

ACADEMIC REGULATIONS (R20) COURSE STRUCTURE AND DETAILED SYLLABUS (CHOICE BASED CREDIT SYSTEM (CBCS))

B.Tech.

Computer Science and Engineering (Data Science)

(B.Tech. Regular: Applicable for the batches admitted from 2020 - 2021) & (B.Tech. LES: Applicable for the batches admitted from 2021 - 2022)



Department of Computer Science and Engineering CMR INSTITUTE OF TECHNOLOGY

(UGC - Autonomous)

Approved by AICTE, Permanently Affiliated to JNTUH, Accredited by NBA and NAAC with A Grade
Kandlakoya(V), Medchal District, Hyderabad-501 401, Telangana StateMobile No.:8008557612E-mail: principal@cmritonline.ac.inWeb: www.cmritonline.ac.in



FOREWORD

CMR Institute of Technology, established in the year 2005, Approved by AICTE, New Delhi, Permanently Affiliated to JNTUH, thrice Accredited by NBA, Achieved UGC Autonomous Status and has been bestowed with NAAC 'A' Grade in July 2018 for its remarkable academic accomplishments accompanied by its unflinching spirit and dedication to impart quality technical education to the deserving aspirants. The institution has commenced functioning independently within the set norms prescribed by UGC and AICTE. The performance of the institution manifests the confidence that the prestigious monitoring body, the UGC has on it, in terms of upholding its spirit and sustenance of the expected standards of functioning on its own consequently facilitating the award of degrees for its students. Thus, an autonomous institution is provided with the necessary freedom to have its own **curriculum, examination system and monitoring mechanism**, independent of the affiliating University but under its observance.

CMR Institute of Technology takes pride for having won the confidence of such distinguished academic bodies meant for monitoring the quality in technology education. Besides, the institution is delighted to sustain the same spirit of discharging the responsibilities that it has been conveying since a decade to attain the current academic excellence, if not improving upon the standards and ethics. Consequently, statutory bodies such as the Academic Council and the Boards of Studies have been constituted under the supervision of the Governing Body of the College and with the recommendations of the JNTU Hyderabad, to frame the regulations, course structure and syllabi for autonomous status.

The autonomous regulations, course structure and syllabi have been framed in accordance with the vision and mission of the institution along with certain valuable suggestions from professionals of various ancillary fields such as the academics, the industry and the research, all with a noble vision to impart quality technical education and contribute in catering fullfledged engineering and management graduates to the society.

All the faculty members, the parents and the students are requested to study all the rules and regulations carefully and approach the Principal to seek any clarifications, if needed, without presumptions, to avoid unwanted subsequent inconveniences and embarrassments. The cooperation of all the stake holders is sought for the successful implementation of the autonomous system in the larger interests of the institution and for brightening the career prospects of engineering and management graduates.

S. No.	Particulars	Page No.
1	CMR Institute of Technology: Vision, Mission and Quality Policy	1
2	Department of CSE - CSE (Data Science): Vision and Mission	1
3	Program Educational Outcomes (PEOs)	1
4	Program Outcomes (POs)	1
5	Program Outcomes (PSOs)	1
6	B.Tech. Academic Regulations - R20	2
7	B.Tech. CSE (Data Science): Course Structure	16
8	B.Tech. CSE (Data Science) – I – Semester Syllabus	21
9	B.Tech. CSE (Data Science) – II – Semester Syllabus	32
10	B.Tech. CSE (Data Science) – III – Semester Syllabus	43
11	B.Tech. CSE (Data Science) – IV – Semester Syllabus	55
12	B.Tech. CSE (Data Science) – V – Semester Syllabus	68
13	B.Tech. CSE (Data Science) – VI – Semester Syllabus	82
14	B.Tech. CSE (Data Science) – VII – Semester Syllabus	98
15	B.Tech. CSE (Data Science) – VIII – Semester Syllabus	113

INDEX

CMR INSTITUTE OF TECHNOLOGY

Vision: To create world class technocrats for societal needs.

Mission: Achieve global quality technical education by assessing learning environment through

- Innovative Research & Development
- Eco-system for better Industry institute interaction
- Capacity building among stakeholders

Quality Policy: Strive for global professional excellence in pursuit of key-stakeholders.

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING (DATA SCIENCE)

Vision: Develop competent software professionals, researchers and entrepreneurs to serve global society.

Mission: The department of Computer Science and Engineering (Data Science) is committed to

- create technocrats with proficiency in design and code for software development
- adapt contemporary technologies by lifelong learning and face challenges in IT and ITES sectors
- quench the thirst of knowledge in higher education, employment, R&D and entrepreneurship
- I. Programme Educational Objectives (PEOs): Engineering Graduates will
- 1. Pursue successful professional career in IT and IT-enabled sectors.
- 2. Pursue lifelong learning skills to solve complex problems through multidisciplinary-research.
- 3. Exhibits professionalism, ethics and inter-personal skills to develop leadership qualities.
- **II. Programme Outcomes (POs):** Engineering Graduates will be able to
- 1. Apply mathematics, science, engineering fundamentals to solve complex engineering problems.
- 2. Identify, formulate and analyze complex engineering problems to reach substantiated conclusions.
- 3. Design and develop a component/system/process to solve complex societal engineering problems.
- 4. Design and conduct experiments to analyze, interpret and synthesize data for valid conclusions.
- 5. Create, select and apply modern tools, skills, resources to solve complex engineering problems.
- 6. Apply contextual engineering knowledge to solve societal issues.
- 7. Adapt modern engineering practices with environmental safety and sustainable development.
- 8. Apply professional code of ethics, responsibilities and norms in engineering practices.
- 9. Compete as an individual and/or as a leader in collaborative cross cultural teams.
- 10. Communicate effectively through technical reports, designs, documentations and presentations.
- 11. Endorse cognitive management skills to prepare project report using modern tools and finance.
- 12. Engage in independent and life-long learning in the broad context of technological changes.

III. Programme Specific Outcomes (PSOs): Engineering Graduates will be able to

- 1. Design and develop Computer-Based-Systems using Algorithms, Networks, Security, Gaming, Full Stack, Golang, IoT, Cloud, Data Science and AI&ML.
- 2. Apply data analytics to solve real world problems.

Academic Regulations (R20) B.Tech. - Regular Four Year Degree Programme (For batches admitted from the academic year 2020 - 21) & B.Tech. - Lateral Entry Scheme (For batches admitted from the academic year 2021 - 22)

PREAMBLE

For pursuing four year under graduate Bachelor Degree Programme in Engineering (B.Tech.) offered by **CMR Institute of Technology** under Autonomous status will herein be referred to as CMRIT (Autonomous).

All the specified rules are herein approved by the Academic Council. These rules will be in force and are applicable to students admitted from the Academic Year 2020-21 onwards. Any reference to "Institute" or "College" in these rules and regulations stand for CMRIT (Autonomous).

Choice Based Credit System (CBCS) has been adopted since 2017-18 under Autonomous status.

All the rules and regulations specified shall hereafter be read as a whole for the purpose of interpretation, as and when a doubt arises, the interpretation of the Chairman, Academic Council is final. As per the requirements of statutory bodies, the Principal, CMRIT (Autonomous) shall be The Chairman, Academic Council.

1. UNDERGRADUATE PROGRAMS OFFERED (E&T)

CMRIT (Autonomous), affiliated to JNTUH, offers 4 Year (8 Semesters) **B.Tech.** Degree Programme in the following Branches of Engineering:

S. No.	Branch	
1	Civil Engineering (CE)	
2	Mechanical Engineering (ME)	
3	Electronics and Communication Engineering (ECE)	
4	Computer Science and Engineering (CSE)	
5	Computer Science and Engineering (AI & ML)	
6	Computer Science and Engineering (Data Science)	

2. ADMISSION CRITERIA AND MEDIUM OF INSTRUCTION

2.1. Admission into first year of four year B.Tech. (Regular) Degree Programme:

- **2.1.1.** Eligibility: A candidate seeking admission into the first year of four year B. Tech. Degree Programme should have:
 - (i) Passed either Intermediate Public Examination (IPE) conducted by the Board of Intermediate Education, Telangana, with Mathematics, Physics and Chemistry as optional subjects or any equivalent examination recognized by Board of Intermediate Education, Telangana or a Diploma in Engineering conducted by the Board of Technical Education, Telangana or equivalent Diploma recognized by Board of Technical Education for admission as per guidelines defined by the Regulatory bodies of Telangana State Council for Higher Education (TSCHE) and AICTE.
 - (ii) Secured a rank in the TSEAMCET examination conducted by TSCHE for allotment of a seat by the Convenor, TSEAMCET.

- **2.1.2.** Admission Procedure: Admissions are made into the first year of four year B.Tech. Degree Programme as per the stipulations of the TSCHE.
 - (a) Category A: 70% of the seats are filled through TSEAMCET counseling.
 - (b) Category B: 30% of the seats are filled by the Management.
- 2.2. Admission into the second year of four year B. Tech. (Regular) Degree Programme Under Lateral Entry Scheme.
- **2.2.1** Eligibility: A candidate seeking admission into the II year I Semester B. Tech. Regular Degree Programme under Lateral Entry Scheme (LES) should have passed the qualifying examination (B.Sc. Mathematics or Diploma in concerned course) and have secured a rank at Engineering Common Entrance Test TSECET (FDH). Admissions are made in accordance with the instructions received from the Convenor, TSECET and Government of Telangana State.
- **2.2.2** Admission Procedure: Admissions are made into the II year of four year B.Tech. (Regular) Degree Programme through Convenor, TSECET (FDH) against the sanctioned intake in each Programme of study as lateral entry student.
- **2.3. Branch Transfers:** There shall be no Branch transfers after the completion of Admission Process.
- **2.4. Medium of Instruction:** The Medium of Instruction and Examinations for the entire B.Tech. programme will be in **English** only.

3. B.Tech. PROGRAMME STRUCTURE

- 3.1 Admitted under Four year B. Tech. (Regular) degree Programme:
- **3.1.1** A student after securing admission shall pursue the under graduate programme in B.Tech. for a minimum period of **four** academic years (8 semesters), and a maximum period of **eight** academic years (16 semesters) starting from the date of commencement of first year first semester, failing which, students shall forfeit their seat in B.Tech course.
- **3.1.2** As per AICTE guidelines, a 3-week 'Mandatory **Induction Programme**' shall be offered to I-B.Tech. students to acquaint the newly admitted students with the professional environment and prepare them for the academic schedules ahead.
- **3.1.3** The entire B.Tech. programme is structured for a total of 160 credits. Distribution of credits Semester-wise is available in the respective course structure.
- **3.1.4** Each student shall register and secure 160 credits (with CGPA \geq 5) for the completion of the under graduate programme and award of the B.Tech. degree.
- **3.2** Admitted under Lateral Entry Scheme (LES) into B. Tech. degree Programme:
- **3.2.1** After securing admission into II year B.Tech. I Semester, the LES students shall pursue a course of study for not less than three academic years (6 Semesters) and not more than six academic years (12 Semesters), failing which students shall forfeit their seat in B.Tech. programme.
- **3.2.2** The student shall register and secure 122 credits (with CGPA \geq 5) from II year to IV year B.Tech. programme (LES) for the award of B.Tech. degree.
- **3.3** The Course Structure is designed based on the AICTE Model Curriculum (Jan-2018) for Under-Graduate Degree Courses in Engineering & Technology. UGC / AICTE specified definitions / descriptions are adopted appropriately for various terms and abbreviations used in these Academic Regulations / Norms, which are listed below:

COMPUTER SCIENCE AND ENGINEERING (DATA SCIENCE)

3.3.1 Semester Scheme: Each B.Tech. (Regular) Programme is of 4 Academic Years (8 Semesters) and B.Tech. (LES) Programme is of 3 Academic Years (6 Semesters)), with the academic year being divided into two semesters of 22 weeks (≥ 90 Instructional days per semester) each, each Semester having - 'Continuous Internal Evaluation (CIE)' and 'Semester End Examination (SEE)', Choice Based Credit System (CBCS) and Credit Based Semester System (CBSS) as indicated by UGC and Curriculum / Course Structure as suggested by AICTE are followed.

3.3.2 Credit Courses:

a) All Subjects / Courses are to be registered by a student in a Semester to earn Credits. Credits shall be assigned to each Subject / Course in a L: T: P: C (Lecture Periods: Tutorial Periods: Practical Periods : Credits) Structure based on the following pattern:

Theory		Practical		
1 Hr. Lecture (L) per week	1 credit	1 Hr. Practical (P) per week	0.5 credit	
1 Hr. Tutorial (T) per week	1 credit	2 Hrs Practical (Lab) per week	1.0 credit	

All Mandatory Courses, Study Tour, Guest Lecture, etc., will not carry any Credits.

b) Contact Hours: Weekly contact hours – maximum of 30 hours per week (i.e. 1 hour = 60 Minutes) including credit and non-credit courses.

3.3.3 Subject / Course Classification and Nomenclature:

CMRIT has followed the guidelines specified by AICTE / UGC / JNTUH. The subjects / courses offered in B.Tech. programme are broadly classified as mentioned below.

S.	Category	Breakup	of Credits				
No.	Category	(AICTE)	(CMRIT)				
1	Humanities and Social Sciences including	12*	10				
	Management courses (HSMC)						
2	Basic Science Courses (BSC)	25*	25				
3	Engineering Science courses including workshop,	24*	24				
	drawing, basics of Electrical / Mechanical /						
	Computer etc. (ESC)						
4	Professional core courses (PCC)	48*	60				
5	Professional Elective courses relevant to	18*	18				
	chosen specialization / branch (PEC)						
6	Open subjects – Electives from other technical and	18*	09				
	/or emerging subjects (OEC)						
7	Project work, seminar and internship in	15*	14				
	industry or appropriate work place / academic and						
	research institutions in India / abroad (PRJ)						
8	Mandatory Courses: (Environmental Sciences,	(non-credit)	(non-credit)				
	Induction program, Indian Constitution, Essence						
	of Indian Traditional Knowledge, etc) (MC)						
	Total Credits 160*						

*Minor variation is allowed as per need of the respective disciplines.

4. COURSE REGISTRATION

- **4.1** A 'faculty advisor or counselor' shall be assigned to each student to advise the student about the B.Tech. programme, course structure and curriculum, choice / option for subjects / courses, based on his/her competence, progress, pre-requisites and interest.
- **4.2** The academic section of the college invites 'registration forms' from students before the beginning of the semester through online submission, ensuring '**date** and **time stamping**'.

The online registration requests for any 'current semester' shall be completed **before the commencement of SEEs (Semester End Examinations) of the 'preceding semester'**.

- **4.3** A student can apply for **online** registration, **only after** obtaining the '**written approval**' from his faculty advisor or counselor, which should be submitted to the college academic section through the Head of the Department. A copy of it shall be retained with Head of the Department, faculty advisor and the student.
- 4.4 A student has to register for all subjects/courses in a semester as specified in the course structure and may be permitted to register one additional theory subject / course limited to 3 credits, based on the student's **progress** and SGPA / CGPA, and completion of the '**pre-requisites**' as indicated for various subjects/courses, in the department course structure and syllabus contents.
- **4.5** If the student submits ambiguous choices or multiple options or erroneous (incorrect) entries during **online** registration for the subject(s) / course(s) under a given / specified course group / category as listed in the course structure, only the first mentioned subject / course in that category will be taken into consideration.
- **4.6** Subject / course options exercised through **online** registration are final and **cannot** be changed or inter- changed; further, alternate choices will not be considered. However, if the subject / course that has already been listed for registration by Head of the Department in a semester could not be offered due to any unforeseen or unexpected reasons, then the student shall be allowed to have alternate choice either for a new subject (subject to offering of such a subject), or for another existing subject (subject to availability of seats), which may be considered. Such alternate arrangements will be made by Head of the Department, with due notification and time-framed schedule, within the **first week** from the commencement of class-work for that semester.
- **4.7** Dropping of additional registered subject / course (refer 4.4) may be permitted only after obtaining prior approval from the faculty advisor / counselor, **'within a period of 15 days'** from the commencement of that semester.
- **4.8 Open electives**: Students have to choose one open elective wherever offered from the list of open electives given for their stream. Students should opt for open electives offered by other departments / branches only.
- **4.9 Professional electives**: The students have to choose six professional electives (PE-I to VI) from the list of professional electives given.
- **4.10 Mandatory Courses (Non-Credit):** All mandatory courses wherever offered require prior registration.

5. SUBJECTS / COURSES TO BE OFFERED

- 5.1 A typical Section (or Class) Strength for each Semester shall be 60. A subject / course may be offered to the students, **if only** a minimum 1/3 of students register to the course. The Maximum Strength of a Section is limited to 80 (60 + 1/3 of the Section Strength).
 - i) More than **one faculty member** may offer the **same subject** (lab / practical's may be included with the corresponding theory subject in the same semester) in any semester. However, selection choice for students will be based on 'first come first serve basis and CGPA criterion' (i.e. the first focus shall be on early **on-line entry** from the student for registration in that semester, and the second focus, if needed, will be on CGPA of the student).
 - ii) If more entries for registration of a subject come into picture, then the concerned Head of the Department shall take necessary decision, whether or not to offer such a subject / course for **two (or multiple) sections**.

6. ATTENDANCE REQUIREMENTS

- 6.1 A student shall be eligible to appear for the semester end examinations, if the student acquires a minimum 75% of attendance in aggregate (excluding the days of midterm examinations) for all the subjects / courses, excluding attendance in mandatory courses in that semester.
- 6.2 Condoning of shortage of attendance in aggregate up to 10% (65% and above, and below 75%) in each semester may be granted by the college academic committee on genuine and valid grounds, based on the student's representation with supporting evidence.
- 6.3 A stipulated fee shall be payable towards condoning of shortage of attendance.
- 6.4 Shortage of attendance below 65% in aggregate shall in **no** case be condoned.
- 6.5 Students whose shortage of attendance is not condoned in any semester are not eligible to take their end examinations of that semester. They get detained and their registration for that semester shall stand cancelled. They will not be promoted to the next semester. They may seek re-registration for all those subjects registered in that semester in which student was detained, by seeking re-admission into that semester as and when offered; in case if there are any professional electives and / or open electives, the same may also be re-registered, if offered. However, if those electives are not offered in later semesters, then alternate electives may be chosen from the same set of elective subjects offered under that category.
- 6.6 A student fulfilling the attendance requirement in the present semester shall not be eligible for readmission into the same class.

7. ACADEMIC REQUIREMENTS

The following academic requirements have to be satisfied, in addition to the attendance requirements mentioned in item no. 6.

- 7.1 A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/course, if student secures not less than 35% marks (25 out of 70 marks) in the semester end examination (SEE), and a minimum of 40% of marks in the sum total of the Continuous Internal Evaluation (CIE) and Semester End Examination (SEE) taken together; in terms of letter grades, this implies securing C grade or above in that subject / course.
- 7.2 A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to summer internship and project courses, if student secures not less than 40% of the total marks in each of them. The student would be treated as failed, if student does not submit a report on his project(s), or does not make a presentation of the same before the evaluation committee as per the schedule. Student may reappear once for each of the above evaluations, when they are scheduled again; if he fails in such 'one re-appearance' evaluation also, student has to reappear for the same in the next subsequent semester, as and when it is scheduled.

S. No.	Promotion	Conditions to be fulfilled
1	I Semester to II Semester	Regular course of study of I semester.
2	II Semester to III Semester	 (i) Regular course of study of II semester. (ii) Must have secured at least 19 credits out of 38 credits i.e., 50% credits up to second semester from all the relevant regular and supplementary examinations whether the student takes those examinations or not.
3	III Semester to IV Semester	Regular course of study of III semester.

7.3 **Promotion Rules**

COMPUTER SCIENCE AND ENGINEERING (DATA SCIENCE)

4	IV Semester to V Semester	 (i) Regular course of study of IV semester. (ii) Must have secured at least 48 credits out of 80 credits i.e., 60% credits up to fourth semester (21 credits out of 42 credits in case of LES) from all the relevant regular and supplementary examinations, whether the student takes those examinations or not.
5	V Semester to VI Semester	Regular course of study of V semester.
6	VI Semester to VII Semester	 (i) Regular course of study of sixth semester. (ii) Must have secured at least 72 credits out of 120 credits (49 credits out of 82 credits in case of LES) i.e., 60% credits up to sixth semester from all the relevant regular and supplementary examinations, whether the student takes those examinations or not.
7	VII Semester to VIII semester	Regular course of study of VII semester.

- 7.4 A student has to register for all subjects covering 160 credits (122 credits in case of LES) as specified and listed (with the relevant course / subject classifications as mentioned) in the course structure, fulfill all the attendance and academic requirements for 160 credits (122 credits in case of LES) securing a minimum of 'C' grade or above in each subject, and 'earn all 160 credits (122 credits in case of LES) securing SGPA \geq 5.0 (in each semester), and CGPA (at the end of each successive semester) \geq 5.0, to successfully complete the under graduate programme.
- 7.5 If a student registers for 'additional subjects' (in the parent department or other departments / branches of engineering) other than those listed subjects totaling to 160 credits (122 credits in case of LES) as specified in the course structure of parent department, the performances in those 'additional subjects' (although evaluated and graded using the same procedure as that of the required 160 credits (122 credits in case of LES)) will not be taken into account while calculating the SGPA and CGPA. For such 'additional subjects' registered, % of marks and letter grade alone will be indicated in the grade card as a performance measure, subject to completion of the attendance and academic requirements as stated in regulations 6 and 7.1 to 7.4 above.
- 7.6 A student eligible to appear in the semester end examination for any subject / course, but absent from it or failed (thereby failing to secure 'C' grade or above) may reappear for that subject / course in the supplementary examination as and when conducted. In such cases, internal marks (CIE) assessed earlier for that subject / course will be carried over, and added to the marks to be obtained in the SEE supplementary examination for evaluating performance in that subject.
- 7.7 A student detained in a semester due to shortage of attendance may be re-admitted when the same semester is offered in the next academic year for fulfillment of academic requirements. The academic regulations under which student has been readmitted shall be applicable. However, no grade allotments or SGPA / CGPA calculations will be done for the entire semester in which student has been detained.
- **7.8** A student detained **due to lack of credits, shall be promoted to the next academic year only after acquiring the required academic credits.** The academic regulations under which student has been readmitted shall be applicable.

8. EVALUATION - DISTRIBUTION AND WEIGHTAGE OF MARKS

8.1 The performance of a student in each semester shall be evaluated subject-wise / course-wise (irrespective of credits assigned) with a maximum of 100 marks. These evaluations shall be based on 30 marks allotted for CIE (Continuous Internal Evaluation) and 70 marks for SEE (Semester End Examination), and a letter grade corresponding to the percentage of marks obtained shall be given.

8.2 Evaluation of Theory Subjects / Courses

- A) Continuous Internal Evaluation: For each theory subject, during the semester, there shall be 2 mid-term examinations of 30 marks each. Each mid-term examination consists of subjective paper for 25 marks & assignment for 5 marks and the final CIE marks (for total of 30) are calculated by taking 80% weightage from best of the two mid examinations and 20% weightage from the least scored mid examination marks in each subject.
 - The first mid-term examination shall be conducted for the first 50% of the syllabus, and the second mid-term examination shall be conducted for the remaining 50% of the syllabus.
 - The subjective paper shall be conducted for duration of 90 minutes. Each subjective paper shall contain 2 parts (Part-A and Part-B). Part-A consists of one compulsory question with five sub questions carrying two marks each. Part-B consists of 3 essay questions carrying five marks each with internal choice; the student has to answer all 3 questions.
 - First assignment should be submitted before the commencement of the first midterm examinations, and the second assignment should be submitted before the commencement of the second mid-term examinations. The assignments shall be specified / given by the concerned subject teacher.
- **B)** Semester End Examinations: The duration of SEE is 3 hours. The details of the question paper pattern are as follows:
 - The end semester examinations will be conducted for 70 marks consisting of two parts viz. i) **Part-A** for 20 marks, ii) **Part B** for 50 marks.
 - Part-A is compulsory, which consists of ten questions (two from each unit) carrying 2 marks each.
 - Part-B consists of five questions (numbered from 11 to 15) carrying 10 marks each. One question from each unit (may contain sub-questions) with internal choice.
- **8.3** Evaluation of Practical / Design / Drawing Subjects /Courses: In any semester, a student has to complete a minimum of 10 experiments / exercises in each laboratory course and get the record certified by the concerned Head of the Department to be eligible for Semester End Examination. For practical subjects, there shall be a Continuous Internal Evaluation (CIE) during the Semester for 30 internal marks and 70 marks for Semester End Examination (SEE).
 - A) Continuous Internal Evaluation (CIE): For each practical subject, during the semester, there shall be 2 mid-term examinations of 30 marks each. Each mid-term examination consists of day-to-day work evaluation for 20 marks and internal test for 10 marks conducted by the concerned laboratory teacher for duration of 90 minutes. The first mid-term examination shall be conducted for the first 50% of the syllabus, and the second mid-term examination shall be conducted for the remaining 50% of the syllabus. The final CIE marks (for total of 30) are calculated by taking 80% weightage from best of the two mid examinations and 20% weightage from the least scored mid examination marks in each practical subject.
 - **B)** Semester End Examination (SEE): The SEE for practical subject / course shall be conducted at the end of the semester with duration of 3 hours by one internal and one external examiner appointed by the Head of the Institution as per the recommendation of the concerned Head of the Department.
- **8.4 Evaluation of Summer Internship:** The summer internship shall be registered by the students immediately after their IV semester course work in consultation with course coordinator and carried out in Industry/R&D organizations with a minimum duration of 4

weeks. The completed internship report will be assessed as SEE for 100 marks in V semester by a committee consisting of an external examiner; Head of the Department, supervisor of the Summer Internship and a senior faculty member of the department. There shall be no internal marks for Summer Internship.

- 8.5 Evaluation of Industry Oriented Mini-Project: The industry-oriented mini-project shall be registered by the students immediately after their VI semester course work in consultation with course coordinator and carried out in any Industry or R&D organization during the summer vacation for four weeks duration. The industry oriented mini-project shall be submitted in a report form and presented before the committee in VII semester. It shall be evaluated as SEE for 100 marks by the committee consisting of Head of the Department, concerned supervisor and two senior faculty members of the department. There shall be no internal marks for industry-oriented mini-project.
- **8.6** Evaluation of Major Project: The student shall enroll for the main project 15 days before commencement of VIII semester and should submit before II mid-test as per the guidelines issued by the respective Head of the Department. The main project will be evaluated for a total of 100 marks, of which 30 marks shall be for continuous internal evaluation and 70 marks for the end semester viva-voce examination. Out of 30 marks allocated for CIE, 15 marks shall be awarded by the project supervisor (based on the continuous evaluation of student's performance throughout the project work period), and the other 15 marks shall be awarded by a Departmental Committee consisting of Head of the Department and Project Supervisor, and two senior faculty members, based on the work carried out and the presentation made by the student during internal reviews (at least two internal reviews shall be conducted). The project viva-voce shall be conducted by a committee comprising an external examiner, Head of the Department and Project Supervisor.
- 8.7 Evaluation of Mandatory Non-Credit Courses: A student has to fulfill minimum attendance requirement for successful completion of all mandatory (non-credit) courses. Instead of letter grades, 'Satisfactory' or "Unsatisfactory' shall be indicated and will not be counted for SGPA / CGPA computations for the award of the degree. Any student who fails to obtain the required attendance has to reregister and repeat the course as and when offered for award of the degree as per guidelines.

9. GRADING PROCEDURE

- **9.1** Marks will be awarded to indicate the performance of the student in each theory subject, lab /practical's/design/drawing practice, Summer Internship, Industry oriented Mini-Project and Major Project based on the percentage of marks obtained in Continuous Internal Evaluation plus Semester End Examination, both taken together, as specified in item 8 above, a corresponding letter grade shall be given.
- **9.2** As a measure of the student's performance, a 10-point Absolute Grading System using the following letter grades (UGC Guidelines) and corresponding percentage of marks shall be followed...

% of Marks Secured (Class Intervals)	Letter Grade (UGC Guidelines)	Grade Points
90% and above ($\geq 90\%$, $\leq 100\%$)	O (Outstanding)	10
Below 90% but not less than $80\% (\geq 80\%, < 90\%)$	A ⁺ (Excellent)	9
Below 80% but not less than 70% (\geq 70%, < 80%)	A (Very Good)	8
Below 70% but not less than $60\% (\geq 60\%, < 70\%)$	B^+ (Good)	7
Below 60% but not less than 50% (\geq 50%, < 60%)	B (Average)	6
Below 50% but not less than $40\% (\geq 40\%, < 50\%)$	C (Pass)	5
Below 40% (< 40%)	F (Fail)	0
Absent	Ab	0

9.3 A student obtaining **'F'** grade in any subject shall be considered **'failed**' and will be required to reappear as **'Supplementary Student**' in the Semester End Examination (SEE),

as and when offered. In such cases, Continuous Internal Examination (CIE) in those subject(s) will remain same as those obtained earlier.

- 9.4 A letter grade does not imply any specific % of marks.
- **9.5** In general, a student shall not be permitted to repeat any subject/course (s) only for the sake of 'grade improvement' or 'SGPA / CGPA improvement'. However, student has to repeat all the subjects / courses pertaining to that semester, if detained.
- **9.6** A student earns grade point (GP) in each subject / course, on the basis of the letter grade obtained in that subject/course (excluding mandatory non-credit courses). Then the corresponding 'credit points' (CP) are computed by multiplying the grade point with credits for that particular subject/course.

Credit Points (CP) = Grade Point (GP) x Credits

- 9.7 The student passes the subject / course only when $GP \ge 5$ (C grade or above).
- **9.8** The Semester Grade Point Average (SGPA) is calculated by dividing the sum of credit points (Σ CP) secured from all subjects / courses registered in a semester, by the total number of credits registered during that semester. SGPA is rounded off to **two** decimal places. SGPA is thus computed as

SGPA (S_i) = \sum (C_i X G_i) / \sum C_i

Where C_i is the number of credits of the ith course and G_i is the grade point scored by the student in the ith course.

9.9 The Cumulative Grade Point Average (CGPA) is a measure of the overall cumulative performance of a student in all semesters considered for registration. The CGPA is the ratio of the total credit points secured by a student in **all** registered courses in **all** Semesters, and the total number of credits registered in **all** the semesters. CGPA is rounded off to **two** decimal places. CGPA is thus computed from the I year second semester onwards, at the end of each semester, as per the formula:

$CGPA = \sum (C_i X S_i) / \sum C_i$

where S_i is the SGPA of the i^{th} semester and C_i is the total number of credits in that semester.

Illu	Illustration of calculation of SGPA				Illustration of calculation of CGPA			
Course /Subject	Credits	Letter Grade	Grade Points	Credit Points	Sem.	Credits	SGPA	Credits x SGPA
Course 1	4	А	8	4 x 8 = 32	Sem I	19	7	19 x 7= 133
Course 2	3	0	10	$3 \ge 10 = 30$	Sem II	19	6	19 x 6= 114
Course 3	3	С	5	3 x 5 = 15	Sem III	21	6.5	21 x 6.5 =136.5
Course 4	3	В	6	$3 \ge 6 = 18$	Sem IV	21	6	21 x 6 = 126
Course 5	1.5	A^+	9	1.5x9 = 13.5	Sem V	20	7.5	20 x 7.5 =150
Course 6	1.5	А	8	1.5x8 = 12	Sem VI	20	8	20 x 8 = 160
Course 7	1.5	B^+	7	1.5x7 = 10.5	Sem VII	20	8.5	20 x 8.5 =170
Course 8	1.5	A^+	9	1.5x9 = 13.5	Sem VIII	20	8	20 x 8 = 160
Total	19		62	144.5	Total	160		1149.5
	SGPA = 144.5/19 = 7.60				C	GPA = 1	149.5/16	0 = 7.18

- **9.10** For merit ranking or comparison purposes or any other listing, **only** the '**rounded off**' values of the CGPAs will be used.
- **9.11** For calculations listed in Item 9.6–9.10, performance in failed subjects/courses (securing **F** grade) will also be taken into account, and the credits of such subjects/courses will also be included in the multiplications and summations. However, mandatory courses will not be taken into consideration.

10 PASSING STANDARDS

- 10.1 A student shall be declared 'successful' or 'passed' in a semester, if student secures a $GP \ge 5$ ('C' grade or above) in every subject/course in that semester (i.e. when student gets an SGPA ≥ 5.00 at the end of that particular semester); and a student shall be declared 'successful' or 'passed' in the entire under graduate programme, only when a student gets a CGPA ≥ 5.00 for the award of the degree as required.
- **10.2** After the completion of each semester, a grade card or grade sheet (or transcript) shall be issued to all the registered students of that semester, indicating the letter grades and credits earned. it will show the details of the courses registered (course code, title, no. of credits, grade earned etc.), credits earned, SGPA, and CGPA.

11. DECLARATION OF RESULTS

- 11.1 Computation of SGPA and CGPA are done using the procedure listed in 9.6 9.9.
- **11.2** The conversion formula from CGPA to percentage of Marks:

Percentage of Marks = $(\text{final CGPA} - 0.5) \times 10$

12 AWARD OF DEGREE

12.1 After a student has satisfied the requirement prescribed for the completion of the program and is eligible for the award of B. Tech. degree the student shall be placed in one of the following four classes based on CGPA:

Class Awarded	Grade to be Secured	Remarks
First Class with Distinction	$\geq 8 \text{ CGPA}$	From the aggregate marks
First Class	\geq 6.5 to < 8 CGPA	secured from 160 Credits
Second Class	\geq 5.5 to < 6.5 CGPA	for Regular Students and
Pass Class	\geq 5.00 to < 5.5 CGPA	122 Credits for Lateral
FAIL	CGPA < 5	Entry Students.

- **12.2** First class with distinction will be awarded to those students who clear all the subjects in single attempt during their regular course of study by fulfilling the following conditions:
 - i. Should have passed all the subjects/courses in '**first appearance**' within the first 4 academic years (or 8 sequential semesters) for B.Tech. (Regular) and first 3 academic years (or 6 sequential semesters) for B.Tech. (LES) from the date of commencement of first year first semester for B.Tech. (Regular) and II year I semester for B.Tech. (LES).
 - ii. Should have secured a CGPA \ge 8.00, at the end of each of the 8 sequential semesters (6 sequential semesters for LES), starting from I year I semester (starting from II year I semester for LES) onwards.
 - iii. Should not have been detained or prevented from writing the end semester examinations in any semester due to shortage of attendance or any other reason, shall be placed in **'first class with distinction'**.
- **12.3** Award of Medals: Students fulfilling the conditions listed under item 12.2 alone will be eligible for award of 'College Ranks' and 'Medals'.
- **12.4 Graduation Day:** The College shall have its own Annual Graduation Day for the award of Degrees issued by the University.
- **12.5 Transcripts:** After successful completion of prerequisite credits for the award of degree a transcript containing performance of all academic years will be issued as a final record. Duplicate transcripts will also be issued if required after the payment of requisite fee and also as per norms in vogue.

13 WITH HOLDING OF RESULTS

If the student has not paid the fees to the Institute at any stage, or has dues pending due to any reason whatsoever, or if any case of indiscipline is pending, the result of the student may be withheld, and the student will not be allowed to go into the next higher semester. The award or issue of the degree may also be withheld in such cases.

14 SUPPLEMENTARY EXAMINATIONS

Supplementary examinations for odd semester subjects will be conducted along with even semester regular examinations and vice versa.

15. TRANSITORY REGULATIONS

- a) A student who has discontinued for any reason, or has been detained for want of attendance or lack of required credits as specified, or who has failed after having undergone the degree programme, may be considered eligible for readmission to the same subjects / courses (or equivalent subjects/ courses, as the case may be), and same professional electives / open electives (or from set / category of electives or equivalents suggested, as the case may be) as and when they are offered (within the time-frame of 8 years from the date of commencement of student's first year first semester).
- b) A student who has failed in any subject under any regulation has to pass those subjects in the respective regulations.
- c) The maximum credits that a student acquires for the award of degree, shall be the sum of the total number of credits secured in all the regulations of his/her study including R20 Regulations. The performance evaluation of the student will be done as per the rules and regulations applicable at the time of admission(s) regarding award of grade and/or class as the case may be.
- d) If a student readmitted to R20 Regulations, has any subject with 80% of syllabus common with his/her previous regulations, that particular subject in R20 Regulations will be substituted by another subject to be suggested by the CMRIT Academic Council.
- e) Promotion Rule: Where the credits allotted to a semester/year under the regulations studied in are different from that under R20 regulations for the corresponding semester/year, the promotion rules of R20 vide section 7.3 shall be applied after normalization. Normalization is done by scaling down or up the number of credits of a semester/year under the previous regulations to equal the number of credits of the corresponding semester/year under R20 regulations and revising the secured credits also in the same proportion.

16 STUDENT TRANSFERS

There shall be no transfers from other colleges / streams.

17 RULES OF DISCIPLINE

- 17.1 Any attempt by any student to influence the teachers, examiners, faculty members and staff of Controller of Examination office for undue favours in the exams, and bribing them either for marks or attendance will be treated as malpractice case and the student can be debarred from the college.
- **17.2** When the performance of the student in any subject(s) is cancelled as a punishment for indiscipline, student is awarded zero marks in that subject(s).
- **17.3** When the student's answer book is confiscated for any kind of attempted or suspected malpractice the decision of the Malpractice Prevention Committee is final.

18. MALPRACTICE

- **18.1 Malpractice Prevention Committee:** The committee shall examine the student's malpractice and indiscipline cases occurred, while conducting the examinations and recommend appropriate punishment to the Academic Council after taking explanation from the student and concerned invigilator as per the malpractice rules mentioned below. The committee consists of
 - a) Controller of Examinations Chairman
 - b) Addl. Controller of Examinations.- Convener
 - c) Subject Expert Member
 - d) Head of the Department of which the student belongs to Member
 - e) The Invigilator concerned Member

18.2 Malpractice Rules: Disciplinary Action for Improper Conduct in Examinations

S.	Nature of Malpractices / Improper	Punishment
No.	Conduct	
1(a)	Possesses or keeps accessible in examination hall, any paper, note book, programmable calculators, Cell phones, pager, palm computers or any other form of material concerned with or related to the subject of the examination (theory or practical) in which he is appearing but has not made use of (material shall include any marks on the body of the candidate which can be used as an aid in the subject of the examination)	Expulsion from the examination hall and cancellation of the performance in that subject only.
1(b)	Gives assistance or guidance or receives it from any other candidate orally or by any other body language methods or communicates through cell phones with any candidate or persons in or outside the exam hall in respect of any matter.	Expulsion from the examination hall and cancellation of the performance in that subject only of all the candidates involved. In case of an outsider, he will be handed over to the police and a case is registered against him.
2	Has copied in the examination hall from any paper, book, programmable calculators, palm computers or any other form of material relevant to the subject of the examination (theory or practical) in which the candidate is appearing.	Expulsion from the examination hall and cancellation of the performance in that subject and all other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted to appear for the remaining examinations of the subjects of that Semester/year. The Hall Ticket of the candidate is to be cancelled and sent to the Principal.
3	Impersonates any other candidate in connection with the examination.	The candidate who has impersonated shall be expelled from examination hall. The candidate is also debarred and forfeits the seat. The performance of the original candidate who has been impersonated, shall be cancelled in all the subjects of the examination (including practical's and project work) already appeared and shall not be allowed to appear for examinations of the remaining subjects of that semester/year. The candidate is also debarred for two consecutive semesters from class work and all examinations. The continuation of the course by the candidate is subject to the

COMPUTER SCIENCE AND ENGINEERING (DATA SCIENCE)

4	Smuggles in the Answer book or additional sheet or takes out or arranges to send out the question paper during the examination or answer book or additional sheet, during or after the examination.	academic regulations in connection with forfeiture of seat. If the imposter is an outsider, he will be handed over to the police and a case is registered against him. Expulsion from the examination hall and cancellation of performance in that subject and all the other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted for the remaining examinations of the subjects of that semester/year. The candidate is also debarred for two consecutive semesters from class work and all examinations. The continuation of the course by the candidate is subject to the academic regulations in connection with forfeiture of seat.
5	Uses objectionable, abusive or offensive language in the answer paper or in letters to the examiners or writes to the examiner requesting him to award pass marks.	Cancellation of the performance in that subject.
6	Refuses to obey the orders of the Addl. Controller of examinations / any officer on duty or misbehaves or creates disturbance of any kind in and around the examination hall or organizes a walk out or instigates others to walk out, or threatens the addl. Controller of examinations or any person on duty in or outside the examination hall of any injury to his person or to any of his relations whether by words, either spoken or written or by signs or by visible representation, assaults the addl. Controller of examinations, or any person on duty in or outside the examination hall or any of his relations, or indulges in any other act of misconduct or mischief which result in damage to or destruction of property in the examination hall or any part of the College campus or engages in any other act which in the opinion of the officer on duty amounts to use of unfair means or misconduct or has the tendency to disrupt the orderly conduct of the examination.	In case of students of the college, they shall be expelled from examination halls and cancellation of their performance in that subject and all other subjects the candidate(s) has (have) already appeared and shall not be permitted to appear for the remaining examinations of the subjects of that semester/year. The candidates also are debarred and forfeit their seats. In case of outsiders, they will be handed over to the police and a police case is registered against them.
7	Leaves the exam hall taking away answer script or intentionally tears of the script or any part thereof inside or outside the examination hall.	Expulsion from the examination hall and cancellation of performance in that subject and all the other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted for the remaining examinations of the subjects of that semester/year. The candidate is also debarred for two consecutive semesters from class work and all examinations. The continuation of the course by the candidate is subject to the academic

COMPUTER SCIENCE AND ENGINEERING (DATA SCIENCE)

		regulations in connection with forfeiture of seat.
8	Possess any lethal weapon or firearm in the examination hall.	Expulsion from the examination hall and cancellation of the performance in that subject and all other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted for the remaining examinations of the subjects of that semester/year. The candidate is also debarred and forfeits the seat.
9	If student of the college, who is not a candidate for the particular examination or any person not connected with the college indulges in any malpractice or improper conduct mentioned in clause 6 to 8.	Student of the colleges expulsion from the examination hall and cancellation of the performance in that subject and all other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted for the remaining examinations of the subjects of that semester/year. The candidate is also debarred and forfeits the seat. Person(s) who do not belong to the College will be handed over to police and, a police case will be registered against them.
10	Comes in a drunken condition to the examination hall.	Expulsion from the examination hall and cancellation of the performance in that subject and all other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted for the remaining examinations of the subjects of that semester/year.
11	Copying detected on the basis of internal evidence, such as, during valuation or during special scrutiny.	Cancellation of the performance in that subject and all other subjects the candidate has appeared including practical examinations and project work of that semester/year examinations.
12	If any malpractice is detected which is not covered in the above clauses 1 to 11 shall be reported to the principal for further action to award suitable punishment.	

19. SCOPE

- i) The Academic Regulations should be read as a whole, for the purpose of any interpretation.
- ii) The above mentioned rules and regulations are applicable in general to both B.Tech. (Regular) and B.Tech. (LES), unless and otherwise specific.
- iii) In case of any doubt or ambiguity in the interpretation of the above rules, the decision of the Academic Council is final.

20. REVISION AND AMENDMENTS TO REGULATIONS

The Academic Council may revise or amend the academic regulations, course structure or syllabi at any time, and the changes or amendments made shall be applicable to all students with effect from the dates notified by the Academic Council.

COURSE STRUCTURE

B.Tech. (CSE (DS)) – R20 COURSE STRUCTURE

(Applicable from the batch admitted during 2020-21 and onwards)

		I – Semester						
s.	Selder 4 Cerle	Subject	POs			ours l Weel		Credits
No.	Subject Code	Subject	105	Sd	L	Т	Р	Cre
1	20-BSC-101	Linear Algebra & Calculus	1,2,12		3	1	-	4
2	20-BSC-105	Engineering Chemistry	1,2,12		3	-	-	3
3	20-ESC-101	Basic Electrical & Electronics Engineering	1,2,3,12		3	-	-	3
4	20-ESC-103	Problem Solving with C Programming	1,2,3,12		3	-	-	3
5	20-BSC-106	Engineering Chemistry Lab	4		-	-	3	1.5
6	20-ESC-102	Basic Electrical & Electronics Engineering Lab	4		-	-	3	1.5
7	20-ESC-104	Problem Solving with C Programming Lab	4		-	-	3	1.5
8	20-ESC-108	IT & Engineering Workshop Practice	1,5,9,10		-	-	3	1.5
9	20-MC-101	NSS / Physical Education / Yoga	3,6,8,9,12		-	-	2	-
		TOTAL			12	01	14	19

		II – Semester						
s.	Subject Code	Subject	POs	PSOs	Hours Per Week			Credits
No.	Subject Code	Subject	105	PS	L	Т	Р	Cre
1	20-BSC-102	Advanced Calculus	1,2,12		3	1	-	4
2	20-BSC-103	Applied Physics	1,2,12		3	1	-	4
3	20-HSMC-101	English for Engineers	10,12		2	-	-	2
4	20-ESC-105	Data Structures through C	1,2,3,12		3	-	-	3
5	20-ESC-107	Computer Aided Engineering	1,5,10		-	-	3	1.5
		Graphics						
6	20-BSC-104	Applied Physics Lab	4		-	-	3	1.5
7	20-HSMC-102	English Language and	5,10		-	-	3	1.5
		Communication Skills Lab						
8	20-ESC-106	Data Structures through C Lab	4		-	-	3	1.5
9	20-MC-102	Environmental Science	1,6,7,12		2	-	-	-
	TOTAL				13	02	12	19

		III – Semester						
s.	Subject Code	Subject	POs		-	ours I Week		Credits
No.	Subject Code	Subject	105	PSO	L	Т	Р	Cre
1	20-BSC-201	Statistical Foundations for Computer Science	1,2,12		3	1	-	4
2	20-ESC-208	Discrete Mathematics & Graph Theory	1,2,12		3	-	-	3
3	20-ESC-209	Digital Logic Design and Computer Organization	1,2,3,6,12		3	-	-	3
4	20-CS-PC-211	Database Management Systems	1,2,3,12		3	-	-	3
5	20-CS-PC-212	Python Programming	1,2,3,12		3	-	-	3
6	20-ESC-210	Digital Logic Design and Computer Organization Lab	4,5		-	-	3	1.5
7	20-CS-PC-213	Database Management Systems Lab	4,5		-	-	2	1
8	20-CS-PC-214	Python Programming Lab	4,5		-	-	2	1
9	20-HSMC-201	Business Communication Skills Lab	9,10		-	-	3	1.5
10	20-MC-201	Gender Sensitization Lab	9,12		-	-	2	-
		TOTAL			15	01	12	21

		IV – Semester						
s.	Subject Code	Subject	POs	PSOs	Hours Per Week			Credits
No.	Subject Code	Subject	105	PS	L	Т	Р	Cre
1	20-CS-PC-221	Automata and Compiler Design	1,2,3,12		3	-	-	3
2	20-CS-PC-222	Design & Analysis of Algorithms	2,3,12,13		3	-	-	3
3	20-CS-PC-223	OOP through Java	1,2,3,12		3	-	-	3
4	20-CS-PC-224	Computer Networks	1,2,12	1	3	-	-	3
5	20-CS-PC-225	Operating Systems	1,2,12		3	-	-	3
6	20-CS-PC-226	OOP through Java Lab	4,5		-	-	3	1.5
7	20-CS-PC-227	Operating Systems (Linux) Lab	3,5	2	-	-	3	1.5
8	20-BSC-204	Aptitude and critical thinking skills	9,10		-	-	3	1.5
		Lab						
9	20-BSC-205	Social Innovation Lab	1 to 12	1,2	-	-	3	1.5
10	20-MC-202	Indian Culture and Constitution	8,12		2	-	-	-
		TOTAL			17	00	12	21

Note: Summer Internship carried out during Summer Vacation between IV semester & V semester and evaluated in V semester.

