/</a>
2	Process scheduling	<a href="https://www.tutorialspoint.com/operating_system/os_process_scheduling_algorithms.htm">https://www.tutorialspoint.com/operating_system/os_process_scheduling_algorithms.htm</a> <a href="https://www.guru99.com/process-scheduling.html">https://www.guru99.com/process-scheduling.html</a>
3	Deadlock	<a href="https://www.tutorialspoint.com/Operating-System-Structure">https://www.tutorialspoint.com/Operating-System-Structure</a> <a href="https://www.javatpoint.com/os-deadlocks-introduction">https://www.javatpoint.com/os-deadlocks-introduction</a>
4	Virtual memory	<a href="https://www.tutorialspoint.com/operating_system/os_virtual_memory.htm">https://www.tutorialspoint.com/operating_system/os_virtual_memory.htm</a> <a href="https://www.guru99.com/virtual-memory-in-operating-system.html">https://www.guru99.com/virtual-memory-in-operating-system.html</a>
5	Mass storage structure	<a href="https://www.tutorialspoint.com/what-is-british-standard-system-and-international-standard-system">https://www.tutorialspoint.com/what-is-british-standard-system-and-international-standard-system</a> <a href="https://www.cs.uic.edu/~jbell/CourseNotes/OperatingSystems/10_MassStorage.html">https://www.cs.uic.edu/~jbell/CourseNotes/OperatingSystems/10_MassStorage.html</a>
6	System protection and security	<a href="https://www.tutorialspoint.com/Protection-and-Security-in-Operating-System">https://www.tutorialspoint.com/Protection-and-Security-in-Operating-System</a> <a href="https://www.geeksforgeeks.org/system-protection-in-operating-system/">https://www.geeksforgeeks.org/system-protection-in-operating-system/</a>

**Text Book(s):**

1. Operating System Concepts, Abraham Silberchatz, Peter B. Galvin, Greg Gagne, Wiley, Eight Edition, 2014.
2. Operating Systems, A.S. Godbole, Second Edition, TMH.
3. An Introduction to Operating Systems, P.C.P. Bhatt, PHI.

**Reference Book(s):**

1. Operating systems by AK Sharma, Universities Press.
2. Operating Systems, S. Haldar, A.A. Aravind, Pearson Education.
3. Modern Operating Systems, Andrew S Tanenbaum, Second Edition, PHI.
4. Operating Systems, G. Nutt, N. Chaki and S. Neogy, Third Edition, Pearson Education.
5. Operating Systems, R. Elmasri, A.G. Carrick and D. Levine, McGraw Hill.
6. Principles of Operating Systems, B.L. Stuart, Cengage Learning, India Edition.
7. Operating System Design, Douglas Comer, CRC Press, 2nd Edition

**Online Resources/web references:**

1. <http://www.freebookcentre.net/CompuScience/Free-Operating-Systems-Books-Download.html>
2. <http://freecomputerbooks.com/compscOperatingSystemsBooks.html>
3. <http://www.tutorialspoint.com>
4. <https://www.guru99.com/virtual-memory-in-operating-system.html>
5. <https://nptel.ac.in/courses/106/108/106108101/>
6. <https://www.geeksforgeeks.org/introduction-of-process-management/>



NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC105	COMPUTER ORGANIZATION							R2020
Semester	Hours /Week			Total hrs	Credit	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
I	3	0	0	48	3	40	60	100
<b>Pre-requisite: Number Systems</b>								
<b>Course Objectives:</b>								
<ul style="list-style-type: none"> <li>• To understand basic components of system.</li> <li>• To understand number representation.</li> <li>• To understand concrete representation of data at the machine level.</li> <li>• To understand the functioning and programming of the INTEL-8086.</li> <li>• To understand the system interconnection and the different I/O techniques.</li> <li>• To understand the parallel processing in computer system.</li> </ul>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Analyze the functional units of a computer operate, interact and communicate. <b>(BL-4)</b>							
<b>CO2</b>	Identify the representation of numbers and perform arithmetic operations. <b>(BL-1)</b>							
<b>CO3</b>	Analyze the memory organization of computer system. <b>(BL-4)</b>							
<b>CO4</b>	Define logic for assembly language programming. <b>(BL-1)</b>							
<b>CO5</b>	Interpret the functional architecture of computing system. <b>(BL-2)</b>							
<b>CO6</b>	Identify the different architectural and organizational design issues that can affect the performance of a computer such as Instruction Sets design, Pipelining, RISC architecture. <b>(BL-3)</b>							

CO-PO Mapping														
CO	PO												PSO	
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
<b>CO1</b>	1	2	1										1	1
<b>CO2</b>	3	2	1										1	2
<b>CO3</b>	1	3	2										1	2
<b>CO4</b>	3	1	2		1								2	1
<b>CO5</b>	2	3	1	2									1	2
<b>CO6</b>	2	3	1										2	1
1:Low,2-Medium,3-High														

COURSE CONTENT		
<b>MODULE-1</b>	<b>Basic Structure of Computer and Machine Instructions</b>	<b>8 HOURS</b>
Computer Types, Functional Units, Basic operational Concepts, Bus Structure, Software, Performance, Multiprocessors and Multicomputer, Arithmetic Operations and Programs, Instructions and Instruction Sequencing, Addressing Modes, Basic Input/output Operations.		
At the end of the Module 1, students will be able to:		
<ol style="list-style-type: none"> <li>1. Understand the basic functional units and the ways they are interconnected to form a computer system. <b>(BL-2)</b></li> <li>2. Illustrate various addressing modes for accessing register and memory operands. <b>(BL-2)</b></li> <li>3. Describe the instruction sequencing and various types of instructions. <b>(BL-3)</b></li> </ol>		
<b>MODULE-2</b>	<b>Data Representation</b>	<b>7 HOURS</b>
Data Types, Complements, Fixed-Point Representation, Floating Point Representation, Binary Codes, Error Detection Codes.		
At the end of the Module 2, students will be able to:		
<ol style="list-style-type: none"> <li>1. Identify Various Number systems. <b>(BL-3)</b></li> <li>2. Analyze the arithmetic operation. <b>(BL-4)</b></li> </ol>		





3.Conversion of Binary codes.		
<b>MODULE-3</b>	<b>Memory Organization and Micro programmed control</b>	<b>10 HOURS</b>
Memory hierarchy, Main memory-RAM, ROM chips, Memory address map, Associative Memory- Hardware logic, match, read and write logic, Cache Memory-Associative mapping, Direct mapping, Set-associative mapping, hit and miss ratio. Control Memory, Address Sequencing, Micro-program Example, Design of Control Unit.		
At the end of the Module 3, students will be able to:		
<ol style="list-style-type: none"> <li>1. Analyze the organization of various parts of a system memory hierarchy. <b>(BL-4)</b></li> <li>2. Apply basic binary math operations and microprogrammed control in computers. <b>(BL-3)</b></li> <li>3. Analyze the Control memory. <b>(BL-4)</b></li> </ol>		
<b>MODULE-4</b>	<b>Basic CPU Organization</b>	<b>8 HOURS</b>
Introduction to CPU, Instruction formats- INTEL-8086 CPU architecture- Addressing modes- generation of physical address- code segment registers, Zero, one, two, and three address instructions. INTEL 8086 Assembly language instructions- Data transfer instructions- input- output instructions, address transfer, Flag transfer, arithmetic, logical, shift, and rotate instructions. Conditional and unconditional transfer, iteration control, interrupts and process control instructions, assembler directives, Programming with assembly language instructions.		
At the end of the Module 4, students will be able to:		
<ol style="list-style-type: none"> <li>1. Demonstrate programming proficiency using various addressing modes and instruction set. <b>(BL-2)</b></li> <li>2. Analyze architecture of microprocessor. <b>(BL-4)</b></li> <li>3. Identify the data transfer instructions. <b>(BL-3)</b></li> </ol>		
<b>MODULE-5</b>	<b>Input-Output Organization</b>	<b>7 HOURS</b>
Peripheral Devices, Input-Output Interface, Asynchronous Data Transfer, Modes of Transfer, Priority Interrupt. DMA, DMA control, DMA transfer, Input output processor- CPU- IOP communication.		
At the end of the Module 5, students will be able to:		
<ol style="list-style-type: none"> <li>1. Explain IO interface. <b>(BL-2)</b></li> <li>2. Distinguish between IOP and CPU. <b>(BL-4)</b></li> <li>3. Analyze the DMA transfer. <b>(BL-4)</b></li> </ol>		
<b>MODULE-6</b>	<b>Pipeline and Vector Processing</b>	<b>8 HOURS</b>
<b>Pipeline and Vector Processing:</b> Parallel Processing, Pipelining, Arithmetic Pipeline, Instruction Pipeline, RISC Pipeline, Vector Processing, Array Processors.		
<b>Multi Processors:</b> Characteristics of Multiprocessors, Interconnection Structures, Interprocessor Arbitration, Interprocessor Communication and Synchronization Cache Coherence, Shared Memory Multiprocessors.		
At the end of the Module 6, students will be able to:		
<ol style="list-style-type: none"> <li>1. Analyze pipeline for consistent execution of instructions with minimum hazards. <b>(BL-4)</b></li> <li>2. Describe Multiprocessors and its interconnection structure. <b>(BL-3)</b></li> <li>3. Analyze the cache coherence. <b>(BL-4)</b></li> </ol>		
<b>Total hours:</b>		<b>48 HOURS</b>
<b>Self-Study:</b>		
Content to promote self-Learning:		
<b>SNO</b>	<b>Module</b>	<b>Reference</b>
1	Basic Structure of Computer and Machine Instructions	<a href="https://www.geeksforgeeks.org/computer-organization-and-architecture-tutorials/">https://www.geeksforgeeks.org/computer-organization-and-architecture-tutorials/</a>
2	Data representation	<a href="https://www.geeksforgeeks.org/digital-electronics-logic-design-tutorials/https://www3.ntu.edu.sg/home/ehchua/programming/java/datarepresentation.html">https://www.geeksforgeeks.org/digital-electronics-logic-design-tutorials/https://www3.ntu.edu.sg/home/ehchua/programming/java/datarepresentation.html</a>



3	Memoryorganization	<a href="https://www.geeksforgeeks.org/digital-electronics-logic-design-tutorials/">https://www.geeksforgeeks.org/digital-electronics-logic-design-tutorials/</a> <a href="https://www.studytonight.com/computer-architecture/memory-organization">https://www.studytonight.com/computer-architecture/memory-organization</a>
4	8086organization	<a href="https://www.javatpoint.com/8086-microprocessor">https://www.javatpoint.com/8086-microprocessor</a> <a href="https://www.geeksforgeeks.org/memory-segmentation-8086-microprocessor/">https://www.geeksforgeeks.org/memory-segmentation-8086-microprocessor/</a>
5	IOorganization	<a href="https://www.geeksforgeeks.org/io-interface-interrupt-dma-mode/">https://www.geeksforgeeks.org/io-interface-interrupt-dma-mode/</a> <a href="https://www.studytonight.com/computer-architecture/input-output-organisation">https://www.studytonight.com/computer-architecture/input-output-organisation</a>
6	Pipelineandvectorprocessing	<a href="https://www.studytonight.com/computer-architecture/vector-and-superscalar">https://www.studytonight.com/computer-architecture/vector-and-superscalar</a> <a href="https://www.geeksforgeeks.org/vector-processor-classification/">https://www.geeksforgeeks.org/vector-processor-classification/</a>

**TextBook(s):**

1. ComputerSystemArchitecture,M.MorrisMano, 3rdEdition, PearsonEducation,2008.
2. MicroprocessorsandInterfacing, DouglasHall,TataMcGraw-Hill.

**ReferenceBook(s):**

1. ComputerOrganization,CarlHamacher,ZvonkoVranesic,SafwatZaky,VthEdition,McGrawHill.
2. FundamentalsofComputer OrganizationandDesign,Sivarama P.Dandamudi,Springer Int.Edition.
3. DigitalDesign, M.MorrisMano, PearsonEducation.
4. Computer OrganizationandDesign,D.A.PatersonandJohnL.Hennessy,Elsevier. Computer
5. ArchitectureandOrganization,M.MurdoccaandV.Heuring,WileyInda.
6. ComputerOrganizationandArchitecture,WilliamStallings,8<sup>th</sup>Edition,Pearson,2007.

**Onlineresources/WebReferences:**

1. [www.frortechbooks.com/computer-organization-and-architecturef56.com](http://www.frortechbooks.com/computer-organization-and-architecturef56.com)
2. <https://www.pdfdrive.com/computer-organization-books.html>
3. [https://www.tutorialspoint.com/computer\\_organization/index.asp](https://www.tutorialspoint.com/computer_organization/index.asp)
4. <https://www.geeksforgeeks.org/computer-organization-and-architecturetutorials/>  
<https://nptel.ac.in/courses/106/105/106105163/>
5. <https://www.javatpoint.com/computer-organization-and-architecture-tutorial>





NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC106	COMMUNICATIONS SKILLS LAB							R2020
Semester	Hours/Week			Total hrs	Credit C	Max Marks		
	L	T	P			CIE	SEE	TOTAL
I	0	1	2	48	2	40	60	100
<b>Pre-requisite:</b> Basic knowledge of English								
<b>Course Objectives:</b>								
1. To hone Communication Skills by giving adequate exposure in reading, writing, listening and speaking								
2. To help learner to acquire proficiency, both in spoken and written communication.								
3. To build up the learner's confidence through interpersonal communication by reinforcing the basics of pronunciation.								
4. To help the learner to acquire behavioral skills (Time management, Stress management and Positive thinking)								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	understand and demonstrate communication skills through invention, organization, drafting, revision, editing, and presentation. (BL2)							
<b>CO2</b>	Use the phonetics for effective oral communication. (BL3)							
<b>CO3</b>	understand the value of listening to identify the three attributes of active listeners and to recognize barriers to effective listening. (BL2)							
<b>CO4</b>	Develop the adequate speaking skills to communicate professionally. (BL3)							

CO-PO Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	1	3	3		1				1			2	2	2
<b>CO2</b>	2	3	3		1				1			3	3	2
<b>CO3</b>	1	3	3	1	1				1			3	3	2
<b>CO4</b>	2	2	3	1	1				2		2	3	3	2
1:Low, 2-Medium, 3-High														

COURSE CONTENT		CO
<b>Task 1</b>		
ClassRoom:	Introduction–Objectives & Characteristics of Technical Communication– Importance and need for Technical communication	CO1
Activity:	Ice - Breaking Activity, Introducing Oneself and Others – Greetings – Taking Leave	
<b>Task- 2</b>		
ClassRoom:	Verbal & Non Verbal Communication- Interpersonal Communication in/with Groups	CO1
Activity:	Role Plays/Mime/Skit/Just a Minute	
<b>Task-3</b>		
ClassRoom:	Barriers to effective communication- Kinesics, Proxemics, Paralanguage, Haptics, Chronemics.	CO2
Activity:	Conversation Practice– Giving Directions- Oral Description of Pictures, Photographs, Products, and Process	
<b>TASK-4</b>		



ClassRoom:	ListeningSkills-TypesofListeningSkills-Active listeningand anticipatingthespeaker	CO2
Activity:	ListeningforSpecific&GeneralDetails- ListeningComprehension	
<b>TASK-5</b>		
ClassRoom:	ReadingSkills-Skimming,Scanning,Intensive &Extensivereading	CO3
Activity:	WhatisDebate,HowtoDebate,TipsforDebate,DebatePractice,E xplanationofDebate Techniques,Debate VideosPresentation	
<b>TASK-6</b>		
ClassRoom:	ScientificandTechnicalwriting;FormalandInformalwriting–Abstract Writing–TechnicalReportWriting	CO3
Activity:	WhatisGroupDiscussion,TypesofGroupDiscussion,TipsandTechni quesforEffectiveGroupDiscussion,GroupDiscussionVideos Presentation.	
<b>TASK-7</b>		
Class Room:	Presentation Skills Presentation techniques-tips of how to be an effectivepresenter-Preparation — 1) how to deal with fear and anxiety 2) Voice,paceandgesture— howtospeak,standandmove.3)Gettinglivefeedback—howtointeractwiththe audience	CO4
Activity:	PracticalsessiononTechnicalPresentations	
<b>TASK-8</b>		
ClassRoom:	ResumeWriting, ResumeCoverLetter, CurriculumVitaePreparation	CO4
Activity:	InterviewSkillsIntroduction,Interviewstrategies,Interviewquestion s,SuccessfulInterview presentations andMockInterviews.	

**TextBook(s):**

1. ATextBookofEnglishPhonetics forIndianStudentsby,T.Balasubramanian, McMillan.
2. MonipallyMM,Businesscommunicationstrategies,McGrawHill

**ReferenceBook(s):**

1. Bovee, TillandSchatzman,BusinessCommunicationtoday,Pearson

**WebResources:**

1. <http://www.saylor.org/books> Download
2. <https://open.umn.edu/opentextbooks/textbooks/8>
3. <https://youtu.be/Ls723rwM-rk>
4. <https://youtu.be/ADJAcYTq1us>
5. <https://youtu.be/12Prc9ZA81w>
6. <https://youtu.be/FKs6mA04Dso>



NARAYANAENGINEERINGCOLLEGE::GUDUR								
20MC107	Programmin gin C&DataStructuresLab							R2020
Semester	Hours /Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
I/I	0	0	4	36	2	40	60	100
<b>Pre-requisite:</b>								
<b>CourseObjectives:</b>								
<ul style="list-style-type: none"> <li>To write programs in C to solve the problems.</li> <li>To implement linear data structures such as lists, stacks, queues.</li> <li>To implement simple searching and sorting methods.</li> </ul>								
<b>CourseOutcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	To apply the concepts of structure oriented programming approaches							
<b>CO2</b>	To deal the linear and non-linear data structure related problems							
<b>CO3</b>	To solve the problems related to logical operations							
<b>CO4</b>	To solve the various mathematical operations							

CO-PO Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	1	3	3		1				1			2	2	2
<b>CO2</b>	2	3	3		1				1			3	3	2
<b>CO3</b>	1	3	3	1	1				1			3	3	2
<b>CO4</b>	2	2	3	1	1				2		2	3	3	2
1:Low, 2-Medium,3-High														

COURSE CONTENT	CO
<b>Task1</b>	
1. Write a C program to find the sum of individual digits of a positive integer. 2. Write a C program to generate the first n terms of this sequence.	CO1
<b>Task-2</b>	
1. Write a C program to calculate the following Sum: $Sum = 1 - x^2/2! + x^4/4! - x^6/6! + x^8/8! - x^{10}/10!$ 2. Write a C program to find the roots of a quadratic equation.	CO1
<b>Task-3</b>	
1. Write a C program to generate all the prime numbers between 1 and n, where n is a value supplied by the user. 2. Write a C program, which takes two integer operands and one operator from the user, performs the operation and then prints the result. (Consider the operators +, -, *, /, % and use Switch Statement)	CO2
<b>TASK-4</b>	
1. Write a C program to find the factorial of a given integer. 2. Write a C program to find the GCD (greatest common divisor) of two given integers.	CO2
<b>TASK-5</b>	
1. Write a C program to find the largest integer in a list of integers. 2. Write a C program that uses functions to perform the following: i. Addition of Two Matrices ii. Multiplication of Two Matrices	CO3



<b>TASK-6</b>		
1. Write a C program that uses functions to insert a substring into a given main string from a given position.		CO3
2. Write a C program to determine if the given string is a palindrome or not.		
<b>TASK-7</b>		
1. Write a C program to generate Pascal's triangle.		CO4
2. Write a C program to construct a pyramid of numbers.		
<b>TASK-8</b>		
1. Write a program in C to implement Bubblesort method.		CO4
2. Write a program in C to implement Selectionsort method.		
<b>TASK-9</b>		
1. Write a C program to implement Linear search method.		CO4
2. Write a C program to implement Binary search method.		
<b>TASK-10</b>		
1. Write a C program to perform operations on Stacks by using Arrays.		CO4
2. Write a C program to perform operations on Stacks by using LinkedList.		

<b>Additional Experiments:</b>		
<b>TASK-11</b>		
1. Write a C program to implement Queues by using Arrays.		
2. Write a C program to convert Infix notation to Postfix notation.		
<b>TASK-12</b>		
1. Write a C program to implement circular Queues by using Arrays.		
2. Write a C program to sort the elements by using Quicksort method.		
<b>TASK-13</b>		
1. Write a C program to implement Singly Linked List operations.		
2. Write a C program to implement Doubly Linked List operations.		
<b>TASK-14</b>		
1. Write a program in C to implement Insertion Sort method.		
2. Write a program in C to implement Merge Sort method.		
<b>TASK-15</b>		
1. Write a C program to implement Fibonacci search technique.		
2. Write a C program to perform the operations by using Circular linked list.		
<b>SNO</b>	<b>Topic</b>	<b>Reference</b>
1	Arrays, Searching and Sorting	<a href="https://www.faceprep.in/data-structures/data-structures-programs/">https://www.faceprep.in/data-structures/data-structures-programs/</a> <a href="https://www.edureka.co/blog/sorting-algorithms-in-c/">https://www.edureka.co/blog/sorting-algorithms-in-c/</a>
2	Stack, Queues and Linked Lists	<a href="https://www.sanfoundry.com/c-programming-examples-stacks/">https://www.sanfoundry.com/c-programming-examples-stacks/</a> <a href="https://www.tutorialspoint.com/data_structures_algorithms/stack_program_in_c.htm">https://www.tutorialspoint.com/data_structures_algorithms/stack_program_in_c.htm</a> <a href="https://www.tutorialspoint.com/data_structures_algorithms/linked_list_program_in_c.htm#:~:text=A%20linked%20list%20is%20a,a%20connection%20to%20another%20link.">https://www.tutorialspoint.com/data_structures_algorithms/linked_list_program_in_c.htm#:~:text=A%20linked%20list%20is%20a,a%20connection%20to%20another%20link.</a>

**TextBook(s):**

1. C programming and Data Structures, P. Padmanabham, Third Edition, BS Publications
2. Computer Programming in C, V. Rajaraman, PHI.

**ReferenceBook(s):**

3. Programming in C – Stephen G. Kochan, III Edition, Pearson Education.
4. C Programming with problem solving, J.A. Jones & K. Harrow, Dreamtech Press

**WebResources:**

5. 1. MHRD VIRTUAL LABS, IIT KHARAGPUR: <http://cse.iitkgp.ac.in/~rkumar/pds-vlab/>
6. 2. MHRD VIRTUAL LABS, IIT HYDERABAD: <http://cse01-iiith.vlabs.ac.in/>
7. 3. <https://www.javatpoint.com/data-structure-tutorial>
8. 4. <https://cse.iitkgp.ac.in/pds/semester/2011a/CM/handout-PDS.pdf>



NARAYANAENGINEERINGCOLLEGE:NELLORE								
20MC108	DATABASEMANAGMENTSYSYSTEMSLAB							R2020
Semester	Hours/Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
I	0	0	3	36	1.5	40	60	100
<b>Pre-requisite:CProgramming</b>								
<b>CourseObjectives:</b>								
<ul style="list-style-type: none"> <li>• ImplementthebasicknowledgeofSQL queries andrelationalalgebra.</li> <li>• Constructdatabasemodelsfor differentdatabaseapplications.</li> <li>• Applynormalizationtechniquesfor refiningofdatabases.</li> <li>• Practicevarious triggers,procedures,andcursorsusingPL/SQL.</li> </ul>								
<b>CourseOutcomes:</b> Aftersuccessfulcompletionofthecourse,thestudentwillbeableto:								
<b>CO1</b>	UsetheBasicsofSQLandConstructqueriesusingSQLinDatabaseCreationandInteraction(BL-3)							
<b>CO2</b>	IllustratetheIntegrityconstraints,Joins&ViewstodevelopefficientdatabasesusingSQL.(BL-2)							
<b>CO3</b>	AbletodevelopPL/SQLprogramsincludingProcedures,Functions,CursorsandTriggers.(BL-3)							
<b>CO4</b>	UnderstandofERModels &RelationalModelasaCasestudy(BL-3)							

CO-POMapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	2	2	2										1	1
<b>CO2</b>	1	3	2										2	2
<b>CO3</b>	1	3	3										2	2
<b>CO4</b>	3	2	3	1					1				2	
1:Low,2-Medium, 3-High														

COURSECONTENT(PART-A)	CO														
<p><b>TASK-1:</b>  <b>Practicesession:</b>Students shouldbeallowedtochooseappropriateDBMS softwarelikeSQLInstallit,configureitand startworkingonit.            Create sample tables like Employee, Department, Student, Sailor etc., and perform necessaryDDLandDMLoperationsandinsert10recordsexecutesomequeries,useSQLfeatures</p> <p>1.CreateatablecalledEmployeewiththefollowingstructure.</p> <table border="0"> <tr> <td><b>Name</b></td> <td><b>Type</b></td> </tr> <tr> <td>Empno</td> <td>Number</td> </tr> <tr> <td>Ename</td> <td>Varchar2(20)</td> </tr> <tr> <td>Designation</td> <td>Varchar2(20)</td> </tr> <tr> <td>Manager</td> <td>Number</td> </tr> <tr> <td>Salary</td> <td>Number</td> </tr> <tr> <td>Deptno</td> <td>Number</td> </tr> </table> <p>a. AddacolumnDOJ(DateofJoin) withdomaintotheEmployeeable.            b. InsertanyTenrecordsintothetable.            c. UpdatethecolumnndetailsofDesignation</p>	<b>Name</b>	<b>Type</b>	Empno	Number	Ename	Varchar2(20)	Designation	Varchar2(20)	Manager	Number	Salary	Number	Deptno	Number	<b>CO1</b>
<b>Name</b>	<b>Type</b>														
Empno	Number														
Ename	Varchar2(20)														
Designation	Varchar2(20)														
Manager	Number														
Salary	Number														
Deptno	Number														



<p>d. AddacolumnEmpAddress</p> <p>enamethecolumnof Employeeetableusingaltercommand. f.Performsomedeleteoperationsbyselectinganyemployee</p> <p>2.Createdepartmenttablewiththefollowingstructure.</p> <table border="0"> <thead> <tr> <th style="text-align: left;">Name</th> <th style="text-align: left;">Type</th> </tr> </thead> <tbody> <tr> <td>Deptno</td> <td>Number</td> </tr> <tr> <td>ame</td> <td>Varchar2(20)</td> </tr> <tr> <td>City</td> <td>Varchar2(20)</td> </tr> </tbody> </table> <p>a. Addcolumnndesignationtothedepartmenttable. b. Insert valuesintothetable. c. Listtherecords ofemtablegroupedbydeptno. d. Updatetherecordwherdeptnois2. e. Deleteanycolumndatafromthetable</p> <p>3.Createatable calledStudenttable</p> <table border="0"> <thead> <tr> <th style="text-align: left;">Name</th> <th style="text-align: left;">Type</th> </tr> </thead> <tbody> <tr> <td>Stunum</td> <td>Number</td> </tr> <tr> <td>Stuname</td> <td>Varchar2(20)</td> </tr> <tr> <td>StudentAddVarchar2(20)Stu</td> <td></td> </tr> <tr> <td>_city</td> <td>Varchar2(20)</td> </tr> </tbody> </table> <p>a. Insertrecordsintothetable. b. Add Gradecolumntothetable. c. Alterthetable columndomain. d. Deletetherows ofStudenttablewhoseStu_cityis‘hyd’.</p> <p>4. Createatablecalledsailortable</p> <table border="0"> <thead> <tr> <th style="text-align: left;">Name</th> <th style="text-align: left;">Type</th> </tr> </thead> <tbody> <tr> <td>Sid</td> <td>Number</td> </tr> <tr> <td>Sname</td> <td>Varchar2(20)</td> </tr> <tr> <td>rating</td> <td>Varchar2(20)</td> </tr> </tbody> </table> <p>a. Addcolumnnagetothesailortable. b. Insert10valuesintothesailortable. c. Deletetherowwithrating&gt;5. d. Updatethecolumnndetailsofsailor.</p>	Name	Type	Deptno	Number	ame	Varchar2(20)	City	Varchar2(20)	Name	Type	Stunum	Number	Stuname	Varchar2(20)	StudentAddVarchar2(20)Stu		_city	Varchar2(20)	Name	Type	Sid	Number	Sname	Varchar2(20)	rating	Varchar2(20)	
Name	Type																										
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rating	Varchar2(20)																										
<p><b>Objective:</b>Practice onthe necessaryDDLandDMLcommandsinSQLandabletocreatethetables andperformoperations onit</p>																											
<p><b>TASK-2:</b> QueriesusingAggregatefunctions(COUNT,SUM,AVG,MAXandMIN),andalsoimplement GROUP BY, HAVING operations on tablesQueries using Conversion functions(to_char, to_number and to_date), string functions (Concatenation, lpad, rpad, ltrim, rtrim,lower, upper, initcap, length, substr and instr), date functions (Sysdate, next_day, add_months,last_day,months_between,least,greatest,3rank,round,to_char,to_date)</p>	<p><b>CO1</b></p>																										



<b>Objective:</b> Need of Aggregate functions and conversion functions in DBMS and its implementation on tables	
<b>TASK-3:</b> Queries (along with subQueries) using ANY, ALL, IN, EXISTS, NOT EXISTS, UNION, INTERSECT, Constraints, Add Primary Key and Foreign Key and all Integrity Constraints on the Employee Table and Department Tables	<b>CO1</b>
<b>Objective:</b> Need and role of Key constraints	
<b>TASK-4:</b> For all the three tables Employee, Department, Student – Create view and Sequences as well as drop the views.	<b>CO2</b>
<b>Objective:</b> Usage of view and sequences in DBMS with regarding to tables	
<b>TASK-5:</b> Perform all types of JOINS on Employee and Department Tables	<b>CO2</b>
<b>Objective:</b> Importance of JOIN operation in DBMS and different types of Joins and its implementation on Tables	
<b>PART-B (PL/SQL Programs)</b>	
<b>TASK-6:</b> 1. a. Write a PL/SQL program to swap two numbers. b. Write a PL/SQL program to find the largest of three numbers. 2. a. Write a PL/SQL program to find the total and average of 6 subjects and display the grade. Write a PL/SQL program to find the sum of digits in a given number	
<b>Objective:</b> Able to create and develop a database and able to perform necessary operations on it	
<b>TASK-7:</b> 1. a. Write a PL/SQL program to display the number in reverse order. b. Write a PL/SQL program to check whether the given number is prime or not. 2. Write a PL/SQL program to find the factorial of a given number.	<b>CO3</b>
<b>Objective:</b> Domain Knowledge on PL/SQL and how to write, compile and execute programs in PL/SQL Programs	
<b>TASK-8:</b> 1. Creation of simple PL/SQL program which includes declaration section, executable section and exception – Handling section (Ex. Student marks can be selected from the table and printed for those whose secured first class and an exception can be raised if no records were found) 2. Insert data into student table and use COMMIT, ROLLBACK and SAVEPOINT in PL/SQL block. Develop a program that includes the features NESTED IF, CASE and CASE expression. The program can be extended using the NULLIF and COALESCE functions	<b>CO3</b>
<b>Objective:</b> Domain Knowledge on PL/SQL and how to write, compile and execute programs in PL/SQL Programs	





<p><b>TASK-9:</b> 1. Create AREATable with the following structure.</p> <table border="1"> <thead> <tr> <th>Name</th> <th>Type</th> </tr> </thead> <tbody> <tr> <td>Radius</td> <td>Number(2)</td> </tr> <tr> <td>Area</td> <td>Number(4,2)</td> </tr> </tbody> </table> <p>a. Insert the values for Radius varying from 3 to 7 b. Write a PL/SQL Block to find the area of a circle and update the result in the AREATable</p>	Name	Type	Radius	Number(2)	Area	Number(4,2)	<b>CO3</b>
Name	Type						
Radius	Number(2)						
Area	Number(4,2)						
<p><b>Objective:</b> Retrieving data from SQL to PL/SQL and performing operations on it.</p>							
<p><b>TASK-10:</b></p> <ol style="list-style-type: none"> <li>Write a PL/SQL Block by using CURSORS</li> <li>Develop Programs using BEFORE and AFTER Triggers, Row and Statement Triggers and INSERT/UPDATE Trigger</li> </ol>	<b>CO3</b>						
<p><b>Objective:</b> Implementation and usage of cursors &amp; Triggers in PL/SQL blocks</p>							
<p><b>TASK-12:</b></p> <ol style="list-style-type: none"> <li>Create the procedure for palindrome of given number.</li> <li>Create the procedure for GCD: Program should load two registers with two Numbers and then apply the logic for GCD of two numbers.</li> </ol>	<b>CO3</b>						
<p><b>Objective:</b> Developing and implementation of Procedures in PL/SQL</p>							
<p><b>TASK-13:</b></p> <p>A publishing company produces scientific books on various subjects. The books are written by authors who specialize in one particular subject. The company employs editors who, not necessarily being specialists in a particular area, each take sole responsibility for editing one or more publications. A publication covers essentially one of the specialist subjects and is normally written by a single author. When writing a particular book, each author works with one editor, but may submit another work for publication to be supervised by other editors. To improve their competitiveness, the company tries to employ a variety of authors, more than one author being a specialist in a particular subject for the above case study, do the following:</p> <ol style="list-style-type: none"> <li>Analyze the data required.</li> <li>Normalize the attributes.</li> </ol> <p>Create the logical data model using E-R diagrams</p>	<b>CO4</b>						
<p><b>Objective:</b> Developing of ER-Diagrams and analyzing of the ER-Diagrams</p>							



<b>Additional Experiment:</b>																	
<p><b>TASK-14:</b> A publishing company produces scientific books on various subjects. The books are written by authors who are experts in one particular subject. The company employs editors who, not necessarily being specialists in a particular area, each take sole responsibility for editing one or more publications. A publication covers essentially one of the specialist subjects and is normally written by a single author. When writing a particular book, each author works with one editor, but the author can suggest other work which is being supervised by other editors. To improve their competitiveness, the company tries to employ a variety of authors, more than one author being a specialist in a particular subject for the above cases study, do the following:</p>		<b>CO4</b>															
<ol style="list-style-type: none"> <li>1. Analyze the data required.</li> <li>2. Normalize the attributes.</li> <li>3. Create the logical data model using E-R diagrams</li> </ol>																	
<b>Objective::</b> Creation and implementation of ER Diagrams and development of applications																	
<p><b>Virtual Labs:</b></p> <ol style="list-style-type: none"> <li>1. <a href="http://vlabs.iitb.ac.in/bootcamp/labs/dbms/exp8/index.php">http://vlabs.iitb.ac.in/bootcamp/labs/dbms/exp8/index.php</a></li> <li>2. <a href="http://vlabs.iitb.ac.in/vlabs-dev/labs/dblab/index.php">http://vlabs.iitb.ac.in/vlabs-dev/labs/dblab/index.php</a></li> </ol>																	
<p><b>Self-Study:</b> Content to promote Self-Learning:</p> <table border="1"> <thead> <tr> <th>SNO</th> <th>CO</th> <th>Reference</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>CO1</td> <td><a href="https://www.javatpoint.com/data-models">https://www.javatpoint.com/data-models</a></td> </tr> <tr> <td>2</td> <td>CO2</td> <td><a href="https://www.geeksforgeeks.org/structured-query-language/">https://www.geeksforgeeks.org/structured-query-language/</a></td> </tr> <tr> <td>3</td> <td>CO3</td> <td><a href="http://www.myreadingroom.co.in/notes-and-studymaterial/65-dbms/465-functions-of-dbms.html">http://www.myreadingroom.co.in/notes-and-studymaterial/65-dbms/465-functions-of-dbms.html</a></td> </tr> <tr> <td>4</td> <td>CO4</td> <td><a href="https://www.guru99.com/er-diagram-tutorial-dbms.html">https://www.guru99.com/er-diagram-tutorial-dbms.html</a></td> </tr> </tbody> </table>			SNO	CO	Reference	1	CO1	<a href="https://www.javatpoint.com/data-models">https://www.javatpoint.com/data-models</a>	2	CO2	<a href="https://www.geeksforgeeks.org/structured-query-language/">https://www.geeksforgeeks.org/structured-query-language/</a>	3	CO3	<a href="http://www.myreadingroom.co.in/notes-and-studymaterial/65-dbms/465-functions-of-dbms.html">http://www.myreadingroom.co.in/notes-and-studymaterial/65-dbms/465-functions-of-dbms.html</a>	4	CO4	<a href="https://www.guru99.com/er-diagram-tutorial-dbms.html">https://www.guru99.com/er-diagram-tutorial-dbms.html</a>
SNO	CO	Reference															
1	CO1	<a href="https://www.javatpoint.com/data-models">https://www.javatpoint.com/data-models</a>															
2	CO2	<a href="https://www.geeksforgeeks.org/structured-query-language/">https://www.geeksforgeeks.org/structured-query-language/</a>															
3	CO3	<a href="http://www.myreadingroom.co.in/notes-and-studymaterial/65-dbms/465-functions-of-dbms.html">http://www.myreadingroom.co.in/notes-and-studymaterial/65-dbms/465-functions-of-dbms.html</a>															
4	CO4	<a href="https://www.guru99.com/er-diagram-tutorial-dbms.html">https://www.guru99.com/er-diagram-tutorial-dbms.html</a>															

<p><b>Text Book(s):</b></p> <ol style="list-style-type: none"> <li>1. A. Silberschatz, H.F. Korth, S. Sudarshan, "Database System Concepts," McGraw Hill, 6th Edition, 2011</li> <li>2. Ragu Ramakrishnan, "Database Management System", Tata McGraw-Hill Publishing Company, 3rd Edition, 2003</li> <li>3. Hector Garcia Molina, Jeffrey D. Ullman, Jennifer Widom, "Database System Implementation", Pearson Education, United States, 1<sup>st</sup> Edition, 2000.</li> </ol>
<p><b>Reference Book(s):</b></p> <ol style="list-style-type: none"> <li>1. Ramez Elmasri, Shamkant B. Navathe, "Fundamental Database Systems", Pearson Education, 3rd Edition, 2003.</li> <li>2. Peter Rob, Carlos Coronel, "Database System, Design, Implementation and Management" Thomson Learning Course Technology, 5th Edition, 2003.</li> <li>3. C.J. Date, "Introduction to Database Systems", Pearson Education, 8<sup>th</sup> Edition, 2006.</li> </ol>



**Online/WebResources:**

1. <http://vlabs.iitb.ac.in/bootcamp/labs/dbms/exp8/index.php>
2. [https://www.w3schools.com/sql/sql\\_intro.asp](https://www.w3schools.com/sql/sql_intro.asp)
3. <https://www.w3resource.com/sql-exercises/>
4. <https://lecturenotes.in/practicals/13627-lab-manuals-for-database-management-system-dbms-by-abhishek-apoorv>



NARAYANAENGINEERING COLLEGE:NELLORE								
20MC109	OPERATINGSYSTEMSLAB							R2020
Semester	Hours /Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
I	0	0	3	36	1.5	40	60	100
<b>Pre-requisite:CProgrammingLanguage</b>								
<b>CourseObjectives:</b>								
<ul style="list-style-type: none"> <li>ToimplementvariousCPUScheduling, DeadlockAvoidanceandDetectionAlgorithms</li> <li>ToimplementPageReplacement,FileOrganizationandFileAllocationAlgorithms</li> <li>ToImplementmemorymanagementschemes</li> <li>ImplementFileOrganizationtechniques</li> </ul>								
<b>CourseOutcomes:</b>								
<b>CO1</b>	AnalyzeandSimulateCPUSchedulingAlgorithms likeFCFS,RoundRobin,SJF,Priority <b>(BL-3)</b>							
<b>CO2</b>	AnalyzeDeadlockdetection,avoidance							
<b>CO3</b>	Implementmemorymanagementschemes <b>(BL-3)</b>							
<b>CO4</b>	ImplementFileOrganizationtechniques <b>(BL-3)</b>							

CO-POMapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO2
<b>CO1</b>	3	2	2	1									2	1
<b>CO2</b>	3	3	2	2	1								2	2
<b>CO3</b>	3	2	2	1									2	1
<b>CO4</b>	3	3	2	2	1								2	2
1:Low,2-Medium,3-High														

COURSECONTENT	CO
<b>OPERATINGSYSTEMS</b>	
<b>TASK-1:CPUSchedulingAlgorithms</b>	<b>CO1</b>
1. WriteaCprogramtosimulatethefollowingnon-preemptiveCPUSchedulingalgorithmstofindturnaroundtime andwaitingtime. (a) FCFS (b)SJF	
<b>TASK-2:CPUSchedulingAlgorithms</b>	
1. Write a C program to simulate the following non-preemptive CPU SchedulingAlgorithmstofindturnaroundtimeandwaitingtime. (a) RoundRobin (b)Priority	CO3
<b>TASK-3:BankersAlgorithm-DeadlockAvoidance</b>	
1. WriteaCprogramtosimulateBankersalgorithmforthepurposeofdeadlockavoidance	
<b>TASK-4:BankersAlgorithm-DeadlockPrevention</b>	CO4
1. WriteaCprogramtosimulateBankersalgorithmforthepurposeofdeadlock prevention	
<b>TASK-5:PageReplacementAlgorithms</b>	



1. Write a C program to simulate page replacement algorithms a) FIFO b) LRU c) LFU	CO4
<b>TASK-5: Memory Management</b>	
1. Write a C program to simulate the MVT and MFT memory management techniques	
<b>TASK-6: Process Synchronization</b>	
1. Control the number of ports opened by the operating system with a) Semaphore b) Monitors	CO4
<b>TASK-7: Paging</b>	
1. Simulate Paging technique of memory management	CO3

ADDITIONAL EXPERIMENTS		
<b>TASK-1: File Allocation Strategies</b>		
1. Write a C program to simulate the following file allocation strategies. (a) Sequential (b) Indexed (c) Linked		CO3
<b>TASK-2: File Organization Techniques</b>		
1. Write a C program to simulate the following file organization techniques (a) Single level directory (b) Two level directory		CO4
<b>Total Hours:</b>		<b>36 Hours</b>
<b>Virtual Labs:</b>		
1. <a href="https://cse.iitkgp.ac.in/~chitta/coldvl/comp.html">https://cse.iitkgp.ac.in/~chitta/coldvl/comp.html</a> 2. <a href="https://cse11-iiith.vlabs.ac.in/">https://cse11-iiith.vlabs.ac.in/</a> 3. <a href="http://vlabs.iitb.ac.in/vlabs-dev/vlab_bootcamp/bootcamp/CRUX/labs/exp1/index.html">http://vlabs.iitb.ac.in/vlabs-dev/vlab_bootcamp/bootcamp/CRUX/labs/exp1/index.html</a>		
<b>Self-Study:</b>		
Content to promote self-Learning:		
SNO	Topic	Reference
1	CPU Scheduling Algorithms	<a href="https://www.geeksforgeeks.org/cpu-scheduling-in-operating-systems/">https://www.geeksforgeeks.org/cpu-scheduling-in-operating-systems/</a>
2	Page Replacement Algorithms	<a href="https://www.javatpoint.com/os-page-replacement-algorithms">https://www.javatpoint.com/os-page-replacement-algorithms</a>
3	memory management schemes	<a href="https://www.javatpoint.com/os-memory-management-introduction">https://www.javatpoint.com/os-memory-management-introduction</a>
4	File Organization techniques	<a href="https://www.javatpoint.com/file-organization-storage">https://www.javatpoint.com/file-organization-storage</a>

**TextBook(s):**

1. AnIntroductiontoOperatingSystems,P.C.PBhatt,2ndedition,PHI.
2. .OperatingSystemConcepts,AbrahamSilberchatz, Peter B. Galvin,GregGagne, Wiley,EightEdition,2014.

**ReferenceBook(s):**

1. OperatingsystemsbyAKSharma,UniversitiesPress.
2. OperatingSystems,S.Haldar,A.A.Aravind,PearsonEducation.
3. ModernOperatingSystems,AndrewS Tanenbaum,,SecondEdition, PHI.
4. OperatingSystems,G.Nutt,N.ChakiandS.Neogy,ThirdEdition, PearsonEducation.
5. OperatingSystems,R.Elmasri, A,G.CarrickandD.Levine, McGrawHill.
6. Principles  
ofOperatingSystems,B.L.Stuart,Cengagelearning,IndiaEdition.OperatingSyst  
emDesgin,DouglasComer,CRCPress,2ndEdition

**OnlineResources/WebReferences:**

1. <http://pages.cs.wisc.edu/~remzi/OSTEP/cpu-sched.pdf>
2. <http://pages.cs.wisc.edu/~remzi/OSTEP/vm-api.pdf>
3. <http://pages.cs.wisc.edu/~remzi/OSTEP/file-intro.pdf>
4. <http://pages.cs.wisc.edu/~remzi/OSTEP/file-implementation.pdf>
5. <http://pages.cs.wisc.edu/~remzi/OSTEP/vm-beyondphys-policy.pdf>



NARAYANAENGINEERINGCOLLEGE:NELLORE								
20MC201	OBJECTORIENTEDPROGRAMMING THROUGHJAVA							R2020
Semester	Hours/Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
<b>II</b>	3	0	0	48	3	40	60	100
<b>Pre-requisite:</b> Basicknowledgeofprogramming.								
<b>CourseObjectives:</b>								
<ol style="list-style-type: none"> <li>1. ToacquireknowledgeonpreliminariesofJava.</li> <li>2. Toprovidesufficientknowledgeondevelopingrealworldprojects.</li> <li>3. Todemonstratetheprinciplesofpackages,inheritanceandinterfaces.</li> <li>4. Tounderstandexceptionhandling,EventhandlingandMultithreading.</li> <li>5. Todesignandbuild GraphicalUserInterface applications.</li> </ol>								
<b>CourseOutcomes:</b> Aftersuccessfulcompletionofthecourse,thestudentwillbeableto:								
CO1	Implement ObjectOrientedProgrammingconcepts.(BL-3)							
CO2	Understand theconceptsofArraysand Strings.(BL-2)							
CO3	Constructprogramsonclasses, inheritanceandpolymorphism.(BL-3)							
CO4	Developpackagesandinterfaces.(BL-3)							
CO5	Constructprogramsonmulti-threadingandwrapperclasses.(BL-3)							
CO6	UnderstandEvent Handlingand frames.(BL-2)							

CO-POMapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	3	2	2									1	3	2
<b>CO2</b>	2	2	2		1							1	1	2
<b>CO3</b>	2	2	2	2	1				1			2	1	2
<b>CO4</b>	2	2	2	1								3	1	1
<b>CO5</b>	2	2		2					1			3	2	1
<b>CO6</b>	2	2	2	2					2			3	2	2

1:Low,2-Medium, 3-High

COURSECONTENT		
MODULE -1	JavaBasics	8h
<p><b>Java Basics:</b> History of Java, Java buzzwords, comments, data types, variables, constants, scopeand life time of variables, operators, operator hierarchy, expressions, type conversion and casting,control flow-block scope, control statements, simplejava program, arrays, inputand output,formattingoutput.</p> <p><b>Reviewof OOP concepts:</b> encapsulation, inheritance, polymorphism, classes, objects, constructors, methods, parameter passing, static fields and methods, access control, this reference,overloadingmethodsandconstructors,exploringstringclass.</p> <p>At theendofthe Module1,studentswillbeableto:</p> <ol style="list-style-type: none"> <li>1. DescribethePurposeofObject orientedProgramming Concepts.(BL-2)</li> <li>2. Explaintheimportanceofjava. (BL-2)</li> <li>3. Identifyvariousbasiccomponentsofjava.(BL-2)</li> <li>4.Implementprogramson fundamentalconceptsofjava.(BL-3)</li> </ol>		



MODULE-2	Inheritance	8h
<p><b>Inheritance:</b> Inheritance concept, benefits of inheritance, Superclasses and Subclasses, Member access rules, Inheritance hierarchies, superuses, method overriding, final keyword.</p>		
<p><b>Interfaces &amp; Packages:</b> Abstract classes and methods, Interfaces vs. Abstract classes, defining an interface, implementing interfaces, accessing implementations through interface references, extending interface, Packages-Defining, Creating and Accessing a Package, importing package</p>		
<p>At the end of the Module 2, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Understand interfaces. <b>(BL-2)</b></li> <li>2. Demonstrate packages. <b>(BL-2)</b></li> <li>3. Explain the abstraction. <b>(BL-2)</b></li> </ol>		
MODULE-3	Java I/O Streams	8h
<p><b>Java I/O Streams:</b> Byte streams, character streams, text input/output, binary input/output, random access file operations, File management using File class, java.io.</p>		
<p><b>Networking:</b> Introduction, Manipulating URLs, Ex. Client/Server Interaction with Stream Socket Connections, java.net.</p>		
<p>At the end of the Module 3, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Understand the I/O Streams. <b>(BL-2)</b></li> <li>2. Explain networking. <b>(BL-2)</b></li> <li>3. Describe socket programming. <b>(BL-3)</b></li> </ol>		
MODULE-4	Exception Handling	7h
<p><b>Exception handling:</b> Dealing with errors, benefits of exception handling, the classification of exceptions- exception hierarchy, checked exceptions and unchecked exceptions, usage of try, catch, throw, throws and finally, Re-throwing exceptions, exception specification, built-in exceptions, creating own exceptions subclasses.</p>		
<p><b>Multithreading:</b> Differences between multiple processes and multiple threads, thread states, creating threads, interrupting threads, thread priorities, synchronizing threads, inter-thread communication, thread groups, daemon threads.</p>		
<p>At the end of the Module 4, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Explain the concept of multiple thread. <b>(BL-2)</b></li> <li>2. Discuss thread states and its priorities. <b>(BL-3)</b></li> <li>3. Understand the concept of Synchronization. <b>(BL-2)</b></li> </ol>		
MODULE-5	Applets	8h
<p><b>Applets:</b> Inheritance hierarchy for applets, differences between applets and applications, lifecycle of an applet - Four methods of an applet, Developing applets and testing, passing parameters to applets, applet security issues.</p>		
<p><b>Event Handling:</b> Events, Event sources, Event classes, Event Listeners, Relationship between Event sources and Listeners, Delegation event model, Examples: handling a button click, handling mouse and keyboard events, Adapter classes.</p>		
<p>At the end of the Module 5, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Understand Applets. <b>(BL-3)</b></li> <li>2. Understand the concept of Event Handling. <b>(BL-2)</b></li> </ol>		
MODULE-6	GUI Programming with Java	9h
<p><b>GUI Programming with Java:</b> The AWT class hierarchy, Introduction to Swing, Swing vs. AWT, MVC architecture, Hierarchy for Swing components, Containers – Top-level containers – JFrame, JApplet, JWindow, JDialog, Lightweight containers – JPanel, A simple swing application, Overview of several swing components- JButton, JToggleButton, JCheckBox, JRadioButton,</p>		





JLabel,JTextField,JTextArea,JList,JComboBox,JMenu.	
<b>Java's Graphics Capabilities:</b> Introduction, Graphics contexts and Graphics objects, color control, Font control, Drawing lines, rectangles and ovals, Drawing arcs, Layout management - Layoutmanagertypes - border, grid, flow, box.	
At the end of the Module 6, students will be able to:	
<ol style="list-style-type: none"> <li>1. Explain event Classes. <b>(BL-2)</b></li> <li>2. Understand the hierarchy of component class. <b>(BL-2)</b></li> <li>3. Understand Event Listener Interfaces <b>(BL-2)</b></li> <li>4. Explain frame and AWT controls in java. <b>(BL-2)</b></li> </ol>	
<b>Total hours:</b>	<b>48 hours</b>

**Termwork:**

1. Mini Project on Library Management.
2. Solve Three Problems from HackerRank.
3. Solve Three Problems from HackerEarth.
4. Solve Three Problems from CodeChef.
5. Solve Three Problems from Project Euler.
6. Solve Three Problems from LeetCode.
7. Develop Standalone applications like bill printing.
8. A part of software development several packages are developed collectively called as library and reusable in further projects.
9. Create an application to calculate simple interest by using each and every method in wrapper classes.
10. User interface dialog related programs
11. I/O processing programs.
12. Write a case study on multi-threaded programming.
13. Write a case study on exception handling.
14. Write a case study on event handling.
15. Write a case study on OOP concepts and give example programs for all concepts.
16. Write a case study on constructors and example for all types.
17. Write a Java program that creates a user interface to perform integer division. The user enters two numbers in the text fields, Num1 and Num2. The division of Num1 and Num2 is displayed in the Result field when the Divide button is clicked. If Num1 and Num2 were not integers, the program would throw a Number Format Exception. If Num2 were zero, the program would throw an ArithmeticException. Display the exception in a message dialog box.
18. Develop a Java application to perform Addition, Division, Multiplication and subtraction using JOptionPane dialogBox and Textfields.
19. Write Java program that inputs 5 numbers, each between 10 and 100 inclusive. As each number is read display it only if it's not a duplicate of any number already read. Display the complete set of unique values input after the user enters each new value.
20. Write a case study on String, StringBuffer, StringBuilder, StringTokenizer methods with examples.
21. Write a case study on arrays (one and multi-dimensional) with matrix addition, subtraction and multiplication.

