JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

B.TECH. INFORMATION TECHNOLOGY
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	IT702PC	Android Application Development	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	IT703PC	Android Application Development Lab	0	0	3	2
7	 CS751PC CS753PC IT752PC CS754PC	PE-II Lab # Python Programming Lab Web Scripting Languages Lab Ethical Hacking Lab Internet of Things Lab	0	0	3	2
8	IT705PC	Industry Oriented Mini Project	0	0	3	2
9	IT706PC	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	IT801PC	Major Project	0	0	30	15
		Total Credits	**9**	**0**	**30**	**24**

Professional Elective – I

CS611PE	Mobile Computing
IT612PE	Object Oriented Analysis and Design
IT613PE	Computer Forensics
CS614PE	Information Security Management (Security Analyst - I)
CS615PE	Introduction to Analytics (Associate Analytics - I)

Professional Elective - II #

CS721PE	Python Programming
CS723PE	Web Scripting Languages
IT722PE	Ethical Hacking
CS724PE	Internet of Things

Professional Elective - III

IT731PE	Web and Database Security
IT732PE	Embedded Systems
IT733PE	Artificial Intelligence
CS734PE	Software Process and Project Management

Professional Elective - IV

CS743PE	Blockchain Technology
CS742PE	Cloud Computing
CS744PE	Social Network Analysis
IT741PE	Information Retrieval Systems

Professional Elective -V

IT851PE	Steganography and Watermarking
CS852PE	Real-Time Systems
CS853PE	Data Analytics
CS854PE	Modern Software Engineering

Professional Elective –VI

IT861PE	Intrusion Detection System
IT862PE	ADHOC and Sensor Networks
CS864PE	Neural Networks and Deep Learning
IT863PE	Human Computer Interaction

***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: Non destructive 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

		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

	L	T	P	C
B.Tech. IV Year I Sem.				
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

ANDROID APPLICATION DEVELOPMENT

	L	T	P	C
B.Tech. IV Year I Sem.				
Course Code: IT702PC	**4**	**0**	**0**	**4**

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

REFERENCE:

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

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.

WEB SCRIPTING LANGUAGES
(PROFESSIONAL ELECTIVE – II)

	L	T	P	C
B.Tech. IV Year I Sem.				
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.

ETHICAL HACKING
(PROFESSIONAL ELECTIVE – II)

	L	T	P	C
B.Tech. IV Year I Sem.				
Course Code: IT722PE	**3**	**0**	**0**	**3**

Prerequisites

1. A course on "Operating Systems"
2. A course on "Computer Networks"
3. A course on "Network Security and Cryptography"

Course Objectives:

- The aim of the course is to introduce the methodologies and framework of ethical hacking for enhancing the security.
- The course includes-Impacts of Hacking; Types of Hackers; Information Security Models; Information Security Program; Business Perspective; Planning a Controlled Attack; Framework of Steps (Reconnaissance, Enumeration, Vulnerability Analysis, Exploitation, Deliverable and Integration)

Course Outcomes:

- Gain the knowledge of the use and availability of tools to support an ethical hack
- Gain the knowledge of interpreting the results of a controlled attack
- Understand the role of politics, inherent and imposed limitations and metrics for planning of a test
- Comprehend the dangers associated with penetration testing

UNIT- I

Introduction: Hacking Impacts, The Hacker

Framework: Planning the test, Sound Operations, Reconnaissance, Enumeration, Vulnerability Analysis, Exploitation, Final Analysis, Deliverable, Integration

Information Security Models: Computer Security, Network Security, Service Security, Application Security, Security Architecture

Information Security Program: The Process of Information Security, Component Parts of Information Security Program, Risk Analysis and Ethical Hacking

UNIT - II

The Business Perspective: Business Objectives, Security Policy, Previous Test Results, Business Challenges

Planning for a Controlled Attack: Inherent Limitations, Imposed Limitations, Timing is Everything, Attack Type, Source Point, Required Knowledge, Multi-Phased Attacks, Teaming and Attack Structure, Engagement Planner, The Right Security Consultant, The Tester, Logistics, Intermediates, Law Enforcement

UNIT - III

Preparing for a Hack: Technical Preparation, Managing the Engagement

Reconnaissance: Social Engineering, Physical Security, Internet Reconnaissance

UNIT - IV

Enumeration: Enumeration Techniques, Soft Objective, Looking Around or Attack, Elements of Enumeration, Preparing for the Next Phase

