JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

B.TECH. COMPUTER SCIENCE AND ENGINEERING
IV YEAR COURSE STRUCTURE & SYLLABUS (R16)

Applicable From 2016-17 Admitted Batch

IV YEAR I SEMESTER

S. No	Course Code	Course Title	L	T	P	Credits
1	CS701PC	Data Mining	4	0	0	4
2	CS702PC	Principles of Programming Languages	4	0	0	4
3		Professional Elective – II	3	0	0	3
4		Professional Elective – III	3	0	0	3
5		Professional Elective – IV	3	0	0	3
6	CS703PC	Data Mining Lab	0	0	3	2
7		PE-II Lab #	0	0	3	2
	CS751PC	Python Programming Lab				
	CS752PC	Mobile Application Development Lab				
	CS753PC	Web Scripting Languages Lab				
	CS754PC	Internet of Things Lab				
8	CS705PC	Industry Oriented Mini Project	0	0	3	2
9	CS706PC	Seminar	0	0	2	1
		Total Credits	**17**	**0**	**11**	**24**

Courses in PE - II and PE - II Lab must be in 1-1 correspondence.

IV YEAR II SEMESTER

S. No	Course Code	Course Title	L	T	P	Credits
1		Open Elective – III	3	0	0	3
2		Professional Elective – V	3	0	0	3
3		Professional Elective – VI	3	0	0	3
4	CS801PC	Major Project	0	0	30	15
		Total Credits	**9**	**0**	**30**	**24**

Professional Elective – I

CS611PE	Mobile Computing
CS612PE	Design Patterns
CS613PE	Artificial Intelligence
CS614PE	Information Security Management (Security Analyst - I)
CS615PE	Introduction to Analytics (Associate Analytics - I)

Professional Elective – II

CS721PE	Python Programming
CS722PE	Mobile Application Development
CS723PE	Web Scripting Languages
CS724PE	Internet of Things

Professional Elective - III

CS731PE	Graph Theory
CS732PE	Distributed Systems
CS733PE	Machine Learning
CS734PE	Software Process and Project Management

Professional Elective - IV

CS741PE	Computational Complexity
CS742PE	Cloud Computing
CS743PE	Blockchain Technology
CS744PE	Social Network Analysis

Professional Elective - V

CS851PE	Information Theory & Coding
CS852PE	Real-Time Systems
CS853PE	Data Analytics
CS854PE	Modern Software Engineering

Professional Elective - VI

CS861PE	Advanced Algorithms
CS862PE	Web Services and Service Oriented Architecture
CS863PE	Computer Forensics
CS864PE	Neural Networks and Deep Learning

*Open Elective subjects' syllabus is provided in a separate document.

*Open Elective – Students should take Open Electives from the List of Open Electives Offered by Other Departments/Branches Only.

Ex: - A Student of Mechanical Engineering can take Open Electives from all other departments/branches except Open Electives offered by Mechanical Engineering Dept.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
LIST OF OPEN ELECTIVES OFFERED BY VARIOUS DEPARTMENTS FOR
B.TECH. III AND IV YEARS

S. No.	Name of the Department Offering Open Electives	Open Elective – I (Semester – V)	Open Elective – II (Semester – VI)
1	Aeronautical Engg.	AE511OE: Introduction to Space Technology	AE621OE: Introduction to Aerospace Engineering
2	Automobile Engg.	CE511OE: Disaster Management MT512OE: Intellectual Property Rights	MT621OE: Data Structures MT622OE: Artificial Neural Networks
3	Biomedical Engg.	BM511OE: Reliability Engineering	BM621OE: Medical Electronics
4	Civil Engg.	CE511OE: Disaster Management.	CE621OE: Remote Sensing and GIS CE622OE: Geo-Informatics CE623OE: Intellectual Property Rights
5	Civil and Environmental Engg.	CE511OE: Disaster Management	CN621OE: Environmental Impact Assessment CE623OE: Intellectual Property Rights
6	Computer Science and Engg. / Information Technology	CS511OE: Operating Systems CS512OE: Database Management Systems	CS621OE: Java Programming CS622OE: Software Testing Methodologies CS623OE: Cyber Security
7	Electronics and Communication Engg. / Electronics and Telematics Engg.	EC511OE: Principles of Electronic Communications	EC621OE: Principles of Computer Communications and Networks
8	Electronics and Computer Engg.	EM511OE: Scripting Languages	EM621OE: Soft Computing Techniques
9	Electrical and Electronics Engg.	EE511OE: Non-Conventional Power Generation EE512OE: Electrical Engineering Materials EE513OE: Nanotechnology	EE621OE: Design Estimation and Costing of Electrical Systems EE622OE: Energy Storage Systems EE623OE: Introduction to Mechatronics
10	Electronics and Instrumentation Engg.	EI511OE: Electronic Measurements and Instrumentation	EI621OE: Industrial Electronics
11	Mechanical Engg.	ME511OE: Optimization Techniques ME512OE: Computer Graphics ME513OE: Introduction	ME621OE: World Class Manufacturing ME622OE: Fundamentals of Robotics ME623OE: Fabrication

		to Mechatronics ME514OE: Fundamentals of Mechanical Engineering	Processes
12	Mechanical Engg. (Material Science and Nanotechnology)	NT511OE: Fabrication Processes NT512OE: Nondestructive Testing Methods NT513OE: Fundamentals of Engineering Materials	NT621OE: Introduction to Material Handling NT622OE: Non-Conventional Energy Sources NT623OE: Robotics
13	Mechanical Engg. (mechatronics)	MT511OE: Analog and Digital I.C. Applications MT512OE: Intellectual Property Rights MT513OE: Computer Organization	MT621OE: Data Structures MT622OE: Artificial Neural Networks MT623OE: Industrial Management
14	Metallurgical and Materials Engg.	MM511OE: Materials Characterization Techniques	MM621OE: Science and Technology of Nano Materials MM622OE: Metallurgy of Non Metallurgists
15	Mining Engg.	MN511OE: Introduction to Mining Technology	MN621OE: Coal Gasification, Coal Bed Methane and Shale Gas
16	Petroleum Engg.	PE511OE: Materials Science and Engineering PE512OE: Renewable Energy Sources PE513OE: Environmental Engineering	PE621OE: Energy Management and Conservation PE622OE: Optimization Techniques PE623OE: Entrepreneurship and Small Business Enterprises

S. No.	Name of the Department Offering Open Electives	Open Elective –III (Semester – VIII)
1	Aeronautical Engg.	AE831OE: Air Transportation Systems AE832OE: Rockets and Missiles
2	Automobile Engg.	AM831OE: Introduction to Mechatronics AM832OE: Microprocessors and Microcontrollers
3	Biomedical Engg.	BM831OE: Telemetry and Telecontrol BM832OE: Electromagnetic Interference and Compatibility
4	Civil Engg.	CE831OE: Environmental Impact Assessment CE832OE: Optimization Techniques in Engineering CE833OE: Entrepreneurship and Small Business Enterprises
5	Civil and Environmental Engg.	CN831OE: Remote Sensing and GIS CE833OE: Entrepreneurship and Small Business

6	Computer Science and Engg. / Information Technology	CS831OE: Linux Programming CS832OE: R Programming CS833OE: PHP Programming
		Enterprises
6	Computer Science and Engg. / Information Technology	CS831OE: Linux Programming CS832OE: R Programming CS833OE: PHP Programming
7	Electronics and Communication Engg. / Electronics and Telematics Engg.	EC831OE: Electronic Measuring Instruments
8	Electronics and Computer Engg.	EM831OE: Data Analytics
9	Electrical and Electronics Engg.	EE831OE: Entrepreneur Resource Planning EE832OE: Management Information Systems EE833OE: Organizational Behaviour
10	Electronics and Instrumentation Engg.	EI831OE: Sensors and Transducers, EI832OE: PC Based Instrumentation
11	Mechanical Engg.	ME831OE: Total Quality Management ME832OE: Industrial Safety, Health, and Environmental Engineering ME833OE: Basics of Thermodynamics ME834OE: Reliability Engineering
12	Mechanical Engg. (Material Science and Nanotechnology)	NT831OE: Concepts of Nano Science And Technology NT832OE: Synthesis of Nanomaterials NT833OE: Characterization of Nanomaterials
13	Mechanical Engg. (mechatronics)	MT831OE: Renewable Energy Sources MT832OE: Production Planning and Control CE833OE: Entrepreneurship and Small Business Enterprises
14	Metallurgical and Materials Engg.	MM831OE: Design and Selection of Engineering Materials
15	Mining Engg.	MN831OE: Solid Fuel Technology MN832OE: Health & Safety in Mines
16	Petroleum Engg.	PE831OE: Disaster Management PE832OE: Fundamentals of Liquefied Natural Gas PE833OE: Health, Safety and Environment in Petroleum Industry

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Ex: - A Student of Mechanical Engineering can take Open Electives from all other departments/branches except Open Electives offered by Mechanical Engineering Dept.