		V – Semester						
s.	Subject Code	Subject	POs	PSOs	Hours Per Week			Credits
No.	Subject Code	Subject	105	PS	L	Т	Р	Cre
1	20-CS-PC-311	Software Design and Engineering	2,3,8,11,12	1	3	-	-	3
2	20-CS-PC-312	Data Mining and Data Analytics	1,2,3,12	1	3	-	-	3
3	20-CS-PC-313	Information and Cyber Security	2,3,6,8,12	1	3	-	-	3
4	20-CS-PC-314	Artificial Intelligence	1,2,3,6,12	1	3	-	-	3
5	Professional Ele	ctive – I			3	-	-	3
	20-CS-PE-311	Soft Computing	2,3,5,7,12	1				
	20-CS-PE-312	Gamification	2,3,5,6,8,12	1				
	20-CS-PE-313	Digital marketing	2,3,5,6,8,12					
6	20-CS-PC-315	Data Mining and Data Analytics Lab	4,5	2	-	-	2	1
7	20-CS-PC-316	Information and Cyber Security Lab	4,5	2	-	-	2	1
8	20-CS-PC-317	Artificial Intelligence Lab	4,5	2	-	-	2	1
9	20-CS-PC-318	Automated Testing Tools (Selenium)	2,3,4,5,8	2	1	-	2	2
		Lab						
10	20-CS-PR-311	Summer Internship	1 to 12	1,2	-	-	-	1
11	20-MC-301	Coding Skills	2,3,4,5,12		1	-	2	-
		TOTAL			17	-	10	21

		VI – Semester						
s.	Subject Code	Subject	POs	PSOs		ours I Week		Credits
No.	Subject Coue	Subject	105	PS	L	Т	Р	Cré
1	20-CS-PC-321	IoT with Cloud Computing	2,3,6,7,12	1	3	-	-	3
2	20-CS-PC-322	Machine Learning and Data Science	2,3,6,12	1	3	-	-	3
3	20-CS-PC-323	Full Stack Web Development	2,3,6,12	1	3	-	-	3
4	Professional Ele	ctive – II			3	-	-	3
	20-CS-PE-321	Computer Vision	2,3,5,6,12	1				
	20-CS-PE-322	Blockchain and Cryptocurrency	2,3,5,6,12	1				
	20-CS-PE-323	Augmented and Virtual Reality	2,3,5,8,12	1				
5	Open Elective –	Ι			3	-	-	3
	20-OEC-321	CE: Disaster Management	2,7,8,12					
	20-OEC-322	ME: Robotics	1,2,5,12					
	20-OEC-323	ECE: Electronic Measurements and	1,2,12					
		Instrumentation	1 2 2 7 1 2					
	20-OEC-324	CSE: Java Programming	1,2,3,5,12					
6	20-CS-PC-324	IoT with Cloud Computing Lab	4,5	2	-	-	3	1.5
7	20-CS-PC-325	Machine Learning and Data Science Lab	4,5	2	-	-	2	1
8	20-CS-PC-326	Full Stack Web Development Lab	4,5	2	-	-	3	1.5
9	20-HSMC-301	Advanced English Communication Skills Lab	5,10		1	-	2	2
10	20-MC-302	Human Values and Professional Ethics	6,7,8,12		2	-	-	-
		TOTAL	• • • • • •		18	-	10	21

Note: Industry Oriented Mini-Project carried out during Summer Vacation between VI semester & VII semester and evaluated in VII semester.

		VII – Semester						
S.	Subject Code	Subject	POs	PSOs		ours l Weel		Credits
No.	Subject Code	Subject	105	PS	L	Т	Р	Cre
1	20-HSMC-411	Business Economics	11,12		3	-	-	3
2	20-CS-PC-411	Go Programming	2,3,6,12	1	3	-	-	3
3	Professional Ele	ctive – III			3	-	-	3
	20-CD-PE-411	Data Visualization Techniques	2,3,5,6,12	1				
	20-CD-PE-412	Robotic Process Automation	2,3,5,6,12	1				
	20-CD-PE-413	Web and Social Media Analytics	2,3,5,8,12	1				
4	Professional Ele	ctive – IV			3	-	-	3
	20-CD-PE-414	Data Optimization Techniques	2,3,5,6,12	1				
	20-CD-PE-415	Quantum Computing	2,3,5,7,12	1				
	20-CD-PE-416	Software Process & Project	2,3,6,8,12	1				
		Management						
5	Open Elective –	II			3	-	-	3
	20-OEC-411	CE: Green Building Technologies	1,2,7,12					
	20-OEC-412	ME: Drones	1,2,3,5,7,12					
	20-OEC-413	ECE: 5G Technologies	1,2,3,5,7,12					
	20-OEC-414	CSE: Database Management Systems	1,2,3,5,12					
6	20-CS-PC-412	Go Programming Lab	4,5	2	-	-	2	1
7	20-CA-PR-411	Industry Oriented Mini-Project	1 to 12	1,2	-	-	-	3
		TOTAL			15	-	02	19

		VIII – Semester						
s.	Subject Code	Subject	Subject POs	PSOs		ours I Weel		Credits
No.	Subject Code	Subject	105	Sd	L	Т	Р	Cre
1	Professional Ele	ctive – V			3	-	-	3
	20-CD-PE-421	Predictive Analytics	2,3,5,6,12	1				
	20-CD-PE-422	Data Streaming Techniques	2,3,5,6,12	1				
	20-CD-PE-423	Healthcare Data Analytics	2,3,5,6,12	1				
2	Professional Ele	ctive – VI			3	-	-	3
	20-CD-PE-424	Mining Massive Datasets	2,3,5,6,12	1				
	20-CD-PE-425	Information Storage and Retrieval	2,3,5,6,12	1				
	20-CD-PE-426	Time Series Analysis and Forecasting	2,3,5,6,12	1				
3	Open Elective –	III			3	-	-	3
	20-OEC-421	CE: Intellectual Property Rights	1,6,8,12					
	20-OEC-422	ME: Principles of Entrepreneurship	7,8,9,11,12					
	20-OEC-423	ECE: Precision Agriculture	1,2,3,5,6,12					
	20-OEC-424	CSE: Web Technologies	2,3,5,6,12					
4	20-CD-PR-421	Major Project	1 to 12	1,2	-	-	20	10
		TOTAL		$\begin{array}{c ccccccccccccccccccccccccccccccccccc$				19

B.TECH.-I-SEMESTER SYLLABUS

LINEAR ALGEBRA & CALCULUS

Course	B.TechI-Sem.	L	Т	Р	С
Subject Code	20-BSC-101	3	1	-	4

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO12
CO1	solve system of linear equations by using matrices	3	2	1
CO2	find Eigen values and Eigen vectors	3	2	1
CO3	analyze the nature of sequences and series	3	2	1
CO4	verify mean value theorems and evaluate improper integrals by using Beta and Gamma functions	3	2	1
CO5	find the extreme values of functions of two variables	3	2	1

Unit	Title/Topics	Hours
Ι	Matrices	9
	es: Types of Matrices, Symmetric; Hermitian; Skew-symmetric; Skew-	
	onal matrices; Unitary Matrices; rank of a matrix by Echelon form and Normal for	
	-singular matrices by Gauss-Jordan method; System of linear equations; solving	
	geneous and Non-Homogeneous equations. Gauss elimination method; Gau	uss Seidel
	n Method.	
II	Eigen values and Eigen vectors	11
	Transformation and Orthogonal Transformation: Eigen values and Eigenvectors	
	ies: Diagonalization of a matrix; Cayley-Hamilton Theorem (without proof); find	
	wer of a matrix by Cayley-Hamilton Theorem; Quadratic forms and Nature of the	e Quadratic
Forms;	Reduction of Quadratic form to canonical forms by Orthogonal Transformation.	
III	Sequences and Series	4+6=10
	: Sequence: Definition of a Sequence, limit; Convergent, Divergent and	
	ces. Series: Convergent, Divergent and Oscillatory Series; Series of posit	ive terms;
-	rison test, p-test, D-Alembert's ratio test; Raabe's test.	
	: Cauchy's Integral test; Cauchy's root test	
	ating series: Leibnitz test; Alternating Convergent series: Absolute and Co	nditionally
Conver	gence.	
IV	Calculus	9
Mean	value theorems: Rolle's Theorem, Lagrange's Mean value theorem with their G	eometrical
Interpr	etation and applications, Cauchy's Mean value Theorem. Taylor's series and M	Aaclaurin's
	without proof).	
Definit	ion of Improper Integral: Beta and Gamma functions and their applications.	
V	Multivariable calculus (Partial Differentiation and applications)	9
	ions of Limit and continuity, Partial Differentiation; Euler's Theorem; Total	
	an; Functional dependence & independence, Maxima and minima of functio	ns of two
	es and three variables using method of Lagrange multipliers.	
Textbo		
	her Engineering Mathematics by B.S. Grewal, Khanna Publishers, 36 th Edition, 20	
	anced Engineering Mathematics by Erwin kreyszig, 9 th Edition, John Wiley & So	
	culus and Analytic Geometry by G.B.Thoms and R.L.Finney, 9th Edition, Pearso	n, Reprint,
200		
Refere		
	ext book of Engineering Mathematics, N.P. Bali and Manish Goyal, Laxmi Pu	iblications,
-	rint, 2008.	
2. Hig	her Engineering Mathematics, Ramana B.V., TMH, 11 th Reprint.	

ENGINEERING CHEMISTRY

Course	B.TechI-Sem.	L	Τ	P	С
Subject Code	20-BSC-105	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO12
CO1	determine the hardness of water and various treatment methods	3	2	1
CO2	apply the concepts of electrochemistry and corrosion control	3	2	1
CO3	explain the principles of spectroscopy and its applications	3	2	1
CO4	illustrate the various fuels, synthesis of polymers and drugs	3	2	1
CO5	analyze the properties of engineering materials	3	2	1

Unit	Title/Topics	Hours
Ι	Water and its treatment	9
Introdu	ction - hardness of water - causes of hardness - types of hardness: temporary and	permanent
	ssion and units of hardness - Estimation of hardness of water by complexometr	.
	ical problems. Internal treatment of Boiler feed water - Calgon conditioning -	
	oning - Colloidal conditioning - Softening of water by ion exchange processe	
	and its specifications - Steps involved in the treatment of potable water - Desa	
	Reverse osmosis.	
II	Electrochemistry and Corrosion	10
Electro	ochemistry: Introduction, conductance - specific, equivalent and molar co	nductance,
	de-Types of electrodes - Construction and functioning of calomel electrode	
electro	de, Nernst equation - electrochemical series and its applications. Batteries: Primar	y (Lithium
cell) ar	d secondary batteries (Lead - acid storage battery and Lithium ion battery).	-
Corros	sion: Causes and effects of corrosion - Theories of chemical and electrochemical	corrosion -
mechan	nism of electrochemical corrosion, Types of corrosion: Galvanic, water-line a	and pitting
corrosi	on. Corrosion control methods - Cathodic protection - Sacrificial anode and	impressed
current	cathodic methods.	
III	Spectroscopic techniques and applications	5+4=9
Part A	: Introduction - Absorbance, Extinction coefficient - Principles of spectroscop	oy - UV -
Visible	spectroscopy: Beer's-Lamberts law - applications, IR spectroscopy.	
Part B	: Basic concepts of nuclear magnetic resonance Spectroscopy- Spin-spin coupling	, chemical
shift. In	ntroduction to Magnetic resonance imaging.	
IV	Fuels, Polymers and Synthesis of drug molecules	11
Fuels:	Classification- solid fuels: coal - analysis of coal - proximate and ultimate analysi	s and their
signific	ance. Liquid fuels - Petroleum and its refining, Gaseous fuels - composition a	nd uses of
natural	gas, LPG and CNG. Polymers: Definition - Classification of polymers with e	examples -
Types	of polymerization - addition and condensation polymerization with examples. P	reparation,
Proper	ies, and engineering applications of PVC, Teflon and Nylon. Synthesis of drug	molecules:
Structu	re, synthesis and pharmaceutical applications of Paracetamol and Aspirin.	
V	Engineering Materials	9
	t: Portland cement, its composition, setting and hardening of Portland cement.	
	tories: Classification and characteristics of refractories, properties and appli	
	cories. Lubricants: Classification of lubricants with examples - characteristics	•
	nts - properties of lubricants: viscosity, cloud point, pour point, flash point and fire	
	naterials: Introduction to nanomaterials, preparation of CNT'S by CVD method,	properties
	CS. General applications of nanomaterials.	
Textbo		
	gineering Chemistry by P.C. Jain and M.Jain, Dhanpatrai Publishing Company, New I	
	gineering Chemistry by Rama Devi, Ch. V. Ramana Reddy and Rath, Cengage lear	rning, New
	lhi 2016.	
Refere		: 0011
1. En	gineering Chemistry by Shashi Chawla, Dhanpatrai and Company Pvt. Ltd., New Dell	n 2011.

BASIC ELECTRICAL & ELECTRONICS ENGINEERING

Course	B.TechI-Sem.	L	Т	Р	С
Subject Code	20-ESC-101	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO3	PO12
CO1	solve electrical circuits using circuit laws	3	3	2	1
CO2	elaborate the concepts of network theorems & single phase AC circuits	3	3	2	1
CO3	explain three phase AC circuits and P-N Junction Diode	3	3	2	1
CO4	evaluate the functioning of electronic devices and their applications	3	3	2	1
CO5	illustrate the configurations and biasing techniques of BJT	3	3	2	1

Unit Title/Topics	Hours		
I Introduction to Electrical Circuits	11		
Electrical circuit elements (R, L and C), Types of sources, Source Transformation			
Kirchhoff's Laws, Network reduction techniques - series, parallel, series-parallel,	star-to-delta,		
delta-to-star transformation, Mesh and Nodal Analysis.			
II DC Theorems and Single Phase AC Circuits	8		
DC Theorems: Superposition, Reciprocity, Thevenin's, Norton's and Maximum power transfer			
Theorems for DC excitation. Simple problems.			
Single Phase AC Circuits: Introduction, Sinusoidal alternating quantities, RMS va	lues, Average		
values, form factor and peak factor, AC through Series RL, RC & RLC circuits.			
III Three Phase AC circuits & P-N Junction Diode	5+5=10		
Part-A: Three Phase AC circuits: Introduction, line voltage, line current relations po			
in star and delta connections in Three Phase systems, Advantages of Three Phase system			
Part-B: P-N Junction Diode: PN Junction diode- V-I Characteristics, Ideal versus Practical,			
Temperature dependence.			
IV Rectifiers and Special Purpose Devices	9		
Rectifiers: Diode as a Rectifier - Half Wave Rectifier, Full Wave rectifier with	centre tapped		
transformer, Bridge Rectifier.			
Special Purpose Devices: Breakdown Mechanisms in Semi-Conductor Diodes,	Zener diode		
characteristics, Use of Zener diode as voltage regulator.			
V Bipolar Junction Transistor (BJT)			
Construction, Principle of Operation, Symbol, CE, CB, CC configurations. DC & stability factor, Need for biasing & biasing techniques.	AC load line,		
Textbooks:			
1. Circuit Theory (Analysis and synthesis) - A. Chakrabarti, Dhanpat Rai & Co	Dut I tol 7 th		
Edition, 2015.	FVI LIU. 7		
 Electronic Devices and Circuits – R.L. Boylestad and Louis Nashelsky, PEI/PH 	I 9 th Edition		
2. Electionic Devices and Circuits – R.E. Doylestad and Louis Mashelsky, TEI/TH, 9 Edition, 2006.			
3. Electrical Technology- vol-II B L Theraja, S. Chand publications.			
References:			
1. Introduction to Electronic Devices and Circuits-Rober T. Paynter, Pearson Educa	tion.		
2. Network Theory by Sudhakar, Shyam Mohan Palli, TMH.			
3. Electronic Devices and Circuits -2^{nd} Edition by Muhammad H.Rashid, Cengage	Learning.		

PROBLEM SOLVING WITH C PROGRAMMING

Course	B.TechI-Sem.	L	Т	Р	С
Subject Code	20-ESC-103	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO3	PO12
CO1	write simple programs using C language	3	3	2	2
CO2	design structured programs using functions	3	3	2	2
CO3	develop programs using arrays, strings and pointers	3	3	2	2
CO4	construct programs for heterogeneous data	3	3	2	2
CO5	implement various file operations in C programming	3	3	2	2

Introduction to Programming 11 Introduction to components of a computer system; primary and secondary memory, processor, input/output devices, operating system, compilers, creating, compiling and executing a program. Introduction to Algorithm? Seudo code, Flowchart, structure chart with examples, Program development steps. Introduction to Algorithms: Representation of Algorithm? Seudo code, Flowchart, structures chart with examples, Program development steps. Introduction to C Programming Language: identifiers, data types, variables, constants, Operators, Expression evaluation of conditions and consequent branching with if, if-sevente, sexite, externy operator, goto, Iteration with for, while, do-while loops. 8 Int avay and Functions 8 Arrays: Concept, using arrays in C. One dimensional, two dimensional arrays, multidimensional arrays, multidimensional arrays, multidimensional functions, Storage classes-auto, register, static, extern, recursor-recursive recursive functions, differences between recursion and iteration, Simple programs, such as Finding Teatorial, GCD = Fibenacci series etc., Limitations of recursion, example C programs, such as Finding area the series, void pointer, Null pointer, Dangling Pointer, Monanie memory allocations area area of characters, area area of characters, area area of characters, area area of characters, structures area area of characters, area and functions, structures, area of singer pointer, dynamic memory allocations, singer area area of singer pointer, situation area area of situations, or programming example, situations, clifferences between recursion area secsing array of structures, area area of situations, situation area area of situations, clifferences between recursion area area of situations, clifferences area area of characters, situation area area of situati s	Unit	Title/Topics	Hours				
Input/output devices, operating system, compilers, creating, compiling and executing a program. Introduction to Algorithms: Representation of Algorithm/Pseudo code, Flowchart, Structure chart with examples, Program development steps. Introduction to C Programming Language: identifiers, data types, variables, constants, Operators, Expression evaluation, precedence, Preprocessor commands, Conditional Branching and Loops: Writing and evaluation of conditions and consequent branching with if, if-else, switch- case, termary operator, goto, Iteration with for, while, do-while loops. II Arrays and Functions 8 Arrays: Concepts, using arrays in C, One dimensional, two dimensional arrays, multidimensional arrays, array applications- linear search, binary search and bubble sort, C program examples. Functions: Designing Structured Programs, Functions, user defined functions, Standard functions, Parameter passing in functions, Storage classes-auto, register, static, extern, recursion-recursive functions, differences between recursion and iteration, Simple programs, such as Finding Factorial, GCD, Fibonacci series etc., Limitations of recursion, example C programs. III Pointers and Strings 5+5=10 Part A: Pointers: Defining pointer, pointers to pointers, Pointer Arithmetic, accessing arrays using pointers, void pointer, Null pointer, Dangling Pointer, dynamic memory allocation functions. Part B: Strings: Introduction to strings, handling strings as array of characters, basic string functions available in C (strlen, strcat, strcpy, strcmp, strstr, etc.), arrays of structures, operations on structures vested structures, initializing structures, accessing structures, operations on structures, Nested structures, structures containing arrays, arrays of structures, operations on structures, self-referential structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, accessing unions, differences between text and binary files, File opening modes , Opening and Closing files, file input	Ι	Introduction to Programming	11				
Introduction to Algorithms: Representation of Algorithm/Pseudo code, Flowchart, Structure chart with examples, Program development steps. Introduction to C Programming Language: identifiers, data types, variables, constants, Operators, Expression evaluation, precedence, Preprocessor commands, Conditional Branching and Loops: Writing and evaluation of conditions and consequent branching with if, if-else, switch-case, ternary operator, goto, Iteration with for, while, do-while loops. II Arrays and Functions 8 Arrays: Concepts, using arrays in C, One dimensional, two dimensional arrays, multidimensional arrays, array applications- linear search, binary search and bubble sort, C program examples. Functions: Designing Structured Programs, Functions, user defined functions, Standard functions, Parameter passing in functions, Storage classes-auto, register, static, extern, recursion-recursive functions, differences between recursion and iteration, Simple programs, such as Finding Factorial, GCD, Fibonacci series etc., Limitations of recursion, example C programs. III Pointers and Strings 5+5=10 Part A: Pointers: Defining pointer, Dangling Pointer, dynamic memory allocation functions. Part B: Strings: Introduction to strings, handling strings as array of characters, basic string functions, self-referential structures, initializing structures, accessing structures, operating structures, initializing structures, structures, operations on structures, Nested structures, structures containing arrays, arrays of structures, structures and functions, cerogramming examples. 9 V File handling in C 9 Files - Concept of a file ,Text	Introd	uction to components of a computer system: primary and secondary memory,	processor,				
chart with examples, Program development steps. Introduction to C Programming Language: identifiers, data types, variables, constants, Operators, Expression evaluation, precedence, Preprocessor commands, Conditional Branching and Loops: Writing and evaluation of conditions and consequent branching with if, if-else, switch- case, ternary operator, goto, Iteration with for, while, do-while loops. II Arrays and Functions 8 Arrays: Concepts, using arrays in C, One dimensional, two dimensional arrays, multidimensional arrays, array applications- linear search, binary search and bubble sort, C program examples. Functions: Designing Structured Programs, Functions, user defined functions, Standard functions, Parameter passing in functions, Storage classes-auto, register, static, extern, recursion- recursive functions, differences between recursion and iteration, Simple programs, such as Finding Factorial, GCD, Fibonacci series etc., Limitations of recursion, example C programs. III Pointers and Strings 5+5=10 Part A: Pointers: Defining pointers, pointers to pointers, Pointer Arithmetic, accessing arrays using pointers, void pointer, Null pointer, Dangling Pointer, dynamic memory allocation functions. Part B: Strings: Introduction to strings, handling strings as array of characters, basic string functions, self-referential structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, accessing unions, differences between Structures and unions, C programming examples. V File handling in C Files - Concept of a file, Text and Binary files, Differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random access using fisek, file input / output functions, file status functions (error handling). Random access using files, file input / output functions, file status functions examples. Tw Structures and Receive Programming Approach Using C, B. A. Forouzan and R. F. Gilberg. 3 rd Edition, Cengage Lear							
Introduction to C Programming Language: identifiers, data types, variables, constants, Operators, Expression evaluation, precedence, Preprocessor commands, Conditional Branching and Loops: Writing and evaluation of conditions and consequent branching with if, if-else, switch-case, ternary operator, goto, Iteration with for, while, do-while loops. II Arrays and Functions 8 Arrays: Concepts, using arrays in C, One dimensional, two dimensional arrays, multidimensional arrays, array applications- linear search, binary search and bubble sort, C program examples. Functions: Designing Structured Programs, Functions, user defined functions, Standard functions, Narameter passing in functions, Storage classes-auto, register, static, extern, recursion- recursive functions, differences between recursion and iteration, Simple programs, such as Finding Factorial, GCD, Fibonacci series etc., Limitations of recursion, example C programs. III Pointers and Strings 5+5=10 Part A: Pointers: Defining pointer, pointers to pointers, Pointer Arithmetic, accessing arrays using pointer, Null pointer, Dangling Pointer, dynamic memory allocation functions. Part B: Strings: Introduction to strings, handling strings as array of characters, basic string functions, self-referential structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random access using files, file input / output functions, file status functions (error handling), and maces using files, file input / output functions, file status functions (error handling)-referencei: V File handling i	Introd	uction to Algorithms: Representation of Algorithm/Pseudo code, Flowchart,	, Structure				
Operators, Expression evaluation, precedence, Preprocessor commands, Conditional Branching and Lops: Writing and evaluation of conditions and consequent branching with if, if-else, switch-case, terrary operator, goto, Iteration with for, while, do-while loops. II Arrays and Functions 8 Arrays: Concepts, using arrays in C, One dimensional, two dimensional arrays, multidimensional arrays, array applications- linear search, binary search and bubble sort, C program examples. Functions: Designing Structured Programs, Functions, user defined functions, Standard functions, Parameter passing in functions, Storage classes-auto, register, static, extern, recursion- recursive functions, differences between recursion and iteration, Simple programs, such as Finding Factorial, GCD, Fibonacci series etc., Limitations of recursion, example C programs. III Pointers and Strings 5+5=10 Part A: Pointers: Defining pointers, pointers to pointers, Pointer Arithmetic, accessing arrays using pointer, void pointer, Null pointer, Dangling Pointer, dynamic memory allocation functions. Part B: Strings: Introduction to strings, handling strings as array of characters, basic string function-s available in C (strlen, strcat, strcpy, strcmp, strst, etc.), arrays of structures, operations on structures, Nested structures, initializing structures, accessing structures, operations on structures, self-referential structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, accessing unions, differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling). Random access using fisek, ftell and rewind functions, C programming examples. V							
and Loops: Writing and evaluation of conditions and consequent branching with if, if-else, switch- case, ternary operator, goto, Iteration with for, while, do-while loops. II Arrays and Functions Arrays: Concepts, using arrays in C, One dimensional, two dimensional arrays, multidimensional arrays, array applications- linear search, binary search and bubble sort, C program examples. Functions: Designing Structured Programs, Functions, user defined functions, Standard functions, Parameter passing in functions, Storage classes-auto, register, static, extern, recursion- recursive functions, differences between recursion and iteration, Simple programs, such as Finding Factorial, GCD, Fibonacci series etc., Limitations of recursion, example C programs. III Pointers and Strings 5+5=10 Part A: Pointers: Defining pointers, pointers to pointers, Pointer Arithmetic, accessing arrays using pointers, void pointer, Null pointer, Dangling Pointer, dynamic memory allocation functions. Part B: Strings: Introduction to strings, handling strings as array of characters, basic string functions available in C (strlen, strat, strepy, stremp, strstr, etc.), arrays of structures on structures - Defining structures, initializing structures, accessing structures, operations on structures - Defining structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, accessing unions, differences between Structures and unions, C programming examples. V File handling in C 9 Files - Concept of a file, Text and Binary files, Differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling). Random access using fisek, file and rewind functions, C programming examples. Textbooks: 1. Computer Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3 rd Edition, Cengage Learning. 2. Programming in ANSI C, E. Balaguruswamy, TMH. References: 1. The C Programming Language, B.W. Kernighan and Dennis M. Ritch							
case, ternary operator, goto, Iteration with for, while, do-while loops. II Arrays and Functions 8 Arrays: Concepts, using arrays in C, One dimensional, two dimensional arrays, multidimensional arrays, array applications- linear search, binary search and bubble sort, C program examples. Functions: Designing Structured Programs, Functions, user defined functions, Standard functions, Parameter passing in functions, Storage classes-auto, register, static, extern, recursion- recursive functions, differences between recursion and iteration, Simple programs, such as Finding Factorial, GCD, Fibonacci series etc., Limitations of recursion, example C programs. 5+5=10 Part A: Pointers and Strings 5+5=10 Part A: Pointers: Defining pointers, pointers to pointer, dynamic memory allocation functions. Part B: Strings: Introduction to strings, handling strings as array of characters, basic string functions available in C (strlen, strcat, strcpy, strcmp, strst, etc.), arrays of structures, operations on structures and Unions 10 Structures - Defining structures, initializing structures, accessing structures, operations on structures, Nested structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, differences between Structures and unions, C programming examples. V File handling in C 9 Files - Concept of a file ,Text and Binary files, Differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random							
II Arrays and Functions 8 Arrays: Concepts, using arrays in C, One dimensional, two dimensional arrays, multidimensional arrays, array applications- linear search, binary search and bubble sort, C program examples. Functions: Designing Structured Programs, Functions, user defined functions, Standard functions, Parameter passing in functions, Storage classes-auto, register, static, extern, recursion-recursive functions, differences between recursion and iteration, Simple programs, such as Finding Factorial, GCD, Fibonacci series etc., Limitations of recursion, example C programs. 5+5=10 Part A: Pointers: Defining pointers, pointers to pointers, Pointer Arithmetic, accessing arrays using pointers, void pointer, Null pointer, Dangling Pointer, dynamic memory allocation functions. 10 Structures and Unions 10 Structures - Defining structures, initializing structures, accessing structures, operations on structures, Nested structures, structures containing arrays, arrays of structures, operations on structures, Nested structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, accessing unions, differences between Structures and unions, C programming examples. V File handling in C 9 Files - Concept of a file ,Text and Binary files, Differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random access using fseek, ftell and rewind functions, C programming examples. Turestoles: 1 Computer Science: A Structured Programming Approach Using C, B. A. Forouzan and R.			se, switch-				
Arrays: Concepts, using arrays in C, One dimensional, two dimensional arrays, multidimensional arrays, array applications- linear search, binary search and bubble sort, C program examples. Functions: Designing Structured Programs, Functions, user defined functions, Standard functions, Parameter passing in functions, Storage classes-auto, register, static, extern, recursion- recursive functions, differences between recursion and iteration, Simple programs, such as Finding Factorial, GCD, Fibonacci series etc., Limitations of recursion, example C programs. III Pointers and Strings 5+5=10 Part A: Pointers: Defining pointers, pointers to pointers, Pointer Arithmetic, accessing arrays using pointers, void pointer, Null pointer, Dangling Pointer, dynamic memory allocation functions. Part B: Strings: Introduction to strings, handling strings as array of characters, basic string functions, available in C (strlen, strcat, strcpy, strcmp, strstr, etc.), arrays of structures, operations on structures, Nested structures, initializing structures, accessing structures, operations on structures, self-referential structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, accessing unions, differences between Structures and unions, C programming examples. 9 Files - Concept of a file ,Text and Binary files, Differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random access using fseek, ftell and rewind functions, C programming examples. 9 Files - Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3 rd Edition, Cengage Learning. 9 1. Compute	case, te						
arrays, array applications- linear search, binary search and bubble sort, C program examples. Functions: Designing Structured Programs, Functions, user defined functions, Standard functions, Parameter passing in functions, Storage classes-auto, register, static, extern, recursion-recursive functions, differences between recursion and iteration, Simple programs, such as Finding Factorial, GCD, Fibonacci series etc., Limitations of recursion, example C programs. III Pointers and Strings 5+5=10 Part A: Pointers: Defining pointers, pointers to pointer, Pointer Arithmetic, accessing arrays using pointers, void pointer, Null pointer, Dangling Pointer, dynamic memory allocation functions. Part B: Strings: Introduction to strings, handling strings as array of characters, basic string functions available in C (strlen, strcat, strcpy, strcmp, strstr, etc.), arrays of structures, operations on structures - Defining structures, initializing structures, accessing structures, operations on structures, Nested structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, accessing unions, differences between Structures and unions, C programming examples. V File handling in C 9 Files - Concept of a file ,Text and Binary files, Differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random access using fseek, ftell and rewind functions, C programming examples. Textbooks: Part brigg and closing files, file input / output functions, file status functions (error handling, 3 nd Edition, Cengage Learning. Part B: C programming Language, B.W. Kernighan and Dennis M. Ritchie, 2 nd Edition, Pearson.							
Functions: Designing Structured Programs, Functions, user defined functions, Standard functions, Parameter passing in functions, Storage classes-auto, register, static, extern, recursion-recursive functions, differences between recursion and iteration, Simple programs, such as Finding Factorial, GCD, Fibonacci series etc., Limitations of recursion, example C programs. III Pointers and Strings 5+5=10 Part A: Pointers: Defining pointers, pointers to pointers, Pointer Arithmetic, accessing arrays using pointers, void pointer, Null pointer, Dangling Pointer, dynamic memory allocation functions. Part B: Strings: Introduction to strings, handling strings as array of characters, basic string functions, self-referential structures, initializing structures, accessing structures, operations on structures, Nested structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, accessing unions, differences between Structures and unions, c programming examples. V File handling in C 9 V File handling in C V File handling in C <td colspa<="" td=""><td></td><td></td><td></td></td>	<td></td> <td></td> <td></td>						
Parameter passing in functions, Storage classes-auto, register, static, extern, recursion-recursive functions, differences between recursion and iteration, Simple programs, such as Finding Factorial, GCD, Fibonacci series etc., Limitations of recursion, example C programs. III Pointers and Strings 5+5=10 Part A: Pointers: Defining pointers, pointers to pointers, Pointer Arithmetic, accessing arrays using pointers, void pointer, Null pointer, Dangling Pointer, dynamic memory allocation functions. Part B: Strings: Introduction to strings, handling strings as array of characters, basic string functions available in C (strlen, strcat, strcpy, strcmp, strstr, etc.), arrays of structures, operations on structures - Defining structures, initializing structures, accessing structures, operations on structures, Nested structures, structures containing arrays, arrays of structures, and functions, self-referential structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, accessing unions, differences between Structures and unions, C programming examples. V File handling in C 9 Files - Concept of a file ,Text and Binary files, Differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random access using fseek, ftell and rewind functions, C programming examples. 9 Textbooks: 1. Computer Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3 rd Edition, Cengage Learning. 2. Programming in ANSI C, E. Balaguruswamy, TMH. References: 1. The C Programming Language, B.W. Kernighan and Dennis M. Ritchie,							
 functions, differences between recursion and iteration, Simple programs, such as Finding Factorial, GCD, Fibonacci series etc., Limitations of recursion, example C programs. III Pointers and Strings 5+5=10 Part A: Pointers: Defining pointers, pointers to pointers, Pointer Arithmetic, accessing arrays using pointers, void pointer, Null pointer, Dangling Pointer, dynamic memory allocation functions. Part B: Strings: Introduction to strings, handling strings as array of characters, basic string functions available in C (strlen, strcat, strcpy, strcmp, strstr, etc.), arrays of strings. IV Structures and Unions 10 Structures - Defining structures, initializing structures, accessing structures, operations on structures, Nested structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, accessing unions, differences between Structures and unions, C programming examples. V File handling in C 9 Files - Concept of a file ,Text and Binary files, Differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random access using fisek, ftell and rewind functions, C programming examples. Textbooks: 1. Computer Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3rd Edition, Cengage Learning. 2. Programming in ANSI C, E. Balaguruswamy, TMH. References: 1. The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2nd Edition, Pearson. 							
GCD, Fibonacci series etc., Limitations of recursion, example C programs.IIIPointers and Strings $5+5=10$ Part A:Pointers: Defining pointers, pointers to pointers, Pointer Arithmetic, accessing arrays using pointers, void pointer, Null pointer, Dangling Pointer, dynamic memory allocation functions.Part B:Strings:Introduction to strings, handling strings as array of characters, basic string functions available in C (strlen, strcat, strcpy, strcmp, strstr, etc.), arrays of strings.IVStructures and Unions10Structures - Defining structures, initializing structures, accessing structures, operations on structures, Nested structures, structures containing arrays, arrays of structures, structures and functions, self-referential structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, accessing unions, differences between Structures and unions, C programming examples.VFile handling in C9Files - Concept of a file, Text and Binary files, Differences between text and binary files, File opening modes, Opening and Closing files, file input / output functions, file status functions (error handling), Random access using fseek, ftell and rewind functions, C programming examples.ITextboks:IComputer Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3^{nd} Edition, Cengage Learning.IProgramming in ANSI C, E. Balaguruswamy, TMH.ReferencesIReferences:II1. The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2^{nd} Edition, Pearson.							
IIIPointers and Strings5+5=10Part A: Pointers: Defining pointers, pointers to pointers, Pointer Arithmetic, accessing arrays using pointers, void pointer, Null pointer, Dangling Pointer, dynamic memory allocation functions.Part B: Strings: Introduction to strings, handling strings as array of characters, basic string functions available in C (strlen, strcat, strcpy, strcmp, strstr, etc.), arrays of strings.IVStructures and Unions10Structures - Defining structures, initializing structures, accessing structures, operations on structures, Nested structures, structures containing arrays, arrays of structures, structures and functions, self-referential structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, accessing unions, differences between Structures and unions, C programming examples.VFile handling in C9Files - Concept of a file ,Text and Binary files, Differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random access using fseek, ftell and rewind functions, C programming examples.Textbooks:1. Computer Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3rd Edition, Cengage Learning.2. Programming in ANSI C, E. Balaguruswamy, TMH.References:1. The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2 nd Edition, Pearson.			g Factorial,				
Part A: Pointers: Defining pointers, pointers to pointers, Pointer Arithmetic, accessing arrays using pointers, void pointer, Null pointer, Dangling Pointer, dynamic memory allocation functions. Part B: Strings: Introduction to strings, handling strings as array of characters, basic string functions available in C (strlen, strcat, strcpy, strcmp, strstr, etc.), arrays of strings. IV Structures and Unions 10 Structures - Defining structures, initializing structures, accessing structures, operations on structures, Nested structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, accessing unions, differences between Structures and unions. C programming examples. 9 V File handling in C 9 Files - Concept of a file ,Text and Binary files, Differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random access using fseek, ftell and rewind functions, C programming examples. Textbooks: 1. 1. Computer Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3 rd Edition, Cengage Learning. 2. Programming in ANSI C, E. Balaguruswamy, TMH. References: 1. The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2 nd Edition, Pearson.							
using pointer, void pointer, Null pointer, Dangling Pointer, dynamic memory allocation functions. Part B: Strings: Introduction to strings, handling strings as array of characters, basic string functions available in C (strlen, strcat, strcpy, strstr, etc.), arrays of strings. IV Structures and Unions 10 Structures and Unions structures, structures containing arrays, arrays of structures, operations on structures, Nested structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, accessing unions, differences between Structures and unions, C programming examples. V File handling in C 9 Textbody 9 Files - Concept of a file ,Text and Binary files, Differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random access using fseek, ftell and rewind functions, C programming examples. <th colspan<="" td=""><td></td><td>0</td><td></td></th>	<td></td> <td>0</td> <td></td>		0				
V File handling in C 9 Files - Concept of a file ,Text and Binary files, file input / output functions, file status functions (error handling), Random access using fisek, ftell and rewind functions, file status functions (error handling), Random access using fisek, ftell and rewind functions, file status functions (error handling), Random access Astructure Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3 rd Edition, Cengage Learning. 9 1. Computer Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3 rd Edition, Cengage Learning. 1. The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2 nd Edition, Pearson.							
functions available in C (strlen, strcat, strcpy, strcmp, strstr, etc.), arrays of strings. IV Structures and Unions 10 Structures - Defining structures, initializing structures, accessing structures, operations on structures, Nested structures, structures containing arrays, arrays of structures, structures and functions, self-referential structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, accessing unions, differences between Structures and unions, C programming examples. V File handling in C 9 Files - Concept of a file ,Text and Binary files, Differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random access using fseek, ftell and rewind functions, C programming examples. Textbooks: 1 1. Computer Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3 rd Edition, Cengage Learning. 2 2. Programming in ANSI C, E. Balaguruswamy, TMH. References: 1. The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2 nd Edition, Pearson.							
IV Structures and Unions 10 Structures - Defining structures, initializing structures, accessing structures, operations on structures, Nested structures, structures containing arrays, arrays of structures, structures and functions, self-referential structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, accessing unions, differences between Structures and unions, C programming examples. V File handling in C 9 Files - Concept of a file ,Text and Binary files, Differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random access using fseek, ftell and rewind functions, C programming examples. Textbooks: 1 1. Computer Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3 rd Edition, Cengage Learning. 2. Programming in ANSI C, E. Balaguruswamy, TMH. References: 1. The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2 nd Edition, Pearson.			asic string				
Structures - Defining structures, initializing structures, accessing structures, operations on structures, Nested structures, structures containing arrays, arrays of structures, structures and functions, self-referential structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, accessing unions, differences between Structures and unions, C programming examples. V File handling in C 9 Files - Concept of a file ,Text and Binary files, Differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random access using fseek, ftell and rewind functions, C programming examples. Textbooks: 1. Computer Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3 rd Edition, Cengage Learning. 2. Programming in ANSI C, E. Balaguruswamy, TMH. References: 1. The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2 nd Edition, Pearson.							
structures, Nested structures, structures containing arrays, arrays of structures, structures and functions, self-referential structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, accessing unions, differences between Structures and unions, C programming examples. V File handling in C 9 Files - Concept of a file ,Text and Binary files, Differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random access using fseek, ftell and rewind functions, C programming examples. Textbooks: 1. Computer Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3 rd Edition, Cengage Learning. 2. Programming in ANSI C, E. Balaguruswamy, TMH. References: 1. The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2 nd Edition, Pearson.							
functions, self-referential structures, enum, typedef, bit fields; Unions - Defining unions, initializing unions, accessing unions, differences between Structures and unions, C programming examples. V File handling in C 9 Files - Concept of a file ,Text and Binary files, Differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random access using fseek, ftell and rewind functions, C programming examples. Textboks: I. Computer Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3 rd Edition, Cengage Learning. Z. Programming in ANSI C, E. Balaguruswamy, TMH. References: I. The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2 nd Edition, Pearson.							
initializing unions, accessing unions, differences between Structures and unions, C programming examples. V File handling in C 9 Files - Concept of a file ,Text and Binary files, Differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random access using fseek, ftell and rewind functions, C programming examples. Textbooks: I. Computer Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3 rd Edition, Cengage Learning. I. Programming in ANSI C, E. Balaguruswamy, TMH. References: I. I. Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2 nd Edition, Pearson.							
examples. 9 V File handling in C 9 Files - Concept of a file ,Text and Binary files, Differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random access using fseek, ftell and rewind functions, C programming examples. Textbooks: 1. Computer Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3 rd Edition, Cengage Learning. 2. Programming in ANSI C, E. Balaguruswamy, TMH. References: 1. The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2 nd Edition, Pearson.							
V File handling in C 9 Files Concept of a file ,Text and Binary files, Differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random access using fseek, ftell and rewind functions, C programming examples. Textbooks: Image: Computer Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3 rd Edition, Cengage Learning. 2. Programming in ANSI C, E. Balaguruswamy, TMH. References: 1. The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2 nd Edition, Pearson.			ogramming				
 Files - Concept of a file ,Text and Binary files, Differences between text and binary files, File opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random access using fseek, ftell and rewind functions, C programming examples. Textbooks: Computer Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3rd Edition, Cengage Learning. Programming in ANSI C, E. Balaguruswamy, TMH. References: The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2nd Edition, Pearson. 							
 opening modes , Opening and Closing files, file input / output functions, file status functions (error handling), Random access using fseek, ftell and rewind functions, C programming examples. Textbooks: Computer Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3rd Edition, Cengage Learning. Programming in ANSI C, E. Balaguruswamy, TMH. References: The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2nd Edition, Pearson. 		0	F				
 handling), Random access using fseek, ftell and rewind functions, C programming examples. Textbooks: Computer Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3rd Edition, Cengage Learning. Programming in ANSI C, E. Balaguruswamy, TMH. References: The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2rd Edition, Pearson. 							
 Textbooks: 1. Computer Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3rd Edition, Cengage Learning. 2. Programming in ANSI C, E. Balaguruswamy, TMH. References: 1. The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2rd Edition, Pearson. 							
 Computer Science: A Structured Programming Approach Using C, B. A. Forouzan and R. F. Gilberg, 3rd Edition, Cengage Learning. Programming in ANSI C, E. Balaguruswamy, TMH. References: The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2nd Edition, Pearson. 							
 Gilberg, 3rd Edition, Cengage Learning. 2. Programming in ANSI C, E. Balaguruswamy, TMH. References: 1. The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2rd Edition, Pearson. 							
 Programming in ANSI C, E. Balaguruswamy, TMH. References: The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2nd Edition, Pearson. 							
References: 1. The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2 nd Edition, Pearson.							
1. The C Programming Language, B.W. Kernighan and Dennis M. Ritchie, 2 nd Edition, Pearson.							
2. C: The Complete Reference, Herbert Schildt, TMH, 4 th Edition.			Pearson.				
	2. C: 7	The Complete Reference, Herbert Schildt, TMH, 4 th Edition.					

ENGINEERING CHEMISTRY LAB

Course	B.TechI-Sem.	L	Т	P	С
Subject Code	20-BSC-106	-	-	3	1.5

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO4
CO1	determine the hardness in water samples to solve societal problems	3
CO2	estimate the strength of the given solutions	3
CO3	analyze adsorption and viscosity of various fluids	3
CO4	synthesize the various organic compounds used in medical industry	3
CO5	verify and understand the distribution coefficient	3

List of Experiments: (Perform any 10 Experiments)

Week	Title/Experiment				
	Volumetric Analysis				
1	Determination of total hardness of water by complexometric method using EDTA.				
2	Estimation of ferrous ion by dichrometry.				
	Instrumentation				
3	Estimation of HCl by Conductometric titrations.				
4	Estimation of Acetic acid by Conductometric titrations.				
5	Estimation of HCl by Potentiometric titrations.				
6	Estimation of Fe ²⁺ by Potentiometer using KMnO ₄ .				
7	Estimation of copper by colorimetric method.				
8	Estimation of amount of ferrous ion in Cement by colorimetric method.				
	Preparations				
9	Synthesis of Aspirin and paracetamol.				
	Physical properties				
10	Determination of viscosity of a liquid by using Ostwald's viscometer.				
11	Verification of Freundlich adsorption isotherm-adsorption of acetic acid on charcoal.				
12	Determination of partition coefficient of acetic acid between n-butanol and water.				
Referen					
	ineering Chemistry Lab manual - Department of FED - CMRIT, Hyd.				
	Projects: Student must submit a report on one of the following Micro–Projects before accement of second internal examination.				
	essment of ground water quality of specified area.				
	ermination of Viscosity of castor oil and groundnut oil.				
<u>^</u>	aration of petroleum jelly.				
-	aration of soaps and liquid hand wash.				
-	veling of waste water.				
	king water purification.				
	nation of manganese in pyrolusite.				
	aration of hand sanitizer.				
	rmination of P^{H} values of various soft drinks.				