Exploitation: Intutive Testing, Evasion, Threads and Groups, Operating Systems, Password Crackers, RootKits, applications, Wardialing, Network, Services and Areas of Concern

UNIT - V

Deliverable: The Deliverable, The Document, Overal Structure, Aligning Findings, Presentation

Integration: Integrating the Results, Integration Summary, Mitigation, Defense Planning, Incident Management, Security Policy, Conclusion

TEXTBOOK:

1. James S. Tiller, “The Ethical Hack: A Framework for Business Value Penetration Testing”, Auerbach Publications, CRC Press

REFERENCE BOOKS:

1. EC-Council, “Ethical Hacking and Countermeasures Attack Phases”, Cengage Learning
2. Michael Simpson, Kent Backman, James Corley, “Hands-On Ethical Hacking and Network Defense”, Cengage Learning

INTERNET OF THINGS
(PROFESSIONAL ELECTIVE – II)

	L	T	P	C
B.Tech. IV Year I Sem.				
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

WEB AND DATABASE SECURITY
(PROFESSIONAL ELECTIVE – III)

B.Tech. IV Year I Sem.	**L**	**T**	**P**	**C**
Course Code: IT731PE	**3**	**0**	**0**	**3**

Course Objectives

- Give an Overview of information security
- Give an overview of Access control of relational databases

Course Outcomes: Students should be able to

- Understand the Web architecture and applications
- Understand client side and service side programming
- Understand how common mistakes can be bypassed and exploit the application
- Identify common application vulnerabilities

UNIT - I

The Web Security, The Web Security Problem, Risk Analysis and Best Practices
Cryptography and the Web: Cryptography and Web Security, Working Cryptographic Systems and Protocols, Legal Restrictions on Cryptography, Digital Identification

UNIT - II

The Web's War on Your Privacy, Privacy-Protecting Techniques, Backups and Antitheft, Web Server Security, Physical Security for Servers, Host Security for Servers, Securing Web Applications

UNIT - III

Database Security: Recent Advances in Access Control, Access Control Models for XML, Database Issues in Trust Management and Trust Negotiation, Security in Data Warehouses and OLAP Systems

UNIT - IV

Security Re-engineering for Databases: Concepts and Techniques, Database Watermarking for Copyright Protection, Trustworthy Records Retention, Damage Quarantine and Recovery in Data Processing Systems, Hippocratic Databases: Current Capabilities and

UNIT - V

Future Trends Privacy in Database Publishing: A Bayesian Perspective, Privacy-enhanced Location-based Access Control, Efficiently Enforcing the Security and Privacy Policies in a Mobile Environment

TEXTBOOKS:

1. Web Security, Privacy and Commerce Simson GArfinkel, Gene Spafford, O'Reilly**.**
2. Handbook on Database security applications and trends Michael Gertz, Sushil Jajodia

EMBEDDED SYSTEMS
(PROFESSIONAL ELECTIVE – III)

B.Tech. IV Year I Sem.	**L**	**T**	**P**	**C**
Course Code: IT732PE	**3**	**0**	**0**	**3**

Prerequisites

1. A course on "Digital Logic Design and Microprocessors"
2. A course on "Computer Organization and Architecture"

Course Objectives:

- To provide an overview of principles of Embedded System
- To provide a clear understanding of role of firmware, operating systems in correlation with hardware systems.

Course Outcomes:

- Expected to understand the selection procedure of processors in the embedded domain.
- Design procedure of embedded firm ware.
- Expected to visualize the role of realtime operating systems in embedded systems.
- Expected to evaluate the correlation between task synchronization and latency issues

UNIT - I

Introduction to Embedded Systems: Definition of Embedded System, Embedded Systems Vs General Computing Systems, History of Embedded Systems, Classification of Embedded Systems, Major application areas, Purpose of E bedded Systems, Characteristics and Quality attributes of Embedded Systems.

UNIT - II

The Typical Embedded System: Core of the Embedded System, Memory, Sensors and Actuators, Communication Interface, Embedded Firmware, Other System components.

UNIT - III

Embedded Firmware Design and Development: Embedded Firmware Design, Embedded Firmware Development Languages, Programming in Embedded C.