DATA MINING

B.Tech. IV Year I Sem.   **L   T   P   C**
Course Code: CS701PC   **4   0   0   4**

Course Objectives:
- Learn data mining concepts understand association rules mining.
- Discuss classification algorithms learn how data is grouped using clustering techniques.
- To develop the abilities of critical analysis to data mining systems and applications.
- To implement practical and theoretical understanding of the technologies for data mining
- To understand the strengths and limitations of various data mining models**;**

Course Outcomes:
- Ability to perform the preprocessing of data and apply mining techniques on it.
- Ability to identify the association rules, classification and clusters in large data sets.
- Ability to solve real world problems in business and scientific information using data mining
- Ability to classify web pages, extracting knowledge from the web

UNIT - I
Introduction to Data Mining: Introduction**,** What is Data Mining, Definition, KDD, Challenges, Data Mining Tasks, Data Preprocessing, Data Cleaning, Missing data, Dimensionality Reduction, Feature Subset Selection, Discretization and Binaryzation, Data Transformation; Measures of Similarity and Dissimilarity- Basics.

UNIT - II
Association Rules: Problem Definition, Frequent Item Set Generation, The APRIORI Principle, Support and Confidence Measures, Association Rule Generation; APRIOIRI Algorithm, The Partition Algorithms, FP-Growth Algorithms, Compact Representation of Frequent Item Set- Maximal Frequent Item Set, Closed Frequent Item Set.

UNIT - III
Classification: Problem Definition, General Approaches to solving a classification problem , Evaluation of Classifiers , Classification techniques, Decision Trees-Decision tree Construction , Methods for Expressing attribute test conditions, Measures for Selecting the Best Split, Algorithm for Decision tree Induction ; Naive-Bayes Classifier, Bayesian Belief Networks; K- Nearest neighbor classification-Algorithm and Characteristics.

UNIT - IV
Clustering: Problem Definition, Clustering Overview, Evaluation of Clustering Algorithms**,** Partitioning Clustering-K-Means Algorithm, K-Means Additional issues, PAM Algorithm;

Hierarchical Clustering-Agglomerative Methods and divisive methods, Basic Agglomerative Hierarchical Clustering Algorithm, Specific techniques, Key Issues in Hierarchical Clustering, Strengths and Weakness; Outlier Detection.

UNIT - V
Web and Text Mining: Introduction, web mining, web content mining, web structure mining, we usage mining, Text mining –unstructured text, episode rule discovery for texts, hierarchy of categories, text clustering.

TEXT BOOKS:
1. Data Mining- Concepts and Techniques- Jiawei Han, Micheline Kamber, Morgan Kaufmann Publishers, Elsevier, 2 Edition, 2006.
2. Introduction to Data Mining, Pang-Ning Tan, Vipin Kumar, Michael Steinbanch, Pearson Education.
3. Data mining Techniques and Applications, Hongbo Du Cengage India Publishing

REFERENCE BOOKS:
1. Data Mining Techniques, Arun K Pujari, 3rd Edition, Universities Press.
2. Data Mining Principles & Applications – T.V Sveresh Kumar, B.Esware Reddy, Jagadish S Kalimani, Elsevier.
3. Data Mining, Vikaram Pudi, P Radha Krishna, Oxford University Press

PRINCIPLES OF PROGRAMMING LANGUAGES

B.Tech. IV Year I Sem.   **L T P C**
Course Code: CS702PC   **4 0 0 4**

Course Objectives:
- To introduce the various programming paradigms.
- To understand the evolution of programming languages.
- To understand the concepts of OO languages, functional languages, logical and scripting languages.
- To introduce the principles and techniques involved in design and implementation of modern programming languages.
- To introduce the notations to describe the syntax and semantics of programming languages.
- To introduce the concepts of concurrency control and exception handling.
- To introduce the concepts of ADT and OOP for software development.

Course Outcomes:
- Ability to express syntax and semantics in formal notation.
- Ability to apply suitable programming paradigm for the application.
- Ability to compare the features of various programming languages.
- Able to understand the programming paradigms of modern programming languages.
- Able to understand the concepts of ADT and OOP.
- Ability to program in different language paradigms and evaluate their relative benefits.

UNIT-I

Preliminary Concepts: Reasons for studying concepts of programming languages, programming domains, language evaluation criteria, influences on language design, language categories, language design trade-offs, implementation methods, programming environments, Evolution of Major Programming Languages.

Syntax and Semantics: General problem of describing syntax, formal methods of describing syntax, attribute grammars, describing the meanings of programs

UNIT-II

Names, Bindings, and Scopes: Introduction, names, variables, concept of binding, scope, scope and lifetime, referencing environments, named constants

Data types: Introduction, primitive, character, string types, user defined ordinal types, array, associative arrays, record, tuple types, list types, union types, pointer and reference types, type checking, strong typing, type equivalence

Expressions and Statements: Arithmetic expressions, overloaded operators, type conversions, relational and boolean expressions, short- circuit evaluation, assignment statements, mixed-mode assignment

Control Structures – introduction, selection statements, iterative statements, unconditional branching, guarded commands.

UNIT-III

Subprograms: Fundamentals of subprograms, design issues for subprograms, local referencing environments, parameter passing methods, parameters that are subprograms, calling subprograms indirectly, overloaded subprograms, generic subprograms, design issues for functions, user defined overloaded operators, closures, co routines

Implementing subprograms: General semantics of calls and returns, implementing simple subprograms, implementing subprograms with stack-dynamic local variables, nested subprograms, blocks, implementing dynamic scoping

Abstract Data types: The concept of abstraction, introductions to data abstraction, design issues, language examples, parameterized ADT, encapsulation constructs, naming encapsulations

UNIT-IV

Object Oriented Programming: D**esign** issues for OOP, OOP in Smalltalk, C++, Java, Ada 95, Ruby, Implementation of Object-Oriented constructs.

Concurrency: introduction, introduction to subprogram level concurrency, semaphores, monitors, message passing, Ada support for concurrency, Java threads, concurrency in functional languages, statement level concurrency.

Exception Handling and Event Handling: Introduction, exception handling in Ada, C++, Java, introduction to event handling, event handling with Java and C#.

UNIT-V

Functional Programming Languages: Introduction, mathematical functions, fundamentals of functional programming language, LISP, support for functional programming in primarily imperative languages, comparison of functional and imperative languages

Logic Programming Language: Introduction, an overview of logic programming, basic elements of prolog, deficiencies of prolog, applications of logic programming.

Scripting Language: Pragmatics, Key Concepts, Case Study: Python – Values and Types, Variables, Storage and Control, Bindings and Scope, Procedural Abstraction, Data Abstraction, Separate Compilation, Module Library. (Text Book 2)

TEXT BOOKS:
1. Concepts of Programming Languages, Robert .W. Sebesta 10th edition, Pearson Education.
2. Programming Language Design Concepts, D. A. Watt, Wiley India Edition.

REFERENCE BOOK:
1. Programming Languages, A.B. Tucker, R.E. Noonan, TMH.
2. Programming Languages, K. C. Louden and K A Lambert., 3rd edition, Cengage Learning.
3. Programming Language Concepts, C Ghezzi and M Jazayeri, Wiley India.
4. Programming Languages 2nd Edition Ravi Sethi Pearson.
5. Introduction to Programming Languages Arvind Kumar Bansal CRC Press.

PYTHON PROGRAMMING
(PROFESSIONAL ELECTIVE –II)

B.Tech. IV Year I Sem.   **L   T   P   C**
Course Code: CS721PE   **3   0   0   3**

Course Objectives: This course will enable students to
- Learn Syntax and Semantics and create Functions in Python.
- Handle Strings and Files in Python.
- Understand Lists, Dictionaries and Regular expressions in Python.
- Implement Object Oriented Programming concepts in Python.
- Build Web Services and introduction to Network and Database Programming in Python.