10. Studies on the effect of metal coupling on corrosion.

BASIC ELECTRICAL & ELECTRONICS ENGINEERING LAB

Course	B.TechI-Sem.	L	Т	Р	С
Subject Code	20-ESC-102	-	-	3	1.5

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to			
CO1	design electrical circuits to verify circuit laws	3		
CO2	evaluate network theorems	3		
CO3	verify the V-I characteristics of various electronic devices	3		
CO4	determine the efficiency of various rectifiers	3		
CO5	illustrate the configurations of Bi-polar junction transistor	3		

List of Experiments

Week	Title/Experiment					
	Part-A: Electrical lab					
1	1 Verification of KVL & KCL.					
2	Verification of Superposition theorem.					
3	Verification of reciprocity theorem.					
4	Verification of maximum power transfer theorem.					
5	Experimental determination of Thevenin's Theorem equivalent circuits.					
6	Experimental determination of Norton's Theorem equivalent circuits.					
	Part-B: Electronics Lab					
1	Forward and reverse bias characteristics of PN-Junction Diode.					
2	Zener diode V-I characteristics and Zener diode as voltage regulator.					
3	Efficiency of Half wave rectifier.					
4 Efficiency of Full wave rectifier.						
5	Input & output characteristics of Transistor in CB configuration.					
6	Input & output characteristics of Transistor in CE configuration.					
Reference	ces					
1. Basic	c Electrical & Electronics Engineering Lab manual, FED, CMRIT, Hyd.					
	Projects: Student must submit a report on one of the following Micro-Projects before					
commen	cement of second internal examination.					
	gn a regulated power supply.					
	2. Design a voltmeter.					
	Design an automatic fan controller.					
	sign a burglar alarm.					
	gn an automatic irrigation system using soil moisture sensor.					
8. Desi	ign a Water level indicator using transistor.					

9. Design a brake failure indicator.

10. Design an IR transmitter and receiver.

PROBLEM SOLVING WITH C PROGRAMMING LAB

Course	B.TechI-Sem.	L	Т	Р	С
Subject Code	20-ESC-104	-	-	3	1.5

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to			
CO1	execute simple programs using C compiler			
CO2	apply control statements in designing programs	3		
CO3	design programs using functions, arrays, strings and pointers	3		
CO4	construct programs for heterogeneous data	3		
CO5	implement various file operations in C programming	3		

List of Experiments

V	Veek	Title/Experiment						
	Ι	Familiarization with programming environment						
1.		program to print sample strings like "hello world", "Welcome to C Programming" with						
-	different formats using escape sequences.							
2.	Write a Program to print different data types in C and their ranges.							
3.		Program to initialize, assign & print variables of different data types.						
1	II	Operators						
1.		Program to demonstrate arithmetic operators. (+,-,*,/,%)						
2.		Program to demonstrate relational operators.(<,>,<=,>=,==,!=)						
3.		program to check equivalence of two numbers using conditional operator.						
4.		Program to demonstrate pre increment and post increment. (++a, a++ where a is a be initialized)						
1	III Write e	Simple C programs Program to read radius value from the keyboard and calculate the area of circle						
1. 2.		Program to calculate simple interest.						
3.		Program to convert temperature. (Fahrenheit –Centigrade and vice-versa) program for computing the volume of sphere, cone and cylinder assume that						
4.								
		ons are integers use type casting where ever necessary.						
1	IV	Decision Statements						
1.		rogram that declares Class awarded for a given percentage of marks, where mark						
		Failed, 40% to $<60\%$ = Second class, 60% to $<70\%$ =First class, $>=70\%$ = distinction.						
2		rcentage from standard input.						
2.		Program to calculate roots of quadratic equation (using if-else).						
3.		Program to perform arithmetic operations using switch case.						
4.		Program to display colors using switch case (VIBGYOR).						
1	V	Loops						
1.		program to calculate sum of individual digits of a given number.						
2.		program to print prime numbers in the given range.						
3.		program to read 2 numbers x and n then compute the sum of the Geometric						
4	0	sion. $1+x+x^2+x^3+\cdots+x^n$						
4.	write a	C program to construct a pyramid of numbers as follows:						
•	r	* 1 1 *						
		1 1						
	12							
_	123							
		4 4 4 4 * * *						
	X 7 X							
-	VI	1-D arrays						
1.		program to store 10 elements in the 1-D array and print sum of the array.						
2.		program to print minimum and maximum elements in the 1-D array.						
3.								
4.	4. Write a program to sort the given elements using bubble sort technique.							

COMPUTER SCIENCE AND ENGINEERING (DATA SCIENCE)

	XZII						
1	VII	2-D arrays					
1.		program to perform matrix addition.					
2.		program to perform matrix multiplication.					
3.		program to print the transpose of a matrix.					
	VIII	Functions					
1.		program to find product of two numbers using functions without arguments, without					
	return ty						
2.		program to find difference of two numbers using functions without arguments, with					
3.	return ty Write a	program to find sum of two numbers using functions with arguments & without return					
	type.						
4.		program to find product of two numbers using functions with arguments, with return					
	type. IX	Free diana and Damain					
1		Functions and Recursion					
1.		program to swap two numbers using					
		by Value by Reference. (Using pointers)					
2.		program to calculate factorial, GCD and Fibonacci series of n terms using recursion					
۷.		-recursion functions.					
3.		program that reads two integers x and n and calls a recursive function to compute x^n					
3. 4.		C program that reads two integers and calls a recursive function to compute $^{n}c_{r}$					
	X	Strings					
1.		program to demonstrate various string manipulations using built-in functions.					
2.		program to print the given strings in ascending order.					
3.	Write a	program to verify the given string is palindrome or not (without using built-in					
0.	function	is and with using built-in functions).					
4.		program to concatenate two strings using arrays without using streat.					
	XI	Structures					
1.		program to find total marks of individual student and average marks for 10 students					
		ructures.					
2.		program to illustrate passing an entire structure to a function.					
3.		C Program to perform addition and multiplication of two complex numbers using					
	structure						
1	XII	File operations					
		C program to display the contents of a file to standard output device.					
2.		C program which copies one file to another, replacing all lowercase characters with					
2		percase equivalents.					
3.		C program to merge two files into a third file (i.e., the contents of the first file followed e of the second are put in the third file).					
4	•	C program to count the number of times a character occurs in a text file.					
4. P o		c program to count the number of times a character occurs in a text me.					
Re 1.	Problem	n Solving with C Programming Lab Manual, FED, CMRIT, Hyd.					
		jects: Student must submit a report on one of the following Micro–Projects before					
		nent of second internal examination.					
1.		management system.					
	 Fee collection system. 						
2. 3.		ree's Management System.					
	4. Library management.						
4. 5.							
<i>5</i> . 6.							
7.		n Billing Management System.					
7. 8.							
0.	6						
0							
9.		l Store Management System.					

IT & ENGINEERING WORKSHOP PRACTICE

Course	B.TechI-Sem.	L	Т	Р	С
Subject Code	20-ESC-108	-	-	3	1.5

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO5	PO9	PO10
CO1	execute simple programs using Sci Lab	3	3	2	2
CO2	design programs using conditional statements and loops	3	3	2	2
CO3	apply safety norms while handling the workshop equipment	3	1	3	2
CO4	prepare required models using various engineering trades	3	1	3	2
CO5	make use of various power tools	3	1	3	2

List of Experiments

	-						
Week	Title/Experiment						
	Part-A: IT Workshop (Sci Lab)						
1	Introduction: Why Sci Lab?, History, Its strengths, Competitors, Starting Sci Lab, Using						
	Sci Lab as a calculator, Quitting Sci Lab.						
2	Basics: Familiar with Sci Lab windows, Basic Operations, Sci Lab - Data types, Rules						
	about variable names, Predefined variables.						
3	Programming-I: Vector, Matrix, Array Addressing, Built-in functions, Mathematical						
	Operations, Dealing with strings (Array of characters), Array of array (cell) concept.						
4	Programming-II: Script file, Input commands, Output commands, Structure of function						
	file, Inline functions, Feval command, Comparison between script file and function file.						
5	Conditional statements and Loop: Relational and Logical Operators, If-else						
	statements, Switch-case statements, For loop, While loop, Special commands (Break and						
	continue), Import data from large database, Export data to own file or database.						
6	Plotting-I: In-built functions for plotting, Multiple plotting with special graphics.						
7	Plotting-II: Curve fitting, Interpolation, Basic fitting interface.						
	Part-B: Engineering Workshop						
8	House Wiring: Power point, light fitting and switches.						
9	Carpentry: Study of tools and joints; Practice in planning, chiseling, marking and						
	sawing.						
10	Carpentry: Joints: Cross joint, T joint, Dove tail joint.						
11	Fitting: Study of tools, practice in filing, cutting, drilling and tapping.						
12	Fitting: Male and female joints, stepped joints.						
13	Tin Smithy: Preparation of Open scoop, Cylinder, square/rectangular tray.						
14	Demonstration of Power Tools: Bench drilling machine, hand drilling machine, power						
	hacksaw, grinding machine, lathe machine, wood cutting machine and welding machine.						
Referen	ces						
	Engineering Workshop Practice Manual, FED, CMRIT, Hyd.						
	Projects: Student must submit a report on one of the following Micro–Projects before						
	cement of second internal examination.						
	gn a mathematical model to explain the functioning of Global positioning system (GPS)						
2. Design a mathematical model for the construction of flyover.							
3. Model any art craft using mathematical calculations (electrical / non-electrical).							
4. 2-D plotting using SCI-lab.							
5. 3-D plotting using SCI-lab.							
6. Make Round tee pipe.							
	gn electrical wiring plan for a house.						
	are decorative series lights / dim & bright lighting.						
_	aration of door stoppers / hinges.						
10 Preparation of tool handles							

10. Preparation of tool handles.

NATIONAL SERVICE SCHEME (NSS)/PHYSICAL EDUCATION/YOGA MANDATORY COURSE (NON-CRIDIT)

Course	B.TechI-Sem.	L	Т	P	С
Subject Code	20-MC-101	-	-	2	-

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO3	PO6	PO8	PO9	PO12
CO1	harness physical literacy and lifelong engagement	3	3	3	3	3
CO2	use aesthetic appreciation	2	1	2	3	3
CO3	build competence and confidence to face challenges	1	2	1	3	3
CO4	develop Sports related values and attitudes	3	3	2	2	3
CO5	follow appropriate etiquette and sports	1	1	2	3	3

List of Activities/Events

NATIONAL SERVICE SCHEME (N.S.S.)

The programme aims to inculcate social welfare in students, and to provide service to society without bias. NSS volunteers work to ensure that everyone who is needy gets help to enhance their standard of living and lead a life of dignity. In doing so, volunteers learn from people in villages how to lead a good life despite a scarcity of resources. It also provides help in natural and man-made disasters by providing food, clothing and first aid to the disaster victims.

S. No.	Name of the Activity	S. No.	Name of the Activity				
1	First-aid	9	Anti-Ragging Awareness				
2	Blood donation camp	10	Social Activities Awareness				
3	Traffic awareness program	11	Cyber Crime				
4	Environmental Awareness	12	Digital India				
5	Swachh Bharat Abhiyan	13	Substance Abuse Awareness Program (SAAP)				
6	Health awareness program	14	Fire Safety Awareness				
7	Garments / Essential Education	15	Telanganaku Haritha Haram (Sapling				
	Material Collection and distribution		Plantation)				
8	Non-formal education						

PHYSICAL EDUCATION / YOGA

The aim of course is to make Physical Education as an integral part of Educational System. Students studying in the colleges should have the benefit of Physical Education to improve their health during the course of college education. It is designed to ensure that on completion of this training they would attain the minimum prescribed standard.

Name of the Individual Event		Name of the Team Event	
S. No.	Event	S. No.	Event
1	Badminton	1	Basketball
2	Gymnastics	2	Football
3	Judo	3	Hockey
4	Swimming	4	Kabaddi
5	Table Tennis	5	Kho –Kho
6	Tennis	6	Volleyball
7	Weight Lifting and Power Lifting	7	Cricket
8	Wrestling	8	Hand ball
9	Yoga	9	Throw ball
10	Archery	10	Badminton
11	Body Building	11	Table Tennis
12	Carroms	12	Tennis
13	Chess	13	Swimming
14	Boxing	14	Carroms
15	Taekwondo	15	Taekwondo
16	Fencing	16	Fencing
17	Athletics	17	Athletics

B.TECH.-II-SEMESTER SYLLABUS

ADVANCED CALCULUS

Course	B.TechII-Sem.	L	Τ	Р	С
Subject Code	20-BSC-102	3	1	-	4

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO12
CO1	solve linear and non-linear ordinary differential equations	3	2	1
CO2	solve linear and non-linear partial differential equations	3	2	1
CO3	evaluate the line, surface and volume integrals and convert them from one	3	2	1
	to another by using multiple integrals			
CO4	determine vector field, scalar field, gradient, divergence and curl by using	3	2	1
	vector differentiation			
CO5	solve the line, surface and volume integrals by using vector integration	3	2	1

Unit	Title/Topics	Hours	
Ι	Differential Equations	11	
Exact &	& Reducible to exact, Linear and Bernoulie's Differential Equations. Applications;	Newton's	
law of	cooling, law of natural growth and decay. Non-homogeneous linear differential ec	quations of	
second	and higher order with constant coefficients with RHS term of the type e^{ax} , Sin a	ax, cos ax,	
polyno	mials in x, $e^{ax}V(x)$, $xV(x)$, method of Variation of parameters.		
II	Partial Differential Equations	8	
	ion of partial differential equations-by elimination of arbitrary constants and		
	ns-solutions of first order linear (Lagrange) equations and nonlinear equati	ons (Four	
	d types) – Method of Separation of Variables.		
III	Multiple Integration	5+5=10	
	: Double integrals (Cartesian &polar), change of order of integration in double	e integrals,	
	e of variables (Cartesian to polar).		
Part B	: Applications: areas and volumes (Cartesian), Triple integrals (Cartesian).		
IV	Vector Differentiation	9	
	Differentiation: Vector point functions and scalar point functions. Gradient, I		
	Irl. Directional derivatives, Scalar potential functions. Solenoidal and Irrational	al vectors,	
Vector	Identities.		
V	Vector Integration	10	
	Integration: Line, Surface and Volume Integrals. Theorems of Green, Gauss a	and Stokes	
	at proofs) and related Problems.		
Textbo	ooks:		
1. B.S	S. Grewal, Higher Engineering Mathematics, Khanna Publishers, 36 th Edition, 201	0	
2. Erv	win kreyszig, Advanced Engineering Mathematics, 9th Edition, John Wiley & Sons	s,2006	
3. G.I	3. G.B. Thomas and R.L. Finney, Calculus and Analytic geometry, 9 th Edition, Pearson, Reprint,		
200			
Refere	nces:		
1. Par	as Ram, Engineering Mathematics, 2 nd Edition, CBS Publishes.		
2. S.	L. Ross, Differential Equations, 3 rd Edition, Wiley.		

APPLIED PHYSICS

Course	B.TechII-Sem.	L	Т	Р	С
Subject Code	20-BSC-103	3	1	-	4

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO12
CO1	explain the principles of Quantum Mechanics	3	2	1
CO2	analyze various electron theories of conduction in solids	3	2	1
CO3	classify semiconductors and relate functioning of semiconductor devices	3	2	1
CO4	illustrate principles and applications of lasers and optical fibers	3	2	1
CO5	outline dielectric and magnetic properties of materials	3	2	1

Unit	Title/Topics	Hours		
Ι	Principles of Quantum Mechanics	9		
Waves	and particles, de-Broglie hypothesis, matter waves, Davisson and Germer's e	xperiment,		
Heisen	berg's uncertainty principle, physical significance of the wave function, Schrödin	nger's time		
indepen	ndent wave equation, particle in 1-dimensional potential box.			
II	Introduction to Solids	9		
	m free electron theory, estimation of Fermi energy, dependence of Fermi	i level on		
	ature, density of states.			
	Bloch's theorem, Kronig - Penny model, origin of energy bands, classification of materials on the			
basis of	basis of energy bands, effective mass of electron.			
III	Semiconductor Physics and Devices	6+5=11		
	: Introduction, types of semiconductors, calculation of carrier concentration i			
	nductor, Fermi level in intrinsic semiconductor, direct and indirect band gaps, Hal			
	: Formation of PN junction, open circuit PN junction, I-V characteristics of P	N junction		
	solar cell, LED.			
IV	Lasers and Fiber Optics	9		
	teristics of Lasers, absorption, spontaneous and stimulated emission of radiation,			
	ients and relation between them, population inversion, lasing action, Ruby lase	r, Helium-		
	aser, applications of lasers.			
-	le of optical fiber, construction of fiber, acceptance angle and acceptance cone,	numerical		
<u> </u>	e, types of optical fibers: step index and graded index fibers, applications.			
V	Dielectric and Magnetic Properties	10		
	ction to dielectric properties, electronic, ionic and orientation polarizations and			
· ·	rizabilities: ionic and electronic - internal fields in solids, Clausius - Mossotti equa			
	ction to magnetic properties, origin of magnetic moment, Bohr magneton, classi	fication of		
	ra and Ferro magnetic materials on the basis of magnetic moment, applications.			
Textbo				
	plied Physics by P.K.Mittal, I K International Publishers.			
	gineering Physics by P.K.Palanisamy, Scitech Publishers.			
Refere				
	nciples of physics by Halliday, Resnick, Walker, Wiley India Pvt. Ltd, 9 th Edition.			
2. Intr	oduction to solid state physics by Charles Kittel, Wiley India Pvt. Ltd, 7 th Edition.			

ENGLISH FOR ENGINEERS

Course	B.TechII-Sem.	L	Т	Р	С
Subject Code	20-HSMC-101	2	-	-	2

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO10	PO12
CO1	acquire proficiency in RAWLS skills	3	1
CO2	demonstrate the acquired language in written and spoken contexts	3	1
CO3	express, restate and respond appropriately by comprehending the given data	3	1
CO4	develop proficiency to succeed in academic activities, research and career	3	1
CO5	excel in professional and social etiquette	3	1

Unit	Title/Topics	Hours
Ι	The Raman Effect	7
Vocab	ulary Building: The Concept of Word Formation -The Use of Prefixes and Suffix	es.
Gram	nar: Identifying Common Errors in Writing with Reference to Articles and Prepos	sitions.
Readir	g: Reading and Its Importance - Techniques for Effective Reading. Basic Writ	ing Skills:
Senten	ce Structures - Use of Phrases and Clauses in Sentences-Importance of Proper Pu	inctuation-
Techni	ques for writing precisely - Paragraph writing - Types, Structures and Fea	tures of a
	ph - Creating Coherence-Organizing Principles of Paragraphs in Documents.	
Π	Ancient Architecture in India	11
Vocab	ulary: Synonyms and Antonyms. Grammar: Identifying Common Errors in W	riting with
Referen	nce to Noun-pronoun Agreement and Subject-verb Agreement. Reading:	Improving
Compr	ehension Skills - Techniques for Good Comprehension. Writing: Format of	a Formal
	Writing Formal Letters E.g., Letter of Complaint, Letter of Requisition, Job A	Application
with R	esume.	
III	Blue Jeans	4+6=10
Part A	: Vocabulary: Acquaintance with Prefixes and Suffixes from Foreign Languages	in English
to form	Derivatives-Words from Foreign Languages and their Use in English.	
Gram	nar: Identifying Common Errors in Writing with Reference to Misplaced Mod	difiers and
Tenses		
	: Reading: Sub-skills of Reading- Skimming and Scanning.	
	g: Nature and Style of Sensible Writing- Defining- Describing Objects, Places ar	nd Events -
	ying- Providing Examples or Evidence.	
	What Should You Be Eating	9
	ulary: Standard Abbreviations in English. Grammar: Redundancies and Clich	
	itten Communication. Reading: Comprehension- Intensive Reading and Extensiv	
	g: Writing Practices - Writing Introduction and Conclusion - Information Trans	fer - Essay
	z-Précis Writing.	
V	How a Chinese Billionaire Built Her Fortune	9
	ulary: Technical Vocabulary and their usage. Grammar: Common Errors in Engl	
	g: Reading Comprehension-Exercises for Practice. Writing: Technical	
	ction – Characteristics of a Report – Categories of Reports; Formats- Structure	of Reports
	script Format) -Types of Reports - Writing a Report.	
Textbo		
	arshana, N.P. and Savitha, C. (2018). English for Engineers. Cambridge University	y Press.
Refere		
	n, M. (2016). Practical English Usage. Oxford University Press.	
	ser, William. (2001). On Writing Well. Harper Resource Book.	
3. Exe	rcises in Spoken English. Parts I –III. CIEFL, Hyderabad. Oxford University Press	5.

DATA STRUCTURES THROUGH C

Course	B.TechII-Sem.	L	Т	Р	С
Subject Code	20-ESC-105	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO3	PO12
CO1	classify different data structures to design efficient programs	3	3	2	2
CO2	identify appropriate sorting and searching techniques	3	2	2	2
CO3	illustrate operations and applications of linear data structures	3	3	2	2
CO4	explain various concepts of non-linear data structures	3	3	2	2
CO5	choose an appropriate hashing technique for a given problem	3	3	2	2

Introduction to Data Structures, Searching and Sorting 11 Basic concepts - Introduction to data structures, classification of data structures, operations on data structures, abstract data type, algorithms, different approaches to design an algorithm, recursive algorithms. Searching and Sorting techniques - Linear search and binary search, Bubble sort, selection sort, insertion sort, quick sort, merge sort, and comparison of sorting algorithms. Searching and Sorting techniques - Linear search and binary search, Bubble sort, selection sort, insertion sort, quick sort, merge sort, and comparison of sorting algorithms. II Linear Data Structures 8 Stack - Primitive operations, implementation of stacks using Arrays, applications of stacks: arithmetic expression conversion and evaluation. Queue - Primitive operations, implementation of queues using Array, Types of Queue: Simple queue, circular queue and priority queue, applications of linear queue. Stack - Stack III Linked Lists 5+5=10 Part A: Linked lists -Introduction, singly linked list, representation of a linked list in memory, operations of stack, linked list representation and operations of queue. 10 Trees - Basic Tree Terminologies, binary tree, binary tree representation, array and linked representations, binary tree traversal, Binary Search and traversal algorithms, Application of graphs. 9 Graphs- Basic terminologies and representations, graph implementation, graph search and traversal algorithms, Application of graphs. 9 Hashing and Collision- Introd	Unit	Title/Topics	Hours
structures, abstract data type, algorithms, different approaches to design an algorithm, recursive algorithms. Searching and Sorting techniques - Linear search and binary search, Bubble sort, selection sort, insertion sort, quick sort, merge sort, and comparison of sorting algorithms. II Linear Data Structures 8 Stack - Primitive operations, implementation of stacks using Arrays, applications of stacks: arithmetic expression conversion and evaluation. Queue - Primitive operations; Implementation of queues using Array, Types of Queue: Simple queue, circular queue and priority queue, applications of linear queue. III Linked Lists 5+5=10 Part A: Linked lists -Introduction, singly linked list, representation of a linked list in memory, operations on a single linked list: Traversing, searching, insertion, deletion. Applications of linked lists: Polynomial representation and sparse matrix manipulation. Part B: Types of linked lists - Doubly linked lists, Circular linked lists, linked list representation and operations of stack, linked list representation and operations, binary tree traversal, Binary Search Tree: properties and operations, Balanced search trees: AVL tree, application of graphs. Hashing and Collision- Introduction, hash tables, hash functions, collisions, applications of hashing. Textbooks: 1. Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2 nd Edition, 1996. 2. Ellis Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structures in C", Universities Press, 2 nd Edition 2008. References: 1. ReemaThareja, "Data Structures using C", Oxford University Press, 2 nd Edition, 2014. 2. S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1 st Edition, 2014.	Ι	Introduction to Data Structures, Searching and Sorting	11
algorithms. Searching and Sorting techniques - Linear search and binary search, Bubble sort, selection sort, insertion sort, quick sort, merge sort, and comparison of sorting algorithms. II Linear Data Structures 8 Stack - Primitive operations, implementation of stacks using Arrays, applications of stacks: arithmetic expression conversion and evaluation. 8 Queue - Primitive operations, implementation of queues using Array, Types of Queue: Simple queue, circular queue and priority queue, applications of linear queue. 5+5=10 Part A: Linked Lists 5+5=10 Part A: Linked lists -Introduction, singly linked list, representation of a linked list in memory, operations on a single linked list: Traversing, searching, insertion, deletion. Applications of linked lists: Polynomial representation and sparse matrix manipulation. Part B: Types of linked lists - Doubly linked lists, Circular linked lists, linked list representation and operations of gueue. IV Non Linear Data Structures 10 Trees - Basic Tree Terminologies, binary tree, binary tree representation, array and linked representations, binary tree traversal, Binary Search Tree: properties and operations, Balanced search trees: AVL tree, application of trees. 9 Graphs- Basic terminologies and representations, graph implementation, graph search and traversal algorithms, Application of graphs. 9 Hashing and Collision- Introduction, hash tables, hash functions, collisions, applications of "abshing. 196. <td< td=""><td></td><td></td><td></td></td<>			
Searching and Sorting techniques - Linear search and binary search, Bubble sort, selection sort, insertion sort, quick sort, merge sort, and comparison of sorting algorithms. II Linear Data Structures 8 Stack - Primitive operations, implementation of stacks using Arrays, applications of stacks: arithmetic expression conversion and evaluation. Queue - Primitive operations; Implementation of queues using Array, Types of Queue: Simple queue, circular queue and priority queue, applications of linear queue. III Linked Lists 5+5=10 Part A: Linked lists - Introduction, singly linked list, representation of a linked list in memory, operations on a single linked list: Traversing, searching, insertion, deletion. Applications of linked list: Polynomial representation and sparse matrix manipulation. 10 Part B: Types of linked list - Doubly linked lists, Circular linked lists, linked list representation and operations of queue. IV Non Linear Data Structures IV Non Linear Data Structures V Graphs and Hashing 9 Graphs - Basic Tree Terminologies and representations, graph implementation, graph search and traversal algorithms, Application of graphs. Hashing and Collision - Introduction, hash tables, hash functions, collisions, applications of hashing. Textbooks: 1			, recursive
Insertion sort, quick sort, merge sort, and comparison of sorting algorithms. 8 II Linear Data Structures 8 Stack - Primitive operations, implementation of stacks using Arrays, applications of stacks: arithmetic expression conversion and evaluation. Queue - Primitive operations; Implementation of queues using Array, Types of Queue: Simple queue, circular queue and priority queue, applications of linear queue. Stack - Stack 5+5=10 Part A: Linked Lists 5+5=10 Part A: Linked lists - Introduction, singly linked list, representation of a linked list in memory, operations on a single linked list: Traversing, searching, insertion, deletion. Applications of linked lists: Polynomial representation and sparse matrix manipulation. Part B: Types of linked lists - Doubly linked lists, Circular linked lists, linked list representation and operations of gueue. 10 Trees Basic Tree Terminologies, binary tree, binary tree representation, array and linked representations, binary tree traversal, Binary Search Tree: properties and operations, Balanced search trees: AVL tree, application of trees. 9 Graphs- Basic terminologies and representations, graph implementation, graph search and traversal algorithms, Application of graphs. 11 Hashing 9 Graphs- Basic terminologies and representations, collisions, applications of hashing. 1 Exercise References: 1 1 1. Mark A. Weiss, "Data Structures and Algorit			
II Linear Data Structures 8 Stack Primitive operations, implementation of stacks using Arrays, applications of stacks: arithmetic expression conversion and evaluation. Queue - Primitive operations; Implementation of queues using Array, Types of Queue: Simple queue, circular queue and priority queue, applications of linear queue. III Linked Lists 5+5=10 Part A: Linked lists - Introduction, singly linked list, representation of a linked list in memory, operations on a single linked list: Traversing, searching, insertion, deletion. Applications of linked lists: Polynomial representation and sparse matrix manipulation. Part B: Types of linked lists - Doubly linked lists, Circular linked lists, linked list representation and operations of stack, linked list representation and operations of queue. IV Non Linear Data Structures 10 Trees Basic Tree Terminologies, binary tree, binary tree representation, array and linked representations, binary tree traversal, Binary Search Tree: properties and operations, Balanced search trees: AVL tree, application of trees. 9 Graphs Basic terminologies and representations, graph implementation, graph search and traversal algorithms, Application of graphs. 10 Hashing and Collision- Introduction, hash tables, hash functions, collisions, applications of hashing. 2 III Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2 nd Edition, 1996. 2 2 1 <td></td> <td></td> <td>ection sort,</td>			ection sort,
Stack - Primitive operations, implementation of stacks using Arrays, applications of stacks: arithmetic expression conversion and evaluation. Queue - Primitive operations; Implementation of queues using Array, Types of Queue: Simple queue, circular queue and priority queue, applications of linear queue. III Linked Lists 5+5=10 Part A: Linked lists -Introduction, singly linked list, representation of a linked list in memory, operations on a single linked list: Traversing, searching, insertion, deletion. Applications of linked lists: Polynomial representation and sparse matrix manipulation. Part B: Types of linked lists - Doubly linked lists, Circular linked lists, linked list representation and operations of Stack, linked list representation and operations of gueue. IV Non Linear Data Structures 10 Trees - Basic Tree Terminologies, binary tree, binary tree representation, array and linked representations, binary tree traversal, Binary Search Tree: properties and operations, Balanced search trees: AVL tree, application of trees. 9 Graphs and Hashing 9 Graphs and Collision- Introduction, hash tables, hash functions, collisions, applications of hashing. 1996. 1. Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2 nd Edition, 1996. 2. 2. Ellis Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structures in C", Universities Press, 2 nd Edition 2008. 10 <			
arithmetic expression conversion and evaluation. Queue - Primitive operations; Implementation of queues using Array, Types of Queue: Simple queue, circular queue and priority queue, applications of linear queue. III Linked Lists 5+5=10 Part A: Linked lists -Introduction, singly linked list, representation of a linked list in memory, operations on a single linked list: Traversing, searching, insertion, deletion. Applications of linked lists: Polynomial representation and sparse matrix manipulation. Part B: Types of linked lists - Doubly linked lists, Circular linked lists, linked list representation and operations of gueue. IV Non Linear Data Structures 10 Trees Basic Tree Terminologies, binary tree, binary tree representation, array and linked representations, binary tree traversal, Binary Search Tree: properties and operations, Balanced search trees: AVL tree, application of trees. 9 Graphs Basic terminologies and representations, graph implementation, graph search and traversal algorithms, Application of graphs. Hashing and Collision- Introduction, hash tables, hash functions, collisions, applications of hashing. Etertowsite 10 Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2 nd Edition, 1996. 2. Ellis Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structures in C", Universities Press, 2 nd Edition 2008. References: 1 1. ReemaThareja, "Data Structures using C", Oxford University Press, 2 nd Edition, 2014. 2. S			-
Queue Primitive operations; Implementation of queues using Array, Types of Queue: Simple queue, circular queue and priority queue, applications of linear queue. Simple queue. III Linked Lists 5+5=10 Part A: Linked lists - Introduction, singly linked list, representation of a linked list in memory, operations on a single linked list: Traversing, searching, insertion, deletion. Applications of linked lists: Polynomial representation and sparse matrix manipulation. State Part B: Types of linked lists - Doubly linked lists, Circular linked lists, linked list representation and operations of queue. IO Trees Basic Tree Terminologies, binary tree, binary tree representation, array and linked representations, binary tree traversal, Binary Search Tree: properties and operations, Balanced search trees: AVL tree, application of trees. 9 Graphs Basic Graphs. Basic gasic gasic Hashing and Collision - Introduction, hash tables, hash functions, collisions, applications of hashing. 9 Collision - Introduction, hash tables, hash functions, collisions, applications of hashing. 10 References: 2 9 I. Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2 nd Edition, 1996. 2 Ellis Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structures in C", Universities Press, 2 nd Edition 2008.			of stacks:
queue, circular queue and priority queue, applications of linear queue.IIILinked Lists5+5=10Part A: Linked lists - Introduction, singly linked list, representation of a linked list in memory, operations on a single linked list: Traversing, searching, insertion, deletion. Applications of linked lists: Polynomial representation and sparse matrix manipulation.Part B: Types of linked lists - Doubly linked lists, Circular linked lists, linked list representation and operations of Stack, linked list representation and operations of gueue.IVNon Linear Data Structures10TreesBasic Tree Terminologies, binary tree, binary tree representation, array and linked representations, binary tree traversal, Binary Search Tree: properties and operations, Balanced search trees: AVL tree, application of trees.9VGraphs and Hashing9Graphs-Basic terminologies and representations, graph implementation, graph search and traversal algorithms, Application of graphs.Hashing and Collision-Introduction, hash tables, hash functions, collisions, applications of hashing.Textbooks:1.Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2 nd Edition, 1996.2.Ellis Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structures in C", Universities Press, 2 nd Edition 2008.References:1.1.ReemaThareja, "Data Structures using C", Oxford University Press, 2 nd Edition, 2014.2.S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1 st Edition, 2008.			
III Linked Lists 5+5=10 Part A: Linked lists -Introduction, singly linked list, representation of a linked list in memory, operations on a single linked list: Traversing, searching, insertion, deletion. Applications of linked lists: Polynomial representation and sparse matrix manipulation. Part B: Types of linked lists - Doubly linked lists, Circular linked lists, linked list representation and operations of queue. 10 IV Non Linear Data Structures 10 Trees - Basic Tree Terminologies, binary tree, binary tree representation, array and linked representations, binary tree traversal, Binary Search Tree: properties and operations, Balanced search trees: AVL tree, application of trees. 9 Graphs and Hashing 9 Graphs- Basic terminologies and representations, graph implementation, graph search and traversal algorithms, Application of graphs. 9 Hashing and Collision- Introduction, hash tables, hash functions, collisions, applications of hashing. 1 1. Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2 nd Edition, 1996. 2 2. Ellis Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structures in C", Universities Press, 2 nd Edition 2008. 1 8. Lipschutz, "Data Structures using C", Oxford University Press, 2 nd Edition, 2014. 2 3. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1 st Edition, 2008. 1			ue: Simple
Part A: Linked lists -Introduction, singly linked list, representation of a linked list in memory, operations on a single linked list: Traversing, searching, insertion, deletion. Applications of linked lists: Polynomial representation and sparse matrix manipulation. Part B: Types of linked lists - Doubly linked lists, Circular linked lists, linked list representation and operations of queue. IV Non Linear Data Structures 10 Trees - Basic Tree Terminologies, binary tree, binary tree representation, array and linked representations, binary tree traversal, Binary Search Tree: properties and operations, Balanced search trees: AVL tree, application of trees. 9 Graphs and Hashing 9 Graphs- Basic terminologies and representations, graph implementation, graph search and traversal algorithms, Application of graphs. 9 Hashing and Collision- Introduction, hash tables, hash functions, collisions, applications of hashing. 1 1. Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2 nd Edition, 1996. 2 2. Ellis Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structures in C", Universities Press, 2 nd Edition 2008. 7 References: 1 1 ReemaThareja, "Data Structures using C", Oxford University Press, 2 nd Edition, 2014. 2. S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1 st Edition, 2008. 1	^		
operations on a single linked list: Traversing, searching, insertion, deletion. Applications of linked lists: Polynomial representation and sparse matrix manipulation. Part B: Types of linked lists - Doubly linked lists, Circular linked lists, linked list representation and operations of queue. 10 IV Non Linear Data Structures 10 Trees Basic Tree Terminologies, binary tree, binary tree representation, array and linked representations, binary tree traversal, Binary Search Tree: properties and operations, Balanced search trees: AVL tree, application of trees. 9 Graphs and Hashing 9 Graphs- Basic terminologies and representations, graph implementation, graph search and traversal algorithms, Application of graphs. 9 Hashing and Collision- Introduction, hash tables, hash functions, collisions, applications of hashing. I Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2 nd Edition, 1996. 1966. Ellis Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structures in C", Universities Press, 2 nd Edition 2008. 10 References: 1 References: 2 nd Edition, 2014. 1. S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1 st Edition, 2008.			
lists: Polynomial representation and sparse matrix manipulation. Part B: Types of linked lists - Doubly linked lists, Circular linked lists, linked list representation and operations of Stack, linked list representation and operations of Stack, linked list representation and operations of queue. IV Non Linear Data Structures 10 Trees Basic Tree Terminologies, binary tree, binary tree representation, array and linked representations, binary tree traversal, Binary Search Tree: properties and operations, Balanced search trees: AVL tree, application of trees. 9 Graphs and Hashing 9 Graphs- Basic terminologies and representations, graph implementation, graph search and traversal algorithms, Application of graphs. 9 Hashing and Collision- Introduction, hash tables, hash functions, collisions, applications of hashing. Textbooks: 1 Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2 nd Edition, 1996. C", Universities Press, 2 nd Edition 2008. References: 1 ReemaThareja, "Data Structures using C", Oxford University Press, 2 nd Edition, 2014. S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1 st Edition, 2008.			•
Part B: Types of linked lists - Doubly linked lists, Circular linked lists, linked list representation and operations of Stack, linked list representation and operations of queue. IV Non Linear Data Structures 10 Trees Basic Tree Terminologies, binary tree, binary tree representation, array and linked representations, binary tree traversal, Binary Search Tree: properties and operations, Balanced search trees: AVL tree, application of trees. 9 V Graphs and Hashing 9 Graphs- Basic terminologies and representations, graph implementation, graph search and traversal algorithms, Application of graphs. 9 Hashing and Collision- Introduction, hash tables, hash functions, collisions, applications of hashing. Textbooks: 1 Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2 nd Edition, 1996. C", Universities Press, 2 nd Edition 2008. References: 1 ReemaThareja, "Data Structures using C", Oxford University Press, 2 nd Edition, 2014. 2 S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1 st Edition, 2008. Image: Structures and Structures", Tata McGraw Hill Education, 1 st Edition, 2008.	-		s of linked
IV Non Linear Data Structures 10 Trees Basic Tree Terminologies, binary tree, binary tree representation, array and linked representations, binary tree traversal, Binary Search Tree: properties and operations, Balanced search trees: AVL tree, application of trees. 9 Graphs and Hashing 9 Graphs- Basic terminologies and representations, graph implementation, graph search and traversal algorithms, Application of graphs. Hashing and Collision- Introduction, hash tables, hash functions, collisions, applications of hashing. Textbooks: 1 Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2 nd Edition, 1996. C", Universities Press, 2 nd Edition 2008. References: 1 References: 1 1 References: 2 nd Edition, 2014. 2 2 S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1 st Edition, 2008. 3 rd Edition, 2008.			
IVNon Linear Data Structures10Trees- Basic Tree Terminologies, binary tree, binary tree representation, array and linked representations, binary tree traversal, Binary Search Tree: properties and operations, Balanced search trees: AVL tree, application of trees.VGraphs and Hashing9Graphs-Basic terminologies and representations, graph implementation, graph search and traversal algorithms, Application of graphs.Hashing and Collision-Introduction, hash tables, hash functions, collisions, applications of hashing.1.Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2 nd Edition, 1996.2.Ellis Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structures in C", Universities Press, 2 nd Edition 2008.References:11.ReemaThareja, "Data Structures using C", Oxford University Press, 2 nd Edition, 2014.2.S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1 st Edition, 2008.			resentation
Trees - Basic Tree Terminologies, binary tree, binary tree representation, array and linked representations, binary tree traversal, Binary Search Tree: properties and operations, Balanced search trees: AVL tree, application of trees. V Graphs and Hashing 9 Graphs- Basic terminologies and representations, graph implementation, graph search and traversal algorithms, Application of graphs. 9 Hashing and Collision- Introduction, hash tables, hash functions, collisions, applications of hashing. Textbooks: 1. Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2 nd Edition, 1996. 2. Ellis Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structures in C", Universities Press, 2 nd Edition 2008. References: 1. 1. References: 2. S. Lipschutz, "Data Structures using C", Oxford University Press, 2 nd Edition, 2014. 2. S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1 st Edition, 2008.	and op	erations of Stack, linked list representation and operations of queue.	
 representations, binary tree traversal, Binary Search Tree: properties and operations, Balanced search trees: AVL tree, application of trees. V Graphs and Hashing 9 Graphs- Basic terminologies and representations, graph implementation, graph search and traversal algorithms, Application of graphs. Hashing and Collision- Introduction, hash tables, hash functions, collisions, applications of hashing. Textbooks: Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2nd Edition, 1996. Ellis Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structures in C", Universities Press, 2nd Edition 2008. References: Reema Thareja, "Data Structures using C", Oxford University Press, 2nd Edition, 2014. S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1st Edition, 2008. 			
search trees: AVL tree, application of trees. V Graphs and Hashing 9 Graphs- Basic terminologies and representations, graph implementation, graph search and traversal algorithms, Application of graphs. 9 Hashing and Collision- Introduction, hash tables, hash functions, collisions, applications of hashing. Textbooks: 1 Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2 nd Edition, 1996. 2. Ellis Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structures in C", Universities Press, 2 nd Edition 2008. References: 1 1. ReemaThareja, "Data Structures using C", Oxford University Press, 2 nd Edition, 2014. 2. S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1 st Edition, 2008.	Trees	- Basic Tree Terminologies, binary tree, binary tree representation, array a	and linked
V Graphs and Hashing 9 Graphs- Basic terminologies and representations, graph implementation, graph search and traversal algorithms, Application of graphs. Hashing and Collision- Introduction, hash tables, hash functions, collisions, applications of hashing. Textbooks: 1. Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2 nd Edition, 1996. 2. Ellis Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structures in C", Universities Press, 2 nd Edition 2008. References: 1. 1. ReemaThareja, "Data Structures using C", Oxford University Press, 2 nd Edition, 2014. 2. S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1 st Edition, 2008.	· ·		, Balanced
 Graphs- Basic terminologies and representations, graph implementation, graph search and traversal algorithms, Application of graphs. Hashing and Collision- Introduction, hash tables, hash functions, collisions, applications of hashing. Textbooks: Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2nd Edition, 1996. Ellis Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structures in C", Universities Press, 2nd Edition 2008. References: References: ReemaThareja, "Data Structures using C", Oxford University Press, 2nd Edition, 2014. S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1st Edition, 2008. 	search	trees: AVL tree, application of trees.	
 traversal algorithms, Application of graphs. Hashing and Collision- Introduction, hash tables, hash functions, collisions, applications of hashing. Textbooks: Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2nd Edition, 1996. Ellis Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structures in C", Universities Press, 2nd Edition 2008. References: ReemaThareja, "Data Structures using C", Oxford University Press, 2nd Edition, 2014. S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1st Edition, 2008. 	V	Graphs and Hashing	9
 Hashing and Collision- Introduction, hash tables, hash functions, collisions, applications of hashing. Textbooks: Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2nd Edition, 1996. Ellis Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structures in C", Universities Press, 2nd Edition 2008. References: ReemaThareja, "Data Structures using C", Oxford University Press, 2nd Edition, 2014. S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1st Edition, 2008. 	Graph	s- Basic terminologies and representations, graph implementation, graph s	earch and
 hashing. Textbooks: Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2nd Edition, 1996. Ellis Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structures in C", Universities Press, 2nd Edition 2008. References: ReemaThareja, "Data Structures using C", Oxford University Press, 2nd Edition, 2014. S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1st Edition, 2008. 	travers	al algorithms, Application of graphs.	
 hashing. Textbooks: Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2nd Edition, 1996. Ellis Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structures in C", Universities Press, 2nd Edition 2008. References: ReemaThareja, "Data Structures using C", Oxford University Press, 2nd Edition, 2014. S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1st Edition, 2008. 	Hashi	ng and Collision- Introduction, hash tables, hash functions, collisions, appli	ications of
 Mark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2nd Edition, 1996. Ellis Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structures in C", Universities Press, 2nd Edition 2008. References: ReemaThareja, "Data Structures using C", Oxford University Press, 2nd Edition, 2014. S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1st Edition, 2008. 	hashin	<u> </u>	
 Ellis Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structures in C", Universities Press, 2nd Edition 2008. References: ReemaThareja, "Data Structures using C", Oxford University Press, 2nd Edition, 2014. S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1st Edition, 2008. 	Textbo	ooks:	
Universities Press, 2 nd Edition 2008. References: 1. ReemaThareja, "Data Structures using C", Oxford University Press, 2 nd Edition, 2014. 2. S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1 st Edition, 2008.	1. M	ark A. Weiss, "Data Structures and Algorithm Analysis in C", Pearson, 2 nd Edition	i, 1996.
References:1. ReemaThareja, "Data Structures using C", Oxford University Press, 2 nd Edition, 2014.2. S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1 st Edition, 2008.	2. El	is Horowitz, SatrajSahni, Susan Anderson Freed, "Fundamentals of Data Structu	ures in C",
 ReemaThareja, "Data Structures using C", Oxford University Press, 2nd Edition, 2014. S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1st Edition, 2008. 	Ur	iversities Press, 2 nd Edition 2008.	
2. S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1 st Edition, 2008.	Refere	nces:	
2. S. Lipschutz, "Data Structures", Tata McGraw Hill Education, 1 st Edition, 2008.	1. Re	emaThareja, "Data Structures using C", Oxford University Press, 2 nd Edition, 2014	4.
			2003.

COMPUTER AIDED ENGINEERING GRAPHICS

Course	B.TechII-Sem.	L	Т	Р	С
Subject Code	20-ESC-107	-	-	3	1.5

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO5	PO10
CO1	apply engineering drawing concepts in technical graphic communication	3	3	2
CO2	construct conic sections using various methods	3	3	2
CO3	draw orthographic projections of points, lines, planes and solids	3	3	2
CO4	draw development of solid surfaces	3	3	2
CO5	draw the conversions of orthographic to isometric projections & vice versa	3	3	2

Week	Title/Experiment				
1	Introduction to engineering drawing and AutoCAD software, Lettering, dimensioning				
	practice and Geometrical Constructions.				
2	Conic sections: General method, Construction of Ellipse, Parabola.				
3	Construction of Hyperbola, Epicycloid.				
4	Construction of hypocycloid, involutes.				
5	Orthographic Projections: Principles of Orthographic projections, Projections of Points.				
6	Projections of lines simple position, inclined to one plane.				
7	Projections of Lines inclined to both the planes.				
8	Projections of planes inclined to one plane and both the planes.				
9	Projections of Solids simple position.				
10	Projections of Solids inclined to one plane.				
11	Projections of Solids inclined to both the planes.				
12	Development of surfaces: Development of Prisms and Cylinders, Pyramids and Cones.				
13	Isometric projections: isometric views of lines, planes and solid figures; Conversion of				
	Isometric to Orthographic views (3D to 2D).				
14	Conversion of Orthographic to Isometric views (2D to 3D).				
Textboo					
	neering Drawing N.D. Bhatt, Charotar.				
	ext Book of Engineering Drawing, Basant Agarwal.				
Reference					
	ext Book of Engineering Drawing, Dhawan R K, S. Chand.				
	neering Graphics with Auto CAD, James D Bethune, Pearson Education.				
	Projects: Student must submit a report on one of the following Micro-Projects using				
	D before commencement of second internal examination.				
	v the orthographic projections of knuckle joint.				
	v the orthographic projections of Socket and spigot cotter joint.				
	3. Draw the orthographic projections of glass bottle.				
	5. Draw the isometric projections of Horse chess coin.				
	1 0				
	7. Draw a 3-D bolt and nut with Threads.				
	v a 3-D Cross head pattern.				
	v the pipe vice.				
10. Draw	v the satellite dish and Antenna.				

