

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
B.Tech. in COMPUTER SCIENCE AND ENGINEERING
COURSE STRUCTURE & SYLLABUS (R22 Regulations)

Applicable from AY 2022-23 Batch

I Year I Semester

S. No.	Course Code	Course	L	T	P	Credits
1.	MA101BS	Matrices and Calculus	3	1	0	4
2.	CH102BS	Engineering Chemistry	3	1	0	4
3.	CS103ES	Programming for Problem Solving	3	0	0	3
4.	EE104ES	Basic Electrical Engineering	2	0	0	2
5.	ME105ES	Computer Aided Engineering Graphics	1	0	4	3
6.	CS106ES	Elements of Computer Science & Engineering	0	0	2	1
7.	CH107BS	Engineering Chemistry Laboratory	0	0	2	1
8.	CS108ES	Programming for Problem Solving Laboratory	0	0	2	1
9.	EE109ES	Basic Electrical Engineering Laboratory	0	0	2	1
		Induction Program				
		Total	12	2	12	20

I Year II Semester

S. No.	Course Code	Course	L	T	P	Credits
1.	MA201BS	Ordinary Differential Equations and Vector Calculus	3	1	0	4
2.	PH202BS	Applied Physics	3	1	0	4
3.	ME203ES	Engineering Workshop	0	1	3	2.5
4.	EN204HS	English for Skill Enhancement	2	0	0	2
5.	EC205ES	Electronic Devices and Circuits	2	0	0	2
6.	CS206ES	Python Programming Laboratory	0	1	2	2
7.	PH207BS	Applied Physics Laboratory	0	0	3	1.5
8.	EN208HS	English Language and Communication Skills Laboratory	0	0	2	1
9.	CS209ES	IT Workshop	0	0	2	1
10.	*MC210	Environmental Science	3	0	0	0
		Total	13	4	12	20

II YEAR I SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	CS301PC	Digital Electronics	3	0	0	3
2	CS302PC	Data Structures	3	0	0	3
3	CS303PC	Computer Oriented Statistical Methods	3	1	0	4
4	CS304PC	Computer Organization and Architecture	3	0	0	3
5	CS305PC	Object Oriented Programming through Java	3	0	0	3
6	CS306PC	Data Structures Lab	0	0	3	1.5
7	CS307PC	Object Oriented Programming through Java Lab	0	0	3	1.5
8	CS308PC	Data visualization- R Programming/ Power BI	0	0	2	1
9	*MC309	Gender Sensitization Lab	0	0	2	0
		Total	15	1	10	20

II YEAR II SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	CS401PC	Discrete Mathematics	3	0	0	3
2	SM402MS	Business Economics & Financial Analysis	3	0	0	3
3	CS403PC	Operating Systems	3	0	0	3
4	CS404PC	Database Management Systems	3	0	0	3
5	CS405PC	Software Engineering	3	0	0	3
6	CS406PC	Operating Systems Lab	0	0	2	1
7	CS407PC	Database Management Systems Lab	0	0	2	1
8	CS408PC	Real-time Research Project/ Societal Related Project	0	0	4	2
9	CS409PC	Node JS/ React JS/ Django	0	0	2	1
10	*MC410	Constitution of India	3	0	0	0
		Total	18	0	10	20

III YEAR I SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	CS501PC	Design and Analysis of Algorithms	3	1	0	4
2	CS502PC	Computer Networks	3	0	0	3
3	CS503PC	DevOps	3	0	0	3
4		Professional Elective-I	3	0	0	3
5		Professional Elective -II	3	0	0	3
6	CS504PC	Computer Networks Lab	0	0	2	1
7	CS505PC	DevOps Lab	0	0	2	1
8	EN508HS	Advanced English Communication Skills Lab	0	0	2	1
9	CS506PC:	UI design- Flutter	0	0	2	1
10	*MC510	Intellectual Property Rights	3	0	0	0
		Total	18	1	8	20

III YEAR II SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	CS601PC	Machine Learning	3	0	0	3
2	CS602PC	Formal Languages and Automata Theory	3	0	0	3
3	CS603PC	Artificial Intelligence	3	0	0	3
4		Professional Elective – III	3	0	0	3
5		Open Elective-I	3	0	0	3
6	CS604PC	Machine Learning Lab	0	0	2	1
7	CS605PC	Artificial Intelligence Laboratory	0	0	2	1
8		Professional Elective-III Lab	0	0	2	1
9	CS606PC	Industrial Oriented Mini Project/ Internship/ Skill Development Course (Big data-Spark)	0	0	4	2
10	*MC609	Environmental Science	3	0	0	0
		Total	18	0	8	20

Environmental Science in III Yr II Sem Should be Registered by Lateral Entry Students Only.