UNIT - IV

RTOS Based Embedded System Design: Operating System basics, Types of Operating Systems, Tasks, Process, Threads, Multiprocessing and Multi tasking, Task Scheduling, Threads-Processes-Scheduling putting them together, Task Communication, Task Synchronization, Device Drivers, How to choose an RTOS

UNIT - V

Integration and Testing of Embedded Hardware and Firmware:

Integration of Hardware and Firmware, Boards Bring up

The Embedded System Development Environment:

The Integrated Development Environment (IDE), Types of files generated on Cross-Compilation, Disassembler/Decompiler, Simulators, Emulators and Debugging, Target Hardware Debugging, Boundary Scan.

TEXT BOOK:

1. Shibu K V, "Introduction to Embedded Systems", Second Edition, Mc Graw Hill

REFERENCES:

1. Rajkamal, Embedded Systems Architecture, Programming and Design, TATA McGraw-Hill
2. Frank Vahid and Tony Givargis, "Embedded Systems Design" - A Unified Hardware/Software Introduction, John Wiley
3. Lyla, "Embedded Systems" –Pearson
4. David E. Simon, An Embedded Software Primer, Pearson Education Asia, First Indian Reprint 2000.

ARTIFICIAL INTELLIGENCE
(PROFESSIONAL ELECTIVE – III)

B.Tech. IV Year I Sem.	**L**	**T**	**P**	**C**
Course Code: IT733PE/EC744PE	**3**	**0**	**0**	**3**

Prerequisites

1. A course on "Computer Programming and Data Structures"
2. A course on "Advanced Data Structures"
3. A course on "Design and Analysis of Algorithms"
4. A course on "Mathematical Foundations of Computer Science"
5. Some background in linear algebra, data structures and algorithms, and probability will all be helpful

Course Objectives:

- To learn the distinction between optimal reasoning Vs. human like reasoning
- To understand the concepts of state space representation, exhaustive search, heuristic search together with the time and space complexities.
- To learn different knowledge representation techniques.
- To understand the applications of AI, namely game playing, theorem proving, and machine learning.

Course Outcomes:

- Ability to formulate an efficient problem space for a problem expressed in natural language.
- Select a search algorithm for a problem and estimaate its time and space complexities.
- Possess the skill for representing knowledge using the appropriate technique for a given problem.
- Possess the ability to apply AI techniques to solve problems of game playing, and machine learning.

UNIT - I

Problem Solving by Search-I: Introduction to AI, Intelligent Agents

Problem Solving by Search –II: Problem-Solving Agents, Searching for Solutions, Uninformed Search Strategies: Breadth-first search, Uniform cost search, Depth-first search, Iterative deepening Depth-first search, Bidirectional search, Informed (Heuristic) Search Strategies: Greedy best-first search, A* search, Heuristic Functions, Beyond Classical Search: Hill-climbing search, Simulated annealing search, Local Search in Continuous Spaces, Searching with Non-Deterministic Actions, Searching wih Partial Observations, Online Search Agents and Unknown Environment .

UNIT-II

Problem Solving by Search-II and Propositional Logic

Adversarial Search: Games, Optimal Decisions in Games, Alpha–Beta Pruning, Imperfect Real-Time Decisions.
Constraint Satisfaction Problems: Defining Constraint Satisfaction Problems, Constraint Propagation, Backtracking Search for CSPs, Local Search for CSPs, The Structure of Problems.
Propositional Logic: Knowledge-Based Agents, The Wumpus World, Logic, Propositional Logic, Propositional Theorem Proving: Inference and proofs, Proof by resolution, Horn clauses and definite clauses, Forward and backward chaining, Effective Propositional Model Checking, Agents Based on Propositional Logic.

UNIT-III
Logic and Knowledge Representation
First-Order Logic: Representation, Syntax and Semantics of First-Order Logic, Using First-Order Logic, Knowledge Engineering in First-Order Logic.
Inference in First-Order Logic: Propositional vs. First-Order Inference, Unification and Lifting, Forward Chaining, Backward Chaining, Resolution.
Knowledge Representation: Ontological Engineering, Categories and Objects, Events. Mental Events and Mental Objects, Reasoning Systems for Categories, Reasoning with Default Information.

UNIT-IV
Planning
Classical Planning: Definition of Classical Planning, Algorithms for Planning with State-Space Search, Planning Graphs, other Classical Planning Approaches, Analysis of Planning approaches.
Planning and Acting in the Real World: Time, Schedules, and Resources, Hierarchical Planning, Planning and Acting in Nondeterministic Domains, Multi agent Planning.