APPLIED PHYSICS LAB

Course	B.TechII-Sem.	L	Т	Р	С
Subject Code	20-BSC-104	-	-	3	1.5

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO4
CO1	demonstrate the electrical properties of a semiconductor	3
CO2	compare practical results with theoretical calculations in electrical circuits	3
CO3	demonstrate the properties of lasers and optical fibers	3
CO4	find the energy gap of a semiconductor and identify its band structure	3
CO5	examine electrical resonance in LCR circuits	3

List of Experiments

(Minimum 10 experiments to be conducted)

Week	Title/Experiment			
1	Determination of frequency of an Electronic Vibrator – Melde's Experiment.			
2	Calculation of the rigidity modulus of a given wire - Torsional pendulum.			
3	Newton's Rings-Radius of curvature of Plano convex lens.			
4	4 Determination of Energy Gap of a Semiconductor.			
5	Time constant of an R-C Circuit.			
6	Stewart and Gee's method - Magnetic field along the axis of current carrying coil.			
7	Bending Losses of Fibers & Evaluation of numerical aperture of given fiber.			
8	Determination of Resonance frequency of an LCR circuit.			
9	Determination of the characteristics of a Solar Cell.			
10	Diffraction Grating-Determination of wavelengths of a LASER source.			
11	Determination of the characteristics of a Light Emitting Diode.			
12	Calculation of Hall Voltage across a semiconductor sample.			
Referen	ce			
1. App	lied Physics Lab Manual, FED, CMRIT, Hyd.			
Micro-H	Projects: Student must submit a report on one of the following Micro–Projects before			
commen	cement of second internal examination.			
1. Desi	gn rechargeable torch.			
2. Desi	gn temperature sensor.			
3. Design radio receiver set employing LCR tank circuit.				
4. Design a counter using photo cell.				
5. Design smoke detector.				
6. Design mechanical energy to light energy converter.				
	gn a mobile phone detector.			
8. Desi	gn IR based obstacle detector.			

- 8. Design IR based obstacle detector.
- 9. Design security alarm.
- 10. Design a circuit to detect breakage in a conducting wire.

ENGLISH LANGUAGE AND COMMUNICATION SKILLS LAB

Course	B.TechII-Sem.	L	Т	Р	С
Subject Code	20-HSMC-102	-	-	3	1.5

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO5	PO10
CO1	identify the nuances of the language through multimedia experience	3	3
CO2	express clearly with right accent, intonation to overcome MTI	3	3
CO3	demonstrate formal and informal English in real life scenarios	3	3
CO4	develop speaking and listening skills	3	3
CO5	appraise communication and correspond effectively	3	3

Week	Title/Experiment					
I	PART – A: COMPUTER ASSISTED LANGUAGE LEARNING (CALL) LAB					
1 2	Introduction to Phonetics -Speech Sounds -Vowels and Consonants					
5	Pronunciation I: Syllable Division, Accent & Stress, Stress Shift					
8	Pronunciation II: Intonation and Rhythm – Situational Dialogue					
11	Errors in pronunciation – the Interference of Mother Tongue (MTI)					
14	Listening Comprehension (Specific & General)					
	PART – B: INTERACTIVE COMMUNICATION SKILLS (ICS) LAB					
3 4	JAMs					
6 7	Role Play: Situational Dialogues					
9	Introduction to a Structured Talk					
10	Descriptions & Formal Presentations					
12 13	Communication at Workplace and Interview Skills					
Referen	ces					
1. Engl	lish Language and Communication Skills Lab Manual, FED, CMRIT, Hyd.					
	Projects: Student must submit a report on one of the following Micro–Projects before					
commen	cement of second internal examination.					
1. Com	mon Errors in English					
	ening Skills					
	netics					
	4. Writing Skills					
	0					
	e					
	9. Body Language					
10. Functional English						

DATA STRUCTURES THROUGH C LAB

Course	B.TechII-Sem.	L	Т	Р	С
Subject Code	20-ESC-106	-	-	3	1.5

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO4
CO1	implement various searching and sorting techniques	3
CO2	demonstrate basic operations of stack and queues using arrays and linked lists	3
CO3	apply stack data structure to solve various computing problems	3
CO4	demonstrate and apply different methods for traversing graphs	3
CO5	construct binary search tree	3

Week	Title/Experiment			
Ι	Searching Techniques			
Write C	programs for implementing the following searching techniques.			
a. Line	ear search. b. Binary search.			
II	Sorting Techniques			
	programs for implementing the following sorting techniques to arrange a list of integers in			
	ng order.			
a. Bub	ble sort. b. Insertion sort. c. Selection sort. Sorting Techniques			
	programs for implementing the following sorting techniques to arrange a list of integers in			
ascendin				
a. Quio				
IV	Implementation of Stack and Queue			
a. Wri	te C programs to design and implement Stack and its operations using Arrays.			
b. Wri	te C programs to design and implement Queue and its operations using Arrays.			
V	Applications of Stack			
	te C program by using Stack operations to convert infix expression into postfix expression.			
b. Wri	te C program by using Stack operations for evaluating the postfix expression.			
VI	Implementation of Single Linked List			
	C program that uses functions to perform the following operations on single linked list.			
a. Crea	ation b. insertion c. deletion d. traversal			
VII	Implementation of Circular Single Linked List			
	C program that uses functions to perform the following operations on Circular linked list.			
	ation b. insertion c. deletion d. traversal			
VIII	Implementation of Double Linked List			
	C program that uses functions to perform the following operations on double linked list.			
a. Crea				
IX Write o (Implementation of Stack Using Linked List			
X	C program to implement stack using linked list. Implementation of Queue Using Linked List			
	C program to implement queue using linked list.			
XI	Graph Traversal Techniques			
	programs to implement the following graph traversal algorithms:			
	th first search.			
-	adth first search.			
XII	Implementation of Binary Search Tree			
	C program that uses functions to perform the following:			
	a. Create a binary search tree.			
	b. Traverse the above binary search tree recursively in pre-order, post-order and in-order.			
References				
1. Data Structures through C Lab Manual, FED, CMRIT, Hyd.				

Micro-Projects: Student must submit a report on one of the following Micro–Projects before commencement of second internal examination.

- 1. Write a program to create a one dimensional array at run time using a user defined function with user given number of elements into it. Also write separate functions that would allow you to insert and delete elements into/from this array at any arbitrary location.
- 2. WAP to add and subtract following polynomials $5x^2 3xy + y 2x^2 y^2 + 5xy x + y$ using array.
- 3. Write a program to create one dimensional two dimensional and three dimensional arrays in memory and then verify the various address calculation formulae for any arbitrary element of these arrays.
- 4. Write a program to implement a sparse matrix for the given matrix A.
- 5. Write a program to implement a queue using stack operations.
- 6. WAP to convert the following expression to its postfix equivalent using stack $((A+B)*D) \wedge (E-F)$
- 7. II. $A+(B * C (D / E ^ F) * G) * H$ Where ^: raise to the power
- 8. Implement a program to evaluate any given postfix expression. Test your program for the evaluation of the equivalent postfix form of the expression (- (A*B)/D) $\uparrow C+E F * H * I$ for A = 1 B = 2 D = 3 C = 14 E = 110 F = 220 H = 16.78 I = 364.621.
- 9. WAP to declare a priority queue using two-dimensional array store elements and priority. Display the elements according to priority from higher to lower.
- 10. Let $X = (x_1 x_2 ... x_n) Y = (y_1 y_2 ... y_n)$ be two lists with a sorted sequence of elements. Write a program to merge the two lists together as a single list Z with m + n elements. Implement the lists using array and singly linked list.
- 11. Write a menu driven program which will maintain a list of mobile phone models their price name of the manufacturer storage capacity etc. as a doubly linked list. The menu should make provisions for inserting information pertaining to new mobile phone models delete obsolete models and update data such as price besides answering queries such as listing all mobile phone models within a price range specified by the user and listing all details given a mobile phone model.

ENVIRONMENTAL SCIENCE MANDATORY COURSE (NON-CREDIT)

Course	B.TechII-Sem.	L	Т	Р	С
Subject Code	20-MC-102	2	1	-	-

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO6	PO7	PO12
CO1	identify the role of ecosystem for livelihood	3	3	3	2
CO2	interpret methods to sustain environmental resources	3	3	3	2
CO3	outline bio-diversity and its relevance to ecological balance	3	3	3	2
CO4	explain laws and legislations on environmental protection	3	3	3	3
CO5	evaluate technologies for achieving sustainable development	3	3	3	2

Unit Title/Topics	Hours				
I Ecosystem	6				
Introduction to ecosystem: Definition, Scope and Importance; Classification of					
Structure and functions of ecosystem food chain food web, ecological energetic,					
carrying capacity; Biogeochemical cycles (Carbon and Nitrogen Cycles), flow of ener					
II Natural Resources	7				
Renewable and Non-renewable resources-Importance, uses, classification of natural resources (i) forest: deforestation, timber extraction & conservation (ii) water: conflicts over water, dams - benefits & effects; use and over exploitation of water resources, (iii) mineral :use and exploitation effects on mining, (iv) energy resources: growing needs, renewable and non renewable energy					
sources, use of alternative energy (v) land resources: land degradation, landslides, soil erosion and desertification; role of an individual in conservation of natural resources and equitable use.					
III Biodiversity	3+2=5				
Part A: Definition and levels of biodiversity, Values of biodiversity Bio–					
classification of India; hot spots of biodiversity; India as a mega diversity natio					
biodiversity; Endangered and endemic species of India.					
Part B: Conservation of biodiversity: In-situ and Ex-situ conservation; Case studies.					
IV Environmental Pollution & Control Technologies	8				
Types of environmental pollution; Air pollution: major air pollutants, sources, et	fects, control				
measures, National Air Quality Standards. Water pollution: sources, impact	s & control				
technologies- ETP, watershed management, rain water harvesting, Water Quality s					
pollution: sources, causes & impacts on modern agriculture. Noise pollution.	Solid waste				
Management- causes, effects and control measures; E-waste.					
Global Environmental Issues and Treaties: Global warming, ozone layer depletion	. International				
protocol, Kyoto and Montreal protocol. Population Explosion.					
V Environmental Acts, EIA & Sustainable Development	6				
Environment Protection Acts: Air (Prevention and Control of Pollution) Act, Wate and control of Pollution) Act, Wildlife Protection Act and Forest Conservation Act, (Protection) Act, 1986. EIA: conceptual facts, base line data acquisition, EIS, EMP. Sustainable development -causes & threats, strategies for achieving sustainable	Environment				
CDM and concept of green building, life cycle assessment(LCA); Ecological foot prir	·				
Role of Information Technology in Environment - Remote Sensing, GIS.					
Textbooks:					
 Environmental Science by Y. Anjaneyulu, B S Publications (2004). Environmental studies by Rajagopalan R (2009), Oxford University Press, New D 	elhi.				
References:					
 Environmental Science and Technology by M. Anji Reddy (2007), B.S Publication Environmental Studies by Anubha Kaushik (2006), 4thedn, New age International 					

B.TECH.-III-SEMESTER SYLLABUS

STATISTICAL FOUNDATIONS FOR COMPUTER SCIENCE

Course	B.TechIII-Sem.	L	Т	Р	С
Subject Code	20-BSC-201	3	1	-	4

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO12
CO1	explain the concepts of probability and random variables	3	2	1
CO2	illustrate the importance of discrete, continuous and sampling distributions	3	2	1
CO3	use various estimation methods and test hypothesis for large samples	3	2	1
CO4	test hypothesis for small samples and find correlation/regression analysis	3	2	1
CO5	apply the theory of stochastic processes to analyze classification of states	3	2	1

Syllabus

	Synabus	
Unit	Title/Topics	Hours
Ι	Probability and Random variables	8
	action, Sample space and events-The axioms of probability-some elementary	theorems-
	onal probability-Baye's theorem.	
	m variables, Mathematical Expectations-Discrete Random Variables and	continuous
	m variables.	
Task:	Write a program to find mathematical expectations.	1
II	Distributions	10
	Definitions, Discrete probability distributions - Binomial distribution, Poisson distribution,	
	uous probability Distributions-Normal distribution, Applications of Normal di	istributions
	l approximation to the binomial distribution, Chebyshev's theorem.	
-	ing distribution of means (σ Known and unknown).	
	Write a program to find Binomial and Poisson distributions for a given data.	
III	Estimation and Testing of Hypothesis-I (large sample)	6+6=12
	-A: Introduction, Point Estimation-inferences concerning means, Interval H	Estimation-
	ence interval for the mean (σ known and unknown), Bayesian Estimation.	
	Write a program to find point and interval estimations.	
	-B: Tests of Hypothesis, Large samples, Null hypothesis-Alternate hypothesis	
	I errors-critical region confidence interval for mean testing of single variance,	
	in the means, confidence interval for the proportions. Tests of hypothesis for the	single and
	nce between the proportions.	
	Write a program to test the hypothesis for large samples.	10
IV	Testing of Hypothesis-II (Small samples)	10
Test c	oncerning small samples- t-Test, F-Test and Chi-Square (χ^2) - Test for independent	endence of
attribu		Fisiant The
	ation and regression-Rank Correlation-coefficient of correlation-Regression coefficient	ficient-The
	f regression-The rank correlation.	
V	Write a program to test the hypothesis for small samples. Stochastic Processes and Markov Chains	8
	action to Stochastic processes- Markov process classification of states-Examples	-
	, Stochastic Matrix, limiting probabilities.	
	Write a program for classification of states of Markov chain.	
Textb		
	C. Gupta and V.K. Kapoor, Fundamentals of Mathematical Statistics, 9 th extensiv	elv revised
	tion, Sultan Chand & Sons, 1999.	cry revised
	nnson. R. A., "Miller & Freund's Probability and Statistics for Engineers" 6	5 th Edition
	arson Education, Delhi, 2000.	, Lannoll,
	bability and statistics by Dr. T. K. V. Iyengar, Dr. B. Krishna Gandhi, S. Rar	nganatham.
	. M. V. S. S. N. Prasad. A division of S. Chand & Company Ltd.	
Refere		
4		

1. Mathematics for engineers and scientists by Alan Jeffrey, 6th Edition, CRC press.

CMR Institute of Technology- UG-Autonomous-Regulations-R20

DISCRETE MATHEMATICS & GRAPH THEORY

Course	B.TechIII-Sem.	L	Т	Р	С
Subject Code	20-ESC-208	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO12
CO1	verify logical statements using connectives	3	3	2
CO2	validate arguments using predicate calculus	3	3	2
CO3	perform various operations with relational algebra	3	3	2
CO4	solve problems using combinatorics	3	3	2
CO5	simplify real-life situations using graph theory	3	3	3

Unit	Title/Topics	Hours			
Ι	Mathematical logic	10			
Introdu	ction, Statements and Notation, Connectives, Well-formed formulas, t	autologies,			
equiva	lence of formulas, duality law, functionally complete set of connectives, other con	nectives.			
Task:	Write a program to implement connectives: AND, NAND, OR, NOT, XOR, NOR.				
II	Predicate Calculus	9			
Norma	l Forms, Rules of Inference, Automatic theorem proving, Predicate Calculus, Ma	athematical			
inducti	on.				
Task:	Write a program to implement principle normal forms.				
III	Set theory, Relations and Functions	5+5=10			
Part-A	: Set theory: Basic Concepts, Representation of sets, operations on sets, Pr	inciples of			
inclusi	on and exclusion.	•			
Task:	Write a program to implement various set operations.				
Part-B	: Relations and Functions: Relations and ordering, properties of binary relation,	, functions,			
partial	ordered set, lattice.				
Task:	<i>Write a program for following operation: a) reflexive b) symmetric c) Transitive.</i>				
IV	Elementary Combinatory	10			
Basics	of Counting, Combinations and Permutations, Enumeration of Combina	ations and			
Permu	ations, Enumerating Combinations and Permutations with Repetitions, Pigeon hol	le principle			
Task:	Write a program to implement Fibonacci sequence.				
V	Graph Theory	9			
Basic	Concepts, Isomorphism and Sub-graphs, Planar Graphs, Euler's Formula, Multi-	graphs and			
Euler (Circuits, Hamiltonian Graphs, Chromatic Numbers, The Four-Color Problem.				
Task:	Write a program to implement Chromatic Number for a given graph.				
Textb	ooks:				
1. Di	screte Mathematical Structures with Applications to Computer Science: J. P. Tre	emblay, R.			
Manohar, TMH, 1 st Edition.					
Ka	Kandel, Teodore P. Baker, PHI, 2^{nd} Edition.				
Refere	References:				
1. Di	screte and Combinatorial Mathematics - an applied introduction: Ralph. P. Grima	ld, Pearson			
ed	ication, 5 th Edition.				
2. Di	2. Discrete Mathematical Structures: Thomas Kosy, TMH.				

DIGITAL LOGIC DESIGN AND COMPUTER ORGANIZATION

Course	B.TechIII-Sem.	L	Т	Р	С
Subject Code	20-ESC-209	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO3	PO6	PO12
CO1	interpret number systems and logical functions using K-Maps	3	3	2	2	2
CO2	design various combinational and sequential circuits	3	3	2	2	3
CO3	illustrate computer components and function of 8086 processor	3	3	2	2	2
CO4	analyze arithmetic operations and I/O operations	3	3	2	2	3
CO5	distinguish various memories and pipelining operations	3	3	2	2	3

Unit Title/Topics	Hours
I Binary Systems, Boolean algebra and logic gates	10
Binary Systems: Digital Systems, Binary Numbers, Number base conve	rsions, Octal,
Hexadecimal numbers, signed binary numbers, complements, floating point represe	ntation, binary
codes.	
Boolean algebra and logic gates: Basic Definitions, Basic theorems and propert	ies of Boolean
algebra, Boolean functions, canonical and standard forms, Digital Logic Gates	, The K-Map
Method, Three-Variable Map, Four-Variable Map, sum of products, pr	luct of sums
simplification, Don't care conditions, NAND and NOR implementation.	
II Combinational and Sequential Circuits	10
Combinational Circuits: Design Procedure, Combinational circuit for different co	ode converters,
Binary Adder – Subtractor, Decoders, Encoders, Multiplexers and De-Multiplexers.	
Sequential circuits: Synchronous sequential Circuits, Latches, Flip-flops, Re	gisters, ripple
counters, synchronous counters, ring counter, Johnson counter.	
III Basic Computer Organization & Design and CPU	4+5=9
Part-A: Basic Computer Organization and Design: Instruction codes, comp	outer registers,
computer instructions, timing and control, instruction cycle, micro program example	
Part-B: Central Processing Unit: The 8086 processor architecture, register organiz	ation, physical
memory organization, general bus operation, instruction formats, addressing	modes, 8086
instruction set and assembler directives, Assembly Language Programming (ALP).	
IV Computer Arithmetic and Input-Output Organization	10
Computer Arithmetic: Introduction, addition and subtraction, multiplication algor	ithms, division
algorithms.	
Input-Output Organization: Peripheral devices, input-output interface, asyn	
transfer, modes of transfer, priority interrupt, direct memory access, input - output pr	ocessor.
V Memory and Pipeline Processing	9
Memory: Memory hierarchy, RAM, ROM, associative memory, and cache memory.	
Pipeline Processing: Parallel processing, pipelining, arithmetic pipeline, instruction	pipeline.
Textbooks:	
1. Digital Design, M. Morris Mano, M.D.Ciletti, 5 th Edition, Pearson.	
2. Computer System Architecture, M.Morris Mano, 3 rd Edition, Pearson.	
3. Advanced Microprocessors and Peripherals, K. M. Bhurchandi, A.K Ray, 3 rd Ed	tion, TMH.
References:	
1. Fundamentals of Logic Design, C. H. Roth, L. L. Kinney, 7th Edn., Cengage Lea	rning.
2. Microprocessors and Interfacing, D V Hall, SSSP Rao, 3 rd Edition, TMH.	
3. Carl Hamacher, Zvonko Vranesic, Safwat Zaky: Computer Organization, 5th Edr	TMU 2002

DATABASE MANAGEMENT SYSTEMS

Course	B.TechIII-Sem.	L	Т	Р	С
Subject Code	20-CS-PC-211	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO3	PO12
CO1	design simple databases using basic concepts of database architectures	3	3	3	2
CO2	construct databases using ER Modeling	3	3	3	2
CO3	formulate SQL queries to interact with database	3	3	3	2
CO4	apply normalization on database to eliminate redundancy	3	3	3	2
CO5	illustrate the mechanisms of transaction management, concurrency	3	3	3	2
	control and recovery system				

Unit	Title/Topics	Hours			
Ι	Introduction to Database Systems	10			
	Introduction: Introduction and applications of DBMS, Purpose of data base, Database architecture and structure - Abstraction Levels, Data Independence, Database Languages, Database users and DPA				
Introd Entities	uction to Database Design: Database Design Process, Data Models, ER E s, Attributes, Relationships, Constraints, keys, Generalization, Specialization, Age but design with the E-R model for large Enterprise.	U			
II	Relational Model, Algebra and Calculus	9			
Enforce relation Relation	elational Model: Introduction to the relational model, Integrity constraints over ing integrity constraints, Querying relational data, Logical database design hal, Introduction to views, Destroying/altering tables and views. Deal Algebra and Calculus: Relational algebra operators, relational calculus - n relational calculus.	n: E-R to			
III	SQL	5+5=10			
Primar Built-in Part-B Exist, A	 Basics of SQL, DDL, DML, DCL, structure – creation, alteration, defining correctly key, foreign key, unique, not null, check, in operator, Functions - aggregate a functions – numeric, date, string functions, set operations. Sub-queries, correlated sub-queries, Use of group by, having, order by, join and Any, All, view and its types. Transaction control commands – Commit, Rollback, stored procedures, Triggers. 	functions, d its types,			
IV	Schema Refinement and Normal Forms	10			
Schem depend valued decom	a Refinement and Normal Forms: Introduction to schema refinement, encies, reasoning about FDs. Normalization, Normal forms: 1NF, 2NF, 3NF, BC dependency-forth normal form-Join dependency-fifth normal form, Pro position, dependency preservation.	CNF, Multi perties of			
V	Transactions Management, Concurrency Control and Recovery System	9			
implen Serializ Concu stamp Textbo 1. Ra 2. Ab	actions Management: Transaction concept and ACID properties, transaction of atomicity and durability, concurrent executions, Serializability, trability, recoverability, implementation of isolation. rrency Control and Recovery System: Concurrency control, lock based protor protocols, validation protocols, Crash Recovery, Remote backup system. boks: ghurama Krishnan, Johannes Gehrke, Database Management Systems, 3 rd Edition, raham Silberschatz, Henry F.Korth, S.Sudarshan, Database System Concepts, 5 H.	testing for cols, time-			

PYTHON PROGRAMMING

Course	B.TechIII-Sem.	L	Т	Р	С
Subject Code	20-CS-PC-212	3	1	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO3	PO12
CO1	perceive the fundamentals of python programming	3	3	2	2
CO2	develop programs using control statements	3	3	2	2
CO3	analyze the programming performances using functions	3	3	2	2
CO4	make use of collections in python programming	3	3	3	2
CO5	design classes and build error-free codes	3	3	3	3

Unit Title/Topics	Hours
I Introduction	10
Introduction to Python, Installing Python. How a Program	Works, Using Python, Program
Development Cycle, Input and Output, Comments, Variables, Da	ta types, Reading Input from the
Keyboard, Displaying Output with the Print Function, Performi	ng Calculations, Operators, Type
conversions, Expressions.	
II Control Flow, Functions and Modules	10
Control Flow Statements: Decision Structures and Boolea	
Statements, Nested Decision Structures, Repetition Structures: In	
Input Validation Loops, Nested Loops, control statements-break,	
Functions and Modules: Introduction, Defining and Calling	
Program to Use Functions, Local Variables, Passing Arguments to	
Global Constants, Value-Returning Functions-Generating Rando	m Numbers, The math Module,
Storing Functions in Modules.	
III Strings and Collections	4+5=9
Part-A: Strings: Accessing Characters and Substrings in a Stri	
Operations, String Slicing, Testing, Searching, Comparing and Ma	
Part-B: Collections: Lists, Introduction to Lists, List slicing, F	
Operator, List Methods and Useful Built-in Functions, Copyin	
Dimensional Lists, Tuples, Tuple methods. Sets, Operations on Se	
IVClasses and ExceptionsDesign with Classes: Classes and Objects, Classes and Function	10 Classes and Mathada Working
with Instances, Inheritance and Polymorphism. Object-Oriente	
Object-Oriented Programming, Classes, techniques for Designing	
Exceptions: Difference between an error and Exception, Hand	
Raising Exceptions, User Defined Exceptions.	ing Exception, uy except block,
V GUI Programming	9
Graphical User Interfaces: Behavior of terminal based prog	-
Coding simple GUI-based programs, other useful GUI resource	
User Interfaces, Using the Tkinter Module, Display text with La	
with Frames, Button Widgets and Info Dialog Boxes, Getting	
Labels as Output Fields, Radio Buttons, Check Buttons.	
Textbooks:	
1. Kenneth A. Lambert, The Fundamentals of Python: First Prog	rams, 2011, Cengage Learning.
2. Think Python First Edition, by Allen B. Downey, Orielly pub	
References:	
1. Introduction to Computation and Programming Using Python	John V. Guttag, The MIT Press.
2. James Payne, Beginning Python using Python 2.6 and Python	3, Wrox publishing.

DIGITAL LOGIC DESIGN AND COMPUTER ORGANIZATION LAB

Course	B.TechIII-Sem.	L	Т	P	С
Subject Code	20-ESC-210	-	-	3	1.5

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO4	PO5
CO1	design logic gates using NAND and NOR gates	3	3
CO2	construct the combinational and sequential logic circuits	3	3
CO3	solve simple problems using ALP	3	3
CO4	implement string handling operations using ALP	3	3
CO5	develop programs using procedures and macros	3	3

Week	Title/Experiment
	PART-A: Exercises in Digital Logic Design
1	Implement Logic gates using NAND and NOR gates
2	Design and implement Full adder using gates
3	Design and implement 4:1 MUX, 8:1MUX using gates/ICs.
4	Design and implement 3 to 8 decoder using gates
5	Design and implement 4 bit comparator using gates/IC
6	Design and implement 4bit shift register using Flip flops
	PART-B: Exercises in 8086 Assembly Language Programming (ALP)
	an Assembly Language Programs (ALP) for the following using GNU Assembler /
Micros	oft Assembler.
1	Write an ALP to evaluate the expressions:
	i) $a = b + c - d^*e$ ii) $z = x * y + w - v + u / k$
2	Write an ALP to take N numbers as input. And do the following operations on them.
	a. Arrange in ascending order b. Arrange in descending order
3	Write an ALP to take N numbers as input and find maximum, minimum and average.
4	Write an ALP to take a string of as input and do the following operations on it.
5	a. Find the length b. Check is it Palindrome or not
5	Write an ALP to take a string as input and do the following Operations on it a. Find the Armstrong number b. Find the Fibonacci series for n numbers
6	a. Find the Armstrong numberb. Find the Fibonacci series for n numbersWrite an ALP to implement the following operations as procedures and call from the
6	Main Procedure.
	a. Find the Armstrong number b. Find the Fibonacci series for n numbers
Refere	
	tital Logic Design and Computer Organization Lab Manual, Dept. of CSE, CMRIT, Hyd.
	Projects: Student must submit a report on one of the following Micro–Projects before
	ncement of second internal examination.
1. Imp	blement 4 x 1 multiplexer using PLA.
2. Imp	plement full Subtractor (hint: use half Subtractor).
	sign a logic circuit that has three inputs A, B and C whose output will be HIGH only when a
	jority of the inputs are HIGH.
	sign a circuit for detecting equality of two bit binary numbers.
	ite an ALP to evaluate the following expressions:
	= b * c / d - e ii) $z = x / y + w * u - v$
	Considering 8 and 16 bit binary numbers. b. Considering 2 and 4 digit BCD numbers.
	ite an ALP to convert given lower case letter to upper case letter (using AND Logic).
	ite an ALP to create a table consisting of roll number, name. Input a roll number and then
-	blay the corresponding name. Display appropriate message, if roll number does not exists. ite an ALP to compare two strings. (Use subroutine)
	ite an ALP to compare two strings. (Use subroutine)
	ite an ALP to count the number of 1's and 0's in given binary number.
10. 11	the united to count the number of 1 5 and 6 5 in given onary number.

DATABASE MANAGEMENT SYSTEMS LAB

Course	B.TechIII-Sem.	L	Т	Р	С
Subject Code	20-CS-PC-213	-	-	2	1

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO4	PO5
CO1	construct databases using SQL commands	3	3
CO2	apply normalization techniques to eliminate redundancy	3	3
CO3	design a database schema for a given domain	3	3
CO4	solve queries based on joins, nested queries and aggregate functions	3	3
CO5	execute PL / SQL programs for a given application	3	3

List of Experiments

Note: Take any database application and conduct experiments to get expertise on various case studies

Week	Title/Experiment
1	Student should decide on a case study, analyze and then formulate the problem Statement
	by populating objects (entities) and their role.
2	Conceptual Designing using ER Diagrams (Identifying entities, attributes, keys and
	relationships between entities, cardinalities, generalization, specialization etc.)
	Note: Student is required to submit a document by drawing ER Diagram.
3	Converting ER Model to Relational Model (Represent entities and relationships in
	Tabular form, Represent attributes as columns, identifying keys)
	Note: Student is required to submit a document showing the database tables created from
	ER Model.
4	Normalization -To remove the redundancies and anomalies in the above relational tables,
	Normalize up to Third Normal Form.
5	Creation of Tables using SQL - Overview of using SQL tool, Data types in SQL,
	Practicing DDL Commands-Creating Tables (along with Primary and Foreign keys),
	Altering Tables and Dropping Tables.
6	Practicing DML commands - Insert, Select, Update, Delete of Tables.
7	Practicing Queries using ANY, ALL, IN, EXISTS, NOT EXISTS, UNION,
	INTERSECT, EXCEPT, CONSTRAINTS etc.
8	Practicing Sub queries (Nested, Correlated) and Joins (Inner, Outer and Equi).
9	Practice Queries using Aggregate Operators - COUNT, SUM, AVG, MAX, MIN.
	GROUP BY, HAVING, VIEWS Creation and Dropping.
10 Practicing on Triggers - creation of trigger, Insertion using trigger, Deletion using trigger, De	
	Updating using trigger
11	Procedures- Creation of Stored Procedures, Execution of Procedure, and Modification of
	Procedure.
12	Cursors - Declaring Cursor, Opening Cursor, Fetching the data, closing the cursor.
Refere	
	tabase Management Systems Lab Manual, Department of CSE, CMRIT, Hyd.
	•Projects: Student must submit a report on one of the following Micro–Projects before
	encement of second internal examination.
	sign and implement University Database for External examination schedule.
	nstruct an E-R diagram for a motor-vehicle sales company.
	sign and implement relational database for University Registrar's office.
	ke any schema and convert in to 1^{st} Normal Form and 2^{nd} Normal Form.
	sign and implement a schema for Life Insurance Company.
	sign an E-R diagram for the Library Management system.
	monstrate various built-in functions of SQL with suitable examples.
	monstrate various operators in SQL with suitable examples.
9. Per	form sub-queries, nested Queries and join concepts in SQL with suitable examples.

10. Analyze tuple relational calculus and domain relational calculus for suitable queries.

PYTHON PROGRAMMING LAB

Course	B.TechIII-Sem.	L	Т	Р	С
Subject Code	20-CS-PC-214	-	-	2	1

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO4	PO5
CO1	write simple programs using python	3	3
CO2	develop programs using control statements	3	3
CO3	implement functions and file I/O operations	3	3
CO4	make use of lists and tuples in python	3	3
CO5	design simple GUI programs	3	3

Week		Title/Experiment
1	a)	Write a Python program to compute the GCD of two numbers.
	b)	Write a Python program to find the maximum among a list of numbers.
	c)	Write a Python program to display first "N" Fibonacci sequence.
2	a)	Write a Python program to display first "N" prime numbers.
	b)	Write a Python program to find the factorial value of a given number.
	c)	Write a Python program to check whether the given string is palindrome or not.
3	a)	Write a program to compute distance between two points taking input from the user
		(Pythagorean Theorem)
	b)	Write a program add.py that takes 2 numbers as command line arguments and prints
		its sum.
	c)	Write a Python program to read filename as command line argument and displays the
		character count, word count and line count.
4	a)	Using a for loop, write a program that prints out the decimal equivalents of 1/2, 1/3,
		1/4,, 1/10.
	b)	Write a Python program to simulate simple Calculator.
	c)	Write a Python program to copy contents from one file to another file.
5	a)	Write a program to count the numbers of characters in the string and store them in a
		dictionary data structure.
	b)	Write a program to use split and join methods in the string and trace a birthday with a
		dictionary data structure.
6	a)	Write a Python program to compute the matrix multiplication.
	b)	Write a Python program to find the most frequent words in a text read from a file.
	c)	Write a program to print each line of a file in reverse order.
7	a)	Write a Python program to perform Linear Search.
	b)	Write a Python program to perform Binary Search.
8	a)	Write a Python program to implement Insertion sort.
	b)	Write a Python program to implement Merge Sort.
9	a)	Write a function nearly equal to test whether two strings are nearly equal. Two strings
		a and b are nearly equal when a can be generated by a single mutation on b.
	b)	Find mean, median, mode for the given set of numbers in a list.
	c)	Write two functions dups to find all duplicates in the list and unique to find all the
		unique elements of a list.
10	a)	Write a Python function to compute "N" $/0$ and use try/except to catch the exceptions.
	b)	Write a Python program to define a custom exception class which takes a string
		message as attribute.
11	a)	Write a Python program which accepts a sequence of comma-separated numbers from
		user and generate a list and a tuple with those numbers.
	b)	Write a function cumulative product to compute cumulative product of a list of
		numbers.
	c)	Write a function reverse to reverse a list without using the reverse function.

- a) Write a python program to design the login form using Tkinter module.
 - b) Write a python program to design student application form for admission.

References

12

1. Python Programming Lab Manual, Department of CSE, CMRIT, Hyd.

Micro-Projects: Student must submit a report on one of the following Micro–Projects before commencement of second internal examination.

- 1. Install packages requests, flask and explore them using pip.
- 2. Write a python script to fetch the content(s) from the web pages. (Hint: use Wiki).
- 3. Write a python script that serves HTTP Response and HTML Page on request.
- 4. Create a class for ATM and implement its functions.
- 5. Create several modules and imports these modules in a new program.
- 6. Create a class for Library and implement its functions.
- 7. Write a python script for reading and writing data from local files. (.txt,.csv,.xls, .json, etc)
- 8. Write a python script for reading data from remote files.
- 9. Demonstrate the working of pandas data structures: Series and Data Frames.

10. Develop an application to access database with DB-API2.

BUSINESS COMMUNICATION SKILLS LAB

Course	B.TechIII-Sem.	L	Т	Р	С
Subject Code	20-HSMC-201	-	-	3	1.5

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO9	PO10
CO1	demonstrate verbal and written skills effectively	3	3
CO2	develop professional correspondence skills	3	3
CO3	make use of soft skills to become a professional team member	3	3
CO4	apply knowledge of decision making, leadership, motivation	3	3
CO5	exhibit confidence in facing the interview process	3	3

List of Experiments

W	eek	Title/Experiment		
	1	Introduction to Business English - Functional English.		
	2	Fundamentals of Grammar - Sentence Structure - Parts of Speech - Articles - Prepositions		
		- Subject - Verb Agreement, Question Tags, Speeches, Voices, Tenses etc.		
	3	Synonyms and Antonyms. Homonyms and Homophones, Word Formation, Idioms and		
		Phrases, Analogy, One-word Substitutes.		
	4	Spotting errors, Sentence Corrections using Grammar concept knowledge.		
	5	Verbal logics - Para jumbles.		
	6	Paragraph writing, Picture description, Text Completion, Essay writing.		
	7	Verbal Reasoning - Reading Comprehensions, Cloze passages etc.		
	8	Critical Reasoning: Statements - Arguments, Assumptions, Conclusions, Assertions &		
		Reasons.		
	9	Importance of soft skills in personal and professional spheres: Introduction to Soft		
		Skills, Self awareness and Self esteem, Discipline, Integrity, Attitude, Change and		
		Adaptability.		
	10	People Skills: Relationships - Personal & Professional Relationships - Rapport Building -		
		Personal Space; Definition of Motivation - Motivation - Self-motivation; Time		
		Management - Stephen Covey's time management.		
	11	Teamwork: Definition of Team, Team Dynamics - Specialization and Teamwork -		
	10	Rewards of Teamwork.		
	12	Leadership: Definition of Leadership, Leading a Team, Leadership Qualities - Leader vs		
	13	Manager - Leadership Styles.		
	15	Problem Solving and Decision Making: Definitions - Problem Solving and Decision Making. Used in Decision Making.		
	14	Making - Hurdles in Decision Making - Case studies.		
	14	Preparation for Interviews: Body Language - Posture - Dressing and Grooming - Researching the Industry and the Organization- Types of Interviews - First Impressions -		
		Dos and Don'ts of an Interview.		
٨	tiviti			
1.		ular practice tests.		
2.		z, crossword, word-search and related activities.		
3.	-	ure description including description of photos/images/posters/advertisement analysis etc.		
4.				
5.				
<i>6</i> .		k interviews.		
	feren			

1. Business Communication Skills Lab Manual, FED, CMRIT, Hyd.

GENDER SENSITIZATION LAB (MANDATORY COURSE- NON- CREDIT)

Course	B.TechIII-Sem.	L	Т	Р	С
Subject Code	20-MC-201	-	-	2	-

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO9	PO12
CO1	identify gender issues in contemporary India	2	3
CO2	explain gender roles, spectrum, relationships etc	3	2
CO3	analyze gender issues related to sexual harassment and violence	3	3
CO4	assess gender and human rights	3	3
CO5	adapt to the societal need to end prejudices and achieve gender equality	2	3

Ι	Understanding Conden		
	Understanding Gender	6	
Introduction: Definition of Gender-Basic Gender Concepts and Terminology-Exploring Attitudes			
toward	s Gender-Construction of Gender-Socialization: Making Women, Making Men -	- Preparing	
for Wo	manhood. Growing up Male. First lessons in Caste.		
II	Gender Roles and Relations	6	
	r Many? - Struggles with Discrimination-Gender Roles and Relations-Types		
	Gender Roles and Relationships Matrix-Missing Women-Sex Selection		
	juences- Declining Sex Ratio. Demographic Consequences-Gender Spectrum: H	Beyond the	
Binary			
III	Gender and Labour	4+4=8	
	: Division and Valuation of Labour-Housework: The Invisible Labor- "My Mot	her doesn't	
	" "Share the Load."-Work: Its Politics and Economics.		
	: Fact and Fiction. Unrecognized and Unaccounted work. Gender Developme		
	, Governance and Sustainable Development-Gender and Human Rights-G	ender and	
	reaming.		
IV	Gender - Based Violence	6	
	oncept of Violence- Types of Gender-based Violence-Gender-based Violence from		
•	Perspective-Sexual Harassment: Say No! -Sexual Harassment, not Eve-teasing- C	coping with	
•	ay Harassment- Further Reading: "Chupulu".	D 1 111	
	tic Violence: Speaking Out: Is Home a Safe Place? -When Women Unite [Film].	Rebuilding	
	Thinking about Sexual Violence Blaming the Victim-"I Fought for my Life".		
	Gender and Culture	6	
	and Film-Gender and Electronic Media-Gender and Advertisement-Gender and		
	ure- Gender Development Issues-Gender Issues - Gender Sensitive Language-C	sender and	
	r Literature - Just Relationships: Being Together as Equals.	hara Daga	
•	Kom and Onler. Love and Acid just do not Mix. Love Letters. Mothers and Fat The Brave Heart.	mers. Rosa	
Textbo			
	wards a world of equals, A bilingual textbook on gender, Telugu Akademi, Hyder	abad	
	Classes will consist of a combination of activities: dialogue-based lectures, d		
	collaborative learning activities, group work and in-class assignments. Apar	· · ·	
	above prescribed book, Teachers can make use of any authentic materials rel		
	topics given in the syllabus on "Gender".		

B.TECH.-IV-SEMESTER SYLLABUS

AUTOMATA AND COMPILER DESIGN

Course	B.TechIV-Sem.	L	Т	Р	С
Subject Code	20-CS-PC-221	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO3	PO12
CO1	design various finite automata	3	3	3	2
CO2	write a context free grammar for a given language	3	3	3	2
CO3	construct various parsers, semantics and intermediate code forms	3	3	3	2
CO4	implement code optimization techniques	3	3	3	2
CO5	apply generic code generation algorithm to generate target code	3	3	3	2

Unit	Title/Topics	Hours			
Ι	Introduction to Formal Languages	10			
	Language and Regular Expressions: Languages, Definition Language				
express	ions, Finite Automata - DFA, NFA. Conversion of regular expression to NFA	A, NFA to			
	applications of Finite Automata. Chomsky hierarchy of languages and recognizers	•			
Task: V	Vrite a C program to recognize strings under 'a*', 'a*b+', 'abb'				
II	Introduction to Compiler Design	9			
	action: Phases of a Compiler, symbol Table management				
	t Free grammars and parsing: Context free grammars, derivation, parse trees,				
	g Techniques: Top-Down parsing, BFT, Left-Recursion, Left-Factoring, Predictive	ve parsing,			
LL(1) p					
1	Design Predictive Parser for the given language.				
III	Parsing, Semantic and Intermediate Code Generations	5+5=10			
	: Bottom up parsing: Shift-Reduce parsing, LR Grammar Parsing.				
	Design a LALR bottom up parser for the given language.				
	: Semantics: Syntax directed translation, S-attributed and L-attributed	•			
	ediate code: Intermediate Code Forms, abstract syntax tree, DAG, translation	of simple			
	nts and control flow statements, type checking.				
	Design Three address code for the given Language.	10			
IV	Code Optimization Techniques	10			
	optimization: Principal sources of optimization, optimization of basic blocks,	peephole			
optimiz		• .• .			
	low Analysis: Flow graphs, Data flow Equation, Redundant Sub-Expression, Elin	nination of			
	ode, Live variable analysis, Copy propagation. A program to generate machine code from the abstract syntax tree generated by th	a D ansan			
V	Code Generation	<u>e parser.</u> 9			
	Generation: Machine dependent code generation, object code forms, gen	-			
	ion algorithm, Register allocation and assignment. Using DAG representation of E				
•	<i>Simulate DAG representation for a given expression.</i>	DIOCK5.			
Textbo					
	oduction to Theory of computation. Sipser, 2 nd Edition, Thomson.				
 Compilers Principles, Techniques and Tools Aho, Ullman, Ravisethi, Pearson Education. 					
	References:				
	oduction to Automata Theory Languages and Computation, Hopcroft H.E. and	IIIIman I			
	Pearson Education.	Unnan J.			
	eory of Computer Science automata, languages and computations, K.L.P. N	/ishra N			
	indrashekaran, PHI Publications.	1151IIa, 1 1 .			
	dern Compiler Design - Dick Grune, Henry E. Bal, Cariel T. H. Jacobs, Wiley dre	amtech			
2. 1.10					

DESIGN & ANALYSIS OF ALGORITHMS

Course	B.TechIV-Sem.	L	Т	Р	С
Subject Code	20-CS-PC-222	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO12	PSO1
CO1	measure time and space complexity of algorithms	3	3	3	3
CO2	solve problems using disjoint sets and divide-and-conquer techniques	3	3	2	2
CO3	apply greedy method and dynamic programming paradigm to solve the problems	3	3	2	2
CO4	adapt back-tracking and branch-bound methods to solve problems	3	3	2	2
CO5	interpret NP-hard and NP-complete problems	3	3	2	2

Unit	Title/Topics	Hours
Ι	Introduction	8
comple	uction: Algorithm, pseudo code for expressing algorithms, performance ana exity, time complexity, asymptotic Notation: big-oh notation, omega notation, the le oh notation.	
	Program to perform operation count for a given pseudo code.	
II	Disjoint Sets, Divide and Conquer	12
compo Divide	t Sets: Disjoint set operations, UNION and FIND algorithms, spanning trees, nents and biconnected components. and Conquer: General method, applications-Binary search, Quick sort, Mn's matrix multiplication.	
	Write a Binary Search Program for a given list of values recursively and non-recu	rsivelv.
III	Greedy method and Dynamic Programming	4+6=10
problem	: Greedy method: General method, applications-Job sequencing with deadlines n, Minimum cost spanning trees, Single source shortest path problem. <i>Program to implement knapsack problem using greedy method.</i>	, knapsack
knapsa design.	: Dynamic Programming: General method, applications- Optimal binary search ck problem, All pairs shortest path problem, Travelling sales person problem, <i>Program for finding shortest path for multistage graph using dynamic programmin</i>	Reliability
IV	Backtracking	10
colorin Brancl probler Task:	Tacking: General method, applications-n-queen problem, sum of subsets probleg, Hamiltonian cycles. A and Bound: General method, applications - Travelling sales person problem, 0/ n, LC Branch and Bound solution, FIFO Branch and Bound solution. Write a program to find the optimal profit of a Knapsack using Branch and Bound T	1 knapsack
V ND II.	NP-Hard and NP-Complete problems	0 ND Harr
and NP <i>Task:</i>	ard and NP-Complete problems: Basic concepts, non-deterministic algorithms, Complete classes, Cook's theorem statement. Write a program to color the nodes in a given graph such that no two adjacent co olor using backtracking.	
Textbo		
Ga 2. Int	indamentals of Computer Algorithms, Ellis Horowitz, Satraj Sahni and Raja Igotia Publications pvt. Ltd. roduction to Algorithms, 2 nd Edition, T.H.Cormen, C.E.Leiserson, R.L.Rivest, an I Pvt. Ltd., Pearson Education.	
Refere	nces:	
1. Da	ta structures and Algorithm Analysis in C++, Allen Weiss, 2 nd Edition, Pearson sign and Analysis of algorithms, Aho, Ullman and Hopcroft, Pearson education.	education

OOP THROUGH JAVA

Course	B.TechIV-Sem.	L	Т	Р	С
Subject Code	20-CS-PC-223	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO3	PO12
CO1	write simple java programs using OOP concepts	3	3	2	2
CO2	interpret programs using the concepts of inheritance, polymorphism, packages and interfaces	3	3	2	2
CO3	build efficient and error free codes using the concepts of multithreading and exception handling	3	3	3	3
CO4	design GUI programs using the concepts of AWT and event handling	3	3	3	2
CO5	develop real-time applications using applets and swings	3	3	3	3

Unit Title/Topics Hot	ırs
I Java Basics 10)
Java Basics: History of Java, Java buzzwords, data types, variables, scope and life time	e of
variables, arrays, operators, expressions, control statements, type conversion and casting, sin	
java programs, concepts of classes, objects, constructors, methods, access control, this keyw	ord,
garbage collection, overloading methods, parameter passing, recursion, exploring String class.	
IIInheritance, Polymorphism, Packages and Interfaces9	
Inheritance and Polymorphism: Types of inheritance, member access rules, super uses, u	
final with inheritance, the object class and its methods, Method overriding, dynamic bind	ling,
abstract classes and methods.	
Packages and Interfaces: Defining, Creating and Accessing a Package, understan	
CLASSPATH, importing packages, Differences between classes and interfaces, defining	
interface, implementing interface, applying interfaces, variables in interface and exten	ding
interfaces.	
IIIException handling and Multithreading5+5	
Part-A: Exception handling: Concepts of exception handling, benefits of exception hand	•
exception hierarchy, usage of try, catch, throw, throws and finally, built in exceptions, crea	ıting
own exception sub classes.	
Part-B: Multithreading: Differences between multi-threading and multitasking, thread life cy	ycle,
creating threads, thread priorities, synchronizing threads, inter thread communication.	
IVEvent handling and AWT9	
Event Handling: Events, Event sources, Event classes, Event Listeners, Delegation event mo	odel,
handling mouse and keyboard events, Adapter classes.	
AWT: class hierarchy, user interface components- labels, buttons, scrollbars, text components-	
checkbox, checkbox groups, choices, lists panels - scroll pane, dialogs, menu bar, La	yout
Managers- Flow Layout, Border Layout, Grid Layout, Card Layout, Grid Bag Layout.	
V Applets and Swings 10	-
Applets: Concepts of Applets, differences between applets and applications, life cycle of an ap	plet,
types of applets, creating applets, passing parameters to applets.	
Swings: Introduction, limitations of AWT, MVC architecture, components, containers, explo	•
swing- JApplet, JFrame and JComponent, ImageIcon, JLabel, JTextfield, JButton, JCheck	box,
JList, JRadiobutton, JComboBox, JTabbedPane, JScrollPane.	
Textbooks:	
3. Java the complete reference, 8 th Edition, Herbert Schildt, TMH.	
References:	
1. Java How to Program, H. M. Dietel and P. J. Dietel, 6 th Edition, Pearson Education/PHI.	
2. Introduction to Java programming, Y. Daniel Liang, Pearson Education.	