Course Outcomes: The students should be able to:
- Examine Python syntax and semantics and be fluent in the use of Python flow control and functions.
- Demonstrate proficiency in handling Strings and File Systems.
- Create, run and manipulate Python Programs using core data structures like Lists, Dictionaries and use Regular Expressions.
- Interpret the concepts of Object-Oriented Programming as used in Python.
- Implement exemplary applications related to Network Programming, Web Services and Databases in Python.

UNIT - I
Python Basics, Objects- Python Objects, Standard Types, Other Built-in Types, Internal Types, Standard Type Operators, Standard Type Built-in Functions, Categorizing the Standard Types, Unsupported Types
Numbers - Introduction to Numbers, Integers, Floating Point Real Numbers, Complex Numbers, Operators, Built-in Functions, Related Modules
Sequences - Strings, Lists, and Tuples, Mapping and Set Types

UNIT - II
FILES: File Objects, File Built-in Function [open()], File Built-in Methods, File Built-in Attributes, Standard Files, Command-line Arguments, File System, File Execution, Persistent Storage Modules, Related Modules
Exceptions: Exceptions in Python, Detecting and Handling Exceptions, Context Management, *Exceptions as Strings, Raising Exceptions, Assertions, Standard Exceptions, *Creating Exceptions, Why Exceptions (Now)?, Why Exceptions at All?, Exceptions and the sys Module, Related Modules
Modules: Modules and Files, Namespaces, Importing Modules, Importing Module Attributes, Module Built-in Functions, Packages, Other Features of Modules

UNIT - III

Regular Expressions: Introduction, Special Symbols and Characters, Res and Python
Multithreaded Programming: Introduction, Threads and Processes, Python, Threads, and the
Global Interpreter Lock, Thread Module, Threading Module, Related Modules

UNIT - IV

GUI Programming: Introduction, Tkinter and Python Programming, Brief Tour of Other
GUIs, Related Modules and Other GUIs
WEB Programming: Introduction, Wed Surfing with Python, Creating Simple Web Clients,
Advanced Web Clients, CGI-Helping Servers Process Client Data, Building CGI Application
Advanced CGI, Web (HTTP) Servers

UNIT – V

Database Programming: Introduction, Python Database Application Programmer's Interface
(DB-API), Object Relational Managers (ORMs), Related Modules

Textbook

1. Core Python Programming, Wesley J. Chun, Second Edition, Pearson.

MOBILE APPLICATION DEVELOPMENT
(PROFESSIONAL ELECTIVE –II)

B.Tech. IV Year I Sem.   **L   T   P   C**
Course Code: CS722PE   **3   0   0   3**

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

UNIT - I
Introduction to Android Operating System: Android OS design and Features – Android development framework, SDK features, Installing and running applications on Eclipse platform, Creating AVDs, Types of Android applications, Best practices in Android programming, Android tools

Android application components – Android Manifest file, Externalizing resources like values, themes, layouts, Menus etc, Resources for different devices and languages, Runtime Configuration Changes

Android Application Lifecycle – Activities, Activity lifecycle, activity states, monitoring state changes

UNIT - II
Android User Interface: Measurements – Device and pixel density independent measuring units. **Layouts** – Linear, Relative, Grid and Table Layouts.

User Interface (UI) Components – Editable and non-editable Text Views, Buttons, Radio and Toggle Buttons, Checkboxes, Spinners, Dialog and pickers.

Event Handling – Handling clicks or changes of various UI components.

Fragments – Creating fragments, Lifecycle of fragments, Fragment states, Adding fragments to Activity, adding, removing and replacing fragments with fragment transactions, interfacing between fragments and Activities, Multi-screen Activities

UNIT - III
Intents and Broadcasts: Intent – Using intents to launch Activities, Explicitly starting new Activity, Implicit Intents, Passing data to Intents, Getting results from Activities, Native Actions, using Intent to dial a number or to send SMS

Broadcast Receivers – Using Intent filters to service implicit Intents, Resolving Intent filters, finding and using Intents received within an Activity

Notifications – Creating and Displaying notifications, Displaying Toasts

UNIT - IV

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

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

UNIT - V

Advanced Topics: Alarms – Creating and using alarms.

Using Internet Resources – Connecting to internet resource, using download manager

Location Based Services – Finding Current Location and showing location on the Map, updating location

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

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

WEB SCRIPTING LANGUAGES
(PROFESSIONAL ELECTIVE –II)

B.Tech. IV Year I Sem.	**L**	**T**	**P**	**C**
Course Code: CS723PE	**3**	**0**	**0**	**3**

Prerequisites:
- A course on "Computer Programming and Data Structures."
- A course on "Object Oriented Programming Concepts."

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

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

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

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

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

UNIT - IV
Advanced Perl

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

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

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

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

INTERNET OF THINGS
(PROFESSIONAL ELECTIVE – II)

B.Tech. IV Year I Sem.	**L**	**T**	**P**	**C**
Course Code: CS724PE/EC732PE	**3**	**0**	**0**	**3**

Course Objectives:
- To introduce the terminology, technology and its applications
- To introduce the concept of M2M (machine to machine) with necessary protocols
- To introduce the Python Scripting Language which is used in many IoT devices
- To introduce the Raspberry PI platform, that is widely used in IoT applications
- To introduce the implementation of web based services on IoT devices.

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

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

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

UNIT - III
Introduction to Python - Language features of Python, Data types, data structures, Control of flow, functions, modules, packaging, file handling, data/time operations, classes, Exception handling. Python packages - JSON, XML, HTTP Lib, URL Lib, SMTP Lib.

UNIT - IV

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

UNIT - V

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

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

GRAPH THEORY
(PROFESSIONAL ELECTIVE – III)

B.Tech. IV Year I Sem.   **L   T   P   C**
Course Code: CS731PE   **3   0   0   3**

Prerequisite:
1. An understanding of Mathematics in general is sufficient.

Course Outcomes:
- Know some important classes of graph theoretic problems;
- Be able to formulate and prove central theorems about trees, matching, connectivity, colouring and planar graphs;
- Be able to describe and apply some basic algorithms for graphs;
- Be able to use graph theory as a modelling tool.

UNIT - I
Introduction-Discovery of graphs, Definitions, Subgraphs, Isomorphic graphs, Matrix representations of graphs, Degree of a vertex, Directed walks, paths and cycles, Connectivity in digraphs, Eulerian and Hamilton digraphs, Eulerian digraphs, Hamilton digraphs, Special graphs, Complements, Larger graphs from smaller graphs, Union, Sum, Cartesian Product, Composition, Graphic sequences, Graph theoretic model of the LAN problem, Havel-Hakimi criterion, Realization of a graphic sequence.

UNIT - II
Connected graphs and shortest paths - Walks, trails, paths, cycles, connected graphs, Distance, Cut-vertices and cut-edges, Blocks, Connectivity, Weighted graphs and shortest paths, Weighted graphs, Dijkstra"s shortest path algorithm, Floyd-Warshall shortest path algorithm.

UNIT - III
Trees- Definitions and characterizations, Number of trees, Cayley's formula, Kircho-matrix-tree theorem, Minimum spanning trees, Kruskal's algorithm, Prim's algorithm, Special classes of graphs, Bipartite Graphs, Line Graphs, Chordal Graphs, Eulerian Graphs, Fleury's algorithm, Chinese Postman problem, Hamilton Graphs, Introduction, Necessary conditions and sufficient conditions.

UNIT - IV
Independent sets coverings and matchings– Introduction, Independent sets and coverings: basic equations, Matchings in bipartite graphs, Hall"s Theorem, K¨onig"s Theorem, Perfect matchings in graphs, Greedy and approximation algorithms.

UNIT - V

Vertex Colorings- Basic definitions, Cliques and chromatic number, Mycielski's theorem, Greedy coloring algorithm, Coloring of chordal graphs, Brooks theorem, **Edge Colorings**, Introduction and Basics, Gupta-Vizing theorem, Class-1 and Class-2 graphs, Edge-coloring of bipartite graphs, Class-2 graphs, Hajos union and Class-2 graphs, A scheduling problem and equitable edge-coloring.

TEXTBOOKS:

1. J. A. Bondy and U. S. R. Murty. Graph Theory, volume 244 of Graduate Texts in Mathematics. Springer, 1st edition, 2008.
2. J. A. Bondy and U. S. R. Murty. Graph Theory with Applications.