**Content beyond syllabus:**

1. Client/Server Communication applications (Servlets, jsp).
2. Database connectivity (JDBC).

**Self-Study:**

Content to promote self-Learning:

SNO	Topic	Reference
1	The History and Evolution of java, Datatypes, variables	<a href="https://nptel.ac.in/courses/106/105/106105191/">https://nptel.ac.in/courses/106/105/106105191/</a> (lecture 1,2,3)
2	Arrays, Strings	<a href="https://www.udemy.com/course/java-for-absolute-beginners/">https://www.udemy.com/course/java-for-absolute-beginners/</a>
3	Introduction to classes, Inheritance, Polymorphism	<a href="https://nptel.ac.in/courses/106/105/106105191/">https://nptel.ac.in/courses/106/105/106105191/</a> (lecture 13,14,15)
4	Packages, Interfaces, Exception Handling.	<a href="https://nptel.ac.in/courses/106/105/106105191/">https://nptel.ac.in/courses/106/105/106105191/</a> (lecture 20,21,22,23)
5	Multi-Threaded Programming, Enumerations, Autoboxing	1. <a href="https://www.youtube.com/watch?v=TCd8QIS-2KI">https://www.youtube.com/watch?v=TCd8QIS-2KI</a> (Edureka) 2. <a href="https://www.edureka.co/advanced-java-sp?qId=856296e26b4a2a954919bfb8fb145248&amp;index_name=prod_search_results_courses&amp;objId=193&amp;objPos=1">https://www.edureka.co/advanced-java-sp?qId=856296e26b4a2a954919bfb8fb145248&amp;index_name=prod_search_results_courses&amp;objId=193&amp;objPos=1</a>
6	Event Handling, Introducing the awt.	1. <a href="https://nptel.ac.in/courses/106/105/106105191/">https://nptel.ac.in/courses/106/105/106105191/</a> (lecture 39,40,42)

**Text Book(s):**

1. Java: Herbert Schildt "Java The complete reference", 9<sup>th</sup> edition, McGraw Hill Education (India) Pvt. Ltd.
2. Beginning Java 2, JDK 5<sup>th</sup> Edition, Ivor Horton, Wiley dreamtech.
3. E Balagurusamy, Programming With Java: A Primer 5<sup>th</sup> Edition Tata McGraw Hill.

**Reference Book(s):**

1. An introduction to java programming and object oriented application development, RA Johnson-Thomson.
2. Introduction to java programming 6<sup>th</sup> Edition, Y Daniel Liang, Pearson Education.
3. Java programming: A practical approach, C. Xavier, TMH, First edition, 2011.
4. Bruce Eckel, Thinking in Java, 2<sup>nd</sup> Edition, Pearson Education
5. H.M Dietel and P.J Dietel, Java How to Program, 6<sup>th</sup> Edition, Pearson Ed.
6. Y. Daniel Liang, Introduction to Java programming - comprehensive, Tenth Edition, Pearson ltd 2015.

**Online Resources:**

1. <https://www.udemy.com/course/java-programming-tutorial-for-beginners/>
2. <https://www.edx.org/professional-certificate/uc3mx-introduction-java-programming>
3. <https://www.coursera.org/specializations/java-programming>
4. <https://www.classcentral.com/course/java-programming-4305>
5. <https://www.edx.org/course/learn-to-program-in-java-2>



**WebReferences:**

1. <https://nptel.ac.in/courses>
2. <https://freevidelectures.com/university/iitm>
3. [www.javatpoint.com](http://www.javatpoint.com)
4. <https://www.tutorialspoint.com/jaindex.htm>
5. <https://docs.oracle.com/javase/tutorial/>
6. <https://www.w3resource.com/java-exercises/>
7. <https://www.geeksforgeeks.org/java/>



NARAYANAENGINEERINGCOLLEGE:NELLORE								
20MC202	PYTHONPROGRAMMING							R2020
Semester	Hours/ Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
II	3	0	0	48	3	40	60	100
<b>Pre-requisite:OOPConcepts</b>								
<b>CourseObjectives:</b>								
<ol style="list-style-type: none"> <li>1. Knowthebasicsofpythonprogrammingsuchastokens,datatypeetc.</li> <li>2. GetideaonthecontrolstatementslikeDecisionsandLoops</li> <li>3. Knowhowtousefunctionsandthestringhandlingmechanismsinpythonlanguage</li> <li>4. Recognizewiththeconceptsoftuplesanddictionariesinpythonlanguage</li> <li>5. Comprehendfilehandlingconcepts,modulesandpackagesofpython</li> <li>6. Identifypythonobjectsandworkwithexceptionhandling</li> </ol>								
<b>CourseOutcomes:</b> Aftersuccessfulcompletionofthecourse,thestudentwillbeableto:								
<b>CO1</b>	Writebasicprograms inPython.(BL-1)							
<b>CO2</b>	Writeprogramsinythonforloopingstructures.(BL-1)							
<b>CO3</b>	Writeprogramsinythonforfunctionsandstringhandlingmechanisms.(BL-1)							
<b>CO4</b>	Executeprogramsoncreationoflists,tuplesanddictionariesusingpython.(BL-3)							
<b>CO5</b>	Implementfilehandlingmechanisms,modulesandpackagesofpython.(BL-3)							
<b>CO6</b>	Writeprogramswithpythonobjectsandexceptionhandlingmechanism.(BL-1)							

CO-POMapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	1	1												
<b>CO2</b>	2	1											2	
<b>CO3</b>	2	2		1									2	
<b>CO4</b>	1	1			1								1	
<b>CO5</b>	1	1		1										2
<b>CO6</b>	1	2		2										2
1:Low,2-Medium,3-High														

COURSECONTENT		
MODULE-1	BasicsofPython	8HOURS
<b>BASICS OF PYTHON PROGRAMMING:</b> Introduction to Python, Python Characterset, Tokens,Core Data Types, variables, Assignment of values to variables, Writing simple programs in Python,input()andeval() functions		
<b>Operatorsand Expressions:</b> Arithmetic Operators, Operator Precedence and Associativity,BitwiseOperatorsandBooleanOperators		
AttheendoftheModule1,studentswillbeableto:		
<ol style="list-style-type: none"> <li>1. Learnbasics ofpythonprogramming.(BL-2)</li> <li>2. Writesimpleprogramsinython(BL-4)</li> <li>3. Evaluatevariousoperatorsandexpressions(BL-5)</li> </ol>		
MODULE-2	ControlFlow inPython	7HOURS
<b>DecisionStatements:</b> ifstatement,if-elsestatement,nestedifstatement,multi-wayif-elif-elsestatement		
<b>LoopStatements:</b> whileloop,range()function,forloop,nestedloops,breakandcontinuestatements		



AttheendoftheModule2,studentswillbeableto:		
<ol style="list-style-type: none"> <li>1. EvaluateDecisionstatementsinpython(<b>BL-3</b>)</li> <li>2. Examinethevariousloopstatements(<b>BL-4</b>)</li> <li>3. Evaluatetheworkingof allcontrolflowstatements(<b>BL-3</b>)</li> </ol>		
<b>MODULE-3</b>	<b>Functions&amp;Strings</b>	<b>10HOURS</b>
<b>Functions:</b> Syntaxandbasicsoffunction,parametersandargumentsinafunction,returnstatement,recursivefunctions		
<b>Strings:</b> BasicPythonfunctionsfor String,Stringoperators,StringOperations		
AttheendoftheModule3,studentswillbeableto:		
<ol style="list-style-type: none"> <li>1. LearntheimplementationofFunctionsinpython(<b>BL-2</b>)</li> <li>2. Analyzetheworking ofstrings(<b>BL-4</b>)</li> <li>3. Learnvarious stringfunctions(<b>BL-2</b>)</li> </ol>		
<b>MODULE-4</b>	<b>Lists,TuplesAndDictionaries</b>	<b>8HOURS</b>
<b>Lists:</b> Creating Lists,Slicing Lists,ListMethods,Listsand Strings,ListswithFunctions,SearchingandSortinginlists		
<b>Tuples:</b> Creatingtuples, inbuiltfunctionsfortuples, ListsandTuples		
<b>Dictionaries:</b> Basicsof dictionaries,Creating adictionary,Formatting dictionaries,MethodsofDictionaryclass		
Attheendof theModule4,studentswillbeableto:		
<ol style="list-style-type: none"> <li>1. Createdifferentlistsinpythonandimplementtheirmethods(<b>BL-6</b>)</li> <li>2. Createtuplesandanalyzethefunctionalityoflists withtuples(<b>BL-6</b>)</li> <li>3. Createbasicdictionariesandidentifytheirmethods(<b>BL-6</b>)</li> </ol>		
<b>MODULE-5</b>	<b>FileHandling,Modules&amp;Packages</b>	<b>7HOURS</b>
<b>FileHandling:</b> Introduction,Workingwithtextfiles		
<b>Modules:</b> Definition,Creatinga Module, StandardmodulesofPython		
<b>Packages:</b> Definition,Importing*frompackages,Packagesinmultipledirectories		
Atthe endoftheModule5,studentswillbeableto:		
<ol style="list-style-type: none"> <li>1. Learnhowto workwithtextfilesinpython(<b>BL-2</b>)</li> <li>2. Createamoduleandlearnvarious standardmodulesofpython(<b>BL-6</b>)</li> <li>3. Learnhowtoimportpackagesfromvariousdirectories(<b>BL-2</b>)</li> </ol>		
<b>MODULE-6</b>	<b>OOPandExceptionHandling</b>	<b>8HOURS</b>
<b>Object Oriented ProgramminginPython:</b> Classes,'self-variable',Methods,ConstructorMethod,Inheritance,OverridingMethods,Data hiding.		
<b>ErrorandExceptions:</b> DifferencebetweenanerrorandException,HandlingException,tryexceptblock,RaisingExceptions,UserDefinedExceptions		
AttheendoftheModule6,studentswillbeableto:		
<ol style="list-style-type: none"> <li>1. Learntheobjectorientedprogramminginpython(<b>BL-2</b>)</li> <li>2. Handlevariousexceptions usingblocks(<b>BL-3</b>)</li> <li>3. Implementuserdefinedexceptions(<b>BL-3</b>)</li> </ol>		
<b>Totalhours:</b>		<b>48HOURS</b>

**Termwork:**

Develop a Python program for Dice Rolling Simulator.

**Content beyond syllabus:**

1. Python Multithreading
2. Python GUI programming

**Self-Study:**

Content to promote self-Learning:

SNO	Topic	Reference
1	Python Operators	<a href="https://www.javatpoint.com/python-operators">https://www.javatpoint.com/python-operators</a> <a href="https://www.tutorialspoint.com/python/python_basic_operators.htm">https://www.tutorialspoint.com/python/python_basic_operators.htm</a>
2	Python Loops	<a href="https://www.javatpoint.com/python-loops">https://www.javatpoint.com/python-loops</a> <a href="https://www.tutorialspoint.com/python/python_loops.htm">https://www.tutorialspoint.com/python/python_loops.htm</a>
3	Python Functions	<a href="https://www.javatpoint.com/python-functions">https://www.javatpoint.com/python-functions</a> <a href="https://www.tutorialspoint.com/python/python_functions.htm">https://www.tutorialspoint.com/python/python_functions.htm</a>
4	Python Lists	<a href="https://www.javatpoint.com/python-lists">https://www.javatpoint.com/python-lists</a> <a href="https://www.tutorialspoint.com/python/python_lists.htm">https://www.tutorialspoint.com/python/python_lists.htm</a>
5	Python Modules	<a href="https://www.javatpoint.com/python-modules">https://www.javatpoint.com/python-modules</a> <a href="https://www.tutorialspoint.com/python/python_modules.htm">https://www.tutorialspoint.com/python/python_modules.htm</a>
6	Python OOPs	<a href="https://www.javatpoint.com/python-oops-concepts">https://www.javatpoint.com/python-oops-concepts</a> <a href="https://www.tutorialspoint.com/python/python_classes_objects.htm">https://www.tutorialspoint.com/python/python_classes_objects.htm</a>

**Text Book(s):**

1. Programming and Problem Solving with Python by Ashok Namdev Kamthane and Amit Ashok Kamthane, McGraw Hill Education, First Edition November 2017
2. Python Programming: A Compatible Guide for Beginners to Master and Become an Expert in Python Programming Language, Brain Draper, CreateSpace Independent Publishing Platform, 2016
3. Programming Python, Mark Lutz, O'Reilly, 3rd Edition, 2006

**Reference Book(s):**

1. Python Programming: A Modern Approach, Vamsi Kurama, Pearson
2. Think Python, Allen Downey, Green Tea Press
3. Core Python Programming, Wesley J Chun, PH, 2nd Edition
4. Introduction to Python, Kenneth A. Lambert, Cengage

**Online Resources:**

1. <http://www.freebookcentre.net/Language/Free-Python-Books-Download.html>
2. <https://www.pdfdrive.com/python-programming-books.html>
3. <https://books.goalkicker.com/PythonBook/>

**Web References:**

- 1.1. <https://nptel.ac.in/courses/106/106/106106182/>
2. <https://www.javatpoint.com/python-tutorial>
3. <https://www.python.org/about/gettingstarted/>
4. <https://www.tutorialspoint.com/python/index.htm>



NARAYANAENGINEERINGCOLLEGE:NELLORE														
20MC203	ARTIFICIALINTELLIGENCE								R2020					
Semester	Hours/Week			Total hrs	Credit	MaxMarks								
	L	T	P			C	CIE	SEE	TOTAL					
II	3	0	0	48	3	40	60	100						
<b>Pre-requisite:OOPLanguageslikejavaandpython</b>														
<b>CourseObjectives:</b>														
<ol style="list-style-type: none"> <li>1. Learnaboutbasic AIfundamentals and AIproblems.</li> <li>2. Studentswill gainanunderstandingabout searching.</li> <li>3. StudyaboutAIgame playingconcepts.</li> <li>4. UnderstandaboutAIknowledge</li> <li>5. StudentswillknowaboutAIorderlogic</li> <li>6. TounderstandtheInvestigatevariousexpertsystems</li> </ol>														
<b>CourseOutcomes:</b> Aftersuccessfulcompletionofthecourse,thestudentwillbeableto:														
<b>CO 1</b>	StateapplicationsofArtificialIntelligence													
<b>CO 2</b>	EnumerateproblemsolvingstrategiesinAI													
<b>CO 3</b>	Illustrateproblemreductiontechniques													
<b>CO 4</b>	Listthelogicconcepts													
<b>CO 5</b>	AnalyzehthecurrentknowledgerepresentationtechniquesinAI													
<b>CO 6</b>	Investigatevariousexpertsystems													
<b>CO-POMapping</b>														
CO	PO												PS O	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO 2
CO1	2	1	3										3	
CO2	3	1	2										2	1
CO3	2	2	3	1									2	2
CO4	1	2		3	2								1	
CO5	1	1	2											2
CO6	2	2	2										1	
1:Low,2-Medium,3-High														

COURSECONTENT		
<b>MODULE- 1</b>	<b>IntroductiontoArtificialIntelligence</b>	<b>8Hours</b>
<p><b>Introduction To Artificial Intelligence:</b> Introduction ,history, intelligent systems, foundationsof AI,applications,tic-tac-tiegame playing,development ofAIlanguages,currenttrends in AI.</p> <p><b>Problem Solving: State-Space Search And Control Strategies:</b> Introduction, general problem solving,characteristicsof problem,exhaustivesearches,heuristicsearchtechniques,iterative-deepeninga*,constraint satisfaction.</p>		
At theendof theModule 1,students will be ableto:		
<ol style="list-style-type: none"> <li>1. AnalyzethecomponentsofState applicationsofArtificialIntelligence</li> <li>2. Understandtheuse variousProblemsolving.</li> <li>3. Understandingaboutsearching.</li> </ol>		
<b>MODULE-2</b>	<b>ProblemReductionandLogicConcepts</b>	<b>8Hours</b>



<p><b>Problem Reduction And Game Playing:</b> Introduction, problem reduction, game playing, alpha-beta pruning, two-player perfect information games.</p> <p><b>Logic Concepts:</b> Introduction, propositional calculus, propositional logic, natural deduction system, axiomatic system, semantic tableau system in propositional logic, resolution refutation in propositional logic, predicate logic.</p> <p>At the end of the Module 2, students will be able to:</p> <ol style="list-style-type: none"> <li>1. understanding of other topics such as minimax, resolution, etc. that play an important role in AI programs.</li> <li>2. Identify the use of Logic concepts.</li> </ol>		
<b>MODULE- 3</b>	<b>Knowledge Representation and Techniques</b>	<b>8Hours</b>
<p><b>Knowledge Representation:</b> Introduction, approaches to knowledge representation, knowledge representation using semantic network, extended semantic networks for KR, knowledge representation using frames.</p> <p><b>Advanced Knowledge Representation Techniques:</b> Introduction, conceptual dependency theory, script structure, CYC theory, case grammars, semantic web.</p> <p>At the end of the Module 3, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Analyze the AI knowledge</li> <li>2. Understand the use of Advanced knowledge representation techniques.</li> </ol>		
<b>MODULE- 4</b>	<b>Artificial neural networks</b>	<b>8Hours</b>
<p><b>Artificial neural networks:</b> Introduction, artificial networks, single layer feed forward networks, multi layered forward networks, design issues of artificial neural networks.</p> <p><b>Uncertainty measure: probability theory:</b> Introduction, probability theory, Bayesian belief networks, certainty factor theory, Dempster-Shafer theory.</p> <p>At the end of the Module 4, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Understand the various Investigate various expert systems</li> <li>2. Identify the use Expert system applications.</li> </ol>		
<b>MODULE- 5</b>	<b>Fuzzy Logic and ML paradigms</b>	<b>8Hours</b>
<p><b>Fuzzy sets and fuzzy logic:</b> Introduction, fuzzy sets, fuzzy set operations, types of membership functions, multi valued logic, fuzzy logic, linguistic variables and hedges, fuzzy propositions, inference rules for fuzzy propositions, fuzzy systems</p> <p><b>Machine learning paradigms:</b> Introduction, machine learning systems, supervised and unsupervised learning's, inductive learning, deductive learning, clustering, support vector machines, case based reasoning and learning.</p> <p>At the end of the Module 5, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Analyze the different probability theory.</li> <li>2. Identify the Fuzzy sets and fuzzy logic</li> </ol>		
<b>MODULE-6</b>	<b>Expert systems and applications</b>	<b>8Hours</b>
<p><b>Expert systems and applications:</b> Introduction phases in building expert systems, expert system versus traditional systems, rule-based expert systems, blackboard systems, truth maintenance systems, applications of expert systems, list of shells and tools</p> <p>At the end of the Module 6, students will be able to:</p> <ol style="list-style-type: none"> <li>1. To understand the features Machine learning paradigms</li> <li>2. Understand the use Artificial neural networks</li> </ol>		
<b>Total hours:</b>		<b>48hours</b>

<p><b>Termwork:</b></p> <ol style="list-style-type: none"> <li>1. proficiency in a traditional AI language including an ability to write simple to intermediate programs and an ability to understand code written in that language.</li> </ol>
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<b>Content beyond syllabus:</b>			
1. Cloud Data security using cryptographic techniques.			
<b>Self-Study: Content to promote self-Learning:</b>			
<b>SN O</b>	<b>Topic</b>	<b>CO</b>	<b>Reference</b>
1	State applications of Artificial Intelligence	CO1	<a href="https://www.youtube.com/watch?v=VNRmsACNSaY">https://www.youtube.com/watch?v=VNRmsACNSaY</a>
2	Enumerate problems solving strategies in AI	CO2	<a href="https://www.youtube.com/watch?v=1CsC5aa0Zek">https://www.youtube.com/watch?v=1CsC5aa0Zek</a>
3	Illustrate problem reduction techniques	CO3	<a href="https://www.youtube.com/watch?v=d7EI8B7jTrI">https://www.youtube.com/watch?v=d7EI8B7jTrI</a>
4	List the logic concepts	CO4	<a href="https://www.youtube.com/watch?v=KWxTx7JIWLo">https://www.youtube.com/watch?v=KWxTx7JIWLo</a>
5	Analyze the current knowledge representation techniques in AI	CO5	<a href="https://www.youtube.com/watch?v=WEqY5kRk-g0">https://www.youtube.com/watch?v=WEqY5kRk-g0</a>
6	Investigate various Expert systems	CO6	<a href="https://www.youtube.com/watch?v=NLeWaH6O-TE">https://www.youtube.com/watch?v=NLeWaH6O-TE</a>

<b>Text Book(s):</b>
<ol style="list-style-type: none"> <li>1. Artificial Intelligence - Saroj Kaushik, CENGAGE Learning,</li> <li>2. Artificial intelligence, A modern Approach, 2nd ed, Stuart Russel, Peter Norvig, PEA</li> <li>3. Artificial Intelligence - Rich, Kevin Knight, Shiv Shankar BNair, 3rd ed, TMH</li> <li>4. Introduction to Artificial Intelligence, Patterson, PHI</li> </ol>
<b>Reference Book(s):</b>
<ol style="list-style-type: none"> <li>5. Artificial intelligence, structures and strategies for complex problems solving, - George FLugar, 5th ed, PEA</li> <li>6. Introduction to Artificial Intelligence, Ertel, Wolf Gang, Springer</li> <li>7. Artificial Intelligence, A new Synthesis, Nils J Nilsson, Elsevier</li> </ol>
<b>Online Resources:</b>
<ol style="list-style-type: none"> <li>8. <a href="https://nptel.ac.in/courses">https://nptel.ac.in/courses</a></li> <li>9. <a href="https://freevideolectures.com/university/iitm">https://freevideolectures.com/university/iitm</a></li> </ol>
<b>Web Resources:</b>
<ol style="list-style-type: none"> <li>10. <a href="https://www.youtube.com/watch?v=VNRmsACNSaY">https://www.youtube.com/watch?v=VNRmsACNSaY</a></li> <li>11. <a href="https://www.youtube.com/watch?v=1CsC5aa0Zek">https://www.youtube.com/watch?v=1CsC5aa0Zek</a></li> <li>12. <a href="https://www.youtube.com/watch?v=d7EI8B7jTrI">https://www.youtube.com/watch?v=d7EI8B7jTrI</a></li> <li>13. <a href="https://www.youtube.com/watch?v=KWxTx7JIWLo">https://www.youtube.com/watch?v=KWxTx7JIWLo</a></li> <li>14. <a href="https://www.youtube.com/watch?v=WEqY5kRk-g0">https://www.youtube.com/watch?v=WEqY5kRk-g0</a></li> <li>15. <a href="https://www.youtube.com/watch?v=NLeWaH6O-TE">https://www.youtube.com/watch?v=NLeWaH6O-TE</a></li> </ol>



NARAYANAENGINEERINGCOLLEGE:NELLORE								
20MC204	SOFTWAREENGINEERING							R2020
Semester	Hours/Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
II	3	0	0	48	3	40	60	100
<b>Pre-requisite:Computerfundamentals</b>								
<b>CourseObjectives:</b>								
<ul style="list-style-type: none"> <li>• Tounderstandthesoftwarelifecyclemodels.</li> <li>• TounderstandthesoftwarerequirementsandSRSdocument.</li> <li>• Tounderstandtheimportantofmodelingandmodelinglanguages</li> <li>• Todesignanddevelopcorrectandrobustsoftwareproducts</li> <li>• Tounderstandthemaintenanceofthesoftware.</li> </ul>								
<b>CourseOutcomes:</b> Aftersuccessfulcompletionofthecourse,thestudentwillbeableto:								
<b>CO1</b>	IdentifythebestsuitableProcessMethodologyfordevelopingaqualityorientedsoftwaresolution( <b>BL-3</b> )							
<b>CO2</b>	Sketchtherequirementsanalysismodelforaprojectworkbyusingvariousmodelingdiagrams( <b>BL-4</b> )							
<b>CO3</b>	Applythestandarddesignprinciplesandselectthesuitablearchitecturalstylesforgivenspecifications( <b>BL-3</b> )							
<b>CO4</b>	ExplainthestandardGoldenrulesfor developingtheuser interface.( <b>BL-2</b> )							
<b>CO5</b>	AnalyzeTestingprinciplesonsoftwareproject.( <b>BL-4</b> )							
<b>CO6</b>	Applyvarioussoftwaremetrics,whichdeterminesthequalitylevelofsoftware( <b>BL-3</b> )							

CO-POMapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	1	3												
<b>CO2</b>	2									2				
<b>CO3</b>		3	2		2									
<b>CO4</b>	2		2									1		
<b>CO5</b>					2									2
<b>CO6</b>			2	2										2
1:Low,2-Medium,3-High														

COURSECONTENT		
<b>Module-1</b>	<b>IntroductiontoSoftwareEngineering</b>	<b>8HOURS</b>
<p><b>Software and Software Engineering:</b> The Nature of Software,The Unique Nature of WebApps,SoftwareEngineering, TheSoftwareProcess, SoftwareEngineeringPractice,SoftwareMyths(<b>3H</b>)</p> <p><b>Process Models:</b> A Generic Process Model, Process Assessment and Improvement, Prescriptive ProcessModels, Specialized Process Models. The Unified Process, Personal and Team Process Models, ProcessTechnology, ProductandProcess.</p> <p><b>Agile Development:</b> Agility, Agility and the Cost of Change, Agile Process, Extreme Programming,OtherAgileProcessModels</p>		



At the end of the Module 1, students will be able to:		
<ol style="list-style-type: none"> <li>1. Discuss the different phases involved in the software development (BL-4)</li> <li>2. Identify suitable lifecycle model to be used. (BL-3)</li> <li>3. Identify the need of agility and examine Agile process models (BL-3)</li> </ol>		
<b>Module-2</b>	<b>Requirements Engineering</b>	<b>7 HOURS</b>
<p><b>Understanding Requirements:</b> Requirements Engineering, Establishing the groundwork, Eliciting Requirements, Developing Use Cases, and Building the requirements model, Negotiating Requirements, Validating Requirements.</p> <p><b>Requirements Modeling (Scenarios, Information and Analysis Classes):</b> Requirements Analysis, Scenario-Based Modeling, UML Models that Supplement the Use Case, Data Modeling Concepts, Class-Based Modeling, Requirements Modeling for Web Apps.</p>		
At the end of the Module 2, students will be able to:		
<ol style="list-style-type: none"> <li>1. Analyze the problem and define the computing requirements of the problem. (BL-4)</li> <li>2. Examine the scenario based modeling and class based modeling in the design phase (BL-4)</li> <li>3. Develop SRS for Problems (BL-6)</li> </ol>		
<b>Module-3</b>	<b>Architectural Design and Component level Design</b>	<b>10 HOURS</b>
<p><b>Design Concepts:</b> Design with Context of Software Engineering, The Design Process, Design Concepts, The Design Model. <b>Architectural Design:</b> Software Architecture, Architecture Genres, Architecture Styles, Architectural Design, Assessing Alternative Architectural Designs, Architectural Mapping Using Data Flow.</p> <p><b>Component-Level Design:</b> Component, Designing Class-Based Components, Conducting Component-level Design, Component Level Design for Web Apps, Designing Traditional Components, Component-Based Development.</p>		
At the end of the Module 3, students will be able to:		
<ol style="list-style-type: none"> <li>1. Identify the basic issues in software design (BL-3)</li> <li>2. Illustrate the importance of software architecture (BL-2)</li> <li>3. Analyze the architecture styles and build the system from the components. (BL-4)</li> </ol>		
<b>Module-4</b>	<b>User Interface Design and Web APP Design</b>	<b>8 HOURS</b>
<p><b>User Interface Design:</b> The Golden Rules, User Interface Analysis and Design, Interface Analysis, Interface Design Steps, Web App Interface Design, Design Evaluation.</p> <p><b>Web App Design:</b> Web App Design Quality, Design Goal, A Design Pyramid for Web Apps, Web App Interface Design, Aesthetic Design, Content Design, Architecture Design, Navigation Design, Component-Level Design, Object-Oriented Hypermedia Design Method (OOHMD).</p>		
At the end of the Module 4, students will be able to:		
<ol style="list-style-type: none"> <li>1. Modeling golden rules in designing and analyzing UI (BL-3)</li> <li>2. Developing of web App design (BL-6)</li> </ol>		



3. Idea about the different designs and design strategies for Software Engineering (BL-3)		
<b>Module-5</b>	<b>Introduction to Testing &amp; Testing Strategies</b>	<b>7 HOURS</b>
<p><b>Software Testing Strategies:</b> A strategic Approach to Software Testing, Strategic Issues, Test Strategies for Conventional Software, Test Strategies for Object-Oriented Software, Test Strategies for Web Apps, Validation Testing, System Testing, The Art of Debugging. Testing Conventional Applications: Software Testing Fundamentals, White-Box Testing, basic Path testing, Control Structure Testing, Black-Box Testing.</p> <p><b>Testing Object-Oriented Applications:</b> Broadening the View of Testing, Testing with OOA and OOD Models, Object-Oriented Testing Strategies, Object-Oriented Testing Methods.</p>		
<p>At the end of the Module 5, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Illustrate the strategic approach to software testing (BL-2)</li> <li>2. Explain the various testing strategies (BL-2)</li> <li>3. Apply and analyze the test cases for the given problem using testing strategies. (BL-3)</li> </ol>		
<b>Module-6</b>	<b>Introduction to Product Metrics and Process and Products</b>	<b>8 HOURS</b>
<p><b>Product metrics:</b> Software Quality, Frame work for Product metrics, Metrics for Analysis Model, Metrics for Design Model, Metrics for source code, Metrics for testing, Metrics for maintenance.</p> <p><b>Metrics for Process and Products:</b> Software Measurement, Metrics for software quality, Gantt Chart, PERT Chart.</p>		
<p>At the end of the Module 6, students will be able to:</p> <ol style="list-style-type: none"> <li>1. To understand measurements used for testing the productivity of a software project (BL-2)</li> <li>2. Follow standards for software development and quality management. (BL-3)</li> <li>3. Different metrics and its usage in software products (BL-4)</li> </ol>		
<b>Total hours:</b>		<b>48 HOURS</b>

<p><b>Termwork:</b></p> <p><b>1. Elicitation:</b> To identify the various elicitation techniques and their usage for the Banking case study.</p> <p><b>Background:</b> Requirement elicitation is the process of seeking, discovering, acquiring and elaborating requirement. This includes learning and understanding the needs of the users. This activity is communication centric and iterative in the nature. The techniques used here are the important to get stakeholder consensus on the requirements.</p> <p><b>2. Process Models</b> In Software Engineering identification of Process Models is an important concept Justify it? Compare and contrast all process models in software engineering and identify Pros and Cons in each of them and conclude each process model with a suitable statement.</p> <p><b>3. Attributes of a Good Software:</b> This term work will help how to justify whether a software is having all essential attributes or not at the time of developing or executing what are required some examples are given analyze them and justify by selecting a good project. Maintainability: software should be written in such a way that it may evolve to meet changing needs</p>
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<p>of customers.</p> <p>Dependability: software must be trustworthy</p> <p>Efficiency: software should not make wasteful use of system resource</p> <p>Usability: software must be usable by the users for which it was designed.</p> <p><b>4. Data Flow Diagrams:</b></p> <p>Role of Data Flow diagrams in Software Engineering and its importance in the Designing Phase</p> <p>Create a data flow diagram of an ATM (automatic teller machine) by explaining the steps involved in it from DFD Level-0 to Level-3</p> <p><b>5. Testing:</b></p> <p>Why does integration testing reveal errors although unit testing has been done well? Why does system testing reveal errors although integration testing has been done well? Why does beta-testing reveal errors although system testing has been done well? Understand the scenario and explain it.</p>			
<p><b>Content beyond syllabus:</b></p> <ol style="list-style-type: none"> <li>1. Open source software Test Automation Tools</li> <li>2. Gantt Chart – Rules and Metrics</li> <li>3. PERT Chart Tools – Metrics</li> </ol>			
<p><b>Self-Study:</b></p> <p>Content to promote self-Learning:</p>			
SNO	Topic	CO	Reference
1	Software engineering Basics	CO1	<a href="https://www.tutorialspoint.com/software_engineering/software_engineering_overview.htm">https://www.tutorialspoint.com/software_engineering/software_engineering_overview.htm</a>
2	Requirements Engineering	CO2	<a href="https://www.tutorialspoint.com/software_engineering/software_requirements.htm">https://www.tutorialspoint.com/software_engineering/software_requirements.htm</a>
3	Software design Basics	CO3	<a href="https://www.tutorialspoint.com/software_engineering/software_design_basics.htm">https://www.tutorialspoint.com/software_engineering/software_design_basics.htm</a>
4	User Interface	CO4	<a href="https://www.tutorialspoint.com/software_engineering/software_user_interface_design.htm">https://www.tutorialspoint.com/software_engineering/software_user_interface_design.htm</a>
5	Software Testing	CO5	<a href="https://www.tutorialspoint.com/software_testing/software_testing_overview.htm">https://www.tutorialspoint.com/software_testing/software_testing_overview.htm</a>
6	Product metrics	CO6	<a href="https://www.tutorialspoint.com/software_quality_management/software_quality_measurement_metrics.htm">https://www.tutorialspoint.com/software_quality_management/software_quality_measurement_metrics.htm</a>

**Text Book(s):**

1. "Software engineering A practitioner's Approach", Roger S. Pressman, McGraw Hill International Education, Seventh Edition, 2016.

**Reference Book(s):**

1. Ian Sommerville, 'Software Engineering', Sixth Edition, Pearson Education, (2001).
2. Jim Arlow, Ila Neustadt, "UML 2 and the Unified Process: Practical Object-Oriented Analysis and Design", 2nd Edition, Pearson, (2005).
3. Fundamentals of Software Engineering, Fourth Edition, Rajib Mall, PHI
4. Software Engineering, Principles and Practices, Deepak Jain, Oxford University Press.
5. Software Engineering Foundations, Yingxu Wang, Auerbach Publications, 2008.
6. Software Engineering Principles and Practice, Hans Van Vliet, 3rd edition, John Wiley & Sons Ltd.



**Online/WebResources:**

1. [http://www.acadmix.com/eBooks\\_Download](http://www.acadmix.com/eBooks_Download)
2. <http://www.freetechbook.com/software-engineering-f15.html><http://www.nptel.iitm.ac.in/courses/Webcourse-contens/IITKharagpur/SoftEngg/>
3. <http://www.Computer.org/portal/wen/swebok>
4. <http://www.softwareengineerinsider.com/articles/what-is-software-engineering.html>
5. [http://www.tutorialspoint.com/software\\_engineering](http://www.tutorialspoint.com/software_engineering)



NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC205	OBJECT ORIENTED PROGRAMMING THROUGH JAVA LAB							R2020
Semester	Hours/Week			Total hrs	Credit C	Max Marks		
	L	T	P			CIE	SEE	TOTAL
II	0	0	4	36	2	40	60	100
<b>Pre-requisite:</b> Basic Programming Languages like C and C++								
<b>Course Objectives:</b>								
<ol style="list-style-type: none"> <li>To introduce java compiler and eclipse platform.</li> <li>To impart hands on experience with java programming.</li> </ol>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Understand fundamental of object-oriented programming in Java, including defining classes, invoking methods, using class libraries, etc.							
<b>CO2</b>	Explore Java Inheritance, Interfaces and to create and use packages							
<b>CO3</b>	Understand the role of I/O Streams and how to establish the communication through networking in java. Apply Exception Handling mechanisms and Multithreading for application development.							
<b>CO4</b>	Design and develop complex user interface applications using AWT, Applets & Swings. Work with GUI, Event handling mechanism.							

CO-PO Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	1	2	3	1								1	2	2
<b>CO2</b>	1	3	3	1								2	2	2
<b>CO3</b>	1	3	3	2								2	3	3
1-Low, 2-Medium, 3- High														

COURSE CONTENT		CO
<b>Task1</b>		
1. Use Eclipse or Netbean platform and acquaint with the various menus. Create a test project, add a test class and run it. See how you can use auto suggestions, autofill. Try code formatter and code refactoring like renaming variables, methods and classes. Try debug step by step with java program to find prime numbers between 1 to n.		CO1
<b>Task-2</b>		
<ol style="list-style-type: none"> <li>Write a Java program that prints all real and imaginary solutions to the quadratic equation <math>ax^2+bx+c=0</math>. Read a, b, c and use the quadratic formula.</li> <li>Write a Java program for sorting a given list of names in ascending order</li> <li>Write a java program to accept a string from user and display number of vowels, consonants, digits and special characters present in each of the words of the given text.</li> </ol>		CO1
<b>Task-3</b>		



<ol style="list-style-type: none"> <li>1. Write a java program to make rolling a pair of dice 10,000 times and count the number of times doubles of a pair are rolled for each different pair of doubles. <i>Hint: Math.random()</i></li> <li>2. Write a java program that inputs 5 numbers, each between 10 and 100 inclusive. As each number is read display it only if it's not a duplicate of any number already read display the complete set of unique values input after the user enters each new value.</li> <li>3. Write a java program to read the time intervals (HH:MM) and to compare system time if the system time between your time intervals print correct time and exit else try again to repeat the same thing. By using StringTokenizer class</li> </ol>	CO2
<b>TASK-4</b>	
<ol style="list-style-type: none"> <li>1. Write a java program to split a given text file into n parts. Name each part as the name of the original file followed by .part&lt;n&gt; where n is the sequence number of the part file.</li> <li>2. Write a java program to create a superclass called Figure that receives the dimensions of two dimensional objects. It also defines a method called area that computes the area of an object. The program derives two subclasses from Figure. The first is Rectangle and second is Triangle. Each of the subclass overrides area() so that it returns the area of a rectangle and a triangle respectively.</li> </ol>	CO2
<b>TASK-5</b>	
<ol style="list-style-type: none"> <li>1. Write a Java program that correctly implements producer-consumer problem using the concept of inter-thread communication</li> <li>2. Write a java program to find and replace a pattern in a given file,</li> <li>3. Use inheritance to create an exception superclass called ExceptionA and exception subclass ExceptionB and ExceptionC, where ExceptionB inherits from ExceptionA and ExceptionC inherits from ExceptionB. Write a java program to demonstrate that the catch block for type ExceptionA catches exception of type ExceptionB and ExceptionC</li> </ol>	CO3
<b>TASK-6</b>	
<ol style="list-style-type: none"> <li>1. Write a java program to convert an ArrayList to an Array.</li> <li>2. Write a Java Program for waving a flag using Applets and Threads</li> </ol>	CO3
<b>TASK-7</b>	
<ol style="list-style-type: none"> <li>1. Write a Java Program for stack operation using Buttons and JOptionPane input and Message dialog box.</li> <li>2. Write a Java Program to Addition, Division, Multiplication and subtraction using JOptionPane dialog Box and Text fields.</li> </ol>	CO4
<b>TASK-8</b>	
<ol style="list-style-type: none"> <li>1. Write a Java Program for the blinking eyes and mouth should open while blinking.</li> <li>2. Implement a Java Program to add a new ball each time the user clicks the mouse. Provided a maximum of 20 balls randomly choose a color for each ball.</li> </ol>	CO4
<b>TASK-9</b>	
<ol style="list-style-type: none"> <li>1. Suppose that a table named Table.txt is stored in a text file. The first line in the file is the header, and the remaining lines correspond to rows in the table. The elements are separated by commas. Write a java program to display the table using JTable component</li> <li>2. Write a program that creates a user interface to perform integer divisions. The user enters two numbers in the text fields, Num1 and Num2. The division of Num1 and</li> </ol>	CO4





Num2 is displayed in the Result field when the Divide button is clicked. If Num1 or Num2 were not an integer, the program would throw a NumberFormatException. If Num2 were Zero, the program would throw an ArithmeticException. Display the exception in a message dialog box.	
<b>TASK-10</b>	
<ol style="list-style-type: none"> <li>1. Write a Java Program to implement the opening of a door while opening a man should present before a hut and closing a man should disappear.</li> <li>2. Write a Java code by using JTextField to read a decimal value and convert it to a decimal number into a binary number then print the binary value in another JTextField.</li> </ol>	CO4
<b>TASK-11</b>	
<ol style="list-style-type: none"> <li>1. Write a Java program that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the +, -, *, % operations. Add a text field to display the result.</li> <li>2. Write a Java program for handling mouse events.</li> </ol>	CO4

<b>Additional Experiments:</b>	
<b>TASK-12</b>	
<ol style="list-style-type: none"> <li>1. Write a Java Program for Bouncing Ball (The ball while moving down has to increase the size and decrease the size while moving up)</li> <li>2. Write a Java program to establish a JDBC connection, create a table student with properties name, register number, mark1, mark2, mark3. Insert the values into the table by using the Java and display the information of the students at the frontend.</li> </ol>	CO4

<b>Text Book(s):</b>
<ol style="list-style-type: none"> <li>1. Herbert Schildt, "The Complete Reference Java", Tata McGraw-Hill, 10th Edition, 2017.</li> <li>2. Dr. R. Nageswara Rao, "Core Java An Integrated Approach", Dreamtech Press.</li> </ol>
<b>Reference Book(s):</b>
<ol style="list-style-type: none"> <li>1. Object Oriented Programming with Java, B. Eswara Reddy, T. V. Suresh Kumar, P. Raghavan, Pearson-Sanguine</li> <li>2. T. Budd "Understanding Object-Oriented Programming with Java", updated edition, Pearson Education.</li> <li>3. Cay S. Horstmann, "Core Java Volume-1 Fundamentals", Pearson Education.</li> <li>4. Sagayaraj, Dennis, Karthik and Gajalakshmi, "Java Programming for core and advanced learners" University Press</li> <li>5. Y. Daniel Liang, "Introduction to Java programming", Pearson Education.</li> <li>6. P. Radha Krishna, "Object Oriented Programming through Java", University Press.</li> <li>7. S. Malhotra, S. Chudhary, "Programming in Java", 2nd edition, Oxford Univ. Press.</li> <li>8. R. A. Johnson, "Java Programming and Object-oriented Application Development", Cengage Learning.</li> </ol>
<b>Online Reference</b>
<ol style="list-style-type: none"> <li>1. <a href="https://www.academia.edu/40222417/Java_The_Complete_Reference_Eleventh_Edition_by_Herbert_Schildt">https://www.academia.edu/40222417/Java_The_Complete_Reference_Eleventh_Edition_by_Herbert_Schildt</a></li> </ol>



**WebResources:**

1. <https://nptel.ac.in/courses/106/105/106105191/>
2. <https://www.javatpoint.com/java-tutorial>
3. <https://www.w3schools.com/java/>
4. <https://www.tutorialspoint.com/java/index.htm>



NARAYANAENGINEERINGCOLLEGE:NELLORE								
20MC206	PYTHONPROGRAMMINGLAB							R2020
Semester	Hours/Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
II	0	0	3	36	1.5	40	60	100
<b>Pre-requisite:Nil</b>								
<b>CourseObjectives:</b>								
1. Learntowritepythonprogramsfordifferentstandardtasks 2. Understandtheconceptsofpython,developprogramsandanalyzehowitworks 3. Get ideaon writing programsforvarioustasksusing differentsyntax and availablefunctionsinpythonlanguage 4. Recognizewiththeconceptsoftuplesanddictionariesinpythonlanguage								
<b>CourseOutcomes:</b> Aftersuccessfulcompletionofthecourse,thestudentwillbeableto:								
<b>CO1</b>	Writepythonprogramsfordifferentstandardtasks.(BL-1)							
<b>CO2</b>	Writepythonbasicprogramsusingconditionalandloopingstructures.(BL-1)							
<b>CO3</b>	Executeprogramsinpythonforfunctions,createmodulesandwork withpackages.(BL-3)							
<b>CO4</b>	Executeprogramsoncreationoflists,tuplesanddictionariesusingpython.(BL-3)							