UNIT-V
Uncertain knowledge and Learning
Uncertainty: Acting under Uncertainty, Basic Probability Notation, Inference Using Full Joint Distributions, Independence, Bayes' Rule and Its Use,
Probabilistic Reasoning: Representing Knowledge in an Uncertain Domain, The Semantics of Bayesian Networks, Efficient Representation of Conditional Distributions, Approximate Inference in Bayesian Networks, Relational and First-Order Probability, Other Approaches to Uncertain Reasoning; Dempster-Shafer theory.
Learning: Forms of Learning, Supervised Learning, Learning Decision Trees.Knowledge in Learning: Logical Formulation of Learning, Knowledge in Learning, Explanation-Based Learning, Learning Using Relevance Information, Inductive Logic Programming.

TEXT BOOKS

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

REFERENCES:

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

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 Managent, Richard H. Thayer & Edward Yourdon, 2nd edition, Wiley India, 2004.
6. Agile Project Management, Jim Highsmith, Pearson education, 2004.

BLOCKCHAIN TECHNOLOGY
(PROFESSIONAL ELECTIVE – IV)

	L	T	P	C
B.Tech. IV Year I Sem.				
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

CLOUD COMPUTING
(PROFESSIONAL ELECTIVE – IV)

	L	T	P	C
B.Tech. IV Year I Sem.				
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.

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.

INFORMATION RETRIEVAL SYSTEM
(PROFESSIONAL ELECTIVE – IV)

B.Tech. IV Year I Sem.	**L**	**T**	**P**	**C**
Course Code: IT741PE	**3**	**0**	**0**	**3**

Prerequisites: Data Structures

Course Objectives:

- To learn the important concepts and algorithms in IRS
- To understand the data/file structures that are necessary to design, and implement information retrieval (IR) systems.

Course Outcomes:

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

UNIT - I

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

Information Retrieval System Capabilities: Search Capabilities, Browse Capabilities, Miscellaneous Capabilities

UNIT - II

Cataloging and Indexing: History and Objectives of Indexing, Indexing Process, Automatic Indexing, Information Extraction

Data Structure: Introduction to Data Structure, Stemming Algorithms, Inverted File Structure, N-Gram Data Structures, PAT Data Structure, Signature File Structure, Hypertext and XML Data Structures, Hidden Markov Models

UNIT - III

Automatic Indexing: Classes of Automatic Indexing, Statistical Indexing, Natural Language, Concept Indexing, Hypertext Linkages

Document and Term Clustering: Introduction to Clustering, Thesaurus Generation, Item Clustering, Hierarchy of Clusters

UNIT - IV

User Search Techniques: Search Statements and Binding, Similarity Measures and Ranking, Relevance Feedback, Selective Dissemination of Information Search, Weighted Searches of Boolean Systems, Searching the INTERNET and Hypertext

Information Visualization: Introduction to Information Visualization, Cognition and Perception, Information Visualization Technologies

UNIT - V

Text Search Algorithms: Introduction to Text Search Techniques, Software Text Search Algorithms, Hardware Text Search Systems

Multimedia Information Retrieval: Spoken Language Audio Retrieval, Non-Speech Audio Retrieval, Graph Retrieval, Imagery Retrieval, Video Retrieval

TEXT BOOK:

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

REFERENCES:

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

ANDROID APPLICATION DEVELOPMENT LAB

	L	T	P	C
B.Tech. IV Year I Sem.				
Course Code: IT703PC	**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. 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 components, 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

PYTHON PROGRAMMING LAB

	L	T	P	C
B.Tech. IV Year I Sem.				
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.

WEB SCRIPTING LANGUAGES LAB

	L	T	P	C
B.Tech. IV Year I Sem.				
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

ETHICAL HACKING LAB

	L	T	P	C
B.Tech. IV Year I Sem.				
Course Code: IT752PC	**0**	**0**	**3**	**2**

Course Objectives:

- The aim of the course is to introduce the methodologies framework tools of ethical hacking to get awareness in enhancing the security
- To get knowledge on various attacks and their detection

Course Outcomes:

- Gain the knowledge of the use and availability of tools to support an ethical hack
- Gain the knowledge of interpreting the results of a controlled attack

List of Experiments

1. Setup a honey pot and monitor the honey pot on network
2. Write a script or code to demonstrate SQL injection attacks
3. Create a social networking website login page using phishing techniques
4. Write a code to demonstrate DoS attacks
5. Install rootkits and study variety of options
6. Study of Techniques uses for Web Based Password Capturing.
7. Install jcrypt tool (or any other equivalent) and demonstrate Asymmetric, Symmetric Crypto algorithm, Hash and Digital/PKI signatures studied in theory Network Security and Management
8. Implement Passive scanning, active scanning, session hizaking, cookies extraction using Burp suit tool

INTERNET OF THINGS LAB

	L	T	P	C
B.Tech. IV Year I Sem.				
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.