REFERENCES:

1. Lecture Videos**:** http://nptel.ac.in/courses/111106050/13
2. Introduction To Graph Theory, Douglas B. West, Pearson.
3. Schaum's Outlines Graph Theory, Balakrishnan, TMH
4. Introduction to Graph Theory, Wilson Robin j, PHI
5. Graph Theory with Applications to Engineering and Computer Science, Narsing Deo, PHI
6. Graphs - An Introductory Approach, Wilson and Watkins

DISTRIBUTED SYSTEMS
(PROFESSIONAL ELECTIVE – III)

B.Tech. IV Year I Sem.   **L   T   P   C**
Course Code: CS732PE   **3   0   0   3**

Course Objectives:
- To understand what and why a distributed system is.
- To understand theoretical concepts, namely, virtual time, agreement and consensus protocols.
- To understand IPC, Group Communication & RPC Concepts.
- To understand the DFS and DSM Concepts.
- To understand the concepts of transaction in distributed environment and associated concepts, namely, concurrency control, deadlocks and error recovery.

Course Outcomes:
- Able to comprehend and design a new distributed system with the desired features.
- Able to start literature survey leading to further research in any subarea.
- Able to develop new distributed applications.

UNIT- I
Characterization of Distributed Systems: Introduction, Examples of Distributed Systems, Resource Sharing and the Web, Challenges. **System Models:** Introduction, Architectural Models, Fundamental Models.

UNIT- II
Time and Global States: Introduction, Clocks Events and Process States, Synchronizing Physical Clocks, Logical Time and Logical Clocks, Global States, Distributed Debugging. **Coordination and Agreement:** Introduction, Distributed Mutual Exclusion, Elections, Multicast Communication, Consensus and Related Problems.

UNIT- III
Inter Process Communication: Introduction, The API for the Internet Protocols, External Data Representation and Marshalling, Client-Server Communication, Group Communication, Case Study: IPC in UNIX. **Distributed Objects and Remote Invocation:** Introduction, Communication between Distributed Objects, Remote Procedure Call, Events and Notifications, Case Study: JAVA RMI.

UNIT- IV
Distributed File Systems: Introduction, File Service Architecture, Case Study 1: Sun Network File System, Case Study 2: The Andrew File System.
Name Services: Introduction, Name Services and the Domain Name System, Directory Services, Case Study of the Global Name Services.

Distributed Shared Memory: Introduction, Design and Implementation Issues, Sequential Consistency and IVY case study, Release Consistency, Munin Case Study, Other Consistency Models.

UNIT- V
Transactions and Concurrency Control: Introduction, Transactions, Nested Transactions, Locks, Optimistic Concurrency Control, Timestamp Ordering, Comparison of Methods for Concurrency Control. **Distributed Transactions:** Introduction, Flat and Nested Distributed Transactions, Atomic Commit Protocols, Concurrency Control in Distributed Transactions, Distributed Deadlocks, Transaction Recovery.

TEXT BOOK:
1. Distributed Systems, Concepts and Design, George Coulouris, J Dollimore and Tim Kindberg, Pearson Education, 4th Edition, 2009.

REFERENCE BOOKS:
1. Distributed Systems, Principles and Paradigms, Andrew S. Tanenbaum, Maarten Van Steen, 2nd Edition, PHI.
2. Distributed Systems, An Algorithm Approach, Sukumar Ghosh, Chapman & Hall/CRC, Taylor & Fransis Group, 2007.

MACHINE LEARNING
(PROFESSIONAL ELECTIVE – III)

B.Tech. IV Year I Sem.		**L T P C**
Course Code: CS733PE		**3 0 0 3**

Prerequisites
- Data Structures
- Knowledge on statistical methods

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

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

UNIT - I
Introduction - Well-posed learning problems, designing a learning system, Perspectives and issues in machine learning
Concept learning and the general to specific ordering – introduction, a concept learning task, concept learning as search, find-S: finding a maximally specific hypothesis, version spaces and the candidate elimination algorithm, remarks on version spaces and candidate elimination, inductive bias**.**
Decision Tree Learning – Introduction, decision tree representation, appropriate problems for decision tree learning, the basic decision tree learning algorithm, hypothesis space search in decision tree learning, inductive bias in decision tree learning, issues in decision tree learning.

UNIT - II
Artificial Neural Networks-1– Introduction, neural network representation, appropriate problems for neural network learning, perceptions, multilayer networks and the back-propagation algorithm.
Artificial Neural Networks-2- Remarks on the Back-Propagation algorithm, An illustrative example: face recognition, advanced topics in artificial neural networks.
Evaluation Hypotheses – Motivation, estimation hypothesis accuracy, basics of sampling theory, a general approach for deriving confidence intervals, difference in error of two hypotheses, comparing learning algorithms.

UNIT - III

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

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

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

UNIT- IV

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

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

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

UNIT - V

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

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

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

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

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

SOFTWARE PROCESS AND PROJECT MANAGEMENT
(PROFESSIONAL ELECTIVE – III)

B.Tech. IV Year I Sem.   **L   T   P   C**
Course Code: CS734PE   **3   0   0   3**

Course Objectives:
- To acquire knowledge on software process management
- To acquire managerial skills for software project development
- To understand software economics

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

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

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

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

UNIT - IV

Project Organizations

Line-of- business organizations, project organizations, evolution of organizations, process automation.

Project Control and process instrumentation

The seven-core metrics, management indicators, quality indicators, life-cycle expectations, Pragmatic software metrics, metrics automation.

UNIT - V

CCPDS-R Case Study and Future Software Project Management Practices

Modern Project Profiles, Next-Generation software Economics, Modern Process Transitions.

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

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

COMPUTATIONAL COMPLEXITY
(PROFESSIONAL ELECTIVE – IV)

	L	T	P	C
B.Tech. IV Year I Sem.				
Course Code: CS741PE	**3**	**0**	**0**	**3**

Prerequisites:
1. A course on "Computer Programming and Data Structures".
2. A course on "Discrete Structures and Graph Theory".

Course Objectives:
- Introduces to theory of computational complexity classes
- Discuss about algorithmic techniques and application of these techniques to problems.
- Introduce to randomized algorithms and discuss how effective they are in reducing time and space complexity.
- Discuss about Graph based algorithms and approximation algorithms
- Discuss about search trees

Course Outcomes:
- Ability to classify decision problems into appropriate complexity classes
- Ability to specify what it means to reduce one problem to another, and construct reductions for simple examples.
- Ability to classify optimization problems into appropriate approximation complexity classes
- Ability to choose appropriate data structure for the given problem
- Ability to choose and apply appropriate design method for the given problem

UNIT - I
Computational Complexity: Polynomial time and its justification, Nontrivial examples of polynomial-time algorithms, the concept of reduction (reducibility), Class P Class NP and NP- Completeness, The P versus NP problem and why it's hard

UNIT - II
Algorithmic paradigms: Dynamic Programming – Longest common subsequence, matrix chain multiplication, knapsack problem, Greedy – 0-1 knapsack, fractional knapsack, scheduling problem, Huffman coding, MST, Branch-and-bound – travelling sales person problem, 0/1 knapsack problem, Divide and Conquer – Merge sort, binary search, quick sort.

UNIT - III
Randomized Algorithms: Finger Printing, Pattern Matching, Graph Problems, Algebraic Methods, Probabilistic Primality Testing, De-Randomization Advanced Algorithms:

UNIT - IV

Graph Algorithms: Shortest paths, Flow networks, Spanning Trees; Approximation algorithms, Randomized algorithms. Approximation algorithms: Polynomial Time Approximation Schemes.

UNIT - V

Advanced Data Structures and applications: Decision Trees and Circuits, B-Trees, AVL Trees, Red and Black trees, Dictionaries and tries, Maps, Binomial Heaps, Fibonacci Heaps, Disjoint sets, Union by Rank and Path Compression

TEXT BOOKS:

1. T. Cormen, C. Leiserson, R. Rivest and C. Stein, Introduction to Algorithms, Third Edition, McGraw-Hill, 2009.
2. R. Motwani and P. Raghavan, Randomized Algorithms, Cambridge University Press, 1995.
3. J. J. McConnell, Analysis of Algorithms: An Active Learning Approach, Jones & Bartlett Publishers, 2001.
4. D. E. Knuth, Art of Computer Programming, Volume 3, Sorting and Searching, Second Edition, Addison-Wesley Professional, 1998.
5. S. Dasgupta, C. H. Papadimitriou and U. V. Vazirani, Algorithms, McGraw-Hill, 2008.