CO-POMapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	1	3	2										3	3
<b>CO2</b>	2	1	3										1	1
<b>CO3</b>	1	1	1	2									1	1
<b>CO4</b>	2	3	3		1								3	3

COURSECONTENT	
<b>TASK-1</b>	<b>CO1</b>
1. (a)PythoninstallationforWINDOWS/LINUX (b)Workingwithinteractiveandscrip modes inIDLE  2. Developprograms (a) Toexchangethevaluesoftwo variables (b) Tofindfactorialofagivennumber (c) Tofindthesumofsetofnumbers	
<b>OBJECTIVE:</b>	
1. Learnpythoninstallationforvariousplatforms(BL-2) 2. WorkingwiththeIntegratedDevelopmentEnvironmentofPython.(BL-3) 3. Developbasicprogramsusingpython(BL-6)	
<b>TASK-2</b>	<b>CO2</b>
3. Developprograms (a) Tocomputesinefunction (b) TogenerateFibonaccisequence (c) Toreversethedigitsofanumber  4. WritePythonscripts (a) Toreadtwonumbersandperformanarithmeticoperationbasedonthe optionchosenbytheuser. (b) Tofindthegradeofastudentbasedonthemarksgivenforallsubjects inasemester	
<b>OBJECTIVE:</b>	
1. Writeprogramsinythonforcomputingsinefunction,Fibonaccisequenceetc.(BL-1) 2. Developprogramsinythonusingoperatorsandexpressions(BL-6)	
<b>TASK-3</b>	<b>CO3</b>



<p>5. (a) Write a program to generate a multiplication table for a given number</p> <p>(b) Write a program using loop that asks the user to enter an even number. If the number entered is not even then display an appropriate message and ask them to enter a number again. Do not stop until an even number is entered. Print a Congratulatory message at the end</p> <p>6. Write functions in Python</p> <p>(a) To find the area of a circle</p> <p>(b) To find the factorial of a number using recursion</p>	
<b>OBJECTIVE:</b>	
<p>1. Design multiplication table for a given number (BL-6)</p> <p>2. Write programs using functions that solve various purposes (BL-1)</p>	
<b>TASK-4</b>	
<b>CO4</b>	
<p>7. Consider the string str="Global Warming". Write statements in Python to implement the following</p> <p>(a) To display the last four characters.</p> <p>(b) To display the substring starting from index 4 and ending at index 8.</p> <p>(c) To check whether string has alphanumeric characters or not.</p> <p>(d) To trim the last four characters from the string.</p> <p>(e) To trim the first four characters from the string.</p> <p>(f) To display the starting index for the substring "Wa".</p> <p>(g) To change the case of the given string.</p> <p>(h) To check if the string is in title case.</p> <p>(i) To replace all the occurrences of letter "a" in the string with "*"</p> <p>8. Write a program to find the sum of two matrices using lists.</p>	
<b>OBJECTIVE:</b>	
<p>1. Create a string and apply various string methods on that (BL-6)</p> <p>2. Learn how to implement lists and its usage (BL-2)</p>	
<b>TASK-5</b>	
<b>CO4</b>	
<p>9. Create a list that contains the names of 5 students of your class. (Do not ask for input to do so)</p> <p>(i) Print the list</p> <p>(ii) Ask the user to input one name and append it to the list</p> <p>(iii) Print the list</p> <p>(iv) Ask the user to input a number. Print the name that has the number as an index (Generate error message if the number provided is more than last index value).</p> <p>(v) Add "Kamal" and "Sanjana" at the beginning of the list by using "+".</p> <p>(vi) Print the list</p> <p>(vii) Ask the user to type a name. Check whether that name is in the list. If exist, delete the name, otherwise append it at the end of the list.</p> <p>(viii) Create a copy of the list in reverse order</p> <p>(ix) Print the original list and the reversed list.</p> <p>(x) Remove the last element of the list.</p>	
<b>OBJECTIVE:</b>	
<p>1. Create a classroom list and apply various operations on the list (BL-6)</p> <p>2. Apply the list operations and reverse the list (BL-3)</p>	
<b>ADDITIONAL EXPERIMENTS: TASK-6</b>	
<b>CO4</b>	
<p>10. Write a python program to create telephone directory. Input 10 names and phone numbers to store it in a dictionary and do the following:</p> <p>(a) Input any name and print the phone number of that particular name.</p> <p>(b) Add a new contact</p> <p>(c) Update an existing contact</p> <p>(d) Delete a contact</p> <p>(e) Sort the directory according to names.</p> <p>11. Write a program to input 'n' employees' salary and find minimum &amp; maximum salary among 'n' employees using Tuples.</p>	

**OBJECTIVE:**

1. Create a telephone directory and store various details using dictionaries (**BL-6**)
2. Create employee details and work on it using Tuples (**BL-6**)

**Total hours: 36 hours**

**Virtual Labs:**

1. <http://vlabs.iitb.ac.in/vlabs-dev/labs/python-basics/experiments/arithmetic-operations-iitk/>
2. <http://vlabs.iitb.ac.in/vlabs-dev/labs/python-basics/experimentlist.html>

**Self-Study:**

Content to promote self-Learning:

SNO	Topic	CO	Reference
1	Python installation	CO1	<a href="https://www.javatpoint.com/how-to-install-python">https://www.javatpoint.com/how-to-install-python</a>
2	Python Operators	CO2	<a href="https://www.javatpoint.com/python-operators">https://www.javatpoint.com/python-operators</a>
3	Python functions	CO3	<a href="https://www.javatpoint.com/python-functions">https://www.javatpoint.com/python-functions</a>

**Text Book(s):**

1. Python Programming – An Introduction to Computer Science, John Zelle, Jim Leisy
2. Programming and Problem Solving with Python by Ashok Namdev Kamthane and Amit Ashok Kamthane, McGraw Hill Education; First edition (1 November 2017)

**Reference Book(s):**

1. Programming Python, Mark Lutz, O'Reilly, 3rd Edition, 2006
2. Core Python Programming, Wesley J. Chun, PH, 2nd Edition
3. Python Programming: A Compatible Guide for Beginners to Master and Become an Expert in Python Programming Language, Brain Draper, CreateSpace Independent Publishing Platform, 2016

**Online/ Web Resources:**

1. <http://www.freebookcentre.net/Language/Free-Python-Books-Download.html>
2. <https://www.pdfdrive.com/python-programming-books.html>
3. <https://nptel.ac.in/courses/106/106/106106182/>
4. <https://www.javatpoint.com/python-tutorial>
5. <https://www.python.org/about/gettingstarted/>
6. <https://www.tutorialspoint.com/python/index.htm>



NARAYANAENGINEERINGCOLLEGE:NELLORE								
20MC207	ArtificialIntelligenceLab							R2020
Semester	Hours/Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
II	0	0	3	36	1.5	40	60	100
<b>Pre-requisite:</b> Any OOP Programming Language								
<b>Course Objectives:</b>								
1. Learn about basic AI fundamentals and AI problems. 2. Students will gain an understanding about searching. 3. Understand about AI knowledge 4. Examine the fundamentals and terminologies of expert system. 5. Identify and Develop simple applications making use of Expert System Tools.								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	State applications of Artificial Intelligence							
<b>CO2</b>	Enumerate problem solving strategies in AI							
<b>CO3</b>	Illustrate problem reduction techniques							
<b>CO4</b>	Apply knowledge representation techniques to solve real world problems							
<b>CO5</b>	Apply Computational Intelligence techniques to solve real-world problems							

CO-POMapping														
C O	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	2		1											2
<b>CO2</b>	2	2	2										2	3
<b>CO3</b>	3	3	3	2									3	3
<b>CO4</b>	3	2	3	3	2								3	2
<b>CO5</b>	3	2	3	2	2								2	
1:Low,2-Medium,3-High														

COURSE CONTENT	CO
<b>Task-1</b>	
Install the python software/Anaconda-python and install useful package and install NLTK software.	CO1
<b>Task-2</b>	
a. Write python program to print the multiplication table for the given number? b. Write python program to check whether the given number is prime or not? c. Write python program to find factorial of the given number?	CO2
<b>Task-3</b>	
Write python program to implement simple Chatbot?	CO2
<b>TASK-4</b>	
a. Write python program to implement List operations (Nested List, Length, Concatenation, Membership, Iteration, Indexing and Slicing)? b. Write python program to implement List methods (Add, Append, Extend & Delete).	CO3
<b>TASK-5</b>	
a. Write python program to illustrate different Set Operations? b. Write python program to generate Calendar for the given month and year?	CO2



<b>TASK-6</b>	
Write a python program to implement Simple Calculator program?	CO2
<b>TASK-7</b>	
a. Write a python program to Add Two Matrices. b. Write a python program to transpose a Matrix.	CO3
<b>TASK-8</b>	
Write a python program to implement Breadth First Search Traversal	CO4
<b>TASK-9</b>	
Write a python program to implement Water Jug Problem	CO4
<b>TASK-10</b>	
a. Write a python program to remove punctuations from the given string? b. Write a python program to sort the sentence in alphabetical order?	CO4 CO5
<b>TASK-11</b>	
Write a program to implement Hangman game using python.	CO5
<b>TASK-12</b>	
Write a program to implement Tic-Tac-Toe game using python.	CO5

<b>Additional Experiments:</b>			
<b>TASK-13</b>			
a. Write a python program to remove stop words for a given passage from a text file using NLTK? b. Write a python program to implement stemming for a given sentence using NLTK? c. Write a python program to POS (Part of Speech) tagging for the given sentence using NLTK		CO5	
<b>TASK-14</b>			
a. Write a python program to implement Lemmatization using NLTK? b. Write a python program for Text Classification for the given sentence using NLTK?		CO5	
<b>Self-Study:</b>			
Content to promote self-Learning:			
<b>SNO</b>	<b>Topic</b>	<b>CO</b>	<b>Reference</b>
1	Prolog	CO1	<a href="https://www.youtube.com/watch?v=hBz3DgXlg0Q">https://www.youtube.com/watch?v=hBz3DgXlg0Q</a>
2	Artificial Intelligence	CO1	<a href="https://www.youtube.com/watch?v=JMUxmLyrhSk&amp;=527s">https://www.youtube.com/watch?v=JMUxmLyrhSk&amp;=527s</a>
3	Expert Systems	CO2	<a href="https://www.youtube.com/watch?v=l0CRFuA0m_8&amp;=37s">https://www.youtube.com/watch?v=l0CRFuA0m_8&amp;=37s</a>
<b>Text Book(s):</b>			
1. Think Python, How to Think Like a Computer Scientist, Version 2.0.17, Allen Downey, Green Tea Press.			
2. Artificial Intelligence: A Modern Approach, Stuart Russell, Peter Norvig (Person			



Education), 2 <sup>nd</sup> edition. 3. Nils J. Nilsson, "Artificial Intelligence: A New Synthesis", Harcourt Asia Pvt. Ltd., 2000
<b>Reference Book(s):</b> 1. Python Essential Reference, David M. Beazley, Pearson Education, Inc. 2. Fluent Python, Luciano Ramalho, O'Reilly Media 3. Python Cookbook, David Beazley and Brian K. Jones, O'Reilly Atlas. 3e 4. Artificial Intelligence - Rich E. & Knight K (TMH), 4th edition. 5. Artificial Intelligence Structures and Strategies for Complex Problem Solving - George F. Luger, Pearson Education.
<b>Web</b> <b>References:</b> <a href="https://www.youtube.com/watch?v=10CRFuA0m_8&amp;t=121s">https://www.youtube.com/watch?v=10CRFuA0m_8&amp;t=121s</a> <a href="https://www.youtube.com/watch?v=OVZUKXxMzSE">https://www.youtube.com/watch?v=OVZUKXxMzSE</a> <a href="https://www.youtube.com/watch?v=Hor5r8bz8SA">https://www.youtube.com/watch?v=Hor5r8bz8SA</a>





NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC210	MAD WITH ANDROID							R20
Semester	Hours/Week			Total hrs	Credit C	Max Marks		
	L	T	P			CIE	SEE	TOTAL
II	3	0	0	48	3	40	60	100
<b>Pre-requisite:</b> A Course on “Java Programming and Basics of XML”.								
<b>Course Objectives:</b>								
<ol style="list-style-type: none"> <li>1. Understand Android history and its fundamentals and know the building blocks of android.</li> <li>2. Get idea on the creation of android user interface and its testing mechanisms.</li> <li>3. Illustrate the various components, layouts and views in creating android applications.</li> <li>4. To improve their skills of using Android software development tools.</li> <li>5. To demonstrate their ability to develop software with reasonable complexity on mobile platform.</li> </ol>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Identify a significant programming component, involving the sensors and hardware features of mobile device. <b>(BL-2)</b>							
<b>CO2</b>	Demonstrate the use of Android software development controls. <b>(BL-2)</b>							
<b>CO3</b>	Construct mobile applications on the Android Platform using different layouts for playing video and audio. <b>(BL-3)</b>							
<b>CO4</b>	Acquire the Information Using Dialogs and Fragments by the mobile applications for the Android operating system. <b>(BL-3)</b>							
<b>CO5</b>	Prepare mobile applications involving Menus and Action Bars. <b>(BL-3)</b>							
<b>CO6</b>	Demonstrate applications with network connectivity and messaging. <b>(BL-2)</b>							

CO-PO Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>		1	1		1							1	1	1
<b>CO2</b>	1	2	2		2							2	2	1
<b>CO3</b>	1	2	2		3							2	3	3
<b>CO4</b>	1	3	3		3							2	3	3
<b>CO5</b>	1	2	3		3							3	3	3
<b>CO6</b>	1	3	3		3							3	3	3

1:Low,2-Medium,3-High

COURSE CONTENT		
MODULE –1	Introduction to Android Operating System	Hours:12
<p><b>Introduction to Android Operating System:</b> Android OS design and Features– Android development framework, SDK features, Installing and running applications on Eclipse platform, Creating AVDs, Types of Android applications, Best practices in Android programming, Android tools.</p> <p><b>Android application components</b> – Android Manifest file, Externalizing resources like values, themes, layouts, Menu etc., Resources for different devices and languages, Runtime Configuration Changes, Android Application Lifecycle– Activities, Activity lifecycle, activity</p>		



states, monitoring state changes. (5h)		
At the end of the Module 1, students will be able to:		
<ol style="list-style-type: none"> <li>1. Define features and OS design of ANDRIOD</li> <li>2. Illustrate types of Android Applications</li> <li>3. Explain Android Application Components</li> </ol>		
<b>MODULE-2</b>	<b>Android User Interface</b>	<b>Hours: 10</b>
<p><b>Android User Interface:</b> Measurements – Device and pixel density independent measuring units Layouts – Linear, Relative, Grid and Table Layouts User Interface (UI) Components – Editable and non-editable Text Views, Buttons, Radio and Toggle Buttons, Checkboxes, Spinners, Dialog and pickers.</p> <p><b>Event Handling</b> – Handling clicks or changes of various UI components Fragments – Creating fragments, Lifecycle of fragments, Fragment states, Adding fragments to Activity, adding, removing and replacing fragments with fragment transactions, interfacing between fragments and Activities, Multi-screen Activities.</p>		
At the end of the Module 2, students will be able to:		
<ol style="list-style-type: none"> <li>1. Define android user interface measurements.</li> <li>2. List layouts, Components, Event handling.</li> <li>3. Create fragments.</li> </ol>		
<b>MODULE-3</b>	<b>Intents and Broadcasts</b>	<b>Hours: 10</b>
<p><b>Intents and Broadcasts: Intent</b> – Using intents to launch Activities, Explicitly starting new Activity, Implicit Intents, Passing data to Intents, Getting results from Activities, Native Actions, using Intent to dial a number or to send SMS Broadcast Receivers – Using Intent filters to service implicit Intents, Resolving Intent filters, finding and using Intents received within an Activity Notifications – Creating and Displaying notifications, Displaying Toasts.</p>		
At the end of the Module 3, students will be able to:		
<ol style="list-style-type: none"> <li>1. Use Intents to Launch Activities.</li> <li>2. Discuss SMS broadcast receivers.</li> <li>3. Creating and displaying notifications.</li> </ol>		
<b>MODULE-4</b>	<b>Building Menus</b>	<b>Hours: 10</b>
<p><b>Building Menus:</b> Creating Interface Menus and Action Bars, Menus and Their Types, Creating Menus Through XML, Creating Menus Through Coding, Applying a Context Menu to a ListView, Using the Action Bar, Replacing a Menu with the Action Bar, Creating a Tabbed ActionBar, Creating a Drop-Down List ActionBar.</p>		
At the end of the Module 4, students will be able to:		
<ol style="list-style-type: none"> <li>1. Create interface menus and action bars.</li> <li>2. Create lists and action bars.</li> <li>3. Replace a menu with action bar.</li> </ol>		



MODULE-5	PersistentStorage	Hours: 10
<p><b>Persistent Storage:</b> Files – Using application specific folders and files, creating files, reading data from files, listing contents of a directory Shared Preferences – Creating shared preferences, saving and retrieving data using SharedPreference.</p> <p><b>Database</b> – Introduction to SQLite database, creating and opening a database, creating tables, inserting retrieving and deleting data, Registering Content Providers, Using content Providers(insert,delete,retrieveandupdate).</p>		
<p>At the end of the Module 5, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Illustrate persistent storage of files.</li> <li>2. Define SQLite Database.</li> <li>3. Use database to create, insert, retrieve and delete data.</li> </ol>		
MODULE-6	Alarms	Hours:8
<p>Creating and using alarms Using Internet Resources – Connecting to internet resource, using download manager Location Based Services – Finding Current Location and showing location on the Map, updating location.</p>		
<p>At the end of the Module 6, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Create alarms using Internet Resources.</li> <li>2. Design Finding current location, showing location, updating location</li> </ol>		
<b>Total hours:</b>		<b>60 hours</b>

<p><b>Content beyond syllabus:</b></p> <ol style="list-style-type: none"> <li>1. Introduction to IOS.</li> <li>2. Windows Mobile App Development.</li> </ol>			
<p><b>Self-Study:</b></p> <p>Contents to promote self-Learning:</p>			
SNO	Topic	CO	Reference
1	Android OS design and Features	CO1	<a href="https://www.tutorialspoint.com/android/android_overview.htm">https://www.tutorialspoint.com/android/android_overview.htm</a>
2	Lifecycle of fragments	CO2	<a href="https://www.tutorialspoint.com/android/android_fragment.htm">https://www.tutorialspoint.com/android/android_fragment.htm</a>
3	Displaying Toasts	CO3	<a href="https://www.javatpoint.com/android-toast-example">https://www.javatpoint.com/android-toast-example</a>
4	Replacing a Menu with the ActionBar	CO4	<a href="https://www.journaldev.com/9357/android-actionbar-example-tutorial">https://www.journaldev.com/9357/android-actionbar-example-tutorial</a>
5	Introduction to SQLite database	CO5	<a href="https://www.tutorialspoint.com/sqlite/index.htm">https://www.tutorialspoint.com/sqlite/index.htm</a>
6	Creating and using alarms Using Internet Resources	CO6	<a href="https://www.tutorialspoint.com/how-to-implement-alarmmanager-in-android">https://www.tutorialspoint.com/how-to-implement-alarmmanager-in-android</a>

**TextBook(s):**

1. ProfessionalAndroid4ApplicationDevelopment,RetoMeier,WileyIndia,(Wrox),2012
2. AndroidApplicationDevelopmentforJavaProgrammers,JamesCSheusi,Cengage•Learning,2013.
3. AndroidProgramming byB.MHarwani, PearsonEducation, 2013.

**ReferenceBook(s):**

1. BeginningAndroid4ApplicationDevelopment,Wei-MengLee,WileyIndia(Wrox),2013
2. Android In Action by w.Frank Ableson, Robi Sen, Chris King, C. Enrique Ortiz.,Dreamtech.3
3. ProfessionalAndroid4applicationsdevelopment,RetoMeier,WileyIndia,2012.
4. BeginningAndroid4applicationsdevelopment,Wei- MengLee,WileyIndia,2013
5. PawPrints Learning Technologies, Beginning Android Development: Create Your OwnAndroidApps Today,2014.
6. ErikHellman,AndroidProgramming: PushingtheLimits,John Wileyandsonsltd,2014.
7. NeilSmyth,AndroidStudioDevelopmentEssentials.
8. JosephAnnuzzi,Jr,LaurenDarcey,IntroductiontoAndroidApplicationDevelopment,Addison-Wesley,FourthEdition.

**OnlineResources:**

1. <http://www.tutorialspoint.com/android/index.htm>
2. <http://developer.android.com/training/index.html>

**WebReferences:**

1. [https://www.tutorialspoint.com/android/android\\_overview.htm](https://www.tutorialspoint.com/android/android_overview.htm)
2. [https://www.tutorialspoint.com/android/android\\_fragments.htm](https://www.tutorialspoint.com/android/android_fragments.htm)
3. <https://www.javatpoint.com/android-toast-example>
4. <https://www.journaldev.com/9357/android-actionbar-example-tutorial>
5. <https://www.tutorialspoint.com/sqlite/index.htm>
6. <https://www.tutorialspoint.com/how-to-implement-alarm-manager-in-android>



NARAYANA ENGINEERING COLLEGE: NELLORE														
20MC211	CLOUD COMPUTING							R2020						
Semester	Hours/Week			Total hrs	Credit C	MaxMarks								
	L	T	P			CIE	SEE	TOTAL						
II	3	0	0	48	3	40	60	100						
<b>Pre-requisite:</b> Nil														
<b>Course Objectives:</b>														
<ul style="list-style-type: none"> <li>• The student will learn about the cloud environment.</li> <li>• Building software systems and</li> <li>• Applying the various cloud service models including IaaS, PaaS, SaaS,</li> <li>• To understand the techniques of Cloud Programming and Software Environments.</li> <li>• To study the concepts of Cloud Resource Management and Scheduling.</li> <li>• To understand the basic concepts of Storage Systems.</li> </ul>														
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:														
<b>CO1</b>	Understand the key dimensions of the challenge of Cloud Computing													
<b>CO2</b>	Assessment of the economic, financial, and technological implications for selecting cloud computing for own organization													
<b>CO3</b>	Assessing the financial, technological, and organizational capacity of employer's for actively initiating and installing cloud-based applications.													
<b>CO4</b>	Assessment of own organizations' needs for capacity building and training in cloud computing-related IT areas													
<b>CO5</b>	Assessment of Cloud resources management and scheduling of the cloud resources.													
<b>CO6</b>	Reduce the storage media system to limited resources.													
<b>CO-PO Mapping</b>														
CO	PO												PSO	
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	1	1	2										1	
CO2	1	2	1											1
CO3	1		2	1										2
CO4	1	2		3									1	
CO5		1	2											2
CO6	1	2											1	
1:Low, 2-Medium, 3-High														

COURSE CONTENT		
<b>MODULE-1</b>	<b>Fundamental Cloud Computing</b>	<b>8Hours</b>
Fundamental Cloud Computing-Understanding Cloud Computing, Origins influences, Basic Concepts and Terminology, Goals, Benefits, risks, Challenges, Roles and boundaries, Cloud characteristics, Cloud Delivery models, Cloud deployment models. (9Hrs)		
At the end of the Module 1, students will be able to:		
<ol style="list-style-type: none"> <li>1. Analyze the components of cloud computing and its business perspective.</li> <li>2. Evaluate the various cloud development tools.</li> <li>3. Utilize the resource management in the cloud.</li> </ol>		
<b>MODULE-2</b>	<b>Systems modeling, Clustering and virtualization:</b>	<b>8Hours</b>
Systems modeling, Clustering and virtualization: Scalable Computing over the Internet, Technologies for Network based systems, System models for Distributed and Cloud Computing, Software environments for distributed systems and Clouds, Performance, Security And Energy Efficiency. (10Hrs)		



At the end of the Module 2, students will be able to: <ol style="list-style-type: none"> <li>1. Discuss the use of Internet and Network systems.</li> <li>2. Identify the use of System models for Distributed and Cloud Computing.</li> <li>3. Understand the use of Cloud data in real-time world.</li> </ol>		
<b>MODULE-3</b>	<b>Virtual Machines and Virtualization</b>	<b>8Hours</b>
<b>Virtual Machines and Virtualization of Clusters and Data Centers:</b> Implementation Levels of Virtualization, Virtualization Structures/ Tools and mechanisms, Virtualization of CPU, Memory and I/O Devices, Virtual Clusters and Resource Management, Virtualization for Data Center Automation. <b>(10Hrs)</b>		
At the end of the Module 3, students will be able to: <ol style="list-style-type: none"> <li>1. Implement the Level of Virtualization in cloud.</li> <li>2. Understand the use of Virtualization Structures/Tools and mechanisms. Virtualize the CPU, Memory and I/O Device using data centres.</li> </ol>		
<b>MODULE-4</b>	<b>Cloud Platform Architecture</b>	<b>8Hours</b>
<b>Cloud Platform Architecture:</b> Cloud Computing and service Models, Architectural Design of Compute and Storage Clouds, Public Cloud Platforms, Inter Cloud Resource Management, Cloud Security and Trust Management. Service Oriented Architecture, Message Oriented Middleware.		
At the end of the Module 4, students will be able to: <ol style="list-style-type: none"> <li>1. Understand the Cloud service models.</li> <li>2. Analyze the Cloud Resource, Cloud Security and Trust Management.</li> <li>3. Understand the use of Service Oriented Architecture in Cloud.</li> </ol>		
<b>MODULE-5</b>	<b>Cloud Programming and Software Environments</b>	<b>8Hours</b>
<b>Cloud Programming and Software Environments:</b> Features of Cloud and Grid Platforms, Parallel & Distributed Programming Paradigms, Programming Support of Google App Engine, Programming on Amazon AWS and Microsoft Azure, Emerging Cloud Software Environments.		
At the end of the Module 5, students will be able to: <ol style="list-style-type: none"> <li>1. Understand the cloud programming and software environment.</li> <li>2. Analyze the different cloud platforms used for data storage.</li> <li>3. Identify the Emerging Cloud Software Environments.</li> </ol>		
<b>MODULE-6</b>	<b>Storage Systems</b>	<b>8Hours</b>
<b>Storage Systems:</b> Evolution of storage technology, storage models, file systems and database, distributed file systems, general parallel file systems. Google file system. Apache Hadoop, Big Table, Megastore, Amazon Simple Storage Service (S3). <b>(9Hrs)</b>		
At the end of the Module 6, students will be able to: <ol style="list-style-type: none"> <li>1. To understand the features of Storage systems in cloud.</li> <li>2. Understand the use of Apache services in cloud.</li> </ol>		
<b>Total hours:</b>		<b>59hours</b>

<b>Termwork:</b> New era of computing the large cloud data on cloud machines.
<b>Content beyond syllabus:</b> 1. Cloud Data security using cryptographic techniques.

**Self-Study: Content to promote self-Learning:**

SNO	Topic	CO	Reference
1	System models for Distributed and Cloud Computing	CO1	<a href="https://www.youtube.com/watch?v=VNRmsACNSaY">https://www.youtube.com/watch?v=VNRmsACNSaY</a>
2	Virtualization of CPU, Memory and I/O Devices	CO2	<a href="https://www.youtube.com/watch?v=1CsC5aa0Zek">https://www.youtube.com/watch?v=1CsC5aa0Zek</a>
3	Cloud Computing and service Models	CO3	<a href="https://www.youtube.com/watch?v=d7E18B7jTrI">https://www.youtube.com/watch?v=d7E18B7jTrI</a>
4	Programming on Amazon AWS and Microsoft Azure	CO4	<a href="https://www.youtube.com/watch?v=KWxTx7JIWLo">https://www.youtube.com/watch?v=KWxTx7JIWLo</a>
5	Scheduling Algorithms for Computing Clouds	CO5	<a href="https://www.youtube.com/watch?v=WEqY5kRk-g0">https://www.youtube.com/watch?v=WEqY5kRk-g0</a>
6	Apache Hadoop	CO6	<a href="https://www.youtube.com/watch?v=NLeWaH6O-TE">https://www.youtube.com/watch?v=NLeWaH6O-TE</a>

**Text Book(s):**

Distributed and Cloud Computing, Kai Hwang, Geoffrey C. Fox, Jack J. Dongarra MK Elsevier. Cloud Computing, Theory and Practice, Dan Carinescu, MK Elsevier.

CLOUD COMPUTING Principles and Paradigms, Rajkumar Buyya, James Broberg, Andrzej Goscinski

**Reference Book(s):**

Cloud Computing, A Practical Approach, Anthony T Velte, Toby J Velte, Robert Elsenpeter, TMH. Mastering Cloud Computing, Foundations and Application Programming, Rajkumar Buyya, Christenvecctiola, STammaraiselvi, TMH.

**Online Resources:**

1. [https://www.tutorialspoint.com/cloud\\_computing/index.htm](https://www.tutorialspoint.com/cloud_computing/index.htm)

**Web**

**Resources:** [https://www.tutorialspoint.com/cloud\\_computing/index.htm](https://www.tutorialspoint.com/cloud_computing/index.htm)  
[https://www.tutorialspoint.com/cloud\\_computing/index.htm](https://www.tutorialspoint.com/cloud_computing/index.htm)  
[https://www.tutorialspoint.com/cloud\\_computing/index.htm](https://www.tutorialspoint.com/cloud_computing/index.htm)  
[https://www.tutorialspoint.com/cloud\\_computing/index.htm](https://www.tutorialspoint.com/cloud_computing/index.htm)  
[https://www.tutorialspoint.com/cloud\\_computing/index.htm](https://www.tutorialspoint.com/cloud_computing/index.htm)  
[https://www.tutorialspoint.com/cloud\\_computing/index.htm](https://www.tutorialspoint.com/cloud_computing/index.htm)





NARAYANAENGINEERINGCOLLEGE:NELLORE								
20MC212	DISTRIBUTEDCOMPUTING							R2020
Semester	Hours/Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
II	3	0	0	48	3	40	60	100
<b>Pre-requisite: Operating Systems, Computer Networks</b>								
<b>Course Objectives:</b>								
<ol style="list-style-type: none"> <li>1. To learn about basic model of Distributed computing</li> <li>2. Understand the algorithms for communication in distributed systems</li> <li>3. Understand the underlying algorithms for synchronization in distributed systems.</li> <li>4. To design algorithms for handling deadlocks</li> <li>5. To be able to analyze failures in distributed systems</li> </ol>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Understand model of distributed computing. (BL-2)							
<b>CO2</b>	Analyze algorithms for communication in distributed systems. (BL-4)							
<b>CO3</b>	Analyze algorithms for termination detection and synchronization in distributed systems. (BL-4)							
<b>CO4</b>	Analyze distributed shared memory models. (BL-4)							
<b>CO5</b>	Design distributed algorithms for handling deadlocks. (BL-6)							
<b>CO6</b>	Analyze failure detection in distributed systems. (BL-4)							

CO-POMapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	3	2						2						1
<b>CO2</b>	3	3			1				1				1	
<b>CO3</b>	3	2				2							1	
<b>CO4</b>	2	3			2								1	
<b>CO5</b>	3	3		2									2	
<b>CO6</b>	2	2			1								1	

1:Low, 2-Medium, 3-High

COURSECONTENT		
<b>MODULE -1</b>	<b>Introduction</b>	8Hours
<p><b>Distributed Computing Introduction:</b> Definition, Relation to parallel systems, synchronous vs asynchronous execution, design issues and challenges.</p> <p><b>A Model of Distributed Computations:</b> A Model of distributed executions, Model of communication networks, Global state of distributed system, Model of process communication.</p> <p>At the end of the Module 1, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Understand various distributed system models</li> <li>2. Study the design issues and challenges in distributed computing</li> <li>3. Understand various models of process communication</li> </ol>		
<b>MODULE-2</b>	<b>Communication in Distributed Systems</b>	8Hours
<p><b>Message ordering and group communication:</b> Message ordering paradigms, Group communication, Causal order (CO), Total order, Multicast, Propagation trees for multicast, Application-level multicast algorithms, Fault-tolerant group communication, Multicast algorithms at the network layer</p>		





<p>At the end of the Module 2, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Examine the group communication in distributed architecture</li> <li>2. Analyze the algorithms for application level multicast</li> <li>3. Examine the multicast algorithms at the network layer</li> </ol>		
<b>MODULE-3</b>	<b>Termination detection and synchronization in Distributed Systems</b>	8Hours
<p><b>Termination detection:</b> System model of a distributed computation, Termination detection using distributed snapshots, weight throwing and spanning-tree-based algorithms, Message-optimal termination detection, Termination detection in a very general distributed computing model, Termination detection in the atomic computation model, Termination detection in a faulty distributed system</p> <p><b>Logical Time:</b> Logical clocks, scalar time, vector time, Matrix time, virtual time, Physical clocks synchronization-NTP</p>		
<p>At the end of the Module 3, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Study the termination detection using distributed snapshots</li> <li>2. Analyze the spanning tree based algorithms</li> <li>3. Study the synchronization using logical clocks</li> </ol>		
<b>MODULE-4</b>	<b>Distributed Shared Memory</b>	8Hours
<p><b>Distributed shared memory:</b> Abstraction and advantages, Memory consistency models, Shared memory mutual exclusion, Wait-freedom, Register hierarchy and wait-free simulations, Wait-free atomic snapshots of shared objects.</p>		
<p>At the end of the Module 4, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Examine the distributed memory consistency models</li> <li>2. Illustrate on mutual exclusion techniques in a distributed environment</li> <li>3. Understand the register hierarchy of shared objects</li> </ol>		
<b>MODULE-5</b>	<b>Handling Deadlocks in Distributed Systems</b>	8Hours
<p><b>Distributed mutual exclusion algorithms:</b> Lamport's algorithm, Ricart-Agrawala algorithm, Quorum-based mutual exclusion algorithms, Maekawa's algorithm, Token-based algorithms, Suzuki-Kasami's broadcast algorithm.</p> <p><b>Deadlock detection in distributed systems:</b> System model, Models of deadlocks, Knapp's classification of distributed deadlock detection algorithms, Mitchell and Merritt's algorithm for the single resource model, Chandy-Misra-Haas algorithm for the AND model.</p>		
<p>At the end of the Module 5, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Learn the distributed mutual exclusion and token based algorithms</li> <li>2. Implement the various models of distributed deadlock detection</li> <li>3. Illustrate on various algorithms based on resource models</li> </ol>		
<b>MODULE-6</b>	<b>Failure detection in distributed systems</b>	8Hours
<p><b>Failure detectors:</b> Unreliable failure detectors, The consensus problem, Atomic broadcast, A solution to atomic broadcast, The weakest failure detector to solve fundamental agreement problems, An implementation of a failure detector, An adaptive failure detection protocol (9h)</p>		
<p>At the end of the Module 6, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Understand possible reasons for failures and detect them</li> <li>2. Get to a solution of atomic broadcast and the failure detector</li> <li>3. Implement an adaptive failure detection protocol</li> </ol>		
<b>Total hours:</b>		<b>48hours</b>



<b>Content beyond syllabus:</b>		
1. Snapshot recording algorithms in distributed computing		
<b>Self-Study:</b>		
Content to promote self-learning:		
<b>S No</b>	<b>Topic</b>	<b>Reference</b>
1	Introduction	<a href="https://www.slideshare.net/sunitasahu101/introduction-to-distributed-system-127420140">https://www.slideshare.net/sunitasahu101/introduction-to-distributed-system-127420140</a> <a href="https://www.slideshare.net/AlejandroCalderonMat/lesson-11-introduction-to-distributed-computing-v1b">https://www.slideshare.net/AlejandroCalderonMat/lesson-11-introduction-to-distributed-computing-v1b</a>
2	Communication	<a href="https://www.tutorialspoint.com/message-passing-vs-shared-memory-process-communication-models">https://www.tutorialspoint.com/message-passing-vs-shared-memory-process-communication-models</a> <a href="https://www.slideshare.net/SHATHAN/communications-34089308">https://www.slideshare.net/SHATHAN/communications-34089308</a>
3	Synchronization	<a href="https://www.youtube.com/watch?v=aiJTAqu4gxsh">https://www.youtube.com/watch?v=aiJTAqu4gxsh</a> <a href="https://8thlight.com/blog/rylan-dirksen/2013/10/04/synchronization-in-a-distributed-system.html">https://8thlight.com/blog/rylan-dirksen/2013/10/04/synchronization-in-a-distributed-system.html</a>
4	Distributed shared memory	<a href="https://www.tutorialspoint.com/algorithm-for-implementing-distributed-shared-memory">https://www.tutorialspoint.com/algorithm-for-implementing-distributed-shared-memory</a> <a href="http://courses.cs.vt.edu/~cs5204/fall00/distributedSys/ament/dsm.html">http://courses.cs.vt.edu/~cs5204/fall00/distributedSys/ament/dsm.html</a>
5	Deadlocks	<a href="https://www.tutorialspoint.com/distributed_dbms/distributed_dbms_deadlock_handling.htm">https://www.tutorialspoint.com/distributed_dbms/distributed_dbms_deadlock_handling.htm</a> <a href="https://www.slideshare.net/SaeedSiddik/deadlock-in-distributed-system-by-saeed-siddik">https://www.slideshare.net/SaeedSiddik/deadlock-in-distributed-system-by-saeed-siddik</a>
6	Failure recovery	<a href="https://www.slideshare.net/mukeshits/distributed-systems-unit-4">https://www.slideshare.net/mukeshits/distributed-systems-unit-4</a> <a href="https://www.tutorialspoint.com/distributed_dbms/distributed_dbms_failure_commit.htm">https://www.tutorialspoint.com/distributed_dbms/distributed_dbms_failure_commit.htm</a>

<b>Text Book(s):</b>
<ol style="list-style-type: none"> <li>1. Ajay D. Kshemakalyani, Mukesh Singhal, Distributed Computing, Cambridge University Press, 2008.</li> <li>2. Andrew S. Tanenbaum, Maarten Van Steen, Distributed Systems - Principles and Paradigms, PHI, 2004.</li> <li>3. Distributed Computing: Principles, Algorithms, and Systems. Textbook by Ajay D. Kshemkalyani and Mukesh Singhal.</li> </ol>
<b>Reference Book(s):</b>
<ol style="list-style-type: none"> <li>1. Distributed Computing: Principles and Applications by Liu.</li> <li>2. Distributed Computing” by Sunita Mahajan and Seema Shah.</li> <li>3. Elements of Distributed Computing” by Vijay K Garg.</li> <li>4. Distributed Computing: Fundamentals, Simulations and Advanced Topics by Hagit Attiya and Jennifer Welch.</li> <li>5. Distributed Computing South Asian Edition: Principles, Algorithms, and Systems by</li> </ol>



ProfessorAjayDKshemkalyaniandProfessorMukeshSinghal.

**OnlineResources:**

1. <https://www.cs.uic.edu/~ajayk/DCS-Book>
2. <https://eclass.uoa.gr/modules/document/file.php/D245/2015/DistrComp.pdf>
3. [https://www.researchgate.net/publication/267091059\\_Distributed\\_Computing\\_Principles\\_Algorithms\\_and\\_Systems](https://www.researchgate.net/publication/267091059_Distributed_Computing_Principles_Algorithms_and_Systems)

**WebReferences:**

1. <https://www.youtube.com/watch?v=dX2PSA0si5g>
2. <https://nptel.ac.in/courses/106/106/106106107/>
3. <https://www.tutorialspoint.com/Distributed-Systems>
4. <https://www.ejbtutorial.com/distributed-systems/introduction-to-distributed-systems>



NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC213	INFORMATION RETRIEVAL SYSTEMS							R2020
Semester	Hours/Week			Total hrs	Credit	Max Marks		
	L	T	P			C	CIE	SEE
II	3	0	0	48	3	40	60	100
<b>Pre-requisite: Nil</b>								
<b>Course Objectives:</b>								
<ul style="list-style-type: none"> <li>To learn the different models for information storage and retrieval system</li> <li>To learn about the various retrieval utilities in retrieval system for efficient search</li> <li>To understand the retrieval utilities for improving the clustering efficiency</li> <li>To understand about how data is visualized at the time of presentation</li> <li>To expose the students about integration of structured and text data</li> <li>To understand about the various text search algorithms and evaluation of information system</li> </ul>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO 1</b>	Understanding of storage and retrieve of documents using appropriate models. (BL-2)							
<b>CO 2</b>	Ability to use the various retrieval utilities for improving search process. (BL-3)							
<b>CO 3</b>	Understanding of retrieval utilities documents to improve space and time efficiency by clustering. (BL-2)							
<b>CO 4</b>	Understanding of visualization tools for information projection (BL-2)							
<b>CO 5</b>	Able to perform integration of structured data with the additional data (BL-3)							
<b>CO 6</b>	Analyze of Text search Algorithms and Information System Evaluation. (BL-4)							

CO-PO Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	2		3	2								2	2	
<b>CO2</b>	1	2											2	
<b>CO3</b>	2	2	2	2									2	
<b>CO4</b>	2	2	2											
<b>CO5</b>				2									2	2
<b>CO6</b>	1			2										2

1: Low, 2-Medium, 3-High

### COURSE CONTENT

<b>MODULE- 1</b>	<b>Introduction &amp; Introduction to Retrieval Strategies</b>	<b>8 Hours</b>
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#### UNIT- I:

Introduction: Definition, Objectives, Functional Overview, Relationship to DBMS, Digital libraries and Data Warehouses.

Introduction: Retrieval strategies: vector space model, Probabilistic retrieval strategies: Simple term weights, Non binary independence model, Language models.



At the end of the Module 1, students will be able to:		
<ol style="list-style-type: none"> <li>1. Learn different storage and relation between different Databases</li> <li>2. Retrieving data from different areas</li> <li>3. Different retrieval strategies in Retrieval system</li> </ol>		
<b>MODULE-2</b>	<b>Retrieval utilities, Cataloging and Indexing</b>	<b>8Hours</b>
<b>Retrieval Utilities:</b> Relevance feedback, Clustering, N-grams, Regression analysis, Thesauri. <b>Cataloging and Indexing:</b> Objectives, Indexing Process, Automatic Indexing, Information Extraction.		
At the end of the Module 2, students will be able to:		
<ol style="list-style-type: none"> <li>1. Different retrieval methods and how to extract data from them</li> <li>2. Importance of indexing Process</li> <li>3. Different types of indexing in IRS</li> </ol>		
<b>MODULE-3</b>	<b>Document and Term Clustering</b>	<b>8Hours</b>
<b>Retrieval Utilities:</b> Semantic networks, Parsing, Cross-Language Information Retrieval: Introduction, Crossing the language barrier <b>Document and Term Clustering:</b> Introduction, Thesaurus generation, Item clustering, Hierarchy of clusters.		
At the end of the Module 3, students will be able to:		
<ol style="list-style-type: none"> <li>1. Different types of clusters in IRS</li> <li>2. Different retrieval utilities in the databases</li> <li>3. Importance of document and Term Clustering</li> </ol>		
<b>MODULE-4</b>	<b>Efficiency &amp; Information Visualization</b>	<b>8Hours</b>
<b>Efficiency:</b> Inverted index, Query processing, Signature files, Duplicated document detection <b>Information Visualization:</b> Introduction, Cognition and perception, Information visualization technologies.		
At the end of the Module 4, students will be able to:		
<ol style="list-style-type: none"> <li>1. Efficiency of Information Retrieval System</li> <li>2. Visualization technologies are learned</li> <li>3. Information visualization methods are studied</li> </ol>		
<b>MODULE-5</b>	<b>Integrated Structured Data and Text</b>	<b>8Hours</b>
Integrating Structured Data and Text: A Historical progression, Information retrieval as a relational application, Semi-structured search using a relational schema. (9Hrs)		
At the end of the Module 5, students will be able to:		
<ol style="list-style-type: none"> <li>1. Analyzing of semi-structured data and retrieving from relational schema</li> <li>2. Semi-structured schemas in IRS</li> <li>3. Relational application on IRS</li> </ol>		
<b>MODULE-6</b>	<b>Distributed Information Retrieval</b>	<b>8Hours</b>
<b>Distributed Information Retrieval:</b> A Theoretical model of distributed retrieval, Web search. <b>Text Search Algorithms:</b> Introduction, Software text search algorithms, Hardware text search systems. <b>Information System Evaluation:</b> Introduction, Measures used in system evaluation, Measurement example – TREC results.		



At the end of the Module 6, students will be able to:

1. Different search algorithms and evaluation of algorithms
2. Metrics used for evaluation
3. Analysis of TREC in IRS

**Total hours:**

**48 Hours**

**Content beyond syllabus:**

1. Hypertext Data structure,
2. N-Gram Data Structures,
3. Regression Analysis

**Self-Study:**

Contents to promote self-Learning:

SN	Topic	Reference
1	Vector Space Model	<a href="https://www.geeksforgeeks.org/web-information-retrieval-vector-space-model/">https://www.geeksforgeeks.org/web-information-retrieval-vector-space-model/</a> <a href="https://www.datasciencecentral.com/profiles/blogs/information-retrieval-document-search-using-vector-space-model-in">https://www.datasciencecentral.com/profiles/blogs/information-retrieval-document-search-using-vector-space-model-in</a>
2	Retrieval Utilities	<a href="https://www.tutorialspoint.com/natural_language_processing/natural_language_processing_information_retrieval.htm">https://www.tutorialspoint.com/natural_language_processing/natural_language_processing_information_retrieval.htm</a> <a href="http://www.egyankosh.ac.in/bitstream/123456789/25567/1/Unit-3.pdf">http://www.egyankosh.ac.in/bitstream/123456789/25567/1/Unit-3.pdf</a>
3	Automatic Indexing	<a href="http://www.authorstream.com/Presentation/nagalakshimimadar-1912014-irs-unit-iii-automatic-indexing/">http://www.authorstream.com/Presentation/nagalakshimimadar-1912014-irs-unit-iii-automatic-indexing/</a> <a href="https://www.slideshare.net/dhatchayaninandu/automatic-indexing">https://www.slideshare.net/dhatchayaninandu/automatic-indexing</a>
4	Clustering	<a href="https://www.cl.cam.ac.uk/teaching/1314/InfoRtrv/lecture6.pdf">https://www.cl.cam.ac.uk/teaching/1314/InfoRtrv/lecture6.pdf</a> <a href="http://orion.lcg.ufrj.br/Dr.Dobbs/books/book5/chap16.htm">http://orion.lcg.ufrj.br/Dr.Dobbs/books/book5/chap16.htm</a>
5	Cross language information retrieval	<a href="https://en.wikipedia.org/wiki/Cross-language_information_retrieval">https://en.wikipedia.org/wiki/Cross-language_information_retrieval</a> <a href="https://en.wikipedia.org/wiki/Cross-language_information_retrieval">https://en.wikipedia.org/wiki/Cross-language_information_retrieval</a>

**Text Book(s):**

1. David A. Grossman, Ophir Frieder, Information Retrieval – Algorithms and Heuristics, Springer, 2<sup>nd</sup> Edition (Distributed by Universal Press), 2004
2. Kowalski, Gerald, Mark T Maybury: Information Retrieval Systems: Theory and Implementation, Kluwer Academic Press, 1997.

**Reference Book(s):**

1. Gerald J Kowalski, Mark T Maybury Information Storage and Retrieval Systems: Theory and Implementation, Springer, 2004.
2. Soumen Chakrabarti, Mining the Web: Discovering Knowledge from



HypertextData,Morgan–KaufmannPublishers,2002.  
3.ChristopherDManning,PrabhakarRaghavan,HinrichSchutze,AnIntroductiontoI  
nformationRetrievalByCambridgeUniversityPress,England,2009.