COMPUTER NETWORKS

Course	B.TechIV-Sem.	L	Т	Р	С
Subject Code	20-CS-PC-224	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO12	PSO1
CO1	outline the basics of computer networks and various layers	3	3	2	3
CO2	demonstrate multiple access protocols	3	3	2	3
CO3	interpret network layer and routing algorithms	3	3	3	3
CO4	illustrate internetworking and various transport protocols	3	3	3	3
CO5	make use of various protocols of application layer	3	3	2	3

	Syllabus	
Unit	Title/Topics	Hours
Ι	Overview of the Internet, Physical layer and Data link layer	10
	ew of the Internet: Protocols and standards, Layering scenario, TCP/IP Protocol	
	odel, Internet history and administration, Comparison of the OSI and TCP/IP	
	Physical layer: Transmission Media, Guided Media, wireless transmission Media	
	ink layer: Design issues, CRC Codes, Elementary Data Link layer Protoco	ls, sliding
Windo	w Protocol.	
Task:	<i>Write a program to compute CRC code for the polynomials.</i>	
II	Multiple Access protocols	9
Multip	le Access protocols-Aloha, CSMA, Collision free protocols, Ethernet -Phys	ical layer,
Etherne	et Mac sub layer, Data link layer switching and use of bridges, learning bridges	,Spanning
tree bri	dges, repeaters, hubs, bridges, switches ,routers and gateways.	
Task:	Write a program for 1 bit collision free protocol.	
III	Network layer and Routing Algorithms	5+5=10
Part-A	: Network layer: Network layer Design issues, store and forward packet	switching
connec	tion less and connection oriented networks.	
	<i>Write a program to implement i) Character stuffing ii) Bit stuffing.</i>	
Part-B	: Routing Algorithms: Optimality principle, shortest path, flooding, distar	nce vector
	, count to infinity problem, hierarchical routing, congestion control algorithm	ithms and
admiss	ion control.	
Task: 1	mplement distance vector routing algorithm for obtaining routing tables at each n	ode.
IV	Internetworking and Transport Layer	9
	etworking: Tunneling, internetwork Routing, Packet fragmentation, IPV4, IPV6	o Protocol,
IP addr	esses, CIDR, ICMP, ARP, RARP, DHCP.	
	port Layer: Services provided to the upper layers elements of transport protocol-	addressing
	tion establishment, connection release.	
Task:	Write a program to demonstrate ARP.	
V	TCP/IP and Application Layer	10
	P: The internet Transport protocols UD-RPC, Real time Transport protocols, The	
·	ort protocols-Introduction to TCP, The TCP services model ,The TCP segment He	
	tion Establishment, The TCP Connection release, The TCP Connection ma	anagement
	ng, The TCP Sliding Window, The TCP Congestion Control.	
	ation Layer: Introduction, Providing services, Applications layer paradigms, H	ГТР, FTP,
	nic mail, DNS, SSH.	
	Write a program to implement RPC.	
Textbo		
	ta Communications and Networking – Behrouz A Forouzan, Fourth Edition, TMH	
	mputer Networks - Andrew S Tanenbaum, 4 th Edition. Pearson Education/PHI	
Refere		
1. Int	roduction to Data communication and Networking, Tamasi, Pearson Education	

OPERATING SYSTEMS

Course	B.TechIV-Sem.	L	Т	P	С
Subject Code	20-CS-PC-225	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO12
CO1	outline various concepts operating systems and Linux utilities	3	3	2
CO2	solve synchronization problems by using process management and API s	3	3	2
CO3	adapt various deadlock handling and memory management mechanism	3	3	2
CO4	analyze various file management system	3	3	2
CO5	make use of I/O Management and security mechanisms	3	3	2

Uni	t Title/Topics	Hours
Ι	Operating Systems Overview and Operating Systems Structures	9
Oper	rating Systems Overview: Introduction, Operating System Objectives and	functions,
Evol	ution of operating System, operating system structure and services.	
Basi	c Linux utilities and system calls: File handling, Process utilities, Disk, Networki	ng, Filters,
Back	cup utilities, system calls-open, read, write, close.	
II	Process Management, Concurrency and Synchronization	10
Proc	ess Management: Process concepts creating process using fork, vfork system ca	lls process
state	, process control block, scheduling queues, process scheduling, Threads Overview,	Threading
issue		
	currency and Synchronization: Cooperating Processes, Inter-process Communication	
	s and fifo, Principles of Concurrency, Mutual Exclusion, Software and hardware a	pproaches,
	aphores, Monitors, Message Passing, and Classic problems of synchronization.	
III		5+5=10
	-A: Deadlocks: System model, deadlock characterization, deadlock prevention, det	ection and
	dance, recovery from deadlock banker's algorithm.	
	-B: Memory Management: Basic concepts, swapping, contiguous memory	
· ·	ng, structure of the page table, segmentation, virtual memory, demand page	ing, page-
repla	cement algorithms, thrashing.	
IV		10
	Management System: Concept of a file, access methods, directory structure, f	
	nting, file sharing, protection. File system implementation: file system structure, f	
-	ementation, directory implementation, allocation methods, free-space management,	efficiency
	performance.	
V	I/O Management System, Protection and Security	9
	Management System: Mass storage structure - overview of mass storage stru-	
	ture, disk attachment, disk scheduling algorithms, swap space management, stal	ole storage
	ementation, tertiary storage structure.	
Prot	ection & Security: Protection mechanisms, OS Security issues, threats, Intruders, V	iruses.
	h 1	
Text		
Text	Abraham Silberschatz, Peter Baer Galvin, Greg Gagne, Operating System Princ	ciples, 10 th
Text 1. A	Abraham Silberschatz, Peter Baer Galvin, Greg Gagne, Operating System Princ Edition, 2018, Wiley India Private Limited, New Delhi.	ciples, 10 th
Text 1. A 2. I	Abraham Silberschatz, Peter Baer Galvin, Greg Gagne, Operating System Princ Edition, 2018, Wiley India Private Limited, New Delhi. Internal and Design Principles, Stallings, 5 th Edition, 2005, Pearson education, PHI.	ciples, 10 th
Text 1. A 2. I 3. U	Abraham Silberschatz, Peter Baer Galvin, Greg Gagne, Operating System Princ Edition, 2018, Wiley India Private Limited, New Delhi. Internal and Design Principles, Stallings, 5 th Edition, 2005, Pearson education, PHI. Unix Concepts and Applications, 4th edition, Sumitabha Das, TMH.	ciples, 10 th
Text 1. A 2. I 3. U Refer	Abraham Silberschatz, Peter Baer Galvin, Greg Gagne, Operating System Princ Edition, 2018, Wiley India Private Limited, New Delhi. Internal and Design Principles, Stallings, 5 th Edition, 2005, Pearson education, PHI. Unix Concepts and Applications, 4th edition, Sumitabha Das, TMH. rences:	ciples, 10 th
Text 1. A 2. I 3. U Refe 1. A	Abraham Silberschatz, Peter Baer Galvin, Greg Gagne, Operating System Princ Edition, 2018, Wiley India Private Limited, New Delhi. Internal and Design Principles, Stallings, 5 th Edition, 2005, Pearson education, PHI. Unix Concepts and Applications, 4th edition, Sumitabha Das, TMH. rences: Andrew S. Tanenbaum, Modern Operating Systems, 2 nd Edition, 2007, PHI, India.	ciples, 10 th
Text 1. A 2. I 3. U Refe 1. 2. U	Abraham Silberschatz, Peter Baer Galvin, Greg Gagne, Operating System Princ Edition, 2018, Wiley India Private Limited, New Delhi. Internal and Design Principles, Stallings, 5 th Edition, 2005, Pearson education, PHI. Unix Concepts and Applications, 4th edition, Sumitabha Das, TMH. rences:	

OOP THROUGH JAVA LAB

Course	B.TechIV-Sem.	L	Т	Р	С
Subject Code	20-CS-PC-226	-	١	3	1.5

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO4	PO5
CO1	write, compile and execute simple java programs	3	3
CO2	develop programs using inheritance, polymorphism, packages and Interfaces	3	3
CO3	demonstrate multithreading and exception handling mechanisms	3	3
CO4	design GUI using the concepts of AWT and event handling	3	3
CO5	build real-time applications using applets and swings	3	3

List of Experiments

Note: Use Eclipse or Netbeans platform and get acquainted with the various menus. Create a test project, add a test class and run it. See how you can use auto suggestions and auto fills. Try code formatter and code refactoring like renaming variables, methods and classes. Try debugging step by step with a small program of about 10 to 15 lines which contains at least one if else condition and a for loop.

Week	Title/Experiment				
1	a) Write a Java program that prints all real solutions to the quadratic equation $ax^2 + bx + b$				
	$c = 0$. Read in a, b, c and use the quadratic formula. If the discriminate b^2 -4ac is				
	negative, display a message stating that there are no real solutions.				
	b) Write a Java program that prompts the user for an integer and then prints out all				
	prime numbers up to that integer. (use Scanner class to read input)				
2	a) Write a Java program to create a Student class with following fields				
	i. Hall ticket number				
	ii. Student Name				
	iii. Department				
	iv. Create 'n' number of Student objects where 'n' value is passed as input to				
	constructor.				
	b) Write a Java program to demonstrate string comparison using == and equals method.				
3	a) Write a Java program that checks whether a given string is a palindrome or not.				
	Ex: MADAM is a palindrome.				
	b) Write a Java program for sorting list of names. Read input from command line.				
	c) Write a Java program to make frequency count of words in a given text.a) Write a java program to demonstrate static member, static method and static block.				
4	J 1 C				
	b) Write a java program todemonstrate method overloading and method overriding.				
	c) Write a java program to demonstrate finals, blank finals, final methods, and final classes				
5	d) Write a java program to demonstrate synchronized keyword.				
5	 a) Write a java program to implement multiple inheritance. a) Write a magnetize to demonstrate produces. 				
	b) Write a program to demonstrate packages.c) Java program to demonstrate abstract usage				
	d) Write a Java program that creates a user interface to perform integer divisions.				
6	a) Write a java program to crate user defined exception class and test this class.				
0	b) Java program that implements a multi-thread application				
7	Java program to demonstrate MouseListener, MouseMotionListener and KeyListener				
8	a) Applet that displays a simple message				
0	b) Applet to compute factorial value				
9	a) Java program that simulates a traffic light				
	b) Java program to demonstrate Hashtable usage				
10	a) Java program to display the table using Labels in Grid Layout				
10	b) Java program that works as a simple calculator				
11	Develop Swing application which uses JList, JTree, JTable, JTabbedPane and				
11	JScrollPane.				
L	uporom uno.				

References

1. OOP through JAVA Lab Manual, Department of CSE, CMRIT, Hyd.

Micro-Projects: Student must submit a report on one of the following Micro–Projects before commencement of second internal examination.

- 1. Design job application form using swing / applet
- 2. Develop attendance management system
- 3. Implement social media System
- 4. Implement Library management System.
- 5. Design New Patient Registry Management System
- 6. Develop Scientific Calculator
- 7. Demonstrate login validation using rich GUI components
- 8. Create a package which has classes and methods to read Student Admission details.
- 9. Event handler to display cut/copy/paste events using swings
- 10. Demonstrate Graphics class

OPERATING SYSTEMS (LINUX) LAB

Course	B.TechIV-Sem.	L	Т	Р	С
Subject Code	20-CS-PC-227	-	-	3	1.5

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO3	PO5	PSO ₂
CO1	illustrate Linux shell environment	3	3	3
CO2	create process using APIs	3	3	3
CO3	interpret various CPU scheduling algorithms and file allocation methods	3	3	3
CO4	experiment with page replacement and memory management	3	3	3
CO5	distinguish deadlock avoidance and deadlock prevention	3	3	3

Week	Title/Experiment					
1	Study of Linux general purpose utilities (File handling, Process utilities, Disk utilities,					
	Networking, Filters)					
2	c) Write a shell script to find factorial of a given integer.					
	d) Write a Shell Script to wish 'Good Morning' and 'Good Evening' depending on the					
	system time.					
3	Implement Linux cat command using File API s.					
4	Implement the Linux commands (a) cp (b) mv using Linux system calls					
5	Write a C program to create a child process and allow the parent to display 'parent' and					
	the child to display 'child' on the screen.					
6	Write a C program in which a parent writes a message to a pipe and the child reads the					
	message.					
7	Write C programs to simulate the following CPU scheduling algorithms					
	a) FCFS b) Priority					
8	Write C programs to simulate the following CPU scheduling algorithms					
	a) SJF b) RR					
9	Write C programs to simulate the following file allocation strategies					
	a) Sequential b) Linked c) Indexed					
10	Write C programs to simulate the following memory management techniques					
11	a) Paging b) Segmentation					
11	Write a C program to simulate bankers algorithm for deadlock detection and avoidance					
12	Write C programs to simulate the following page replacement techniques:					
D.A	a) FIFO b) LRU c) Optimal					
Referen						
	rating Systems (Linux) Lab Manual, Department of CSE, CMRIT, Hyd.					
	Projects: Student must submit a report on one of the following Micro–Projects before					
	ncement of second internal examination.					
	ducer-consumer problem using semaphore ing- Philosopher problem using semaphore					
4. DA						
	5					
	ower file system mechanism					
	nand paging technique of memory management					
	eaded Matrix Multiply					

APTITUDE AND CRITICAL THINKING SKILLS LAB

Course	B.TechIV-Sem.	L	Т	Р	С
Subject Code	20-BSC-204	-	-	3	1.5

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO9	PO10
CO1	build proficiency in quantitative reasoning	3	3
CO2	improve critical thinking skills	3	3
CO3	enhance analytical skills	3	3
CO4	demonstrate quantitative aptitude concepts	3	3
CO5	adapt principles of quantitative aptitude to achieve qualitative results	3	3

Week	Title/Experiment
1	Basic concepts, combined mean, average principles, wrong values taken, number added or
-	deleted, average speed.
2	Percentages - Basic Concepts, conversions, finding percentages from given numbers,
-	quantity increases or decreases by given percentage, population increase by given
	percentage, comparisons, consumption when a commodity price increase or decrease and
	applications.
3	Data Interpretation - Introduction to Data Interpretation, quantitative and qualitative data,
5	Tabular Data, Line Graphs, Bar Chart, Pie Charts, X-Y Charts.
	Gamification - Deductive Logical Thinking.
4	Number Series, Letter Series, Series completion and correction, Coding and Decoding.
-	Word analogy-Applied analogy, Classifications, verbal classification.
	Gamification - Inductive Logical Thinking.
5	Reasoning Logical Diagrams - Simple diagrammatic relationship, Multi diagrammatic
5	
	relationship, Venn-diagrams, Analytical reasoning.
	Gamification - Grid Motion, Motion Challenge, Colour The Grid.
6	Reasoning Ability - Blood Relations, Seating arrangements, Directions, Decision making.
0	Number Systems: Basic Concepts, Number Systems: Natural numbers, whole numbers,
	integers, fractions, Rational Numbers, Irrational Numbers, Real Numbers, Divisibility
	Rules, Logic Equations, Remainder theorem, Unit digit calculation.
	Gamification – Switch Challenge
	Progressions & Inequalities: Basic Concepts, Types: arithmetic, geometric, harmonic
	progression and applications.
7	Profit and Loss: Basic Concepts, discounts, marked price and list price, dishonest
	shopkeeper with manipulated weights, successive discounts etc.
	Interest (Simple and Compound): Basic Concepts, Yearly, Half-yearly, and quarterly
	calculations, multiples, differences between simple and compound interest.
	Gamification – Digit Challenge.
8	Ratio and Proportion: Basic Concepts of ratio and proportion, continued or equal
	proportions, mean proportions, invest proportion, alternative proportion, division
	proportion, compound proportion, duplication of ratio, finding values, coins and
	currencies, etc.
	Gamification – The Same Rule.
9	Speed, Time and Distance: Basic Concepts, Single train problems, two train problems:
	some point same side, some point opposite sides, relative speed, different points meeting at
	common points, different points same side (different timings vs. same timings), ratios,
10	number of stoppages, average speed, etc.
10	Time and Work: Basic Concepts, comparative work, mixed work, alternative work,
	middle leave and middle join, ratio efficiency.
11	Permutations and combinations: Basic Concepts, differences between permutations and
12	combinations, always together-never together, alternative arrangement, fixed positions,

	double fixations, items drawing from a single group, items drawing from a multiple group,					
	total ways of arrangement with repetitions and without repetitions, dictionary, handshakes					
	or line joining between two points or number of matches, sides and diagonals, etc.					
13	Clocks and Calendars: Basic Concepts, Angle between minute hand and hour hand,					
	reflex angle, hours hand angle, time gap between minute hand and hour hand, relative					
	time: coincide, opposite sides and right angle, mirror images, faulty clock (slow/fast),					
	miscellaneous, calendar.					
	Gamification - Overall Revision.					
14	Geometry and Mensuration: Basic concepts, types of angles.					
	Plane figures: rectangles, squares, triangles, quadrilateral, areas, perimeters, etc.					
	Solid figures: cubes, cuboids, cylinders-area (total surface area and lateral surface area),					
	volumes, perimeters.					
	Others: Parallelogram, Rhombus, Trapezium, Circle, Sector, Segment, Cone, Sphere,					
	Hemisphere, etc.					
Refere	References					
1. Ap	titude and critical thinking skills Lab Manual, FED, CMRIT, Hyd.					

SOCIAL INNOVATION LAB

Course	B.TechIV-Sem.	L	Т	P	С
Subject Code	20-BSC-205	-	-	3	1.5

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1 to PSO2
CO1	illustrate social innovation	3
CO2	identify the problems	3
CO3	choose suitable design processes	3
CO4	develop a prototype using suitable platform	3
CO5	prepare a report using project management techniques and ethics	3

Week	Title/Experiment					
1	Introduction to Engineering and Social Innovation					
	Introduction to engineering, difference between science, engineering and technology. History of					
	social innovation, core definitions, core elements and common features of social innovation, a					
topolog	y of social innovations, fields for social innovation.					
2	Stages and Process of social innovation					
	nt sectors for social innovation and stages of social innovation. Prompts - identifying					
	Proposals - generating ideas, Prototyping - testing the idea in practice, Sustaining-					
-	ing a business model.					
3	Social and economic change					
	pe of the economy to come, understanding social change-individuals, movements and					
organiz						
4	Analysis and Prototyping					
	omponents and applications, data acquisition, examples for prototyping.					
5	Design and Platform based development					
	ring design process, multidisciplinary facet of design. Introduction to PCB design.					
	tion to various platform based development programming and its essentials.					
6 - 8	Choose any one of the following or other platform for implementation					
Arduin	o: Introduction to sensors, transducers and actuators and its interfacing with Arduino.					
	App Development using android: Installation of android studio, setup of AVD, layouts,					
UI com	ponents, working with Firebase, simple authentication App.					
Mobile	App Development using MIT App inventor: Create an account in MIT App inventor,					
working	with UI components and blocks, App development using MIT App inventor,					
authentication using firebase, AI using MIT App inventor.						
	latform Application: Installation of flutter, create widgets, layers and simple					
	cation app using flutter.					
	pplication: Install virtual environment for FLASK, create web app using FLASK with					
routing.						
9	Project Management and Ethical Dilemmas					
	Significance of team work, importance of communication in engineering profession. Identify and					
apply moral theories and codes of conduct for resolution of ethical dilemmas.						
10	Case Studies					
-	Report writing and documentation, presentation of the case studies with a focus on impact and					
vision on society.						
	References					
1. Soc	al Innovation Lab Manual, Department of FED, CMRIT, Hyd.					

INDIAN CULTURE AND CONSTITUTION MANDATORY COURSE (NON-CREDIT)

Course	B.TechIV-Sem.	L	Т	Р	С
Subject Code	20-MC-202	2	-	-	-

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO8	PO12
CO1	identify paradigm shift in indian culture	3	1
CO2	explain features of languages, religions and holy books	3	2
CO3	illustrate provisions of Indian constitution	3	3
CO4	appreciate the structure of Indian administration system	3	3
CO5	appraise the role of Election Commission of India	3	2

Unit Title/Topics	Hours			
I Indian Culture	10			
Indian Culture: Characteristics of Indian culture, significance of geography on India	an culture,			
society in India through ages, religions in ancient period, caste system, communalism and	l modes of			
cultural exchange.				
II Indian Languages, Religions and Literature	9			
Indian Languages, Religions and Literature: Evolution of script and languages in	India, the			
Vedas and holy books of various religions. religion and philosophy in India; ancient	t period –			
Prevedic, Vedic religion, Buddhism and Jainism.				
III Indian Constitution and Union Administration	5+5=10			
Part A: Indian Constitution: Constitution' meaning of the term, Indian Constitution: Sources and				
constitutional history, Features: Citizenship, Fundamental Rights and Duties.				
Part B: Union Administration: Structure of the Indian Union: Federalism, Centre- State				
relationship, President: Role, power and position, PM and Council of ministers, Ca	abinet and			
Central Secretariat, Lok Sabha, Rajya Sabha.				
IV State and District Administration	10			
State Administration: Governor: Role and Position, CM and Council of minist	ters, State			
Secretariat: Structure and functions Election Commission: Role and Functioning.				
District's Administration: Role and Importance, Municipalities: Introduction, Mayor a	and role of			
Elected Representative, CEO of Municipal Corporation.				
V Local Administration and Election Commission	9			
Local Administration: Introduction to local self government, Organizational Hierarchy (Different				
departments), ZP administration, Mandal level and Village level administration.				
Election Commission: Role, structure and Functions of Election Commission of India.				
Introduction to different welfare boards.				
Reference:				
1. A Hand Book on Indian Culture and Constitution, FED, CMRIT, Hyderabad.				

B.TECH.-V-SEMESTER SYLLABUS

SOFTWARE DESIGN AND ENGINEERING

Course	B.TechV-Sem.	L	Т	Р	С
Subject Code	20-CS-PC-311	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO8	PO11	PO12	PSO1
CO1	identify & analyze software requirements and prepare SRS	3	3	3	3	3	3
CO2	design a system, component or process to meet the needs	3	3	3	3	3	3
CO3	make use of UML diagrams in software design	3	3	3	3	3	3
CO4	analyze various testing techniques by using various metrics	3	3	3	3	3	3
CO5	adapt risk management strategies to assure software quality	3	2	3	3	3	3

Synabus Unit	II.auma						
Unit Title/Topics	Hours						
I Introduction	10						
Introduction to Software Engineering: Evolving role of Software, SDLC, Software engineering-							
A layered technology, The Capability Maturity Model Integration (CMMI), Process Assessment.							
Process Models: The water fall model, incremental process models, evolutionary process models,							
the unified process. Software Requirements: Functional and Non functional requirements, User							
requirements, System requirements, the software requirements document.	and analysis						
Requirements Engineering Process: Feasibility studies, requirements elicitation	and analysis,						
requirements validation, requirements management.							
Task: Develop a problem statement.	0						
II Design	9						
Design engineering: Design process and design quality, design concepts, the o							
Creating an Architectural Design: Software architecture, data design, architectur	al styles and						
patterns, architectural design.	C1 1 1						
Modeling component-level design & performing user interface design: Designin	•						
components, conducting component level design, Golden rules, user interface analysis	s and design.						
Task: Develop Data Flow Diagram Model.	5.5.10						
III Modelling	5+5=10						
Part-A: Introduction to UML: Principles of modeling, conceptual model of the UM	IL, Class and						
Object Diagrams : terms, concepts, modeling techniques.							
Task: Create a Class diagram for ATM Application.	• • • •						
Part-B: Behavioral Modeling: Interaction diagrams, use case diagrams, activity d	lagrams, state						
chart diagram, component and deployment diagrams.							
Task: Create a Use Case diagram for an ATM Application.	10						
IV Testing	10						
Testing Strategies : A strategic approach to software testing, strategies for conventi							
Black-Box and White-Box testing, Validation Testing, System Testing, the art of Deb							
Process and Product Metrics: Software Quality and measurement, Metrics for soft	tware quality,						
analysis model, design model, source code, testing and maintenance.							
<i>Task:</i> Develop test cases for unit testing and integration testing.	0						
V Management	9						
Risk Analysis and Management: Risk Management, Reactive vs Proactive r							
Software risks, Risk identification, Risk projection, Risk refinement, RMMM, RMMI	-						
Software Quality Assurance: Quality Management, Quality concepts, Software qua							
Software reviews, Formal technical reviews, Software reliability, ISO 9000 Quality standards.							
Task: Preparation of Software Configuration and Risk Management related document	ts.						
Textbooks:	th F 1 2010						
1. Roger S. Pressman, Software engineering- A practitioner's Approach, TMH (I), 7							
2. Ian Sommerville, Software Engineering, Pearson education Asia, 10 th Edition, 20							
3. Grady Booch, James Rumbaugh, Ivar Jacobson: The Unified Modelling Languag	e User Guide,						
Pearson Education.							

DATA MINING AND DATA ANALYTICS

Course	B.TechV-Sem.	L	Т	Р	С
Subject Code	20-CS-PC-312	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO3	PO12	PSO1
CO1	summarize fundamentals of data mining	3	2	2	2	2
CO2	illustrate various mining association rules	3	3	2	2	3
CO3	make use of classification and clustering techniques	3	3	3	2	3
CO4	outline various data analytics techniques	3	2	2	2	3
CO5	solve statistical problems using R programming	3	3	3	3	3

Unit	Title/Topics	Hours					
Ι	Introduction to Data Mining	8					
Introd	Introduction to Data Mining: Kinds of Data, Data mining Functionalities - Interesting Patterns						
Task P	rimitives, Issues in Data Mining, Data Preprocessing						
II	Mining Frequent, Associations and Correlations	10					
	g Frequent, Associations and Correlations: Basic Concepts, Frequent Items	•					
	ds:, Apriori Algorithm: Finding Frequent Itemsets by Confined Candidate C						
	ting Association Rules from Frequent Itemsets, Improving the Efficiency of Apr	riori, From					
	ation Analysis to Correlation Analysis.						
III	Classification and Clustering	6+6=12					
	: Classification: Basic Concepts, Algorithm for Decision Tree Induction,						
	on Measures. Bayes Classification Methods, Bayesian Belief Networks, a Multil	ayer Feed-					
	d Neural Network, k-Nearest-Neighbor Classifiers.						
		k-Medoids,					
	chical Methods: Agglomerative versus Divisive Hierarchical Clustering.	0					
	Data Definitions and Analysis Techniques	9					
	Definitions and Analysis Techniques: Introduction to statistical learning						
-	mming, Elements, Variables, and Data categorization, Levels of Measuren ement and indexing.	lent, Data					
V		9					
	Basic Analysis Techniques Analysis Techniques: Statistical hypothesis generation and testing, Chi-Square t						
	is of variance, Maximum likelihood test, regression, Practice and analysis with R.						
Textb							
	ta Mining- Concepts and Techniques- Jiawei Han, Micheline Kamber, Morgan	Kaufmann					
	blishers, Elsevier, 2 nd Edition, 2006.	Kaumann					
	roduction to Data Mining, Pang-Ning Tan, Vipin Kumar, Michael Steinband	h. Pearson					
	ucation.	,					
	Introduction to Statistical Learning: with Applications in R, G James, D. Witten	, T Hastie,					
	and R. Tibshirani, Springer, 2013						
References:							
1. Da	1. Data mining Techniques and Applications, Hongbo Du Cengage India Publishing						
2. Data Mining Techniques, Arun K Pujari, 3rd Edition, Universities Press.							
3. So	ftware for Data Analysis: Programming with R (Statistics and Computing),	John M.					
Ch	ambers, Springer.						

INFORMATION AND CYBER SECURITY

Course	B.TechV-Sem.	L	Т	P	С
Subject Code	20-CS-PC-313	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO6	PO8	PO12	PSO1
CO1	explain information and cyber security terminologies	2	2	2	3	2	3
CO2	identify various cyber offences	3	3	3	3	3	3
CO3	apply cryptography for security networks	3	3	3	3	3	3
CO4	use standards and cyber laws to enhance cyber security	3	3	3	3	3	3
CO5	illustrate the importance of security policies & IT Act	3	3	3	3	3	3

Unit	Title/Topics	Hours					
Ι	Introduction	12					
Essent	al Terminologies: Information security - Principles, Mechanisms, Network securi	ity models,					
NIA, I	Risks, Breaches, Threats, Attacks, Exploits. Information gathering. Incident resp	onse team,					
Report	ing crime, Operating System attacks, Application attacks, Reverse engineering	, Cracking					
technic	ues, and financial frauds.						
II	Cyber Offences	6					
Introdu	iction, how criminals plan the attacks, social engineering, cyber stalking, cybe	r cafe and					
cyberc	rimes, Botnets: The fuel for cybercrime, attack vector, cloud security.						
III	Cryptography and Cryptanalysis	6+6=12					
	: Introduction to Cryptography, Symmetric key Cryptography, Asymm						
	graphy, Message Authentication, Digital Signatures, Applications of Cry						
	ew of Firewalls- Types of Firewalls, User Management, VPN Security, Security F						
	y at the Application Layer- PGP and S/MIME, Security at Transport Layer- SSI	and TLS,					
	y at Network Layer-IPSec.						
	: Open Source/ Free/ Trial Tools: Implementation of Cryptographic techniques,	OpenSSL,					
	Values Calculations MD5, SHA1, SHA256, SHA 512, Steganography (Stools)						
IV	Cyber Security Audit & Standards	9					
	ssessment and management, asset classification, crisis management plan, resource	•					
-	y, security testing, international standards, analysis and logging, security certificat						
V	Security Policy & IT ACT	9					
	y policies, WWW policies, email security policies, policy review process-						
	s, sample security policies, publishing and notification requirement of the						
	ation Security Standards-ISO, cyber laws in India; IT Act 2000 provisions, I	Intellectual					
	ty Law: Copy right law, software license, semiconductor law and patent law.						
Textb							
	lliam Stallings, "Cryptography and Network Security", Pearson Education/PHI, 20						
-							
	a Godbole and Sunil Belapure, Wiley INDIA.						
	References:						
	arles P. Pfleeger, Shari Lawerance Pfleeger, "Analysing Computer Security", Pear	rson.					
	hou, Shoemaker, "Information Assurance for the Enterprise", TMH.						
3. Ch	3. Chander, Harish," Cyber Laws And It Protection ", PHI, New Delhi, India						

ARTIFICIAL INTELLIGENCE

Course	B.TechV-Sem.	L	Т	P	С
Subject Code	20-CS-PC-314	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO3	PO6	PO12	PSO1
CO1	explain the concepts of artificial intelligence	3	3	3	3	2	3
CO2	illustrate various search algorithms	3	3	3	3	2	3
CO3	adapt various probabilistic reasoning approaches	3	3	2	3	3	3
CO4	elaborate Markov decision process	3	3	2	3	2	3
CO5	perceive various reinforcement learning approaches	3	3	2	3	3	3

Syllabus

Unit	Title/Topics	Hours					
Ι	Introduction	8					
Conce	pt of AI, history, current status, scope, agents, environments, Problem Formulation	ns, Review					
of tree and graph structures, State space representation, Search graph and Search tree.							
II	Search Algorithms	10					
Rando	m search, Search with closed and open list, Depth first and Breadth first search	, Heuristic					
search	, Best first search, A* algorithm, Game Search.						
III	Probabilistic Reasoning	6+4=10					
Part-A	A: Probability, conditional probability, Bayes Rule, Bayesian Networks- repr	esentation,					
constr	uction and inference.						
Part-I	3: Temporal Model, Hidden Markov Model.						
IV	Markov Decision Process	10					
MDP	formulation, utility theory, utility functions, value iteration, policy iteration an	d partially					
observ	able MDPs.						
V	Reinforcement Learning	10					
Passiv	e reinforcement learning, direct utility estimation, adaptive dynamic programming	g, temporal					
differe	ence learning, active reinforcement learning- Q learning.						
Textb	ooks:						
	aine Rich & Kevin Knight, 'Artificial Intelligence', 3 rd Edition, TMH, 2008.						
2. Ru	ussel and Norvig, 'Artificial Intelligence', Pearson Education, PHI, 2003.						
Refer	ences:						
1. Trivedi, M.C., "A Classical Approach to Artifical Intelligence", Khanna Publishing House,							
Delhi.							
	roj Kaushik, "Artificial Intelligence", Cengage Learning India, 2011.						
3. Da	3. David Poole and Alan Mackworth, "Artificial Intelligence: Foundations for Computational						

Agents", Cambridge University Press 2010.

SOFT COMPUTING (Professional Elective-I)

Course	B.TechV-Sem.	L	Т	P	С
Subject Code	20-CS-PE-311	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO5	PO7	PO12	PSO1
CO1	use search techniques in AI problems	3	2	2	2	2	3
CO2	describe various supervise learning techniques	3	2	3	3	2	3
CO3	apply special networks in soft computing problems	3	3	3	3	3	3
CO4	implement fuzzy systems in engineering applications	3	2	3	3	3	3
CO5	perform various operations of genetic algorithms	3	3	3	3	3	3

Unit Title/Topics	Hours
I Introduction	9
AI Problems, The Underlying Assumption, AI Techniques, The Level of the Model, G	Criteria for
Success. Problems, Problem spaces and Search, Heuristic Search Techniques: Genera	te-and-test,
Hill Climbing, Best First Search, Problem Reduction, Constant Satisfaction, Means End	s Analysis,
Logic Rules.	
Task: Write a Program to implement Best First Search.	
II Supervised Learning Techniques	10
Perceptron, Back Propagation Algorithm- classification. Problem Speech processing.	
Unsupervised learning Network - Introduction, Fixed Weight, Competitive Nets	
Hamming Network, Kohonen self - organizing Feature Maps, Learning Vector Quantization	tion.
<i>Task:</i> Write a program to implement artificial neural network with back propagation	
III Special Networks	5+5=10
Part-A: Boltzmann Machine, Gaussian Machine, Probabilistic Neural Net.	
Task: Write a Program to implement Bayes Rule.	
Part-B: Cellular Neural Network, Spatio-Temporal Connectionist Neural	Network,
Neuroprocessor Chips.	
Task: Write a Program to implement neural network.	
IV Fuzzy Logic, Classical Sets and Fuzzy Sets	10
Fuzzy Sets, Fuzzy Relations, Fuzzy Logic, Fuzzy Rule-Based Systems	
<i>Task:</i> Write a Program to implement various operations on fuzzy sets.	
V Genetic Algorithms	9
Basic Concepts, Basic Operators for Genetic Algorithms, Crossover and Mutation	Properties,
Genetic Algorithm Cycle, Fitness Function, Applications of Genetic Algorithm.	
<i>Task:</i> Write a Program to implement Simple Genetic Application.	
Textbooks:	
1. S. N. Sivanandam & S. N. Deepa, "Principles of Soft Computing", 3 rd Edn, Wiley In	dia, 2018.
References:	
1. Soft Computing – Advances and Applications - Jan 2015 by B.K. Tripathy and J. A	Anuradha –
Cengage Learning.	
2. Timothy J. Ross, "Fuzzy Logic with Engineering Applications", McGraw- Hill Ir editions, 1995.	iternational

GAMIFICATION (Professional Elective-I)

Course	B.TechV-Sem.	L	Т	Р	С
Subject Code	20-CS-PE-312	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO5	PO6	PO8	PO12	PSO1
CO1	outline the importance of Gamification	3	2	2	3	3	2	3
CO2	make use of game elements	3	3	3	3	3	2	3
CO3	adapt theories of Gamification	3	3	3	3	3	3	3
CO4	apply Gamification to various learning domains	3	3	3	2	3	3	3
CO5	interpret Alternate Reality Games for Corporate Learning	3	2	3	3	3	3	3

Unit					
	Title/Topics	Hours			
Ι	Introduction	8			
	ction to Gamification, Gamification in Action, Gamification versus Serious Game	es, Growth			
	ification - Users, Implications and importance to the future of learning.				
<i>Task:</i> Write a program to give points for meeting academic objectives.					
II	Understanding Game Elements	10			
Introdu	ction to Game elements, Abstractions of Concepts and Reality, Goals, Rules	, Conflict,			
Compe	tition, or Cooperation, Time, Reward Structures, Feedback, Levels, Storytelling	, Curve of			
Interest	, Aesthetics, Replay or Do over.				
Task:	<i>Vrite a program to give points for meeting procedural/non-academic objectives.</i>				
III	Theories of Gamification	6+4=10			
	: Theories Behind Gamification of Learning and Instruction: Introduction, N				
The T	axonomy of Intrinsic Motivation, Self-Determination Theory, Distributed	Practice,			
Scaffol	ding, Episodic Memory, Cognitive Apprenticeship, Social Learning Theory, Flow	•			
Task:	Vrite a program to create playful barriers.				
Part-B	: Game Research: Introduction, Game Research, Randel's Meta-Analysis, Wol	fe's Meta-			
Analys	is, Hays' Meta-Analysis, Vogel's Meta-Analysis.				
Task:	Vrite a program to create competition within the classroom.				
IV	Applying Gamification to Learning Domains	10			
Procedural Knowledge, Soft Skills, Affective Domain, Psychomotor Domain, Gamification Design					
Process	- Development Process: ADDIE vs. Scrum, Team, Design Document, Paper Prot	ion Design otyping.			
Process Task:	- Development Process: ADDIE vs. Scrum, Team, Design Document, Paper Prot Write a program to Compare and reflect on performance in nuanced ways person	ion Design otyping.			
Process	s - Development Process: ADDIE vs. Scrum, Team, Design Document, Paper Prot Write a program to Compare and reflect on performance in nuanced ways person udent.	ion Design otyping.			
Process Task: each st	 Development Process: ADDIE vs. Scrum, Team, Design Document, Paper Prot Write a program to Compare and reflect on performance in nuanced ways person udent. Alternate Reality Games for Corporate Learning 	ion Design otyping. <i>nalized for</i> 10			
Process Task: each st V Introdu	 a - Development Process: ADDIE vs. Scrum, Team, Design Document, Paper Prot Write a program to Compare and reflect on performance in nuanced ways person udent. Alternate Reality Games for Corporate Learning ction to ARG, Zombie Apocalypse, ARG Terminology, Design Principles and 	ion Design otyping. <i>nalized for</i> 10 Potential.			
Process Task: each st V Introdu Play G	 a - Development Process: ADDIE vs. Scrum, Team, Design Document, Paper Prot Write a program to Compare and reflect on performance in nuanced ways person udent. Alternate Reality Games for Corporate Learning ction to ARG, Zombie Apocalypse, ARG Terminology, Design Principles and ames - Pick a Card, Any Card- A Game of Phones, Survival Master, The 	ion Design otyping. <i>nalized for</i> 10 Potential.			
Process Task: each st V Introdu	 a - Development Process: ADDIE vs. Scrum, Team, Design Document, Paper Prot Write a program to Compare and reflect on performance in nuanced ways person udent. Alternate Reality Games for Corporate Learning ction to ARG, Zombie Apocalypse, ARG Terminology, Design Principles and ames - Pick a Card, Any Card- A Game of Phones, Survival Master, The 	ion Design otyping. <i>nalized for</i> 10 Potential.			
Process Task: each st V Introdu Play G Gamifi	 a - Development Process: ADDIE vs. Scrum, Team, Design Document, Paper Prot Write a program to Compare and reflect on performance in nuanced ways person udent. Alternate Reality Games for Corporate Learning ction to ARG, Zombie Apocalypse, ARG Terminology, Design Principles and ames - Pick a Card, Any Card- A Game of Phones, Survival Master, The 	ion Design otyping. <i>nalized for</i> 10 Potential.			
Process Task: V each st V Introdu Play C Gamifi Task: V Textbo	 a - Development Process: ADDIE vs. Scrum, Team, Design Document, Paper Prot Write a program to Compare and reflect on performance in nuanced ways person udent. Alternate Reality Games for Corporate Learning ction to ARG, Zombie Apocalypse, ARG Terminology, Design Principles and ames - Pick a Card, Any Card- A Game of Phones, Survival Master, The cation. Write a program to use levels, checkpoints and other methods of 'progression'. oks: 	ion Design otyping. <i>nalized for</i> 10 Potential. Virtue of			
Process Task: V each st V Introdu Play G Gamifi Task: V Textbo 1. Kat	 a - Development Process: ADDIE vs. Scrum, Team, Design Document, Paper Prot Write a program to Compare and reflect on performance in nuanced ways person udent. Alternate Reality Games for Corporate Learning ction to ARG, Zombie Apocalypse, ARG Terminology, Design Principles and ames - Pick a Card, Any Card- A Game of Phones, Survival Master, The cation. Write a program to use levels, checkpoints and other methods of 'progression'. oks: 1 M. Kapp, "The Gamification of Learning and Instruction: Game-based Methods 	ion Design otyping. <i>nalized for</i> 10 Potential. Virtue of			
Process Task: V each st Play G Gamifi Task: V 1. Kat Stra	 a - Development Process: ADDIE vs. Scrum, Team, Design Document, Paper Prot Write a program to Compare and reflect on performance in nuanced ways person udent. Alternate Reality Games for Corporate Learning ction to ARG, Zombie Apocalypse, ARG Terminology, Design Principles and ames - Pick a Card, Any Card- A Game of Phones, Survival Master, The cation. Write a program to use levels, checkpoints and other methods of 'progression'. oks: 1 M. Kapp, "The Gamification of Learning and Instruction: Game-based Metategies for Training and Education", Wiley, 2012. 	ion Design otyping. <i>nalized for</i> 10 Potential. Virtue of ethods and			
Process Task: V each st Play G Gamifi Task: V 1. Kat Stra	 a - Development Process: ADDIE vs. Scrum, Team, Design Document, Paper Prot Write a program to Compare and reflect on performance in nuanced ways person udent. Alternate Reality Games for Corporate Learning ction to ARG, Zombie Apocalypse, ARG Terminology, Design Principles and ames - Pick a Card, Any Card- A Game of Phones, Survival Master, The cation. Write a program to use levels, checkpoints and other methods of 'progression'. oks: 1 M. Kapp, "The Gamification of Learning and Instruction: Game-based Methods 	ion Design otyping. <i>nalized for</i> 10 Potential. Virtue of ethods and			
Process Task: V each st V Introdu Play G Gamifi Task: V Textbo 1. Kas Str 2. Gal Refere	 a - Development Process: ADDIE vs. Scrum, Team, Design Document, Paper Prot Write a program to Compare and reflect on performance in nuanced ways person udent. Alternate Reality Games for Corporate Learning ction to ARG, Zombie Apocalypse, ARG Terminology, Design Principles and ames - Pick a Card, Any Card- A Game of Phones, Survival Master, The cation. Write a program to use levels, checkpoints and other methods of 'progression'. oks: et M. Kapp, "The Gamification of Learning and Instruction: Game-based Meta ategies for Training and Education", Wiley, 2012. be Zichermann, Christopher Cunningham, "Gamification by Design"O'reilly, 201 nces: 	ion Design otyping. <i>nalized for</i> 10 Potential. Virtue of ethods and 1.			
Process Task: V each st each st Introdu Play G Gamifi Task: V Textbo 1. Kan Stra 2. Gai Refere 1. Gai	 a - Development Process: ADDIE vs. Scrum, Team, Design Document, Paper Prote Write a program to Compare and reflect on performance in nuanced ways personated and an antipatter and the second state of the second state	ion Design otyping. <i>nalized for</i> 10 Potential. Virtue of ethods and 1.			

DIGITAL MARKETING (Professional Elective-I)

Course	B.TechV-Sem.	L	Т	Р	С
Subject Code	20-CS-PE-313	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO5	PO6	PO8	PO12
CO1	outline the importance of digital marketing	2	1	2	3	3	3
CO2	use search engine optimization to achieve business goals	3	2	3	3	3	3
CO3	adapt social media for business promotion	3	3	3	3	3	3
CO4	identify link building techniques for content consideration	3	2	3	3	3	3
CO5	apply digital marketing techniques in real time applications	3	3	3	3	3	3

•	
Unit Title/Topics	Hours
I Introduction	9
Introduction: digital marketing, Digital vs. Real Marketing, Digital Marketing Ch	annels, Creating
initial digital marketing plan, Content management, SWOT analysis, Target grou	p analysis, Web
design, Optimization of Web sites.	
Task: Create the Digital Webpage using CMS.	
II Search Engine Optimization (SEO)	11
Introduction, writing the SEO content - title, meta tags, image tags, html tags,	content writing
essentials, Google adwords, Google adsense, Google webmaster tools, on	and off page
optimization, web crawlers, keyword strategy; SEO friendly website design, hosting	g & integration.
Task: Configure a website on Google webmaster tools to check website optimization	n performance.
III Social media in business	4+5=9
Part-A: Wikipedia, Facebook, Instagram, LinkedIn, Google - advertising, analytic	cs, ads visibility,
bulk emailing essentials, integration of social media buttons into business website.	
Task: Create Networking admin panel and assess the performance.	
Part-B: campaign budgeting, cost control, resource planning, strengthen your	brand, Generate
leads, Get more visibility online, Connect with your audience, link exchange,	registering with
directories, data visualization.	
Task: Campaign and sponsor networking pages.	
IV Link building and content consideration	10
Precursors to link building, elements of link building, finding your competition,	analyzing your
competition, competitor tracking, becoming a resource, content duplication, c	ontent verticals,
sitemaps.	
Task: Optimizing SEO using content management.	
V Applications	9
Travel portal - Makemytrip, Yatra, IRCTC; E-commerce - Amazon, flipkart;	Song portals -
Wynk.	
<i>Task:</i> Case study of travel / music / E-commerce based on website performance.	
Textbooks:	
1. Jerkovic, John I. SEO warrior: essential techniques for increasing web visi	bility. "O'Reilly
Media, Inc.", 2009.	
2. The Art of SEO: Mastering Search Engine Optimization Eric Enge, Stephar	Spencer, Rand
Fishkin, Jessie C Stricchiola; O'Reilly Media.	
References:	
1. SEO: Search Engine Optimization Bible Jerri L. Ledford; Wiley India; 2 nd Edit	ion.