CLOUD COMPUTING
(PROFESSIONAL ELECTIVE – IV)

B.Tech. IV Year I Sem.	**L**	**T**	**P**	**C**
Course Code: CS742PE	**3**	**0**	**0**	**3**

Prerequisites:
- A course on "Computer Networks".
- A course on "Operating Systems".
- A course on "Distributed Systems".

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

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

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

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

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

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

Characteristics of PaaS, Suitability of PaaS, Pros and Cons of PaaS, Summary of PaaS Providers, Software as a Service, Characteristics of SaaS, Suitability of SaaS, Pros and Cons of SaaS, Summary of SaaS Providers, Other Cloud Service Models.

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

TEXT BOOKS:
1. Essentials of cloud Computing: K. Chandrasekhran, CRC press, 2014

REFERENCE BOOKS:
1. Cloud Computing: Principles and Paradigms by Rajkumar Buyya, James Broberg and Andrzej M. Goscinski, Wiley, 2011.
2. Distributed and Cloud Computing, Kai Hwang, Geoffery C. Fox, Jack J. Dongarra, Elsevier, 2012.
3. Cloud Security and Privacy: An Enterprise Perspective on Risks and Compliance, Tim Mather, Subra Kumaraswamy, Shahed Latif, O'Reilly, SPD, rp2011.

BLOCKCHAIN TECHNOLOGY
(PROFESSIONAL ELECTIVE – IV)

B.Tech. IV Year I Sem.   **L   T   P   C**
Course Code: CS743PE   **3   0   0   3**

Prerequisites
1. Knowledge in security and applied cryptography;
2. Knowledge in distributed databases

Course Objectives:
- To Introduce block chain technology and Cryptocurrency

Course Outcomes:
- Learn about research advances related to one of the most popular technological areas today.

UNIT- I
Introduction: Block chain or distributed trust, Protocol, Currency, Cryptocurrency, How a Cryptocurrency works, Crowdfunding

UNIT- II
Extensibility of Blockchain concepts, Digital Identity verification, Block chain Neutrality, Digital art, Blockchain Environment

UNIT- III
Blockchain Science: Gridcoin, Folding coin, Blockchain Genomics, Bitcoin MOOCs

UNIT - IV
Currency, Token, Tokenizing, Campuscoin, Coindrop as a strategy for Public adoption, Currency Multiplicity, Demurrage currency

UNIT - V
Technical challenges, Business model challenges, Scandals and Public perception, Government Regulations

TEXTBOOK:
1. Blockchain Blue print for Economy by Melanie Swan

REFERENCE:
1. Blockchain Basics: A Non-Technical Introduction in 25 Steps 1st Edition, by Daniel Drescher

SOCIAL NETWORK ANALYSIS
(PROFESSIONAL ELECTIVE – IV)

B.Tech. IV Year I Sem.   **L   T   P   C**
Course Code: CS744PE   **3   0   0   3**

Course Objectives:
- To understand the concept of semantic web and related applications.
- To learn knowledge representation using ontology.
- To understand human behaviour in social web and related communities.
- To learn visualization of social networks.

Course Outcomes: Upon completion of the course, the students should be able to:
- Develop semantic web related applications.
- Represent knowledge using ontology.
- Predict human behaviour in social web and related communities.
- Visualize social networks.

UNIT - I
INTRODUCTION
Introduction to Semantic Web: Limitations of current Web – Development of Semantic Web – Emergence of the Social Web – Social Network analysis: Development of Social Network Analysis – Key concepts and measures in network analysis – Electronic sources for network analysis: Electronic discussion networks, Blogs and online communities – Web-based networks – Applications of Social Network Analysis.

UNIT - II
Modelling, Aggregating and Knowledge Representation
Ontology and their role in the Semantic Web: Ontology-based knowledge Representation – Ontology languages for the Semantic Web: Resource Description Framework – Web Ontology Language – Modelling and aggregating social network data: State-of-the-art in network data representation – Ontological representation of social individuals – Ontological representation of social relationships – Aggregating and reasoning with social network data – Advanced representations.

UNIT - III
Extraction and Mining Communities in Web Social Networks
Extracting evolution of Web Community from a Series of Web Archive – Detecting communities in social networks – Definition of community – Evaluating communities – Methods for community detection and mining – Applications of community mining algorithms – Tools for detecting communities social network infrastructures and communities – Decentralized online social networks – Multi-Relational characterization of dynamic social network communities.

UNIT - IV

Predicting Human Behaviour and Privacy Issues

Understanding and predicting human behaviour for social communities – User data management – Inference and Distribution – Enabling new human experiences – Reality mining – Context – Awareness – Privacy in online social networks – Trust in online environment – Trust models based on subjective logic – Trust network analysis – Trust transitivity analysis – Combining trust and reputation – Trust derivation based on trust comparisons – Attack spectrum and countermeasures.

UNIT - V

Visualization and Applications of Social Networks

Graph theory – Centrality – Clustering – Node-Edge Diagrams – Matrix representation – Visualizing online social networks, Visualizing social networks with matrix-based representations – Matrix and Node-Link Diagrams – Hybrid representations – Applications – Cover networks – Community welfare – Collaboration networks – Co-Citation networks.

TEXT BOOKS:

1. Peter Mika, ―Social Networks and the Semantic Web, First Edition, Springer 2007.
2. Borko Furht, ―Handbook of Social Network Technologies and Applications, 1st Edition, Springer, 2010.

REFERENCES:

1. Guandong Xu, Yanchun Zhang and Lin Li, Web Mining and Social Networking – Techniques and applications, First Edition, Springer, 2011.
2. Dion Goh and Schubert Foo - Social information Retrieval Systems: Emerging Technologies and Applications for Searching the Web Effectively, IGI Global Snippet, 2008.
3. Max Chevalier, Christine Julien and Chantal Soulé-Dupuy, Collaborative and Social Information Retrieval and Access: Techniques for Improved user Modelling, IGI Global Snippet, 2009.
4. John G. Breslin, Alexander Passant and Stefan Decker, -The Social Semantic Web, Springer, 2009.

DATA MINING LAB

B.Tech. IV Year I Sem.   **L   T   P   C**
Course Code: CS703PC   **0   0   3   2**

Course Objectives:
- To obtain practical experience using data mining techniques on real world data sets.
- Emphasize hands-on experience working with all real data sets.

Course Outcomes:
- Ability to add mining algorithms as a component to the exiting tools
- Ability to apply mining techniques for realistic data.

List of Sample Problems:

Task 1: Credit Risk Assessment
Description:
The business of banks is making loans. Assessing the credit worthiness of an applicant is of crucial importance. You have to develop a system to help a loan officer decide whether the credit of a customer is good, or bad. A bank's business rules regarding loans must consider two opposing factors. On the one hand, a bank wants to make as many loans as possible. Interest on these loans is the banks profit source. On the other hand, a bank cannot afford to make too many bad loans. Too many bad loans could lead to the collapse of the bank. The bank's loan policy must involve a compromise: not too strict, and not too lenient.
To do the assignment, you first and foremost need some knowledge about the world of credit. You can acquire such knowledge in a number of ways.

1. Knowledge Engineering. Find a loan officer who is willing to talk. Interview her and try to represent her knowledge in the form of production rules.
2. Books. Find some training manuals for loan officers or perhaps a suitable textbook on finance. Translate this knowledge from text form to production rule form.
3. Common sense. Imagine yourself as a loan officer and make up reasonable rules which can be used to judge the credit worthiness of a loan applicant.
4. Case histories. Find records of actual cases where competent loan officers correctly judged when, and when not to, approve a loan application.

The German Credit Data:
Actual historical credit data is not always easy to come by because of confidentiality rules. Here is one such dataset, consisting of 1000 actual cases collected in Germany. Credit dataset (original) Excel spreadsheet version of the German credit data.
In spite of the fact that the data is German, you should probably make use of it for this assignment. (Unless you really can consult a real loan officer!)
A few notes on the German dataset

1. DM stands for Deutsche Mark, the unit of currency, worth about 90 cents Canadian (but looks and acts like a quarter).

2. owns_telephone. German phone rates are much higher than in Canada so fewer people own telephones.