**Online/WebResources:**

1. <https://www.springer.com/gp/book/9781402030031>
2. <https://www.springer.com/gp/book/9780792379249>
3. [www.tutorialpoint.com](http://www.tutorialpoint.com)
4. [www.sciencedirect.com](http://www.sciencedirect.com)
5. <https://www.slideshare.net/BAIRAVIT/information-retrieval-systems-notes>
6. <https://lecturenotes.in/subject/367/information-retrieval-system-ir>



NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC214	OBJECTORIENTED ANALYSIS AND DESIGN						R2020	
Semester	Hours/Week			Total hrs	Credit	MaxMarks		
	L	T	P			C	CIE	SEE
II	3	0	0	48	3	40	60	100
<b>Pre-requisite:</b> Objectoriented programming concepts.								
<b>Course Objectives:</b>								
<ol style="list-style-type: none"> <li>1. Understand the concepts of object-oriented system, unified approach.</li> <li>2. Understand object-oriented system development, methodologies.</li> <li>3. Demonstrate UML diagrams.</li> <li>4. Model user interface and map object-oriented system to relational system.</li> </ol>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Understand the concepts of object model. (BTL-2)							
<b>CO2</b>	Identify the classes and vocabulary of the problem domain. (BTL-2)							
<b>CO3</b>	Illustrate the importance of modelling and software development lifecycle. (BTL-2)							
<b>CO4</b>	Draw the class and object diagrams for various applications. (BTL-3)							
<b>CO5</b>	Apply the basics of behavioural modelling to behavioural diagrams. (BTL-3)							
<b>CO6</b>	Model the various components and deployment diagram for the applications. (BTL-3)							

CO-PO Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	2			1								2	3	
<b>CO2</b>	2			1								2	3	2
<b>CO3</b>	2	2	3	2	2							2	3	2
<b>CO4</b>	2		3		2							2	3	2
<b>CO5</b>	2		3		2							2	3	2
<b>CO6</b>	2		3		2							2	3	
1:Low, 2-Medium, 3-High														

COURSE CONTENT		
MODULE -1	Introduction	7 HOURS
<p><b>Introduction:</b> 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, evolution of object model, foundation of object model, elements of object model, applying the object model.</p>		
<p><b>At the end of the Module 1, students will be able to:</b></p> <ol style="list-style-type: none"> <li>1. Understand the Generations of Programming Languages. (BTL-2)</li> <li>2. Understand the Unified process phases. (BTL-2)</li> <li>3. Compare the object-oriented programming, Design and analysis. (BTL-2)</li> <li>4. Summarize the elements of object Model. (BTL-2)</li> </ol>		
MODULE-2	Classes and Objects	8 HOURS





<p><b>Classes and Objects:</b> The Nature of an Object, Relationships among Objects, The Nature of a Class, Relationships among Classes, The Interplay of Classes and Objects, The Importance of Proper Classification, Identifying Classes and Objects, Key Abstractions and Mechanisms.</p>		
<p><b>At the end of the Module 2, students will be able to:</b></p> <ol style="list-style-type: none"> <li>1. Understand the Nature of an Object, relationships among objects and classes. <b>(BTL-2)</b></li> <li>2. Identify the classes and object to state model. <b>(BTL-2)</b></li> <li>3. Classify the general approaches to design of complex system. <b>(BTL-2)</b></li> </ol>		
<b>MODULE-3</b>	<b>Introduction to UML</b>	<b>8 HOURS</b>
<p><b>Introduction to UML:</b> Why we model, Conceptual model of UML, Architecture, Classes, Relationships, Common Mechanisms, Class diagrams, Object diagrams</p>		
<p><b>At the end of the Module 3, students will be able to:</b></p> <ol style="list-style-type: none"> <li>1. Understand the unified modeling language for writing software blueprint. <b>(BTL-2)</b></li> <li>2. Achieve the aims of Model to specify the structure and behavior of system. <b>(BTL-2)</b></li> <li>3. Illustrate the various artifacts to modeling the different views of system architecture. <b>(BTL-2)</b></li> </ol>		
<b>MODULE-4</b>	<b>Basic Behavioral Modeling</b>	<b>10 HOURS</b>
<p><b>Basic Behavioral Modeling:</b> Interactions, Interaction diagrams, Use cases, Use case diagrams, Activity Diagrams.</p>		
<p><b>At the end of the Module 4, students will be able to:</b></p> <ol style="list-style-type: none"> <li>1. Understand the structural Modeling components. <b>(BTL-2)</b></li> <li>2. Compare the Basic structural and advanced structural Modelling. <b>(BTL-2)</b></li> <li>3. Draw the class and object diagram for various applications. <b>(BTL-3)</b></li> </ol>		
<b>MODULE-5</b>	<b>Behavioral Modeling</b>	<b>10 HOURS</b>
<p><b>Advanced Behavioral Modeling:</b> Events and signals, state machines, processes and Threads, time and space, state chart diagrams.</p>		
<p><b>At the end of the Module 5, students will be able to:</b></p> <ol style="list-style-type: none"> <li>1. Understand the Behavioral Modeling components. <b>(BTL-2)</b></li> <li>2. Apply the behavioral modeling properties. <b>(BTL-2)</b></li> <li>3. Draw the Interaction and activity diagram for various applications. <b>(BTL-3)</b></li> </ol>		
<b>MODULE-6</b>	<b>Architectural Modelling</b>	<b>7 HOURS</b>
<p><b>Architectural Modelling:</b> Component, Deployment, Component diagrams and Deployment diagrams, The Unified Library application</p>		
<p><b>At the end of the Module 6, students will be able to:</b></p> <ol style="list-style-type: none"> <li>1. Understand the architectural Modeling components. <b>(BTL-2)</b></li> <li>2. Identify the mechanisms and frameworks that shape the architecture of your system. <b>(BTL-3)</b></li> <li>3. Draw the component and deployment diagram for various applications. <b>(BTL-3)</b></li> </ol>		
<b>Total hours:</b>		<b>50 HOURS</b>

**Termwork:**

1. Develop the modelling of System Architecture: Satellite-Based Navigation.
2. Develop the modelling of Artificial Intelligence: Cryptanalysis.



- 3. Develop the modelling of Control System: Traffic Management.
- 4. Compare the static view, Design view, activity view and use case view.
- 5. Demonstrate these semantic responsibilities and Notation responsibilities.

**Content beyond syllabus:**  
 1. Forward & Reverse Engineering of all UML diagrams.

**Self-Study:**  
 Content to promote self-Learning:

SN	Topic	Reference
1	Elements of the Object Model	<a href="http://www.digimat.in/nptel/courses/video/106105153/L16.html">http://www.digimat.in/nptel/courses/video/106105153/L16.html</a>
2	Classes and objects	<a href="https://www.youtube.com/watch?v=tWle9E4SWQo">https://www.youtube.com/watch?v=tWle9E4SWQo</a>
3	Class diagram	<a href="https://www.youtube.com/watch?v=UI6lqHOVHic">https://www.youtube.com/watch?v=UI6lqHOVHic</a>
4	Use case diagram	<a href="https://www.lucidchart.com/blog/types-of-UML-diagrams">https://www.lucidchart.com/blog/types-of-UML-diagrams</a>
5	Uml sequence diagram	<a href="https://www.lucidchart.com/pages/how-to-draw-a-sequence-diagram-in-UML">https://www.lucidchart.com/pages/how-to-draw-a-sequence-diagram-in-UML</a>
6	Activity diagram	<a href="https://www.smartdraw.com/activity-diagram/">https://www.smartdraw.com/activity-diagram/</a>

**Text Book(s):**

1. “Object-Oriented Analysis and Design with Applications”, Grady BOOCH, Robert A. Maksimchuk, Michael W. ENGLE, Bobbi J. Young, Jim Conallen, Kellia Houston, PEARSON, 3rd edition, 2013.
2. “The Unified Modeling Language User Guide”, Grady Booch, James Rumbaugh, Ivar Jacobson, PEARSON 12th Impression, 2012.
3. Applying UML and Patterns: An Introduction to object-oriented Analysis and Design and iterative development, by Craig Larman, Pearson Education. (1998)

**Reference Book(s):**

1. “Object-oriented analysis and design using UML”, Mahesh P. Matha, PHI
2. “Head first object-oriented analysis and design”, Brett D. McLaughlin, Gary Pollice, Dave West, O’Reilly
3. “Object-oriented analysis and design with the Unified process”, John W. Satzinger, Robert B. Jackson, Stephen D. Burd, Cengage Learning
4. “The Unified modeling language Reference manual”, James Rumbaugh, Ivar Jacobson, Grady Booch, Addison-Wesley

**Online Resources:**

1. <https://nptel.ac.in/courses/106/105/106105153/>
2. <http://www.digimat.in/nptel/courses/video/106105153/L51.html>



**WebReferences:**

1. [https://www.tutorialspoint.com/object\\_oriented\\_analysis\\_design/ooad\\_tutorial.pdf](https://www.tutorialspoint.com/object_oriented_analysis_design/ooad_tutorial.pdf)
2. <https://www.geeksforgeeks.org/unified-modeling-language-uml-introduction/>
3. <https://www.smartdraw.com/uml-diagram/>



NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC215	LINUX PROGRAMMING							R2020
Semester	Hours /Week			Total hrs	Credit	MaxMarks		
	L	T	P			C	CIE	SEE
II	3	0	0	48	3	40	60	100
<b>Pre-requisite:</b> A Course on "Operating Systems"								
<b>Course Objectives:</b>								
<ol style="list-style-type: none"> <li>To Explore Unix Operating system &amp; Explore commands to work with files and directories</li> <li>To know about basic Shell scripting. &amp; Solve Advanced C and Shell Script Programming problems in Linux Environment.</li> <li>Memory to develop inter Process communication in Linux.</li> </ol>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Identify the best suitable Process Methodology for developing a quality oriented software solution							
<b>CO2</b>	Sketch the requirements analysis model for a project work by using various modelling diagrams							
<b>CO3</b>	Apply the standard design principles and select the suitable architectural styles for given specifications							
<b>CO4</b>	Explain the standard Golden rules for developing the user interface.							
<b>CO5</b>	Apply testing principles on software project.							
<b>CO6</b>	Identify and apply various software metrics, which determine the quality level of software							

CO-POMapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	1	3	3										2	
<b>CO2</b>	2		2							2				
<b>CO3</b>		3		2									2	
<b>CO4</b>	2			2	1							1		
<b>CO5</b>			3											2
<b>CO6</b>	2			2										2
1:Low,2-Medium,3-High														

COURSE CONTENT		
MODULE-1	Linux Utilities	8Hours
<b>Linux Utilities-</b> File handling utilities, Security by file permissions, Process utilities, Disk utilities, Networking commands, Filters, Text processing utilities and Backup utilities. Sed-Scripts, Operation, Addresses, Commands, Applications, awk- Execution, Fields and Records, Scripts, Operation, Patterns, Actions, Associative Arrays, String and Mathematical functions, System commands in awk, Applications.		
At the end of the Module 1, students will be able to: <ol style="list-style-type: none"> <li>Learn Linux operating system basics.</li> <li>Gain the knowledge on security and utilities.</li> <li>Learn awk, sed commands usage in linux programming.</li> </ol>		



MODULE-2	Shellprogramming	8Hours
<p><b>Shell programming with Bourne again shell(bash)-</b> Introduction,shell responsibilities,pipes andRedirection, here documents, running a shell script, the shell as a programming language, shell metacharacters,filenamesubstitution,shellvariables,commandsubstitution,shellcommands,theenvironment ,quoting,testcommand,controlstructures,arithmeticinshell,shellscriptexamples,interrupt processing, functions, debugging shell scripts. Review of C programming concepts-arrays,strings (libraryfunctions),pointers,functionpointers,structures,unions,librariesinC.</p>		
<p>Atthe endof theModule2,studentswillbeableto:</p> <ol style="list-style-type: none"> <li>1. Explorejavainheritance.</li> <li>2. Understandtheconcepts ofinterfaces andabstractclasses.</li> <li>3. Creatingandaccessingapackage.</li> </ol>		
MODULE-3	Processconcepts&Signals	8Hours
<p><b>Process</b> – Process concept, Layout of a C program image in main memory, Processenvironment,environmentlist,environmentvariables,getenv,setenv,Kernelsupportforprocess,proce ssidentification, process hierarchy, process states, process control - process creation, replacing a processimage, waiting for a process, process termination, zombie process, orphan process, system call interfacefor process management-fork, vfork, exit, wait, waitpid, exec family, system, I/O redirection, ProcessGroups,SessionsandControllingTerminal,Differencesbetweenthreadsandprocesses.</p> <p><b>Signals</b> – Introduction to signals, Signal generation and handling, Kernel support for signals, Signalfunction,unreliablesignals,reliablesignals,kill,raise,alarm,pause,abort,sleepfunctions.</p>		
<p>Atthe endof theModule3,studentswillbeableto:</p> <ol style="list-style-type: none"> <li>1. Writetheprogramsforfilemanagement usingI/Ostreams.</li> <li>2. Illustratetheimportanceofnetworkinginjava.</li> <li>3. Writetheprogramsonnetworking.</li> </ol>		
MODULE-4	FilesandDirectories	8Hours
<p><b>Files and Directories-</b> File Concept, File types, File System Structure, file metadata-Inodes, kernelsupport for files, system calls for file I/O operations- open, create, read, write, close, lseek, dup2,filestatusinformation-statfamily,file andrecordlocking-lockfandfcntlfunctions,file permissions-chmod, fchmod, file ownership-chown, lchown, fchown, links-soft links and hard links – symlink, link,unlink.</p> <p><b>Directories-</b>Creating,removingandchangingDirectories-mkdir,rmdir,chdir, obtainingcurrentworkingdirectory-getcwd,Directorycontents,ScanningDirectories-opendir,readdir,closedir, rewinddir,seekdir,telldirfunctions.</p>		
<p>Atthe endof theModule4,studentswillbeableto:</p> <ol style="list-style-type: none"> <li>1. Handlethepredefined exceptions.</li> <li>2. Howtocreateandhandletheuserdefinedexceptions.</li> <li>3. Learntheconcept ofmultithreading.</li> </ol>		
MODULE-5	Inter-processCommunication&Semaphores	8Hours
<p><b>Inter-process Communication</b> : Introduction to IPC, IPC between processes on a single computersystem, IPC between processes on different systems, pipes-creation, IPC between related processes usingunnamedpipes,FIFOs-creation,IPCbetweenunrelatedprocessesusingFIFOs(Namedpipes),differencesbetweenunnamedandnamed pipes,popenandpcloselibraryfunctions.</p> <p><b>MessageQueues-</b>Kernelsupportformessages,Linux APIsformessages,client/serverexample.</p> <p><b>Semaphores-</b>Kernelsupportforsemaphores,LinuxAPIsforsemaphores, filelockingwithsemaphores.</p>		



At the end of the Module 5, students will be able to:		
<ol style="list-style-type: none"> <li>1. What is the usage of IPC.</li> <li>2. Explain the various interprocess communication.</li> <li>3. Learn about Linux APIs for Message Queues, Semaphores.</li> </ol>		
<b>MODULE-6</b>	<b>Shared Memory</b>	8Hours
<b>Shared Memory</b> - Kernel support for shared memory, APIs for shared memory, shared memory example. <b>Sockets</b> - Introduction to Berkeley Sockets, IPC over a network, Client-Server model, <b>Sockets</b> : Socket address structures (Unix domain and Internet domain), Sockets system calls for connection oriented protocol and connectionless protocol, example-client/server programs-Single Server-Client connection, Multiple simultaneous clients, Comparison of IPC mechanisms		
At the end of the Module 6, students will be able to:		
<ol style="list-style-type: none"> <li>1. Learn the design of Graphical User Interface using swing controls.</li> <li>2. How to draw the graphical components.</li> <li>3. Explain about various layout manager types.</li> </ol>		
		<b>Total hours: 60 hours</b>

<b>Content beyond syllabus:</b>			
1. Open source software Test Automation Tools			
<b>Self-Study:</b> Content to promote self-Learning:			
SNO	Topic	CO	Reference
1	Linux Utilities	CO1	<a href="https://infotricks1on1.blogspot.com/p/blog-page_3.html">https://infotricks1on1.blogspot.com/p/blog-page_3.html</a>
2	Shell programming with Bourne again shell	CO2	<a href="https://www.tutorialspoint.com/unix/unix-using-variables.htm">https://www.tutorialspoint.com/unix/unix-using-variables.htm</a>
3	Process	CO3	<a href="https://www.tutorialspoint.com/unix/unix-processes.htm">https://www.tutorialspoint.com/unix/unix-processes.htm</a>
4	Files and Directories	CO4	<a href="https://www.geeksforgeeks.org/unix-file-system/">https://www.geeksforgeeks.org/unix-file-system/</a>
5	Inter-process Communication	CO5	<a href="https://www.geeksforgeeks.org/inter-process-communication-ipc/">https://www.geeksforgeeks.org/inter-process-communication-ipc/</a>
6	Shared Memory	CO6	<a href="https://www.cse.iitk.ac.in/users/dheeraj/cs425/lec18.html">https://www.cse.iitk.ac.in/users/dheeraj/cs425/lec18.html</a>

<b>Text Book(s):</b>
<ol style="list-style-type: none"> <li>1. Unix Concepts and Applications, 4th Edition, Sumitabha Das, TMH, 2006.</li> <li>2. Beginning Linux Programming, 4th Edition, N. Matthew, R. Stones, Wrox, Wiley India Edition, rp-2008.</li> <li>3. Unix Network Programming, W.R. Stevens, PHI.</li> <li>4. Unix and Shell programming, B.A. Forouzan and R.F. Gilberg, Cengage Learning.</li> </ol>
<b>Reference Book(s):</b>
<ol style="list-style-type: none"> <li>1. Linux System Programming, Robert Love, O'Reilly, SPD, rp-2007.</li> <li>2. Unix for programmers and users, 3rd Edition, Graham Glass, King Ables, Pearson Education, 2003</li> <li>3. Unix shell Programming, S.G. Kochan and P. Wood, 3rd edition, Pearson Education.</li> </ol>



**OnlineResources:**

1. [http://www.acadmix.com/eBooks\\_Download](http://www.acadmix.com/eBooks_Download)
2. <http://www.freetechbook.com/software-engineering-f15.html>

**WebResources:**

1. <http://www.nptel.iitm.ac.in/courses/Webcourse-contens/IITKharagpur/SoftEngg/>
2. <http://www.Computer.org/portal/wen/swebok>
3. <http://www.softwareengineerinsider.com/articles/what-is-software-engineering.html>
4. [http://www.tutorialspoint.com/software\\_engineering](http://www.tutorialspoint.com/software_engineering)



NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC216	CRYPTOGRAPHY AND NETWORK SECURITY							R2020
Semester	Hours/Week			Total hrs	Credit C	Max Marks		
	L	T	P			CIE	SEE	TOTAL
II	3	0	0	48	3	40	60	100
<b>Pre-requisite: Computer Networks</b>								
<b>Course Objectives:</b>								
<ol style="list-style-type: none"> <li>1. Extensive, thorough and significant understanding of the concepts, issues, principles and theories of computer network security</li> <li>2. Identifying the suitable points for applying security features for network traffic</li> <li>3. Understanding the various cryptographic algorithms and implementation of the same at software level</li> <li>4. Understanding the various attacks, security mechanisms and services</li> <li>5. To understand the IP security standards.</li> <li>6. To understand the web security standards.</li> </ol>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Analyze Protecting the network from both internal and external attacks.(BL-4)							
<b>CO2</b>	Define new security approaches.(BL-1)							
<b>CO3</b>	Identify the appropriate security algorithm based on the requirements.(BL-1)							
<b>CO4</b>	Analyze IP Security and System security standards.(BL-4)							
<b>CO5</b>	Analyze web Security.(BL-4)							
<b>CO6</b>	Analyze intruders and firewalls.(BL-4)							

CO-POM Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	2	3	1	1							1		2	1
<b>CO2</b>	3	1	2		1								2	1
<b>CO3</b>	2	3	1		2			1					1	2
<b>CO4</b>	3	1	2									1	1	2
<b>CO5</b>	2	3	1								1		2	1
<b>CO6</b>	2	3	1							1		1	2	1

1:Low,2-Medium,3-High

COURSE CONTENT		
<b>MODULE-1</b>	<b>Introduction to security</b>	<b>8Hours</b>
Security Goals, Security Attacks (Interruption, Interception, Modification and Fabrication), Security Services (Confidentiality, Authentication, Integrity, Non-repudiation, access Control and Availability) and Mechanisms, A model for Internet network security, Internet Standards and RFCs. (11 hrs)		
At the end of the Module 1, students will be able to:		
<ol style="list-style-type: none"> <li>1. Understand the security issues.</li> <li>2. Analyze internet standards.</li> <li>3. Identify the network security.</li> </ol>		
<b>MODULE-2</b>	<b>Cryptography</b>	<b>8Hours</b>





Conventional Encryption Principles & Algorithms (DES, AES, RC4), Block Cipher Modes of Operation, Location of Encryption Devices, Key Distribution, Public key cryptography principles, public key cryptography algorithms (RSA, RABIN, ELGAMAL, Diffie-Hellman, ECC), Key Distribution. (12hrs)



At the end of the Module 2, students will be able to:			
<ol style="list-style-type: none"> <li>1. Analyze encryption principles.</li> <li>2. Analyze and apply the cryptographic algorithms.</li> <li>3. Understand key distribution.</li> </ol>			
<b>MODULE-3</b>	<b>Message authentication</b>		<b>8Hours</b>
Approaches of Message Authentication, Secure Hash Functions (SHA-512, WHIRLPOOL) and HMAC (5hrs) Digital Signatures: Comparison, Process- Need for Keys, Signing the Digest, Services, Attack on Digital Signatures, Kerberos, X.509 Directory Authentication Service. (7hrs)			
At the end of the Module 3, students will be able to:			
<ol style="list-style-type: none"> <li>1. Identify and analyze approaches of message authentication.</li> <li>2. Understand digital signature.</li> <li>3. Analyze and apply digital signature algorithms.</li> </ol>			
<b>MODULE-4</b>	<b>IP Security</b>		<b>8Hours</b>
IP Security Overview, IP Security Architecture, Authentication Header, Encapsulating Security Payload, Combining Security Associations, Key Management. (9hrs)			
At the end of the Module 4, students will be able to:			
<ol style="list-style-type: none"> <li>1. Analyze the IP security architecture.</li> <li>2. Identify the combining Security Associations.</li> <li>3. Understand key management.</li> </ol>			
<b>MODULE-5</b>	<b>Web Security</b>		<b>8Hours</b>
Web Security Considerations, Secure Socket Layer and Transport Layer Security, Secure Electronic Transaction. (8hrs)			
At the end of the Module 5, students will be able to:			
<ol style="list-style-type: none"> <li>1. Analyze Web security considerations.</li> <li>2. Understand security in layers.</li> <li>3. Understand Electronic Transactions.</li> </ol>			
<b>MODULE-6</b>	<b>Intruders</b>		<b>8Hours</b>
<b>Intruders:</b> Intruders, Intrusion Detection, Password Management, Firewalls: Firewall Design and Principles, Trusted Systems. (8hrs)			
At the end of the Module 6, students will be able to:			
<ol style="list-style-type: none"> <li>1. Identify and Analyze intrusion.</li> <li>2. Identify Password Management.</li> <li>3. Analyze Firewalls.</li> </ol>			
			<b>Total hours: 48hours</b>

**Content beyond syllabus:**

Elliptic Curve over the Reals, Elliptic curve Modulo a Prime, Authenticating firewall Tunneling frame work.

**Self-Study:**

Content to promote self-Learning:

SNO	Topic	CO	Reference
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1	Introduction to security	CO1	<a href="https://www.geeksforgeeks.org/cryptography-introduction/">https://www.geeksforgeeks.org/cryptography-introduction/</a> <a href="https://unacademy.com/lesson/cryptography-introduction/TM6KZH4Y">https://unacademy.com/lesson/cryptography-introduction/TM6KZH4Y</a>
2	Encryption algorithms	CO2	<a href="http://www.networksorcery.com/enp/data/encryption">http://www.networksorcery.com/enp/data/encryption</a> <a href="https://www.proofpoint.com/us/glossary/encryption">https://www.proofpoint.com/us/glossary/encryption</a>
3	Message authentication	CO3	<a href="https://www.tutorialspoint.com/cryptography/cryptography_digital_signatures.htm">https://www.tutorialspoint.com/cryptography/cryptography_digital_signatures.htm</a> <a href="https://www.geeksforgeeks.org/how-message-authentication-code-works/">https://www.geeksforgeeks.org/how-message-authentication-code-works/</a>
4	IP security	CO4	<a href="https://www.geeksforgeeks.org/ip-security-ipsec/">https://www.geeksforgeeks.org/ip-security-ipsec/</a> <a href="https://www.tutorialspoint.com/network_security/network_security_layer.htm">https://www.tutorialspoint.com/network_security/network_security_layer.htm</a>
5	Web security	CO5	<a href="http://www.brainkart.com/article/Web-Security-Considerations_8479/">http://www.brainkart.com/article/Web-Security-Considerations_8479/</a> <a href="https://www.tutorialspoint.com/web_services/web_services_security.htm">https://www.tutorialspoint.com/web_services/web_services_security.htm</a>
6	Intruders	CO6	<a href="http://www.brainkart.com/article/Intruders_8369/">http://www.brainkart.com/article/Intruders_8369/</a> <a href="https://www.geeksforgeeks.org/intrusion-detection-system-ids/">https://www.geeksforgeeks.org/intrusion-detection-system-ids/</a>

**Text Book(s):**

1. Network Security Essentials (Applications and Standards) by William Stallings Pearson Education, 2008.
2. Cryptography & Network Security by Behrouz A. Forouzan, TMH 2007.
3. Fundamentals of Computer Security, Springer.

**Reference Book(s):**

1. Information Systems Security, Godbole, Wiley Student Edition.
2. Cryptography and Network Security by William Stallings, Fourth Edition, Pearson Education 2007.
3. Network Security: The complete reference, Robert Bragg, Mark Rhodes, TMH
4. Computer Security Basics by Rick Lehtinen, Deborah Russell & G. T. Gangemi Sr., SPDO 'REILLY 2006.

**Online Resources/web references:**

1. <https://www.ebooks.com/enus/searchapp/searchresults.net?term=cryptography+and+network+security>
2. <https://www.freetechbooks.com/cryptography-f107.htm>
3. <https://www.e-booksdirectory.com/details.php?ebook=8825>
4. <https://nptel.ac.in/courses/106/105/106105031/>
5. <https://www.tutorialspoint.com/cryptography/>
6. <https://www.w3schools.in/cyber-security/modern-encryption/>
7. <http://www.brainkart.com/cryptography/>



NARAYANA ENGINEERING COLLEGE: NELLORE														
20MC217	GRID COMPUTING												R20	
Semester	Hours/Week			Total hrs	Credit	MaxMarks								
	L	T	P			C	CIE	SEE	TOTAL					
II	3	0	0	48	3	40	60	100						
<b>Pre-requisite: Nil</b>														
<b>Course Objectives:</b>														
<ol style="list-style-type: none"> <li>1. The student will learn about the Grid environment.</li> <li>2. Understand how Grid computing helps in solving large scale scientific problems.</li> <li>3. Gain knowledge on the concept of virtualization that is fundamental to cloud computing.</li> <li>4. Learn how to program the grid and the cloud.</li> <li>5. Understand the security issues in the grid and the cloud environment.</li> <li>6. Understanding the advanced grid middleware</li> </ol>														
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:														
<b>CO1</b>	Understanding the fundamentals of grid computing.													
<b>CO2</b>	Discussing the basics of grid monitoring.													
<b>CO3</b>	Learning the concepts of grid security and resource management.													
<b>CO4</b>	Understanding the concepts of grid portals													
<b>CO5</b>	Understanding the advanced grid middleware.													
<b>CO6</b>	Understand the security issues in the grid and the cloud environment													
<b>CO-POM Mapping</b>														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO 2
<b>CO1</b>	2		3										1	2
<b>CO2</b>	1	2	2										2	3
<b>CO3</b>	2	1	1		3								1	2
<b>CO4</b>	2	2	2	3									2	1
<b>CO5</b>	2	1	3	2									1	1
<b>CO6</b>	2	2	2	3									2	2
1:Low,2-Medium,3-High														

<b>COURSE CONTENT</b>		
<b>MODULE-1</b>	<b>CONCEPTS AND ARCHITECTURE</b>	<b>8Hours</b>
<b>CONCEPTS AND ARCHITECTURE:</b> Introduction-Parallel and Distributed Computing-Cluster Computing-Grid Computing Anatomy and Physiology of Grid- Web and Grid Services-Grid Standards -OGSA-WSRF-Trends, Challenges and applications.		
At the end of the Module 1, students will be able to: <ol style="list-style-type: none"> <li>1. Analyze the components of cloud computing and its parallel computing</li> <li>2. Evaluate the various Challenges and applications.</li> <li>3. Identify the use of System models for Distributed and Cloud Computing.</li> </ol>		
<b>MODULE-2</b>	<b>GRID MONITORING</b>	<b>8Hours</b>
<b>Grid Monitoring:</b> Grid Monitoring Architecture (GMA)- An Overview of Grid Monitoring Systems-R-GMA-GridICE-MDS-Service Level Agreements (SLAs)-Other Monitoring Systems-Ganglia, GridMon, Hawkeye and Network Weather Service.		
At the end of the Module 2, students will be able to: <ol style="list-style-type: none"> <li>1. Discuss the use of grid monitoring architecture.</li> <li>2. Understand the use of Service Level Agreement</li> </ol>		
<b>MODULE-3</b>	<b>GRID SECURITY AND RESOURCE MANAGEMENT</b>	<b>8Hours</b>
<b>Grid Security And Resource Management:</b> Grid Security- A Brief Security Primer-PKI-X509 Certificates-Grid Security-Grid Scheduling and Resource Management, Gridway and Gridbus Broker-principles of Local Schedulers Overview of Condor, SGE, PBS, LSF-Grid Scheduling with QoS. (10Hrs)		



At the end of the Module 3, students will be able to: 1. Analyze the grid Resource, grid Security and Resource Management.		
<b>MODULE-4</b>	<b>DATAMANAGEMENTANDGRIDPORTALS</b>	<b>8Hours</b>
<b>DATAMANAGEMENTANDGRIDPORTALS:</b> Data Management-Categories and Origins of Structured Data- Data Management Challenges Architectural Approaches-Collective Data Management Services-Federation Services-Grid Portals-Generations of Grid Portals. <b>(10Hrs)</b>		
At the end of the Module 4, students will be able to: 2. Understand the data management. 3. Analyze the data management challenges. 4. Understand the use of data management Services		
<b>MODULE-5</b>	<b>CLOUDDPLOYMENTMODELS</b>	<b>8Hours</b>
<b>Cloud deployment models:</b> public, private, hybrid, community – Categories of cloud computing: Everything as a service: Infrastructure, platform, software – Pros and Cons of cloud computing – Implementation levels of virtualization – virtualization structure – virtualization of CPU, Memory and I/O devices – virtual clusters and Resource Management – Virtualization for data center automation. <b>(10Hrs)</b>		
At the end of the Module 5, students will be able to: 1. Implement the Level of Virtualization in cloud. 2. Understand the use of Virtualization Structures/Tools and mechanisms. 3. Virtualize the CPU, Memory and I/O Device using data centres.		
<b>MODULE-6</b>	<b>GRIDMIDDLEWARE</b>	<b>8Hours</b>
<b>GRID MIDDLEWARE :</b> List of globally available Middlewares - Case Studies-Recent version of Globus Toolkit and gLite- Architecture, Components and Features. Features of Next generation grid. <b>(10Hrs)</b>		
At the end of the Module 6, students will be able to: 1. To understand the features of globally available middlewares. 2. Analyze the components and features of grid.		
<b>Total hours:</b>		<b>48hours</b>

**Self-Study:** Content to promote self-Learning:

SNO	Topic	CO	Reference
1	Understanding the fundamentals of grid computing.	CO1	<a href="https://www.youtube.com/watch?v=vkBY07pbgGU">https://www.youtube.com/watch?v=vkBY07pbgGU</a>
2	Discussing the basics of grid monitoring	CO2	<a href="https://www.youtube.com/watch?v=QtM3lc3lzO8">https://www.youtube.com/watch?v=QtM3lc3lzO8</a>
3	Learning the concepts of grid security and resource management	CO3	<a href="https://www.youtube.com/watch?v=zatxYKB1-dg">https://www.youtube.com/watch?v=zatxYKB1-dg</a>
4	Understanding the concepts of grid portals	CO4	<a href="https://www.youtube.com/watch?v=HyNIyUukcT8">https://www.youtube.com/watch?v=HyNIyUukcT8</a>
5	Understanding the advanced grid middleware	CO5	<a href="https://www.youtube.com/watch?v=DIObHjRh_U">https://www.youtube.com/watch?v=DIObHjRh_U</a>
6	Understand the security issues in the grid and the cloud environment	CO6	<a href="https://www.youtube.com/watch?v=LcAPj95KeSA">https://www.youtube.com/watch?v=LcAPj95KeSA</a>

**TextBook(s):**

1. Ian Foster, Carl Kesselman, The Grid 2: Blueprint for a New Computing Infrastructure, Elsevier Series, 2004.
2. Vladimir Silva, Grid Computing for Developers, Charles River Media, January 2006.

**ReferenceBook(s):**

1. Parvin Asadzadeh, Rajkumar Buyya, Chun Ling Kei, Deepa Nayar, and Srikumar Venugopal, Global Grids and Software Toolkits: A Study of Four Grid Middleware Technologies, High Performance Computing Paradigm and Infrastructure, Laurence Yang and Minyi Guo (editors), Wiley Press, New Jersey, USA, June 2005.
2. Jarek Nabrzyski, Jennifer M. Schopf, Jan Weglarz, Grid Resource Management: State of the Art and Future Trends, (International Series in Operations Research & Management Science), Springer, First edition, 2003.
3. Srikumar Venugopal, Krishna Nadiminti, Hussein Gibbins and Rajkumar Buyya,
4. Designing a Resource Broker for Heterogeneous Grids, Software: Practice and Experience, Wiley Press, New York, USA, 2008.
5. Fran Berman, Geoffrey Fox, Anthony J. G. Hey, Grid Computing: Making the Global Infrastructure a Reality, Wiley, 2003
6. Maozhen Li, Mark Baker, The Grid: Core Technologies, Wiley, 2005

**OnlineResources:**

1. [hep-proj-grid-tutorials.web.cern.ch/hep...grid-tutorials/.../edg-tutorial.pdf](http://hep-proj-grid-tutorials.web.cern.ch/hep...grid-tutorials/.../edg-tutorial.pdf).

**WebResources:**

1. [verde.esalq.usp.br/~jorge/cursos/ramiro/Ox\\_packages/OxMPI/grid.pdf](http://verde.esalq.usp.br/~jorge/cursos/ramiro/Ox_packages/OxMPI/grid.pdf)
2. [hep-proj-grid-tutorials.web.cern.ch/hep...grid-tutorials/.../edg-tutorial.pdf](http://hep-proj-grid-tutorials.web.cern.ch/hep...grid-tutorials/.../edg-tutorial.pdf).
3. [pages.cpsc.ucalgary.ca/~kiddlec/GridTutorial/WesternGridSummit05.ppt](http://pages.cpsc.ucalgary.ca/~kiddlec/GridTutorial/WesternGridSummit05.ppt)
4. [www.collab-ogce.org/ogce/images/d/da/OGCE\\_TG08Tutorial\\_Part1.ppt](http://www.collab-ogce.org/ogce/images/d/da/OGCE_TG08Tutorial_Part1.ppt)
5. [web.eecs.utk.edu/~langston/courses/cs594-fall2003/grid-computing.ppt](http://web.eecs.utk.edu/~langston/courses/cs594-fall2003/grid-computing.ppt)



NARAYANAENGINEERINGCOLLEGE:NELLORE								
20MC218	BIGDATAANALYTICS							
Semester	Hours/ Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
II	3	0	0	48	3	40	60	100
<b>Pre-requisite:</b> Basicconcept ofBigData								
<b>CourseObjectives:</b>								
<ul style="list-style-type: none"> <li>• IntroductiontoBigData&amp;BigDataChallenges.</li> <li>• Limitations&amp;SolutionsofBigDataArchitecture.</li> <li>• Hadoop&amp;itsFeatures .</li> <li>• HadoopStorage:HDFS(HadoopDistributedFileSystem)</li> <li>• HadoopProcessing: MapReduceFramework.</li> <li>• DifferentHadoopDistributions.</li> </ul>								
<b>CourseOutcomes:</b> Aftersuccessfulcompletionofthecourse,thestudentwillbeableto:								
<b>CO1</b>	ToexplorethefundamentalconceptsofBigData.							
<b>CO2</b>	ToLearnBasic concepts ofHadoop.							
<b>CO3</b>	ToWriteHadoopMapReducePrograms foranalyzingBigdata.							
<b>CO4</b>	ToExploreHadoopEcosystem.							
<b>CO5</b>	ManageJobExecutioninHadoopEnvironment.							
<b>CO6</b>	ApplyMachineLearningTechniquesusingR.							

CO-POMapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	3		3										2	2
<b>CO2</b>	2	2	3										1	1
<b>CO3</b>	2	1	2	2	2								2	1
<b>CO4</b>	2	2	2	2	1								2	1
<b>CO5</b>	2	2	1	2	2								1	1
<b>CO6</b>	2	2	2	1	1								1	1

1:Low,2-Medium,3-High

COURSECONTENT		
<b>MODULE-1</b>	<b>UnderstandingBig Data</b>	<b>10Hours</b>
Datasets, Data Analysis, Data Analytics-Descriptive Analysis, Diagnostics Analytics, PredictiveAnalytics,PrescriptiveAnalytics,BigDataCharacteristics– volume,velocity,variety,veracity,value,DifferentTypesofData– StructuredData,UnstructuredData,SemiStructuredData.		
AttheendoftheModule1,studentswillbeableto: <ol style="list-style-type: none"> <li>1. UnderstandingDataAnalytics.</li> <li>2. LearntoDiagnosticsAnalytics andAnalytics.</li> <li>3. IdentifybasicsandBigDataCharacteristics.</li> </ol>		
<b>MODULE -2</b>	<b>HadoopBasics</b>	<b>8Hours</b>
Brief history of hadoop, Apache hadoop and the hadoop ecosystem. A weather dataset, analyzingthe datawith unix tools, analyzing the data with hadoop , Understanding different Hadoop modes, understandingHadoop Features-Understanding HDFS, Understanding MapReduce, Learning the HDFS and MapreduceArchitecture-UnderstandingtheHDFSarchitecture,UnderstandingtheMapReduce Architecture.		



At the end of the Module 2, students will be able to:		
<ol style="list-style-type: none"> <li>1. Understand the history of Hadoop.</li> <li>2. Developing the analyzing the data with UNIX tools.</li> <li>3. Explain HDFS and MapReduce Architecture.</li> </ol>		
<b>MODULE-3</b>	<b>Writing Hadoop MapReduce Programs</b>	<b>7Hours</b>
Understanding the basics of MapReduce, Introducing Hadoop MapReduce- Listing Hadoop mapReduce entities, Understanding the Hadoop MapReduce scenario, Understanding the limitation of MapReduce, Writing a Hadoop MapReduce example- Understanding the steps to run a MapReduce job.		
At the end of the Module 3, students will be able to:		
<ol style="list-style-type: none"> <li>1. Explain understanding the basics of MapReduce.</li> <li>2. Basic operations on Hadoop MapReduce.</li> <li>3. Understanding the steps to run a MapReduce job.</li> </ol>		
<b>MODULE-4</b>	<b>Learning Data Analytics Understanding the data analytics project lifecycle</b>	<b>7Hours</b>
Identifying the problem, Designing data requirement, Pre-processing data, Performing analytics over data, Visualizing data.		
<b>Understanding data analytics problems</b> - Exploring web page categorization- Identifying the problem, Designing data requirement, reprocessing data, Performing analytics over data, Visualizing data.		
At the end of the Module 4, students will be able to:		
<ol style="list-style-type: none"> <li>1. Understanding Designing data requirement.</li> <li>2. Explain Pre-processing data, Performing analytics over data.</li> <li>3. Explain Exploring web page categorization.</li> </ol>		
<b>MODULE-5</b>	<b>Programming with R</b>	<b>8Hours</b>
Basic Syntax, Data types, Variables, Operators, Decision Making, Loops, Functions, Vectors, lists, Matrices, Arrays, DataFrames, R Data Interfaces – CSV Files, Excel Files, Database, R charts & graphs, R statistics – Mean, Median, Mode, Linear Regression.		
At the end of the Module 5, students will be able to:		
<ol style="list-style-type: none"> <li>1. Understand the Basic Syntax, Data types, Variables, Operators.</li> <li>2. Explain the Arrays, DataFrames, R Data Interfaces.</li> <li>3. Understand the CSV Files, Excel Files, Database, R charts &amp; graphs.</li> </ol>		
<b>MODULE-6</b>	<b>Frameworks</b>	<b>8Hours</b>
Applications on Big Data Using Pig and Hive – Data Processing operators in Pig – Hive Services – HiveQL – Querying Data in Hive – fundamentals of HBase and Zookeeper – IBM InfoSphere Big Insights and Streams. Visualization- Visual data analysis techniques, interaction techniques; Systems and applications.		
At the end of the Module 6, students will be able to:		
<ol style="list-style-type: none"> <li>1. To understand the Applications on Big Data Using Pig and Hive.</li> <li>2. Explain Data Processing operators in Pig.</li> <li>3. Understand the Visual data analysis techniques, interaction techniques.</li> </ol>		
		<b>Total hours: 48hours</b>

**Content beyond syllabus:**

1. Advanced topics related issues in Big Data Analytics.
2. Learning experience melds the knowledge of Data Analytics with hands-on demos and projects.

**Self-Study:**

Content to promote self-Learning:

SNO	Topic	CO	Reference
1	Understanding Big Data Requirements	CO1	<a href="https://www.redhat.com/en/topics/big-data">https://www.redhat.com/en/topics/big-data</a>
2	Hadoop Basics	CO2	<a href="https://www.tutorialspoint.com/hadoop/index.htm">https://www.tutorialspoint.com/hadoop/index.htm</a>





3	WritingHadoop MapReducePrograms	CO3	<a href="https://hadoop.apache.org/docs/current/hadoop-mapreduce">https://hadoop.apache.org/docs/current/hadoop-mapreduce</a>
4	Understandingdata analyticsproblems	CO4	<a href="https://www.oreilly.com/library/view/big-data-analytics">https://www.oreilly.com/library/view/big-data-analytics</a>
5	ProgrammingwithR	CO5	<a href="https://swcarpentry.github.io/r-novice-inflammation/">https://swcarpentry.github.io/r-novice-inflammation/</a>
6	Fundamentalsof HBase	CO6	<a href="https://www.tutorialspoint.com/hbase/index.htm">https://www.tutorialspoint.com/hbase/index.htm</a>

**TextBook(s):**

1. “Big Data Fundamentals: Concepts, Drivers & Techniques”, 1/e, 2016, Thomas Erl, WajidKhattak, PaulBuhler,PrenticeHall.
2. “BigDataAnalyticswithRandHadoop”, 1e,2013, VigneshPrajapati, PacktPublishingLtd, UK.

**ReferenceBook(s):**

1. MichaelBerthold,DavidJ.Hand,“IntelligentDataAnalysis”,Springer,2007.
2. JayLiebowitz,“BigDataandBusinessAnalytics” AuerbachPublications,CRCpress(2013).
3. TomPlunkett,MarkHornick,“UsingRtoUnlocktheValueofBigData:BigData
4. Analytics with Oracle R Enterprise and Oracle R Connector for Hadoop”, McGraw-Hill/OsborneMedia(2013),Oraclepress.

**OnlineResources:**

1. <https://www.analyticsvidhya.com/resources-big-data/>

**WebReferences:**

1. [www.jigsawacademy.com](http://www.jigsawacademy.com)
2. [www.allindiaexams.in](http://www.allindiaexams.in)
3. [www.upgrad.com](http://www.upgrad.com)
4. [www.datamation.com](http://www.datamation.com)



NARAYANAENGINEERINGCOLLEGE:NELLORE								
20MC219	SOFTWAREPROJECTMANAGEMENT							R2020
Semester	Hours/ Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
II	3	0	0	48	3	40	60	100
<b>Pre-requisite:Nil</b>								
<b>CourseObjectives:</b>								
1. Tounderstandthesoftwaremanagementandssoftwareeconomics.								
2. Tounderstandhowtoimprovethe softwareeconomicsanditsprinciples.3.Tounde								
rstandthelifecyclephasesof projectdevelopmentanditsartefacts.								
4.To understand the process work flow , checkpoints and project organization								
responsibilities.5.Tounderstandtheprocessmetricsandprocessinstrumentation.								
6.Tounderstandtheprocessdiscriminationandfuturesoftwaremanagement.								
<b>CourseOutcomes:</b> Aftersuccessfulcompletionofthecourse,thestudentwillbeableto:								
<b>CO1</b>	Analyze the concept of software management economics.(BL-4)							
<b>CO2</b>	Determine how to improve software economics.(BL-3)							
<b>CO3</b>	Analyze lifecycle phases in project development and artifact sets.(BL-4)							
<b>CO4</b>	Define the workflow of the process and project organization responsibilities.(BL-1)							
<b>CO5</b>	Explain the project metrics and process instrumentation.(BL-1)							
<b>CO6</b>	Identify the future software management and process discrimination.(BL-1)							

CO-PO Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	3	2	1					2					2	1
<b>CO2</b>	2	3	1		1							1	1	2
<b>CO3</b>	3	2	1										1	2
<b>CO4</b>	3	1	2		1				2				2	1
<b>CO5</b>	1	3	2										1	2
<b>CO6</b>	1	3	2										1	2
1:Low,2-Medium,3-High														

COURSE CONTENT		
<b>MODULE- 1</b>	<b>CONVENTIONAL SOFTWARE MANAGEMENT AND SOFTWARE ECONOMICS</b>	<b>8Hours</b>
<b>Conventional software management:</b> The Waterfall Model, Conventional software Management Performance.		
<b>Evolution of Software Economics:</b> Software Economics, Pragmatic Software Cost Estimation.		
At the end of the Module 1, students will be able to:		
1. Describe the steps in Waterfall Model.		
2. Explain the conventional principles in software management performance and software metric top 10 list.		
3. Determine the software economics and cost estimation.		
<b>MODULE-2</b>	<b>IMPROVING SOFTWARE ECONOMICS</b>	<b>8Hours</b>
<b>Improving Software Economics:</b> Reducing Software Product Size, Improving software Processes, Improving Team Effectiveness, Improving Automation, Achieving Required Quality, Peer Inspections.		
<b>The Old way and the NEW way:</b> Principles of Conventional Software Engineering, Principles of		



ModernSoftwareManagement, TransitioningtoanIterativeProcess.		
AttheendoftheModule2,studentswillbeableto:		
<ol style="list-style-type: none"> <li>1. Explainthe stepsincludedinimprovingsoftwareeconomics.</li> <li>2. Definetheconceptofachievingrequiredqualityforsuccessfulproject.</li> <li>3. Distinguishbetweentheprinciplesofconventionaland modernsoftwaremanagement</li> </ol>		
<b>MODULE-3</b>	<b>LIFECYCLEPHASESANDARTIFACTS</b>	<b>8Hours</b>
<b>LifeCyclePhases:</b> EngineeringandProductionStages,Inception,Elaboration,Construction,TransitionPhases.		
<b>ArtifactsoftheProcess:</b> TheArtifactSets.ManagementArtifacts,EngineeringArtifacts,ProgrammaticArtifacts.ModelBasedSoftwareArchitectures:AManagementPerspectiveandTechnicalPerspective.		
AttheendoftheModule3,studentswillbeableto:		
<ol style="list-style-type: none"> <li>1. ExplaintheclassificationofLifecyclephases.</li> <li>2. IdentifythedifferentArtifactsetsinlifecyclephases.</li> <li>3. Analyzethemodelbasedsoftware architectures.</li> </ol>		
<b>MODULE-4</b>	<b>WORKFLOWS OFTHEPROCESSANDORGANIZATION RESPONSIBILITIES</b>	<b>8Hours</b>
<b>FlowsoftheProcess:</b> SoftwareProcess Workflows.InterTrans Workflows.Checkpoints oftheProcess:MajorMileStones,MinorMilestones,PeriodicStatusAssessments.InteractiveProcessPlanning : Work Breakdown Structures, Planning Guidelines, Cost and Schedule Estimating. InteractionPlanningProcess,PragmaticPlanning.		
<b>ProjectOrganizationsandResponsibilities:</b> Line-of-BusinessOrganizations,ProjectOrganizations, andEvolutionofOrganizations.ProcessAutomation:AutomationBuildingBlocks,theProjectEnvironment.		
AttheendoftheModule4,studentswillbeableto:		
<ol style="list-style-type: none"> <li>1. Determinethe processworkflowinprojectdevelopmentandplanningguidelines.</li> <li>2. ExplainProjectOrganizationResponsibilitiesandActivities.</li> <li>3. IdentifytheBuildingblocksinprocessAutomation.</li> </ol>		
<b>MODULE-5</b>	<b>PROJECTCONTROLANDPROCESSINSTRUMENTATION</b>	<b>8Hours</b>
<b>ProjectControlandProcessInstrumentation:</b> SevenCoreMetrics,ManagementIndicators,QualityIndicators, LifeCycleExpectationsPragmaticSoftwareMetrics,MetricsAutomation.		
AttheendoftheModule5,studentswillbeableto:		
<ol style="list-style-type: none"> <li>1. ExplainSevencoreMetrics.</li> <li>2. DistinguishbetweenMangementIndicatorsand QualityIndicators.</li> <li>3. AnalyzethePragmaticSoftwareMetrics.</li> </ol>		
<b>MODULE-6</b>	<b>TAILORINGTHEPROCESS</b>	<b>8Hours</b>
<b>TAILORINGTHEPROCESS:</b> Processdiscriminates,FutureSoftwareManagement:ModernProjectProfiles Nextgenerationsoftwareeconomics,modernprocesstransitions.		
AttheendoftheModule6,studentswillbeableto:		
<ol style="list-style-type: none"> <li>1. Analyzethetopicofprocessdiscrimination.</li> <li>2. DescribeModernprojectprofilesand softwareeconomicsnextgenerations.</li> <li>3. Analysethemoderntransitionprocess.</li> </ol>		
<b>Totalhours:</b>		<b>48hours</b>



<b>Self-Study:</b>			
Contentsttopromoteself-Learning:			
<b>S NO</b>	<b>Topic</b>	<b>CO</b>	<b>Reference</b>
1	WaterfallModel	CO1	<a href="https://www.google.com/search?q=waterfall+model+in+spm&amp;rlz=1C1CHBD_enIN855IN855&amp;oq=waterfall+model+in+spm&amp;aqs=chrome..69i57j0l2.13538j0j15&amp;sourceid=chrome&amp;ie=UTF-8">https://www.google.com/search?q=waterfall+model+in+spm&amp;rlz=1C1CHBD_enIN855IN855&amp;oq=waterfall+model+in+spm&amp;aqs=chrome..69i57j0l2.13538j0j15&amp;sourceid=chrome&amp;ie=UTF-8</a>
2	Improving SoftwareEconomics	CO2	<a href="https://www.slideshare.net/deepkumar814/improving-software-economics">https://www.slideshare.net/deepkumar814/improving-software-economics</a>
3	LifeCyclePhases	CO3	<a href="https://www.geeksforgeeks.org/life-cycle-phases-of-project-management/">https://www.geeksforgeeks.org/life-cycle-phases-of-project-management/</a>
4	Workflowsof theProcessandProjectOrganization Responsibilities	CO4	<a href="https://www.geeksforgeeks.org/process-workflows-in-software-project-management/">https://www.geeksforgeeks.org/process-workflows-in-software-project-management/</a> <a href="https://www.geeksforgeeks.org/project-organizations-and-their-responsibilities/">https://www.geeksforgeeks.org/project-organizations-and-their-responsibilities/</a>
5	ProcessControland Instrumentation	CO5	<a href="http://www.pvpsiddhartha.ac.in/dep_it/lecture%20notes/SPM/unit5.pdf">http://www.pvpsiddhartha.ac.in/dep_it/lecture%20notes/SPM/unit5.pdf</a>
6	TailoringtheprocessandFutureSoftwareproject Management	CO6	<a href="http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.203.4476&amp;rep=rep1&amp;type=pdf">http://citeseerx.ist.psu.edu/viewdoc/download?doi=10.1.1.203.4476&amp;rep=rep1&amp;type=pdf</a> <a href="https://project-management-software.financesonline.com/future-project-management/">https://project-management-software.financesonline.com/future-project-management/</a>

**TextBook(s):**

1. WalkerRayce, "SoftwareProjectManagement", 1998, PEA.
2. Henry, "SoftwareProjectManagement", Pearson.
3. Software ProjectManagement, WalkerRoyce: PearsonEducation, 2005.
4. AgileProjectManagement, JimHighsmith, Pearsoneducation, 2004

**ReferenceBook(s):**

1. SoftwareProjectManagement, BobHughesandMikeCotterell: TataMcGrawHillEdition.
2. SoftwareProjectManagement, JoelHenry, PearsonEducation.
3. SoftwareProjectManagement inpractice, PankajJalote, PearsonEducation. 2005.