STEGANOGRAPHY AND WATERMARKING
(PROFESSIONAL ELECTIVE – V)

B.Tech. IV Year II Sem.	**L**	**T**	**P**	**C**
Course Code: IT851PE	**3**	**0**	**0**	**3**

Course Objectives

1. To learn about the watermarking models and message coding
2. To learn about watermark security and authentication.
3. To learn about stegnography. Perceptual models

Course Outcomes

1. Know the History and importance of watermarking and steganography
2. Analyze Applications and properties of watermarking and steganography
3. Demonstrate Models and algorithms of watermarking
4. Possess the passion for acquiring knowledge and skill in preserving authentication of Information
5. Identify theoretic foundations of steganography and steganalysis

UNIT - I

Introduction: Information Hiding, Steganography and Watermarking – History of watermarking – Importance of digital watermarking – Applications – Properties – Evaluating watermarking systems.

Watermarking models & message coding: Notation – Communications – Communication based models – Geometric models – Mapping messages into message vectors – Error correction coding – Detecting multi-symbol watermarks.

UNIT - II

Watermarking with side information & analyzing errors: Informed Embedding – Informed Coding – Structured dirty-paper codes - Message errors – False positive errors – False negative errors – ROC curves – Effect of whitening on error rates.

UNIT - III

Perceptual models: Evaluating perceptual impact – General form of a perceptual model – Examples of perceptual models – Robust watermarking approaches - Redundant Embedding, Spread
Spectrum Coding, Embedding in Perceptually significant coefficients

UNIT - IV

Watermark security & authentication: Security requirements – Watermark security and cryptography – Attacks – Exact authentication – Selective authentication – Localization – Restoration.

UNIT - V

Steganography: Steganography communication – Notation and terminology – Information-theoretic foundations of steganography – Practical steganographic methods – Minimizing the embedding impact – Steganalysis

REFERENCES:

1. Ingemar J. Cox, Matthew L. Miller, Jeffrey A. Bloom, Jessica Fridrich, Ton Kalker, "Digital
2. Watermarking and Steganography", Margan Kaufmann Publishers, New York, 2008.
3. Ingemar J. Cox, Matthew L. Miller, Jeffrey A. Bloom, "Digital Watermarking", Margan Kaufmann Publishers, New York, 2003.
4. Michael Arnold, Martin Schmucker, Stephen D. Wolthusen, "Techniques and Applications of Digital Watermarking and Contest Protection", Artech House, London, 2003.
5. Juergen Seits, "Digital Watermarking for Digital Media", IDEA Group Publisher, New York, 2005.
6. Peter Wayner, "Disappearing Cryptography – Information Hiding: Steganography & Watermarking", Morgan Kaufmann Publishers, New York, 2002.

REAL-TIME SYSTEMS
(PROFESSIONAL ELECTIVE – V)

	L	T	P	C
B.Tech. IV Year II Sem.				
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)

	L	T	P	C
B.Tech. IV Year II Sem.				
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)

	L	T	P	C
B.Tech. IV Year II Sem.				
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

INTRUSION DETECTION SYSTEMS
(PROFESSIONAL ELECTIVE – VI)

B.Tech. IV Year II Sem.	**L**	**T**	**P**	**C**
Course Code: IT861PE	**3**	**0**	**0**	**3**

Prerequisites: Computer Networks, Computer Programming

Course Objectives:

- Compare alternative tools and approaches for Intrusion Detection through quantitative analysis to determine the best tool or approach to reduce risk from intrusion.
- Identify and describe the parts of all intrusion detection systems and characterize new and emerging IDS technologies according to the basic capabilities all intrusion detection systems share.