3. foreign_worker. There are millions of these in Germany (many from Turkey). It is very hard to get German citizenship if you were not born of German parents.

4. There are 20 attributes used in judging a loan applicant. The goal is to classify the applicant into one of two categories, good or bad.

Subtasks: (Turn in your answers to the following tasks)

1. List all the categorical (or nominal) attributes and the real-valued attributes seperately. (5 marks)

2. What attributes do you think might be crucial in making the credit assessment? Come up with some simple rules in plain English using your selected attributes. (5 marks)

3. One type of model that you can create is a Decision Tree - train a Decision Tree using the complete dataset as the training data. Report the model obtained after training. (10 marks)

4. Suppose you use your above model trained on the complete dataset, and classify credit good/bad for each of the examples in the dataset. What % of examples can you classify correctly? (This is also called testing on the training set) Why do you think you cannot get 100 % training accuracy? (10 marks)

5. Is testing on the training set as you did above a good idea? Why or Why not ? (10 marks)

6. One approach for solving the problem encountered in the previous question is using cross-validation? Describe what is cross-validation briefly. Train a Decision Tree again using cross-validation and report your results. Does your accuracy increase/decrease? Why? (10 marks)

7. Check to see if the data shows a bias against "foreign workers" (attribute 20), or "personal-status" (attribute 9). One way to do this (perhaps rather simple minded) is to remove these attributes from the dataset and see if the decision tree created in those cases is significantly different from the full dataset case which you have already done. To remove an attribute, you can use the preprocess tab in Weka's GUI Explorer. Did removing these attributes have any significant effect? Discuss. (10 marks)

8. Another question might be, do you really need to input so many attributes to get good results? Maybe only a few would do. For example, you could try just having attributes 2, 3, 5, 7, 10, 17 (and 21, the class attribute (naturally)). Try out some combinations. (You had removed two attributes in problem 7. Remember to reload the arff data file to get all the attributes initially before you start selecting the ones you want.) (10 marks)

9. Sometimes, the cost of rejecting an applicant who actually has a good credit (case 1) might be higher than accepting an applicant who has bad credit (case 2). Instead of counting the misclassifcations equally in both cases, give a higher cost to the first case (say cost 5) and lower cost to the second case. You can do this by using a cost matrix in Weka. Train your Decision Tree again and report the Decision Tree and cross-validation results. Are they significantly different from results obtained in problem 6 (using equal cost)? (10 marks)

10. Do you think it is a good idea to prefer simple decision trees instead of having long complex decision trees? How does the complexity of a Decision Tree relate to the bias of the model? (10 marks)

11. You can make your Decision Trees simpler by pruning the nodes. One approach is to use Reduced Error Pruning - Explain this idea briefly. Try reduced error pruning for training your Decision Trees using cross-validation (you can do this in Weka) and report the Decision Tree you obtain? Also, report your accuracy using the pruned model. Does your accuracy increase? (10 marks)

12. (Extra Credit): How can you convert a Decision Trees into "if-then-else rules". Make up your own small Decision Tree consisting of 2-3 levels and convert it into a set of rules. There also exist different classifiers that output the model in the form of rules - one such classifier in Weka is rules. PART, train this model and report the set of rules obtained. Sometimes just one attribute can be good enough in making the decision, yes, just one ! Can you predict what attribute that might be in this dataset ? OneR classifier uses a single attribute to make decisions (it chooses the attribute based on minimum error). Report the rule obtained by training a one R classifier. Rank the performance of j48, PART and oneR. (10 marks)

Task Resources:
- Mentor lecture on Decision Trees
- Andrew Moore's Data Mining Tutorials (See tutorials on Decision Trees and Cross Validation)
- Decision Trees (Source: Tan, MSU)
- Tom Mitchell's book slides (See slides on Concept Learning and Decision Trees)
- Weka resources:
  - Introduction to Weka (html version) (download ppt version)
  - Download Weka
  - Weka Tutorial
  - ARFF format
  - Using Weka from command line

Task 2: Hospital Management System
   Data Warehouse consists Dimension Table and Fact Table.
   REMEMBER The following
Dimension
The dimension object (Dimension):
_ Name
_ Attributes (Levels) , with one primary key
_ Hierarchies
One time dimension is must.
About Levels and Hierarchies
Dimension objects (dimension) consist of a set of levels and a set of hierarchies defined over those levels. The levels represent levels of aggregation. Hierarchies describe parent-child relationships among a set of levels.

For example, a typical calendar dimension could contain five levels. Two hierarchies can be defined on these levels:

      H1: YearL > QuarterL > MonthL > WeekL > DayL

      H2: YearL > WeekL > DayL

The hierarchies are described from parent to child, so that Year is the parent of Quarter, Quarter the parent of Month, and so forth.

About Unique Key Constraints

When you create a definition for a hierarchy, Warehouse Builder creates an identifier key for each level of the hierarchy and a unique key constraint on the lowest level (Base Level)

Design a Hospital Management system data warehouse (TARGET) consists of Dimensions Patient, Medicine, Supplier, Time. Where measures are 'NO UNITS', UNIT PRICE.

Assume the Relational database (SOURCE) table schemas as follows

TIME (day, month, year),

PATIENT (patient_name, Age, Address, etc.,)

MEDICINE (Medicine_Brand_name, Drug_name, Supplier, no_units, Uinit_Price, etc.,)

SUPPLIER :(Supplier_name, Medicine_Brand_name, Address, etc.,)

If each Dimension has 6 levels, decide the levels and hierarchies, Assume the level names suitably.

Design the Hospital Management system data warehouse using all schemas. Give the example 4-D cube with assumption names.

PYTHON PROGRAMMING LAB

B.Tech. IV Year I Sem.   **L   T   P   C**
Course Code: CS751PC   **0   0   3   2**

Prerequisites: Students should install Python on Linux platform.
Course Objectives:
- To be able to introduce core programming basics and program design with functions using Python programming language.
- To understand a range of Object-Oriented Programming, as well as in-depth data and information processing techniques.
- To understand the high-performance programs designed to strengthen the practical expertise.

Course Outcomes:
- Student should be able to understand the basic concepts scripting and the contributions of scripting language
- Ability to explore python especially the object oriented concepts, and the built in objects of Python.
- Ability to create practical and contemporary applications such as TCP/IP network programming, Web applications, discrete event simulations

List of Programs:
1. Write a program to demonstrate different number data types in Python.
2. Write a program to perform different Arithmetic Operations on numbers in Python.
3. Write a program to create, concatenate and print a string and accessing sub-string from a given string.
4. Write a python script to print the current date in the following format "Sun May 29 02:26:23 IST 2017"
5. Write a program to create, append, and remove lists in python.
6. Write a program to demonstrate working with tuples in python.
7. Write a program to demonstrate working with dictionaries in python.
8. Write a python program to find largest of three numbers.
9. Write a Python program to convert temperatures to and from Celsius, Fahrenheit.
   [Formula: c/5 = f-32/9]
10. Write a Python program to construct the following pattern, using a nested for loop
    ```
     *
     * *
     * * *
     * * * *
     * * * * *
     * * * *
     * * *
    ```

* *

*

11. Write a Python script that prints prime numbers less than 20.

12. Write a python program to find factorial of a number using Recursion.

13. Write a program that accepts the lengths of three sides of a triangle as inputs. The program output should indicate whether or not the triangle is a right triangle (Recall from the Pythagorean Theorem that in a right triangle, the square of one side equals the sum of the squares of the other two sides).

14. Write a python program to define a module to find Fibonacci Numbers and import the module to another program.

15. Write a python program to define a module and import a specific function in that module to another program.

16. Write a script named **copyfile.py**. This script should prompt the user for the names of two text files. The contents of the first file should be input and written to the second file.

17. Write a program that inputs a text file. The program should print all of the unique words in the file in alphabetical order.

18. Write a Python class to convert an integer to a roman numeral.

19. Write a Python class to implement pow(x, n)

20. Write a Python class to reverse a string word by word.

MOBILE APPLICATION DEVELOPMENT LAB

B.Tech. IV Year I Sem.   **L   T   P   C**
Course Code: CS752PC   **0   0   3   2**

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

The student is expected to be able to do the following problems, though not limited.