**OnlineResources:**

1. [https://www.tutorialspoint.com/software\\_engineering/software\\_project\\_management.html](https://www.tutorialspoint.com/software_engineering/software_project_management.html)
2. [https://www.slideshare.net/sheetal\\_singh/software-project-management-by-walker-royce](https://www.slideshare.net/sheetal_singh/software-project-management-by-walker-royce)

**WebReferences:**

1. <https://docs.google.com/presentation/d/1hYtTO5nJ1yTIOXPWPZTTGtCbYqPEM-bB5GVnxYjuoe0/htmlpresent>
2. [https://www.slideshare.net/sheetal\\_singh/software-project-management-by-walker-royce](https://www.slideshare.net/sheetal_singh/software-project-management-by-walker-royce)
3. [http://archive.mu.ac.in/myweb\\_test/MCA%20study%20material/M.C.A%20\(Sem%20-%20IV\)%20Paper%20-%20Software%20Project%20Management.pdf](http://archive.mu.ac.in/myweb_test/MCA%20study%20material/M.C.A%20(Sem%20-%20IV)%20Paper%20-%20Software%20Project%20Management.pdf)
4. <https://london.ac.uk/sites/default/files/study-guides/software-engineering-project-management.pdf>



NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC301	COMPUTER NETWORKS							R2020
Semester	Hours /Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
III	4	0	0	48	4	40	60	100
<b>Pre-requisite:</b> A course on “Data Communication and Networking devices”								
<b>Course Objectives:</b>								
<ol style="list-style-type: none"> <li>1. To understand the principles and concepts on computer networks &amp; data communication.</li> <li>2. Study the concepts of computer networks from layered perspective.</li> <li>3. To understand routing algorithms and internet protocols.</li> <li>4. To have knowledge in different applications that use computer networks</li> <li>5. To expose students to emerging technologies and their potential impact</li> </ol>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Explain the basic concepts of networks and reference models							
<b>CO2</b>	Choose the transmission media depending on the requirements							
<b>CO3</b>	Explain different media access control techniques							
<b>CO4</b>	Apply the routing algorithms and internet protocols							
<b>CO5</b>	Develop socket programming with TCP and UDP							
<b>CO6</b>	Apply various application layer protocols							

CO-PO Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	1	2			1									
<b>CO2</b>	2	1	1	1	1								2	
<b>CO3</b>	1	2	1	3										
<b>CO4</b>	2	2	2	3	1								1	2
<b>CO5</b>	1	3	2		2								1	2
<b>CO6</b>	2	2	1	3	2								2	2
1:Low,2-Medium,3-High														

COURSE CONTENT		
<b>MODULE-1</b>	<b>Data Communications &amp; Networking</b>	<b>10hr</b>
<b>Overview of Data Communications &amp; Networking:</b>		
Data Communications, Networks, Network Types, Internet History, Standards & Administrations		
<b>Network Models:</b> Protocol Layering, The OSI Reference Model, TCP/IP Reference Model, Comparisons between OSI & TCP, ARPANET		
At the end of the Module 1, students will be able to:		
<ol style="list-style-type: none"> <li>1. Discuss the different types of networks.</li> <li>2. Discuss the internet standards &amp; its administrations.</li> <li>3. Identify suitable network model to be used.</li> </ol>		
<b>MODULE-2</b>	<b>Physical Layer</b>	<b>09hr</b>
<b>Introduction:</b> Data and Signals, Transmission impairment, Data rate limits, Performance		
<b>Transmission media:</b> Introduction, Guided Media, Unguided Media, Switching: Introduction, Circuit Switched Networks, Packet switching.		



At the end of the Module 2, students will be able to:		
<ol style="list-style-type: none"> <li>1. Analyze the performance of network.</li> <li>2. Examine the type of transmission media to be used.</li> <li>3. Analyze the type of switching to be used.</li> </ol>		
<b>MODULE-3</b>	<b>Data Link Layer</b>	<b>10hr</b>
<p><b>The Data Link Layer:</b> Introduction, Link layer addressing, Error detection and Correction: Cyclic codes, Checksum, Forward error correction, Data link control: DLC Services, Data link layer protocols, HDLC, Point-to-Point Protocol</p> <p><b>Media Access control:</b> Random Access, Controlled Access, Channelization, Connecting devices and virtual LANs: Connecting Devices.</p>		
At the end of the Module 3, students will be able to:		
<ol style="list-style-type: none"> <li>1. Identify the basic design issues in data link layer</li> <li>2. Illustrate different error detection and correction techniques.</li> <li>3. Analyze the media access control.</li> </ol>		
<b>MODULE-4</b>	<b>Network Layer</b>	<b>10hr</b>
<p><b>The Network Layer:</b> Network layer design issues, Routing algorithms, Congestion control algorithms, Quality of service</p> <p><b>Internet networking:</b> The network layer in the Internet, IPV4 Addresses, IPV6, Internet Control protocol, OSPF, BGP, IP, ICMPv4, IGMP.</p>		
At the end of the Module 4, students will be able to:		
<ol style="list-style-type: none"> <li>1. Discuss different types of routing algorithms</li> <li>2. Discuss different types of Congestion control algorithms</li> <li>3. Identify different types of internet protocols</li> </ol>		
<b>MODULE-5</b>	<b>Transport Layer</b>	<b>09hr</b>
<p><b>The Transport Layer:</b> The Transport Service, Elements of Transport Protocols, Congestion Control</p> <p><b>The internet transport protocols:</b> UDP, TCP, Performance problems in computer networks, Network performance measurement.</p>		
At the end of the Module 5, students will be able to:		
<ol style="list-style-type: none"> <li>1. Illustrate the strategies in Transport services</li> <li>2. Explain the various transport layer protocols</li> <li>3. Analyze the performance problems &amp; measurement in networks</li> </ol>		
<b>MODULE-6</b>	<b>Application Layer &amp; Security</b>	<b>12hr</b>
<p><b>The Application Layer:</b> Introduction, Client Server Programming, WWW and HTTP, FTP, e-mail, TELNET, Secure Shell, Domain Name System, SNMP.</p> <p><b>SECURITY:</b> Introduction – Substitution and Transposition Cipher – Symmetric Key and Asymmetric Key Cryptography – AES, DES, RSA, SHA, Types of Attacks Security Services – Firewall and its types</p>		
At the end of the Module 6, students will be able to:		
<ol style="list-style-type: none"> <li>1. To understand client server programming mechanism.</li> <li>2. To understand different protocols used in application layer.</li> <li>3. To understand the security algorithms.</li> <li>4. Explain the various service on security.</li> </ol>		
		<b>Total hours: 60hours</b>

**Termwork:**

- 1) Configure computer networks logically.
- 2) Assignment on MAC addresses & IP addresses configuration.



3)Identifytheprotocolsusedincommunications		
<b>Contentbeyondsyllabus:</b> 1.Networksecuritybasicmechanisms.		
<b>Self-Study:</b> Contentstopromoteself-Learning:		
SNO	Topic	Reference
1	Referencemodels	<a href="https://www.javatpoint.com/computer-network-models">https://www.javatpoint.com/computer-network-models</a>
2	PhysicalLayer	<a href="https://nptel.ac.in/courses/106/105/106105183/">https://nptel.ac.in/courses/106/105/106105183/</a>
3	DataLinkLayer	<a href="https://www.javatpoint.com/data-link-layer">https://www.javatpoint.com/data-link-layer</a>
4	NetworkLayer	<a href="https://www.javatpoint.com/network-layer">https://www.javatpoint.com/network-layer</a>
5	Transportlayer	<a href="https://nptel.ac.in/courses/106/105/106105183/">https://nptel.ac.in/courses/106/105/106105183/</a>
6	ApplicationLayer &Security	<a href="https://nptel.ac.in/courses/106/105/106105183/">https://nptel.ac.in/courses/106/105/106105183/</a> <a href="https://www.javatpoint.com/computer-network-security">https://www.javatpoint.com/computer-network-security</a>

<b>TextBook(s):</b> 1. “Datacommunicationsandnetworking”,BehrouzA.Forouzan,McGrawHillEducation,5 <sup>th</sup> edition, 2012. 2. “ComputerNetworks”,AndrewS.Tanenbaum,Wetherall,Pearson,5 <sup>th</sup> edition,2010.
<b>ReferenceBook(s):</b> 1. DataCommunicationandNetworks,BhushanTrivedi,Oxford 2. “InternetworkingwithTCP/IP–Principles,protocols,andarchitecture-Volume1,DouglasE.Comer,5 <sup>th</sup> edition,PHI 3. “ComputerNetworks”,5E,Peterson,Davie,Elsevier. 4. “IntroductiontoComputerNetworksandCyberSecurity”,Chawan-HwaWu,Irwin,CRCPublications.
<b>OnlineResources:</b> 1. <a href="https://nptel.ac.in/courses/106/106/106106091/">https://nptel.ac.in/courses/106/106/106106091/</a> 2. <a href="https://www.coursera.org/specializations/computer-communications">https://www.coursera.org/specializations/computer-communications</a> 3. <a href="https://www.udemy.com/course/computer-networks-for-beginners-it-networking-fundamentals/">https://www.udemy.com/course/computer-networks-for-beginners-it-networking-fundamentals/</a>
<b>WebReferences:</b> 1. <a href="https://www.tutorialspoint.com/data_communication_computer_network/index.htm">https://www.tutorialspoint.com/data_communication_computer_network/index.htm</a> 2. 2. <a href="https://www.geeksforgeeks.org/computer-network-tutorials/">https://www.geeksforgeeks.org/computer-network-tutorials/</a> 3. <a href="https://www.guru99.com/types-of-computer-network.html">https://www.guru99.com/types-of-computer-network.html</a>



NARAYANA ENGINEERING COLLEGE: NELLORE														
20MC302	DESIGN & ANALYSIS OF ALGORITHMS							R2020						
Semester	Hours/Week			Total hrs	Credit C	Max Marks								
	L	T	P			CI E	SEE	TOTAL						
III	3	0	0	48	3	40	60	100						
<b>Pre-requisite: C Programming &amp; Data Structures</b>														
<b>Course Objectives:</b>														
<ul style="list-style-type: none"> <li>• To know the importance of the space and time complexity of a given algorithm.</li> <li>• To study various algorithm design techniques and implementation.</li> <li>• To utilize data structures and/or algorithmic design techniques in solving new problems.</li> <li>• Understand of Lower Bound theory and implementation techniques of it</li> <li>• To know and understand basic computability concepts and the complexity classes P, NP, and NP-Complete.</li> <li>• To study some techniques for solving NP-Hard problems.</li> </ul>														
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:														
<b>CO1</b>	Analyze the complexities of algorithms and design of algorithms <b>(BL-4)</b>													
<b>CO2</b>	Use techniques Divide and Conquer, Greedy, Dynamic Programming, Backtracking, Branch and Bound to solve the problems. <b>(BL-3)</b>													
<b>CO3</b>	Analyze criteria and specification to new problems, and choose the appropriate algorithmic design techniques to solve the solution. <b>(BL-4)</b>													
<b>CO4</b>	Understand how the worst-case time complexity of an algorithm is defined, how asymptotic notation is used to provide a rough classification of algorithms. <b>(BL-2)</b>													
<b>CO5</b>	Understand and implementation of Lower Bound theory <b>(BL-2)</b>													
<b>CO6</b>	Able to identify that a certain problem is NP-Complete or NP-Hard <b>(BL-3)</b>													
<b>CO-PO Mapping</b>														
C O	PO												PS O	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PS O 1	PS O 2
<b>CO1</b>	1		3											
<b>CO2</b>	2	1	2											2
<b>CO3</b>	1	3	1	1										
<b>CO4</b>	3	3	2		1									
<b>CO5</b>	1		2		1									
<b>CO6</b>	2	1	1	3								1		
1:Low,2-Medium,3-High														

<b>COURSE CONTENT</b>		
<b>MODULE-1</b>	<b>Introduction &amp; Divide and Conquer</b>	<b>8 HOURS</b>





<p><b>Introduction:</b> What is an Algorithm, Algorithm specification, Performance analysis, Types of algorithm strategies, Asymptotic Notations, Performance Measurement, Performance Analysis, Amortized Analysis</p> <p><b>Divide and Conquer:</b> Divide and conquer Basic Method Strategy, Binary Search, Finding the maximum and minimum, Merge sort, Quick Sort, Selection sort, Strassen's matrix multiplication</p>		
<p>At the end of the Module 1, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Learn about different types of algorithms for problems (BL-2)</li> <li>2. Able to identify the Performance analysis of an algorithm (BL-2)</li> <li>3. Implementation of Divide and Conquer Strategy (BL-3)</li> </ol>		
<b>MODULE-2</b>	<b>Greedy Method and Dynamic Programming</b>	<b>7 HOURS</b>
<p><b>Greedy Method:</b> General method, Knapsack problem, Job Scheduling with Deadlines, Minimum cost Spanning Trees, Optimal storage on tapes, Single-source shortest paths.</p> <p><b>Dynamic programming:</b> General Method, Multi-stage graphs, All-pairs shortest paths, Optimal binary search trees, 0/1 Knapsack, The travelling salesperson problem</p>		
<p>At the end of the Module 2, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Importance of greedy algorithm where it is implemented (BL-2)</li> <li>2. Dynamic programming role in algorithms evolution (BL-3)</li> <li>3. Different problems on Greedy approach and Dynamic Programming (BL-2)</li> </ol>		
<b>MODULE-3</b>	<b>Basic Traversal &amp; Search Techniques, Backtracking</b>	<b>10 HOURS</b>
<p><b>Basic Traversal and Search Techniques:</b> Techniques for binary trees, Techniques for Graphs, Connected components and Spanning trees, Bi-connected components and DFS</p> <p><b>Backtracking:</b> General Method, 8-queens problem, Sum of subsets problem, Graph coloring and Hamiltonian cycles, Knapsack Problem</p>		
<p>At the end of the Module 3, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Analysis of Graphs and implementation of graphs (BL-4)</li> <li>2. Implementation of Backtracking Approach (BL-3)</li> <li>3. Analyzing of complex Algorithms (BL-4)</li> </ol>		
<b>MODULE-4</b>	<b>Branch and Bound</b>	<b>8 HOURS</b>
<p><b>Branch and Bound:</b> The method, Travelling salesperson, 0/1 Knapsack problem, Efficiency Considerations, LIFO Branch and Bound Solution, FIFO Branch and Bound Solution, LC Search Branch and Bound Solution</p>		
<p>At the end of the Module 4, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Implementation of Branch and Bound Strategy on Problems (BL-3)</li> <li>2. Different types of Branch and Bound Approach (BL-2)</li> <li>3. Implementation on different problems (BL-3)</li> </ol>		
<b>MODULE-5</b>	<b>Lower Bound Theory</b>	<b>7 HOURS</b>



<b>Lower Bound Theory:</b> Comparison trees, Oracle and adversary Arguments, Lower bounds through reductions – Multiplying triangular matrices, inverting a lower triangular matrix, computing the transitive closure. Introduction to Deterministic and Non-Deterministic Algorithms		
At the end of the Module 5, students will be able to:		
<ol style="list-style-type: none"> <li>1. Idea about the Lower Bound Theory (<b>BL-3</b>)</li> <li>2. Implementation and Types of Branch and Bound (<b>BL-3</b>)</li> <li>3. Identification of Deterministic and Non-Deterministic Problems (<b>BL-3</b>)</li> </ol>		
<b>MODULE-6</b>	<b>NP Hard and NP Complete</b>	<b>8 HOURS</b>
<b>NP-Hard and NP-Complete Problems:</b> NP Hardness, NP Completeness, Consequences of being in P, Cook's Theorem, Convex Hull Algorithm, Clique Decision Problem, Vertex Cover Problem		
Reduction Source Problems, Reductions: Reductions for some known problems		
At the end of the Module 6, students will be able to:		
<ol style="list-style-type: none"> <li>1. Difference between P, NP, NP-Hard, NP-Complete (<b>BL-2</b>)</li> <li>2. Reduction and its importance in solving problems (<b>BL-2</b>)</li> <li>3. Different domains where NP-Hard is implemented (<b>BL-2</b>)</li> </ol>		
<b>Total hours:</b>		<b>48 hours</b>

<b>Term Work:</b>	
<b>1. Performance Analysis &amp; Performance Measurement:</b>	
The time complexity of a program is the amount of CPU time it needs to run to completion. Performance analysis estimates space and time complexity in advance, while Performance measurement measures the space and time taken in actual runs.	
Performance Measurement method is the term work which helps to differentiate the Performance Analysis and Performance Measurement	
<b>2. Amortized Analysis:</b>	
Amortized analysis is a method for analyzing a given algorithm's complexity, or how much of a resource, especially time or memory, it takes to execute.	
Amortized analysis is a better approach for performance analysis! Justify it through some algorithms	
<b>3. Knapsack Problem:</b>	
Develop an algorithm for Fractional and 0/1 knapsack problem by using Greedy method and dynamic Programming Approach	
Implement the knapsack problem and develop a C++/Java program and verify it through some inputs and analyze the outputs.	
Problem Statement:	
x weight	: W=10(units)
Total items	: N=4
Values of items	: v[] = { 10,40,30,50 }
Weight of items	: w[] = { 5,4,6,3 }



**4. Cooks Theorem:**

Identify different problems and determine whether it is deterministic or non-deterministic with the help of Cook's Theorem

The statements *verifiable in polynomial time by a deterministic Turing machine* and *solvable in polynomial time by a non-deterministic Turing machine* are totally equivalent.

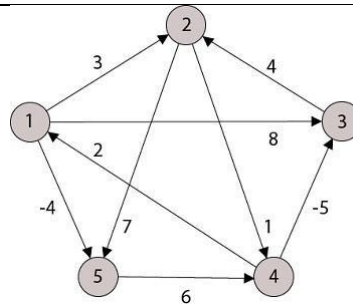
“Any NP problem can be converted to SAT in polynomial time” Prove the statement is true

**5. Floyd-Warshall Algorithm:**

This term work will help to how to solve All-Pairs-Shortest-Path Problem with the help of Algorithm.

Apply Floyd-Warshall algorithm for constructing the shortest path. Show that matrices

$D(k)$  and  $\pi(k)$  computed by the Floyd-Warshall algorithm for the given graph.



**Content beyond syllabus:**

1. Approximation and Different types of Approximation
2. Satisfiability
3. Conjunctive Normal Form

**Self-Study:**

Content to promote self-Learning:

SNO	Topic	Reference
1	<b>Divide and Conquer</b>	<a href="https://www.tutorialspoint.com/data_structures_algorithms/divide_and_conquer.htm">https://www.tutorialspoint.com/data_structures_algorithms/divide_and_conquer.htm</a>
2	<b>Greedy algorithms</b>	<a href="https://www.tutorialspoint.com/data_structures_algorithms/divide_and_conquer.htm">https://www.tutorialspoint.com/data_structures_algorithms/divide_and_conquer.htm</a>
3	<b>0/1 knapsack Problem</b>	<a href="https://www.tutorialspoint.com/design_and_analysis_of_algorithms/design_and_analysis_of_algorithms_01_knapsack.htm">https://www.tutorialspoint.com/design_and_analysis_of_algorithms/design_and_analysis_of_algorithms_01_knapsack.htm</a>
4	<b>Travelling Salesman problem</b>	<a href="https://www.tutorialspoint.com/design_and_analysis_of_algorithms/design_and_analysis_of_algorithms_travelling_salesman_problem.htm">https://www.tutorialspoint.com/design_and_analysis_of_algorithms/design_and_analysis_of_algorithms_travelling_salesman_problem.htm</a>
5	<b>NP Hard and NP Complete</b>	<a href="https://www.tutorialspoint.com/design_and_analysis_of_algorithms/design_and_analysis_of_algorithms_np_hard_complete_classes.htm">https://www.tutorialspoint.com/design_and_analysis_of_algorithms/design_and_analysis_of_algorithms_np_hard_complete_classes.htm</a>
6	<b>Cooks Theorem</b>	<a href="https://www.tutorialspoint.com/design_and_analysis_of_algorithms/design_and_analysis_of_algorithms_cooks_theorem.htm">https://www.tutorialspoint.com/design_and_analysis_of_algorithms/design_and_analysis_of_algorithms_cooks_theorem.htm</a>

**TextBook(s):**

1. Fundamentals of Computer Algorithms”, Ellis Horowitz, S. Satraj Sahani and Rajasekharan, 2nd edition, University Press. 2014,
2. “Design and Analysis of Algorithms”, Parag Himanshu Dave, Himanshu Bhalchandra Dave, Pearson Education, Second Edition, 2009.

**ReferenceBook(s):**

1. Introduction to Algorithms”, second edition, T.H. Cormen, C.E. Leiserson, R.L. Rivest and C. Stein, PHI Pvt. Ltd./Pearson Education.
2. “Introduction to Design and Analysis of Algorithms A strategic approach”, R.C.T. Lee, S.S. Tseng, R.C. Chang and T. Tsai, McGraw Hill.
3. “Data structures and Algorithm Analysis in C++”, Allen Weiss, Second edition, Pearson Education.
4. “Design and Analysis of Algorithms”, Aho, Ullman and Hopcroft, Pearson Education.
5. “Algorithms” – Richard Johnsonbaugh and Marcus Schaefer, Pearson Education

**Online/WebResources:**

1. <https://www.pdfdrive.com/horowitz-and-sahani-fundamentals-of-computer-algorithms-2nd-edition-d18723362.html>
2. [https://www.worldcat.org/title/design-and-analysis-of-algorithms/oclc/754014154/https://www.tutorialspoint.com/design\\_and\\_analysis\\_of\\_algorithms/index.htm](https://www.worldcat.org/title/design-and-analysis-of-algorithms/oclc/754014154/https://www.tutorialspoint.com/design_and_analysis_of_algorithms/index.htm)
3. <https://www.javatpoint.com/daa-tutorial>
4. <https://www.vidyarthiplus.com/vp/Thread-CS6402-Design-and-Analysis-of-Algorithms--38558>



NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC303	WEB TECHNOLOGIES							R2020
Semester	Hours/Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
III	3	0	0	48	3	40	60	100
<b>Pre-requisite:</b> A Course on "Object Oriented Programming through JAVA".								
<b>Course Objectives:</b>								
<ol style="list-style-type: none"> <li>1. Understand the process to develop dynamic web pages using HTML, CSS, and Form validation and effective creation of XML documents.</li> <li>2. Understand the concepts of web server and servlets.</li> <li>3. Understand the concepts of JSP.</li> <li>4. Understand the working mechanism of JDBC.</li> <li>5. To introduce PHP language for server side scripting.</li> </ol>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Understand fundamental of object-oriented programming in Java, including defining classes, invoking methods, using class libraries, etc.							
<b>CO2</b>	Explore Java Inheritance, Interfaces and to create and use packages							
<b>CO3</b>	Understand the role of I/O streams and how to establish the communication through networking in java.							
<b>CO4</b>	Apply Exception Handling mechanisms and Multi threading for application development.							
<b>CO5</b>	Design and develop complex user interface applications using AWT, Applets & Swings							
<b>CO6</b>	Work with GUI, Event handling mechanism.							

CO-PO Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	1	1												2
<b>CO2</b>	2	2	1										1	1
<b>CO3</b>	3	1	2	2	1								2	
<b>CO4</b>	2	2	2	1									2	1
<b>CO5</b>	1	2	2										1	2
<b>CO6</b>	2	1	1										2	

1:Low, 2-Medium, 3-High

COURSE CONTENT
<b>MODULE -1</b>
<p><b>HTML:</b> HTML and its Flavours, HTML basics, Elements, Attributes and Tags, Basic Tags, Advanced Tags, Frames, Images, Lists, Tables, Forms.</p> <p><b>Cascading style sheets:</b> Advantages, Adding CSS, Browser compatibility, CSS and page layout, Selectors.</p>
<p>At the end of the Module 1, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Understand object oriented programming concepts, and apply them in solving problems.</li> <li>2. Gain the knowledge on object oriented programming concepts.</li> <li>3. Create classes and objects.</li> </ol>
<b>MODULE-2</b>



<p><b>Basics of JavaScript:</b> overview of JavaScript, object orientation and JavaScript, general syntactic characteristics, primitives, operations, expressions, screen output and keyboard input, control statements, object creation and modification, arrays, functions, constructors, pattern matching using regular expressions()</p> <p><b>JavaScript:</b> JavaScript execution environment, document object model, element access in JavaScript, events and event handling, handling events from body elements, handling events from button elements, Handling events from textbox and password elements.()</p>
<p>At the end of the Module 2, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Learn the principles of inheritance and polymorphism; and demonstrate how they relate to the design of abstract classes</li> <li>2. Understand the concepts of interfaces and abstract classes.</li> <li>3. Creating and accessing a package.</li> </ol>
<b>MODULE-3</b>
<p><b>Extended Markup Language:</b> Introduction to Dynamic HTML – Introduction to XML – Document type definition – XML Schemas – Document Object Model – Presenting XML – XML processors()</p> <p><b>Web Server and Servlets:</b> Introduction to Servlets, features of Java Servlets, Exploring the Servlet API, Servlet Life Cycle, Configuring Servlet in web.xml, Working with ServletConfig and ServletContext Objects, Creating a Simple Servlet, the HttpServletRequest and HttpServletResponse Interfaces, Session Tracking <b>(h)</b></p>
<p>At the end of the Module 3, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Write the programs for file management using I/O streams.</li> <li>2. Illustrate the importance of networking in java.</li> <li>3. Write the programs on networking.</li> </ol>
<b>MODULE-4</b>
<p><b>Introduction to JSP:</b> The Anatomy of a JSP Page, JSP Processing, Declarations, Directives, Expressions, Code Snippets, implicit objects, Using Beans in JSP Pages, Using Cookies and session for session tracking, connecting to database in JSP. <b>(h)</b></p> <p><b>JSP Application Development:</b> Generating Dynamic Content, Using Scripting Elements Implicit JSP Objects, Conditional Processing – Displaying Values Using an Expression to Set an Attribute, Declaring Variables and Methods Error Handling and Debugging Sharing Data Between JSP pages, Requests, and Department of Computer Applications Users Passing Control and Date between Pages – Sharing Session and Application Data – Memory Usage Considerations. <b>(h)</b></p>
<p>At the end of the Module 4, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Handle the predefined exceptions.</li> <li>2. How to create and handle the user defined exceptions.</li> <li>3. Learn the concept of multithreading.</li> </ol>
<b>MODULE-5</b>



<p><b>Java Beans:</b> Introduction to Java Beans, Advantages of Java Beans, JDK Introspection, Using BeanInfo properties, BeanInfo Interface, Constrained properties, Persistence, Customizers, JavaBeansAPI</p> <p><b>Database Access:</b> Database Programming using JDBC, Studying Java's sql.* package, Accessing a Database from a JSP Page, Application-Specific Database Actions.</p>	
<p>At the end of the Module 5, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Illustrate the usage of applets.</li> <li>2. Explain the various event handling mechanisms.</li> <li>3. Write the programs on event handling.</li> </ol>	
<p><b>MODULE-6</b></p>	
<p><b>Introduction to PHP:</b> Declaring variables, data types, arrays, strings, operators, expressions, control structures, functions, Reading data from web form controls like text boxes, radio buttons, and lists etc., Handling File Uploads. Connecting to database (MySQL as reference), executing simple queries, handling results, Handling sessions and cookies</p> <p><b>File Handling in PHP:</b> File operations like opening, closing, reading, writing, appending, deleting etc. on text and binary files, listing directories.</p>	
<p>At the end of the Module 6, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Learn the design of Graphical User Interface using swing controls.</li> <li>2. How to draw the graphical components.</li> <li>3. Explain about various layout manager types.</li> </ol>	
<p><b>Total hours: 60 hours</b></p>	

<p><b>Termwork:</b> Develop Java applications for applets and swings.</p>			
<p><b>Content beyond syllabus:</b> 1. Inner classes, Accessing databases with JDBC</p>			
<p><b>Self-Study:</b> Content to promote self-Learning:</p>			
SNO	Topic	CO	Reference
1	Java Basics	CO1	<a href="https://www.javatpoint.com/java-tutorial">https://www.javatpoint.com/java-tutorial</a>
2	Inheritance, Interfaces & Packages	CO2	<a href="https://www.tutorialspoint.com/java/java_inheritance.htm">https://www.tutorialspoint.com/java/java_inheritance.htm</a> <a href="https://www.tutorialspoint.com/java/java_interfaces.htm">https://www.tutorialspoint.com/java/java_interfaces.htm</a> <a href="https://www.tutorialspoint.com/java/java_packages.htm">https://www.tutorialspoint.com/java/java_packages.htm</a>
3	I/O Streams & Networking	CO3	<a href="https://www.tutorialspoint.com/java/java_files_io.htm">https://www.tutorialspoint.com/java/java_files_io.htm</a> <a href="https://www.tutorialspoint.com/java/java_networking.htm">https://www.tutorialspoint.com/java/java_networking.htm</a>
4	Exception Handling & Multithreading	CO4	<a href="https://www.tutorialspoint.com/java/java_exceptions.htm">https://www.tutorialspoint.com/java/java_exceptions.htm</a> <a href="https://www.tutorialspoint.com/java/java_multithreading.htm">https://www.tutorialspoint.com/java/java_multithreading.htm</a>
5	Applets &	CO5	<a href="https://www.tutorialspoint.com/java/java_applet_basics.htm">https://www.tutorialspoint.com/java/java_applet_basics.htm</a> <a href="https://www.tutorialspoint.com/awt/awt_event_handling.htm">https://www.tutorialspoint.com/awt/awt_event_handling.htm</a>



	EventHandling		
6	GUI Programming	CO6	<a href="https://www.javatpoint.com/java-awt">https://www.javatpoint.com/java-awt</a>

**TextBook(s):**

1. HerbertSchildt, "TheCompleteReferenceJava", TataMcGraw-Hill, 10thEdition, 2017..
2. Dr. R.NageswaraRao, "CoreJavaAnIntegratedApproach", DreamtechPress.

**ReferenceBook(s):**

1. ObjectOrientedProgrammingwithJava, B.EswaraReddy, T.V.SureshKumar, P.Raghavan, Pearson-Sanguine
2. T.Budd "UnderstandingObject-OrientedProgrammingwithJava", updatededition, PearsonEducation.
3. CayS. Horstmann, "CoreJavaVolume-1Fundamentals", PearsonEducation.
4. Sagayaraj, Dennis, KarthikandGajalakshmi, "JavaProgrammingforcoreandadvancedlearners" UniversityPress
5. Y.DaniellLiang, "IntroductiontoJavaprogramming", PearsonEducation.
6. P.RadhaKrishna, "Object OrientedProgrammingthroughJava", UniversityPress.
7. S.Malhotra, S.Chudhary, "ProgramminginJava", 2ndedition, OxfordUniv.Press.
8. R.A.Johnson, "JavaProgrammingandObject-orientedApplicationDevelopment", Cengage Learning.

**OnlineResources:**

1. [https://www.academia.edu/40222417/Java\\_The\\_Complete\\_Reference\\_Eleventh\\_Edition\\_by\\_Herbert\\_Schildt](https://www.academia.edu/40222417/Java_The_Complete_Reference_Eleventh_Edition_by_Herbert_Schildt)

**WebResources:**

1. <https://nptel.ac.in/courses/106/105/106105191/>
2. <https://www.javatpoint.com/java-tutorial>
3. <https://www.w3schools.com/java/>
4. <https://www.tutorialspoint.com/java/index.htm>





NARAYANAENGINEERINGCOLLEGE:NELLORE								
20MC304	COMPUTERNETWORKSLAB							R2020
Semester	Hours/Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
III	0	0	2	36	1.5	40	60	100
<b>Pre-requisite:Nil</b>								
<b>CourseObjectives:</b>								
<ol style="list-style-type: none"> <li>ToUnderstandthefunctionalitiesofvariouslayersofOSImodel</li> <li>Toexpose networkingconceptsusingsimpleprograms</li> <li>Toemulateclientserverarchitectureusingdifferentprotocols</li> <li>Toillustratedifferentroutingprotocolsandalgorithmsforreliabledatatransfer.</li> </ol>								
<b>CourseOutcomes:</b> Aftersuccessfulcompletionofthecourse,thestudent willbeableto:								
<b>CO1</b>	Definebasicconceptsofnetworking(BL-3)							
<b>CO2</b>	Applyerrordetectioncontroltechniques(BL-3)							
<b>CO3</b>	Applypacketroutingtechniques(BL-3)							
<b>CO4</b>	DevelopClientServerprogramming(BL-3)							

CO-POMapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	1	3	3											
<b>CO2</b>	2		2							2				
<b>CO3</b>		3		2										
<b>CO4</b>	1	1			1								1	

1:Low,2-Medium,3-High

COURSECONTENT	
<b>TASK- 1</b>	<b>CO1</b>
<ol style="list-style-type: none"> <li>To identify various devices available in campus.</li> <li>To know the internet facility available in college</li> </ol>	
<b>TASK-2</b>	<b>CO2</b>
<ol style="list-style-type: none"> <li>Write a C program to implement the algorithm for parity method for error control.</li> <li>Write a C program to implement the algorithm on hamming method for error correction (both single and block errors).</li> <li>Write a C program to implement the algorithm for checksum computation</li> </ol>	
<b>TASK-3</b>	<b>CO3</b>
<ol style="list-style-type: none"> <li>Write a C program to implement the data link layer framing methods such as bit stuffing.</li> <li>Write a C program to implement the data link layer framing methods such as character stuffing.</li> <li>Write a C program to implement data link layer framing method character count.</li> </ol>	
<b>TASK-4</b>	<b>CO4</b>
<ol style="list-style-type: none"> <li>Write a C program to implement on a data set characters the three CRC polynomials – 12, CRC16, and CRC32.</li> </ol>	
<b>TASK-5</b>	<b>CO3</b>
<ol style="list-style-type: none"> <li>Write a C program to Implement Dijkstra’s Algorithm to compute the shortest path through a given path</li> </ol>	
<b>TASK-6</b>	<b>CO4</b>
<ol style="list-style-type: none"> <li>Write a C program to take an example subnet graph with weights indicating delay between nodes. Now obtain Routing table at each node using distance vector routing algorithm.</li> </ol>	
<b>TASK – 7</b>	<b>CO3</b>
<ol style="list-style-type: none"> <li>Write a C program to implement the link state routing algorithm</li> </ol>	
<b>TASK – 8</b>	<b>CO4</b>
<ol style="list-style-type: none"> <li>Write a C program to Implement Broadcast Tree for a given subnet hosts</li> </ol>	
<b>TASK – 9</b>	<b>CO3</b>
<ol style="list-style-type: none"> <li>Write a program for File Transfer in client-server architecture using TCP/IP</li> </ol>	
<b>TASK – 10</b>	<b>CO3</b>
<ol style="list-style-type: none"> <li>A Client Server application for chat.</li> </ol>	



<b>Totalhours:</b>	<b>36hours</b>
<b>TextBook(s):</b> <ol style="list-style-type: none"><li>1. “Datacommunicationsandnetworking”,BehrouzA.Forouzan,McGrawHillEducation,5<sup>th</sup>edition,2012</li><li>2. “ComputerNetworks”,AndrewS.Tanenbaum,Wetherall,Pearson,5<sup>th</sup>edition,2010.</li></ol>	
<b>ReferenceBook(s):</b> <ol style="list-style-type: none"><li>1. DataCommunicationandNetworks, BhushanTrivedi, Oxford</li><li>2. “InternetworkingwithTCP/IP–Principles,protocols,andarchitecture-Volume1,DouglasE.Comer, 5<sup>th</sup>edition, PHI</li><li>3. “ComputerNetworks”,5E,Peterson,Davie,Elsevier.</li><li>4. “IntroductiontoComputerNetworksandCyberSecurity”,Chawan-HwaWu,Irwin,CRCPublications.</li></ol>	
<b>Online/WebResources:</b> <ol style="list-style-type: none"><li>1. <a href="https://www.tutorialspoint.com/data_communication_computer_network/index.htm2">https://www.tutorialspoint.com/data_communication_computer_network/index.htm2</a>.</li><li>2. <a href="https://www.geeksforgeeks.org/computer-network-tutorials/">https://www.geeksforgeeks.org/computer-network-tutorials/</a></li></ol>	



NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC305	DESIGN AND ANALYSIS OF ALGORITHM SLAB							R2020
Semester	Hours/Week			Total hrs	Credit C	Max Marks		
	L	T	P			CIE	SEE	TOTAL
III	0	0	2	36	1.5	40	60	100
<b>Pre-requisite: Nil</b>								
<b>Course Objectives:</b>								
1. Introduce the notations for analysis of the performance of algorithms. 2. Describe major algorithmic techniques (divide-and-conquer, backtracking, dynamic programming, greedy, branch and bound methods).								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Learn how to analyze a problem and design the solution for the problem.							
<b>CO2</b>	Implement efficient algorithms for a specified application.							
<b>CO3</b>	Identify and apply the suitable algorithm for the given real world problem.							

CO-PO Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
CO1	1	3	3											3
CO2	2		2										2	2
CO3		3		2										
CO4	1	1			1								1	
1:Low, 2-Medium, 3-High														

COURSE CONTENT	
<b>TASK:1: GOOD DESIGN OF PROGRAM</b>	<b>CO1</b>
Implement Linear search and calculate the time taken by the code for the following cases: a. Without break in the loop. b. With break in the loop.	
<b>OBJECTIVE:</b> To identify the significance of a good Design of a program.	
<b>TASK:2 DIVIDE AND CONQUER-Searching</b>	<b>CO1</b>
Use divide and conquer method to 1. implement Binary Search (calculate the time) a. Without Recursive Approach b. Recursive Approach	
<b>OBJECTIVE:</b> To apply divide and conquer for searching problem	
<b>TASK:3 DIVIDE AND CONQUER-Quick Sort</b>	<b>CO2</b>
To implement Quick Sort of given list of n elements.	
<b>OBJECTIVE:</b> To apply divide and conquer for sorting problems.	
<b>TASK:4 DIVIDE AND CONQUER-Merge sort</b>	<b>CO2</b>
To implement Merge sort for a two sets of given list of size n1, n2 elements	
<b>OBJECTIVE:</b> To apply divide and conquer for sorting problems.	
<b>TASK:5 GREEDY METHOD (Knapsack Problem)</b>	<b>CO2</b>



Find optimal solution for a Knapsack Problem having weight and profits $W_i, P_i$ of elements $X$ for Fractional Knapsack.	
<b>OBJECTIVE:</b> To apply Greedy Method Control Abstraction to Knapsack problems.	
<b>TASK-6 GREEDY METHOD (Kruskal's)</b>	<b>CO3</b>
Find Minimum Cost Spanning Tree of a given undirected graph using Kruskal's algorithm	
<b>OBJECTIVE:</b> To apply Greedy Method Control Abstraction to Spanning Tree	
<b>TASK-7 GREEDY METHOD (Primes Prim's)</b>	<b>CO3</b>
Find Minimum Cost Spanning Tree of a given undirected graph using Primes Prim's algorithm	
<b>OBJECTIVE:</b> To apply Greedy Method Control Abstraction to Spanning Tree	
<b>TASK -8 GREEDY METHOD (Shortest Path)</b>	<b>CO4</b>
Find Shortest Path of a given undirected graph using Dijkstra's Algorithm	
<b>OBJECTIVE:</b> To apply Greedy Method Control Abstraction to Shortest path problem.	
<b>TASK-9 DYNAMIC PROGRAMMING (Knapsack)</b>	<b>CO4</b>
Implement 0/1 Knapsack problem using dynamic programming.	
<b>OBJECTIVE:</b> To apply dynamic programming Method to 0/1 Knapsack problem	
<b>TASK-10 TRAVERSAL STRATEGY</b>	<b>CO5</b>
Print all the nodes reachable from a given starting node in a given digraph using a. Breadth First Search method. b. Depth First Search method.	
<b>OBJECTIVE:</b> To apply Traversal strategy	
<b>TASK-11 BACKTRACKING STRATEGY - Sum of subset</b>	<b>CO6</b>
Objective: To apply Backtracking method to Sum of subset problem. 1. Find a subset of a given set $S = \{s_1, s_2, \dots, s_n\}$ of positive integers whose sum is equal to a given positive integer $d$ . For example, if $S = \{1, 2, 5, 6, 8\}$ and $d = 9$ there are two solutions $\{1, 2, 6\}$ and $\{1, 8\}$ . A suitable message is to be displayed if the given problem instance doesn't have a solution.	
<b>OBJECTIVE:</b> To apply Backtracking method to Sum of subset problem	
<b>TASK-12 BACKTRACKING STRATEGY - N-Queen's problem</b>	<b>CO6</b>
Implement 4 Queen's problem using Back Tracking.	