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

- Possess a fundamental knowledge of Cyber Security.
- Understand what vulnerability is and how to address most common vulnerabilities.
- Know basic and fundamental risk management principles as it relates to Cyber Security and Mobile Computing.
- Have the knowledge needed to practice safer computing and safeguard your information using Digital Forensics.
- Understand basic technical controls in use today, such as firewalls and Intrusion Detection systems.
- Understand legal perspectives of Cyber Crimes and Cyber Security.

UNIT - I

The state of threats against computers, and networked systems-Overview of computer security solutions and why they fail-Vulnerability assessment, firewalls, VPN's -Overview of Intrusion Detection and Intrusion Prevention, Network and Host-based IDS

UNIT - II

Classes of attacks - Network layer: scans, denial of service, penetration Application layer: software exploits, code injection-Human layer: identity theft, root access-Classes of attackers-Kids/hackers/sop Hesitated groups-Automated: Drones, Worms, Viruses

UNIT - III

A General IDS model and taxonomy, Signature-based Solutions, Snort, Snort rules, Evaluation of IDS, Cost sensitive IDS

UNIT - IV

Anomaly Detection Systems and Algorithms-Network Behaviour Based Anomaly Detectors (rate based)-Host-based Anomaly Detectors-Software Vulnerabilities-State transition, Immunology, Payload Anomaly Detection

UNIT - V

Attack trees and Correlation of alerts- Autopsy of Worms and Botnets-Malware detection-Obfuscation, polymorphism- Document vectors.

Email/IM security issues-Viruses/Spam-From signatures to thumbprints to zero-day detection-Insider Threat issues-Taxonomy-Masquerade and Impersonation Traitors, Decoys and Deception-Future: Collaborative Security

TEXT BOOKS:

1. Peter Szor, The Art of Computer Virus Research and Defense, Symantec Press ISBN 0-321-30545-3.
2. Markus Jakobsson and Zulfikar Ramzan, Crimeware, Understanding New Attacks and Defenses.

REFERENCE BOOKS:

1. Saiful Hasan, Intrusion Detection System, Kindle Edition.
2. Ankit Fadia, Intrusion Alert: An Ethical Hacking Guide to Intrusion Detection.

Online Websites/Materials:

1. https://www.intechopen.com/books/intrusion-detection-systems/

Online Courses:

1. https://www.sans.org/course/intrusion-detection-in-depth
2. https://www.cybrary.it/skill-certification-course/ids-ips-certification-training-course

ADHOC & SENSOR NETWORKS
(PROFESSIONAL ELECTIVE – VI)

B.Tech. IV Year II Sem.	**L**	**T**	**P**	**C**
Course Code: IT862PE	**3**	**0**	**0**	**3**

Prerequisites

1. A course on "Computer Networks"
2. A course on "Mobile Computing"

Course Objectives:

- To understand the concepts of sensor networks
- To understand the MAC and transport protocols for ad hoc networks
- To understand the security of sensor networks
- To understand the applications of adhoc and sensor networks

Course Outcomes:

- Ability to understand the state-of-the-art research in the emerging subject of Ad Hoc and Wireless Sensor Networks
- Ability to solve the issues in real-time application development based on ASN.
- Ability to conduct further research in the domain of ASN

UNIT - I

Introduction to Ad Hoc Networks - Characteristics of MANETs, Applications of MANETs and Challenges of MANETs.

Routing in MANETs - Criteria for classification, Taxonomy of MANET routing algorithms, Topology-based routing algorithms-**Proactive**: DSDV; **Reactive**: DSR, AODV; Hybrid: ZRP; Position-based routing algorithms-**Location Services**-DREAM, Quorum-based; **Forwarding Strategies:** Greedy Packet, Restricted Directional Flooding-DREAM, LAR.

UNIT - II

Data Transmission - Broadcast Storm Problem, **Rebroadcasting Schemes**-Simple-flooding, Probability-based Methods, Area-based Methods, Neighbor Knowledge-based: SBA, Multipoint Relaying, AHBP. **Multicasting: Tree-based:** AMRIS, MAODV; **Mesh-based:** ODMRP, CAMP; **Hybrid:** AMRoute**,** MCEDAR.

UNIT - III

Geocasting: Data-transmission Oriented-LBM; Route Creation Oriented-GeoTORA, MGR**.** TCP over Ad Hoc TCP protocol overview, TCP and MANETs, Solutions for TCP over Ad hoc

UNIT - IV

Basics of Wireless, Sensors and Lower Layer Issues

Applications, Classification of sensor networks, Architecture of sensor network, Physical layer, MAC layer, Link layer, Routing Layer.