1. (a) Create an Android application that shows Hello + name of the user and run it on an emulator.
   (b) Create an application that takes the name from a text box and shows hello message along with the name entered in text box, when the user clicks the OK button.

2. Create a screen that has input boxes for User Name, Password, Address, Gender (radio buttons for male and female), Age (numeric), Date of Birth (Date Picket), State (Spinner) and a Submit button. On clicking the submit button, print all the data below the Submit Button. Use
   (a) Linear Layout, (b) Relative Layout and
   (c) Grid Layout or Table Layout.

3. Develop an application that shows names as a list and on selecting a name it should show the details of the candidate on the next screen with a "Back" button. If the screen is rotated to landscape mode (width greater than height), then the screen should show list on left fragment and details on right fragment instead of second screen with back button. Use Fragment transactions and Rotation event listener.

4. Develop an application that uses a menu with 3 options for dialing a number, opening a website and to send an SMS. On selecting an option, the appropriate action should be invoked using intents.

5. Develop an application that inserts some notifications into Notification area and whenever a notification is inserted, it should show a toast with details of the notification.

6. Create an application that uses a text file to store user names and passwords (tab separated fields and one record per line). When the user submits a login name and password through a screen, the details should be verified with the text file data and if they match, show a dialog saying that login is successful. Otherwise, show the dialog with Login Failed message.

7. Create a user registration application that stores the user details in a database table.

8. Create a database and a user table where the details of login names and passwords are stored. Insert some names and passwords initially. Now the login details entered by the user should be verified with the database and an appropriate dialog should be shown to the user.

Note:

Android Application Development with MIT App Inventor: For the first one week, the student is advised to go through the App Inventor from MIT which gives insight into the various properties of each component.

The student should pay attention to the properties of each component, which are used later in Android programming. Following are useful links:

1. http://ai2.appinventor.mit.edu

2. https://drive.google.com/file/d/0B8rTtW_91YclTWF4czdBMEpZcWs/view

WEB SCRIPTING LANGUAGES LAB

B.Tech. IV Year I Sem.   **L   T   P   C**
Course Code: CS753PC   **0   0   3   2**

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

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

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

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

b) Unshift

c) Push

19. a) Write a Perl script to substitute a word, with another word in a string.

b) Write a Perl script to validate IP address and email address.

20. Write a Perl script to print the file in reverse order using command line arguments

INTERNET OF THINGS LAB

B.Tech. IV Year I Sem.	**L**	**T**	**P**	**C**
Course Code: CS754PC	**0**	**0**	**3**	**2**

Following are some of the programs that a student should be able to write and test on an Raspberry Pi, but not limited to this only.

1 Start Raspberry Pi and try various Linix commands in command terminal window:
ls, cd, touch, mv, rm, man, mkdir, rmdir, tar, gzip, cat, more, less, ps, sudo, cron, chown, chgrp, ping etc.
2. Run some python programs on Pi like:
Read your name and print Hello message with name
Read two numbers and print their sum, difference, product and division.
Word and character count of a given string
Area of a given shape (rectangle, triangle and circle) reading shape and appropriate values from standard input
Print a name 'n' times, where name and n are read from standard input, using for and while loops.
Handle Divided by Zero Exception.
Print current time for 10 times with an interval of 10 seconds.
Read a file line by line and print the word count of each line.
3. Light an LED through Python program
4. Get input from two switches and switch on corresponding LEDs
5. Flash an LED at a given on time and off time cycle, where the two times are taken from a file.
6. Flash an LED based on cron output (acts as an alarm)
7. Switch on a relay at a given time using cron, where the relay's contact terminals are connected to a load.
8. Get the status of a bulb at a remote place (on the LAN) through web.

The student should have hands on experience in using various sensors like temperature, humidity, smoke, light, etc. and should be able to use control web camera, network, and relays connected to the Pi.

INFORMATION THEORY AND CODING
(PROFESSIONAL ELECTIVE – V)

B.Tech. IV Year II Sem.   **L   T   P   C**
Course Code: CS851PE   **3   0   0   3**

Prerequisite: Digital Communications

Course Objectives:
- To acquire the knowledge in measurement of information and errors.
- Understand the importance of various codes for communication systems
- To design encoder and decoder of various codes.
- To know the applicability of source and channel codes

Course Outcomes: Upon completing this course, the student will be able to
- Learn measurement of information and errors.
- Obtain knowledge in designing various source codes and channel codes
- Design encoders and decoders for block and cyclic codes
- Understand the significance of codes in various applications

UNIT - I
Coding for Reliable Digital Transmission and storage
Mathematical model of Information, A Logarithmic Measure of Information, Average and Mutual Information and Entropy, Types of Errors, Error Control Strategies.
Source Codes: Shannon-fano coding, Huffman coding

UNIT - II
Linear Block Codes: Introduction to Linear Block Codes, Syndrome and Error Detection, Minimum Distance of a Block code, Error-Detecting and Error-correcting Capabilities of a Block code, Standard array and Syndrome Decoding, Probability of an undetected error for Linear Codes over a BSC, Hamming Codes. Applications of Block codes for Error control in data storage system

UNIT - III
Cyclic Codes: Description, Generator and Parity-check Matrices, Encoding, Syndrome Computation and Error Detection, Decoding, Cyclic Hamming Codes, shortened cyclic codes, Error-trapping decoding for cyclic codes, Majority logic decoding for cyclic codes.

UNIT - IV
Convolutional Codes: Encoding of Convolutional Codes- Structural and Distance Properties, state, tree, trellis diagrams, maximum likelihood decoding, Sequential decoding, Majority- logic decoding of Convolution codes. Application of Viterbi Decoding and Sequential Decoding, Applications of Convolutional codes in ARQ system.

UNIT - V

BCH Codes: Minimum distance and BCH bounds, Decoding procedure for BCH codes, Syndrome computation and iterative algorithms, Error locations polynomials for single and double error correction.

TEXT BOOKS:
1. Error Control Coding- Fundamentals and Applications –Shu Lin, Daniel J. Costello, Jr, Prentice Hall, Inc 2014.
2. Error Correcting Coding Theory-Man Young Rhee, McGraw – Hill Publishing 1989

REFERENCE BOOKS:
1. Digital Communications- John G. Proakis, 5th ed, TMH 2008.
2. Introduction to Error Control Codes-Salvatore Gravano-oxford
3. Error Correction Coding – Mathematical Methods and Algorithms – Todd K. Moon, 2006, Wiley India.
4. Information Theory, Coding and Cryptography – Ranjan Bose, 2nd Edition, 2009, TMH.

REAL-TIME SYSTEMS
(PROFESSIONAL ELECTIVE – V)

B.Tech. IV Year II Sem.   **L   T   P   C**
Course Code: CS852PE   **3   0   0   3**

Prerequisite: Computer Organization and Operating System

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

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

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

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

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

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

Operations.

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

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

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

DATA ANALYTICS
(PROFESSIONAL ELECTIVE – V)

B.Tech. IV Year II Sem.   **L T P C**
Course Code: CS853PE   **3 0 0 3**

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

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

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

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

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

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

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

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

TEXT BOOKS:
1. Student's Handbook for Associate Analytics – II, III.
2. Data Mining Concepts and Techniques, Han, Kamber, 3rd Edition, Morgan Kaufmann Publishers.

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

MODERN SOFTWARE ENGINEERING
(PROFESSIONAL ELECTIVE – V)

B.Tech. IV Year II Sem.   **L T P C**
Course Code: CS854PE   **3 0 0 3**

UNIT - I
Introduction Extreme Programming (XP) - Agile Development
Why Agile - Understanding Success, Beyond Deadlines, Importance of Organizational Success, Introduction to Agility, How to Be Agile - Agile methods, Don't make your own method, Road to mastery, Understanding XP (Extreme Programming) - XP life cycle, XP team, XP Concepts, Adopting XP - Knowing whether XP is suitable, Implementing XP, assessing Agility, Practicing XP - Thinking - Pair Programming, Energized work, Informative Workspace, Root cause Analysis, Retrospectives

UNIT - II
Collaborating: Trust, Sit together, Real customer involvement, Ubiquitous language, meetings, coding standards, Iteration demo, Reporting

UNIT - III
Releasing: Bugfree Release, Version Control, fast build, continuous integration, Collective ownership, Documentation

UNIT - IV
Planing: Version, Release Plan, Risk Management, Iteration Planning, Slack, Stories, Estimating

UNIT - V
Developing: Incremental requirements, Customer tests, Test driven development, Refactoring, Incremental design and architecture, spike solutions, Performance optimization, Exploratory testing

TEXT BOOK:
1. The art of Agile Development, James Shore and Shane Warden, 11th Indian Reprint, O'Reilly, 2018

REFERENCES:
1. Learning Agile, Andrew Stellman and Jennifer Greene, O'Reilly, 4th Indian Reprint, 2018
2. Practices of an Agile Developer, Venkat Subramaniam and Andy Hunt, SPD, 5th Indian Reprint, 2015
3. Agile Project Management - Jim Highsmith, Pearson Low price Edition 2004

ADVANCED ALGORITHMS
(PROFESSIONAL ELECTIVE – VI)

B.Tech. IV Year II Sem.   **L   T   P   C**
Course Code: CS861PE   **3   0   0   3**

Prerequisites:
1. A course on "Computer Programming & Data Structures".
2. A course on "Advanced Data Structures & Algorithms".