DATA MINING AND DATA ANALYTICS LAB

Course	B.TechV-Sem.	L	Т	P	С
Subject Code	20-CS-PC-315	-	-	2	1

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO4	PO5	PSO ₂
CO1	make use of open source data mining and analytic tools	3	3	3
CO2	examine the interesting insights of Apriori algorithm using WEKA	3	3	3
CO3	demonstrate the classification and clustering techniques	3	3	3
CO4	analyze the concepts of data analytics and statistical testing methods	3	3	3
CO5	compare various kinds of regression techniques	3	3	3

List of Experiments

Week	Title/Experiment						
	Part-A: Data Mining						
1	Demonstration of preprocessing on dataset student.arff						
2	Demonstration of Association rule process on dataset contactlenses.arff using apriori algorithm						
3	Demonstration of classification rule process on dataset employee.arff using j48 algorithm.						
4	Demonstration of classification rule process on dataset employee.arff using id3 algorithm.						
5	Demonstration of classification rule process on dataset employee.arff using naïve bayes algorithm.						
6	Demonstration of clustering rule process on dataset iris.arff using simple k-means.						
7	Demonstration of clustering rule process on dataset student.arff using hierarchical clustering.						
	Part-B: Data Analytics						
8	a) Write R program to find R-Mean, Median & Mode with the sample data.						
	b) Write R program to find Analysis and Covariance with the sample data and visualize						
	the regression graphically.						
9	Write R program to find the following Regressions with the sample data and visualize the						
	regressions graphically.						
	a) Linear Regression b) Multiple Regression						
10	c)Logistic Regressiond)Poisson Regression.						
10	Write R program to find						
	a) Time Series Analysis with the sample data and visualize the regression graphically.						
	b) Non Linear Least Square with the sample data and visualize the regression graphically.						
11	c) Decision Tree with the sample data and visualize the regression graphically.						
11	Write R program to find the following Distribution with the sample data and visualize the						
	linear regression graphically.a) Normal Distributionb) Binomial Distribution						
12	a) Normal Distributionb) Binomial DistributionWrite R program to do the following tests with the sample data and visualize the results						
12	graphically.						
	a) χ^2 -test b) t-test c) F-test						
Referen							
	a Mining and Analytics Lab Manual, Department of CSE, CMRIT, Hyd.						
	Projects: Student must submit a report on one of the following Micro–Projects before						
	ncement of second internal examination.						
	a Mining Techniques in Healthcare System using WEKA.						
	dit Scoring Analysis using WEKA.						
4. Weather Forecasting using Data Mining.							
6. Mo	vie Success Prediction using Data Mining.						
7. Goo	ogle data analysis using R.						
	TC Reservation system data analysis using R.						
	ebook data analysis using R.						
10. Ban	10. Banking system data analysis using R.						

INFORMATION AND CYBER SECURITY LAB

Course	B.TechV-Sem.	L	Т	Р	С
Subject Code	20-CS-PC-316	-	-	2	1

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO4	PO5	PSO2
CO1	explain concepts of cryptanalysis	3	3	3
CO2	Examine different vulnerability attacks	3	3	3
CO3	illustrate Wi-Fi security techniques	3	3	3
CO4	Able to do malware analysis.	3	3	3
CO5	Able to configure simple firewall and IT audit	3	3	3

List of Experiments

Week	Title/Experiment				
1	Cryptanalysis of Caesar Cipher using frequency analysis.				
2	Cryptanalysis of RSA.				
3	Examination of a website to test the vulnerability of attacks. – DVWA setup & SQLi.				
4	Examination of a website to test the vulnerability of attacks. – XSS & CSRF & command line injection attack.				
5	Implement firewall for an organization.				
6	Implement Wi-Fi security (WPA2, IP based, MAC Based).				
7	Analyze and exploit the root system of CMROS.				
8	Implementing and analyzing target using Metasploit and gain control over the system.				
9	Implementation of IT Audit, malware analysis and vulnerability assessment and generate the report.				
10	Test security of UPI applications on desktop sharing applications.				
Referer	ices				
1. Info	rmation and Cyber Security Lab Manual, Department of CSE, CMRIT, Hyd.				
Micro-	Micro-Projects: Student must submit a report on one of the following Micro-Projects before				
commencement of second internal examination.					
1. Survey for accessing the cyber-attack awareness of members in an organization.					
2. Study of 2 real times cybercrime cases.					

- 3. Implement SSL in a website.
- 4. Securing the files of a server on root folder for unauthorized access.
- 5. Use rules to protect your content and prevent data leaks to unauthorized users in email server.
- 6. Use detectors within a rule to identify sensitive content.
- 7. Analyze and prepare a report from Sent and received email report in Office 365 admin.
- 8. Monitor top email senders and receivers in an organization using office 365 admin
- 9. Configure anti malware in email server (office 365).
- 10. Add DKIM signatures to your domains so recipients know that email messages actually came from users in your organization and weren't modified after they were sent.

ARTIFICIAL INTELLIGENCE LAB

Course	B.TechV-Sem.	L	Т	Р	С
Subject Code	20-CS-PC-317	-	-	2	1

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO4	PO5	PSO2
CO1	illustrate various search techniques	3	3	3
CO2	solve real-time problems using graph theory	3	3	3
CO3	develop various games using AI techniques	3	3	3
CO4	adapt Bayesian probability model	3	3	3
CO5	design programs based on Markov decision process	3	3	3

List of Experiments

Week	Title/Experiment			
1	Write a program to implement BFS Traversal.			
2	Write a program to implement DFS Traversal.			
3	Write a program to implement A* Search.			
4	Write a program to implement Travelling Salesman Problem.			
5	Write a program to implement Graph Coloring Problem.			
6	Write a program to implement Missionaries and Cannibals Problem.			
7	Write a program to implement Water Jug Problem.			
8	Write a program to implement Hangman game.			
9	Write a program to implement Tic-Tac-Toe game.			
10	Write a program to implement 8 Queens Problem			
11	Write a program to implement Bayesian Network.			
12	Write a program to implement Hidden Markov Model.			
Referen				
	ificial Intelligence Lab Manual, Department of CSE, CMRIT, Hyd.			
comme	Projects: Student must submit a report on one of the following Micro–Projects before neement of second internal examination.			
	lligent vehicles using Artificial Intelligence.			
	art ICU Predictive detection of deterioration of seriously ill patients using Artificial			
	Intelligence.			
	ficial Intelligence Innovation.			
	vention against Cyber security Threats using Artificial Intelligence.			
5. Effi	cient, Scalable Processing of Patient Data using Artificial Intelligence.			

- Smart Bike Share Programs using Artificial Intelligence.
 Automatic Document Classification using Bayesian theorem.
 Automated Geophysical Feature Detection using Artificial Intelligence.
- 9. Artificial Intelligence for Records Management.

10. Artificial Intelligence in e-Commerce.

AUTOMATED TESTING TOOLS (SELENIUM) LAB

Course	B.TechV-Sem.	L	Т	Р	С
Subject Code	20-CS-PC-318	1	-	2	2

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO4	PO5	PO8	PSO2
CO1	install JAVA, Associate SWD Jars and Browser drivers	3	2	2	3	3	3
CO2	devise website issues using automation	3	3	3	3	3	3
CO3	develop programs using web drivers	3	3	3	3	3	3
CO4	design test cases for validation of data	3	2	2	3	3	3
CO5	plan automation to address real time problems	3	3	3	3	3	3

List of Experiments

Week	Title/Experiment				
1	Download and Install JAVA, Associate SWD Jars and Browser drivers.				
2	Launch Mercury Tour website				
	a) Click Register link to get registration page b) Fill fields				
	c) Click submit d) Close site				
3	Write a code to search a specific month in the Facebook registration page (Birthday).				
4	Write a program which pops out an alert message in frame in personal banking login				
	page.				
5	Write a test case to search result section on CMRIT Website.				
6	Write a test case to perform automation on AJIO shopping website.				
7	Write a program in web driver to open Google and search CMRIT.				
8	Write test case to open Google and download an image from Google images of CMRIT				
	website.				
9	Write test case to get number of list items in a list.				
10	Write test case for validation in Gmail registration page.				
11	Write test case for Myntra sign in page.				
12	Write test case to convert PDF from word.				
Referen					
	tomated Testing Tools (Selenium) Lab Manual, Department of CSE, CMRIT, Hyd.				
	Projects: Student must submit a report on one of the following Micro–Projects before				
	encement of second internal examination.				
	form automation testing for any hotel booking website.				
	form automation testing for shopping cart.				
	form automation testing for utility bill payment portal.				
	form automation testing for travel booking website.				
	5. Perform automation testing for finding out list of employees having salaries greater than a specific amount.				
	form automation testing for EMI calculator.				
	form automation testing for finding out the number of flights departing from Hyderabad				
	port in a day.				

- 9. Perform automation testing for finding out the least and highest cost for a specific product in any e-commerce website.
- 10. Perform automation testing for voice based input in Google search engine.

SUMMER INTERNSHIP

Course	B.TechV-Sem.	L	Т	P	С
Subject Code	20-CD-PR-311	-	-	-	1

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	
CO1	utilize the domain knowledge with modern tools to solve real world problems	3
CO2	analyze the industrial processes that results in the end product / service	3
CO3	extend global needs for professional ethics, responsibility and communication	3
CO4	function well as an individual, member or leader in diverse teams	3
CO5	make use of engineering knowledge for societal sustenance	3

Guidelines

S. No.	Title
1	The student has to complete the internship for a period of 4 weeks during summer
	vacation between IV Semester and V Semester.
2	The internship can be carried out in any industry / R&D Organization / Research Institute
	/ Premier Educational Institutes like IITs, NITs and IIITs etc.
3	The registration process of internship should be completed before the commencement of
	IV-semester end examinations.
4	The registration process for internship involves:
	a) Students have to approach respective course coordinator with name of proposed
	company / organization in which they wish to carry out internship.
	b) The Department shall nominate guide to supervise the interns.
	c) Student has to obtain a no objection certificate (NOC) in the prescribed format from
	the department and submit the same to the respective organization.
	d) Student has to submit acceptance letter issued by the respective organization to the
5	course coordinator.
5	The internal guide has to visit place of internship at least once during student's internship.
6	The students shall report the progress of the internship to the guide in regular intervals and
7	seek advice.
/	After the completion of Internship, students shall submit a final report along with
	internship and attendance certificates to the course coordinator with the approval of internal guide.
8	The evaluation of internship shall be done during V-Semester.
9	The student has to give a PPT presentation for duration of 10 to 15 minutes in the
)	presence of departmental evaluation committee consists of Head of the Department,
	Internal Guide and Two Senior Faculty from the respective departments.
10	After the successful presentation by the student, the evaluation committee recommends
10	the result as satisfactory for the internship. In case of students who have not registered for
	internship / not submitted the internship certificate and report, the V-Semester result will
	not be declared till completion.
L	

CODING SKILLS MANDATORY COURSE (NON-CREDIT)

Course	B.TechV-Sem.	L	Τ	Р	С
Subject Code	20-MC-301	1	-	2	-

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO4	PO5	PO12
CO1	solve real world problems using C & DS	3	3	3	3	3
CO2	solve real world problems using DBMS	3	3	3	3	3
CO3	solve real world problems using Python	3	3	3	3	3
CO4	solve real world problems using Java, HTML, JavaScript	3	3	3	3	3
CO5	solve real world problems using any one emerging technology	3	3	3	3	3

List of Experiments

Week	Title/Experiment
	PART-A (Mandatory)
1	C&DS: Loops statements, control structures, functions, arrays, structures and unions.
2	C&DS: Pointers, strings, linked lists, stacks and queues.
3	C&DS: Sorting, searching algorithms, trees and graphs.
4	DBMS: Database creation, normalization, transactions and triggers.
5	Python: OOP concepts, control statements, list, tuple, set and dictionary.
6	Python: Exception handling and regular expressions.
7	Java: OOP concepts.
8	Java: String manipulations, exception handling.
9	HTML & JavaScript: Tags, table, lists, XHTML, HTML5, form validation using JS.
10	Node.JS: Simple Programs using promise and async.
	ReactJS: Features, Environment setup and installation, components, Strings, State, Props
	and Validation, handling RestAPI's.
	PART-B (Either DevOps/.Net/Rust/Julia or any emerging technologies)
	DevOps
11	Introduction, architecture, life cycle, DevOps Vs agile.
12	Workflows, version control - GIT.
13	Continuous integration & deployment - Jenkins. Build tool - Maven.
14	Containers and virtual development - Docker and Vagrant.
	Configuration management tools - Ansible, Puppet, Chef.
	.Net
11	Introduction to ASP.Net, control, architecture, framework.
12	Introduction to C#, OOPs concepts, exception handling.
13	Introduction to VB.Net, multi-threading. Introduction to ADO.Net.
14	Introduction to AJAX, routing, publishing and engine creation.
	Rust
11	Introduction, environment setup, data types, variables, constant.
12	Strings, operators, decision making, loops.
13	Function, tuple, array.
14	Ownership, borrowing, slices, structure, enum, module, error handling.
11	Julia
11	Introduction, initialization and installation, OOPs, object reference, variables.
12	Introduction to REPL, tab completion, seeking help from Julia.
13	Data types, type assignment.
14 D afaman	Representation of different number types, mathematical functions.
Referen	
I. Cod	ing Skills Manual, Department of CSE, CMRIT, Hyd.

B.TECH.-VI-SEMESTER SYLLABUS

IOT WITH CLOUD COMPUTING

Course	B.TechVI-Sem.	L	Т	Р	C
Subject Code	20-CS-PC-321	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO6	PO7	PO12	PSO1
CO1	explain the concepts of IoT	3	2	3	3	3	3
CO2	illustrate the foundations of IoT	3	2	3	3	3	3
CO3	adapt protocol and standards of IoT	3	3	3	3	3	3
CO4	outline the importance of cloud in IoT	3	3	3	3	3	3
CO5	make use of cloud in IoT enabled spaces	3	2	3	3	3	3

Unit	Title/Topics	Hours				
Ι	Introduction	10				
Introdu	ction to Internet of Things, IoT Kaleidoscope, Ubiquitous IoT Applications, A	Panoramic				
View of	of IoT Applications, Telematics and Intelligent Transport Systems, Smart Grid a	nd Electric				
Vehicle	es, Smarter Planet and Smart Buildings.					
II	Pillars and DNA of IoT	10				
	illars of IoT, M2M: The Internet of Devices, RFID: The Internet of Objects,					
Interne	Internet of Transducers, SCADA: The Internet of Controllers, The DNA of IoT - DCM: Device -					
U	that Talk. Connect - Via Pervasive Networks, Wired Networks, Wireless	Networks.				
Manag	e - To Create New Business Value.					
III	Smart Home Scheduling and Cloud Computing	4+5=9				
	: Protocol Standards for IoT: TCP and UDP, M2M and WSN Protocols, SC	CADA and				
	Protocols, Issues with IoT Standardization.					
	: Architecture Standardization for WoT: Platform Middleware for WoT, Sta					
	Frameworks for WSN, Standards for SCADA, Extensions on RFID Standard					
	er WoT Architecture, OSGi: The Universal Middleware, WoT Framework Base	ed on Data				
Standa						
IV	The Cloud of Things	10				
	ction to Cloud Computing, Cloud Middleware, NIST's SPI Architecture					
	rds, Cloud Providers and Systems, The Cloud of Things, The Internet of Things					
-	ting, Mobile Cloud Computing, MAI versus XaaS: The Long Tail and the Big S	witch, The				
	of Things Architecture, Four Deployment Models, Vertical Applications.	-				
V	Cloud in IoT Enabled Spaces	9				
	n Access, Data Caching, Smart Parking, Indecision Service Delivery, Home, L	earning in				
	Cities', Data Delivery Pricing, Planting & Farming.					
Textbo		~ ~ ~ ~				
	nbo Zhou, "The Internet of Things in the Cloud: A Middleware Perspective", C	CRC Press,				
	2012.					
	heswaran, Muthucumaru et.al., "The Cloud in IoT-enabled Spaces", CRC Press, 2	2019.				
Refere						
	vaiyuGeng, "Internet of Things and Data Analytics Handbook", Wiley, 2016.					
2. Al-	Turjman, Fadi, "Trends in Cloud-based IoT", Springer, 2020.					

MACHINE LEARNING AND DATA SCIENCE

Course	B.TechVI-Sem.	L	Т	Р	С
Subject Code	20-CS-PC-322	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO6	PO12	PSO1
CO1	demonstrate the required mathematical foundations for ML& DS	3	3	3	3	3
CO2	outline the functionalities of machine learning	3	3	3	3	3
CO3	illustrate learning algorithms & data science basics	3	3	2	2	3
CO4	build data science applications using Python based toolkits	3	3	3	3	3
CO5	use recommender systems and sentiment analysis in real time	3	3	3	3	3
	applications					

Unit Title/Topics Hours				
I				
IMathematical Foundations10Linear Algebra: Vectors, Matrices, Statistics: Describing a Single Set of Data, Correlation,				
Simpson's Paradox, Correlation and Causation, Probability: Dependence and Independence,				
Conditional Probability, Bayes's Theorem, Random Variables, Continuous Distributions, The				
Normal Distribution, The Central Limit Theorem, Hypothesis and Inference: Statistical Hypothesis				
Testing, Confidence Intervals, Phacking, Bayesian Inference.				
II Machine Learning 10				
Overview of Machine learning concepts – Over fitting and train/test splits, Types of Machine				
learning – Supervised, Unsupervised, Reinforced learning, Introduction to Bayes Theorem, Linear				
Regression- model assumptions, regularization (lasso, ridge, elastic net), Classification and				
Regression algorithms- Naïve Bayes, K-Nearest Neighbors, logistic regression, support vector				
machines (SVM), decision trees, and random forest, Classification Errors.				
IIIAdvanced Machine Learning and Introduction to Data Science4+5=9				
Part-A: Advanced Machine Learning: Find-S: finding a maximally specific hypothesis, Analysis				
of Time Series- Linear Systems Analysis, Nonlinear Dynamics, Rule Induction, Neural Networks -				
Learning and Generalization, Overview of Deep Learning.				
Part-B: Introduction to Data Science: Concept of Data Science, Traits of Big data, Web				
Scraping, Analysis vs reporting, Data Science in business.				
IVProgramming Tools for Data Science9				
Toolkits using Python: Matplotlib, NumPy, Scikit-learn, NLTK, Visualizing Data: Bar Charts, Line				
Charts, Scatterplots, Working with data: Reading Files, Scraping the Web, Using APIs (Example:				
Using the Twitter APIs), Cleaning and Munging, Manipulating Data, Rescaling, Dimensionality				
Reduction.				
VRecommender Systems and Sentiment Analysis10				
Recommender Systems: Introduction, Content-Based Filtering, Collaborative Filtering, Hybrid				
Recommenders.				
Sentiment Analysis: Introduction, Data Cleaning, Text Representation.				
Textbooks:				
1. Joel Grus, "Data Science from Scratch: First Principles with Python", O'Reilly Media(unit-1)				
2. Jeeva Jose, "Machine Learning", Khanna Publishing House, Delhi. (unit-2&3)				
3. Chopra Rajiv, "Machine Learning", Khanna Publishing House, Delhi. (unit2&4)				
4. Introduction to data science by Igual, Laura & Seguí, Santi, Springer. (unit-5)				
References:				
1. Machine Learning – Tom M. Mitchell, TMH.				
2. Jain V.K., "Data Sciences", Khanna Publishing House, Delhi.				

FULL STACK WEB DEVELOPMENT

Course	B.TechVI-Sem.	L	Т	Р	С
Subject Code	20-CS-PC-323	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO6	PO12	PSO1
CO1	explain the concepts of full stack web development	3	2	2	3	3
CO2	illustrate High level programming and jQuery concepts	3	2	2	3	3
CO3	make use of Node.js and MongoDB Driver for web development	3	3	3	3	3
CO4	develop app using angularJS concepts	3	3	3	3	3
CO5	establish version control in GitHub	3	2	3	3	3

Syllabus

TT • /		
Unit	Title/Topics	Hours
Ι		9
	uction: Getting Started With HTML - HTML5, Video & Audio, Canvas, S	
Storage	e, Drag & Drop, Geo Location. Basic Styling using CSS – Basic Styling, Pos	itioning &
Backg	ound Images. Bootstrap – Setup, Templates, Navbar, Typography, Forms & Table	es.
II		10
High l	evel programming: Variables, Arrays, Objects, Loops, Conditionals, Switches,	Functions,
Events	Form validating, Ajax.	
jQuery	r: Selectors & Mouse events, Form events, DOM Manipulation, Effects & A	Animation,
Traver	sing & Filtering.	
III		5+6=11
Part-A	: Node.js: Getting Started With Node, Installation and Simple Server - Project us	ing Simple
Node S	erver, Express Setup and Routing, Template Engines - Project using template Eng	gine.
Part-B	: Node MongoDB Driver - Setup, Middleware & Routes - Starting the Project, C	reating the
UI, Fo	m Validation and User Register, Password Encryption, Login Functionality, Acce	ess Control
& Log	but.	
IV	App Development using Angular	8
Getting	Started With Angular, Angular App From Scratch, Angular App From The	Quickstart,
Compo	nents & Properties, Events & Binding with ngModel, Fetch Data From A Service	ce, Submit
Data T	o Service, Http Module & Observables, Routing.	
V	Git & Version Control	10
Getting	Started with Git, Working with A Local Repository, Branches and Merging, Wo	rking with
A Ren	note Repository, Test project with all test cases, finding bugs, check previous	s versions,
deploy	ng procedures, documentation.	
Textbo	oks:	
1. No	rthwood, Chris. The Full Stack Developer: Your Essential Guide to the Every	day Skills
	pected of a Modern Full Stack Web Developer. A press, 2018.	-
	lder P. Full Stack Web Development with Backbone.js: Scalable Application D	esign with
	0% JavaScript. "O'Reilly Media, Inc."; 2014 Jun 10.	c
Refere		

1. Ihrig CJ, Bretz A. Full stack Javascript development with MEAN. SitePoint; 2014 Dec 24.

COMPUTER VISION (Professional Elective - II)

Course	B.TechVI-Sem.	L	Т	P	C
Subject Code	20-CS-PE-321	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO5	PO6	PO12	PSO1
CO1	explain the concepts of geometric camera models	3	2	2	3	2	3
CO2	demonstrate light and shading	3	3	3	3	3	3
CO3	illustrate the concepts of colour in computer vision	3	3	2	3	2	3
CO4	make use of linear filters	3	3	2	3	2	3
CO5	adapt local image features	3	2	2	3	2	3

Syllabus

Unit Title/Topics	Hours				
I Geometric Camera Models	10				
Image Formation – Pinhole Perspective, Weak Perspective, Cameras with Lenses, The	Human Eye,				
Intrinsic and Extrinsic Parameters - Rigid Transformations and Homogeneous	Coordinates,				
Intrinsic Parameters, Extrinsic Parameters, Perspective Projection Matrices, Weak	-Perspective				
Projection Matrices, Geometric Camera Calibration - A Linear Approach to Camera C	alibration, A				
Nonlinear Approach to Camera Calibration.					
Task: Program to calculate Windows and Plots of geometric camera model.					
II Light and Shading	10				
Modelling Pixel Brightness - Reflection at Surfaces, Sources and Their Effects, The L	ambertian +				
Specular Model, Area Sources, Inference from Shading - Radiometric Calibratio	n and High				
Dynamic Range Images, The Shape of Specularities, Inferring Lightness and I	llumination,				
Photometric Stereo: Shape from Multiple Shaded Images.					
Task: Program to change the Brightness of Image.					
III Colour	4+5=9				
Part-A: Human Colour Perception - Colour Matching, Colour Receptors, The Physics	of Colour –				
The Colour of Light Sources, The Colour of Surfaces, Representing Colour - Li	near Colour				
Spaces, Non-linear Colour Spaces.					
Task: Program to find threshold of gray scale and RGB image.					
Part-B: A Model of Image Colour – The Diffuse Term, The Specular Term, Inference					
- Finding Specularities Using Colour, Shadow Removal Using Colour, Colour Constant	ncy: Surface				
Colour from Image Colour.					
Task: Program to convert color image to gray and hsv.					
IV Linear Filters and Convolution	10				
Convolution, Shift Invariant Linear Systems - Discrete Convolution, Continuous C					
Edge Effects in Discrete Convolutions, Spatial Frequency and Fourier Transfor					
Transforms, Sampling and Aliasing – Sampling, Aliasing, Smoothing and Re-sampling					
Task: Program for Image Filtering.					
V Computing the Image Gradient	9				
Derivative of Gaussian Filters, Representing the Image Gradient - Gradient-Based Edg					
Orientations, Finding Corners and Building Neighbourhood - Finding Corners, Usin	g Scale and				
Orientation to Build a Neighbourhood.					
Task: Edge detection with gradient of an Image.					
Textbooks:					
1. Computer Vision - A modern approach, by D. Forsyth and J. Ponce, Prentice	Hall Robot				
Vision, by B. K. P. Horn, McGraw-Hill					
2. Introductory Techniques for 3D Computer Vision, by E. Trucco and A. Verri, Prent	ice Hall.				
References:					
1. E. R. Davies, Computer & Machine Vision, Fourth Edition, Academic Press, 2012.					

CMR Institute of Technology- UG-Autonomous-Regulations-R20

BLOCKCHAIN AND CRYPTOCURRENCY (Professional Elective - II)

Course	B.TechVI-Sem.	L	Т	Р	С
Subject Code	20-CS-PE-322	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO5	PO6	PO12	PSO1
CO1	explain the fundamentals of Blockchain techniques	3	2	2	3	3	3
CO2	analyze various consensus problems	3	3	3	3	2	3
CO3	adapt Blockchain technology to improve business	3	3	3	3	2	3
CO4	make use of Ethereum frameworks to write smart contract	3	3	3	3	2	3
CO5	interpret Blockchain technology in real time applications	3	3	3	3	2	3

	Syllabus	
Unit	Title/Topics	Hours
Ι	Introduction	10
Introd	uction to Blockchain: Basics, History, Architecture, Conceptualization,	Blockchain
·	nents, Creation of blocks, Merkle Tree, Gas Limit, Transactions, Bitco	
	eristics of cryptocurrencies, Altcoins (Alternative cryptocurrencies), Peer-to-Peer	
Distrib	uted Ledger Technology, Blockchain types: Public, Private, and Hybrid Blockcha	in.
Task:	Blockchain architecture demo, installation, and usage of Cryptocurrency wallets.	
II	Mining and Consensus Protocols	8
	s, Bitcoin Mining, Consensus Protocols: Miners in Bitcoin network, steps	
	, Bitcoin – Wallet, hardness of mining - transaction verifiability - anonymity - for	
-	ng - mathematical analysis of properties of Bitcoin, Bitcoin scripts. Distributed Co	onsensus.
Task:	Bitcoin wallet and querying API to get real time transactions.	
III	Consensus in Bitcoin and Ethereum	6+6=12
	: Consensus in Bitcoin: The basics, Proof of Work (PoW), 51% attacks	
	k, Sybil attacks, Proof of Stake (PoS), PoW vs PoS and Beyond, Miners in I	
	sioned Blockchain (Basics, Consensus), Permissioned Blockchain (RAFT	Consensus,
	ine General Problem, Practical Byzantine Fault Tolerance), Proof-of-authority.	
	Installation and mining using GETH.	
	: Ethereum Blockchain: Characteristics of Ethereum Blockchain, Ethereu	
	ne (EVM)-Wallets for Ethereum: Ether and MetaMask wallets, Smart	
	ction to Solidity programming, key concepts in solidity: value types, arrays,	
	and solidity mapping, building the Blockchain based decentralized applications (I	Japps).
	Designing and deploying solidity contracts on Ethereum Blockchain.	
IV	Transform Business with Blockchain	8
	ledger Frameworks: Introduction to Hyperledger fabric, Indy, Aries, Quilt,	
·	. Hyperledger Fabric – Transaction Flow, Hyperledger Fabric Details,	Fabric –
	ership and Identity Management, Hyperledger Fabric Network Setup.	
	Installation of Hyperledger Aries and Indy demo.	10
V	Blockchain trends and use cases	10
	ngible Tokens (NFTs), Decentralized Autonomous Organization (DAOs),	
	s (SBT), Zero Knowledge proofs, layer-2 protocols: Optimism and ZK-rollups, I	ara chains,
	te Blockchain.	
	hain industry use cases: Market place, supply chain, decentralized iden hain, Blockchain based certificate management, Blockchain-based E-voting, Dun	
		e anarytics.
Textbo	Building decentralized applications (DApps) using Blockchain.	
		rohonsiyo
	rayanan, Arvind, et al. Bitcoin and Cryptocurrency technologies: A comp	n enensive
	roduction. Princeton University Press, 2016. ompsons, Josh. "Blockchain: The Blockchain For Beginners Guide To	Blockshain
	chnology And Leveraging Blockchain Programming." (2017).	DIUCKCHAIII
100	2 1000 2017 .	

AUGMENTED AND VIRTUAL REALITY (Professional Elective - II)

Course	B.TechVI-Sem.	L	Т	Р	С
Subject Code	20-CS-PE-323	3	I	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO5	PO8	PO12	PSO1
CO1	illustrate taxonomy and features of AR systems	2	2	2	2	2	3
CO2	explain fundamentals of virtual reality	3	3	3	3	3	3
CO3	adapt geometric modeling in virtual reality environment	3	3	3	3	3	3
CO4	make use of virtual environment for animation	3	2	3	3	2	3
CO5	develop VR and AR applications	3	3	3	3	3	3

Unit Title/Topics	Hours
I Augmented Reality	7
Taxonomy, technology and features of augmented reality, difference between	AR and VR,
Challenges with AR, AR systems and functionality, Augmented reality methods,	visualization
techniques for AR, enhancing interactivity in AR environments, evaluating AR system	18.
Task: Explore human anatomy using AR and VR.	
II Introduction to Virtual Reality	9
Virtual Reality and Virtual Environment: Introduction, Computer graphics, Real ti	me computer
graphics, Flight Simulation, Virtual environment requirement, benefits of virtual real	ty, Historical
development of VR, Scientific Landmark.	
Task: Developing architecture of Flight Simulation using Virtual Reality.	
III Computer Graphics And Geometric Modelling	8+6=14
Part A: Introduction, The Virtual world space, positioning the virtual observer, th	e perspective
projection, human vision, stereo perspective projection, Colour theory, Conversion Fr	2D to $3D$,
3D space curves, 3D boundary representation, Simple 3D modelling, 3D clipping	Illumination
models, Reflection models, Shading algorithms.	
Task: Perform 2D/3D based experiment using Virtual world space.	
Part B: Geometrical Transformations: Introduction, Frames of reference,	Modelling
transformations, Instances, Picking, Flying, Scaling the VE, Collision detection.	
Task: Perform a case study on collision detection.	
IV Virtual Environment	9
Input: Tracker, Sensor, Digital Gloves, Movement Capture, Video-based Input, 3D	Menus & 3D
Scanner etc.; Output: Visual/Auditory/Haptic Devices. Generic VR system: Introdu	
environment, Computer environment, VR technology, Model of interaction, VR Syste	ms.
Task: Perform movement capture using virtual environment.	
V Development Tools and Frameworks	9
Human factors: Introduction, the eye, the ear, the somatic senses. Hardware: Introdu	ction, sensor
hardware, Head-coupled displays, Acoustic hardware, Integrated VR system	s. Software:
Introduction, Modelling virtual world, Physical simulation, VR toolkits, Introduction t	o VRML.
Task: Developing concept of Virtual class room with multiplayer.	
Textbooks	
1. Grigore C. Burdea, Philippe Coiffet, Virtual Reality Technology, Wiley 2016.	
2. Anand R., "Augmented and Virtual Reality", Khanna Publishing House, Delhi.	
References	
1. Alan B. Craig, Understanding Augmented Reality, Concepts and Applicati	ons, Morgan

DISASTER MANAGEMENT (Open Elective - I)

Course	B.TechVI-Sem.	L	Τ	Р	С
Subject Code	20-OEC-321	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO7	PO8	PO12
CO1	analyze impact of disasters	3	2	3	3
CO2	choose suitable disaster management mechanism	3	3	3	3
CO3	make use of appropriate measures for capacity building to reduce risks	2	2	3	2
CO4	develop strategies to cope up with disasters	3	3	3	3
CO5	build disaster management plan	2	3	3	3

Unit	Title/Topics	Hours
Ι	Understanding Disaster, Hazards and Vulnerabilities	10
Under	standing Disaster: Concept of Disaster - Different approaches - Concept of Risk	- Levels of
Disast	ers - Disaster Phenomena and Events (Global, national and regional).	
	ds and Vulnerabilities: Natural and man-made hazards; response time, freq	
	rning levels of different hazards - Characteristics and damage potential or natur	al hazards;
	assessment - Dimensions of vulnerability factors; Vulnerability and disaster risk.	
Task:	Identify various types of hazards in your area.	
II	Disaster Management Mechanism	9
	pts of risk management and crisis managements - Disaster Management Cycle -	
	ecovery - Development, Prevention, Mitigation and Preparedness - Planning for Re	lief.
Task:	Prepare a hypothetical risk mitigation plan.	
III	Capacity Building	5+5=10
Part-A	Concept - Structural and Nonstructural Measures Capacity Assessment.	
	Prepare a capacity assessment of the disaster risk management system in your stat	
Part-I	S: Strengthening Capacity for Reducing Risk - Counter-Disaster Resources and t	heir utility
in Disa	aster Management - Legislative Support at the state and national levels.	
Task:	Prepare a case study on initiatives of NDRF and Legislative Support.	
IV	Coping with Disaster	9
Copin	g Strategies; alternative adjustment processes - Changing Concepts of disaster man	nagement -
Indust	rial Safety Plan; Safety norms and survival kits - Mass media and disaster manager	nent.
Task:	Prepare a case study on role of mass media in coping up with disaster.	
V	Planning for disaster management	10
	gies for disaster management planning - Steps for formulating a disaster risk reduc	
Disast	er management Act and Policy in India Organizational structure for disaster mana	agement in
	Preparation of state and district, Disaster management plans.	
Task:	Prepare a case study on proactive and reactive disaster management plans.	
Textb		
	anual on Disaster Management, National Disaster Management, Agency Govt of Ir	ndia.
	saster Management by Mrinalini Pandey Wiley 2014.	
3. Di	saster Science and Management by T. Bhattacharya, TMH, 2015	
Refer		
	rth and Atmospheric Disasters Management, N. Pandharinath, CK Rajan, BSP 200	9.
	tional Disaster Management Plan, Ministry of Home affairs, Government of India	
(ht	tp://www.ndma.gov.in/images/policyplan/dmplan/draftndmp.pdf)	

ROBOTICS (Open Elective-I)

Course	B.TechVI-Sem.	L	Τ	Р	С
Subject Code	20-OEC-322	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO5	PO12
CO1	illustrate principles and functioning of the robot	3	2	2	2
CO2	perform kinematic analysis for end-effector positioning	3	3	3	2
CO3	integrate sensors for robot	3	3	3	2
CO4	design control laws for a robot	3	3	2	2
CO5	develop robot programming for various applications	3	3	3	2

Unit	Title/Topics	Hours
Ι	Introduction to Robotics	10
Types	and components of a robot, Classification of robots, classification with	respect to
geome	rical configuration (anatomy), closed-loop and open- loop control systems. So	cial issues
and saf	ety.	
Task:	Study components and anatomy of a real robot system.	
II	Robot Kinematics	9
Kinem	atics systems, Definition of mechanisms and manipulators, Kinematic Modeling:	Franslation
and Ro	tation Representation, Coordinate transformation, Homogeneous Coordinate repr	esentation,
DH pa	ameters.	
Task:	Forward kinematics and validate using sodhana software	
III	Sensors and Vision System	5+5=10
Part-A	: Sensors and Vision System: Sensor: Contact and Proximity, Position, Veloc	ity, Force,
Tactile	etc.	
Task:	Positioning and orientation of robot arm.	
	: Introduction to Cameras, Camera calibration, Geometry of Image formation, I	Euclidean /
Similar	ity / Affine / Projective transformations Vision applications in robotics.	
	mage Processing using open CV	
IV	Robot Control	10
Basics	of control: Transfer functions, Control laws: P, PD, PID.	
Task:	Control experiment using Robot arm for pick and place.	
V	Control Hardware and Interfacing	9
Embed		omponents,
Progra	nming for Robot Applications.	•
	Study the architecture of Robot via FLD.	
Textbo	oks:	
1. Ni	ku Saeed B., "Introduction to Robotics: Analysis, Systems, Applications", PHI, Net	ew Delhi.
	ttal R.K. and Nagrath I.J., "Robotics and Control", Tata McGraw Hill.	
Refere		
	na, S.K., "Introduction to Robotics, 2 nd Edition, McGraw-Hill Higher Education, 2	014.
	osal, A., "Robotics", Oxford, New Delhi, 2006.	
51		

ELECTRONIC MEASUREMENTS AND INSTRUMENTATION (Open Elective-I)

Course	B.TechVI-Sem.	L	Т	Р	С
Subject Code	20-OEC-323	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO12
CO1	apply the fundamental concepts of measuring instruments	3	2	2
CO2	distinguish signal generators and signal analyzers	3	3	2
CO3	make use of oscilloscopes	3	2	2
CO4	identify various transducers	3	3	2
CO5	develop bridges for various measuring parameters	3	2	2

Unit Title/Topics	Hours
I Block Schematics of Measurement	10
Performance characteristics-static characteristics, dynamic characteristics; measuring ins DC Voltmeters, D' Arsonval Movement, DC Current Meters, AC voltmeters and Curren Ohmmeters, Multi-meters; meter protection; Extension of Range; True RMS Revoltmeters; specifications of instruments. <i>Task: Study the effects of measuring instruments.</i>	nt Meters,
II Signal Analyzers	9
AF, HF Wave Analyzers, Heterodyne wave Analyzers, Power Analyzers; capacitance Meters; oscillators; signal generators-sweep frequency generators: AF, RF, pulse and squ arbitrary waveform & function generators and Specifications. <i>Task: Design an Attenuator.</i>	
III Oscilloscopes	5+5=10
 Part-A: Oscilloscopes: CRT, Block Schematic of CRO, Time Base Circuits, CRO Applications-measurement of Time period and frequency specifications. <i>Task: Simulate Electronic Multi-meter.</i> Part-B: Special Purpose Oscilloscopes: introduction to dual trace, dual beam CROs, oscilloscopes, storage oscilloscopes, digital storage CROs. <i>Task: Simulate DSO.</i> 	
IV Transducers	10
Classification of transducers; force and displacement transducers; resistance thermometer anemometers; LVDT; thermocouples, Synchros, special resistance thermometers temperature sensing system; Piezoelectric; variable capacitance transducers; magneto transducers. <i>Task: Design DAC and ADC</i> .	s; hotwire s; digital
V Bridges	9
Wheat Stone Bridge, Kelvin Bridge, and Maxwell Bridge; measurement of physical particle, displacement, level, humidity, moisture, force, pressure, vacuum level, ter measurements; data acquisition systems. <i>Task: Design Wheatstone Bridge Measurement</i> .	
Textbooks:	
 Electronic Instrumentation: H.S.Kalsi-TMH 2nd Edition 2004. Modern Electronic Instrumentation and Measurement Techniques: A.D. W.D.Cooper: PHI 5th Edition, 2003. 	Helbincs,
References:	
 Electronic Instrumentation and Measurements- David A. Bell, Oxford Univ. Press, 19 Electronic Measurements and Instrumentation K. Lal Kishore, Pearson Education 201 	

JAVA PROGRAMMING (Open Elective-I)

Course	B.TechVI-Sem.	L	Τ	P	С
Subject Code	20-OEC-324	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO3	PO5	PO12
CO1	write simple java programs using OOP concepts	3	2	2	3	2
CO2	develop programs using inheritance and polymorphism	3	2	3	3	2
CO3	create packages and interfaces	3	2	3	3	2
CO4	build efficient code using multithreading and exception handling	3	2	3	3	2
CO5	design real-time applications using applets	3	2	3	3	2

Unit	Title/Topics	Hours
Ι	Java Basics	10
History	of Java, Java buzzwords, data types, variables, scope and life time of variables	les, arrays,
.	rs, expressions, control statements, type conversion and casting, OOP concepts, c	concepts of
	objects, constructors, methods, this keyword, parameter passing, recursion.	
Task: V	<i>Write a Java program that creates a user interface to perform integer divisions.</i>	
II	Inheritance and Polymorphism	9
	of inheritance, member access rules, super uses, using final with inheritance, the o	
	methods, method overloading and overriding, dynamic binding, abstract c	lasses and
method		
	<i>Write a Java program to implement overloading and overriding.</i>	
III	Packages, Inner classes and Interfaces	5+5=10
	: Packages and Inner classes: Defining, creating and accessing a package, CLA	ASSPATH,
-	ng packages, inner classes – local, anonymous and static.	
	Write a Java program to demonstrate the package.	
	: Interfaces: Defining an interface, implementing interface, applying interfaces, v	variables in
	e and extending interfaces, differences between classes and interfaces.	
	Write a Java program to implement interfaces.	•
IV	Exception handling and Multithreading	9
	ion handling: Concepts of exception handling, benefits of exception handling,	
	hy, usage of try, catch, throw, throws and finally, built in exceptions, cre	ating own
	on sub classes.	
	hreading: Differences between multi-threading and multitasking, thread life cycl, thread priorities, synchronizing threads, inter thread communication.	le, creating
	<i>Write a Java program that implements a multi-thread application that has three th</i>	roads
V	Applets	10
	ts of Applets, differences between applets and applications, life cycle of an apple	-
-	, creating applets, passing parameters to applets.	et, types of
. .	Develop an applet in Java that displays a simple message.	
Textbo		
	a the complete reference, 8 th Edition, Herbert Schildt, TMH.	
Refere	A	
	a How to Program, H. M. Dietel and P. J. Dietel, 6 th Edition, Pearson Education, 1	PHI.
	oduction to Java programming, Y. Daniel Liang, Pearson Education.	
mu		

IOT WITH CLOUD COMPUTING LAB

Course	B.TechVI-Sem.	L	Т	Р	С
Subject Code	20-CS-PC-324	-	-	3	1.5

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO4	PO5	PSO2
CO1	identify various IoT devices	3	3	3
CO2	use IoT devices in various applications	3	3	3
CO3	develop automation work-flow in IoT enabled cloud environment	3	3	3
CO4	take part in practicing and monitoring remotely	3	3	3
CO5	make use of various IoT protocols in cloud	3	3	3

List of Experiments

Week	Title/Experiment					
1	Install necessary software for Arduino and Raspberry Pi.					
2	Familiarization with Arduino and Raspberry Pi board.					
3	Write a program to transfer sensor data to a smart phone using Bluetooth on Arduino.					
4	Write a program to implement RFID using Arduino.					
5	5 Write a Program to monitor temperature and humidity using Arduino and Raspberry Pi.					
6	Write a Program to interface IR sensors with Arduino using IoT Cloud Application.					
7	Write a Program to upload temperature and humidity data to the cloud using an Arduino					
	or Raspberry Pi.					
8	Write a program to retrieve temperature and humidity data from cloud using Arduino and					
	Raspberry Pi.					
9	Write a program to create TCP server on cloud using Arduino and respond with humidity					
	data to TCP client when requested.					
10	Write a program to create UDP server on cloud using Arduino and respond with humidity					
	data to UDP client when requested.					
Referen						
	with Cloud Computing Lab Manual, Department of CSE, CMRIT, Hyd.					
	Projects: Student must submit a report on one of the following Micro–Projects before					
	ncement of second internal examination.					
-	Pollution Meter.					
	art Garbage Collector.					
	ather monitoring system.					
	gage Tracker.					
	cuit Breakage Detection.					
	i-Theft Flooring System.					
	Based Smart Street Light.					
	 8. IoT based Gas Leakage Monitoring system. 9. IoT Based Smart Irrigation System. 					
	Based Water Level Monitoring System.					
10. 101	Dascu water Level Molitoring System.					

MACHINE LEARNING AND DATA SCIENCE LAB

Course	B.TechVI-Sem.	L	Т	Р	С
Subject Code	20-CS-PC-325	-	-	2	1

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO4	PO5	PSO2
CO1	illustrate the implementation procedures for the ML algorithms	3	3	3
CO2	demonstrate the ID3 classification algorithms	3	3	3
CO3	analyze k-Means clustering on different datasets	3	3	3
CO4	apply predictive algorithms on live data	3	3	3
CO5	identify the regression algorithms to solve real world problems	3	3	3

List of Experiments

(Minimum 10 experiments to be conducted)

Week	Title/Experiment			
1	Implement and demonstrate the FIND-S algorithm for finding the most specific			
	hypothesis based on a given set of training data samples. Read the training data from a			
	.CSV file.			
2	Write a program to demonstrate the working of the decision tree based ID3 algorithm. Use			
	an appropriate data set for building the decision tree and apply this knowledge to classify			
	a new sample.			
3	Implement the non-parametric Locally Weighted Regression algorithm in order to fit data			
4	points. Select appropriate data set for your experiment and draw graphs.			
4	Apply EM algorithms to cluster a set of data stored in a .CSV file. Use the same data set			
	for clustering using k-Means algorithm. Compare the results of these two algorithms and			
5	comment on the quality of clustering.			
3	Write a program to implement k-Nearest Neighbor algorithm to classify the iris data set. Print both correct and wrong predictions.			
6	Implementing Back propagation algorithm and test the same using appropriate data sets.			
7	Write a program to do sentiment analysis of live tweets.			
8	Write a program to predict the eligibility of a customer for loan disbursement.			
9	Write a program to predict the quality of water.			
10	Write a program to predict the winning team in IPL matches.			
Referen				
	chine Learning and Data Science Lab Manual, Department of CSE, CMRIT, Hyd.			
	Projects: Student must submit a report on one of the following Micro-Projects before			
comme	ncement of second internal examination.			
1. Dia	gnose crop disease with Machine Learning.			
2. Rec	surrence of prostate cancer using Machine learning for survival analysis.			
3. Dev	velop a system to find out duplicate data.			
	velop a system to analyze buying behavior of a customer.			
	velop a predictive model to study the employee satisfaction in an organization.			
	velop a predictive model to study the rainfall of your society.			
	velop a predictive model to study Fake News on Facebook.			
0	a la ser a la setta se a sete a s			

- 9. Analyze election data.
- 10. Do linear regression on housing prices and do a forecasting model of how much house prices would increase.