<b>OBJECTIVE:</b> To apply Backtracking method to N-Queen's problem.	
<b>Additional Experiments</b>	
<b>TASK- 13 DIVIDE AND CONQUER- SORTING</b>	<b>CO1</b>
Finding the $K^{\text{th}}$ -smallest element in a given list of elements.	
<b>OBJECTIVE:</b> To apply divide and conquer for Kth Smallest problems	
<b>TASK- 14 DIVIDE AND CONQUER- Min-Max</b>	<b>CO2</b>
To find the maximum and minimum in a given list of elements	
<b>OBJECTIVE:</b> To apply divide and conquer for Min-Max problems	
<b>TASK -15 DYNAMIC PROGRAMMING (All Pair Shortest)</b>	<b>CO3</b>
Implement All Pair Shortest paths problem using Floyd's algorithm	
<b>OBJECTIVE:</b> To apply dynamic programming Method to All pair-shortest path problem.	
<b>Total hours: 36 hours</b>	

<b>Text Book(s):</b>
<ol style="list-style-type: none"> <li>1. Fundamentals of Computer Algorithms, Ellis Horowitz, S. Satraj Sahani and Rajasekharan, 2nd edition, University Press, 2014,</li> <li>2. Design and Analysis of Algorithms, Parag Himanshu Dave, Himanshu Bhalchandra Dave, Pearson Education, Second Edition, 2009.</li> </ol>
<b>Reference Book(s):</b>
<ol style="list-style-type: none"> <li>1. Introduction to Algorithms, second edition, T.H. Cormen, C.E. Leiserson,</li> <li>2. Introduction to Design and Analysis of Algorithms: A Strategic Approach, R.C.T. Lee, S.S. Tseng, R.C. Chang and T. Tsai, Mc Graw Hill.</li> <li>3. R.L. Rivest and C. Stein, PHIPvt.Ltd./Pearson Education.</li> <li>4. Algorithms, by Dasgupta, Papadimitrou and Vazirani, McGraw-Hill Education, 2006.</li> <li>5. Algorithm Design, by Kleinberg and Tardos, Pearson, 2005.</li> <li>6. Algorithm Design, by Goodrich and Tamassia, Wiley, 2001.</li> </ol>
<b>Web References:</b>
<ol style="list-style-type: none"> <li>1. <a href="http://www.personal.kent.edu/~rmuhamma/Algorithms/algorithm.html">http://www.personal.kent.edu/~rmuhamma/Algorithms/algorithm.html</a></li> <li>2. <a href="http://openclassroom.stanford.edu/MainFolder/CoursePage.php?course=IntroToAlgorithms">http://openclassroom.stanford.edu/MainFolder/CoursePage.php?course=IntroToAlgorithms</a></li> <li>3. <a href="http://www.facweb.iitkgp.ernet.in/~sourav/daa.html">http://www.facweb.iitkgp.ernet.in/~sourav/daa.html</a></li> </ol>



NARAYANAENGINEERINGCOLLEGE:NELLORE								
20MC306	WebTechnologiesLAB							R20
Semester	Hours/Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
III	0	0	4	36	2	40	60	100
<b>Pre-requisite:</b> JavaProgrammingLanguage								
<b>CourseObjectives:</b>								
1. To gain knowledge on creating the static web pages 2. To prepare students for creating the dynamic and responsive web pages 3. To prepare students for creating the server side web pages using database								
<b>CourseOutcomes:</b> Aftersuccessfulcompletionofthecourse,thestudentwillbeableto:								
<b>CO1</b>	Buildawebpageontheirownand usingvalidations							
<b>CO2</b>	ApplybasicresponsiveprogramsusingAngularJs							
<b>CO3</b>	Applythe conceptsfor writingtheprogramusingXML							
<b>CO4</b>	Buildtheserver sideapplicationswithdatabaseconnectivityusing forms							

CO	CO-POMapping												PSO	
	PO												PSO 1	PSO 2
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12		
<b>CO1</b>	2	1	2									1	2	2
<b>CO2</b>	1	1	1									2	1	1
<b>CO3</b>	1	1	1									1	2	2
<b>CO4</b>	2	2	2									2	2	2
1-Low,2-Medium,3-High														

COURSECONTENT		CO
<b>Task1-HTMLandCSS</b>		
		CO1
1. Createthefollowingweb 1. Welcome.html Itexplainabout website (Hint:Headingthewebsite(PreferableH1,Describewebsite) itincludesminimumtwoparagraphs)		



<p>2. Aboutus.html (Hint:Aboutownerofwebsite)</p> <p>3. Contactus.html (Hint:Incontactus.htmlweb-pageaddGooglemaps)</p> <p>4. List.html (Hint:MentionListofcourses)</p>													
<p><b>Task-2-HTMLandCSSextension</b></p>													
<p>2.a.Createwebpagesforeachcourse.Examplecse.html(Hint:It containsHeadingandListofsubjectsintabularform) Example</p> <table border="1" data-bbox="201 600 1321 696"> <thead> <tr> <th>SNo</th> <th>Title Book</th> <th>Author</th> <th>Publisher</th> <th>Price</th> <th>Image</th> </tr> </thead> <tbody> <tr> <td>--</td> <td>--</td> <td>--</td> <td>--</td> <td>--</td> <td>--</td> </tr> </tbody> </table> <p>b.CreateRegistrationandLoginforms</p> <p>RegistrationForm:ItcontainsStudentName,RollNumber,Password,Gender,Email ID,PhoneNumber,optedcourseandlanguagesknown. LoginForm:Itcontainsrollnumber,name,userid,password,submitbuttonand cancelbutton</p>	SNo	Title Book	Author	Publisher	Price	Image	--	--	--	--	--	--	<p>CO1</p>
SNo	Title Book	Author	Publisher	Price	Image								
--	--	--	--	--	--								
<p><b>Task-3-CSS3</b></p>													
<p>3.a.ApplyCSS 3 onweb-pages createdon1and2 experiments. b.Makeuseoftheselectorslikeclass,id,htmlelements,pseudoclassesandelements</p>	<p>CO1</p>												
<p><b>TASK-4-HTML5andCSS3</b></p>													
<p>4. DesignHTML5 webpagebyembeddingAudio,Video elements. 5. WriteHTML5andCSS3codetodrawArc,Circle,RectangleandTriangleusingCanvas.</p>	<p>CO1</p>												
<p><b>TASK-5-Javascript</b></p>													
<p>6. Writeajavascriptprogramtocreatecalculator 7. WriteaJavaScriptprogramtofindtheareaofatrianglewherelengthsofthethreeofits sides anddisplaytheoutputs inpopupwindows</p>	<p>CO1</p>												
<p><b>TASK-6-JavascriptandXML</b></p>													
<p>8. Apply validation and pattern matching on Registration and Login forms on 2(b)experiment 9. WriteanXMLfile which willdisplaytheBookinformationwhich includethefollowing: 1) Titleofthe book 2) AuthorName 3) ISBNnumber 4) Publishername 5) Edition 6) Price WriteaDocumentTypeDefinition(DTD)tovalidatetheaboveXMLfile.</p>	<p>CO3</p>												
<p><b>TASK-7-XMLExtension</b></p>													
<p>10. CreateaXMLschematodescribeabankthathasoneormorecustomers,accountsoremploy ee 1. Eachcustomerhasacustomerid,nameandaddress 2. Eachaccounthasanaccountid,branchid,customerid,accounttype,balance</p>	<p>CO3</p>												



3. Each employee has a empid, name, designation, doj, salary and address 11. Create the XML file that contains the information about five students and displaying the XML file using XSLT.	
<b>TASK-8-PHP</b>	
12. Write PHP program on contact us page 13. Assume four users user1, user2, user3 and user4 having the passwords pwd1, pwd2, pwd3 and pwd4 respectively. Write a PHP for doing the following 1. Create a Cookie and add these four user id's and password to this Cookie. 2. Read the user id and password entered in the Login form and authenticate with the values (user id and password) available in the cookies. If he is a valid user (i.e., user-name and password match) you should welcome him by name (user-name) else you should display "You are not an authenticated user".	CO4
<b>TASK-9-PHP Extension</b>	
14. Create a database and write a PHP program for registering users of a website and login 15. Create a table which should contain at least the following fields: name, password, email-id, phone number (these should hold the data from the registration form). Write a PHP program to connect to that database and extract data from the tables and display them. Experiment with various SQL queries. Insert the details of the users who register with the web site, whenever a new user clicks the submit button in the registration page	CO4
<b>TASK-10-PHP</b>	
16. Insert the details of the 3 or 4 users who register with the web site by using registration form. Authenticate the user when he submits the login form using the user name and password) from the database	CO4
<b>TASK-11-Java Bean</b>	
17. Write a program in Java Bean to add a Button to the Bean and display the number of times the button has been clicked.	CO2
<b>TASK-12-Servlets</b>	
18. Write a program to receive two numbers from a HTML form and display their sum in the browser by using Http Servlet. 19. Write a program to store the user information into Cookies. Write another program to display the above stored information by retrieving from Cookies.	CO4
<b>TASK-13-JSP and Struts</b>	
20. Write a jsp program for Student Registration and Login Form using database connectivity. 21. Write a Struts program to print the hello world program 22. Write a Struts program to create a product form to perform validations	CO4
<b>Additional Experiments:</b>	
<b>TASK-14</b>	
23. Write a Struts 2 program to create a sample chat application 24. Write a php program to create a sample online quiz application	CO4



**TEXTBOOKS:**

1. KogentLearningsolutionsInc.,“HTML5Blackbook”,Dreamtech,2011,
2. UttamKRoy,“Web Technologies”,Oxford,2010
3. ShyamSeshadri&BradGreen,AngularJS:UPandRunning,publishedbyO’ReillyMedia,Inc.,2015

**REFERENCEBOOKS:**

1. RobertWSebesta,“ProgrammingtheWorldWideWeb”,7ed,Pearson,2012
2. PaulSWang,Sanda SKatila,“AnIntroductiontoWebDesign,Programming”,Cengage,2003.

**OnlineResources:**

1. <https://www.udemy.com/topic/angularjs/>
2. <https://www.coursera.org/courses?query=angularjs>
3. <https://www.coursera.org/learn/web-applications-php?>
4. <https://www.udemy.com/topic/php/>

**WebReferences:**

1. <https://www.w3schools.com/>
2. <https://www.tutorialspoint.com/html/index.htm>
3. <https://www.javatpoint.com/html-tutorial>



NARAYANAENGINEERINGCOLLEGE:NELLORE								
20MC309	CYBERSECURITY							R2020
Semester	Hours/Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
III	3	0	0	48	3	40	60	100
<b>Pre-requisite:ComputerNetworks</b>								
<b>CourseObjectives:</b>								
<ul style="list-style-type: none"> <li>• Appraisethecurrentstructureofcybersecurityroles across theDoD (Department ofDefense)enterprise,includingtherolesandresponsibilitiesoftherelevantorganizations.</li> <li>• Evaluatethetrendsandpatternsthatwilldeterminethefuturestateofcybersecurity.</li> <li>• Tocreateanassuranceframeworkfordesignofsecuritypolicies.</li> <li>• Tostrengthentheregulatoryframeworkfor ensuringasecurecyberspaceecosystem</li> <li>• UnderstandofCyberLawsandhowtoimplementinthebusinessrequirements</li> </ul>								
<b>CourseOutcomes:</b> Aftersuccessfulcompletionofthecourse,thestudentwillbeableto:								
<b>CO1</b>	UnderstandtheCybersecurityandtroubleshootingofCyber Security( <b>BL-4</b> )							
<b>CO2</b>	DesignofnewsecurityapproachesandSecurityToolsinCyberCrimes( <b>BL-6</b> )							
<b>CO3</b>	UnderstandingofComputerForensicsandpracticestotheenvironment( <b>BL-4</b> )							
<b>CO4</b>	AbilitytoimplementComputerforensicstoprotectDevicesfromattacks( <b>BL-3</b> )							
<b>CO5</b>	AbilityhowtoProtect thenetworkfrombothinternalandexternalattacks( <b>BL-1</b> )							
<b>CO6</b>	Analyzecyberlawsforbusinessrequirements,research,developandintegratesolutionsforenterpriseIT requirements.( <b>BL-3</b> )							

CO-POMapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO2
<b>CO1</b>	1												1	
<b>CO2</b>	2	2	2										2	
<b>CO3</b>	2	3											1	
<b>CO4</b>	2	2	2	3									2	2
<b>CO5</b>	1	1	3											2
<b>CO6</b>	1		3	1									1	
1:Low,2-Medium,3-High														

COURSECONTENT		
<b>MODULE-1</b>	<b>CyberCrime</b>	<b>8HOURS</b>
<b>Cybercrime:</b> MobileandWirelessdevices-Trendmobility-authenticationservicesecurity-Attacks on mobile phones-mobile phone security Implications for organizations,		



Organizational measurement for Handling mobile-Security policies and measures in mobile computing era. Cases.		
At the end of the Module 1, students will be able to: <ol style="list-style-type: none"> <li>1. Importance and Need of security (BL-2)</li> <li>2. Organizational security importance (BL-2)</li> <li>3. Security for Hand-Held devices at the time of access internet (BL-2)</li> </ol>		
<b>MODULE-2</b>	<b>Tools and Methods - Cyber Crime</b>	<b>7 HOURS</b>
Tools and methods - Cyber Crime-Proxy servers and Anonymizers- Phishing Password cracking- Key loggers and Spy wares-Virus and worms-Trojan Horse and Backdoors-Steganography-SQL Injection-Buffer overflow-Attacks on wireless network. Cases.		
At the end of the Module 2, students will be able to: <ol style="list-style-type: none"> <li>4. Different methods of cracking Data (BL-4)</li> <li>5. Awareness of different types of attacks (BL-4)</li> <li>6. Methods to handle different attacks (BL-2)</li> </ol>		
<b>MODULE-3</b>	<b>Computer Forensics</b>	<b>10 HOURS</b>
<b>Understanding Computer Forensics</b> -Historical background of cyber forensic, Forensic analysis of e-mail-Digital forensic life cycle-Network forensic-Setting up a computer forensic Laboratory-Relevance of the OSI 7 Layer model to computer Forensic Computer forensic from compliance perspectives. Cases.		
At the end of the Module 3, students will be able to: <ol style="list-style-type: none"> <li>1. Forensic innovation to protect data (BL-4)</li> <li>2. High end of computer forensic for secure communication (BL-2)</li> <li>3. Network interpretation for secured processing in networks (BL-4)</li> </ol>		
<b>MODULE-4</b>	<b>Forensics on Hand Held Devices</b>	<b>8 HOURS</b>
<b>Forensic of Hand -Held Devices</b> -Understanding cell phone working characteristics Hand-Held devices and digital forensic- Toolkits for Hand-Held device-Forensic of i-pod and digital music devices-Technological Challenges with the evidence from hand-held Devices.		
At the end of the Module 4, students will be able to: <ol style="list-style-type: none"> <li>1. Implementation of Forensics on hand held devices (BL-3)</li> <li>2. Different devices using forensics (BL-4)</li> <li>3. Legal challenges to overcome for attacks using forensics (BL-4)</li> </ol>		
<b>MODULE-5</b>	<b>Cyber Security-Applications</b>	<b>7 HOURS</b>
<b>Cyber Security-Applications</b> -Organizational implications-cost of cyber crimes and IP issues Web threats for organizations: the evils and Perils-Social media marketing Security and privacy Implications-Protecting people privacy in the organizations Forensic best practices for		



organizations.Cases.		
Attheendof theModule5,studentswillbeableto:1.Socialmediaimpact on organizations( <b>BL - 3</b> ) 2.Protectingthemselvesformsocialmedi( <b>BL-4</b> ) 3.DifferentApplicationwherecybersecurityrequirementisneeded( <b>BL-4</b> )		
<b>MODULE-6</b>	<b>CyberSecurityLawsandActs</b>	<b>8HOURS</b>
<b>Cyber Security:</b> Why Do We Need Cyber laws: The Indian Context, The Indian IT Act, Challenges to IndianLawandCybercrimeScenarioinIndia,ConsequencesofNotAddressingtheWeakness inInformationTechnology Act, Digital Signatures and the Indian IT Act, Information Security Planning and Governance,Information Security Policy Standards,Practices,The informationSecurityBlueprint,Securityeducation,Trainingandawarenessprogram,ContinuingStrategies		
Attheendof theModule6,studentswillbeableto: <ol style="list-style-type: none"> <li>1. Differentzonesofcybercrimes(<b>BL -4</b>)</li> <li>2. Risksfromcybercrimes(<b>BL-3</b>)</li> <li>3. AdequateknowledgeaboutCyber Laws(<b>BL- 2</b>)</li> </ol>		
		<b>Totalhours: 48hours</b>

<p>Termwork:</p> <p><b><u>1. RSAAlgorithm:</u></b>                  This term work is about RSA algorithm and its importance in Network Security. It is an effective algorithmHence implement RSA algorithm on the text and analyzes the process and output by considering the Inputvalues for different combinations. Also analyze about the comparison study of different algorithms with RSAalgorithmandJustifyit.</p> <p><b><u>2. MS-Windows-Passwords:</u></b>                  ProtectiontotheFoldersbyprovidingLocks tothefolders withthehelpofpasswords. Cybersecurityincludes thesystemsecurityalso,soitis necessarytoimplementsecurityforthecomputers alsowiththehelpof thistermwork                  This termworkwillguidetoattainpasswords tothecomputersandprotectthem.                  To study the steps to protect your personal computer system by creating User Accounts with Passwords andtypesofUserAccountsforsafetyandsecurity</p> <p><b><u>3. RemovingPasswords:</u></b>                  This termworkwillhelps toremovethepasswordsforfolders                  Removingofpasswords is animportantactivity whichwillbelearnthroughthis Termwork                  Tryanysystemwithallottedpasswords andalsoremovetheminasafemannerStudythesteps toremovePasswordsfromMicrosoftWordistheTermwork</p> <p><b><u>4. FireWalls:</u></b>                  Firewalls are a network access control system that divides a network that we presume it's securefromanetworkthatmaybeunsecure.                  ThisTermworkwillhelpstoknowaboutthe necessityandimportanceoffirewallsandtocontroltheingoingandoutgoingtraffic.                  WhetherFirewallsprovidesecurityfromexternalattacksandinternalattacksornotjustifyit.</p> <p><b><u>5. DistributedDenialofService:</u></b>                  A proper handling of the external attack measures and internal fraud measures like the DDoS attack measure,websystemsecurityreinforcementsolution,securityoperationmonitoringsolutions,administrativeIDmanagementreinforcementsolutionscouldhelpinhandlingthe technicalapproach.</p>
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<b>Content beyond syllabus:</b>			
1. Digital Signatures 2. Kerberos 3. Digital certificates			
<b>Self-Study:</b>			
Content to promote self-learning:			
SN O	Topic	CO	Reference
1	Cybersecurity & cyber crime	CO1	<a href="https://www.tutorialspoint.com/fundamentals_of_science_and_technology/cyber_crime_and_cyber_security.htm">https://www.tutorialspoint.com/fundamentals_of_science_and_technology/cyber_crime_and_cyber_security.htm</a>
2	Computer Forensics	CO2	<a href="https://www.geeksforgeeks.org/information-security-and-computer-forensics/">https://www.geeksforgeeks.org/information-security-and-computer-forensics/</a>
3	Cybersecurity Strategies	CO3	<a href="https://www.tutorialspoint.com/information_security_cyber_law/cyber_security_strategies.htm">https://www.tutorialspoint.com/information_security_cyber_law/cyber_security_strategies.htm</a>
4	Digital signatures	CO4	<a href="https://www.tutorialspoint.com/information_security_cyber_law/digital_and_electronic_signatures.htm">https://www.tutorialspoint.com/information_security_cyber_law/digital_and_electronic_signatures.htm</a>
5	Cyber Security Policies	CO6	<a href="https://www.tutorialspoint.com/information_security_cyber_law/policies_to_mitigate_cyber_risk.htm">https://www.tutorialspoint.com/information_security_cyber_law/policies_to_mitigate_cyber_risk.htm</a>

<b>Text Book(s):</b>
<ol style="list-style-type: none"> <li>1. Network Security Essentials (Applications and Standards) by William Stallings, Pearson Education, 2008</li> <li>2. Cryptography &amp; Network Security by Behrouz A. Forouzan, TMH 2007.</li> <li>3. Cyber Security: Understanding Cyber Crimes, Computer Forensics and Legal Perspectives, Nina Godbole and Sunil Belapure, Wiley INDIA</li> <li>4. Introduction to Cyber Security, Chwan-Hwa (John) Wu, J. David Irwin, CRC Press T&amp;F Group</li> </ol>
<b>1. Reference Book(s):</b>
<ol style="list-style-type: none"> <li>1. Information Systems Security, Godbole, Wiley Student Edition.</li> <li>2. Cryptography and Network Security by William Stallings, Fourth Edition, Pearson Education 2007.</li> <li>3. Fundamentals of Computer Security, Springer.</li> <li>4. Network Security: The complete reference, Robert Bragg, Mark Rhodes, TMH</li> <li>5. Computer Security Basics by Rick Lehtinen, Deborah Russell &amp; G. T. Gangemi Sr., SPDO 'REILLY 2006.</li> <li>6. Cyber Security Essentials, James Graham, Richard Howard and Ryan Otson, CRC Press.</li> </ol>
<b>Online/Web Resources:</b>
<ol style="list-style-type: none"> <li>1. <a href="http://index-of.es/Hack/Network%20Security%20Essentials%204th%20Edition.pdf">http://index-of.es/Hack/Network%20Security%20Essentials%204th%20Edition.pdf</a></li> <li>2. <a href="https://www.academia.edu/31141817/Introduction_to_Computer_Networks_and_Cybersecurity">https://www.academia.edu/31141817/Introduction_to_Computer_Networks_and_Cybersecurity</a></li> <li>3. <a href="http://www.tutorialspoint.com">www.tutorialspoint.com</a> 4. <a href="http://www.geeksforgeeks.com">www.geeksforgeeks.com</a></li> </ol>



NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC310	HIGH PERFORMANCE COMPUTING							R2020
Semester	Hours/ Week			Total hrs	Credit C	Max Marks		
	L	T	P			CIE	SEE	TOTAL
	3	0	0	48	3	40	60	100
<b>Pre-requisite:</b>								
<ol style="list-style-type: none"> <li>1. Computer Organization &amp; Architecture</li> <li>2. Operating System Programming</li> </ol>								
<b>Course Objectives:</b>								
<ol style="list-style-type: none"> <li>1. Understand the concepts of Modern Processors.</li> <li>2. Recognize the various kinds of optimization techniques for serial code.</li> <li>3. Apply parallel programming using OpenMP and MPI.</li> <li>4. Improve system performance.</li> <li>5. Learn various distributed and parallel computing architecture.</li> <li>6. Learn different computing technologies</li> </ol>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
CO1	Recall the concepts used in Modern Processors for increasing the performance.							
CO2	Identify Optimization techniques for serial code.							
CO3	Illustrate Parallel Computing Paradigms.							
CO4	Analyze the performance issues in Parallel Programming using MPI.							
CO5	Summarize shared memory parallel programming with OpenMp.							
CO6	Construct efficient MPI programming.							

CO-PO Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
CO1	2		2										3	2
CO2	1	2												
CO3	1		3		1								3	2
CO4	3		2										3	2
CO5		2		3	3								3	2
CO6	2		3										2	1
1: Low, 2-Medium, 3-High														

COURSE CONTENT			
<b>MODULE- 1</b>	<b>Modern Processors</b>		<b>8h</b>
Stored-program computer architecture, General-purpose cache-based microprocessor architecture, Memory hierarchies, Multi core processors, multithreaded processors, Vector processors. Basic Optimization Techniques for Serial Code: Scalar profiling, Common sense optimizations, Simple measures, large impact, and the role of compilers C++ optimizations			
At the end of the Module 1, students will be able to:			
<ol style="list-style-type: none"> <li>1. Visualize the computer architecture</li> <li>2. Describe different memory hierarchies.</li> <li>3. Identify and observe of multitasking.</li> </ol>			
<b>MODULE-2</b>	<b>Parallel Computers</b>		<b>8h</b>



<p><b>Parallel Computers:</b> Taxonomy of parallel computing paradigms, Shared memory Computers, Distributed-Memory computers, Hierarchical (hybrid) systems Networks Basics of Parallelization: Why parallelize? Parallelism, Parallel scalability Shared-Memory Parallel Programming with OpenMP: Short introduction to OpenMP.</p>		
<p>At the end of the Module 2, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Identify the hardware performance counters.</li> <li>2. Understand the instruction sets.</li> <li>3. Interpret and observe dynamic memory management.</li> </ol>		
<b>MODULE-3</b>	<b>Trends and Transformations</b>	<b>8h</b>
<p><b>The brewing trends and transformations in the IT landscape:</b> Introduction, The Emerging IT Trends, The Internet of Things (IOT)/Internet of Everything (IOE), Apache Hadoop for Big Data and Analytics, Big Data into Big Insights and Actions, Conclusions.</p> <p><b>The high performance Technologies:</b> Introduction, The Emergence of Big Data Analytics (BDA) Discipline, The Strategic Implications of Big Data, The Big Data Analytics Challenges, The high-Performance Computing (HPC) Paradigms for fast and BDA</p>		
<p>At the end of the Module 3, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Distinguish parallel computing paradigms.</li> <li>2. Differentiate serial performance Vs Strong scalability</li> <li>3. Observe Refined performance models</li> </ol>		
<b>MODULE-4</b>	<b>High Performance Approaches</b>	<b>8h</b>
<p>The High Performance Approaches through Parallelism, Cluster computing, Grid computing, Cloud Computing, Heterogeneous computing, Main Frames for High-performance Computing, Supercomputing for Big Data Analytics.</p>		
<p>At the end of the Module 4, students will be able to:</p> <ol style="list-style-type: none"> <li>1.</li> </ol>		
<b>MODULE-5</b>	<b>Network Infrastructure</b>	<b>8h</b>
<p><b>Network infrastructure for High – Performance:</b> Introduction, Network Infrastructure for High performance Computing, Limitations of Present-Day Networks, Approaches for the Design of Network Infrastructure for High-Performance Big Data Analytics Storage Infrastructure for High-Performance Big Data Analytics: Introduction, Storage Area Networks, Storage Infrastructure for storing big data.</p>		
<p>At the end of the Module 5, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Compare and classify the performance issues in Parallel Programming using MPI.</li> <li>2. Construct Efficient OpenMP programming.</li> </ol>		
<b>MODULE-6</b>	<b>Real-Time Analytics</b>	<b>8h</b>
<p><b>Real-Time Analytics Using High Performance Computing:</b> Introduction, Technologies That support Real-time Analytics, processing in Memory (PIM), In-Database Analytics,</p> <p><b>MOA:</b> Massive Online Analysis, General Parallel file system (GPFS) High performance computing (HPC) paradigms: Introduction, need of Mainframes, Cost- An Important Factor HPC, Cloud Computing Centralized HPC.</p>		
<p>At the end of the Module 6, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Understand the MPI performance tools.</li> <li>2. Understand communication parameters and reduce communication overhead</li> <li>3. Differentiate Non-blocking Vs Asynchronous communication.</li> </ol>		
<b>Total hours:</b>		<b>48 hours</b>

**Termwork:**

Case study: jacobi algorithm and dense matrix transpose.

Case Study: Can slow processors compute faster-Load balance.

**Content beyond syllabus:**

1. Advanced concepts of communication and computing

**Text Book(s):**

1. "Introduction to high performance computing for scientists and engineers", Chapman & Hall/CRCC Computational Science 2010 by Georg Hager, Gerhard Wellein.
2. Pethuraj, Anupama Raman, Dhivya Nagaraj, "High-Performane Big Data Analysis: Computing Systems and Approaches", 1st Ed, 2015, Springer.

**Reference Book(s):**

1. "Selected Topics In Advanced Computing" Edited By Dr. P. Padmanabham And Dr. M. B. Srinivas, 2005 Pearson Education.
2. Marivesar: 'Approaching quantum computing', Pearson Education.
3. Rezaur Rahman, Intel Xeon Phi Coprocessor Architecture and Tools, Apress Open, 2013.
4. J. Joseph & C. Fellenstien: 'Grid Computing', Pearson Education.
5. Kai Hwang and Naresh Jotwani, "Advanced Computer Architecture", Tata McGraw Hill.
6. Wen-Mei W Hwu, David B Kirk, Programming Massively Parallel Processors A Hands-on Approach, Morgan Kaufmann, 3e.





NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC311	MACHINE LEARNING							R2020
Semester	Hours/ Week			Total hrs	Credit C	Max Marks		
	L	T	P			CIE	SEE	TOTAL
III	3	0	0	48	3	40	60	100
<b>Pre-requisite: Basics of algorithm design, Probability and Statistics</b>								
<b>Course Objectives:</b>								
<ol style="list-style-type: none"> <li>1. To understand the basic principles of machine learning.</li> <li>2. To understand various classification methods.</li> <li>3. To understand the concepts of dimensionality reduction and clustering.</li> <li>4. To understand the fundamentals of artificial neural networks.</li> <li>5. To understand different kernel functions and learning models.</li> <li>6. To understand the fundamentals of Reinforcement learning.</li> </ol>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Understand the types of machine learning and its applications. (BL-2)							
<b>CO2</b>	Analyze various classification methods to classify the trained data. (BL-4)							
<b>CO3</b>	Apply principles of clustering to classify untrained data. (BL-3)							
<b>CO4</b>	Understand the role of neural networks in classification of data. (BL-2)							
<b>CO5</b>	Identify the usage of kernel functions and various learning techniques. (BL-1)							
<b>CO6</b>	Differentiate between learning techniques. (BL-4)							

CO-PO Mapping														
CO	PO												PSO	
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
<b>CO1</b>	2	2											2	2
<b>CO2</b>	1	2	2	1									1	
<b>CO3</b>	3	1	1	2									1	2
<b>CO4</b>	2	2	2	1	1								2	
<b>CO5</b>	3	2	1										1	
<b>CO6</b>	2	2	3	3										2
1:Low,2-Medium,3-High														

COURSE CONTENT		
<b>MODULE-1</b>	<b>INTRODUCTION</b>	<b>8 HOURS</b>
<p>Introduction: Machine Learning, Types of Machine Learning, Examples.</p> <p>Supervised Learning: Learning class from examples, VCDimension, PAC Learning, Noise, Learning Multiple Classes, regression, Model Selection and generalization, dimensions of a supervised learning algorithm.</p> <p>At the end of the Module 1, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Types of machine learning. (BL-2)</li> <li>2. Examples of machine learning in real time. (BL-2)</li> <li>3. Fundamentals of classification. (BL-4)</li> </ol>		
<b>MODULE-2</b>	<b>CLASSIFICATION</b>	<b>7 HOURS</b>
<p>Parametric Methods: Introduction, Maximum Likelihood Estimation, Evaluating Estimator, Bayes' Estimator, Parametric Classification.</p> <p>Multivariate Methods: Multivariate Data, Parameter Estimation, Estimation of Missing Values, Multivariate Normal Distribution, Multivariate Classification, Multivariate Regression.</p>		



Attheendof theModule2,studentswillbeableto:		
<ol style="list-style-type: none"> <li>1. Variousparametricmethodsforclassification..(BL-4)</li> <li>2. Estimatorsforevaluation.(BL -5)</li> <li>3. Multivariateclassification.(BL-4)</li> </ol>		
<b>MODULE-3</b>	<b>Clustering</b>	<b>10HOURS</b>
<p><b>Introduction:</b> Subset Selection, Principal Component Analysis, Factor Analysis,MultidimensionalScaling,Linear DiscriminantAnalysis.</p> <p><b>Clustering:</b> Introduction, Mixture densities, k-means clustering, EM-Algorithm, HierarchicalClustering, Choosingthenumberofclusters.</p> <p>Non-parametricMethods:Introduction,non-parametricdensityestimation,non-parametricclassification.</p>		
Attheendof theModule3,studentswillbeableto:		
<ol style="list-style-type: none"> <li>1. Principlesofdimensionalityreductioninnormalizingthedatasize..(BL-2)</li> <li>2. Variousclusteringapproachesforgroupinguntraineddata.(BL-4)</li> <li>3. various non-parametricmethodsusedinclusteringofdata..(BL-4)</li> </ol>		
<b>MODULE-4</b>	<b>DecisionTrees&amp;ANN</b>	<b>8HOURS</b>
<p>Introduction,UnivariateTrees,Pruning,RuleExtractionfromTrees,LearningRulesfromData</p> <p>MultilayerPerceptron:Introduction,trainingaperceptron,LearningBooleanFunctions,MultilayerPerceptron,BackpropagationAlgorithm,trainingProcedures</p>		
Atthe endoftheModule4,studentswillbeableto:		
<ol style="list-style-type: none"> <li>1. knowingtheprinciplesofhowtoidentifyclasslabels.(BL-2)</li> <li>2. fundamentalsofartificialneuralnetworks.(BL-4)</li> <li>3. varioustrainingproceduresotrainthedataset.(BL-4)</li> </ol>		
<b>MODULE-5</b>	<b>KERNELMACHINES&amp;HMM</b>	<b>7HOURS</b>
<p>Introduction,Opticalseparatinghyperplane,v-SVM,Kerneltricks,verticalkernel,definingkernel,multiclasskernelmachines,one-classkernelmachines.</p> <p>BayesianEstimation:Introduction,estimatingtheparameterofadistribution,Bayesianestimation,GaussianProcesses.</p>		
HiddenMarkovModels:Introduction,discreteMarkovprocesses,HMMModels,basicproblemsofHMM,evaluation problem, finding the state sequence, learning model parameters, continuous observations, HMM with inputs, modelselectionwithHMM.		
AttheendoftheModule5,studentswillbeableto:		
<ol style="list-style-type: none"> <li>1. varioustypes ofkernelfunctionsandtheirrole.(BL-4)</li> <li>2. variousestimationprocessesforfindingaccurateresults.(BL-4)</li> <li>3. Basicproblems ofHMMandevaluationprocesses..(BL-2)</li> </ol>		
<b>MODULE-6</b>	<b>ReinforcementLearning</b>	<b>8HOURS</b>
<p>GraphicalModels:Introduction,canonicalcases forconditionalindependence,d-separation,Beliefpropagation,undirectedgraph,Markovrandomfield</p> <p>Reinforcement Learning: Introduction, single state cases, elements of reinforcement learning,temporal differencelearning,generalization,partiallyobservedstate.</p>		



At the end of the Module 6, students will be able to:	
<ol style="list-style-type: none"> <li>1. The importance of graphical models in analyzing the solutions.. <b>(BL-3)</b></li> <li>2. The role of reinforcement learning in training the data. . <b>(BL-2)</b></li> <li>3. Differentiate between learning strategies.. <b>(BL-4)</b></li> </ol>	
<b>Total hours:</b>	<b>48 hours</b>

<p><b>Term work:</b></p> <ol style="list-style-type: none"> <li>1. Machine Learning: When you are about to tag someone on Facebook, before even mentioning the name of the person in the image, Facebook gives you a suggestion and 99.99% it gives the right name. How does Facebook know the name of the person you are about to tag in the image?</li> <li>2. Multivariate Regression: A researcher has collected data on three psychological variables, four academic variables (standardized test scores), and the type of educational program the student is in for 600 high school students. She is interested in how these sets of psychological variables is related to the academic variables and the type of program the student is in.</li> <li>3. Multidimensional Scaling: Vendor Evaluations: Industrial purchasing agents must choose among vendors who differ— for example, in price, delivery, reliability, technical service and credit. How purchasing agents summarize the various characteristics to determine a specific vendor from whom to purchase would be information that would help vendors design sales strategies.</li> <li>4. Training Procedures: Employee training is one of the most critical parts of the employee experience. When a new employee starts, they're a sponge, ready to absorb information about your company, your policies and procedures, and their role and responsibilities. Existing employees also need ongoing training to learn new skills, improve existing ones and continue to grow over time. But what's the best way to facilitate the training process?</li> <li>5. Reinforcement Learning: Turns out a walk in the park is not so simple after all. In fact, it is a complex process done by controlling multiple muscles and coordinating with whom know how many motions. If carbon-based life forms have been developing these aspects of walking for millions of years, can AI recreate it?</li> </ol>
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**Content beyond syllabus:**

**1. Inaccessible data and data security**

**Self-Study:**

**Content to promote self-Learning:**

SNO	Topic	Reference
1	Introduction to Machine Learning	<a href="https://www.edureka.co/blog/introduction-to-machine-learning/">https://www.edureka.co/blog/introduction-to-machine-learning/</a> , <a href="https://www.geeksforgeeks.org/ml-types-learning-supervised-learning/">https://www.geeksforgeeks.org/ml-types-learning-supervised-learning/</a>
2	Methods for classification	<a href="https://medium.com/@jorgesleonel/classification-methods-in-machine-learning-58ce63173db8">https://medium.com/@jorgesleonel/classification-methods-in-machine-learning-58ce63173db8</a> , <a href="https://machinelearningmastery.com/types-of-classification-in-machine-learning/">https://machinelearningmastery.com/types-of-classification-in-machine-learning/</a>



3	Clustering Techniques	<a href="https://www.geeksforgeeks.org/clustering-in-machine-learning/">https://www.geeksforgeeks.org/clustering-in-machine-learning/</a> <a href="https://www.analyticsvidhya.com/blog/2016/11/an-introduction-to-clustering-and-different-methods-of-clustering/">https://www.analyticsvidhya.com/blog/2016/11/an-introduction-to-clustering-and-different-methods-of-clustering/</a>
4	Artificial Neural Networks	<a href="https://www.tutorialspoint.com/artificial_intelligence/artificial_intelligence_neural_networks.htm">https://www.tutorialspoint.com/artificial_intelligence/artificial_intelligence_neural_networks.htm</a> <a href="https://www.geeksforgeeks.org/introduction-to-artificial-neural-network-set-2/">https://www.geeksforgeeks.org/introduction-to-artificial-neural-network-set-2/</a>
5	Hidden Markov Models	<a href="https://medium.com/@jonathan_hui/machine-learning-hidden-markov-model-hmm-31660d217a61">https://medium.com/@jonathan_hui/machine-learning-hidden-markov-model-hmm-31660d217a61</a> <a href="https://www.geeksforgeeks.org/markov-decision-process/">https://www.geeksforgeeks.org/markov-decision-process/</a>
6	Reinforcement Learning	<a href="https://www.geeksforgeeks.org/what-is-reinforcement-learning/">https://www.geeksforgeeks.org/what-is-reinforcement-learning/</a> <a href="https://medium.com/@violante.andre/simple-reinforcement-learning-temporal-difference-learning-e883ea0d65b0">https://medium.com/@violante.andre/simple-reinforcement-learning-temporal-difference-learning-e883ea0d65b0</a>

**TextBook(s):**

1. A Concise Introduction to Machine Learning, Anitha C. Faul, CRC Press, 2020
2. An Introduction to Machine Learning Springer International Publishing Gopinath Rebala, Ajay Ravi, Sanjay Churiwala, 2019.
3. A Brief Introduction to Machine Learning for Engineers Now Publishers Osvaldo Simeone, 2018
4. E. Alpaydin "Introduction to Machine Learning", third Edition, MIT Press, 2014

**ReferenceBook(s):**

1. An Introduction to Machine Learning Springer International Publishing Miroslav Kubat (auth.), 2017
2. An introduction to machine learning Interpretability, O'Reilly, Patrick Halland Navadeep Gill, 2018
3. A brief introduction to machine learning for engineers, Kings College London, Osvaldo Simeone, 2018
2. An introduction to machine learning, Springer, Kubat, Miroslav, 2015

**OnlineResources:**

1. <http://web4.cs.ucl.ac.uk/staff/D.Barber/textbook/091117.pdf>
2. <https://www.cs.huji.ac.il/~shais/UnderstandingMachineLearning/index.html>
3. <https://alex.smola.org/drafts/thebook.pdf>

<https://seat.massey.ac.nz/personal/s.r.marsland/MLBook.html>

**WebReferences:**

1. <https://www.guru99.com/machine-learning-tutorial.html>
2. <https://www.toptal.com/machine-learning/machine-learning-theory-an-introductory-primer>
3. <https://nptel.ac.in/courses/106/106/106106198/>
4. <https://www.youtube.com/watch?v=T3PsRW6wZSY>



NARAYANA ENGINEERING COLLEGE: NELLORE														
20MC312	PHP							R2020						
Semester	Hours/ Week			Total hrs	Credit C	MaxMarks								
	L	T	P			CIE	SEE	TOTAL						
III	3	0	0	48	3	40	60	100						
<b>Pre-requisite:</b> Basic knowledge of web programming, HTML, CSS, JavaScript														
<b>Course Objectives:</b>														
<ol style="list-style-type: none"> <li>1. To gain the PHP programming skills.</li> <li>2. To use the MVC pattern to organize code, test and debug a PHP application.</li> <li>3. To work with MySQL and learn CRUD operations.</li> <li>4. To learn how to handle PHP errors with Apache admin.</li> <li>5. To learn how to successfully build interactive, data-driven sites.</li> <li>6. To work with form data and validated data.</li> </ol>														
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:														
CO1	To understand the basics of programming in PHP. (BL-2)													
CO2	To write and debug procedural PHP scripts. (BL-3)													
CO3	To understand fundamental relational database concepts. (BL-2)													
CO4	To handle and log PHP errors. (BL-4)													
CO5	To design relational databases suitable for a blog. (BL-6)													
CO6	To work with interactive forms. (BL-5)													
<b>CO-PO Mapping</b>														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
CO1	3		2	3							1	2		
CO2	2			2				1						
CO3	1			1					1		1		2	
CO4	3		2								1	1		
CO5	2			1							1		2	
CO6	2		2									1	2	
1:Low,2-Medium,3-High														

COURSE CONTENT		
<b>MODULE-1</b>	<b>Introduction</b>	<b>8 HOURS</b>
<p><b>PHP, MYSQL, LAMP:</b> What they are and what they do. Static Vs dynamic pages, Client side Vs Server-side scripting, obtaining PHP and MYSQL software, resources and tools, XAMPP as a development environment.</p> <p>At the end of the Module 1, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Learn the details about PHP, MySQL and LAMP</li> <li>2. Identify differences between client and server side scripting</li> <li>3. Examine the development environment of XAMPP</li> </ol>		
<b>MODULE-2</b>	<b>Basics of programming with PHP</b>	<b>8 HOURS</b>
<p><b>Basics:</b> Variables, constants, data types, operators, expressions, control structures &amp; decision making, functions, type casting, program flow. Documenting your code, Simple templates with PHP, organizing your application, finding and fixing bugs in your code.</p> <p><b>HTTP client-server communication:</b> HTTP headers, server response codes.</p> <p>At the end of the Module 2, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Learn the basics of PHP programming</li> <li>2. Examine the program flow and document the code</li> <li>3. Illustrate on the HTTP client-server communication</li> </ol>		
<b>MODULE-3</b>	<b>MYSQL</b>	<b>8 HOURS</b>
<p><b>MYSQL:</b> Relational databases vs. spreadsheets. MYSQL in the terminal, relational database Design, MYSQL's data types.</p> <p><b>CRUD operations:</b> create, read, update and delete data, primary, foreign and unique keys.</p> <p><b>Getting results from more than one table:</b> joins, One-to-one, one-to-many, many-to-many relationships, Column and table aliases, changing table structure, table types and aggregate queries.</p> <p>At the end of the Module 3, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Learn the MySQL and the differences between databases</li> <li>2. Examine the CRUD operations on the tables</li> <li>3. Obtain results from more than one table</li> </ol>		
<b>MODULE-4</b>	<b>Apache admin</b>	<b>8 HOURS</b>



<b>PHP,MySQLandApacheadmin:</b> php.ini,my.ini&httpd.conf,dealingwiththelegacysettings,register_global sandmagic_quotes,howtohandleandlogPHPerrors.		
AttheendoftheModule4,studentswillbeableto: <ol style="list-style-type: none"> <li>1. UnderstandtheusageofApacheadmin</li> <li>2. Createiniandconffiles anddealing withregistersettings</li> <li>3. HandleandloggingofthePHPerrors</li> </ol>		
<b>MODULE-5</b>	<b>OntheWeb</b>	<b>8HOURS</b>
<b>PHPandMySQLontheweb:</b> ConnectingtoMySQLusingPHP.Queryingthe databaseandusing the results, Dynamic templating, Single and multiple article templates. PHP'ssuperglobals,acceptinguserinputthroughthe URLandforms.		
Atthe endoftheModule5,studentswillbeableto: <ol style="list-style-type: none"> <li>1. MakeconnectionstoMySQLusingPHP</li> <li>2. Createdatabasequeriesand dealwithtemplates</li> <li>3. Dealwithweb byacceptinguserinputs throughURL</li> </ol>		
<b>MODULE-6</b>	<b>Forms</b>	<b>8HOURS</b>
<b>Forms:</b> validationandgivinguserfeedback. Dynamicnavigation. <b>BuildingasimpleCMS:</b> DatabaseCRUDoperationsthroughawebfrontend,defensiveprogramming,securityc onsiderations,workingasawebdeveloper.		
AttheendoftheModule6,studentswillbeableto: <ol style="list-style-type: none"> <li>1. ToprogramtheFormvalidationswithfeedbacks</li> <li>2. TobuildasimpleCMSforaweb frontend</li> <li>3. Developprogrammingforawebwithsecurityconsiderations</li> </ol>		
<b>Totalhours:</b>		<b>48HOURS</b>

<p><b>Termwork:</b></p> <ol style="list-style-type: none"> <li><b>1. Forms:-CollegeLibrary:</b>Createaformforacollegelibraryenteringstudentdetailsforeachstudentin the college. Validate the form using PHP validates and display error messages. This term workfocuses on generating a PHP application for library books. This task has to address a good database ofbooks and studentsmaintained. Handle the PHPerrors andlog any PHP errors. Use the apache adminfor thepurpose.</li> <li><b>2. Cookies:-Userid and password validation:</b>Read theUserid and Passwords entered in the Loginform and authenticate with the values (User_Id and Passwords) available in the cookies. If he is a validuser (i.e., User_Name and Password match) you should welcome him by name (User_Name) else youshoulddisplay“Youarenotanauthenticated user”.</li> <li><b>3. Database:</b>The term work is to carry out a PHP application which does the following job: Insert thedetails of 100 users who register with the web site by using registration form. Authenticate the userwhen he submits the login form using the User_Name and Password from the database (instead ofcookies).</li> <li><b>4. Catalogue:</b>Create tablesin thedatabase which contain thedetailsof books(Bookname,Price,Quantity, Amount) of each category. Modify your catalogue page in such a way that you should connecttothedatabaseandextractdatafromthetables anddisplaytheminthecataloguepageusingPHP.</li> <li><b>5. CRM: Small CRM project using PHP and MySQL:</b> As part of this term work, the student has toperform modules say User(User Registration, Profile management, Request a Quote, Ticketing system),Admin(Dynamicdashboard,Manageusers,Managetickets,Managequotes,Uservisitgraph,check useraccesslogs).UseLAMPforthisminiproject.</li> </ol>
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<p><b>Contentbeyondsyllabus:</b></p> <ol style="list-style-type: none"> <li>1. FileHandlinginPHP</li> <li>2. PHPSessions</li> </ol>
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<p><b>Self-Study:</b></p> <p>Contentstopromoteself-Learning:</p> <table border="1"> <thead> <tr> <th>SNO</th> <th>Topic</th> <th>Reference</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>PHPIntroduction</td> <td><a href="https://www.tutorialspoint.com/php/php_introduction.htm">https://www.tutorialspoint.com/php/php_introduction.htm</a> <a href="https://www.javatpoint.com/php-tutorial">https://www.javatpoint.com/php-tutorial</a></td> </tr> <tr> <td>2</td> <td>Controlstatements</td> <td><a href="https://www.javatpoint.com/php-if-else">https://www.javatpoint.com/php-if-else</a> <a href="https://www.tutorialspoint.com/php/php_decision_making.htm">https://www.tutorialspoint.com/php/php_decision_making.htm</a></td> </tr> <tr> <td>3</td> <td>MySQL</td> <td><a href="https://www.javatpoint.com/mysql-tutorial">https://www.javatpoint.com/mysql-tutorial</a> <a href="https://www.tutorialspoint.com/mysql/index.htm">https://www.tutorialspoint.com/mysql/index.htm</a></td> </tr> </tbody> </table>	SNO	Topic	Reference	1	PHPIntroduction	<a href="https://www.tutorialspoint.com/php/php_introduction.htm">https://www.tutorialspoint.com/php/php_introduction.htm</a> <a href="https://www.javatpoint.com/php-tutorial">https://www.javatpoint.com/php-tutorial</a>	2	Controlstatements	<a href="https://www.javatpoint.com/php-if-else">https://www.javatpoint.com/php-if-else</a> <a href="https://www.tutorialspoint.com/php/php_decision_making.htm">https://www.tutorialspoint.com/php/php_decision_making.htm</a>	3	MySQL	<a href="https://www.javatpoint.com/mysql-tutorial">https://www.javatpoint.com/mysql-tutorial</a> <a href="https://www.tutorialspoint.com/mysql/index.htm">https://www.tutorialspoint.com/mysql/index.htm</a>
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4	Apacheadmin	<a href="https://www.tutorialspoint.com/linux_admin/linux_admin_inst_all_apache_web_server_centos_7.htm">https://www.tutorialspoint.com/linux_admin/linux_admin_inst_all_apache_web_server_centos_7.htm</a> <a href="https://www.javatpoint.com/how-to-install-apache-web-server-on-centos">https://www.javatpoint.com/how-to-install-apache-web-server-on-centos</a>
5	Databaseconnect	<a href="https://www.javatpoint.com/php-mysql-connect">https://www.javatpoint.com/php-mysql-connect</a> <a href="https://www.tutorialspoint.com/php/php_and_mysql.htm">https://www.tutorialspoint.com/php/php_and_mysql.htm</a>
6	Formvalidation	<a href="https://www.tutorialspoint.com/php/php_form_introduction.htm">https://www.tutorialspoint.com/php/php_form_introduction.htm</a> <a href="https://www.javatpoint.com/php-form">https://www.javatpoint.com/php-form</a>

**TextBook(s):**

1. StevenHolzner,“PHP:theCompleteReference”,1stEdition,McGrawHills,PHP5.2,2015.
2. VikramVaswani,“MySQL:ThecompleteReference”,1stEdition,McGrawHills,2015.
3. PHPfortheWeb:VisualQuickStartGuideFifthEdition.LarryUllman.PeachpitPress,2016

**ReferenceBook(s):**

1. TheJoyofPHPProgramming:ABeginner’sGuide–byAlanForbes.
2. PHP&MySQLNovicetoNinja–byKevinYank
3. HeadFirstPHP &MySQL–byLynnBeighley&MichaelMorrison

**Online/WebResources:**

1. <https://www.pdfdrive.com/php-books.html>
2. <https://www.freetechbooks.com/php-f43.html>
3. <http://www.freebookcentre.net/Web/Free-Php-Books-Download.html>
4. [http://www.nptelvideos.com/php/php\\_video\\_tutorials.php](http://www.nptelvideos.com/php/php_video_tutorials.php)
5. <https://www.javatpoint.com/php-tutorial>
6. [https://www.youtube.com/watch?v=OK\\_JCrrv-c](https://www.youtube.com/watch?v=OK_JCrrv-c)
7. <https://www.tutorialspoint.com/php/index.htm>





NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC313	SOFTWARE ARCHITECTURE							R2020
Semester	Hours /Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
III	3	0	0	48	4	40	60	100
<b>Course Objectives:</b>								
1. Understand software architectural requirements. 2. To analyse the architecture styles. 3. Be exposed to various quality attributes. 4. To analyse the achieving architecture goals 5. To analyse the architecture of cloud environment.								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Discuss the importance and role of software architecture in large-scale software systems.							
<b>CO2</b>	Analyse the architecture styles							
<b>CO3</b>	Assess the quality attributes of a system at the architectural level.							
<b>CO4</b>	Recognize and use the major software architecture models.							
<b>CO5</b>	Analyse the software architecture qualities, attributes and solutions.							
<b>CO6</b>	Analyse the Architecture of cloud environment.							