Course Objectives:
- Introduces the recurrence relations for analyzing the algorithms.
- Introduces the graphs and their traversals.
- Describes major algorithmic techniques (divide-and-conquer, greedy, dynamic programming, Brute Force, Transform and Conquer approaches) and mention problems for which each technique is appropriate.
- Describes how to evaluate and compare different algorithms using worst-case, average-case and best-case analysis.
- Introduces string matching algorithms.
- Introduces linear programming.

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

UNIT - I
Introduction: Role of Algorithms in computing, Order Notation, Recurrences, Probabilistic Analysis and Randomized Algorithms. Sorting and Order Statistics: Heap sort, Quick sort and Sorting in Linear Time.
Advanced Design and Analysis Techniques: Dynamic Programming- Matrix chain Multiplication, Longest common Subsequence and optimal binary Search trees.

UNIT - II
Greedy Algorithms - Huffman Codes, Activity Selection Problem. Amortized Analysis.
Graph Algorithms: Topological Sorting, Minimum Spanning trees, Single Source Shortest Paths, Maximum Flow algorithms.

UNIT - III
Sorting Networks: Comparison Networks, Zero-one principle, bitonic Sorting Networks, Merging Network, Sorting Network.

Matrix Operations- Strassen's Matrix Multiplication, inverting matrices, Solving system of linear Equations

UNIT - IV
String Matching: Naive String Matching, Rabin-Karp algorithm, matching with finite Automata, Knuth- Morris - Pratt algorithm.

UNIT - V
NP-Completeness and Approximation Algorithms: Polynomial time, polynomial time verification, NP-Completeness and reducibility, NP-Complete problems. Approximation Algorithms- Vertex cover Problem, Travelling Sales person problem

TEXT BOOK:
1. Introduction to Algorithms," T. H. Cormen, C.E. Leiserson, R. L. Rivest, and C. Stein, Third Edition, PHI.

REFERENCES:
1. Fundamentals of Computer Algorithms, Ellis Horowitz, Satraj Sahni and Rajasekharam, Galgotia publications pvt. Ltd.
2. Design and Analysis Algorithms **-** Parag Himanshu Dave, Himanshu Bhalchandra Dave Publisher**:** Pearson
3. Algorithm Design: Foundations, Analysis and Internet examples, M.T. Goodrich and R. Tomassia, John Wiley and sons.
4. Data structures and Algorithm Analysis in C++, Allen Weiss, Second edition, Pearson education.

**WEB SERVICES AND SERVICE ORIENTED ARCHITECTURE
(PROFESSIONAL ELECTIVE – VI)**

B.Tech. IV Year II Sem.   **L   T   P   C**
Course Code: CS862PE   **3   0   0   3**

Course Objectives:
- To Understand Web Services and implementation model for SOA
- To Understand the SOA, its Principles and Benefits
- To Understand XML concepts
- To Understand paradigms needed for testing Web Services
- To explore different Test Strategies for SOA-based applications
- To implement functional testing, compliance testing and load testing of Web Services
- To Identify bug-finding ideas in testing Web Services

UNIT - I
Evolution and Emergence of Web Services - Evolution of distributed computing, Core distributed computing technologies – client/server, CORBA, JAVA RMI, Microsoft DCOM, MOM, Challenges in Distributed Computing, role of J2EE and XML in distributed computing, emergence of Web Services and Service Oriented Architecture (SOA).
Introduction to Web Services – The definition of web services, basic operational model of web services, tools and technologies enabling web services, benefits and challenges of using web services.

UNIT - II
Web Services Architecture – Web services Architecture and its characteristics, core building blocks of web services, standards and technologies available for implementing web services, web services communication, basic steps of implementing web services. Describing Web Services – WSDL introduction, nonfunctional service description, WSDL1.1 Vs WSDL 2.0, WSDL document, WSDL elements, WSDL binding, WSDL tools, WSDL port type, limitations of WSDL.

UNIT – III
Brief Over View of XML – XML Document structure, XML namespaces, Defining structure in XML documents, Reuse of XML schemes, Document navigation and transformation. SOAP: Simple Object Access Protocol, Inter-application communication and wire protocols, SOAP as a messaging protocol, Structure of a SOAP message, SOAP envelope, Encoding, Service Oriented Architectures, SOA revisited, Service roles in a SOA, Reliable messaging, The enterprise Service Bus, SOA Development Lifecycle, SOAP HTTP binding, SOAP communication model, Error handling in SOAP.

UNIT – IV
Registering and Discovering Services: The role of service registries, Service discovery, Universal Description, Discovery, and Integration, UDDI Architecture, UDDI Data Model,

Interfaces, UDDI Implementation, UDDI with WSDL, UDDI specification, Service Addressing and Notification, Referencing and addressing Web Services, Web Services Notification.

UNIT – V
SOA and web services security considerations, Network-level security mechanisms, Application-level security topologies, XML security standards, Semantics and Web Services, The semantic interoperability problem, The role of metadata, Service metadata, Overview of .NET and J2EE, SOA and Web Service Management, Managing Distributed System, Enterprise management Framework, Standard distributed management frameworks, Web service management, Richer schema languages, WS-Metadata Exchange.

TEXT BOOKS:
1. Web Services & SOA Principles and Technology, Second Edition, Michael P. Papazoglou.
2. Developing Java Web Services, R. Nagappan, R. Skoczylas, R.P. Sriganesh, Wiley India.
3. Developing Enterprise Web Services, S. Chatterjee, J. Webber, Pearson Education.

REFERENCE BOOKS:
1. XML, Web Services, and the Data Revolution, F.P. Coyle, Pearson Education.
2. Building web Services with Java, 2nd Edition, S. Graham and others, Pearson Education.
3. Java Web Services, D.A. Chappell & T. Jewell, O'Reilly, SPD.
4. McGovern, et al., "Java web Services Architecture", Morgan Kaufmann Publishers, 2005.
5. J2EE Web Services, Richard Monson-Haefel, Pearson Education.

COMPUTER FORENSICS
(PROFESSIONAL ELECTIVE – VI)

B.Tech. IV Year II Sem.	**L**	**T**	**P**	**C**
Course Code: CS863PE	**3**	**0**	**0**	**3**

Prerequisite: Network Security

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

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

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

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

UNIT – III
Forensics analysis and validation: Determining what data to collect and analyze, validating forensic data, addressing data-hiding techniques, performing remote acquisitions
Network Forensics: Network forensics overview, performing live acquisitions, developing standard procedures for network forensics, using network tools, examining the honeynet project.

UNIT - IV

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

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

UNIT - V

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

TEXT BOOKS:
1. Kevin Mandia, Chris Prosise, "Incident Response and computer forensics", Tata McGraw Hill, 2006.
2. Computer Forensics, Computer Crime Investigation by John R. Vacca, Firewall Media, New Delhi.
3. Computer Forensics and Investigations by Nelson, Phillips Enfinger, Steuart, CENGAGE Learning

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

NEURAL NETWORKS & DEEP LEARNING
(PROFESSIONAL ELECTIVE – VI)

B.Tech. IV Year II Sem.   **L   T   P   C**
Course Code: CS864PE   **3   0   0   3**

Course Objectives:
- To introduce the foundations of Artificial Neural Networks
- To acquire the knowledge on Deep Learning Concepts
- To learn various types of Artificial Neural Networks
- To gain knowledge to apply optimization strategies

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

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

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

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

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

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

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