IV YEAR I SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	CS701PC	Cryptography and Network Security	3	0	0	3
2	CS702PC	Compiler Design	3	0	0	3
3		Professional Elective -IV	3	0	0	3
4		Professional Elective -V	3	0	0	3
5		Open Elective - II	3	0	0	3
6	CS703PC	Cryptography and Network Security Lab	0	0	2	1
7	CS704PC	Compiler Design Lab	0	0	2	1
8	CS705PC	Project Stage - I	0	0	6	3
		Total Credits	15	0	10	20

IV YEAR II SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	CS801PC	Organizational Behavior	3	0	0	3
2		Professional Elective – VI	3	0	0	3
3		Open Elective – III	3	0	0	3
4		Project Stage – II including Seminar	0	0	22	11
		Total Credits	9	0	22	20

***MC – Satisfactory/Unsatisfactory**

#Skill Course - 1 credit with 2 Practical Hours

Professional Elective - I

CS511PE	Quantum Computing
CS512PE	Advanced Computer Architecture
CS513PE	Data Analytics
CS514PE	Image Processing
CS515PE	Principles of Programming Languages

Professional Elective - II

CS521PE	Computer Graphics
CS522PE	Embedded Systems
CS523PE	Information Retrieval Systems
CS524PE	Distributed Databases
CS525PE	Natural Language Processing

Professional Elective - III

CS631PE	Full Stack Development
CS632PE	Internet of Things
CS633PE	Scripting Languages
CS634PE	Mobile Application Development
CS635PE	Software Testing Methodologies

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

Professional Elective -IV

CS741PE	Graph Theory
CS742PE	Cyber Security
CS743PE	Soft Computing
CS744PE	Cloud Computing
CS745PE	Ad hoc & Sensor Networks

Professional Elective -V

CS751PE	Advanced Algorithms
CS752PE	Agile Methodology
CS753PE	Robotic Process Automation
CS754PE	Blockchain Technology
CS755PE	Software Process & Project Management

Professional Elective – VI

CS861PE	Computational Complexity
CS862PE	Distributed Systems
CS863PE	Deep Learning
CS864PE	Human Computer Interaction
CS865PE	Cyber Forensics

Open Elective -1:

1. CS611OE: Data Structures
2. CS612OE: Database Management Systems

Open Elective -2:

1. CS721OE: Operating Systems
2. CS722OE: Software Engineering

Open Elective -3:

1. CS831OE: Algorithms Design and Analysis
2. CS832OE: Introduction to Computer Networks

CS501PC: DESIGN AND ANALYSIS OF ALGORITHMS**B.Tech. III Year I Sem.****L T P C**
3 1 0 4**Prerequisites:**

1. A course on "Computer Programming and Data Structures".
2. A course on "Advanced Data Structures".

Course Objectives:

- Introduces the notations for analysis of the performance of algorithms and the data structure of disjoint sets.
- Describes major algorithmic techniques (divide-and-conquer, backtracking, dynamic programming, greedy, branch and bound methods) and mention problems for which each technique is appropriate
- Describes how to evaluate and compare different algorithms using worst-, average-, and best case analysis.
- Explains the difference between tractable and intractable problems, and introduces the problems that are P, NP and NP complete.

Course Outcomes:

- Analyze the performance of algorithms
- Choose appropriate data structures and algorithm design methods for a specified application
- Understand the choice of data structures and the algorithm design methods

UNIT - I

Introduction: Algorithm, Performance Analysis-Space complexity, Time complexity, Asymptotic Notations- Big oh notation, Omega notation, Theta notation and Little oh notation.

Divide and conquer: General method, applications-Binary search, Quick sort, Merge sort, Strassen's matrix multiplication.

UNIT - II

Disjoint Sets: Disjoint set operations, union and find algorithms, Priority Queue- Heaps, Heapsort

Backtracking: General method, applications, n-queen's problem, sum of subsets problem, graph Coloring, hamiltonian cycles.

UNIT - III

Dynamic Programming: General method, applications- Optimal binary search tree, 0/1 knapsack problem, All pairs shortest path problem, Traveling salesperson problem, Reliability design.

UNIT - IV

Greedy method: General method, applications-Job sequencing with deadlines, knapsack problem, Minimum cost spanning trees, Single source shortest path problem.

Basic Traversal and Search Techniques: Techniques for Binary Trees, Techniques for Graphs, Connected components, Biconnected components.

UNIT - V

Branch and Bound: General method, applications - Traveling salesperson problem, 0/1 knapsack problem - LC Branch and Bound solution, FIFO Branch and Bound solution.

NP-Hard and NP-Complete problems: Basic concepts, non-deterministic algorithms, NP-Hard and NP-Complete classes, Cook's theorem.

TEXT BOOK:

1. Fundamentals of Computer Algorithms, Ellis Horowitz, Satraj Sahni and Rajasekharan, University press, 1998.

REFERENCE BOOKS:

1. Design and Analysis of algorithms, Aho, Ullman and Hopcroft, Pearson education.
2. Introduction to Algorithms, second edition, T. H. Cormen, C.E. Leiserson, R. L. Rivest, and C. Stein, PHI Pvt. Ltd./ Pearson Education.
3. Algorithm Design: Foundations, Analysis and Internet Examples, M.T. Goodrich and R. Tamassia, John Wiley and sons.

CS502PC: COMPUTER NETWORKS**B.Tech. III Year I Sem.**

L	T	P	C
3	0	0	3

Prerequisites

1. A course on "Programming for problem solving"
2. A course on "Data Structures"

Course Objectives

- The objective of the course is to equip the students with a general overview of the concepts and fundamentals of computer networks.
- Familiarize the students with the standard models for the layered approach to communication between machines in a network and the protocols of the various layers.

Course Outcomes

- Gain the knowledge of the basic computer network technology.
- Gain the knowledge of the functions of each layer in the OSI and TCP/IP reference model.
- Obtain the skills of subnetting and routing mechanisms.
- Familiarity with the essential protocols of computer networks, and how they can be applied in network design and implementation.

UNIT - I

Network hardware, Network software, OSI, TCP/IP Reference models, Example Networks: ARPANET, Internet.

Physical Layer: Guided Transmission media: twisted pairs, coaxial cable, fiber optics, Wireless Transmission.