CO-PO Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	3	2	1	1										2
<b>CO2</b>	3	2	2	1									1	2
<b>CO3</b>	2	2	1		1								1	1
<b>CO4</b>	3	2	2	2									2	1
<b>CO5</b>	3	2	1	1									1	2
<b>CO6</b>	3	2	1	1									2	
1:Low,2-Medium,3-High														

COURSE CONTENT		
<b>MODULE-1</b>	<b>ENVISIONING ARCHITECTURE</b>	<b>8Hours</b>
Introduction – What is software Architecture-What is Software Architecture, Other Points of View, Architectural Patterns, Reference Models, and Reference Architectures, Importance of Software Architecture, Architectural Structures and views. Architecture Business Cycle- Architectures influences, Software Processes and the Architecture, Business Cycle, Making of “Good” Architecture.		
At the end of the Module 1, students will be able to:		
1. Understand the software architectural requirements 2. Describe influence of software architecture on business.		
<b>MODULE-2</b>	<b>DESIGNING THE ARCHITECTURE WITH STYLES</b>	<b>8Hours</b>
Designing the Architecture: Architecture in the Life Cycle, Designing the Architecture, Formatting the Team Structure, Creating a Skeletal System. Architecture Styles: Architectural Styles, Pipes and Filters, Data Abstraction and Object-		





Oriented Organization, Event-Based, Implicit Invocation, Layered Systems, Repositories, Interpreters.		
At the end of the Module 2, students will be able to:		
<ol style="list-style-type: none"> <li>1. Ability to understand the architecture lifecycle.</li> <li>2. Describe the use of architecture styles.</li> </ol>		
<b>MODULE-3</b>	<b>CREATING AN ARCHITECTURE-I</b>	<b>8Hours</b>
Creating an Architecture: Understanding Quality Attributes – Functionality and Architecture, Architecture and Quality Attributes, System Quality Attributes, Quality Attribute. Scenarios in Practice, Other System Quality Attributes, Business Qualities, Architecture Qualities. Achieving Qualities: Introducing Tactics, Availability Tactics, Modifiability Tactics, Performance, Tactics, Security Tactics, Testability Tactics, Usability Tactics.		
At the end of the Module 3, students will be able to:		
<ol style="list-style-type: none"> <li>1. Ability to understand, to use the quality attributes</li> <li>2. Explain the tactics.</li> </ol>		
<b>MODULE-4</b>	<b>CREATING AN ARCHITECTURE-II</b>	<b>8Hours</b>
Documenting Software Architectures: Use of Architectural Documentation, Views, Choosing the Relevant Views, Documenting a view, Documentation across Views. Reconstructing Software Architecture: Introduction, Information Extraction, Database Construction, View Fusion, and Reconstruction.		
At the end of the Module 4, students will be able to:		
<ol style="list-style-type: none"> <li>1. Ability to use architectural documentation.</li> <li>2. Specify the relevant views in software architecture</li> </ol>		
<b>MODULE-5</b>	<b>ANALYZING ARCHITECTURES</b>	<b>7Hours</b>
The ATAM: Participants in the ATAM, Outputs of The ATAM, Phases Of the ATAM. The CBAM: Decision-Making Context, The Basis for the CBAM, Implementing the CBAM. The World Wide Web: A Case study in Interoperability-Relationship to the Architecture Business Cycle, Requirements and Qualities, Architecture Solution, Achieving Quality Goals.		
At the end of the Module 5, students will be able to:		
<ol style="list-style-type: none"> <li>1. Ability to analyze the architecture qualities, attributes and solutions.</li> </ol>		
<b>MODULE-6</b>	<b>BRAVE NEW WORLD</b>	<b>9Hours</b>
Architecture in The Cloud: Basic cloud definitions, service Models and Deployment options, Economic Justification, Base Mechanisms, Sample Technologies, Architecting in a cloud environment. Architecture 'Sfor the Edge: The Ecosystem of Edge-Dominant Systems change to the software development lifecycle, Implications for Architecture, Implications of the Metropolis Model.		
At the end of the Module 6, students will be able to:		
<ol style="list-style-type: none"> <li>1. Ability to analyze the architecture of cloud environment.</li> </ol>		
		<b>Total hours: 48hours</b>

**Text Book(s):**

1. Software Architectures in Practice, Len Bass, Paul Clements, Rick Kazman, 2nd Edition,



<p>PearsonPublication.</p> <p>2. SoftwareArchitecture, MaryShawandDavidGarlan, FirstEdition, PHIPublication, 1996</p>
<p><b>ReferenceBook(s):</b></p> <ol style="list-style-type: none"><li>1. SoftwareDesign: FromProgrammingtoArchitecture, EricBraude, Wiley, 2004.</li><li>2. N. DomainsofConcerninSoftwareArchitecturesandArchitectureDescriptionLanguages. Me dvidovic andD. S. Rosenblum. USENIX.</li></ol>
<p><b>OnlineResources:</b></p> <ol style="list-style-type: none"><li>1. <a href="https://cosmolearning.org/courses/software-architecture-design/video-lectures/">https://cosmolearning.org/courses/software-architecture-design/video-lectures/</a></li></ol>
<p><b>WebResources:</b></p> <ol style="list-style-type: none"><li>1. <a href="https://www.tutorialspoint.com/software_architecture_design/index.htm">https://www.tutorialspoint.com/software_architecture_design/index.htm</a></li><li>2. <a href="https://index-of.es/Varios2/Software%20Architecture%20and%20Design%20Tutorial.pdf">https://index- of.es/Varios2/Software%20Architecture%20and%20Design%20Tutorial.pdf</a></li></ol>



NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC314	DATASCIENCE							R2020
Semester	Hours/Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
III	3	0	0	48	3	40	60	100
<b>Pre-requisite: DBMS, Data Mining Algorithms, Probability and Statistics Concepts</b>								
<b>Course Objectives:</b>								
<ol style="list-style-type: none"> <li>To introduce the field of data science, the nature and structure of data.</li> <li>To emphasize the importance and application of mathematics in analyzing the data.</li> <li>To develop the skills in using data science techniques for solving data intensive problems.</li> <li>To understand learning concepts that is vital for data science.</li> <li>To analyze the differentiation and influence of learning strategies in computer science.</li> <li>To evaluate data visualizations based on their design and use for communicating results.</li> </ol>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Explain the need for Data science, how data is collected, managed and stored for DS <b>(BL-2)</b>							
<b>CO2</b>	Understand a mathematical flow process for data science problems <b>(BL-2)</b>							
<b>CO3</b>	Analyze Various forms of data analysis and analytic techniques. <b>(BL-4)</b>							
<b>CO4</b>	Solve data problems when truth values for training are available. <b>(BL-3)</b>							
<b>CO5</b>	Understand the key concepts in data science, including their real-world applications. <b>(BL-2)</b>							
<b>CO6</b>	Apply visualization techniques to portray the result effectively <b>(BL-3)</b>							

CO-PO Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	2	3	1	2	1			3		1		3	1	
<b>CO2</b>	3	2	1											
<b>CO3</b>	1	3	2	2						2		3		
<b>CO4</b>	3	2	1	2	2					1		3	3	
<b>CO5</b>	3	2	1	1	2					1		3	3	
<b>CO6</b>	3	2	1		2					3				

1:Low,2-Medium,3-High

COURSE CONTENT		
<b>MODULE- 1</b>	<b>CONCEPTUAL INTRODUCTIONS</b>	<b>8 HOURS</b>
<p><b>Introduction:</b> What Is Data Science?, Where Do We See Data Science?, How Does Data Science Relate to Other Fields?, The Relationship between Data Science and Information Science, Computational Thinking, Skills for Data Science, Tools for Data Science, Issues of Ethics, Bias, and Privacy in Data Science</p> <p><b>Data:</b> Data Types, Data Collections, Data Pre-processing</p> <p><b>At the end of the Module 1, students will be able to:</b></p> <ol style="list-style-type: none"> <li>Able to know how DS affects or is connected to various fields. <b>(BL -2)</b></li> <li>Understand what kinds of skills a data scientist should have. <b>(BL- 2)</b></li> <li>Able to know how to treat and represent data. <b>(BL-2)</b></li> </ol>		
<b>MODULE-2</b>	<b>Linear Algebra for Data Science</b>	<b>7 HOURS</b>
<p><b>Algebraic View:</b> Introduction, Vectors, Matrices (All Operations of Matrices)</p> <p><b>Geometric View:</b> Introduction, Vectors, Distances, Projections, Eigenvalues, Eigenvectors</p>		



<b>At the end of the Module 2, students will be able to:</b>		
<ol style="list-style-type: none"> <li>1. Analyze the role of mathematics in DS. (BL- 4)</li> <li>2. Able to explain the importance of vectors to represent data. (BL- 4)</li> <li>3. Compare and contrast Eigen values and vectors. (BL-4)</li> </ol>		
<b>MODULE-3</b>	<b>Techniques</b>	<b>10 HOURS</b>
<b>Techniques</b> —Introduction, Data Analysis and Data Analytics, Descriptive Analysis, Diagnostic Analytics, Predictive Analytics, Prescriptive Analytics, Exploratory Analysis, Mechanistic Analysis-Regression		
<b>At the end of the Module 3, students will be able to:</b>		
<ol style="list-style-type: none"> <li>1. Identify and differentiate between data mining, big data. (BL-2)</li> <li>2. Able to understand differences between analysis and analytics. (BL- 2)</li> <li>3. Analyze various analysis techniques used in many real-time domains. (BL-4)</li> </ol>		
<b>MODULE-4</b>	<b>Supervised Learning - Classification</b>	<b>8 HOURS</b>
<b>Introduction :</b> Logistic Regression, Classification with kNN, Decision Tree - Decision Rule, Classification Rule, Association Rule, Random Forest, Naïve Bayes, Support Vector Machine (SVM)		
<b>At the end of the Module 4, students will be able to:</b>		
<ol style="list-style-type: none"> <li>1. Understand the classification of learning strategies. (BL- 2)</li> <li>2. Understand the significance of regression influence in data analysis. (BL- 2)</li> <li>3. Evaluate various classification techniques. (BL- 5)</li> </ol>		
<b>MODULE-5</b>	<b>Unsupervised Learning - Clustering</b>	<b>7 HOURS</b>
<b>Introduction</b> - Agglomerative Clustering, Divisive Clustering, Expectation Maximization (EM), Introduction to Reinforcement Learning		
<b>At the end of the Module 5, students will be able to:</b>		
<ol style="list-style-type: none"> <li>1. Understand the differentiation between classification and clustering. (BL-2)</li> <li>2. Compare and contrast various clustering techniques. (BL- 4)</li> <li>3. Understand new learning strategy used in real-time scenario. (BL-2)</li> </ol>		
<b>MODULE-6</b>	<b>Communicating Data</b>	<b>8 HOURS</b>
Why does communication matter?, Identifying effective and ineffective visualizations, when graphs and statistics lie.		
<b>At the end of the Module 6, students will be able to:</b>		
<ol style="list-style-type: none"> <li>1. Able to know the importance of communicating results effectively. (BL- 4)</li> <li>2. Able to identify novel visualization tools. (BL-2)</li> <li>3. Able to understand the relationship between data and statistics. (BL- 2)</li> </ol>		
<b>Total hours:</b>		<b>48 hours</b>

**Termwork:**

1. **Computational Thinking:** Imagine you have grown to like Tollywood movies recently and started following some of the well-known actors from the Telugu film industry. Now you want to predict which of these actor's movies you should watch when a new one is released. Here is a movie review dataset from the past that might help. It consists of three attributes: movie name, leading



actorinthemovie,anditsIMDBrating.[Note:assumethat abetterratingmeansamorewatchablemovie.]

Leadingactor	Moviename	IMDB rating(out of
10)Prabhas	bahubali	7.0
Prabhas	chatrapathi	6.0
Ntr	Temper	6.0
Ntr	JanathaGarage	7.3

2. **Descriptive Analysis:** Let us test your understanding of histogram and related concepts on the pizza franchise dataset from the Business Opportunity Handbook. The dataset is available from OA3.1, where X represents annual franchise fee in \$100 and Y represents the startup cost in the same denomination. Using this data and your favorite spreadsheet program, plot the data to visualize the startup cost changes with the franchise cost.
3. **Decision Tree:** Let us test your understanding of a decision tree algorithm with all categorical variables. The dataset you are going to use is about contact lenses (download from OA9.8), which has three class labels:
  1. The patients should be prescribed hard contact lenses.
  2. The patients should be prescribed soft contact lenses.
  3. The patients should not be fitted with contact lenses.

Build a decision tree-based classifier that would recommend the class label based on the other attributes from the dataset.

4. **Divisive Clustering:** To practice more on clustering, obtain the User knowledge modeling dataset (available from OA 10.2), which contains five numeric predictor attributes, and one categorical target attribute, which is the class label. Use both divisive and agglomerative clustering on this dataset and compare their accuracy in predicting the class label from the predictor attributes. How many clusters will you create? Why? Explain the various design decisions you make.
5. **Identifying effective visualizations:** Apart from visual demonstrations of data, verbal communication is just as important when presenting results. Justify and present an explanation on types of verbal communication of presenting results.

**Content beyond syllabus:**

1. Dimensionality Reduction Using Feature Extraction
2. Dimensionality Reduction Using Feature Selection

**Self-Study:**

Content to promote self-Learning:

SNO	Topic	Reference
1	Tools for Data science	<a href="https://www.dataquest.io/blog/best-free-tools-data-science/">https://www.dataquest.io/blog/best-free-tools-data-science/</a>
2	Linear Algebra for Data Science	<a href="https://nptel.ac.in/courses/106/106/106106179/(Week-2Lec:12To18)">https://nptel.ac.in/courses/106/106/106106179/(Week-2Lec:12To18)</a>
3	Data Analysis and Data Analytics	<a href="https://www.simplilearn.com/data-science-vs-big-data-vs-data-analytics-article">https://www.simplilearn.com/data-science-vs-big-data-vs-data-analytics-article</a>
4	Classification with kNN	<a href="https://www.youtube.com/watch?v=LqBzNsfXoOU">https://www.youtube.com/watch?v=LqBzNsfXoOU</a>
5	Introduction to Reinforcement Learning	<a href="https://www.youtube.com/watch?v=2pWv7GOvuf0&amp;list=P_LqYmG7hTraZDM-OYHWgPebj2MfCFzFObQ">https://www.youtube.com/watch?v=2pWv7GOvuf0&amp;list=P_LqYmG7hTraZDM-OYHWgPebj2MfCFzFObQ</a>
6	Data Visualization Techniques	<a href="https://www.youtube.com/watch?v=NOIFMY0KajE">https://www.youtube.com/watch?v=NOIFMY0KajE</a>

**TextBook(s):**

1. A Hands-On Introduction to Data Science, Cambridge University Press, ISBN 10: 1108472443, 2020
2. Principles of Data Science - Learn the techniques and math you need to start making sense of your data by Sinan Ozdemir,
3. Linear Algebra and Its Applications, 4th Edition, Gilbert Strang
4. Data Science & Big Data Analytics: Discovering, Analyzing, Visualizing and Presenting Data, EMCEducation Services, Wiley Publishers, 2015

**ReferenceBook(s):**

1. Joel Grus, Data Science from Scratch, O'Reilly Media, 2015.
2. Gareth James Daniela Witten Trevor Hastie, Robert Tibshirani, An Introduction to Statistical Learning with Applications in R, February 11, 2013, weblink: [www.statlearning.com](http://www.statlearning.com).
3. Mark Gardener, Beginning R The statistical Programming Language, Wiley, 2015.
4. Han, Kamber, and J Pei, Data Mining Concepts and Techniques, 3rd edition, Morgan Kaufman, 2012.

**OnlineResources/WebReferences:**

1. <https://intellipaat.com/blog/tutorial/data-science-tutorial/>
2. <https://www.guru99.com/data-science-tutorial.html>
3. <https://www.edureka.co/blog/data-science-tutorial/>
4. <https://www.programmer-books.com/introducing-data-science-pdf/>
5. <https://onlinelibrary.wiley.com/doi/book/10.1002/9781119092919>
6. <https://www.digiteum.com/data-visualization-techniques-tools>
7. <https://towardsdatascience.com/applications-of-reinforcement-learning-in-real-world-1a94955bcd12>
8. <https://scikit-learn.org/stable/modules/tree.html>
9. [https://www.academia.edu/8135057/Methods\\_of\\_Data\\_Analysis](https://www.academia.edu/8135057/Methods_of_Data_Analysis)



NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC315	IOT							R2020
Semester	Hours /Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
III	3	0	0	48	4	40	60	100
<b>Pre-requisite:</b> Require Data communication and networking fundamentals								
<b>Course Objectives:</b>								
<ol style="list-style-type: none"> <li>To apprise students with basic knowledge of IoT that paves a platform to understand and physical, logical design and business models</li> <li>To teach a student how to analyze requirements of various communication models and protocols for cost-effective design of IoT applications on different IoT platforms.</li> <li>To explain the students how to code for an IoT application and deploy for real-time scenario.</li> </ol>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Describe various layers of IoT protocol stack and describe protocol functionalities.							
<b>CO2</b>	Evaluate efficiency trade-offs among alternative communication models for an efficient IoT application design.							
<b>CO3</b>	Comprehend advanced IoT applications and technologies from the basics of IoT.							
<b>CO4</b>	Understand working principles of various sensors for different IoT platforms							
<b>CO5</b>	Estimate the cost of hardware and software for low cost design IoT applications. Compare various application business models of different domains							
<b>CO6</b>	Solve real-time problems and demonstrate IoT applications in various domains using prototypemodels.							

CO-POMapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	1	3	3											
<b>CO2</b>	2		2							2				
<b>CO3</b>		3		2										
<b>CO4</b>	2			2	1							1		
<b>CO5</b>			3											2
<b>CO6</b>				2										2
1:Low,2-Medium,3-High														

COURSE CONTENT		
<b>MODULE-1</b>	<b>Introduction</b>	8Hours
<b>Introduction To Internet of Things:</b> Introduction –Definition & Characteristics of IoT- Challenges and Issues - Physical Design of IoT, Logical Design of IoT - IoT Functional Blocks, Security.		
At the end of the Module 1, students will be able to:		
<ol style="list-style-type: none"> <li>Understand the Characteristics of IoT.</li> <li>Discuss the different Challenges and issues of IoT</li> <li>Explain the functional blocks of IoT.</li> </ol>		
<b>MODULE-2</b>		8Hours



<b>Components In Internet of Things:</b> Control Units Communication modules Bluetooth ZigbeeWifi GPS- IOT Protocols (IPv6, 6LoWPAN, RPL, CoAP etc), MQTT, Wired Communication,PowerSources.		
Atthe endof theModule2,studentswillbeableto: <ol style="list-style-type: none"> <li>1. Havingaclearunderstandingofthesubject relatedconceptsandofcontemporaryissues</li> <li>2. DiscussthedifferentIoTProtocols.</li> <li>3. IllustratetheimportanceofMQTT</li> </ol>		
<b>MODULE-3</b>	<b>TechnologiesBehind IoT</b>	8Hours
<b>Technologies Behind IoT:</b> Four pillars of IOT paradigm, - RFID, Wireless Sensor Networks,SCADA (Supervisory Control and Data Acquisition), M2M - IOT Enabling Technologies -BigDataAnalytics,Cloud Computing,EmbeddedSystems.,WhyPythonLanguagefor IoT?		
Atthe endof theModule3,studentswillbeableto: <ol style="list-style-type: none"> <li>1. Understandthefourpillars ofIoT</li> <li>2. Illustratetheimportanceofwirelessensornetworks.</li> </ol>		
<b>MODULE-4</b>	<b>MicrocontrollerForIoT</b>	8Hours
<b>Programming The Microcontroller For IoT:</b> Working principles of sensors IOT deploymentforRaspberryPi/Arduino/EquivalentplatformReadingfromSensors,Communication:C onnecting microcontroller with mobile devices, communication through Bluetooth, wifi andUSB -ContikiOS-CoojaSimulator.		
AttheendoftheModule4,studentswillbeableto: <ol style="list-style-type: none"> <li>1. UnderstandtheworkingprinciplesofvariousensorsfordifferentIoTplatforms.</li> <li>2. DescribeandexplainRaspberrypi.</li> <li>3. Identifytheneed ofarduino.</li> </ol>		
<b>MODULE-5</b>	<b>ResourceManagement&amp;WebOfThings</b>	8Hours
<b>Resource Management in IoT:</b> Clustering, Clustering for Scalability, Clustering Protocols forIOT <b>From The Internet Of Things To The Web OfThings:</b> The Future Web of Things Setupcloud environmentCloud access from sensors Data Analytics for IOT- Case studies- OpenSourcee-HealthsensorplatformBeClose Elderlymonitoring Otherrecentprojects.		
Atthe endof theModule5,studentswillbeableto: <ol style="list-style-type: none"> <li>1. Havingdesignthinkingcapability.</li> <li>2. Havingabilitytodesignacomponentoraproductapplyingalltherelevant standards andwithrealisticconstraints.</li> <li>3. DiscussthevariousclusteringprotocolsforIoT</li> </ol>		
<b>MODULE-6</b>	<b>IoTApplications</b>	8Hours
<b>IoTApplications:</b> Businessmodelsfortheinternetofthings,Smartcity,smartmobilityandtransport,smartbuildingsandinfrastructure,smarthealth,environmentmonitoringand surveillance.RecentTrends.		
Atthe endof theModule6,studentswillbeableto: <ol style="list-style-type: none"> <li>1. Solvereal-timeproblemsanddemonstrateIoTapplicationsinvariousdomainsusingprototypemodels.</li> </ol>		





<b>Total hours:</b>	<b>48 hours</b>
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**Termwork:**

A case study on current trends

**Content beyond syllabus: Robotics****Self-Study:**

Content to promote self-learning:

SN O	Topic	CO	Reference
1	Physical Design of IoT	CO1	<a href="https://www.edureka.co/blog/iot-tutorial/">https://www.edureka.co/blog/iot-tutorial/</a>
2	MQTT	CO2	<a href="https://fiware-tutorials.readthedocs.io/en/latest/iot-over-mqtt/index.html">https://fiware-tutorials.readthedocs.io/en/latest/iot-over-mqtt/index.html</a>
3	Four pillars of IOT paradigm	CO3	<a href="https://studylib.net/doc/5531248/ch.3-four-pillars-of-iot">https://studylib.net/doc/5531248/ch.3-four-pillars-of-iot</a>
4	Working principles of sensors IOT deployment for Raspberry Pi	CO4	<a href="https://www.pubnub.com/blog/internet-of-things-101-getting-started-w-raspberry-pi/">https://www.pubnub.com/blog/internet-of-things-101-getting-started-w-raspberry-pi/</a>
5	Clustering Protocols for IOT	CO5	<a href="https://www.tutorialspoint.com/software_testing/software_testing_overview.htm">https://www.tutorialspoint.com/software_testing/software_testing_overview.htm</a>
6	Business models for the internet of things	CO6	<a href="https://www.edureka.co/blog/iot-applications/">https://www.edureka.co/blog/iot-applications/</a>

**Text Book(s):**

1. Dieter Uckelmann et al, Architecting the Internet of Things, Springer, 2011
2. Arshdeep Bahga and Vijay Madisetti, Internet of Things A Hand-on Approach, Universities press, 2015

**Reference Book(s):**

1. Charalampos Doukas, Building Internet of Things with the Arduino, Createspace, April 2002
2. Dr. Ovidiu Vermesan and Dr. Peter Friess, Internet of Things: From research and innovation to market deployment, River Publishers 2014.

**Online Resources:**

1. <https://nptel.ac.in/courses/106105166/>
2. [https://onlinecourses.nptel.ac.in/noc17\\_cs22/preview](https://onlinecourses.nptel.ac.in/noc17_cs22/preview)

**Web Resources:**

1. <https://www.upf.edu/practice/en/3376/22580>.
2. <https://www.coursera.org/learn/iot>.



NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC316	SOFT COMPUTING							R2020
Semester	Hours/Week			Total hrs	Credit C	Max Marks		
	L	T	P			CIE	SEE	TOTAL
III	3	0	0	48	3	40	60	100
<b>Pre-requisite:</b> Basic concepts of Artificial Intelligence. Knowledge of Algorithms								
<b>Course Objectives:</b> The courses should enable the students to:								
<ol style="list-style-type: none"> <li>1. illustrate the improved techniques and methodologies of soft computing that differ from conventional artificial intelligence</li> <li>2. Able to design and analyze on real life problems using various neural learning algorithms.</li> <li>3. Conceptualize fuzzy logic and its implementation for various real-world applications.</li> <li>4. Study the advantages and limitations of hybrid learning algorithms.</li> </ol>								
<b>Course Outcomes:</b> Upon successful completion of this course students should be able to:								
CO1	Develop application on different soft computing techniques							
CO2	Develop application on different soft computing techniques GA							
CO3	Develop application on different soft computing techniques using Fuzzy logics,							
CO4	Develop application on different soft computing techniques in Neural network							
CO5	Implement Neuro-Fuzzy and Neuro-Fuzz-GA expert system.							
CO6	Describe the soft computing Applications							

CO-PO Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
CO1	1	3	3										2	
CO2	2		2				1			2				
CO3		3		2									2	
CO4	2			2	1		2					1		
CO5			3											2
CO6	2			2										2
1:Low,2-Medium,3-High														

COURSE CONTENT		
MODULE-1	Soft Computing	8 HOURS
<p><b>Introduction:</b> What is Soft Computing? Difference between Hard and Soft computing, Requirement of Soft computing, Major Areas of Soft Computing, Applications of Soft Computing.</p> <p>Characteristic behavior of intelligent systems, knowledge based systems, knowledge representation and processing, soft computing characteristics; Constitutes of soft computing: Fuzzy logic and computing, neural computing, evolutionary computing, rough sets, probabilistic reasoning and machine learning</p> <p>At the end of the Module 1, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Learn soft computing.</li> <li>2. Gain the knowledge on soft/hard computing.</li> <li>3. Learn applications of soft computing.</li> </ol>		
MODULE-2	Genetic Algorithm	8 HOURS
<p>Introduction, History of Genetic Algorithms (GA), Working Principle, Various Encoding methods, Fitness function, GA Operators- Reproduction, Crossover, Mutation, Convergence of GA, Bitwise operation in GA, Multi-level Optimization.</p>		



At the end of the Module 2, students will be able to:		
<ol style="list-style-type: none"> <li>1. What is the usage of genetic algorithm</li> <li>2. Understand the concepts of various encoding methods.</li> </ol>		
<b>MODULE-3</b>	<b>Fuzzy Logic And Fuzzy Systems</b>	<b>8 HOURS</b>
<b>FUZZY LOGIC AND FUZZY SYSTEMS:</b> Evolution of fuzzy logic, fuzzy sets, fuzzy logic operations, fuzzy relations, fuzzy arithmetic and fuzzy measures, fuzzy rules and reasoning. Fuzzy inference systems Mamdani fuzzy model, Sugeno fuzzy model, Tsukamoto fuzzy model, fuzzy modeling and decision making, neuro-fuzzy modeling, input space partitioning and fuzzy modeling.		
At the end of the Module 3, students will be able to:		
<ol style="list-style-type: none"> <li>1. What is the use of fuzzy logics in real time</li> <li>2. Illustrate the importance of fuzzy logics.</li> <li>3. Understand the concept of logics.</li> </ol>		
<b>MODULE-4</b>	<b>Neural Networks</b>	<b>8 HOURS</b>
What is Neural Network, Learning rules and various activation functions, Single layer Perceptrons, Back Propagation networks, Architecture of Backpropagation (BP) Networks, Backpropagation Learning, Variation of Standard Backpropagation Neural Network, Introduction to Associative Memory, Adaptive Resonance theory and Self Organizing Map, Recent Applications.		
At the end of the Module 4, students will be able to:		
<ol style="list-style-type: none"> <li>1. How to handle neural networks.</li> <li>2. Explain the concept of back propagation networks.</li> <li>3. Learn the concept of network applications.</li> </ol>		
<b>MODULE-5</b>	<b>Hybrid Systems</b>	<b>8 HOURS</b>
Introduction of Hybrid Systems, Sequential Hybrid Systems, Auxiliary Hybrid Systems, Embedded Hybrid Systems, Neuro-Fuzzy Hybrid Systems, Neuro-Genetic Hybrid Systems, Fuzzy-Genetic Hybrid Systems		
At the end of the Module 5, students will be able to:		
<ol style="list-style-type: none"> <li>1. What is the usage of Hybrid System.</li> <li>2. Explain the various Neuro-Fuzzy hybrid System.</li> </ol>		
<b>MODULE-6</b>	<b>Applications Of Soft Computing Techniques</b>	<b>8 HOURS</b>
<b>Applications Of Soft Computing Techniques:</b>		
Applications of fuzzy in pattern recognition: Printed character recognition, inverse kinematics problems, automobile fuel efficiency prediction, soft computing for color recipe prediction, applications of evolutionary computing in image processing and computer vision, soft computing in mobile ad-hoc networks, soft computing in information retrieval and semantic web, soft computing in software engineering.		
At the end of the Module 6, students will be able to:		
<ol style="list-style-type: none"> <li>1. Learn Soft computing applications in mobile and ad-hoc networks.</li> <li>2. Learn information retrieval and semantic web</li> </ol>		
<b>Total hours:</b>		<b>48 hours</b>

**Termwork:**

Termwork will be based on Practical and Assignments covering the topics of the syllabus

**Content beyond syllabus:**

1. Fuzzy membership function
2. Fuzzy Extension principle

**Self-Study:**

Content to promote self-Learning:

SN	Topic	CO	Reference
1	Soft Computing	CO1	<a href="https://wisdomplexus.com/blogs/soft-computing-vs-hard-computing/">https://wisdomplexus.com/blogs/soft-computing-vs-hard-computing/</a>
2	Genetic Algorithm	CO2	<a href="https://www.tutorialspoint.com/genetic_algorithm/genetic_algorithm_introduction.htm">https://www.tutorialspoint.com/genetic_algorithm/genetic_algorithm_introduction.htm</a>
3	Fuzzy Systems	CO3	<a href="https://www.tutorialspoint.com/fuzzy_logic/fuzzy_logic_applications.htm">https://www.tutorialspoint.com/fuzzy_logic/fuzzy_logic_applications.htm</a>
4	Neural Networks	CO4	<a href="https://www.guru99.com/backpropagation-neural-network.html">https://www.guru99.com/backpropagation-neural-network.html</a>
5	Hybrid Systems	CO5	<a href="https://www.geeksforgeeks.org/introduction-artificial-neural-networks-set-3-hybrid-systems/">https://www.geeksforgeeks.org/introduction-artificial-neural-networks-set-3-hybrid-systems/</a>
6	Applications of Soft Computing.	CO6	<a href="http://digitalthinkerhelp.com/what-is-soft-computing-and-its-applications-and-techniques/">http://digitalthinkerhelp.com/what-is-soft-computing-and-its-applications-and-techniques/</a>

**Text Book(s):**

1. J.S.R.Jang, C.T.Sun and E.Mizutani, "Neuro-Fuzzy and Soft Computing", PHI, 2004, Pearson Education 2004.
2. Timothy J. Ross, "Fuzzy Logic with Engineering Applications", McGraw-Hill, 1997.
3. Laurene Fausett, "Fundamentals of Neural Networks: Architectures, Algorithms and Applications", Pearson Education, Inc, 1st Edition, 2008.

**Reference Book(s):**

1. Neural Networks, Fuzzy Logic and Genetic Algorithms: Synthesis & Applications, S.Rajasekaran,
2. G.A. Vijayalakshami, PHI.
3. Genetic Algorithms: Search and Optimization, E. Goldberg.
4. Neuro-Fuzzy Systems, Chin Teng Lin, C.S. George Lee, PHI.
5. Build\_Neural\_Network\_With\_MS\_Excel\_sample by Joe Choong.

**Online Resources:**

1. <https://www.books.google.co.in/books?id=bVbj9nhvHd4C>
2. <https://www.books.google.co.in/books?id=GrZHPgAACAAJ&dq=1.+J.S.R.Jang,+C.T.Sun+and+E.Mizutani,+Neuro,+Fuzzy+and+Soft+Computing,+PHI,+2004,+Pearson+Education>
3. <http://trdownload.com/.../soft-computing-techniques-by-sn-sivanandam-and-sn-deepa.html>

**Web Resources:**

1. <http://www.sctie.iitkgp.ernet.in/>
2. <http://www.rkala.in/softcomputingvideos.php>
3. <http://www.sharbani.org/home2/soft-computing>
4. [http://www.myreaders.info/html/soft\\_computing.html](http://www.myreaders.info/html/soft_computing.html)



NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC317	NATURAL LANGUAGE PROCESSING							R2020
Semester	Hours/Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
III	3	0	0	48	3	40	60	100
<b>Pre-requisite: Nil</b>								
<b>Course Objectives:</b>								
<ol style="list-style-type: none"> <li>1. Introduce some of the problems and solutions of NLP.</li> <li>2. To understand syntax and semantic analysis.</li> <li>3. To understand problems and solutions of NLP and their relation to linguistics and statistics.</li> <li>4. Introduce to machine translation.</li> <li>5. To understand the statistical machine translation.</li> <li>6. To understand applications as text categorization.</li> </ol>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Express sensitivity to linguistic phenomena and an ability to model them with formal grammars. (BL-2)							
<b>CO2</b>	Understand proper experimental methodology for training and evaluating empirical NLP systems. (BL-2)							
<b>CO3</b>	Determine probabilities and construct statistical models over strings and trees. (BL-3)							
<b>CO4</b>	Define NLP and NLP algorithms. (BL-1)							
<b>CO5</b>	Evaluate different language modeling Techniques. (BL-5)							
<b>CO6</b>	Analyze applications of NLP. (BL-4)							

CO-PO Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	2	3	1									1	1	1
<b>CO2</b>	1	2	3										2	1
<b>CO3</b>	2	3	1	1							1		1	2
<b>CO4</b>	1	2	3										2	1
<b>CO5</b>	2	3	1										1	2
<b>CO6</b>	2	3	1									1	1	2
1: Low, 2-Medium, 3-High														

COURSE CONTENT		
<b>MODULE-1</b>	<b>Introduction to natural language</b>	<b>8 HOURS</b>
Introduction to Natural Language, Applications of NLP, Corpora and Corpus Analysis, Lexicon and Morphology, Syntax and Semantics.		
At the end of the Module 1, students will be able to:		
<ol style="list-style-type: none"> <li>1. Understand applications of natural language processing.</li> <li>2. Describe lexicon and morphology.</li> <li>3. Distinguish between Syntax and Semantics.</li> </ol>		
<b>MODULE-2</b>	<b>Syntax and Semantic analysis</b>	<b>8 HOURS</b>



<p><b>Syntax Analysis:</b> Parsing Natural Language, Treebanks: A Data-Driven Approach to Syntax, Representation of Syntactic Structure, Parsing Algorithms, Models for Ambiguity Resolution in Parsing, Multilingual Issues</p> <p><b>Semantic Parsing:</b> Introduction, Semantic Interpretation, System Paradigms, Word Sense Systems, Software.</p> <p>At the end of the Module 2, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Identify and analyze parsing text.</li> <li>2. Analyze and apply the models for ambiguity resolution in parsing.</li> <li>3. Identify semantic parsing.</li> </ol>		
<b>MODULE-3</b>	<b>Language Modeling</b>	<b>8 HOURS</b>
<p>Introduction, n-gram models, Smoothing: Interpolation and Back-off.</p> <p>At the end of the Module 3, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Analyze language modeling.</li> <li>2. Identify and apply n-gram models.</li> <li>3. Determine interpolation.</li> </ol>		
<b>MODULE-4</b>	<b>Machine Translation</b>	<b>8 HOURS</b>
<p>Predicate-Argument Structure, Meaning Representation Systems, Software. Introduction to Machine Translation: History, Rule-Based MT, Direct Transfer &amp; INTERLINGUA Approaches, MTEvaluation.</p> <p>At the end of the Module 4, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Identify and analyze predicates in statement.</li> <li>2. Analyze Machine translation.</li> <li>3. Recognize INTERLINGUA methods.</li> </ol>		
<b>MODULE-5</b>	<b>Statistical Machine Translation</b>	<b>8 HOURS</b>
<p>Parallel Corpus and Alignment, Lexical Translation Model, Decoding Algorithms.</p> <p>At the end of the Module 5, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Identify Statistical machine translation.</li> <li>2. Determine Lexical Translation model.</li> <li>3. Identify and apply decoding algorithms.</li> </ol>		
<b>MODULE-6</b>	<b>Applications</b>	<b>8 HOURS</b>
<p>Automatic Text Categorization, Text Summarization, Information Extraction, Sentiment Analysis.</p> <p>At the end of the Module 6, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Analyze Automatic text categorization.</li> <li>2. Analyze text classification.</li> <li>3. Analyze information extraction.</li> </ol>		
<b>Total hours:</b>		<b>48 hours</b>

**Termwork:**

**1. NLP APPLICATIONS:** Explain how the NLP is used in business applications and also demonstrate the importance of derivational morphology to later language development and has led to a consensus that derivation is a lexical process.

**2. SYNTAX AND SEMANTICS:** Describe an algorithm for open text shallow semantic parsing to identify semantic relations between words in open text, as well as shallow semantic features associated with concepts in the text.

**3. MODELING LANGUAGE:** Creating interpolating polynomial on the unit circle by projecting the zeros of certain polynomials vertically on the unit circle as well as **reading their convergence behaviour** for the functions analytic inside the unit circle can how be seen for the application part in the real life.

**4. MACHINE TRANSLATION:** Create a story by taking turns coming up with two sentences. Each sentence contains words from a category from the list 'VAKOG.' Visual, Auditory, Kinesthetic, Olfactory and Gustatory.

**5. TEXT CLASSIFICATION AND DECODING:** Determine how the predicates can be used in real applications and explain how to configure an encoder-decoder model for neural machine translation.

**Content beyond syllabus:**

Language learning via dialogue-based and interactive games, Solving NLP tasks with classifiers, vector space model.

**Self-Study:**

Content to promote self-Learning:

SNO	Topic	CO	Reference
1	Introduction to Natural Language	CO1	<a href="https://towardsdatascience.com/introduction-to-natural-language-processing-for-text-df845750fb63">https://towardsdatascience.com/introduction-to-natural-language-processing-for-text-df845750fb63</a> <a href="https://www.geeksforgeeks.org/introduction-to-natural-language-processing/">https://www.geeksforgeeks.org/introduction-to-natural-language-processing/</a>
2	Parsing natural language processing	CO2	<a href="https://www.tutorialspoint.com/artificial_intelligence/artificial_intelligence_natural_language_processing.htm">https://www.tutorialspoint.com/artificial_intelligence/artificial_intelligence_natural_language_processing.htm</a> <a href="https://www.pluralsight.com/guides/text-parsing">https://www.pluralsight.com/guides/text-parsing</a>
3	N-gram model	CO3	<a href="https://towardsdatascience.com/introduction-to-language-models-n-gram-e323081503d9">https://towardsdatascience.com/introduction-to-language-models-n-gram-e323081503d9</a> <a href="https://www.depends-on-the-definition.com/introduction-n-gram-language-models/">https://www.depends-on-the-definition.com/introduction-n-gram-language-models/</a>
4	Machine translation	CO4	<a href="https://www.coursera.org/lecture/language-processing/introduction-to-machine-translation-nv7Cr">https://www.coursera.org/lecture/language-processing/introduction-to-machine-translation-nv7Cr</a> <a href="https://towardsdatascience.com/introduction-to-machine-translation-9cb0e93e7cb">https://towardsdatascience.com/introduction-to-machine-translation-9cb0e93e7cb</a>
5	Decoding algorithms	CO5	<a href="https://machinelearningmastery.com/beam-search-decoder-natural-language-processing/">https://machinelearningmastery.com/beam-search-decoder-natural-language-processing/</a> <a href="https://towardsdatascience.com/language-generation-fbba7cba2c5b">https://towardsdatascience.com/language-generation-fbba7cba2c5b</a>
6	Text categorization	CO6	<a href="https://medium.com/data-from-the-trenches/text-classification-the-first-step-toward-nlp-mastery-f5f95d525d73">https://medium.com/data-from-the-trenches/text-classification-the-first-step-toward-nlp-mastery-f5f95d525d73</a>

**TextBook(s):**

1. Multilingual natural Language Processing Applications: From Theory to Practice – Daniel M. Bikel and Imed Zitouni, Pearson Publication
2. Natural Language Processing and Information Retrieval: Tanvier Siddiqui, U.S. Tiwary.
3. Natural Language Processing: An Information Access Perspective, Ess Ess Publications, Kavi Narayana Murthy, 2006.
4. Foundations of Statistical Natural Language Processing, Christopher Manning, MIT Press, 1999.

**ReferenceBook(s):**

1. Speech and Natural Language Processing - Daniel Jurafsky & James H Martin, Pearson Publications.
2. James A. Natural Language Understanding 2e, Pearson Education, 1994
3. Bharati A., Sangal R., Chaitanya V. Natural language processing: a Paninian perspective, PHI, 2000
4. Siddiqui T., Tiwary U.S. Natural language processing and information retrieval, OUP, 2008

**OnlineResources/webreferences:**

1. <https://www.nltk.org/book/>
2. <https://bookauthority.org/books/new-natural-language-processing-ebooks>.
3. <https://www.geeksforgeeks.org/introduction-to-natural-language-processing/>
4. [https://www.tutorialspoint.com/artificial\\_intelligence/artificial\\_intelligence\\_natural\\_language\\_processing.htm](https://www.tutorialspoint.com/artificial_intelligence/artificial_intelligence_natural_language_processing.htm)
5. <https://nptel.ac.in/courses/106/105/106105158/>





NARAYANA ENGINEERING COLLEGE :: NELLORE														
20MC318	SOFTWARE QUALITY ASSURANCE												R2020	
Semester	Hours /Week			Total hrs	Credit C	MaxMarks								
	L	T	P			CIE	SEE	TOTAL						
III	3	0	0	48	3	40	60	100						
<b>Pre-requisite:</b> A Course on "Software Engineering".														
<b>Course Objectives:</b>														
<ul style="list-style-type: none"> <li>To understand the basic principles of software quality and quality factors.</li> <li>To be exposed to the Software Quality Assurance (SQA) architecture and the details of SQA components.</li> <li>To understand how the SQA components can be integrated into the project life cycle.</li> <li>To be familiar with the software quality infrastructure.</li> <li>To be exposed to the management components of software quality.</li> </ul>														
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:														
<b>CO1</b>	Demonstrate knowledge on quality, architecture, metrics of software development. [BL:2]													
<b>CO2</b>	Analyze software quality plan for a software project to include sections on change management, configuration management, defect elimination, validation and verification and measurement. [BL:3]													
<b>CO3</b>	Design software quality plans for a software project and assess their capability to adopt quality standards. [BL:3]													
<b>CO4</b>	Assess the quality of software product using software quality metrics. [BL:3]													
<b>CO5</b>	Adapt Procedures and work instructions, Templates, Checklists and 3S development for software quality infrastructure. [BL:2]													
<b>CO6</b>	Commit to ethics to apply ISO and IEEE standards in preparing the quality plan and documents. [BL:2]													
<b>CO-PO Mapping</b>														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	3		3	2	3								2	
<b>CO2</b>	2	2	3	2	3								1	
<b>CO3</b>	2	1	2	2	2								2	2
<b>CO4</b>	2	2	2	2	1								2	
<b>CO5</b>	2	2	1	2	2								1	
<b>CO6</b>	2	2	2	1	1			3					1	
1:Low,2-Medium,3-High														

COURSE CONTENT		
<b>MODULE-1</b>	<b>Introduction to Quality</b>	<b>8 HOURS</b>
<p>Historical Perspective of Quality, What is Quality? Definitions of Quality, Core Components of Quality, Quality View, Financial Aspect of Quality, Customers, Suppliers and Processes, Total Quality Management (TQM), Quality Principles of Total Quality Management, Quality Management Through Statistical Process Control, Quality Management Through Cultural Changes, Continual (Continuous) Improvement Cycle, Quality in Different Areas, Benchmarking and Metrics, Problem Solving Techniques, Problem Solving Software Tools.</p>		
<p>At the end of the Module 1, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Define Quality. [BL:1]</li> <li>2. Explain core components of quality. [BL:2]</li> <li>3. Explain problem solving software tools. [BL:2]</li> </ol>		



<b>MODULE-2</b>	<b>Introduction to Software Quality &amp; Architecture</b>	<b>8 HOURS</b>
Need for Software quality – Quality challenges – Software quality assurance (SQA) – Definition and objectives – Software quality factors- McCall's quality model – SQA system and architecture – Software Project lifecycle Components – Preproject quality components – Development and quality plans.		
At the end of the Module 2, students will be able to: <ol style="list-style-type: none"> <li>1. Explain need for software quality. [BL:2]</li> <li>2. Explain McCall's quality model. [BL:2]</li> <li>3. Explain Software Project lifecycle Components. [BL:2]</li> </ol>		
<b>MODULE-3</b>	<b>SQA Components and Project Life Cycle</b>	<b>8 HOURS</b>
Software Development methodologies – Quality assurance activities in the development process – Verification & Validation – Reviews – Software Testing – Software Testing implementations – Quality of software maintenance – Pre-Maintenance of software quality components – Quality assurance tools – CASE tools for software quality – Software maintenance quality – Project Management.		
At the end of the Module 3, students will be able to: <ol style="list-style-type: none"> <li>1. Define verification and validation. [BL:1]</li> <li>2. Explain quality assurance tools. [BL:2]</li> </ol>		
<b>MODULE-4</b>	<b>Software Quality Infrastructure</b>	<b>8 HOURS</b>
Procedures and work instructions – Templates – Checklists – 3S development – Staff training and certification Corrective and preventive actions – Configuration management – Software change control – Configuration management audit – Documentation control – Storage and retrieval.		
At the end of the Module 4, students will be able to: <ol style="list-style-type: none"> <li>1. Explain procedures and work instructions. [BL:2]</li> <li>2. Explain configuration management audit. [BL:2]</li> </ol>		
<b>MODULE-5</b>	<b>Software Quality Management &amp; Metrics</b>	<b>8 HOURS</b>
Project process control – Computerized tools – Software quality metrics – Objectives of quality measurement – Process metrics – Product metrics – Implementation – Limitations of software metrics – Cost of software quality – Classical quality cost model – Extended model – Application of Cost model.		
At the end of the Module 5, students will be able to: <ol style="list-style-type: none"> <li>1. Explain software quality metrics. [BL:2]</li> <li>2. Explain the objectives of quality measurement. [BL:2]</li> <li>3. What are the limitations of software metrics? [BL:1]</li> </ol>		
<b>MODULE-6</b>	<b>Standards, Certifications &amp; Assessments</b>	<b>8 HOURS</b>
Quality management standards – ISO 9001 and ISO 9000-3 – capability Maturity Models – CMM and CMMI assessment methodologies – Bootstrap methodology – SPICE Project – SQA project process standards – IEEE Std 1012 & 1028 – Organization of Quality Assurance – Department management responsibilities – Project management responsibilities – SQA units and other actors in SQA systems.		
At the end of the Module 6, students will be able to: <ol style="list-style-type: none"> <li>1. Explain quality management standards. [BL:2]</li> <li>2. Explain project management responsibilities. [BL:2]</li> </ol>		
<b>Total hours:</b>		<b>48 HOURS</b>

**Content beyond syllabus:**

1. Application Life-Cycle Management - Secure Application Development.

**Self-Study:**

Content to promote self-Learning:

<b>SNO</b>	<b>Topic</b>	<b>CO</b>	<b>Reference</b>
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1	SQAComponents	CO1	<a href="https://www.tutorialspoint.com/software_quality_management/software_quality_management_sqa_components.htm#:~:text=Advertisements,defined%20or%20standardized%20quality%20specifications.">https://www.tutorialspoint.com/software_quality_management/software_quality_management_sqa_components.htm#:~:text=Advertisements,defined%20or%20standardized%20quality%20specifications.</a>	gem
2	Softwarequalitychallenges	CO2	<a href="https://www.slideshare.net/HelmySatria/lecture-1-31203638">https://www.slideshare.net/HelmySatria/lecture-1-31203638</a>	
3	Softwaredevelopmentmethodologies	CO3	<a href="https://youtu.be/aX4_s5_Hroc">https://youtu.be/aX4_s5_Hroc</a>	
4	Storageand retrieval	CO4	<a href="https://www.researchgate.net/publication/3837365_Storage_and_retrieval_of_software_components_using_aspect">https://www.researchgate.net/publication/3837365_Storage_and_retrieval_of_software_components_using_aspect</a>	age
5	Managementaspects of Quality	CO5	<a href="https://nptel.ac.in/courses/110/104/110104080/">https://nptel.ac.in/courses/110/104/110104080/</a>	
6	Qualitymanagementstandards	CO6	<a href="https://www.tutorialspoint.com/software_testing_dictionary/quality_management.htm">https://www.tutorialspoint.com/software_testing_dictionary/quality_management.htm</a>	y/q

**TextBook(s):**

1. Daniel Galin, "Software Quality Assurance", Pearson Publication, 2009.

**ReferenceBook(s):**

1. Alan C. Gillies, "Software Quality: Theory and Management", International Thomson Computer Press, 1997.
2. Mordechai Ben-Menachem "Software Quality: Producing Practical Consistent Software", International Thomson Computer Press, 1997.
3. Software Quality Assurance – Principles & Practices, 2016, Nina S & Godbole, Alpha Science International Ltd.
4. Handbook of Software Quality Assurance, 4/e, Gordon Schulmeyer, Artech House.