FULL STACK WEB DEVELOPMENT LAB

Course	B.TechVI-Sem.	L	Т	P	С
Subject Code	20-CS-PC-326	-	-	3	1.5

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO4	PO5	PSO2
CO1	illustrate implementation procedure of full stack web development	3	3	3
CO2	demonstrate HTML5, CSS5 scripting languages and Github	3	3	3
CO3	make use of scripting languages in web development	3	3	3
CO4	develop web applications using AJAX	3	3	3
CO5	build real time applications using full stack web development	3	3	3

List of Experiments

Week	Title/Experiment
1	Write code in HTML5 to develop simple webpage.
2	Write CSS & HTML5 Code to show Dropdown Menu.
3	Design Single Page Application with different menu items.
4	Write a program in CSS to show your city with building and moving cars.
5	Write a program to validate web form using javascript.
6	Write jquery code to show website slider.
7	Write a program in javascript to create a user login system.
8	Write a program in javascript to create a user registration system.
9	Write a program to display user details using HTML, CSS & AJAX.
10	Demonstrate version control in Git and Github.
Referen	nces
1. Full	l Stack Web Development Lab Manual, Department of CSE, CMRIT, Hyd.
	Projects: Student must submit a report on one of the following Micro–Projects before
	ncement of second internal examination.
	velop Project MyNote - A HTML5 App
	velop a Bookstore application by using HTML5, CSS, jquery in Github
	velop a shopping cart application by using HTML5, CSS, jquery in Github
	elop an e-learning system using HTML5, CSS, jquery in Github
	ld a personal portfolio webpage using HTML5, CSS, jquery.
6. Dev	elop google.com Search result page using HTML5, CSS, jquery & Ajax
7. Dev	elop a webpage to display solar system using HTML5, CSS, jquery & Ajax
8. Bui	ld Tajmahal using CSS.
9. Bui	ld a Real-Time Markdown Editor with Node.js
10. Dev	velop an User model covering, Registration, Email verification(send an email), Login (with
	(amb an ma)

remember me)

ADVANCED ENGLISH COMMUNICATION SKILLS LAB

Course	B.TechVI-Sem.	L	Т	Р	С
Subject Code	20-HSMC-301	1	-	2	2

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO5	PO10
CO1	assess and utilize vocabulary in an effective way	3	3
CO2	interpret interpersonal relationships	3	3
CO3	elaborate academic reading and writing skills	3	3
CO4	formulate appropriate communication techniques in various contexts	3	3
CO5	adapt to different work-place and socio-cultural scenarios	3	3

List of Experiments

Week	Title/Experiment
1	Self-Introduction, Role Play, Simple Exercises on Personality Development, Vocabulary
	Test.
2	Non-verbal Communication & Personality-Development - self assessment- attitude - self-
	esteem.
3	Synonyms and Antonyms, One-word Substitutes, Prefixes and Suffixes, Idioms, Phrases,
	Collocations, Technical vocabulary.
4	Reading Skills - General Vs Local Comprehension - reading for facts& details -
	understanding pictures, figures and graphs - guessing meaning from context - Skimming,
	Scanning, Inferring Meaning.
5	Unseen passages on various topics for Reading Comprehension.
6	Different types of Writing - Formal Letter Writing - Cover Letter - Resume - Email - Memos - SOP.
7	Technical Reports, Research Proposals, Thesis Writing (abstract, synopsis, thesis
	statement, conclusion, etc.) - Editing - understanding Plagiarism and its Tools.
8	Presentations - styles (oral and written) - tools - Inforgraphics - cross-cultural
	communication.
9	Oral presentations (Audience-centered, JAMs, Seminars, etc.) Written presentations
	(Posters, PPTs, Pictures, etc.)
10	Dynamics of Group Discussion - organization of ideas - rubrics of evaluation.
11	GD sessions for practice.
12	Interview Skills – Do's & Don'ts pre, during & post interview techniques – research about
	job profile and Mock Interviews.
Referen	
	anced English Communication Skills Lab Manual, FED, CMRIT, Hyd.
	Projects: Student must submit a report on one of the following Micro–Projects before
	Dependence of second internal examination.
	e Play / Debate ice Communication
	sentation Skills
	lic Speaking
	rview Skills
	ephone Skills
	cle Writing
	rkplace etiquette
	eo Resume / resume writing
	up Discussion
10.010	

HUMAN VALUES AND PROFESSIONAL ETHICS MANDATORY COURSE (NON-CREDIT)

Course	B.TechVI-Sem.	L	Т	Р	С
Subject Code	20-MC-302	2	1	-	-

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO6	PO7	PO8	PO12
CO1	identify values and ethics and its relation to individual excellence	3	3	3	2
CO2	outline the ten commandments and try to apply in professional career	2	2	3	2
CO3	illustrate modern percepts of ethics, CSR and Corporate Governance	3	3	3	2
CO4	analyze the purpose of professional code of ethics and whistle blowing	3	3	3	2
CO5	practice student professional/technical societies/associations activities	3	3	3	3

Unit Title/Topics	Hours				
I Introduction to Human Values	7				
Concept of Human Values - Ethics & types - Morality - Beliefs - Professional and Engineering					
Ethics -Ethics in Corporate Sector - Bearing of Human Values on Ethics, Morals, integ	rity, Equity,				
Caring, Sharing, Honesty, Cooperation, Commitment, Empathy, Modesty, Self-Confi	dence, Self-				
Reliance, Character, and Spirituality - Role of Yoga and meditation towards human exc	ellence.				
II Concept of Virtues, Character, and Fundamental Rights	6				
List & Theories of Virtues-Values & Virtues - Moral Unity and Integrity - Honesty -	Eight Ways				
of Misusing the Truth - Civic Virtues - Courage - Generosity in Character - Fundamenta	l Rights.				
III Senses of Responsibility and Engineering Ethics	3+3=9				
Part-A: Concept of Responsibility: Spirituality, Religion, Super naturality, and	Faith - The				
Golden Rule in Religious Ethics. Corporate Governance and Corporate Social Responsi	bility.				
Part-B: Concept of Engineering Ethics: Ethics in Hindu Mythology - Dharma - Dev	elopment of				
Modern Precepts of Ethics.					
IV Codes of Conduct	6				
Purpose of Professional Ethical Codes and Limitations -Internal Conflicts - Profession					
and Codes of Ethics - Corporate Codes of Ethics- Moral Issues - International Me	oral Code -				
Confidentiality – Whistle blowing, the Seven Social Sins.	-				
V Role of Professional/Technical Society/Association	7				
Attributes of a Profession - Professional Engineer & Respective Professional Asse					
Technical Societies (ISTE, FIE, CSI, ACT, IETE, IEEE, SAE, ACE, Etc.) - Charact					
Professional. Student Professional/Technical Society Activity through institutional student chapter.					
Textbooks:					
1. D R Kiran, Professional Ethics and Human Values, MGH Publishers,					
References:					
1. R.S. Naagaraazan, Human Values & Professional Ethics, NAIP					
2. Subramanian R., Professional ethics, Oxford University press					

B.TECH.-VII-SEMESTER SYLLABUS

BUSINESS ECONOMICS

Course	B.TechVII-Sem.	L	Т	Р	С
Subject Code	20-HSMC-411	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO11	PO12
CO1	outline the concepts of business management & economics	3	2
CO2	identify demand function to predict sales using linear regression	3	2
CO3	adapt production, price, market and cost analysis functions	3	2
CO4	estimate enterprise requirements under risky economic environment	2	3
CO5	assess the operational and financial performance of an enterprise	3	3

Syllabus

Unit	Title/Topics	Hours			
Ι	Fundamentals of Business Management & Economics and Demand Analysis	10			
Concep	ot of Management, Functions, Scope and Levels of management, C	oncept of			
Busine	ss/Managerial Economics, nature, characteristics and Scope, Law of Consumption	n, Demand			
and Su	pply.				
Task:	Derive a function for Law of Consumption, demand and supply using MS-Excel.				
II	Demand Analysis	10			
	s influencing Demand and Types of Demand, Types of Demand Elasticity, M	Aethods of			
	d Forecasting.				
	Fit a trend line for sales using MS-Excel.				
III	Production, Price, Markets & Cost Analysis	4+4=8			
	A: Production Analysis: Types of Production functions, Economies of Sca	le, Pricing			
•	ves & methods.				
	Derive production function using MS-Excel.				
	: Cost Analysis: Price - Output decisions under perfect and monopoly competitie	ons, Types			
	CVP Analysis, Computation of BEP and its applications.				
Task:	Find BEP for a desired profit using MS-Excel.				
IV	Investment Analysis & Indian Economic Environment	10			
	of Capital Requirements, factors influencing working capital, Techniques				
•	ing, Comments on Union Budgets and Flow of Credit, Steps in IPOs & trading of				
	Determine IRR for a capital budgeting project using standard notations through M				
V	Financial Statement Analysis and Type of Undertakings	10			
	Uses and Limitations of various ratios, Features of Sole-Trader, Partnership, J	oint Stock			
·	nies and PSUs.				
	Forecast overall performance for a decade with ratios using MS-Excel.				
Refere					
	nagerial Economics& Financial Analysis A.R. Aryasri. Tata McGraw Hill.				
2. Fir	2. Financial Institutions and Markets, LM Bhole, Kindle Edition.				

3. Managerial Economics, RL Varshney & KL Maheshwari, Sultan Chand & Sons.

4. Industrial Engineering and Management, O. P. Khanna, Dhanpat Rai & Sons.

GO PROGRAMMING

Course	B.TechVII-Sem.	L	Т	P	С
Subject Code	20-CS-PC-411	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO6	PO12	PSO1
CO1	illustrate the concepts of Go programming	2	3	2	3	3
CO2	demonstrate the variables of Go programming	2	2	2	3	3
CO3	outline functions and packages of Go programming	3	3	3	2	2
CO4	interpret servers of Go programming	3	3	3	3	3
CO5	make use of servers and concurrency in Go programming	3	3	3	2	3

Unit Title/Topics	Hours				
I Introduction	11				
Getting started, Machine Setup - Text Editors, The Terminal, Environment, Go,	Your First				
Program, How to Read a Go Program, Numbers - Integers, Floating-Point Numbers, Example					
Strings, Booleans.					
II Variables	10				
How to Name a Variable, Scope, Constants, Defining Multiple Variables, Control Stru	ctures - The				
for Statement, the if Statement, the switch Statement, Arrays, Slices, and Maps, Arr	ays, Slices -				
append, copy, Maps.					
III Functions and Packages	3+8=11				
Part-A: Functions, Variadic Functions, Closure, Recursion, Defer, panic, and recover	r, Pointers -				
The * and & operators, new, Structs and Interfaces.					
Part-B: Structs - Initialization, Fields, Methods - Embedded Types.					
IV Servers	8				
Packages, The Core Packages - Strings, Input/Output, Files and Folders, Errors, Co	ntainers and				
Sort, Hashes and Cryptography, Servers - TCP, HTTP-RPC.					
V Servers and Concurrency	8				
Parsing Command-Line Arguments, Creating Packages, Testing, Concurrency,	Goroutines,				
Channels - Channel Direction, Select, Buffered Channels.					
Textbooks:					
1. The Go Programming Language - Alan A. A. Donovan, Brian W. Kernighan Relea	sed October				
2015, Addison-Wesley Professional, ISBN: 9780134190570.					
2. Go in Action - William Kennedy with Brian Ketelsen and Erik	St. Martin				
Foreword by Steve Francia November 2015, ISBN: 9781617291784.					
References:					
1. Mastering Go: Create Golang Production Applications using Network Libraries, C	Concurrency,				
and Advanced Go Data Structures, Mihalis Tsoukalos, Packt Publisher, 2019.					

DATA VISUALIZATION TECHNIQUES (Professional Elective - III)

Course	B.TechVII-Sem.	L	Т	P	С
Subject Code	20-CD-PE-411	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO5	PO6	PO12	PSO1
CO1	outline the concepts of data visualization	2	3	2	3	3	3
CO2	illustrate time series analysis and mapping	3	3	2	3	3	3
CO3	make use of data processing techniques	3	3	3	3	3	3
CO4	adapt data acquiring tools for processing	3	3	3	3	3	3
CO5	implement data parsing tools and techniques	3	3	3	3	3	3

Syllabus

Unit	Title/Topics	Hours
I	Introduction	7
	Stages, Planning, Iteration and Combination, Principles, Getting Started with I	
	ing with Processing, Exporting and Distributing, Functions, Sketching and Scripting	-
	Create a workbook for data processing.	
II	Mapping and Time Series	10
	ons, Data, Using Your Own Data, Next Steps, Milk, Tea, and, Cleaning the Table	
	abelling the Current Data Set, Drawing Axis Labels, Choosing a Proper Repr	
	Rollovers to Highlight Points (Interact), Ways to Connect Points, Text Labels	
•	Interpolation Between Data Sets.	
	Create different Bar plots for variables in any dataset.	
III	Data Processing and Scatterplot Mapping	7+7=14
Part-A	: Connections and Correlations: Changing Data Sources, Problem States	
	sing, Using the Pre-processed Data, Displaying the Results, Returning to the So	
	g: Using Salary As a Tiebreaker, Moving to Multiple Days, Smoothing Out the I	
	ment Considerations.	
Task:	Create Bivariate and Multivariate charts.	
Part-E	: Scatterplot Maps: Pre-processing, Loading the Data, Drawing a Scatterplot of	Zip Codes,
Highli	ghting Points While Typing, Show the Currently Selected Point, Progressively Dir	mming and
Bright	ening Points, Zooming In.	
Task:	Build a Scatterplot for any dataset.	
IV	Data Acquiring	9
	for Acquiring Data, Locating Files for Use with Processing, Loading Text Dat	
	iles and Folders, Listing Files in a Folder, Asynchronous Image Downloads, U	•
	as a Bridge to Java, Dealing with Byte Arrays, Dealing with a Large Number of F	Files.
	Implement data acquiring using various file techniques.	
V	Data Parsing	8
	of Effort, Tools for Gathering Clues, Text Markup Languages, Regular E	·
	ps), Grammars and BNF Notation, Compressed Data, Vectors and Geometry, B	inary Data
	ts, Advanced Detective Work.	
	Perform data parsing on Markup languages.	
Textb		
	ott Murray, "Interactive Data Visualization for the Web - An Introduction to Desi "Oreilly, 2013.	gning with
	n Fry, "Visualizing Data - Exploring and Explaining Data with the	Processing
	vironment", Oreilly, 2008.	
Refere		
	ward Tufte "The Visual Display of Quantitative Information" 2001.	
	lin Ware "Visual Thinking for Design" Morgan Kaufman Series 2008	

2. Colin Ware, "Visual Thinking for Design", Morgan Kaufman Series, 2008.

ROBOTIC PROCESS AUTOMATION (Professional Elective – III)

Course	B.TechVII-Sem.	L	Т	Р	С
Subject Code	20-CD-PE-412	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO5	PO6	PO12	PSO1
CO1	outline the basics of RPA	3	3	2	3	3	3
CO2	implement RPA	3	3	3	3	3	3
CO3	demonstrate RPA tools and automation techniques	2	2	2	3	3	3
CO4	adapt RPA BOT Models	3	3	3	3	3	3
CO5	execute Orchestrator	3	3	3	3	3	3

Syllabus

IIn:4	Title/Tonica	Horme
Unit I	Title/Topics	Hours 9
	Introduction to Automation & Robotic Process Automation tion and History - RPA vs Automation - Business Processes & Use Cases- Scope & Li	-
	ith Real world Industry use cases-Various Types of RPA Implementation Methodolo	
	of Excellence - Standardization of processes – Automation Life Cycle - Difference fr	
	control flow architecture.	on SDLC -
	Draw Robotic control flow architecture.	
I usk. L	RPA Initiation & Implementation	10
	n of RPA- Limitations & factors affecting in Implementing the RPA at the enterp	-
	ments setup for RPA Implementation- Infra types to implement the RPA – Automation I	
	RPA Feasibility Analysis- Process Design Document/Solution Design Document - In	
	or RPA Implementation - Risks & Challenges with RPA - RPA and an emerging ecosyst	
	- Future of RPA.	enii- Leauers
	Perform feasibility analysis for RPA.	
III	RPA Tools and Automation	5+5=10
	: Introduction to RPA Tool Uipath & Basics The User Interface - Variables - Managing	
	s- Type of Selectors- Customizing the Selectors-RPA Project Maintenance – Argument	
	ents - Control Flow Activities & Importance - Data Manipulation- Data Manipulation In	
	variables, collections and Tables - Data Manipulation - Gathering and Assembling Data.	- uouuction
	Perform a case study on Uipath tools.	
	Advanced Automation concepts & Techniques: Recorders in Uipath - Input/Out	
	ing - RPA Challenge - Image, Text & Advanced Citrix Automation - Introduction to In	
	tion - Keyboard based automation -Advanced Citrix Automation challenges –PDF Autor	папоп- Арр
	ion & Excel Automation- Email Automation & Database Automation.	
IV	Create and integrate PDF and Excel for Email Automation.	9
	RPA BOT Models - Exception Handling OT Models: Attended Vs Unattended Bots- Monitor Events Triggers for Attended .	-
	on Handling: Debugging and Exception Handling - Debugging Tools & best practices.	Automation.
		Creating
	ing and Maintaining the BOT: Publishing the Automation solution using publish utility	- Creating a
	on Robot from the Server - Connecting a Robot to Server – Deploy the robot to Server.	
	Prepare a white paper on RPA BOT models.	10
	Orchestrator	10
	Orchestrator Introduction-Robots Configuration and Management-Connecting Robots to C	
	ment Configuration & Management -Managing Packages-Managing Processes-Managing	
	rator and Studio -Managing Schedules & triggers -Managing Logs in Orchestrator- Pract	Ical use case
scenario		
	Perform a case study on Orchestrator.	
Textbo		T. 1. 0
	botic Process Automation: Guide To Building Software Robots, Automate Repetitiv	ve Tasks &
	come An RPA Consultant - Tom Taulli.	
	coming Strategic with Robotic Process Automation, L.P. Willcocks, J.Hindle, M.C. Lacity	
	potic Process Automation Projects: Build real-world RPA solutions using UiPath and	Automation
An	where - by Nandan Mullakara.	

4. Learning Robotic Process Automation by Alok Mani Tripathi, Packt Publishing, 2018.

CMR Institute of Technology- UG-Autonomous-Regulations-R20

WEB AND SOCIAL MEDIA ANALYTICS (Professional Elective – III)

Course	B.TechVII-Sem.	L	Т	Р	С
Subject Code	20-CD-PE-413	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO5	PO8	PO12	PSO1
CO1	illustrate the basics of web and social media data	3	2	2	3	3	3
CO2	explain the value of online data	3	3	2	3	3	3
CO3	adapt collaboration in data and business	3	3	3	3	3	3
CO4	make use of business data for prediction	3	3	3	3	3	3
CO5	outline the importance of system and data	3	3	2	3	3	3

Unit Title/Topics	Hours				
I Introduction	7				
Introduction to Social Network Data Analytics and WWW, Analytics in the Enterprise - Put employees first, Pilot, Experiment, Learn, Alstom's pillars of collaboration, Governance, How to measure success, Success is more than metrics.					
Task: Perform data analytics on Facebook ad promotion platform.	10				
II Social Business Intelligence and Valuable Data	10				
Social analytics and business intelligence integration, Four Steps - Creating and engagin media presence, Tie social media to business goals, Decide on collaboration, Examine ana insights, Understanding social data types, Location/geographic data, Rich media data. <i>Task: Perform analysis on location and geographic data</i> .	÷				
	7+8=15				
 Metricize, Challenges in data quality, Delivering the infrastructure, Delivering web access How does the enterprise use this data, Social Platforms. <i>Task: Perform sorting, split, compute and select from any dataset.</i> Part-B: Social Business Intelligence and Collaboration: Increasing customer for transforming to customer-driven enterprise, An integrated approach, Enabling a better of and up-sell opportunity, Business benefits, Social media and software, Social intelligence, architecture. <i>Task: Analyze privacy issues in Social Platforms.</i> 	ocus and cross-sell				
IV Customer Care and Predictions	8				
New Voice of the Customer, Customer Care 2.0, Dos and Don'ts, Social Customer Care the New Commodity, Automation and Business Intelligence, Predicting the Future, Prediction of Learning, Predicting Elections, Predicting Box Offices, Predicting the Stock Market, Closing Predictions. <i>Task: Perform the prediction of stock market using Money control.</i>					
V Gaming the System, Right Data and Measurement	8				
Spam and Robots, Creating Reach, How to Spot Bots, Smearing Opponents, Creating Influence and Intention, Spreading Paid Opinions: Grassroots and Astroturfing, Contagiousness. <i>Task: Write a program for Spambot.</i>					
Textbooks					
 Krish Krishnan Shawn Rogers, 'Social Data Analytics', 1st Edition, Elsevier, 2014. Lutz Finger, Soumitra Dutta, "Ask, Measure, LearnUsing Social Media Analytics to Understand and Influence Customer Behavior", O'reilly, 2014 					
References					
1. Matthew A. Russell, Mining the Social Web, O'Reilly, 2 nd Edition, ISBN: 10:1449367	615.				

DATA OPTIMIZATION TECHNIQUES (Professional Elective - IV)

Course	B.TechVII-Sem.	L	Т	Р	С
Subject Code	20-CD-PE-414	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO5	PO6	PO12	PSO1
CO1	explain the concepts of optimization techniques	3	3	2	3	3	3
CO2	illustrate algorithms and complexity	3	3	2	3	3	3
CO3	demonstrate optimization techniques and algorithms	3	3	3	3	3	3
CO4	adapt optimization techniques approximation methods	3	3	3	3	3	3
CO5	make use of linear programming and evolutionary algorithms	3	3	3	3	3	3

Unit	Title/Topics	Hours				
Ι	Introduction	11				
Mather	Mathematical foundations - Functions, Continuity, Upper and lower bounds, Review of calculus -					
	Differentiation, Taylor expansions, Partial derivatives, Lipschitz, Continuity, Integration, Vectors					
	ector algebra, Norms, 2D norms 19, Matrix algebra - Matrices, Determinant,					
	Frobenius norm, Eigen values and eigenvectors - Definiteness, Quadr	atic form,				
-	zation and optimality - Minimum and Maximum.					
	<i>Write a program to find rank of the matrix.</i>					
II	Algorithms and Complexity	6				
	hm, Order notations, Convergence rate, Computational complexity - Time	and Space				
-	exity - Class P 43, Class NP 44, NP-Completeness.					
	Write a program on time complexity.					
III	Optimization Techniques and Algorithms	7+6=13				
	: Regression Analysis: Unconstrained optimization - Univariate functions, N					
	ns, Gradient-based methods - Newton's method, Convergence analysis, Steep	est descent				
	, Line search, Conjugate gradient method, Stochastic gradient descent.					
	Write a program on Stochastic gradient descent.					
	: Constrained Optimization: Mathematical Formulation, Lagrange Multipli	iers, Slack				
	les, Generalized Reduced Gradient Method, KKT Conditions, Penalty Method.					
	Write a program on Lagrange Multipliers.					
IV	Optimization Techniques: Approximation Methods	12				
	method, Trust-region method, Sequential quadratic programming - Quadratic pro					
SQP Procedure, Convex Optimization, Equality Constrained Optimization, Barrier Functions,						
	-Point Methods, Stochastic and Robust Optimization.					
	Perform a case study on any optimization techniques.	(
V	Linear Programming and Evolutionary Algorithms	<u>6</u>				
Introduction, Simplex method - Slack variables, Standard formulation, Duality, Augmented Form,						
Worked Example by Simplex Method, Interior-Point Method for LP, Evolutionary Computation -						
Basic Procedure, Choice of Parameters, Simulated Annealing, Differential Evolution. <i>Task:</i> Write a program on Simplex Method.						
Textbo						
		2018				
	1. Xin-She Yang, "Optimization Techniques and Applications with Examples", Wiley, 2018					
2. Andrew Kelleher, "Machine Learning in Production: Developing and Optimizing Data Science Workflows and Applications", Addison Wesley, 2018						
Refere						
	vrit Sra et.al., Optimization for Machine Learning', MIT Press, 2011.					
1. SU	vin Sia et.al., Optimization for Machine Learning, Will Fless, 2011.					

QUANTUM COMPUTING (Professional Elective – IV)

Course	B.TechVII-Sem.	L	Т	P	С
Subject Code	20-CD-PE-415	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO5	PO7	PO12	PSO1
CO1	explain the concepts of quantum computing	3	2	2	2	2	3
CO2	use mathematical foundations for quantum computing	3	3	3	2	2	3
CO3	outline the architecture and programming models	3	2	2	2	3	3
CO4	utilize basic techniques of quantum computing	3	3	3	3	2	3
CO5	elaborate major algorithms and discuss about OSS toolkits	3	3	3	3	3	3

 David McMahon, "Quantum Computing Explained", Wiley. References 	Unit	Title/Topics	Hours
Rigetti, D-Wave etc.), Origin of Quantum Computing, Overview of major concepts in Quantum Computing, Qubits and multi-qubits states, Bra-ket notation, Bloch Sphere representation, Quantum Superposition, Quantum Entanglement. Task: Detect data leakage in cloud. II Mathematical Foundations 10 Math Foundation for Quantum Computing, Matrix Algebra: basis vectors and orthogonality, inner product and Hilbert spaces, matrices and tensors, unitary operators and projectors, Dirac notation, Eigen values and Eigen vectors. Task: Protect data leakage in cloud. III Building Blocks 8+5=13 Part-A: Architecture & Information Representation: Architecture of Quantum Computing platform, Details of q-bit system of information representation: Block Sphere, Multi-qubits States, Quantum superposition of qubits (valid and invalid superposition), Quantum Entanglement, Useful states from quantum algorithmic perceptive e.g. Bell State, Operation on qubits: Measuring and transforming using gates, Quantum Logic gates and Circuit: Pauli, Hadamard, phase shift, controlled gates, Ising, Deutsch, swap etc. Task: Perform case study on Digilocker. IV Basic Techniques 5 Amplitude amplification, Quantum Fourier Transform, Phase Kick-back, Quantum Phase estimation, Quantum Walks. Task: Perform comparative analysis of SecaaS platforms. V Major Algorithms & OSS Toolkits 14 Shor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum Reprinter, Microsoft Q, Rigetti PyQuil (QPU/QVM). Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. Textbooks I. Nielsen M. A., Quantum Computing in PyQuil (QPU/QVM). References I. Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing, in the set of the power is a comparative analysis of mobile cloud platforms - Dropbox and OneDrive.	Ι	Introduction to Quantum Computing	6
Computing, Qubits and multi-qubits states, Bra-ket notation, Bloch Sphere representation, Quantum Superposition, Quantum Entanglement. Task: Detect data leakage in cloud. II Mathematical Foundations IO Math Foundation for Quantum Computing, Matrix Algebra: basis vectors and orthogonality, inner product and Hilbert spaces, matrices and tensors, unitary operators and projectors, Dirac notation, Eigen values and Eigen vectors. Task: Protect data leakage in cloud. III Building Blocks Part-A: Architecture & Information Representation: Architecture of Quantum Computing platform, Details of q-bit system of information representation: Block Sphere, Multi-qubits States, Quantum superposition of qubits (valid and invalid superposition), Quantum Entanglement, Useful states from quantum algorithmic perceptive e.g. Bell State, Operation on qubits: Measuring and transforming using gates, Quantum Logic gates and Circuit: Pauli, Hadamard, phase shift, controlled gates, Ising, Deutsch, swap etc. Task: Implement identity and access management on Zoom. Part-B: Programming Model for Quantum Computing: Steps performed on classical computer, Steps perform case study on Digilocker. IV Basic Techniques Stask: Perform comparative analysis of SecaaS platforms. V	Motiva	tion for studying Quantum Computing, Major players in the industry (IBM,	Microsoft,
Quantum Superposition, Quantum Entanglement. II Mathermatical Foundations 10 Math Foundation for Quantum Computing, Matrix Algebra: basis vectors and orthogonality, inner product and Hilbert spaces, matrices and tensors, unitary operators and projectors, Dirac notation, Eigen values and Eigen vectors. 10 Task: Protect data leakage in cloud. III Building Blocks 8+5=13 Part-A: Architecture & Information Representation: Architecture of Quantum Computing, Quantum superposition of qubits (valid and invalid superposition), Quantum Entanglement, Useful states from quantum algorithmic perceptive e.g. Bell State, Operation on qubits: Measuring and transforming using gates, Quantum Logic gates and Circuit: Pauli, Hadamard, phase shift, controlled gates, Ising, Deutsch, swap etc. Task: Perform case study on Digilocker. IV Basic Techniques 5 Amplitude amplification, Quantum Fourier Transform, Phase Kick-back, Quantum Phase estimation, Quantum Walks. 14 Shor's Algorithms & OSS Toolkits 14 Shor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). 14 Shor's Algorithm, Grouper analysis of mobile cloud platforms - Dropbox and OneDrive. Texts: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. Texts: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive.<			
Task: Detect data leakage in cloud. 10 II Mathematical Foundations 10 Math Foundation for Quantum Computing, Matrix Algebra: basis vectors and orthogonality, inner product and Hilbert spaces, matrices and tensors, unitary operators and projectors, Dirac notation, Eigen values and Eigen vectors. 10 Task: Protect data leakage in cloud. 8+5=13 Part-A: Architecture & Information Representation: Architecture of Quantum Computing platform, Details of q-bit system of information representation: Block Sphere, Multi-qubits States, Quantum superposition of qubits (valid and invalid superposition), Quantum Entanglement, Useful states from quantum algorithmic perceptive e.g. Bell State, Operation on qubits: Measuring and transforming using gates, Quantum Logic gates and Circuit: Pauli, Hadamard, phase shift, controlled gates, Ising, Deutsch, swap etc. Task: Implement identity and access management on Zoom. Part-B: Programming Model for Quantum Computing: Steps performed on classical computer, Steps performed on Quantum Computer, Moving data between bits and qubits. Task: Perform case study on Digilocker. 5 N Basic Techniques 5 Amplitude amplification, Quantum Fourier Transform, Phase Kick-back, Quantum Phase estimation, Quantum Walks. 14 Stark: Perform comparative analysis of SecaaS platforms. 14 N Major Algorithms & OSS Toolkits 14			resentation,
II Mathematical Foundations 10 Math Foundation for Quantum Computing, Matrix Algebra: basis vectors and orthogonality, inner product and Hilbert spaces, matrices and tensors, unitary operators and projectors, Dirac notation, Eigen values and Eigen vectors. Irask: Protect data leakage in cloud. III Building Blocks 8+5=13 Part-A: Architecture & Information Representation: Architecture of Quantum Computing platform, Details of q-bit system of information representation: Block Sphere, Multi-qubits States, Quantum superposition of qubits (valid and invalid superposition), Quantum Entanglement, Useful states from quantum algorithmic perceptive e.g. Bell State, Operation on qubits: Measuring and transforming using gates, Quantum Logic gates and Circuit: Pauli, Hadamard, phase shift, controlled gates, Ising, Deutsch, swap etc. Task: Implement identity and access management on Zoom. Part-B: Programming Model for Quantum Computing: Steps performed on classical computer, Steps performed on Quantum Computer, Moving data between bits and qubits. Task: Perform case study on Digilocker. 5 N Basic Techniques 5 Amplitude amplification, Quantum Fourier Transform, Phase Kick-back, Quantum Phase estimation, Quantum Walks. 14 Shor's Algorithms Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). 14 Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. 14 Task: Perform comparative analy			
Math Foundation for Quantum Computing, Matrix Algebra: basis vectors and orthogonality, inner product and Hilbert spaces, matrices and tensors, unitary operators and projectors, Dirac notation, Eigen values and Eigen vectors. Task: Protect data leakage in cloud. III Building Blocks Part-A: Architecture & Information Representation: Architecture of Quantum Computing platform, Details of q-bit system of information representation: Block Sphere, Multi-qubits States, Quantum superposition of qubits (valid and invalid superposition), Quantum Entanglement, Useful states from quantum algorithmic perceptive e.g. Bell State, Operation on qubits: Measuring and transforming using gates, Quantum Logic gates and Circuit: Pauli, Hadamard, phase shift, controlled gates, Ising, Deutsch, swap etc. Task: Implement identity and access management on Zoom. Part-B: Programming Model for Quantum Computing: Steps performed on classical computer, Steps performed on Quantum Computer, Moving data between bits and qubits. Task: Perform case study on Digilocker. IV Basic Techniques V Major Algorithms & OSS Toolkits V Major Algorithms & OSS Toolkits V Major Algorithms & OSS Toolkits V Major Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM		0	
product and Hilbert spaces, matrices and tensors, unitary operators and projectors, Dirac notation, Eigen values and Eigen vectors. Task: Protect data leakage in cloud. III Building Blocks SPart-A: Architecture & Information Representation: Architecture of Quantum Computing platform, Details of q-bit system of information representation: Block Sphere, Multi-qubits States, Quantum superposition of qubits (valid and invalid superposition), Quantum Entanglement, Useful states from quantum algorithmic perceptive e.g. Bell State, Operation on qubits: Measuring and transforming using gates, Quantum Logic gates and Circuit: Pauli, Hadamard, phase shift, controlled gates, Ising, Deutsch, swap etc. Task: Implement identity and access management on Zoom. Part-B: Programming Model for Quantum Computing: Steps performed on classical computer, Steps perform case study on Digilocker. IV Basic Techniques V Major Algorithms & OSS Toolkits States implification, Quantum Fourier Transform, Phase Kick-back, Quantum Phase estimation, Quantum Walks. Task: Perform comparative analysis of SecaaS platforms. V Major Algorithms & OSS Toolkits I algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. Textbooks I. Nielsen M. A., Quantum Computing Explained'', Wiley. References I. Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing, Second Science S			
Eigen values and Eigen vectors. Task: Protect data leakage in cloud. III Building Blocks 8+5=13 Part-A: Architecture & Information Representation: Architecture of Quantum Computing platform, Details of q-bit system of information representation: Block Sphere, Multi-qubits States, Quantum superposition of qubits (valid and invalid superposition), Quantum Entanglement, Useful states from quantum algorithmic perceptive e.g. Bell State, Operation on qubits: Measuring and transforming using gates, Quantum Logic gates and Circuit: Pauli, Hadamard, phase shift, controlled gates, Ising, Deutsch, swap etc. Task: Implement identity and access management on Zoom. Part-B: Programming Model for Quantum Computing: Steps performed on classical computer, Moving data between bits and qubits. Task: Perform case study on Digilocker. 5 IV Basic Techniques 5 Amplitude amplification, Quantum Fourier Transform, Phase Kick-back, Quantum Phase estimation, Quantum Walks. 14 Shor's Algorithms & OSS Toolkits 14 Shor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. Textbooks 1 Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. 2. David McMahon, "Quantum Computing Explained", Wiley. References			•
Task: Protect data leakage in cloud. 8+5=13 III Building Blocks 8+5=13 Part-A: Architecture & Information Representation: Architecture of Quantum Computing platform, Details of q-bit system of information representation: Block Sphere, Multi-qubits States, Quantum superposition of qubits (valid and invalid superposition), Quantum Entanglement, Useful states from quantum algorithmic perceptive e.g. Bell State, Operation on qubits: Measuring and transforming using gates, Quantum Logic gates and Circuit: Pauli, Hadamard, phase shift, controlled gates, Ising, Deutsch, swap etc. Task: Implement identity and access management on Zoom. Part-B: Programming Model for Quantum Computing: Steps performed on classical computer, Steps perform case study on Digilocker. IV Basic Techniques 5 Amplitude amplification, Quantum Fourier Transform, Phase Kick-back, Quantum Phase estimation, Quantum Walks. 14 Shor's Algorithms & OSS Toolkits 14 Shor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). 14 Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. Extended to an analysis of mobile cloud platforms - Dropbox and OneDrive. Textbooks 1 14 Shor's Algorithm, Grover's Algorithm and Quantum Information, Cambridge University Press. 2. David McMahon, "Quantum Computing Explained", Wiley. 14 <td>.</td> <td></td> <td>c notation,</td>	.		c notation,
IIIBuilding Blocks8+5=13Part-A:Architecture & Information Representation:Architecture of Quantum Computingplatform, Details of q-bit system of information representation:Block Sphere, Multi-qubits States,Quantum superposition of qubits (valid and invalid superposition), Quantum Entanglement, Usefulstates from quantum algorithmic perceptive e.g. Bell State, Operation on qubits: Measuring andtransforming using gates, Quantum Logic gates and Circuit:Part-B:Programming Model for Quantum Computing:Steps performed on Quantum Computer, Moving data between bits and qubits.Task:Perform case study on Digilocker.IVBasic TechniquesSteps perform comparative analysis of SecaaS platforms.VMajor Algorithms & OSS ToolkisShor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBMquantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM).Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive.Textbooks1.Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press.2.David McMahon, "Quantum Computing Explained", Wiley.References1.1	U	e	
Part-A: Architecture & Information Representation: Architecture of Quantum Computing platform, Details of q-bit system of information representation: Block Sphere, Multi-qubits States, Quantum superposition of qubits (valid and invalid superposition), Quantum Entanglement, Useful states from quantum algorithmic perceptive e.g. Bell State, Operation on qubits: Measuring and transforming using gates, Quantum Logic gates and Circuit: Pauli, Hadamard, phase shift, controlled gates, Ising, Deutsch, swap etc. Task: Implement identity and access management on Zoom. Part-B: Programming Model for Quantum Computing: Steps performed on classical computer, Moving data between bits and qubits. Task: Perform case study on Digilocker. IV Basic Techniques S Amplitude amplification, Quantum Fourier Transform, Phase Kick-back, Quantum Phase estimation, Quantum Walks. Task: Perform comparative analysis of SecaaS platforms. V Major Algorithms & OSS Toolkits Shor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. Textbooks 14 1. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. 2. David McMahon, "Quantum Computing Explained", Wiley. References			
platform, Details of q-bit system of information representation: Block Sphere, Multi-qubits States, Quantum superposition of qubits (valid and invalid superposition), Quantum Entanglement, Useful states from quantum algorithmic perceptive e.g. Bell State, Operation on qubits: Measuring and transforming using gates, Quantum Logic gates and Circuit: Pauli, Hadamard, phase shift, controlled gates, Ising, Deutsch, swap etc. <i>Task: Implement identity and access management on Zoom.</i> Part-B: Programming Model for Quantum Computing: Steps performed on classical computer, Steps performed on Quantum Computer, Moving data between bits and qubits. <i>Task: Perform case study on Digilocker.</i> IV Basic Techniques 5 Amplitude amplification, Quantum Fourier Transform, Phase Kick-back, Quantum Phase estimation, Quantum Walks. <i>Task: Perform comparative analysis of SecaaS platforms.</i> V Major Algorithms & OSS Toolkits 14 Shor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). <i>Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive.</i> Textbooks 1. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. 2. David McMahon, "Quantum Computing Explained", Wiley. References 1. Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing,			
Quantum superposition of qubits (valid and invalid superposition), Quantum Entanglement, Useful states from quantum algorithmic perceptive e.g. Bell State, Operation on qubits: Measuring and transforming using gates, Quantum Logic gates and Circuit: Pauli, Hadamard, phase shift, controlled gates, Ising, Deutsch, swap etc. Task: Implement identity and access management on Zoom. Part-B: Programming Model for Quantum Computing: Steps performed on classical computer, Steps performed on Quantum Computer, Moving data between bits and qubits. Task: Perform case study on Digilocker. IV Basic Techniques Stark: Perform case study on Digilocker. IV Basic Techniques Stark: Perform case study on Digilocker. IV Basic Techniques Stark: Perform comparative analysis of SecaaS platforms. V Major Algorithms & OSS Toolkits I 14 Shor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. Textbooks 1 1. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. 2. David McMahon, "Quantum Computing Explained", Wiley. References 1 1. Phillip Kaye Raymond Lafl			
states from quantum algorithmic perceptive e.g. Bell State, Operation on qubits: Measuring and transforming using gates, Quantum Logic gates and Circuit: Pauli, Hadamard, phase shift, controlled gates, Ising, Deutsch, swap etc. Task: Implement identity and access management on Zoom. Part-B: Programming Model for Quantum Computing: Steps performed on classical computer, Steps performed on Quantum Computer, Moving data between bits and qubits. Task: Perform case study on Digilocker. IV Basic Techniques 5 Amplitude amplification, Quantum Fourier Transform, Phase Kick-back, Quantum Phase estimation, Quantum Walks. Task: Perform comparative analysis of SecaaS platforms. V Major Algorithms & OSS Toolkits 14 Shor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. Textbooks 1. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. 2. David McMahon, "Quantum Computing Explained", Wiley. References 1. Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing,			
transforming using gates, Quantum Logic gates and Circuit: Pauli, Hadamard, phase shift, controlled gates, Ising, Deutsch, swap etc. Task: Implement identity and access management on Zoom. Part-B: Programming Model for Quantum Computing: Steps performed on classical computer, Steps performed on Quantum Computer, Moving data between bits and qubits. Task: Perform case study on Digilocker. IV Basic Techniques 5 Amplitude amplification, Quantum Fourier Transform, Phase Kick-back, Quantum Phase estimation, Quantum Walks. Task: Perform comparative analysis of SecaaS platforms. V Major Algorithms & OSS Toolkits 14 Shor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. Textbooks 1. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. 2. David McMahon, "Quantum Computing Explained", Wiley. References 1. Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing,			
controlled gates, Ising, Deutsch, swap etc. Task: Implement identity and access management on Zoom. Part-B: Programming Model for Quantum Computing: Steps performed on classical computer, Steps performed on Quantum Computer, Moving data between bits and qubits. Task: Perform case study on Digilocker. IV Basic Techniques 5 Amplitude amplification, Quantum Fourier Transform, Phase Kick-back, Quantum Phase estimation, Quantum Walks. Task: Perform comparative analysis of SecaaS platforms. V Major Algorithms & OSS Toolkits 14 Shor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. Textbooks 1. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. 2. David McMahon, "Quantum Computing Explained", Wiley. References 1. Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing,			
Task: Implement identity and access management on Zoom. Part-B: Programming Model for Quantum Computing: Steps performed on classical computer, Steps performed on Quantum Computer, Moving data between bits and qubits. Task: Perform case study on Digilocker. IV Basic Techniques Amplitude amplification, Quantum Fourier Transform, Phase Kick-back, Quantum Phase estimation, Quantum Walks. Task: Perform comparative analysis of SecaaS platforms. V Major Algorithms & OSS Toolkits I4 Shor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. Textbooks 1. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. 2. David McMahon, "Quantum Computing Explained", Wiley. References 1. 1. Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing,			hase shift,
Part-B: Programming Model for Quantum Computing: Steps performed on classical computer, Steps performed on Quantum Computer, Moving data between bits and qubits. Task: Perform case study on Digilocker. IV Basic Techniques Amplitude amplification, Quantum Fourier Transform, Phase Kick-back, Quantum Phase estimation, Quantum Walks. Task: Perform comparative analysis of SecaaS platforms. V Major Algorithms & OSS Toolkits I4 Shor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. Textbooks 1. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. 2. David McMahon, "Quantum Computing Explained", Wiley. References 1. 1. Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing,			
Steps performed on Quantum Computer, Moving data between bits and qubits. Task: Perform case study on Digilocker. IV Basic Techniques Amplitude amplification, Quantum Fourier Transform, Phase Kick-back, Quantum Phase estimation, Quantum Walks. Task: Perform comparative analysis of SecaaS platforms. V Major Algorithms & OSS Toolkits I4 Shor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. Textbooks 1. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. 2. David McMahon, "Quantum Computing Explained", Wiley. References I. 1. Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing,			
Task: Perform case study on Digilocker. 5 IV Basic Techniques 5 Amplitude amplification, Quantum Fourier Transform, Phase Kick-back, Quantum Phase estimation, Quantum Walks. Task: Perform comparative analysis of SecaaS platforms. V Major Algorithms & OSS Toolkits 14 Shor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. Textbooks 1 Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. 2. David McMahon, "Quantum Computing Explained", Wiley. References 1 1. Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing,			l computer,
IV Basic Techniques 5 Amplitude amplification, Quantum Fourier Transform, Phase Kick-back, Quantum Phase estimation, Quantum Walks. Task: Perform comparative analysis of SecaaS platforms. Ital V Major Algorithms & OSS Toolkits 14 Shor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). 14 Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. Textbooks 1. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. 2. David McMahon, "Quantum Computing Explained", Wiley. References 1 1. Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing,			
Amplitude amplification, Quantum Fourier Transform, Phase Kick-back, Quantum Phase estimation, Quantum Walks. Task: Perform comparative analysis of SecaaS platforms. V Major Algorithms & OSS Toolkits Shor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. Textbooks 1. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. 2. David McMahon, "Quantum Computing Explained", Wiley. References 1. Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing,			_
estimation, Quantum Walks. Task: Perform comparative analysis of SecaaS platforms. V Major Algorithms & OSS Toolkits 14 Shor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. Textbooks 1. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. 2. David McMahon, "Quantum Computing Explained", Wiley. References 1. Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing,	· · · ·		-
Task: Perform comparative analysis of SecaaS platforms. V Major Algorithms & OSS Toolkits 14 Shor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). 14 Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. 16 Textbooks 1 1. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. 2 2. David McMahon, "Quantum Computing Explained", Wiley. 17 References 1 1. Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing,			um Phase
V Major Algorithms & OSS Toolkits 14 Shor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). 14 Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. 16 Textbooks 1 Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. 2. David McMahon, "Quantum Computing Explained", Wiley. References 1. Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing,			
 Shor's Algorithm, Grover's Algorithm, Deutsch's Algorithm, Deutsch -Jozsa Algorithm, IBM quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). <i>Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive.</i> Textbooks Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. David McMahon, "Quantum Computing Explained", Wiley. References Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing, 			
 quantum experience, Microsoft Q, Rigetti PyQuil (QPU/QVM). <i>Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive.</i> Textbooks Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. David McMahon, "Quantum Computing Explained", Wiley. References Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing, 			
Task: Perform comparative analysis of mobile cloud platforms - Dropbox and OneDrive. Textbooks 1. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. 2. David McMahon, "Quantum Computing Explained", Wiley. References 1. Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing,			ithm, IBM
Textbooks 1. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. 2. David McMahon, "Quantum Computing Explained", Wiley. References 1. Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing,			
 Nielsen M. A., Quantum Computation and Quantum Information, Cambridge University Press. David McMahon, "Quantum Computing Explained", Wiley. References Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing, 			•
 David McMahon, "Quantum Computing Explained", Wiley. References Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing, 			
References 1. Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing,			sity Press.
1. Phillip Kaye Raymond Laflamme Michele Mosca, An Introduction to Quantum Computing,			
Oxford University Press.			Computing,
	Ox	ford University Press.	