Data link layer: Design issues, framing, Error detection and correction.

UNIT - II

Elementary data link protocols: simplex protocol, A simplex stop and wait protocol for an error-free channel, A simplex stop and wait protocol for noisy channel.

Sliding Window protocols: A one-bit sliding window protocol, A protocol using Go-Back-N, A protocol using Selective Repeat, Example data link protocols.

Medium Access sublayer: The channel allocation problem, Multiple access protocols: ALOHA, Carrier sense multiple access protocols, collision free protocols. Wireless LANs, Data link layer switching.

UNIT - III

Network Layer: Design issues, Routing algorithms: shortest path routing, Flooding, Hierarchical routing, Broadcast, Multicast, distance vector routing, Congestion Control Algorithms, Quality of Service, Internetworking, The Network layer in the internet.

UNIT - IV

Transport Layer: Transport Services, Elements of Transport protocols, Connection management, TCP and UDP protocols.

UNIT - V

Application Layer –Domain name system, SNMP, Electronic Mail; the World WEB, HTTP, Streaming audio and video.

TEXT BOOK:

1. Computer Networks -- Andrew S Tanenbaum, David. j. Wetherall, 5th Edition. Pearson Education/PHI

REFERENCE BOOKS:

1. An Engineering Approach to Computer Networks-S. Keshav, 2nd Edition, Pearson Education
2. Data Communications and Networking – Behrouz A. Forouzan. Third Edition TMH.

CS503PC: DEVOPS**B.Tech. III Year I Sem.****L T P C****3 0 0 3****Pre-Requisites:**

1. Software Engineering
2. Software Project Management

Course Objectives:

- Understand the skill sets and high-functioning teams involved in Agile, DevOps and related methods to reach a continuous delivery capability.
- Implement automated system update and DevOps lifecycle.

Course Outcomes:

- Understand the various components of DevOps environment.
- Identify Software development models and architectures of DevOps
- Use different project management and integration tools.
- Select an appropriate testing tool and deployment model for project.

UNIT-I**Introduction to DevOps:**

Introduction, Agile development model, DevOps and ITIL. DevOps process and Continuous Delivery, Release management, Scrum, Kanban, delivery pipeline, identifying bottlenecks.

UNIT-II**Software development models and DevOps:**

DevOps Lifecycle for Business Agility, DevOps, and Continuous Testing. DevOps influence on Architecture: Introducing software architecture, The monolithic scenario, Architecture rules of thumb, The separation of concerns, Handling database migrations, Micro services and the data tier, DevOps, architecture, and resilience.

UNIT-III**Introduction to project management:**

The need for source code control, the history of source code management, Roles and code, source code management system and migrations, shared authentication, Hosted Git servers, Different Git server implementations, Docker intermission, Gerrit, The pull request model, GitLab.

UNIT-IV**Integrating the system:**

Build systems, Jenkins build server, Managing build dependencies, Jenkins plugins, and file system layout, The host server, Build slaves, Software on the host, Triggers, Job chaining and build pipelines, Build servers and infrastructure as code, Building by dependency order, Build phases, Alternative build servers, Collating quality measures.

UNIT-V**Testing Tools and Deployment:**

Various types of testing, Automation of testing Pros and cons, Selenium - Introduction, Selenium features, JavaScript testing, Testing backend integration points, Test-driven development, REPL-driven development. Deployment of the system: Deployment systems, Virtualization stacks, code execution at the client, Puppet master and agents, Ansible, Deployment tools: Chef, Salt Stack and Docker.

TEXT BOOKS:

1. Joakim Verona., Practical DevOps, Packt Publishing, 2016.

REFERENCE BOOKS:

1. Deepak Gaikwad, Viral Thakkar. DevOps Tools from Practitioner's Viewpoint. Wiley publications.
2. Len Bass, Ingo Weber, Liming Zhu. DevOps: A Software Architect's Perspective. Addison Wesley

CS511PE: QUANTUM COMPUTING (Professional Elective – I)**B.Tech. III Year I Sem.****L T P C**
3 0 0 3**Course Objectives**

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

Course Outcomes

- Understand basics of quantum computing
- Understand physical implementation of Qubit
- Understand Quantum algorithms and their implementation
- Understand The Impact of Quantum Computing on Cryptography

UNIT - I

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

UNIT - II

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

UNIT - III

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

UNIT - IV

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

UNIT - V

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

TEXT BOOKS:

1. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge

REFERENCE BOOKS:

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

CS512PE: ADVANCED COMPUTER ARCHITECTURE (Professional Elective – I)**B.Tech. III Year I Sem.**

L	T	P	C
3	0	0	3

Prerequisites: Computer Organization**Course Objectives:**

- To impart the concepts and principles of parallel and advanced computer architectures.
- To develop the design techniques of Scalable and multithreaded Architectures.
- To Apply the concepts and techniques of parallel and advanced computer architectures to design modern computer systems

Course Outcomes:

- Computational models and Computer Architectures.
- Concepts of parallel computer models.
- Scalable Architectures, Pipelining, Superscalar processors

UNIT - I

Theory of Parallelism, Parallel computer models, The State of Computing, Multiprocessors and Multicomputers, Multivector and SIMD Computers, PRAM and VLSI models, Architectural development tracks, Program and network properties, Conditions of parallelism, Program partitioning and Scheduling, Program flow Mechanisms, System interconnect Architectures.