**OnlineResources:**

1. [www.inf.ed.ac.uk/teaching/.../notes/LectureNote20\\_SoftwareQuality.pdf](http://www.inf.ed.ac.uk/teaching/.../notes/LectureNote20_SoftwareQuality.pdf)
2. [www.cs.toronto.edu/~yijun/csc408h/handouts/lecture5.pdf](http://www.cs.toronto.edu/~yijun/csc408h/handouts/lecture5.pdf)
3. [web.uettaxila.edu.pk/CMS/SP2012/.../notes%5CSQA%20Lec\\_2.pdf](http://web.uettaxila.edu.pk/CMS/SP2012/.../notes%5CSQA%20Lec_2.pdf)
4. [www.facweb.iitkgp.ernet.in/~spp/lect14.ppt](http://www.facweb.iitkgp.ernet.in/~spp/lect14.ppt)
5. [www.etsmtl.ca/Professeurs/.../Teaching-Software-Quality-Assurance.pdf](http://www.etsmtl.ca/Professeurs/.../Teaching-Software-Quality-Assurance.pdf)



NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC319	RESEARCH METHODOLOGY							R2020
Semester	Hours/ Week			Total hrs	Credit	MaxMarks		
	L	T	P			C	CIE	SEE
III	3	0	0	48	3	40	60	100
<b>Pre-requisite: Nil</b>								
<b>Course Objectives:</b>								
<ol style="list-style-type: none"> <li>1. To understand research approaches.</li> <li>2. To understand different classes of data and statistical measures.</li> <li>3. To understand analysis of data and various types of research designs and its case studies.</li> <li>4. To understand types of research hypothesis and test procedures.</li> <li>5. To understand how to present data.</li> </ol>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Identify the objectives of research and best suitable research approach to device a new application. (BL-1)							
<b>CO2</b>	Apply various statistical measures to know the importance of data. (BL-3)							
<b>CO3</b>	Identify the need for research design and to deliver the necessary evidence to answer the research problem. (BL-1)							
<b>CO4</b>	Apply various research hypothesis tests and to find correct solution. (BL-3)							
<b>CO5</b>	Understand various test procedures for analyzing the data and to retrieve results. (BL-2)							
<b>CO6</b>	Understand various presentation reports to offer work in qualitative way. (BL-2)							

CO-PO Mapping														
CO	PO												PSO	
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
<b>CO1</b>	1	3	2	2									1	1
<b>CO2</b>	3	2	2	2									1	2
<b>CO3</b>	1												2	2
<b>CO4</b>	3	1	2										1	1
<b>CO5</b>	3	1	2										2	2
<b>CO6</b>			2	1									1	

1:Low,2-Medium,3-High

COURSE CONTENT		
<b>MODULE-1</b>	<b>INTRODUCTION</b>	<b>8 HOURS</b>
<p>Introduction: Objectives of Research; Definition and Motivation; Types of Research; Research Approaches; Steps in Research Process; Criteria of Good Research, Ethics in Research.</p> <p>Research Formulation and Literature Review: Problem Definition and Formulation; Literature Review; Characteristics of a Good Research Question; Literature Review Process.</p> <p>At the end of the Module 1, students will be able to:</p> <ol style="list-style-type: none"> <li>1. Know Research Definition and objectives of research work</li> <li>2. Understand steps involved in research process to obtain a right solution.</li> <li>3. Define research problem and can formulate the problem</li> </ol>		
<b>MODULE-2</b>	<b>DATA ACQUISITION METHODS</b>	<b>8 HOURS</b>



<p>DataCollection: PrimaryandSecondaryData;PrimaryandSecondaryDataSources;DataCollectio nMethods;DataProcessing;ClassificationofData.</p> <p>BasicStatisticalMeasures: TypesofScales;MeasuresofCentralTendency;Skewness;Meas ure ofVariation;ProbabilityDistribution.</p>		
<p>AttheendoftheModule2,studentswillbeableto:</p> <ol style="list-style-type: none"> <li>1. Understandvariousmethodsofdatacollection</li> <li>2. LearnDifferentclassificationsofdata</li> <li>3. Differenttypesofscalesandthedefinitionofprobabilitydistribution</li> </ol>		
<b>MODULE-3</b>	<b>DATAANALYSIS&amp;RESEARCHDESIGN</b>	<b>8HOURS</b>
<p>DataAnalysis: StatisticalAnalysis;MultivariateAnalysis;CorrelationAnalysis;RegressionAnaly sis;PrincipleComponentAnalysis;Sampling.</p> <p>ResearchDesign: NeedforResearchDesign;FeaturesofaGoodDesign;TypesofResearchDesigns; InductionandDeduction.</p>		
<p>Attheendofthe Module3,studentswillbeableto:</p> <ol style="list-style-type: none"> <li>1. Thedefinitionofstatisticalanalysisanditstypes</li> <li>2. Thedetaileddescriptionregardingtheneedfordesignofresearch</li> <li>3. Thevarioustypesofresearchdesignsanditscasestudies</li> </ol>		
<b>MODULE-4</b>	<b>RESEARCHHYPOTHESIS</b>	<b>8HOURS</b>
<p>HypothesisFormulationandTesting: Hypothesis;ImportantTerms;TypesofResearchHyp othesis;Hypothesis Testing;Z-Test;t-Test;f-Test; MakingaDecision:TypesofErrors;ROCGraphics.</p>		
<p>AttheendoftheModule4,studentswillbeableto:</p> <ol style="list-style-type: none"> <li>1. Thedescriptionofhypothesisanddefinitionsofvariousimportantterms</li> <li>2. Thevarioustypesofresearchhypothesis</li> <li>3. Thedescriptionoftypesoferrorsin making adecision</li> </ol>		
<b>MODULE-5</b>	<b>TESTPROCEDURES</b>	<b>8HOURS</b>
<p>TestProcedures: ParametricandNon-ParametricTests;ANOVA;Mann- WhitneyTest;Kruskal-Wallis Test;Chi-SquareTest;Multi-VariateAnalysis.</p>		
<p>AttheendoftheModule5,studentswillbeableto:</p> <ol style="list-style-type: none"> <li>1. Thedefinitionofparametricandnon-parametrictests</li> <li>2. Thedetailedexplanationofvarioustestproceduresandtheirperformance.</li> </ol>		
<b>MODULE-6</b>	<b>PRESENTATION</b>	<b>8HOURS</b>



Models for Science and Business: Algorithmic Research; Methods of Scientific Research; Modelling; Simulations; Industrial Research. Presentation of the Research Work: Business Report; Technical Report; Research Report; General Tips for Writing Report; Presentation of Data; Oral Presentation; Bibliography and References; Intellectual Property Rights; Open-Access Initiatives; Plagiarism.	
At the end of the Module 6, students will be able to: <ol style="list-style-type: none"> <li>1. The description of social science approaches and its types</li> <li>2. The detailed explanation of ethics and politics in social research</li> <li>3. The description on how to present the data.</li> <li>4. The description of IPR and plagiarism</li> </ol>	
<b>Total hours:</b>	<b>48 hours</b>

**Termwork:**

Prepare a Research Paper to meet all the features of research methodologies.

1. Objectives of Research: To describe what factors farmers take into account in making such decisions as whether to adopt a new technology or what crop to grow.
2. Data collection : Describe the data collection activity itself (interviews, surveys, library research, etc.) AND why this specific form of data collection was chosen. Be sure to explain why you think this kind of data will help you in your design process.
3. Data analysis: To find out the “importance of resident doctor in a company,” the collected data is divided into people who think it is necessary to hire a resident doctor and those who think it is unnecessary. Compare and contrast is the best method that can be used to analyze the polls having single answer question types.
4. Hypothesis Testing : A sample of 200 people has a mean age of 21 with a population standard deviation ( $\sigma$ ) of 5. Test the hypothesis that the population mean is 18.9 at  $\alpha = 0.05$ .

5. T

Test Procedures : Consider a Phase II clinical trial designed to investigate the effectiveness of a new drug to reduce symptoms of asthma in children. A total of  $n = 10$  participants are randomized to receive either the new drug or a placebo. Participants are asked to record the number of episodes of shortness of breath over a 1 week period following receipt of the assigned treatment. The data are shown below. Is there a difference in the number of episodes of shortness of breath over a 1 week period in participants receiving the new drug as compared to those receiving the placebo? By inspection, it appears that participants receiving the placebo have more episodes of shortness of breath, but is this statistically significant?

6. Industrial research: How can you justify that deep learning can reduce risk factors i.e., cost, time, quality, and safety risk setc., in Industries.

**Content beyond syllabus:**

1. Intellectual Property Rights (IPR)

**Self-Study:**

Content to promote self-Learning:

SNO	Topic	Reference
1	Introduction to Research	<a href="https://www.academia.edu/6434288/Research_Methodology_An_Introduction">https://www.academia.edu/6434288/Research_Methodology_An_Introduction</a> <a href="https://prothesiswriter.com/blog/how-to-formulate-research-problem">https://prothesiswriter.com/blog/how-to-formulate-research-problem</a>



2	StatisticalMeasures	<a href="https://www.statisticssolutions.com/dissertation-consulting-services/methodology/https://people.uwec.edu/piercech/researchmethods/data%20collection%20methods/data%20collection%20methods.htm">https://www.statisticssolutions.com/dissertation-consulting-services/methodology/https://people.uwec.edu/piercech/researchmethods/data%20collection%20methods/data%20collection%20methods.htm</a>
3	ResearchDesign	<a href="https://research-methodology.net/research-methodology/research-design/https://us.sagepub.com/sites/default/files/upm-binaries/57848_Chapter_3_Morgan_Integrating_Qualitative_and_Quantitative_Methods_2.pdf">https://research-methodology.net/research-methodology/research-design/https://us.sagepub.com/sites/default/files/upm-binaries/57848_Chapter_3_Morgan_Integrating_Qualitative_and_Quantitative_Methods_2.pdf</a>
4	ResearchHypothesis	<a href="https://www.slideshare.net/drjayeshpatidar/research-hypothesis-20719840">https://www.slideshare.net/drjayeshpatidar/research-hypothesis-20719840</a> <a href="https://www.soas.ac.uk/cedep-demos/000_P506_RM_3736-Demo/unit1/page_25.htm">https://www.soas.ac.uk/cedep-demos/000_P506_RM_3736-Demo/unit1/page_25.htm</a>
5	TestProcedures	<a href="https://www.slideshare.net/onlyuforu3/research-methodology-iii">https://www.slideshare.net/onlyuforu3/research-methodology-iii</a> <a href="https://www.slideshare.net/saiprakash6/distinguish-between-parametric-vs-nonparametric-test">https://www.slideshare.net/saiprakash6/distinguish-between-parametric-vs-nonparametric-test</a>



6	Research Presentation	<a href="https://slideplayer.com/slide/5930856/https://www.enago.com/academy/intellectual-property-rights-what-researchers-need-to-know/">https://slideplayer.com/slide/5930856/https://www.enago.com/academy/intellectual-property-rights-what-researchers-need-to-know/</a>
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**TextBook(s):**

1. Research Methodology - Pearson Publications – S.S. Vinod Chandra; S. Anand Hareendran
2. Research Methodology: A Step-by-Step Guide for Beginners, Ranjit Kumar, SAGE Publications, 2010, Third Edition.
3. Research Methodologies for beginners, kitsakorn Locharoenrat by Pan Standard, CRC Press, 2016
4. Research Methodology: The Aims, Practices and Ethics of Science, Peter Pruzan Springer International Publishing, 2016

**ReferenceBook(s):**

1. Research Methods for engineers by David V. Thiel, Griffith University, Queensland, Cambridge University Press, 2014
2. Research Methodology by R. Panner Selvam, second edition, PHI Learning Private Limited, 2014
3. Research Methodology: A Practical and Scientific Approach by Vinayak Bairagi, Mousami V. Munot, 2019, CRC Press
4. Engineering Research Methodology: A Practical Insight for Researchers by Dipankar Deb, Rajeeb Dey, Valentina E. Balas, Springer Singapore, 2019, first Edition

**OnlineResources:**

1. <https://www.ebooks.com/en-us/book/1754933/research-methods-for-engineers/david-v-thiel>
2. <https://www.cambridge.org/core/books/research-methods-for-engineers>
3. <https://www.pdfdrive.com/research-methodology-e33404795.html>
4. <https://www.pdfdrive.com/research-methodology-kl-university-e16011230.html>

**WebReferences:**

1. [https://us.sagepub.com/sites/default/files/upm-binaries/57848Chapter3\\_Morgan\\_IntegratingQualitative\\_and\\_Quantitative\\_Methods\\_2.pdf](https://us.sagepub.com/sites/default/files/upm-binaries/57848Chapter3_Morgan_IntegratingQualitative_and_Quantitative_Methods_2.pdf)
2. <https://www.slideshare.net/Marym123/research-methodology-an-introduction>
3. <https://www.slideshare.net/harshhanu/intellectual-property-rights-13551183>
4. <https://documents.pub/document/research-methodology-by-crkothari.html>





NARAYANA ENGINEERING COLLEGE: NELLORE									
20MC320	BLOCKCHAIN TECHNOLOGY								
Semester	Hours /Week			Totalhrs	Credit	MaxMarks			
	L	T	P			C	CIE	SEE	TOTAL
III	3	0	0	48	3	40	60	100	
Pre-requisite: Basic knowledge of Network Security, cryptography									
<b>Course Objectives:</b>									
<ol style="list-style-type: none"> <li>To Understand the importance of Blockchain technology</li> <li>Familiarize the functional/operational aspects of cryptocurrency.</li> <li>To Understand emerging abstract models for Blockchain Technology</li> <li>Identify major research challenges and technical gaps existing between theory and practice in cryptocurrency domain.</li> <li>Develop blockchain applications.</li> </ol>									
Course Outcomes: After successful completion of the course, the student will be able to:									
<b>CO1</b>	Define the types, benefits and limitation of blockchain.								
<b>CO2</b>	Explain the blockchain decentralization and cryptography concepts.								
<b>CO3</b>	Extend the Bitcoin features and its alternative options								
<b>CO4</b>	Apply the smart contracts								
<b>CO5</b>	Apply blockchain policies								
<b>CO6</b>	Summarize the blockchain features outside of currencies								

CO-PO Mapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	1													
<b>CO2</b>	1	1	1										1	
<b>CO3</b>	1	1	1		2	1							1	
<b>CO4</b>	2	2	2	1	2	2								2
<b>CO5</b>	2	2	3	1	3	2							2	
<b>CO6</b>	2		1	1	2	2								2
1:Low,2-Medium,3-High														

COURSE CONTENT		
<b>MODULE-1</b>	<b>INTRODUCTION TO BLOCKCHAIN</b>	<b>8 HOURS</b>
Distributed systems, History of blockchain and bitcoin, Introduction to blockchain, Types of blockchain, Consensus, CAP theorem and blockchain, Benefits and limitations of blockchain.		
At the end of the Module 1, students will be able to:		
<ol style="list-style-type: none"> <li>Explain the history of blockchain.</li> <li>Explain types of blockchain.</li> <li>Explain benefits and limitations of blockchain</li> </ol>		
<b>MODULE-2</b>	<b>DECENTRALIZATION AND CRYPTOGRAPHY</b>	<b>8 HOURS</b>
Decentralization using blockchain, Methods of decentralization, Routes to decentralization, Decentralized organizations. Cryptography and Technical Foundations: Cryptographic primitives, Asymmetric cryptography, Public and private keys, Financial markets and trading.		



At the end of the Module 2, students will be able to:		
<ol style="list-style-type: none"> <li>1. Analyze cryptography techniques.</li> <li>2. Explain decentralization methods.</li> </ol>		
<b>MODULE-3</b>	<b>BITCOIN AND ALTERNATIVE COINS</b>	<b>7 HOURS</b>
Introduction, Digital Keys and Addresses, Transactions, Mining, Bitcoin Installation, Alternative Coins - Theoritical foundations, Bitcoin limitations, Namecoin, Litecoin, Primecoin, Zcash.		
At the end of the Module 3, students will be able to:		
<ol style="list-style-type: none"> <li>1. Explain different bitcoins</li> <li>2. Explain limitations of bitcoin</li> <li>3. Explain Zcash techniques.</li> </ol>		
<b>MODULE-4</b>	<b>SMART CONTRACTS &amp; ETHEREUM</b>	<b>8 HOURS</b>
History, Definition, Ricard contracts, Ethereum blockchain, Elements of Ethereum blockchain, Precompiled contracts, Accounts, Ether, Messages, Mining, Clients and wallets, Trading and investment.		
At the end of the Module 4, students will be able to:		
<ol style="list-style-type: none"> <li>1. Explain Smart contracts mechanism</li> <li>2. Discuss different Elements of Ethereum.</li> <li>3. Identify types of Ethereum mechanism</li> </ol>		
<b>MODULE-5</b>	<b>BLOCKCHAIN APPLICATION DEVELOPMENT</b>	<b>10 HOURS</b>
Hyperledger Fabric: Architecture, Identities and Policies, Membership and Access Control, Channels, Transaction Validation, writing smart contract using Hyperledger Fabric, Writing smart contract using Ethereum, Overview of Ripple and Corda.		
At the end of the Module 5, students will be able to:		
<ol style="list-style-type: none"> <li>1. Explain Hyperledger protocol.</li> <li>2. Writing smart contract using Hyperledger Fabric.</li> <li>3. Overview of Ripple and Corda</li> </ol>		
<b>MODULE-6</b>	<b>BLOCKCHAIN-OUTSIDE OF CURRENCIES</b>	<b>7 HOURS</b>
Internet of Things, Government, Health, Finance, Media.		
At the end of the Module 6, students will be able to:		
<ol style="list-style-type: none"> <li>1. Explain blockchain in IoT</li> <li>2. Explain blockchain in Govt, Health, Media etc.</li> </ol>		
		<b>Total hours: 48 hours</b>

**Termwork:**

- 1) Implement CAP Theorem.
- 2) Assignment on decentralization and cryptography.
- 3) Identify the security and privacy issues in blockchain

**Content beyond syllabus:**

1. Privacy and Security measures in Blockchain technology.

**Self-Study:**

Content to promote self-Learning:



SNO	Topic	Reference
1	Blockchainbasics	<a href="https://www.youtube.com/watch?v=QCvL-DWcojc">https://www.youtube.com/watch?v=QCvL-DWcojc</a>
2	Decentralization	<a href="https://www.youtube.com/watch?v=WSN5BaCzsbo">https://www.youtube.com/watch?v=WSN5BaCzsbo</a>
3	Bitcoins	<a href="https://www.youtube.com/watch?v=gbHHxBcj-D0">https://www.youtube.com/watch?v=gbHHxBcj-D0</a>
4	Smartcontract	<a href="https://www.youtube.com/watch?v=Fw9L54BvD2U">https://www.youtube.com/watch?v=Fw9L54BvD2U</a>
5	BlockchainApplications	<a href="https://www.youtube.com/watch?v=ydp3sj0N0GQ">https://www.youtube.com/watch?v=ydp3sj0N0GQ</a>
6	Blockchain–outsidecurrency	<a href="https://www.youtube.com/watch?v=wpfo-Hqey">https://www.youtube.com/watch?v=wpfo-Hqey</a>

**TextBook(s):**

1. Imran Bashir, “Mastering Blockchain - Distributed ledgers, decentralization and smart contract explained”, Packt Publishing Ltd., Second Edition, ISBN 978-1-78712-544-5, 2017.
2. Arvind Narayanan, Joseph Bonneau, Edward Felten, Andrew Miller, and Steven Goldfeder. —Bitcoin and cryptocurrency technologies: a comprehensive introduction, Princeton University Press, 2016.

**ReferenceBook(s):**

1. Daniel Drescher, “Blockchain Basics: A Non-Technical Introduction in 25 Steps”, Apress, First Edition, 2017.
2. Andreas M. Antonopoulos, “Mastering Bitcoin: Unlocking Digital Cryptocurrencies”, O’Reilly Media, First Edition, 2014.
3. Melanie Swan, —Blockchain: Blueprint for a New Economy, O’Reilly, 2015
4. Josh Thompsons, —Blockchain: The Blockchain for Beginners - Guide to Blockchain Technology and Leveraging Blockchain Programming, Apress, 1st Edition, 2017

**OnlineResources:**

1. <https://www.coursera.org/specializations/blockchain>
2. <https://www.udemy.com/topic/blockchain/>
3. <https://www.edx.org/learn/blockchain>
4. <https://www.class-central.com/tag/blockchain>
5. <https://cognitiveclass.ai/courses/blockchain-course/>
6. <https://www.skillshare.com/browse/blockchain>



NARAYANA ENGINEERING COLLEGE: NELLORE														
20MC321	EDGE COMPUTING											R2020		
Semester	Hours/Week			Total hrs	Credit	MaxMarks								
	L	T	P			C	CIE	SEE	TOTAL					
III	3	0	0	48	3	40	60	100						
<b>Pre-requisite: Nil</b>														
<b>Course Objectives:</b>														
<ol style="list-style-type: none"> <li>1. Early computing: Centralized applications only running on one isolated computer</li> <li>2. Personal computing: Decentralized applications running locally</li> <li>3. Cloud computing: Centralized applications running in data centers.</li> <li>4. Edge computing: Centralized applications running close to users, either on the device itself or on the network edge.</li> </ol>														
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:														
<b>CO1</b>	Ability to increase network performance by reducing latency.													
<b>CO2</b>	Understand the security issues in the edge and the cloud environment													
<b>CO3</b>	Understand cloud-based technology for businesses to scale their operations.													
<b>CO4</b>	Describe centralized, private data centers													
<b>CO5</b>	Understand the security advantages provided by edge computing,													
<b>CO6</b>	Describe primary network, leading to lower latency and faster overall speed.													
<b>CO-PO Mapping</b>														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO1	PSO 2
<b>CO1</b>	2		3											
<b>CO2</b>	1	2	2											
<b>CO3</b>	2	1			3	1					1			
<b>CO4</b>	2	2	2			2	3				1			
<b>CO5</b>	2	1	2			3	2				1			
<b>CO6</b>	2	2	1			2	3				2			
1:Low,2-Medium,3-High														

COURSE CONTENT		
<b>Module -1</b>	<b>Introduction</b>	<b>8Hours</b>
Edge Computing: introduction, Edge vs Fog Computing, Real Life Application Of Edge Technology Benefits Of Edge Computing, Edge Cloud Computing Services (10Hrs)		
At the end of the Module 1, students will be able to:		
<ol style="list-style-type: none"> <li>1. Analyze the components of edge and its fog computing</li> <li>2. Evaluate the various Real Life Application Of Edge.</li> <li>3. Identify the use of Edge Cloud Computing Services.</li> </ol>		
<b>Module -2</b>	<b>Building Block</b>	<b>8Hours</b>
Edge Computing – A Building Block for Smart Applications of the Future, Challenges of Edge Computing, Edge Security Considerations, Basic Characteristics and Attributes, "CROSS" Value of Edge Computing, Collaboration of Edge Computing and Cloud Computing .		
At the end of the Module 2, students will be able to:		
<ol style="list-style-type: none"> <li>1. Discuss the use of Challenges of Edge Computing.</li> <li>2. Understand the use of Basic Characteristics and Attributes</li> </ol>		



<b>Module -3</b>	<b>Functional Services</b>	<b>8Hours</b>
Function View–ECN, Service Fabric, CCF, Development Service Framework (Smart Service), Deployment Operation Service Framework (Smart Service).		
At the end of the Module 3, students will be able to: <ol style="list-style-type: none"> <li>1. Analyze the Function View</li> <li>2. Discuss the use of Development Service Framework.</li> </ol>		
<b>Module -4</b>	<b>Management Services</b>	<b>8Hours</b>
Management Service, Full-Lifecycle Data Service, Security Service, Deployment View. ECC Industry Development and Business Practice - ECC Industry Development Overview , Cooperation Between the ECC and Industry Organizations, Cooperation Between the ECC and Standardization Organizations (10Hrs)		
At the end of the Module 4, students will be able to: <ol style="list-style-type: none"> <li>1. Understand the Management Service.</li> <li>2. Analyze the Development and Business Practice.               <ol style="list-style-type: none"> <li>a. Understand the use of Cooperation Between the ECC and Standardization Organizations.</li> </ol> </li> </ol>		
<b>Module -5</b>	<b>Business Practices of Edge Computing</b>	<b>8Hours</b>
Business Practices of Edge Computing- Theory and Practice of Edge Computing, Implementation of Horizontal Solutions in Vertical Industries Requirements and Practices of Edge Computing. (10Hrs)		
At the end of the Module 5, students will be able to: <ol style="list-style-type: none"> <li>1. Implement Business Practices of Edge Computing.</li> <li>2. Implementation of Horizontal Solutions.</li> </ol>		
<b>Module -6</b>	<b>Edge Computing Architecture</b>	<b>8Hours</b>
Edge Computing Reference Architecture: Model-Driven Reference Architecture, Multi-View Display. Concept View- ECNs, Development Frameworks, and Product Implementation, Edge Computing Domain Models.		
At the end of the Module 6, students will be able to: <ol style="list-style-type: none"> <li>1. To understand the features Edge Computing Reference Architecture</li> <li>2. Edge Computing Domain Models.</li> </ol>		
<b>Total hours:</b>		<b>48hours</b>

### Termwork: Any case Study On Edge computing

### Content beyond syllabus: Internet of Things

### Self-Study: Content to promote self-Learning:

SNO	Topic	CO	Reference
1	Understanding the fundamentals of edge computing.	CO1	<a href="https://www.youtube.com/watch?v=3hScMLH7B4o">https://www.youtube.com/watch?v=3hScMLH7B4o</a>
2	Discussing the basics of edge computing	CO2	<a href="https://www.youtube.com/watch?v=B2Pjzipnwx">https://www.youtube.com/watch?v=B2Pjzipnwx</a>
3	Learning the concepts of edge security and resource management	CO3	<a href="https://www.youtube.com/watch?v=EN4fEbcFZ_E">https://www.youtube.com/watch?v=EN4fEbcFZ_E</a>
4	Understanding the concepts of edge computing Views	CO4	<a href="https://www.youtube.com/watch?v=vRBe9YYCGw4">https://www.youtube.com/watch?v=vRBe9YYCGw4</a>
5	Understanding the Business Practices of Edge Computing	CO5	<a href="https://www.youtube.com/watch?v=0idvaOCnF9E">https://www.youtube.com/watch?v=0idvaOCnF9E</a>



6	Understand the Edge Computing Reference Architecture	CO6	<a href="https://www.youtube.com/watch?v=RjMS15V_7nQ">https://www.youtube.com/watch?v=RjMS15V_7nQ</a>
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**TextBook(s):**

1. Edge Computing Reference Architecture 2.0, Edge Computing Consortium (ECC) and Alliance of Industrial Internet (AII).

**ReferenceBook(s):**

1. Margaret Chiosi, AT&T, Don Clarke, Peter Willis, Andy Reid, BT, Dr. Chunfeng Cui, Dr. Hui Deng, China Mobile, etc. "Network Functions Virtualization—Introductory White Paper"
2. [Weisong Shi, Fellow, IEEE, Jie Cao, Student Member, IEEE, Quan Zhang, Student Member, IEEE, Youhuizi Li, and Lanyu Xu, "Edge Computing: Vision and Challenges"
3. IEC Vertical Edge Intelligence Whitepaper. OPC Unified Architecture Specification—Part 1: Overview and Concepts. OPC Foundation

**OnlineResources:**

1. <http://www.iec.ch/whitepaper/edgeintelligence>
2. <https://www.youtube.com/watch?v=3hScMLH7B4o>

**WebResources:**

1. <https://www.youtube.com/watch?v=3hScMLH7B4o>
2. <https://www.youtube.com/watch?v=B2Pjzipnwx>
3. [https://www.youtube.com/watch?v=EN4fEbcFZ\\_E](https://www.youtube.com/watch?v=EN4fEbcFZ_E)
4. <https://www.youtube.com/watch?v=yRBe9YYCGw4>



NARAYANA ENGINEERING COLLEGE: NELLORE								
20MC322	DEEPLARNING							R2020
Semester	Hours/Week			Total hrs	Credit C	MaxMarks		
	L	T	P			CIE	SEE	TOTAL
III	3	0	0	48	3	40	60	100
<b>Pre-requisite: Artificial Intelligence</b>								
<b>Course Objectives:</b>								
<ol style="list-style-type: none"> <li>1. To understand the basic principles of AI and history of Deep Learning.</li> <li>2. To understand hardware and software requirements for implementing Deep Learning algorithms.</li> <li>3. To understand the concepts of classification methods.</li> <li>4. To understand forms of regularization in treating new data.</li> <li>5. To understand the architecture of a specialized neural network.</li> <li>6. To understand the novel applications and trends of deep learning.</li> </ol>								
<b>Course Outcomes:</b> After successful completion of the course, the student will be able to:								
<b>CO1</b>	Understand the motivation behind invention of deep learning. <b>(BL-2)</b>							
<b>CO2</b>	Understand the configuration need for implementing deep learning strategies. <b>(BL-2)</b>							
<b>CO3</b>	Analyze various classes of deep learning networks <b>(BL-4)</b>							
<b>CO4</b>	Identify regularization strategies to reduce test error. <b>(BL-1)</b>							
<b>CO5</b>	Understand the usage of special kind of neural networks. <b>(BL-2)</b>							
<b>CO6</b>	Analyze upcoming trends in newly developed algorithms. <b>(BL-4)</b>							

CO-POMapping														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	3	2	1	1						1		1		
<b>CO2</b>	3	2	1		1							1	2	
<b>CO3</b>	2	3	1	1						1		1	2	
<b>CO4</b>	2	3	1	1								1	3	
<b>CO5</b>	1	3	2							1		1		
<b>CO6</b>	3	3	1	1						1		1	2	1
1:Low,2-Medium,3-High														

COURSE CONTENT		
MODULE-1	INTRODUCTION	8 HOURS
<b>Introduction:</b> What is artificial intelligence (AI) and deep learning?, What is the history of deep learning or AI? <b>Why deep learning?:</b> Advantages over traditional shallow methods, Impact of deep learning <b>The motivation of deep architecture:</b> The neural viewpoint, The representation viewpoint- Distributed feature representation, Hierarchical feature representation <b>Applications, future potential and the current challenges</b>		



<p>At the end of the Module 1, students will be able to:</p> <ul style="list-style-type: none"> <li>• Understand overview of deep learning, The history of deep learning,</li> <li>• Know why should we resort to deep learning and why can't the existing machine learning algorithms solve the problem at hand?</li> <li>• The rise of Deep learning and its recent advances in certain fields.</li> </ul>		
<b>MODULE-2</b>	<b>SETUP FOR DEEP LEARNING</b>	<b>8 HOURS</b>
<p><b>Basics of linear algebra:</b> Data representation, Data operations, Matrix properties.  <b>Deep learning with GPU:</b> Deep learning hardware guide, CPU cores, CPU cache size, RAM size, Hard drive, Cooling systems.  <b>Deep learning software frameworks:</b> TensorFlow deep learning library, Caffe, MXNet, Torch, Theano, Microsoft Cognitive Toolkit, Keras, Framework comparison .</p>		
<p>At the end of the Module 2, students will be able to:</p> <ul style="list-style-type: none"> <li>• Understand the foundations of Deep Learning Technology</li> <li>• Able to know Hardware guide to Deep Learning</li> <li>• Understand Deep Learning Software Frameworks</li> </ul>		
<b>MODULE-3</b>	<b>CLASSIFICATION</b>	<b>8 HOURS</b>
<p><b>Three Classes of Deep Learning Networks :</b> A three-way categorization, Deep networks for unsupervised or generative learning, Deep networks for supervised learning, Hybrid deep networks.  <b>Deep Feed forward Networks:</b> Example: Learning XOR, Gradient-Based Learning, Hidden Units, Architecture Design, Back-Propagation and Other Differentiation Algorithms, Historical Notes.</p>		
<p>At the end of the Module 3, students will be able to:</p> <ul style="list-style-type: none"> <li>• Identify and differentiate between different classes of deep learning networks</li> <li>• Able to understand architecture and functioning of neural networks</li> <li>• Knows various training and learning strategies used in networks</li> </ul>		
<b>MODULE-4</b>	<b>REGULARIZATION</b>	<b>10 HOURS</b>
<p><b>Regularization for Deep Learning:</b> Parameter Norm Penalties, Norm Penalties as Constrained Optimization, Regularization and Under-Constrained Problems, Dataset Augmentation, Noise Robustness, Semi-Supervised Learning, Multi-Task Learning, Early Stopping, Parameter Tying and Parameter Sharing, Sparse Representations, Bagging and Other Ensemble Methods, Dropout, Adversarial Training, Tangent Distance, Tangent Prop, and Manifold Tangent Classifier (<b>10H</b>)</p>		
<p>At the end of the Module 4, students will be able to:</p> <ul style="list-style-type: none"> <li>• Understands many forms of regularization available to the deep learning</li> <li>• Able to differentiate between Parametric and Non-Parametric methods</li> <li>• Understand the curse of dimensionality and identifies the methods to resolve it</li> </ul>		
<b>MODULE-5</b>	<b>CONVOLUTIONAL NETWORKS</b>	<b>7 HOURS</b>





<p><b>Convolutional Networks:</b> The Convolution Operation, Motivation, Pooling, Convolution and Pooling as an Ininitely Strong Prior, Variants of the Basic Convolution Function, Structured Outputs, Data Types, Efficient Convolution Algorithms, Random or Unsupervised Features, The Neuro-scientific Basis for Convolutional Networks, Convolutional Networks and the History of Deep Learning.</p>		
<p>At the end of the Module 5, students will be able to:</p> <ul style="list-style-type: none"> <li>• Able to remember and understand a specialized kind of neural network for processing data</li> <li>• Identify various algorithms used to implement architecture of Convolutional Networks</li> <li>• Able to analyze the importance of Convolutional Networks in deep learning</li> </ul>		
<b>MODULE-6</b>	<b>APPLICATIONS &amp; TRENDS</b>	<b>7 HOURS</b>
<p><b>Applications:</b> Large-Scale Deep Learning, Computer Vision, Speech Recognition, Natural Language Processing, Other Applications.</p> <p><b>Deep Learning Trends:</b> Novel applications – Genomics, Predictive medicine, Clinical imaging, Lip Reading, Visual Reasoning, Code Synthesis.</p>		
<p>At the end of the Module 6, students will be able to:</p> <ul style="list-style-type: none"> <li>• Able to understand how to use deep learning to solve applications</li> <li>• Able to identify novel applications of deep learning in various domains</li> <li>• Able to analyze research areas where deep learning can be implemented</li> </ul>		
<b>Total hours:</b>		<b>48 hours</b>

**Termwork:**

1. **Impact of DL:** Survey the specific relation between IoT data and DL as well as applications of DL methods in IoT.
2. **DL software frameworks:** Present comparative study of various deep learning framework efficiency with respect to both runtime performance and accuracy.
3. **Types of DL networks:** Compare and contrast different DL networks and justify which one among them is best by elaborating with a real time situation.
4. **Data Augmentation:** How to use DL when we have limited data - Explain with an example.
5. **Convolutional networks:** Conceding that DNNs might predict brain activity or behaviour well, justify.
6. **DL in real time:** Which DL networks can be used to add sound to match silent videos? Explain.

**Content beyond syllabus:**

1. Handling some known weaknesses, such as trap at local minima, lower performance, and high computational time
2. how to deal with fast moving and streamed data, high dimensional data, structured data in the form of sequences (time series, audio and video signals, DNA, and so on), trees (XML documents, parse trees, RNA, and so on), graphs (chemical compounds, social networks, parts of an image, and so on)

**Self-Study:**

Content to promote self-learning:

SNO	Topic	Reference
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1	Introduction to Deep Learning	<a href="https://www.geeksforgeeks.org/introduction-deep-learning/#https://algorithmia.com/blog/introduction-to-deep-learning">https://www.geeksforgeeks.org/introduction-deep-learning/#https://algorithmia.com/blog/introduction-to-deep-learning</a>
2	Setup for Deep Learning	<a href="http://deeplearning.net/tutorial/deeplearning.pdf">http://deeplearning.net/tutorial/deeplearning.pdf</a>
3	Classification	<a href="https://www.guru99.com/deep-learning-tutorial.html">https://www.guru99.com/deep-learning-tutorial.html</a> <a href="https://towardsdatascience.com/deep-learning-feedforward-neural-network-26a6705dbdc7">https://towardsdatascience.com/deep-learning-feedforward-neural-network-26a6705dbdc7</a>
4	Regularization	<a href="https://www.analyticsvidhya.com/blog/2018/04/fundamentals-deep-learning-regularization-techniques/">https://www.analyticsvidhya.com/blog/2018/04/fundamentals-deep-learning-regularization-techniques/</a>
5	Convolutional Networks	<a href="https://medium.com/@RaghavPrabhu/understanding-of-convolutional-neural-network-cnn-deep-learning-99760835f148">https://medium.com/@RaghavPrabhu/understanding-of-convolutional-neural-network-cnn-deep-learning-99760835f148</a>
6	Applications & Trends	<a href="https://www.mygreatlearning.com/blog/deep-learning-applications/">https://www.mygreatlearning.com/blog/deep-learning-applications/</a>

**Text Book(s):**

1. Deep Learning Essentials Your hands-on guide to the fundamentals of deep learning and neural network modeling (English Edition) by Wei Di, Anurag Bhardwaj, Jianing Wei 2018 Packt Publishing ISBN 978-1-78588-036-0
2. Deep Learning Methods and Applications Li Deng and Dong Yu. This book is originally published as Foundations and Trends in Signal Processing Volume 7 Issues 3-4, ISSN: 1932-8346.
3. Goodfellow, Yoshua Bengio, Aaron Courville, Deep Learning (Adaptive Computation and Machine Learning series), MIT Press.

**Reference Book(s):**

1. Deep Learning: A Practitioner's Approach 1st Edition by Josh Patterson, Adam Gibson, 2019, O'Reilly
2. Fundamentals of Deep Learning Designing Next-Generation Machine Intelligence Algorithms with contributions by Nicholas Locascio Beijing Boston Farnham Sebastopol Tokyo, O'Reilly, 2017
3. Deep Learning for computer vision with python by Adrian Rosebrock, PyImageSearch, 2017

**Online Resources/Web References:**

1. <https://www.deeplearningbook.org/>
2. [https://www.deeplearningbook.org/lecture\\_slides.html](https://www.deeplearningbook.org/lecture_slides.html)
3. <https://github.com/janishar/mit-deep-learning-book-pdf>
4. <https://www.simplilearn.com/tutorials/deep-learning-tutorial/what-is-deep-learning?>
5. <https://cs231n.github.io/convolutional-networks/>
6. <https://www.cse.iitk.ac.in/users/sigml/lec/Slides/Ram.pdf>
7. <https://www.coursera.org/specializations/deep-learning>
8. <http://web.stanford.edu/class/cs224n>



NARAYANAENGINEERINGCOLLEGE:NELLORE														
20MC323	SOFTWARE TESTING							R2020						
Semester	Hours/Week			Totalhrs	Credit	MaxMarks								
	L	T	P			C	CIE	SEE	TOTAL					
III	3	0	0	48	3	40	60	100						
<b>Pre-requisite:Nil</b>														
<b>CourseObjectives:</b>														
<ul style="list-style-type: none"> <li>• Fundamentalsforvarioustestingmethodologies.</li> <li>• Describetheprinciplesandproceduresfordesigningtestcases.</li> <li>• Providesupportstodebuggingmethods.</li> <li>• Actsasthereferenceforsoftwaretestingtechniques andstrategies.</li> </ul>														
<b>CourseOutcomes:</b> Aftersuccessfulcompletionofthecourse,thestudentwillbeableto:														
<b>CO1</b>	Understandthebasictestingprocedures.													
<b>CO2</b>	Abletosupportin generatingtestcasesandtestsuites.													
<b>CO3</b>	Abletotesttheapplicationsmanuallybyapplyingdifferenttestingmethodsandautomationtools.													
<b>CO4</b>	Applytoolstoresolvetheproblems inRealtimeenvironment.													
<b>CO5</b>	Understandthebasictestingprocedures.													
<b>CO6</b>	Abletosupportin generatingtestcasesandtestsuites.													
<b>CO-POMapping</b>														
CO	PO												PSO	
	PO 1	PO 2	PO 3	PO 4	PO 5	PO 6	PO 7	PO 8	PO 9	PO 10	PO 11	PO 12	PSO 1	PSO 2
<b>CO1</b>	1	2	1										1	
<b>CO2</b>	2	1	2	1	2								2	2
<b>CO3</b>	1		1											1
<b>CO4</b>	2	1			1	1							2	
<b>CO5</b>	1	2	2										1	2
<b>CO6</b>	1													

COURSE CONTENT		
<b>MODULE-1</b>	<b>Flowgraphsand Path testing</b>	<b>8Hours</b>
<p><b>Introduction:</b> PurposeofTesting,Dichotomies,ModelforTesting, ConsequencesofBugs,TaxonomyofBugs. BasicsConceptsofPathTesting,Predicates,PathPredicatesandAchievablePaths,PathSensitizing,PathInstrumentation,ApplicationofPathTesting.</p> <p>AttheendoftheModule1,studentswillbeableto:</p> <ol style="list-style-type: none"> <li>1. Discussmodelfortesting.</li> <li>2. Explainthedifferenttypesofbugs.</li> <li>3. Discussaboutpathpredicates&amp;pathsensitizemethods.</li> </ol>		
<b>MODULE-2</b>	<b>Transaction FlowTesting&amp;DataflowTesting</b>	<b>8Hours</b>
<p>Transaction Flow Testing Introduction, Transaction Flows, Transaction Flow Testing Techniques.BasicsofDataflowTesting,Strategies inDataflowTesting,ApplicationofDataflowTesting.</p> <p>AttheendoftheModule1,studentswillbeableto:</p> <ol style="list-style-type: none"> <li>1. Whatisatransactionflowtesting?</li> <li>2. Explaindifferenttestingtechniques.</li> <li>3. Definedataflowtestingstrategies.</li> </ol>		
<b>MODULE-3</b>	<b>DomainTesting</b>	<b>8Hours</b>



Domains and Paths, Nice & Ugly Domains, Domain testing, Domains and Interfaces Testing, Domain and Interface Testing, Domains and Testability.		
At the end of the Module 1, students will be able to:		
<ol style="list-style-type: none"> <li>1. Explain domain testing.</li> <li>2. Difference b/w domain and interface testing</li> <li>3. How to identify bugs are nice/ugly domain bugs.</li> </ol>		
<b>MODULE-4</b>	<b>Paths, Path products and Regular expressions</b>	<b>8Hours</b>
Path Products & Path Expression, Reduction Procedure, Applications, Regular Expressions & Flow Anomaly Detection.		
At the end of the Module 1, students will be able to:		
<ol style="list-style-type: none"> <li>1. What is a path, path expressions?</li> <li>2. Explain about reduction procedure.</li> <li>3. Explain different types of applications in reduction procedure.</li> </ol>		
<b>MODULE-5</b>	<b>Logic Based Testing</b>	<b>8Hours</b>
Overview of logic based testing, Decision Tables, Path Expressions, KV Charts, Specifications.		
<b>State, State Graphs and Transition Testing:</b> State Graphs, Good & Bad State Graphs, State Testing, Testability Tips.		
At the end of the Module 1, students will be able to:		
<ol style="list-style-type: none"> <li>1. Explain KV Charts.</li> <li>2. Explain state graphs.</li> <li>3. Discuss about decision tables.</li> </ol>		
<b>MODULE-6</b>	<b>Logic Based Testing</b>	<b>8Hours</b>
Motivational Overview, Matrix of Graph, Relations, Power of a Matrix, Node Reduction Algorithm, Building Tools.		
At the end of the Module 1, students will be able to:		
<ol style="list-style-type: none"> <li>1. What is power of a matrix.</li> <li>2. Explain node reduction algorithms.</li> <li>3. What is graphs.</li> </ol>		
<b>Total hours:</b>		<b>48hours</b>

<b>Content beyond syllabus: Quality Assurance</b>			
<b>Self-Study:</b> Content to promote self-Learning:			
SNO	Topic	CO	Reference
1	<b>Flow graphs and Path testing</b>	CO1	<a href="https://www.youtube.com/watch?v=t-C3Bt7f1M8">https://www.youtube.com/watch?v=t-C3Bt7f1M8</a>
2	<b>Transaction Flow Testing &amp; Dataflow Testing</b>	CO2	<a href="https://www.youtube.com/watch?v=581VLmAb3GE">https://www.youtube.com/watch?v=581VLmAb3GE</a>
3	<b>Domain Testing</b>	CO3	<a href="https://www.youtube.com/watch?v=TEzF7pk0rIY">https://www.youtube.com/watch?v=TEzF7pk0rIY</a>
4	<b>Paths, Path products and Regular expressions</b>	CO4	<a href="https://www.youtube.com/watch?v=H_zkA0korRA">https://www.youtube.com/watch?v=H_zkA0korRA</a>
5	<b>Logic Based Testing</b>	CO5	<a href="https://www.youtube.com/watch?v=hWbwpTNYftk">https://www.youtube.com/watch?v=hWbwpTNYftk</a>
6	<b>Logic Based Testing</b>	CO6	<a href="https://www.youtube.com/watch?v=ZOWjorEKJRU">https://www.youtube.com/watch?v=ZOWjorEKJRU</a>

**TextBook(s):**

1. Softwaretestingtechniques–BorisBeizer,Dreamtech,secondedition

**ReferenceBook(s):**

1. Thecraftofsoftwaretesting-Brian Marick,PearsonEducation.
2. SoftwareTesting-YogeshSingh,Camebridge
3. SoftwareTesting,3<sup>rd</sup>edition,P.C.Jorgensen,Aurbach Publications(Dist.bySPD).
4. SoftwareTesting,N.Chauhan,OxfordUniversityPress.
5. IntroductiontoSoftwareTesting, P.Ammann&J.Offutt, CambridgeUniv.Press.

**Online Resources:**

1. <http://www.softwaretestinghelp.com/practical-software-testing-new-free-ebook-download/>
2. <http://www.guru99.com/software-testing.html>
3. <http://www.fromdev.com/2012/04/8-best-software-testing-books-every-qa.html>
4. [https://onlinecourses.nptel.ac.in/noc16\\_cs16/preview](https://onlinecourses.nptel.ac.in/noc16_cs16/preview)

**WebResources:**

1. [http://www.qatutorial.com/?q=Software\\_Test\\_Metrics](http://www.qatutorial.com/?q=Software_Test_Metrics)
2. <http://softwaretestingfundamentals.com/MODULE-testing/>
3. <http://qainsights.com/challenges-in-test-automation/>
4. <http://www.softwaretestinghelp.com/manual-and-automation-testing-challenges/>