UNIT - V

Upper Layer Issues of WSN

Transport layer, High-level application layer support, Adapting to the inherent dynamic nature of WSNs, Sensor Networks and mobile robots.

TEXT BOOKS:

1. Ad Hoc and Sensor Networks – Theory and Applications, Carlos Corderio Dharma P. Aggarwal, World Scientific Publications, March 2006, ISBN – 981–256–681–3.
2. Wireless Sensor Networks: An Information Processing Approach, Feng Zhao, Leonidas Guibas, Elsevier Science, ISBN – 978-1-55860-914-3 (Morgan Kauffman).

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.

HUMAN COMPUTER INTERACTION
(PROFESSIONAL ELECTIVE – VI)

	L	T	P	C
B.Tech. IV Year II Sem.				
Course Code: IT863PE	**3**	**0**	**0**	**3**

Course Objectives:

To gain an overview of Human-Computer Interaction (HCI), with an understanding of user interface design in general, and alternatives to traditional "keyboard and mouse" computing; become familiar with the vocabulary associated with sensory and cognitive systems as relevant to task performance by humans; be able to apply models from cognitive psychology to predicting user performance in various human-computer interaction tasks and recognize the limits of human performance as they apply to computer operation; appreciate the importance of a design and evaluation methodology that begins with and maintains a focus on the user; be familiar with a variety of both conventional and non-traditional user interface paradigms, the latter including virtual and augmented reality, mobile and wearable computing, and ubiquitous computing; and understand the social implications of technology and their ethical responsibilities as engineers in the design of technological systems. Finally, working in small groups on a product design from start to finish will provide you with invaluable team-work experience.

Course Outcomes:

- Ability to apply HCI and principles to interaction design.
- Ability to design certain tools for blind or PH people.

UNIT - I

Introduction: Importance of user Interface – definition, importance of good design. Benefits of good design. A brief history of Screen design.

The graphical user interface – popularity of graphics, the concept of direct manipulation, graphical system, Characteristics, Web user – Interface popularity, characteristics- Principles of user interface.

UNIT - II

Design process – Human interaction with computers, importance of human characteristics human consideration, Human interaction speeds, understanding business junctions.

Screen Designing:- Design goals – Screen planning and purpose, organizing screen elements, ordering of screen data and content – screen navigation and flow – Visually pleasing composition – amount of information – focus and emphasis – presentation information simply and meaningfully – information retrieval on web – statistical graphics – Technological consideration in interface design.

UNIT- III

Windows – New and Navigation schemes selection of window, selection of devices based and screen based controls.

Components – text and messages, Icons and increases – Multimedia, colors, uses problems, choosing colors.

UNIT- IV

HCI in the software process, The software life cycle Usability engineering Iterative design and prototyping Design Focus: Prototyping in practice Design rationale Design rules Principles to support usability Standards Golden rules and heuristics HCI patterns Evaluation techniques, Goals of evaluation, Evaluation through expert analysis, Evaluation through user participation, Choosing an evaluation method. Universal design, Universal design principles Multi-modal interaction

UNIT- V

Cognitive models Goal and task hierarchies Design Focus: GOMS saves money Linguistic models The challenge of display-based systems Physical and device models Cognitive architectures Ubiquitous computing and augmented realities Ubiquitous computing applications research Design Focus: Ambient Wood – augmenting the physical Virtual and augmented reality Design Focus: Shared experience Design Focus: Applications of augmented reality Information and data visualization Design Focus: Getting the size right

TEXT BOOKS:

1. The essential guide to user interface design, Wilbert O Galitz, Wiley Dream Tech. Units 1, 2, 3
2. Human – Computer Interaction. Alan Dix, Janet Fincay, Gre Goryd, Abowd, Russell Bealg, Pearson Education Units 4,5

REFERENCE BOOKS:

1. Designing the user interface. 3rd Edition Ben Shneidermann, Pearson Education Asia.
2. Interaction Design Prece, Rogers, Sharps. Wiley Dreamtech.
3. User Interface Design, Soren Lauesen, Pearson Education.
4. Human –Computer Interaction, D. R. Olsen, Cengage Learning.
5. Human –Computer Interaction, Smith - Atakan, Cengage Learning.