UNIT - II

Principles of Scalable performance, Performance metrics and measures, Parallel Processing applications, Speed up performance laws, Scalability Analysis and Approaches, Hardware Technologies, Processes and Memory Hierarchy, Advanced Processor Technology, Superscalar and Vector Processors

UNIT - III

Shared-Memory Organizations, Sequential and weak consistency models, Pipelining and superscalar techniques, Linear Pipeline Processors, Non-Linear Pipeline Processors, Instruction Pipeline design, Arithmetic pipeline design, superscalar pipeline design.

UNIT - IV

Parallel and Scalable Architectures, Multiprocessors and Multicomputers, Multiprocessor system interconnects, cache coherence and synchronization mechanism, Three Generations of Multicomputers, Message-passing Mechanisms, Multivector and SIMD computers.

UNIT - V

Vector Processing Principles, Multivector Multiprocessors, Compound Vector processing, SIMD computer Organizations, The connection machine CM-5.

TEXT BOOK

1. Advanced Computer Architecture, Kai Hwang, 2nd Edition, Tata McGraw Hill Publishers.

REFERENCE BOOKS:

1. Computer Architecture, J.L. Hennessy and D.A. Patterson, 4th Edition, ELSEVIER.
2. Advanced Computer Architectures, S.G.Shiva, Special Indian edition, CRC, Taylor & Francis.
3. Introduction to High Performance Computing for Scientists and Engineers, G. Hager and G. Wellein, CRC Press, Taylor & Francis Group.
4. Advanced Computer Architecture, D. Sima, T. Fountain, P. Kacsuk, Pearson education.
5. Computer Architecture, B. Parhami, Oxford Univ. Press.

CS513PE: DATA ANALYTICS (Professional Elective – I)**B.Tech. III Year I Sem.**

L	T	P	C
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, Addison Wesley, 2006.
2. Data Mining Analysis and Concepts, M. Zaki and W. Meira
3. Mining of Massive Datasets, Jure Leskovec Stanford Univ. Anand Rajaraman Millway Labs Jeffrey D Ullman Stanford Univ.

CS514PE: IMAGE PROCESSING (Professional Elective – I)**B.Tech. III Year I Sem.****L T P C**
3 0 0 3**Prerequisites**

1. Students are expected to have knowledge in linear signals and systems, Fourier Transform, basic linear algebra, basic probability theory and basic programming techniques; knowledge of digital signal processing is desirable.
2. A course on "Computational Mathematics"
3. A course on "Computer Oriented Statistical Methods"

Course Objectives

- Provide a theoretical and mathematical foundation of fundamental Digital Image Processing concepts.
- The topics include image acquisition; sampling and quantization; preprocessing; enhancement; restoration; segmentation; and compression.

Course Outcomes

- Demonstrate the knowledge of the basic concepts of two-dimensional signal acquisition, sampling, and quantization.
- Demonstrate the knowledge of filtering techniques.
- Demonstrate the knowledge of 2D transformation techniques.
- Demonstrate the knowledge of image enhancement, segmentation, restoration and compression techniques.

UNIT - I

Digital Image Fundamentals: Digital Image through Scanner, Digital Camera. Concept of Gray Levels. Gray Level to Binary Image Conversion. Sampling and Quantization. Relationship between Pixels. Imaging Geometry. 2D Transformations-DFT, DCT, KLT and SVD.

UNIT - II

Image Enhancement in Spatial Domain Point Processing, Histogram Processing, Spatial Filtering, Enhancement in Frequency Domain, Image Smoothing, Image Sharpening.

UNIT - III

Image Restoration Degradation Model, Algebraic Approach to Restoration, Inverse Filtering, Least Mean Square Filters, Constrained Least Squares Restoration, Interactive Restoration.

UNIT - IV

Image Segmentation Detection of Discontinuities, Edge Linking and Boundary Detection, Thresholding, Region Oriented Segmentation.

UNIT - V

Image Compression Redundancies and their Removal Methods, Fidelity Criteria, Image Compression Models, Source Encoder and Decoder, Error Free Compression, Lossy Compression.

TEXT BOOK:

1. Digital Image Processing: R.C. Gonzalez & R. E. Woods, Addison Wesley/ Pearson Education, 2nd Ed, 2004.

REFERENCE BOOKS:

1. Fundamentals of Digital Image Processing: A. K. Jain, PHI.
2. Digital Image Processing using MATLAB: Rafael C. Gonzalez, Richard E. Woods, Steven L. Eddins: Pearson Education India, 2004.
3. Digital Image Processing: William K. Pratt, John Wiley, 3rd Edition, 2004.

CS515PE: PRINCIPLES OF PROGRAMMING LANGUAGES (Professional Elective – I)**B.Tech. III Year I Sem.****L T P C**
3 0 0 3**Prerequisites**

1. A course on “Mathematical Foundations of Computer Science”.
2. A course on “Computer Programming and Data Structures”.

Course Objectives

- Introduce important paradigms of programming languages
- To provide conceptual understanding of high-level language design and implementation
- Topics include programming paradigms; syntax and semantics; data types, expressions and statements; subprograms and blocks; abstract data types; concurrency; functional and logic programming languages; and scripting languages

Course Outcomes

- Acquire the skills for expressing syntax and semantics in formal notation
- Identify and apply a suitable programming paradigm for a given computing application
- Gain knowledge of the features of various programming languages and their comparison

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 Syntax and Semantics: General Problem of Describing Syntax and Semantics, 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 Data Types, Character String Types, User Defined Ordinal Types, Array, Associative Arrays, Record, Union, Tuple Types, List 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 and Blocks: Fundamentals of Sub-Programs, 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, **Coroutines 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

Concurrency: Introduction, Introduction to Subprogram Level Concurrency, Semaphores, Monitors, Message Passing, Java Threads, Concurrency in Function 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, 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 10/E, Pearson Education.
2. Programming Language Design Concepts, D. A. Watt, Wiley Dreamtech, 2007.