SOFTWARE PROCESS & PROJECT MANAGEMENT (Professional Elective - IV)

Course	B.TechVII-Sem.	L	Т	Р	С
Subject Code	20-CD-PE-416	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO6	PO8	PO12	PSO1
CO1	explain the concepts of Software process improvement	3	3	2	3	3	3
CO2	illustrate assessment phases and principles	3	3	3	3	3	3
CO3	adapt and establish software configuration management	2	2	2	3	3	3
CO4	use lifecycle phases in project maintenance	3	3	3	3	3	3
CO5	establish iterative process planning & automation	3	3	3	3	3	3

Unit Title/Topics	Hours
I Introduction	8
Introduction - A Software maturity framework - Software process improvement, proc	cess maturity
levels, People in the optimization process, the need of the optimizing process, The	principles of
software process change, Process in perspective, Six basic principles, Misconceptions,	Strategy for
implementing software process change.	
Task: Perform a case study on a software maturity framework.	
II Software process assessment	8
Assessment overview, Assessment phases, five assessment principles, the assessment	
Assessment conduct, Implementation considerations, The initial process - The nature	
process, Software process entropy, The way out, Managing software organizations -	Commitment
discipline, The management system, Establishing a project management system.	
Task: Perform a case study of a chaotic project.	
III Repeatable & Define process	8+8=16
Part-A: Managing Software Organizations and Project plan: Commitmen	
Management system, establishing a project management system, The project plan	
Contents, Size measures, Estimating, Productivity factors, Scheduling, Tracking. I	Development
plan, Planning models, Final considerations.	
Task: Perform a case study on project management system.	
Part-B: Software configuration management: The need of configuration management	
product nomenclature, basic configuration management functions, Baselines, C	onfiguration
management responsibilities, The need of automated tools.	
Task: Make a list of Basic configuration management functions.	
IV Life Cycle Phases and Artifacts	8
Engineering and production stages, Inception phase, Elaboration phase, Constru	
Transition phase, The artifacts sets - The management sets, The engineering s	
evolution over the life cycle, Test artifacts, artifacts - Management, Engineering, Prage	natic.
Task: Make a stat chart diagram on the life cycle phases of software development.	
V Iterative Process Planning & Automation	8
Work breakdown structures - Conventional WBS issues, Evolutionary work breakdown	
Planning guidelines, The cost and schedule estimating process, The iteration plann	ing process,
Pragmatic planning, Tools: Automation building blocks, The project environment.	
Task: Perform a case study on factors influencing project environment.	
Textbooks	
1. Managing the Software Process, Watts S. Humphrey, Pearson Education, 2002.	
2. Software Project Management, Walker Royce, Pearson Education, 1998.	
References	
1. An Introduction to the Team Software Process, Watts S. Humphrey, Pearson Educa	tion, 2000.

GREEN BUILDING TECHNOLOGIES (Open Elective-II)

Course	B.TechVII-Sem.	L	Т	P	С
Subject Code	20-OEC-411	3	1	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO7	PO12
CO1	explain the fundamentals of energy use and processes in building	3	2	2	2
CO2	identify indoor environmental requirement and its management	3	3	3	2
CO3	assess the impact of solar radiation on buildings	3	3	3	2
CO4	evaluate end-use energy utilization and requirements	3	3	2	2
CO5	adapt audit procedures for energy management	3	3	3	2

-	
Unit Title/Topics Hou	rs
I Introduction 10)
Indoor activities and environmental control - Internal and external factors on energy use and	the
attributes of the factors - Characteristics of energy use and its management - Macro aspec	t of
energy use in dwellings and its implications.	
<i>Task:</i> Analyze the characteristics of energy use and its management of dwellings.	
IIIndoor environmental requirement and management9	
Thermal comfort - Ventilation and air quality - Air-conditioning requirement - Visual percepti	on -
Illumination requirement - Auditory requirement.	
<i>Task:</i> Perform a case study on ventilation illumination and air quality in a building.	
IIIClimate, solar radiation and their influences5+5=	:10
Part A: Sun-earth relationship and the energy balance on the earth's surface - Climate, wind, s	olar
radiation.	
Task: Conduct a case study on climate changes.	
Part B: Temperature - Sun shading and solar radiation on surfaces - Energy impact on the sh	ape
and orientation of buildings.	
Task: Conduct a case study on solar radiation.	
IVEnd-use, energy utilization and requirements10	
Lighting and day lighting - End-use energy requirements - Status of energy use in build	
Estimation of energy use in a building - Heat gain and thermal performance of building envelo	•
Steady and non-steady heat transfer through the glazed window and the wall - Standards	for
thermal performance of building envelope.	
Task: Perform a case study on energy utilization in a building.	
VEnergy management options9	
Energy audit and energy targeting - Technological options for energy management.	
Task: Perform a case study on energy management.	
Textbooks:	
1. Michael Bauer, Peter Mosle and Michael Schwarz, Green Building, Guidebook for Sustain	able
Architecture, Springer, Heidelberg, Germany.	
2. Norbert Lechner, Heating, Cooling, Lighting - Sustainable Design Methods for Archite	cts∥,
Wiley, New York.	
References:	
1. James Kachadorian, The Passive Solar House: Using Solar Design to Heat and Cool Y	our
Homel, Chelsea Green Publishing Co., USA.	

DRONES (Open Elective-II)

Course	B.TechVII-Sem.	L	Т	Р	С
Subject Code	20-OEC-412	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO3	PO5	PO7	PO12
CO1	explain concepts of creative industries	3	3	3	3	3	3
CO2	outline the needs of creative industries	3	3	3	3	3	3
CO3	illustrate deployment and deadly abilities of drones	3	3	3	3	3	3
CO4	adapt price based data routing in dynamic IoT	3	3	3	3	3	3
CO5	make use of security in UAV/Drone communications	3	3	3	3	3	3

Unit Title/Topics	Hours
I Introduction	9
The creative industries: Concepts, Measurement, economic impact of the creative	industries:
Scenarios and theoretical models - Scenarios, Theoretical models, Measuring the econ	omic impact
of the creative industries - Direct impact of the creative industries.	
Task: Implementation methods for photography in creative industries.	
II Creative Industries' Needs: A Latent Demand	8
Introduction, creative industries and film, emerging technologies - creative industries	importance
of emerging technologies for creative industries, challenges.	
Task: Comply on VR, AR and Drones together for Creative industries.	
III Deployment and Deadly Abilities	7+7=14
Part-A: The Deployment of Drones: The private invasion, The media invasion, The	agricultural
invasion, The commercial invasion, The medical invasion, The transportation in	vasion, The
communication invasion, The controlled invasion.	
<i>Task:</i> Develop design thinking method for drone application in agriculture fields.	
Part-B: The Deadly Abilities of Drones: Drones in the police force, Drones in the m	ilitary force,
Drones in the animal world, Drones in the insect world.	
Task: Recognize Do's and Don'ts of drone flying	
IV Price Based Data Routing in Dynamic IoT	8
Introduction, Background, IoT system model - IoT model, IoT node - Residual energ	
model, Load and buffer space, Delay, Trust, Pricing model, Communication model	el, Adaptive
routing approach, Use case and theoretical analysis.	
<i>Task:</i> Design an IoT model for any Drone application.	
V Security in UAV/Drone Communications	9
Introduction - PLS for UAV Systems - UAV as a mobile relay (UAV Relay), UAV	
transmitter BS (UAV-BS), UAV as mobile jammer (UAV-Jammer), UAV as a flying	
UE), One UAV as a cooperative jammer and another as a transmitter, Additional com	mon attacks
in UAV Systems - Attacker classification, Attack-type classification.	
<i>Task:</i> Jamming of UAV remote control systems using software defined radio.	
Textbooks:	
1. Virginia Santamarina-Campos et.al., "Drones and the Creative Industry Innovative	ve Strategies
for European SMEs", Springer, 2018	
2. Fadi Al-Turjman, "Drones in IoT-enabled Spaces", CRC Press, 2019	
3. Billy Crone, "Drones, Artificial Intelligence, & the Coming Human Annihilation"	, Get A Life
Ministries, 2018.	
References:	
1. Ryan Nagelhout, "The Modern Nerd's Guide to Drone Racing", Gareth Stevens, 20	18.

5G TECHNOLOGIES (Open Elective-II)

Course	B.TechVII-Sem.	L	Τ	Р	С
Subject Code	20-OEC-413	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO3	PO5	PO7	PO12	PSO1
CO1	explain basic principles of 5G communication	3	3	2	2	3	3	3
CO2	identify the 5G new radio, core network, mobile networks	3	3	2	2	3	3	3
CO3	analyze the physical architecture of 5G and its challenges	3	3	2	2	3	3	3
CO4	design the modulation and multiple access technique for 5G	3	3	2	2	3	3	3
CO5	evaluate the various channels, layers and links used in 5G	3	3	2	2	3	3	3

Unit	Title/Topics	Hours
Ι	Introduction to 5G Wireless Communications	9
Introdu	ction, Usage Scenario, Specifications and Use Cases, Performance - Speed	, Latency,
Standar	ds, NR, Spectrum, Unlicensed Spectrum, Technology, Concerns, Interferen	ce Issues,
Surveil	lance Concerns, Health Concerns.	
Task: V	Vrite a program on SSBSC Modulation and Demodulation using SDR.	
II	5G Wireless Networks	10
Cellula	r Systems Overview, Basics of New Radio (NR), Next Generation Core Network	rk, Mobile
Networ	k Technologies, Network Softwarization and Slicing, Cell Clustering,	Physical
Infrastr	ucture Improvements, Enabling Technologies, Multi-Tenancy Support.	
Task: V	Vrite a program on Sampling and Quantization.	
III	Wireless Systems, Standards and architecture for 5G	5+7=12
Part-A	: Systems and Standards: Technology, Challenges, Requirement, High Sp	eed, High
Capacit	y, Massive Connected Devices, Ultra-low Latency and Ultra-High Reliabilit	ty, Energy
Saving,	Cost Saving, Radio Technology, Utilization of High Frequency Bands, Massiv	ve Element
Antenn	a Technologies.	
Task: V	Vrite a program on Digital Quadrative Amplitude Modulation and Demodulation.	
Part-B	: Architecture, Generalized Physical Architecture, Radio Access Network, Evolv	ved Packet
Core, Il	P Multimedia Subsystem, Architecture of 5G, Security Architecture.	
	Vrite a program on Bit Error Rate measurement of DQAM.	
IV	Modulation and Multiple Access Techniques for 5G	8
	e Access Schemes, Basic Concept of OFDM, The Principles of OFDM	
	logy, Requirements, Cyclic Prefix OFDM, Multipath Signal Transmission, CP	Design in
	, DFT-s-OFDM, DFT-S-OFDM and OFDMA, Modulation Considerations.	
	Vrite a program on OFDM Transmitter and Receiver.	
V	Channels for 5G Wireless Communications	9
	Channels for NR, Transport Channel, Logical, Transport and Physical Channel	
	ation Channel Model, Channel Models, Channel Hierarchy, Communication	ns System
	l Mapping, NR Physical Layer Data Channels.	
Task: V	Vrite a program on Bit Error Rate Measurement of M-ARYPSK.	
Textbo		
	damentals of 5G Wireless Communications: V. K. Sachan, Jay Devi Sachan, MP	
	ex Modulation for 5G Wireless Communications: Miaowen Wen, Xiang Cheng, S	pringer.
Referen		
	Mobile and Wireless Communications Technology: AFIF OSSEIRAN Ericsson	n JOSE F.
MC	NSERRAT, and PATRICK MARSCH, Cambridge University Press.	

DATABASE MANAGEMENT SYSTEMS (Open Elective-II)

Course	B.TechVII-Sem.	L	Т	Р	С
Subject Code	20-OEC-414	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO2	PO3	PO5	PO12
CO1	design databases using E-R model	3	3	3	3	2
CO2	construct database using relational model	3	3	3	3	2
CO3	formulate SQL queries to interact with database	3	3	3	3	2
CO4	make use of transaction control commands	3	3	3	3	2
CO5	apply normalization on database to eliminate redundancy	3	3	3	3	2

Unit	Title/Topics	Hours
Ι	Introduction to Database Systems and Database Design	11
Introd	uction to Database Systems: Introduction and applications of DBMS, Purpose of	f data base,
History	of database, Database architecture - Abstraction Levels, Data Independence	, Database
Langua	ges, Database users and DBA.	
Introd	uction to Database Design: Database Design Process, Data Models, ER I	Diagrams -
Entitie	s, Attributes, Relationships, Constraints, keys, Generalization, Specialization, Ag	ggregation,
Concep	otual design with the E-R model for large Enterprise.	
Task:	Conceptual Designing using ER Diagrams.	
II	Relational Model	9
Introdu	ction to the relational model, Integrity constraints over relations, Enforcing	g integrity
constra	ints, Querying relational data, Logical database design: E-R to relational, Intro	duction to
	Destroying/altering tables and views.	
	Converting ER Model to Relational Model.	
III	SQL Basics and Functions	4+4=8
Part-A	: SQL Basics: DDL, DML, DCL, structure – creation, alteration, defining co	nstraints –
	y key, foreign key, unique, not null, check, in operator.	
	Creation of Tables using SQL commands.	
Part-B	: Functions: Aggregate functions, Built-in functions - numeric, date, string fur	nctions, set
operati		
Task:	Practice Queries using Aggregate Operators.	
IV	Sub-queries and Transaction control commands	10
Sub-qu	ieries: Introduction, correlated sub-queries, use of group by, having, order by, j	oin and its
	Exist, Any, All, view and its types.	
Transa	action control commands: ACID properties, concurrency control, Commit, Roll	back, save
point, o	cursors, stored procedures, Triggers.	
Task:	Practicing Sub queries and Joins.	
V	Normalization	10
Introdu	ction, Normal forms - 1NF, 2NF, 3NF, BCNF, 4NF and 5NF, concept of De-nor	malization
and pra	ictical problems based on these forms.	
	Implement normalization with an example.	
Textbo		
	ghurama Krishnan, Johannes Gehrke, Database Management Systems, 3 rd Edition,	TMH.
	raham Silberschatz, Henry F.Korth, S.Sudarshan, Database System Concepts, 6	
	IH.	······,

GO PROGRAMMING LAB

Course	B.TechVII-Sem.	L	Т	Р	С
Subject Code	20-CS-PC-412	-	-	2	1

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO4	PO5	PSO ₂
CO1	write simple programs using Go programming concepts	3	3	3
CO2	articulate the variables of Go programming	3	3	3
CO3	make use of functions and packages of Go programming	3	3	3
CO4	pivot servers of Go programming	3	3	3
CO5	prioritize servers and concurrency in Go programming	3	3	3

List of Experiments

Note: Codes and execution available at https://www.golangprograms.com/basic-programs.html

Week	Title/Experiment
1	Write a Go Program to find LCM and GCD of given two numbers.
2	Write a Go Program to print pyramid of numbers.
3	Write a program to use struct that is imported from another package.
4	Write a Go Program to calculate standard deviation in Math package.
5	Write a Program in Go language to print Floyd's Triangle.
6	Write a Go Program to take user input and addition of two strings.
7	Write a Go Program to check whether a string is Palindrome or not.
8	Write a Go Program to Build a contact form.
9	Write a Go Program to calculate average using arrays.
10	Write a Go program to delete duplicate element in a given array.
11	Write a Go Program with example of Array Reverse Sort Functions for integer and
	strings.
12	Write a program comprising of Contains, Contains Any, Count and Equal Fold string
	functions.
13	Write a Go Program for CRUD using MYSQL from scratch.
14	Write a Go Program to create multiple goroutines and implement how the goroutines
	scheduler behaves with three logical processors for CRUD using MYSQL from scratch.
Referen	
	Programming Lab Manual, Department of CSE, CMRIT, Hyd.
	Projects: Student must submit a report on one of the following Micro–Projects before
	ncement of second internal examination.
	d a database using Go Programming. ate a calculator in Go Programming.
	ate a countdown using Go Programming.
	ate a Tic Tac Toe using Go Programming.
	vert a text file to PDF using Go Programming.
	d a simple website using Go Programming.
	d a book management system using Go Programming
	d a restaurant management system using Go Programming.
	d a office management system using Go Programming.
	d a simple server in Go Programming.

INDUSTRY ORIENTED MINI-PROJECT

Course	B.TechVII-Sem.	L	Т	Р	С
Subject Code	20-CD-PR-411	-	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1 to PSO2
CO1	identify the problem statement, assess the scope and develop a prototype	3
CO2	execute the project using modern tools and prepare the report	3
CO3	demonstrate leadership, management skills for project development with ethics	3
CO4	function effectively as individual / member / leader in project teams	3
CO5	make use of engineering knowledge for societal sustenance	3

Guidelines

S.	No. Title	
Th	e objective of the industry oriented mini-project work is to imbibe students with technic	al,
ana	lytical and innovative ideas to facilitate with theoretical and practical learning pertaining	to
rel	vant domain of interest. An individual or a peer of 2-5 students work under the guidanc	e /
me	ntorship of a departmental faculty and industry expert with the aim of addressing solution to r	eal
wo	ld / societal problems using various R&D/industrial techniques. The team work fosters	he
coi	munication and leadership skills among peers to survive and exercise during their career.	
1	Survey and study of published literature on the approved / assigned topic.	
2	Conduct preliminary Analysis / Modeling / Simulation / Experiment / Design / Feasibility	y /
	ethnographical study.	
3	Prepare an abstract/synopsis on the opted topic and submit to the Guide/Supervisor	for
	approval.	
4	Prepare an Action Plan for conducting the investigation, including team work.	
5	Apply suitable methodology for Designing / Modeling / Simulation / Experimentation.	
6	Develop an end product/process along with conclusions, recommendations and future scope.	
7	Prepare and submit the final dissertation in the prescribed format to the Department.	
8	Present and execute the industry oriented mini-project before External Committee for viv	/a-
	voce.	

B.TECH.-VIII-SEMESTER SYLLABUS

PREDICTIVE ANALYTICS (Professional Elective –V)

Course	B.TechVIII-Sem.	L	Т	P	С
Subject Code	20-CD-PE-421	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO5	PO6	PO12	PSO1
CO1	explain the concepts of predictive analytics	3	2	2	2	3	3
CO2	demonstrate malware detection in context of immunity	3	3	3	3	3	3
CO3	make use of modelling toolkits and software solutions	3	3	3	3	3	3
CO4	demonstrate IBM Watson computer	3	2	3	3	3	3
CO5	illustrate use of persuasion in prediction	3	2	3	3	3	3

Uni	it Title/Topics	Hours				
Ι	Introduction	7				
Intro	Introduction, The analytical model, Two types - predictive and descriptive, The profitability					
sees	aw, Applying predictive analytics to e-mail marketing, Generating customer	knowledge,				
	peting on analytics, Data protection and privacy issues.					
Task	k: Draw an analytical model to generate customer knowledge.					
II		10				
	a mining and its stakeholders, The data-mining process, Involvement of the stake	holders, The				
	ionship between data mining, data science and statistics.					
	naging the data for predictive analytics: Roles, useful data, data sources, typ	es of data -				
	ctured and unstructured, Data quality checks - the data audit, data preparation.					
Task	k: Perform structured and unstructured data audit.					
III		7+9=16				
	t-A: The Analytical Modelling Toolkit: Types of techniques, Widely used predic					
	ely used descriptive methods, The Bayesian approach, Combining models together	,				
	k: Perform predictive data modelling.					
	t-B: Software Solutions for Predictive Analytics: The architecture required for					
	ware for analytical modelling, Communicating models between development and	deployment,				
	lel management, Scalable analytics in the Cloud.					
	k: Draw a data mining architecture for development and deployment.					
	Watson and the Jeopardy	7				
	son - IBM's Jeopardy! Playing computer, Why does it need predictive modelling					
	ver questions, and what secret sauce empowers its high performance? How does	the iPhone's				
	compare? Why is human language such a challenge for computers?					
-	k: Perform a case study on IBM Watson.					
V	J J	8				
	at is the scientific key to persuasion? Why does some marketing fiercely backf					
	an behaviour the wrong thing to predict? What voter predictions helped Obama					
	e than the detection of swing voters? How could doctors kill fewer patients inadver	rtently?				
-	k: Perform a case study on voter prediction.					
	tbooks:					
	Barry Leventhal, "Predictive Analytics for Marketers - Using Data Mining f	or Business				
	Advantage", KaganPage, 2018					
	Eric Siegel, "Predictive Analytics: The Power to Predict Who Will Click, Buy, L	he, Or Die",				
	Wiley, 2016.					
	erences:					
	Anasse Bari, Mohamed Chaouchi, and Tommy Jung, Predictive Analytics For Dun	ımıes", John				
	Wiley & Sons", 2014.					

DATA STREAMING TECHNIQUES (Professional Elective – V)

Course	B.TechVIII-Sem.	L	Т	Р	С
Subject Code	20-CD-PE-422	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO5	PO6	PO12	PSO1
CO1	explain the concepts of data streaming	3	2	2	2	2	3
CO2	demonstrate about stream processing applications	3	3	2	3	3	3
CO3	make use of data handling and transportation	3	3	3	3	3	3
CO4	illustrate data analysis algorithms	3	3	3	3	3	3
CO5	adapt message queuing tier in business problems	3	3	3	2	2	3

Synabus	
Unit Title/Topics	Hours
I Introduction	7
Overview, Towards continuous data processing: the requirements, Stream process	ing foundations,
Stream processing, Differences of a real time and streaming systems, The archite	ctural blueprint,
Security for streaming systems.	
Task: Draw the architectural blue print of streaming systems.	
II Stream Processing	10
Overview, Stream processing applications - Network monitoring for cyber security	
grid monitoring and optimization, SCADA systems, Stream Processing Systems - D	Data, Processing.
Task: Analyze the working mechanism of SCADA systems.	
III Data Ingestion and Decoupling the Data Pipeline	7+7=14
Part-A: Data Ingestion: Common interaction patterns - Request/response patterns - Requ	
acknowledge pattern, Publish/subscribe pattern, One-way pattern, Stream patter	•
interaction patterns - Request/response optional pattern, Scaling the stream pattern.	
<i>Task:</i> Write a program to identify various streaming patterns.	
Part-B: Decoupling the Data Pipeline: Message queuing tier, Core concepts - p	
and consumer, Isolating producers from consumers, Durable messaging, M	essage delivery
semantics, Security, Fault tolerance.	
Task: Write a program to identify Message delivery semantics.	
IV Algorithms for Data Analysis	8
Accepting constraints and relaxing, Thinking about time - Sliding window, Tur	
Summarization techniques - Random sampling, Counting distinct element	its, Frequency,
Membership.	
Task: Write a program to count distinct elements.	
V Storing and Availability of Data	9
Long-term storage, Keeping it in-memory - Embedded in-memory/flash-optim	v
system, In-memory database and data grid, Communications patterns - Data Sync,	
Invocation and RPC, Simple Messaging, Webhooks, HTTP, Server-sent events, W	eb-Sockets.
Task: Perform RPC between two systems.	
Textbooks:	1. 1. 1
1. Andrew G. Psaltis, "Streaming Data - Understanding the real-time pipe	line", Manning
publications, 2017.	
2. Deepak S. Turaga, "Fundamentals of Stream Processing Application Design	i, Systems, and
Analytics", Cambridge University Press, 2013.	
References:	
	D
 Garofalakis, Minos, "Data Stream Management: Processing High-Speed Springer, 2016. 	Data Streams",

HEALTHCARE DATA ANALYTICS (Professional Elective – V)

Course	B.TechVII-Sem.	L	Т	Р	С
Subject Code	20-CD-PE-423	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO5	PO6	PO12	PSO1
CO1	explain the concepts of data sources and basic analytics	3	2	2	3	3	3
CO2	demonstrate about data applications and systems	3	3	3	3	3	3
CO3	illustrate the components and systems of EHR	3	3	3	3	3	3
CO4	adapt biomedical image analysis	3	2	3	3	3	3
CO5	make use of image segmentation and registration	3	2	3	3	3	3

Syllabus

Unit Title/Topics	Hours
I Introduction	8
Healthcare data sources and basic analytics – Electronic health records, Biomedical im Sensor data analysis, Biomedical signal analysis, Genomic data analysis, Clinical Mining biomedical literature, Social media analysis.	•
Task: Perform Genomic data analysis.	-
IIAdvanced Data Analytics, Applications and Practical SystemsClinical prediction models, Temporal data mining, Visual analytics, Clinco-geintegration, Information retrieval, Privacy-preserving data publishing, Data analyticshealth, Healthcare fraud detection, Data analytics for pharmaceutical discoveries.Task: Write a program to find health care fraud detection.	
III Electronic Health Records (HER)	9+8=17
Part-A: Components of EHR: Administrative system components, Labora components and vital signs, Radiology system components, Pharmacy system Computerized physician order entry (CPOE), Clinical documentation. <i>Task:</i> Write a program to analyze clinical data.	• •
Part-B: Coding Systems: International classification of diseases – ICDS-9, ICD-Current procedural terminology (CPT), Systematized nomenclature of medical cl (SNOMED-CT). <i>Task:</i> Write a program to predict disease based on symptoms.	
IV Biomedical Image Analysis	7
Biomedical imaging modalities – Computed tomography, Positron emission tomograph resonance imaging, Ultrasound, Microscopy, Biomedical imaging standards and sys detection – Template matching, Model based detection, Data driven detection methods Task: Write a program to analyze medical image.	tems, Object
V Image Segmentation and Registration	9
Image segmentation - Thresholding, Watershed transform, Region growing, Cluster registration – Registration transforms, similarity and distance metrics, Registration Feature extraction – Object features, Features selection and dimensionality reduction component analysis. <i>Task: Write a program on dimensionality reduction</i> .	optimizers,
Textbooks:	
 Chandan K Reddy et.al., "Healthcare Data Analytics", CRC Press, 2015. Hui Yang, Eva K. Lee, "Healthcare Analytics: From Data to Knowledge to Improvement", Wiley, 2016.) Healthcare
References:	
1. Sergio Consoli, "Data Science for Healthcare: Methodologies and Applications 2019.	s", Springer,

MINING MASSIVE DATASETS (Professional Elective - VI)

Course	B.TechVIII-Sem.	L	Т	Р	С
Subject Code	20-CD-PE-424	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO5	PO6	PO12	PSO1
CO1	explain the concepts of dataset mining	3	2	2	3	3	3
CO2	use mapreduce for large scale file systems	3	3	3	3	3	3
CO3	select similar items of a large dataset	3	3	2	3	3	3
CO4	make use of web advertising	3	3	3	3	3	3
CO5	sketch social network graphs for mining	3	2	2	3	3	3

Unit	Title/Topics	Hours					
Ι	Introduction	8					
Statisti	Statistical Modeling, Machine Learning, Computational Approaches to Modeling, Feature						
Extrac	Extraction, Statistical Limits on Data Mining - Total Information Awareness, Bonferroni's						
Princip	Principle, Things Useful to Know - Importance of Words in Documents, Hash Functions, Indexes,						
Second	lary Storage, The Base of Natural Logarithms, Power Laws.						
Task:	Perform a case study on Bonferroni's Principle.						
II	MapReduce and the New Software Stack	8					
	uted File Systems - Physical Organization of Compute Nodes, Large-Scale F	•					
•	zation, MapReduce - The Map Tasks, Grouping by Key, The Reduce Tasks, G	Combiners,					
	of MapReduce Execution.						
	Perform a case study on Mapreduce.						
III	Finding Similar Items	8+6=14					
	: : Applications of Near-Neighbor Search: Jaccard Similarity of Sets, Sin						
	ents, Collaborative Filtering as a Similar-Sets Problem, Shingling of Docur	nents - k-					
	es, Choosing the Shingle Size, Hashing Shingles, Shingles Built from Words.						
	Perform a case study on Jaccard Similarity of Sets.						
	: Similarity-Preserving Summaries of Sets, Matrix Representation of Sets, M	•					
	shing and Jaccard Similarity, Minhash Signatures, Computing Minhash Signatures						
	Perform a case study on similarity preserving.	2					
IV	Advertising on the Web	9					
	in On-Line Advertising - Advertising Opportunities, Direct Placement of Ads,						
	y Ads, On-Line Algorithms - On-Line and Off-Line Algorithms, Greedy Algorithms						
-	titive Ratio, The Matching Problem - Matches and Perfect Matches, The Greedy	Algorithm					
	ximal Matching, Competitive Ratio for Greedy Matching.						
	Perform a case study on web advertising opportunities.	0					
V	Mining Social-Network Graphs	9					
	Networks as Graphs - Varieties of Social Networks, Graphs with Several Networks	• •					
	ing of Social-Network Graphs - Distance Measures for Social-Network Graphs,						
	Standard Clustering Methods, Betweenness, The Girvan-Newman Algorithm, Using Betweenness						
	Communities.						
	Perform a case study onSocial-Network Graphs.						
	Textbooks						
	e Leskovec, Anand Rajaraman, Jeff Ullman, Mining of Massive Datasets, 3 rd Editi	ion.					
Refere		Eleastics.					
1. J1a	wei Han & Micheline Kamber, Data Mining - Concepts and Techniques 3rd Edition	Elsevier.					

INFORMATION STORAGE AND RETRIEVAL (Professional Elective - VI)

Course	B.TechVIII-Sem.	L	Т	Р	С
Subject Code	20-CD-PE-425	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO5	PO6	PO12	PSO1
CO1	outline the importance of Information storage and Retrieval	3	3	3	3	3	3
CO2	illustrate cataloging and indexing in information storage	3	2	3	3	3	3
CO3	adapt automatic indexing and clustering in information storage	3	3	3	3	3	3
CO4	implement user search techniques	3	3	3	3	3	3
CO5	apply text search algorithm in information retrieval	3	2	2	3	3	3

T T • 4		TT				
Unit	Title/Topics	Hours				
I	Introduction	8				
	uction: Definition, Objectives, Functional Overview, Relationship to DBM	S, Digital				
libraries and Data Warehouses.						
	nation Retrieval System Capabilities: Search, Browse, Miscellaneous.					
	Perform a case study on Information Retrieval System Capabilities.					
II	Cataloging and Indexing	7				
	ives, Indexing Process, Automatic Indexing, Information Extraction. Data					
	ction, Stemming Algorithms, Inverted file structures, N-gram data structure,	PAT data				
	re, Signature file structure, Hypertext data structure.					
	Perform a case study on Hypertext data structure.	•				
	Automatic Indexing and Clustering	9+8=17				
	: Automatic Indexing: Classes of automatic indexing, Statistical indexin	g, Natural				
•	ge, Concept indexing, Hypertext linkages					
	Perform a case study on Statistical indexing					
Part-B	: Document and Term Clustering: Introduction, Thesaurus generation, Item	clustering,				
Hierar	chy of clusters.					
Task:	Perform a case study on Hierarchy of clusters.					
IV	Search Techniques and Visualization	7				
User	Search Techniques: Search statements and binding, Similarity measures an	d ranking,				
Releva	nce feedback, Selective dissemination of information search, weighted searches	of Boolean				
system	s, Searching the Internet and hypertext.					
Inform	nation Visualization: Introduction, Cognition and perception, Information vi	sualization				
techno	logies.					
Task:	Perform a case study on Cognition and perception of human being.					
V		9				
Text S	earch Algorithms: Introduction, Software text search algorithms, Hardware t	ext search				
system	S.					
Inform	ation System Evaluation: Introduction, Measures used in system evaluation, Me	easurement				
examp	le - TREC results.					
Task:	Perform a case study on Software text search algorithms.					
Textbo	ooks:					
1. Inf	1. Information Storage and Retrieval Systems: Theory and Implementation by Gerald J.					
Ko	Kowalski, Mark T. Maybury, Second Edition, Kluwer Academic Publishers. 2000					
Refere	nces:					
1. Fra	kes, W.B., Ricardo Baeza-Yates: Information Retrieval Data Structures and A	Algorithms,				
Pre	ntice Hall, 1992.	-				
2. Mo	dern Information Retrival By Yates Pearson Education.					

TIME SERIES ANALYSIS AND FORECASTING (Professional Elective - VI)

Course	B.TechVIII-Sem.	L	Τ	Р	С
Subject Code	20-CD-PE-426	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO5	PO6	PO12	PSO1
CO1	explain the concepts of time series analysis and forecasting	3	3	3	2	3	3
CO2	adapt statistics and forecasting techniques	3	3	3	3	3	3
CO3	illustrate the methods of regression analysis and forecasting	3	3	3	2	3	3
CO4	make use of exponential smoothing methods	3	3	3	3	3	3
CO5	demonstrate transfer functions and intervention models	3	2	2	3	3	3

Unit	Title/Topics	Hours			
I	Introduction	6			
for For	The Nature and Uses of Forecasts, Some Examples of Time Series, The Forecasting Process, Data for Forecasting - The Data Warehouse, Data Cleaning, Imputation, Resources for Forecasting Five important practical problems, Basic ideas in model building.				
Task:	Write a program to visualize time series data.				
II	Statistics Background for Forecasting	11			
of tim variogi	action, Graphical displays - Time series plots, Plotting smoothed data, Numerical e series data - Stationary time series, Auto covariance and autocorrelation ram, Use of data transformations and adjustments - Transformations. Write a program for Stationary Time Series.				
III	Regression Analysis and Forecasting	7+6=13			
Statisti regress <i>Task:</i> Part-B squares models	 : Regression Analysis: Introduction, Least squares estimation in linear cal inference in linear regression- Test for significance of regression, Tests on ion coefficients and groups of coefficients, Confidence intervals on individual reg<i>Write a program to display significance of regression.</i> : Forecasting: Variable selection methods in regression, Generalized and weights - Generalized least squares, weighted least squares, Discounted least squares, for general time series data. Write a program for linear weighted least squares. 	individual ression. ghted least			
IV	Exponential Smoothing Methods	12			
Introdu time s Foreca	action, First-order exponential smoothing, The initial value, $\tilde{y}0$, The value of λ , eries data, Second-order exponential smoothing, Higher-order exponential sting - Constant process. Write a program on exponential smoothing technique.	Modelling			
V	Transfer Functions and Intervention Models	6			
functio analysi <i>Task:</i>	Introduction, Transfer function models, Transfer function–noise models, Cross-correlation function, model specification, Forecasting with transfer function–noise models, Intervention analysis associated R commands. <i>Task:</i> Write a program for cross correlation function.				
Textbo		nd m 1.			
Wi 2. Ge	Wiley, 2015.				
		alvaia and			
	mi Krispin, Hands-On Time Series Analysis with R: Perform Time Series Ar recasting Using R, Packt Publishing, 2019.	alysis and			

INTELLECTUAL PROPERTY RIGHTS (Open Elective-III)

Course	B.TechVIII-Sem.	L	Т	Р	С
Subject Code	20-OEC-421	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1	PO6	PO8	PO12
CO1	outline basics of intellectual property law	3	3	3	3
CO2	identify the various trademarks	3	3	3	3
CO3	analyze patent and copy rights law	3	3	3	3
CO4	differentiate trade secret and unfair practice	3	2	3	2
CO5	summarize new developments in Intellectual Property Rights	3	3	3	3

Syllabus

Unit	Title/Topics	Hours				
I Intr	oduction to Intellectual property	10				
Introduction	, types of intellectual property, international organizations, agencies an	d treaties,				
importance of	of intellectual property rights.					
Task: Draw	a flow chart for filing IPR.					
II Tra	de Marks	9				
Purpose and	function of trademarks, acquisition of trade mark rights, protectable matter	, selecting				
and evaluati	ng trade mark, trade mark registration processes.					
Task: Perfo	rm a case study on grant of trade mark.					
III Law	v of copy rights and patents	5+4=9				
reproduction <i>Task: Draw</i> Part-B: Lav transfer. <i>Task: Draw</i>	 w of copy rights: Fundamental of copy right law, originality of material a, rights to perform the work publicly, copy right ownership issues. <i>a flow chart for a copy right.</i> w of patents: Foundation of patent law, patent searching process, ownership <i>a flow chart for filing a patent.</i> 	rights and				
	de Secrets and Unfair competition	10				
	ets: Trade secretes law; determination of trade secretes status and litigation.					
	petition: Misappropriation right of publicity, false advertising.					
1	rm a case study on geographical indications.					
	v development of intellectual property	10				
Recent Trends in copy right law, patent law, intellectual property audits at national and						
international level.						
Task: Perform a case study intellectual property audits.						
	Textbooks:					
1 Intellect	ual property right, Deborah, E. Bouchoux, Cengage Learning.					

2. Intellectual property right - Unleashing the knowledge economy, Prabuddha Ganguli, TMH.

PRINCIPLES OF ENTREPRENEURSHIP (Open Elective – III)

Course	B.TechVIII-Sem.	L	Т	Р	С
Subject Code	20-OEC-422	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO7	PO8	PO9	PO11	PO12
CO1	illustrate concept & types of entrepreneurship	3	3	2	3	2
CO2	distinguish individual and corporate entrepreneurship	3	3	3	3	2
CO3	identify the process of launching new ventures	3	3	3	3	3
CO4	assess legal challenges of entrepreneurship	3	3	3	3	3
CO5	build entrepreneurial strategies	3	3	3	3	3

Syllabus

Unit	Title/Topics	Hours				
Ι	Entrepreneurship	10				
	The revolution impact of entrepreneurship- The evolution of entrepreneurship - Approaches to					
	eneurship - Process approach - Twenty first centaury trends in entrepreneursh	ip.				
Task:	Perform a case study on a successful women entrepreneur.					
II	Individual and corporate entrepreneurship	9				
	entrepreneurial journey - Stress and the entrepreneur- the entrepreneu					
-	reneurial motivations - Corporate Entrepreneurial Mindset the nature of	corporate				
entrep						
	Prepare a report on Mindset of the corporate entrepreneur.					
III	Launching Entrepreneurial Ventures	5+5=10				
	Comportunities identification - entrepreneurial Imagination and Creativity -					
	creativity Process - Innovation and Entrepreneurship - Methods to initiate Ven	tures.				
	Prepare a report on initiation of a venture.					
	B: Creating New Ventures - Acquiring an established entrepreneurial	venture –				
	ising - hybrid disadvantage of Franchising.					
	Develop a startup plan.	-				
IV		9				
	ctual Property Protection-Patents, Copyrights, Trademarks and Trade Secrets					
	s- Formulation of the entrepreneurial Plan- The challenges of new venture start	t-ups.				
	Prepare a report on statutory compliances for IPR protection.					
V	Strategic perspectives in entrepreneurship	10				
	gic Planning-Strategic actions-strategic positioning-Business stabilization-Bu					
adaptive firms-understanding the growth stage-unique managerial concern of growing						
	ventures.					
	<i>Task:</i> Prepare a strategic plan for positioning and stabilization of an enterprise.					
References:						
	ya Kumar "Entrepreneurship- creating and leading an entrepreneurial org 12.	" Pearson				

2. 'Entrepreneurship: New Venture Creation' David H Holt PHI, 2013.

3. Entrepreneurship: Text and Cases P. Narayana Reddy, Cengage, 2010.

PRECISION AGRICULTURE (Open Elective – III)

Course	B.TechVIII-Sem.	L	Τ	Р	С
Subject Code	20-OEC-423	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO5	PO6	PO12	PSO2
CO1	explain the concepts of precision agriculture	3	3	3	3	3	3
CO2	outline the components of precision agriculture	3	3	3	3	3	3
CO3	illustrate about tools technologies and sampling	3	3	3	3	3	3
CO4	adapt recent advances in precision agriculture	3	3	3	3	3	3
CO5	make use of feasibility and evaluation of precision farming	3	3	3	3	3	3

Syllabus

Unit	Title/Topics	Hours			
Ι	Introduction	9			
Accura	cy and precision, Comparison chart, Target comparison, Number of measurement	ts, Quality,			
Bias, I	Degree of accuracy, A brief history of precision agriculture, Defining precision a	igriculture,			
Variab	ility and the production system, Need for precision agriculture.				
Task:	Write a program on finding the precision in agricultural dataset.				
II	Components of Precision Agriculture	9			
Compo	onents of Precision Agriculture, Spatial Data Management, Geographical P	ositioning,			
	phical Information System, Remote Sensing, Soil Sampling and Mapping, Yield I	Monitoring			
and Ma	apping, Components of a Yield Monitor.				
Task:	Perform a case study on Yield Monitoring.				
III	Tool, Technologies and Sampling	6+6=12			
	: Tool and Technologies in Precision Agriculture: Global Positioning System				
Sensor	Technologies, Geographic Information System (GIS), Grid Soil Sampling and	d Variable			
Rate F	ertilizer (VRT), Online Resources for Precision Agriculture.				
Task:	Perform a case study on Tool and Technologies in Precision Agriculture.				
	: Precision Soil Sampling: Introduction, Soil Sampling, Sampling Procedures				
	, Soil Sampling Instructions and Pattern Options, Grid Soil Sampling - Advar	÷			
Disadv	antages, Zone Sampling - Method, Advantages and Disadvantages, Prescription M	laps.			
	Perform a comparative analysis on soil sampling procedures.				
IV	Recent Advances in Precision Agriculture	9			
	t of Things in Precision Agriculture, Prerequisites of IoT Applications in A	griculture,			
	re of IOT for Agriculture, Drones or Unmanned Aerial Vehicles (UAVs).				
Task:	Perform a case study on design concept of UAVs.				
V	Feasibility and Evaluation of Precision Farming in India	9			
	t Scenario, Economic Feasibility of Precision Farming, Constraints in the Ad				
	on Agriculture, Capital Expenditures in Precision Agriculture, Farm Size and T	echnology			
-	on, Profitability, Environmental Benefits.				
	Perform the profitability analysis in Precision Agriculture.				
Textbo					
1. Latief Ahmad and Syed Sheraz Mahdi, "Satellite Farming - An Information and Technology					
Based Agriculture" Springer, 2018.					
2. Pedersen, Søren Marcus, "Precision Agriculture: Technology and Economic Perspectives"					
	ringer, 2018.				
Refere					
•					
Springer, 2010.					

WEB TECHNOLOGIES (Open Elective – III)

Course	B.TechVIII-Sem.	L	Т	Р	С
Subject Code	20-OEC-424	3	-	-	3

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO2	PO3	PO5	PO6	PO12
CO1	design web pages using HTML and JavaScript	3	3	3	3	3
CO2	develop web applications using PHP	3	3	3	2	3
CO3	make use of XML and DTD for web design	3	3	3	2	2
CO4	build web applications using servlets and session tracking	3	3	3	2	2
CO5	establish database connectivity using JSP and JDBC	3	3	3	2	2

Unit Title/Topics	Hours				
I Web, HTML and Java Script	10				
Web: Introduction, Internet and web, web browsers, web servers, protocols.					
HTML: Basics, elements, attributes, tags- list, tables, images, forms, frames, casc	ading style				
sheets.	6				
Java Script: Introduction to scripting, control structures, conditional statements, arrays	, functions,				
objects. <i>Task:</i> Develop static pages (using Only HTML) of an online Book store.					
II PHP	10				
Declaring variables, data types, arrays, strings, operators, expressions, control structures					
Reading data from web form controls, handling file uploads, connecting to database					
simple queries.	, executing				
Task: A web application that takes name and age from an HTML page using PHP.					
III XML, Parsing and Introduction to DTD	4+4=8				
Part-A: XML: Basics of XML, Elements, Attributes, Name space, Parsing: DOM					
Parsers.					
Task: Create XML document to display student details.					
Part-B: Introduction to DTD: internal and external DTD, Elements of DTD, DTD	imitations				
XML Schema, Schema structure, XHTML.	2mintations,				
Task: Write a program to demonstrate DTD.					
IV Servlets and Session Tracking	10				
Servlets: Introduction, Lifecycle, Generic and HTTP servlet, passing parameters to ser					
servlet Request & Response interfaces, Deploying web Applications,	,				
Session Tracking: Hidden form fields, cookies, URL- Rewriting, session.					
<i>Task:</i> Write a servlet program with an example.					
V JSP and JDBC	10				
JSP: Introduction, Difference Between servlets & JSP, Anatomy of JSP page, JSI	elements:				
Directives, comments, Expressions, scriptlets, Declaration, Implicit JSP objects us					
elements.	C				
JDBC: Introduction, JDBC Drivers, Loading Driver, establishing connection, Exec	uting SQL				
statement in JSP pages, MVC architecture.					
Task: Write a JSP program for user validation.					
Textbooks:					
1. Web Technologies, Uttam K Roy, Oxford University Press.					
2. The Complete Reference PHP- Steven Hozner, TMH.					
References:					
1. Java Server Pages-Hans Bergsten, SPD O'Reilly.					
 Java Server Lages Trans Dergstein, SED O Reinly. JavaScript, D. Flanagan O'Reilly, SPD. 					
1 ··					

MAJOR PROJECT

Course	B.TechVIII-Sem.	L	Т	Р	С
Subject Code	20-CD-PR-421	-	-	20	10

Course Outcomes (COs) & CO-PO Mapping (3-Strong; 2-Medium; 1-Weak Correlation)

COs	Upon completion of course the students will be able to	PO1 to PSO2
CO1	identify the problem statement, assess the scope and develop a prototype	3
CO2	execute the project using modern tools and prepare the report	3
CO3	demonstrate leadership, management skills for project development with ethics	3
CO4	function effectively as individual / member / leader in project teams	3
CO5	make use of engineering knowledge for societal sustenance	3

Guidelines

S. No.	Title					
The obj	The objective of the project work is to imbibe students with technical, analytical and innovative					
	ideas to facilitate with theoretical and practical learning pertaining to relevant domain of interest.					
	An individual or a peer of 2-5 students work under the guidance / mentorship of a departmental					
faculty	with the aim of addressing solution to real world / societal problems using various R & D					
techniqu	ues. The team work fosters the communication and leadership skills among peers to survive					
and exe	rcise during their career.					
1	Survey and study of published literature on the approved / assigned topic.					
2	Conduct preliminary Analysis / Modeling / Simulation / Experiment / Design / Feasibility					
	/ ethnographical study.					
3	Prepare an abstract/synopsis on the opted topic and present before Departmental Review					
	Committee (DRC).					
4	Prepare an Action Plan for conducting the investigation, including team work.					
5	Apply suitable methodology for Designing / Modeling / Simulation / Experimentation as					
	needed.					
6	Develop an end product or process along with conclusions, recommendations and future					
	scope.					
7	7 Present and execute the project before DRC for CIE.					
8	8 Prepare and publish a paper in Conference / Journal, if possible.					
9	Prepare and submit the final dissertation in the prescribed format to the Department.					
10	Present and execute the project before External Committee for viva-voce.					