REFERENCE BOOKS:

1. Programming Languages, 2nd Edition, A.B. Tucker, R. E. Noonan, TMH.
2. Programming Languages, K. C. Loudon, 2nd Edition, Thomson, 2003.

CS521PE: COMPUTER GRAPHICS (Professional Elective – II)**B.Tech. III Year I Sem.****L T P C**
3 0 0 3**Prerequisites**

1. Programming for problem solving and Data Structures

Course Objectives

- Provide the basics of graphics systems including Points and lines, line drawing algorithms, 2D, 3D objective transformations

Course Outcomes

- Explore applications of computer graphics
- Understand 2D, 3D geometric transformations and clipping algorithms
- Understand 3D object representations, curves, surfaces, polygon rendering methods, color models
- Analyze animation sequence and visible surface detection methods

UNIT - I

Introduction: Application areas of Computer Graphics, overview of graphics systems, video-display devices, raster-scan systems, random-scan systems, graphics monitors and work stations and input devices

Output primitives: Points and lines, line drawing algorithms (DDA and Bresenham's Algorithm) circle-generating algorithms and ellipse - generating algorithms

Polygon Filling: Scan-line algorithm, boundary-fill and flood-fill algorithms

UNIT - II

2-D geometric transformations: Translation, scaling, rotation, reflection and shear transformations, matrix representations and homogeneous coordinates, composite transforms, transformations between coordinate systems

2-D viewing: The viewing pipeline, viewing coordinate reference frame, window to view-port coordinate transformation, viewing functions, clipping operations, point clipping, Line clipping-Cohen Sutherland algorithms, Polygon clipping-Sutherland Hodgeman polygon clipping algorithm.

UNIT - III

3-D object representation: Polygon surfaces, quadric surfaces, spline representation, Hermite curve, Bezier curve and B-Spline curves, Bezier and B-Spline surfaces, Polygon rendering methods, color models and color applications.

UNIT - IV

3-D Geometric transformations: Translation, rotation, scaling, reflection and shear transformations, composite transformations.

3-D viewing: Viewing pipeline, viewing coordinates, projections, view volume and general projection transforms and clipping.

UNIT - V

Computer animation: Design of animation sequence, general computer animation functions, raster animations, computer animation languages, key frame systems, motion specifications.

Visible surface detection methods: Classification, back-face detection, depth-buffer method, BSP-tree method, area sub-division method and octree method.

TEXT BOOKS:

1. "Computer Graphics C version", Donald Hearn and M. Pauline Baker, Pearson Education

REFERENCE BOOKS:

1. Procedural elements for Computer Graphics, David F Rogers, Tata Mc Graw hill, 2nd edition.
2. Principles of Interactive Computer Graphics", Neuman and Sproul, TMH.
3. Principles of Computer Graphics, Shalini Govil, Pai, 2005, Springer.
4. "Computer Graphics Principles & practice", second edition in C, Foley, Van Dam, Feiner and Hughes, Pearson Education.
5. Computer Graphics, Steven Harrington, TMH.

CS522PE: EMBEDDED SYSTEMS (Professional Elective – II)**B.Tech. III Year I Sem.**

L	T	P	C
3	0	0	3

Pre-requisites:

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: Processor embedded into a system, Embedded Hardware units and devices in a system, Embedded software in a system, Design process of an embedded system, classification of embedded systems, characteristics and quality attributes of an embedded systems

UNIT - II

Introduction to processor/microcontroller architecture, Real world interfacing, processor and memory organization, memory types, memory maps and addresses, interrupt sources and interrupt service mechanism.

UNIT - III

On board Communication Basics: serial; communication devices, Parallel devices, Wireless devices, Real time clock, Serial bus communication Protocols - I2C, SPI; Parallel buss communication - ISA, PCI.

UNIT - IV

Embedded Firmware Development: Overview of programming concepts - in assembly language and in high level language ‘C’, C Program elements- Heads, Source files, Processor Directives, Macros, Functions, Data types and Data Structures

UNIT - V

OS Based Embedded Systems: OS services - Process/Task Management, Memory Management, I/O subsystem manager, Inter Process/Task communications - Tasks, Task states, Shared data, Signals, Message Queues, Mailbox, Pipes and concepts of Semaphores.

TEXT BOOK:

1. Embedded Systems, Raj Kamal, 2nd edition, Tata Mc Graw Hill
2. Shibu K V, “Introduction to Embedded Systems”, Second Edition, Mc Graw Hill

REFERENCE BOOKS:

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.

CS523PE: INFORMATION RETRIEVAL SYSTEMS (Professional Elective – II)**B.Tech. III Year I Sem.**

L	T	P	C
3	0	0	3

Prerequisites:

1. Data Structures

Course Objectives:

- To learn the concepts and algorithms in Information Retrieval Systems
- 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

REFERENCE BOOKS:

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.

CS524PE: DISTRIBUTED DATABASES (Professional Elective – II)**B.Tech. III Year I Sem.**

L	T	P	C
3	0	0	3

Prerequisites:

1. A course on “Database Management Systems”

Course Objectives:

- The purpose of the course is to enrich the previous knowledge of database systems and expose the need for distributed database technology to confront the deficiencies of the centralized database systems.
- Introduce basic principles and implementation techniques of distributed database systems.
- Equip students with principles and knowledge of parallel and object-oriented databases.
- Topics include distributed DBMS architecture and design; query processing and optimization; distributed transaction management and reliability; parallel and object database management systems.

Course Outcomes:

- Understand theoretical and practical aspects of distributed database systems.
- Study and identify various issues related to the development of distributed database systems.
- Understand the design aspects of object-oriented database systems and related developments.

UNIT - I

Introduction; Distributed Data Processing, Distributed Database System, Promises of DDBSs, Problem areas.

Distributed DBMS Architecture: Architectural Models for Distributed DBMS, DDMBS Architecture.

Distributed Database Design: Alternative Design Strategies, Distribution Design issues, Fragmentation, Allocation.

UNIT - II

Query processing and decomposition: Query processing objectives, characterization of query processors, layers of query processing, query decomposition, localization of distributed data.

Distributed query Optimization: Query optimization, centralized query optimization, distributed query optimization algorithms.

UNIT - III

Transaction Management: Definition, properties of transaction, types of transactions, distributed concurrency control: serializability, concurrency control mechanisms & algorithms, time - stamped & optimistic concurrency control Algorithms, deadlock Management.

UNIT - IV

Distributed DBMS Reliability: Reliability concepts and measures, fault-tolerance in distributed systems, failures in Distributed DBMS, local & distributed reliability protocols, site failures and network partitioning.

Parallel Database Systems: Parallel database system architectures, parallel data placement, parallel query processing, load balancing, database clusters.

UNIT - V

Distributed object Database Management Systems: Fundamental object concepts and models, object distributed design, architectural issues, object management, distributed object storage, object query Processing.

Object Oriented Data Model: Inheritance, object identity, persistent programming languages, persistence of objects, comparison OODBMS and ORDBMS

TEXT BOOKS:

1. M. Tamer OZSU and Patuck Valduriez: Principles of Distributed Database Systems, Pearson Edn. Asia, 2001.
2. Stefano Ceri and Giuseppe Pelagatti: Distributed Databases, McGraw Hill.

REFERENCE BOOK:

1. Hector Garcia-Molina, Jeffrey D. Ullman, Jennifer Widom: "Database Systems: The Complete Book", Second Edition, Pearson International Edition.

CS525PE: NATURAL LANGUAGE PROCESSING (Professional Elective – II)**B.Tech. III Year I Sem.**

L	T	P	C
3	0	0	3

Prerequisites:

1. Data structures and compiler design

Course Objectives:

- Introduction to some of the problems and solutions of NLP and their relation to linguistics and statistics.

Course Outcomes:

- Show sensitivity to linguistic phenomena and an ability to model them with formal grammars.
- Understand and carry out proper experimental methodology for training and evaluating empirical NLP systems
- Manipulate probabilities, construct statistical models over strings and trees, and estimate parameters using supervised and unsupervised training methods.
- Design, implement, and analyze NLP algorithms; and design different language modeling Techniques.

UNIT - I

Finding the Structure of Words: Words and Their Components, Issues and Challenges, Morphological Models

Finding the Structure of Documents: Introduction, Methods, Complexity of the Approaches, Performances of the Approaches, Features

UNIT - II

Syntax I: Parsing Natural Language, Treebanks: A Data-Driven Approach to Syntax, Representation of Syntactic Structure, Parsing Algorithms

UNIT – III

Syntax II: Models for Ambiguity Resolution in Parsing, Multilingual Issues

Semantic Parsing I: Introduction, Semantic Interpretation, System Paradigms, Word Sense

UNIT - IV

Semantic Parsing II: Predicate-Argument Structure, Meaning Representation Systems

UNIT - V

Language Modeling: Introduction, N-Gram Models, Language Model Evaluation, Bayesian parameter estimation, Language Model Adaptation, Language Models- class based, variable length, Bayesian topic based, Multilingual and Cross Lingual Language Modeling

TEXT BOOKS:

1. Multilingual natural Language Processing Applications: From Theory to Practice – Daniel M. Bikel and Imed Zitouni, Pearson Publication.

REFERENCE BOOK:

1. Speech and Natural Language Processing - Daniel Jurafsky & James H Martin, Pearson Publications.
2. Natural Language Processing and Information Retrieval: Tanvier Siddiqui, U.S. Tiwary.

CS504PC: COMPUTER NETWORKS LAB**B.Tech. III Year I Sem.**

L	T	P	C
0	0	2	1

Course Objectives

- To understand the working principle of various communication protocols.
- To understand the network simulator environment and visualize a network topology and observe its performance
- To analyze the traffic flow and the contents of protocol frames

Course Outcomes

- Implement data link layer framing methods
- Analyze error detection and error correction codes.
- Implement and analyze routing and congestion issues in network design.
- Implement Encoding and Decoding techniques used in presentation layer
- To be able to work with different network tools

List of Experiments

1. Implement the data link layer framing methods such as character, character-stuffing and bit stuffing.
2. Write a program to compute CRC code for the polynomials CRC-12, CRC-16 and CRC CCIP
3. Develop a simple data link layer that performs the flow control using the sliding window protocol, and loss recovery using the Go-Back-N mechanism.
4. Implement Dijkstra's algorithm to compute the shortest path through a network
5. Take an example subnet of hosts and obtain a broadcast tree for the subnet.
6. Implement distance vector routing algorithm for obtaining routing tables at each node.
7. Implement data encryption and data decryption
8. Write a program for congestion control using Leaky bucket algorithm.
9. Write a program for frame sorting techniques used in buffers.
10. **Wireshark**
 - i. Packet Capture Using Wire shark
 - ii. Starting Wire shark
 - iii. Viewing Captured Traffic
 - iv. Analysis and Statistics & Filters.

How to run Nmap scan

Operating System Detection using Nmap

Do the following using NS2 Simulator

- i. NS2 Simulator-Introduction
- ii. Simulate to Find the Number of Packets Dropped
- iii. Simulate to Find the Number of Packets Dropped by TCP/UDP
- iv. Simulate to Find the Number of Packets Dropped due to Congestion
- v. Simulate to Compare Data Rate & Throughput.
- vi. Simulate to Plot Congestion for Different Source/Destination
- vii. Simulate to Determine the Performance with respect to Transmission of Packets

TEXT BOOK:

1. Computer Networks, Andrew S Tanenbaum, David. j. Wetherall, 5th Edition. Pearson Education/PHI.

REFERENCE BOOKS:

1. An Engineering Approach to Computer Networks, S. Keshav, 2nd Edition, Pearson Education.
2. Data Communications and Networking – Behrouz A. Forouzan. 3rd Edition, TMH.

CS505PC: DEVOPS LAB**B.Tech. III Year I Sem.****L T P C**
0 0 2 1**Course Objectives:**

- Develop a sustainable infrastructure for applications and ensure high scalability. DevOps aims to shorten the software development lifecycle to provide continuous delivery with high-quality.

Course Outcomes:

1. Understand the need of DevOps tools
2. Understand the environment for a software application development
3. Apply different project management, integration and development tools
4. Use Selenium tool for automated testing of application

List of Experiments:

1. Write code for a simple user registration form for an event.
2. Explore Git and GitHub commands.
3. Practice Source code management on GitHub. Experiment with the source code in exercise 1.
4. Jenkins installation and setup, explore the environment.
5. Demonstrate continuous integration and development using Jenkins.
6. Explore Docker commands for content management.
7. Develop a simple containerized application using Docker.
8. Integrate Kubernetes and Docker
9. Automate the process of running containerized application for exercise 7 using Kubernetes.
10. Install and Explore Selenium for automated testing.
11. Write a simple program in JavaScript and perform testing using Selenium.
12. Develop test cases for the above containerized application using selenium.

TEXT BOOKS:

1. Joakim Verona., Practical DevOps, Packt Publishing, 2016.

REFERENCE BOOKS:

1. Deepak Gaikwad, Viral Thakkar. DevOps Tools from Practitioner's Viewpoint. Wiley publications.
2. Len Bass, Ingo Weber, Liming Zhu. DevOps: A Software Architect's Perspective. Addison Wesley.

EN508HS: ADVANCED ENGLISH COMMUNICATION SKILLS LAB**B.Tech. III Year I Sem.**

L	T	P	C
0	0	2	1

1. Introduction

The introduction of the Advanced English Communication Skills Lab is considered essential at the B.Tech 3rd year level. At this stage, the students need to prepare themselves for their career which may require them to listen to, read, speak and write in English both for their professional and interpersonal communication in the globalised context.

The proposed course should be a laboratory course to enable students to use appropriate English and perform the following:

1. Gathering ideas and information to organise ideas relevantly and coherently.
2. Making oral presentations.
3. Writing formal letters.
4. Transferring information from non-verbal to verbal texts and vice-versa.
5. Writing project/research reports/technical reports.
6. Participating in group discussions.
7. Engaging in debates.
8. Facing interviews.
9. Taking part in social and professional communication.

2. Objectives:

This Lab focuses on using multi-media instruction for language development to meet the following targets:

- To improve the students' fluency in English, with a focus on vocabulary
- To enable them to listen to English spoken at normal conversational speed by educated English speakers
- To respond appropriately in different socio-cultural and professional contexts
- To communicate their ideas relevantly and coherently in writing
- To prepare the students for placements.

3. Syllabus:

The following course content to conduct the activities is prescribed for the Advanced English Communication Skills (AECS) Lab:

1. **Activities on Listening and Reading Comprehension:** Active Listening – Development of Listening Skills Through Audio clips - Benefits of Reading – Methods and Techniques of Reading – Basic Steps to Effective Reading – Common Obstacles – Discourse Markers or Linkers - Sub-skills of reading - Reading for facts, negative facts and Specific Details- Guessing Meanings from Context, Inferring Meaning - Critical Reading — Reading Comprehension – Exercises for Practice.
2. **Activities on Writing Skills:** Vocabulary for Competitive Examinations - Planning for Writing – Improving Writing Skills - Structure and presentation of different types of writing – Free Writing and Structured Writing - Letter Writing –Writing a Letter of Application –Resume vs. Curriculum Vitae – Writing a Résumé – Styles of Résumé - e-Correspondence – Emails – Blog Writing - (N)etiquette – Report Writing – Importance of Reports – Types and Formats of Reports– Technical Report Writing– Exercises for Practice.
3. **Activities on Presentation Skills** - Starting a conversation – responding appropriately and relevantly – using the right language and body language – Role Play in different situations including Seeking Clarification, Making a Request, Asking for and Refusing Permission, Participating in a Small Talk – Oral presentations (individual and group) through JAM sessions- PPTs – Importance of Presentation Skills – Planning, Preparing, Rehearsing and Making a Presentation – Dealing with Glossophobia or Stage Fear – Understanding Nuances of Delivery - Presentations through Posters/Projects/Reports – Checklist for Making a Presentation and Rubrics of Evaluation

4. **Activities on Group Discussion (GD):** Types of GD and GD as a part of a Selection Procedure - Dynamics of Group Discussion- Myths of GD - Intervention, Summarizing - Modulation of Voice, Body Language, Relevance, Fluency and Organization of Ideas – Do's and Don'ts - GD Strategies – Exercises for Practice.
5. **Interview Skills:** Concept and Process - Interview Preparation Techniques - Types of Interview Questions – Pre-interview Planning, Opening Strategies, Answering Strategies - Interview Through Tele-conference & Video-conference - Mock Interviews.

4. Minimum Requirement:

The Advanced English Communication Skills (AECS) Laboratory shall have the following infrastructural facilities to accommodate at least 35 students in the lab:

- Spacious room with appropriate acoustics
- Round Tables with movable chairs
- Audio-visual aids
- LCD Projector
- Public Address system
- One PC with latest configuration for the teacher
- T. V, a digital stereo & Camcorder
- Headphones of High quality

5. Suggested Software: The software consisting of the prescribed topics elaborated above should be procured and used.

- **TOEFL & GRE** (KAPLAN, AARCO & BARRONS, USA, Cracking GRE by CLIFFS)
- **Oxford Advanced Learner's Dictionary**, 10th Edition
- **Cambridge Advanced Learner's Dictionary**
- **DELTA's key to the Next Generation TOEFL Test: Advanced Skill Practice.**
- **Lingua TOEFL CBT Insider**, by Dreamtech

6. Books Recommended:

1. Rizvi, M. Ashraf (2018). *Effective Technical Communication*. (2nd ed.). McGraw Hill Education (India) Pvt. Ltd.
2. Suresh Kumar, E. (2015). *Engineering English*. Orient BlackSwan Pvt. Ltd.
3. Bailey, Stephen. (2018). *Academic Writing: A Handbook for International Students*. (5th Edition). Routledge.
4. Koneru, Aruna. (2016). *Professional Communication*. McGraw Hill Education (India) Pvt. Ltd.
5. Raman, Meenakshi & Sharma, Sangeeta. (2022). *Technical Communication, Principles and Practice*. (4TH Edition) Oxford University Press.
6. Anderson, Paul V. (2007). *Technical Communication*. Cengage Learning Pvt. Ltd. New Delhi.
7. McCarthy, Michael; O'Dell, Felicity & Redman, Stuart. (2017). *English Vocabulary in Use Series*. Cambridge University Press
8. Sen, Leela. (2009). *Communication Skills*. PHI Learning Pvt Ltd., New Delhi.
9. Elbow, Peter. (1998). *Writing with Power*. Oxford University Press.
10. Goleman, Daniel. (2013). *Emotional Intelligence: Why it can matter more than IQ*. Bloomsbury Publishing.

CS506PC: UI DESIGN-FLUTTER**B.Tech. III Year I Sem.****L T P C**
0 0 2 1**Course Objectives:**

- Learns to Implement Flutter Widgets and Layouts
- Understands Responsive UI Design and with Navigation in Flutter
- Knowledge on Widgets and customize widgets for specific UI elements, Themes
- Understand to include animation apart from fetching data

Course Outcomes:

- Implements Flutter Widgets and Layouts
- Responsive UI Design and with Navigation in Flutter
- Create custom widgets for specific UI elements and also Apply styling using themes and custom styles.
- Design a form with various input fields, along with validation and error handling
- Fetches data and write code for unit Test for UI components and also animation

List of Experiments: Students need to implement the following experiments

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

TEXT BOOK:

1. Marco L. Napoli, Beginning Flutter: A Hands-on Guide to App Development.

MC510: INTELLECTUAL PROPERTY RIGHTS*B.Tech. III Year I Sem.****L T P C**
3 0 0 0**Course Objectives:**

- Significance of intellectual property and its protection
- Introduce various forms of intellectual property

Course Outcomes:

- Distinguish and Explain various forms of IPRs.
- Identify criteria to fit one's own intellectual work in particular form of IPRs.
- Apply statutory provisions to protect particular form of IPRs.
- Appraise new developments in IPR laws at national and international level

UNIT – I

Introduction to Intellectual property: Introduction, types of intellectual property, international organizations, agencies and treaties, importance of intellectual property rights.

UNIT – II

Trade Marks: Purpose and function of trademarks, acquisition of trade mark rights, protectable matter, selecting, and evaluating trade mark, trade mark registration processes.

UNIT – III

Law of copyrights: Fundamental of copyright law, originality of material, rights of reproduction, rights to perform the work publicly, copyright ownership issues, copyright registration, notice of copyright, International copyright law.

Law of patents: Foundation of patent law, patent searching process, ownership rights and transfer

UNIT – IV

Trade Secrets: Trade secret law, determination of trade secret status, liability for misappropriations of trade secrets, protection for submission, trade secret litigation.

Unfair competition: Misappropriation right of publicity, false advertising.

UNIT – V

New development of intellectual property: new developments in trade mark law; copyright law, patent law, intellectual property audits.

International overview on intellectual property, international – trade mark law, copyright law, international patent law, and international development in trade secrets law.

TEXT BOOK:

1. Intellectual property right, Deborah. E. Bouchoux, Cengage learning.

REFERENCE BOOK:

1. Intellectual property right – Unleashing the knowledge economy, prabuddha ganguli, Tata McGraw Hill Publishing company ltd.