ACADEMIC REGULATIONS & COURSE STRUCTURE

For

MCA

(Applicable for batches admitted from 2016-2017)

JAWAHarlAL NEHRU TECHNOLOGICAL UNIVERSITY: KAKINADA
KAKINADA - 533 003, Andhra Pradesh, India
## I Semester

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## II Semester

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<td>ELECTIVE-II</td>
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<td>ELECTIVE-III &lt;br&gt; MCA16.5.4.1 CYBER SECURITY &lt;br&gt; MCA16.5.4.2 COMPUTER FORENSICS &lt;br&gt; MCA16.5.4.3 E-COMMERCE</td>
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<td>DISSERTATION/ THESIS &lt;br&gt; EXCELLENT / GOOD / SATISFACTORY/ NOT SATISFACTORY</td>
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UNIT-I:
Introduction to Computers, HW and SW concepts, Algorithm, pseudo code, flowchart, program
development steps, Introduction to various IDE’s and their use in C program development,
structure of C program, A Simple C program, identifiers, basic data types and sizes, Constants,
variables, arithmetic, relational and logical operators, increment and decrement operators,
conditional operator, bit-wise operators, assignment operators, expressions, type conversions,
conditional expressions, precedence and order of evaluation. Control structures such as if, go to,
labels, and switch statements.

UNIT-II:
Loops- while, do-while and for statements, break, continue, Arrays -concepts, declaration,
definition, accessing elements, storing elements, Strings and string manipulations, 1- D arrays
other than strings, 2-Dcharacter arrays – 2-D arrays other than character arrays –
Multidimensional arrays.

UNIT-III:
Functions: basics, parameter passing, storage classes- extern, auto, register, static, scope rules,
block structure, user defined functions, standard library functions, recursive functions, header
files, C preprocessor. Passing 1-D arrays, 2-D arrays, and functions. Pointers: concepts,
initialization of pointer variables, pointers and Function arguments, passing by address –dangling
memory, Character pointer s and functions, pointer s to pointer s, pointer s and multidimensional
arrays, dynamic memory managements functions, command line arguments.

UNIT-IV:
Derived types: structures- declaration, definition and initialization of structures, accessing
structures, nested structures, arrays of structures, structures and functions, pointers to structures,
self referential structures, unions, typed of, bit-fields, Input and output – concept of a file, text
files and binary files, Formatted I/o, file I/o operations Data Structures: Introduction to Data
Karp Algorithm - Searching – Linear and binary search methods, sorting –Bubble sort, selection
sort, Insertion sort, Quick sort, merge sort.

UNIT-V:
Single linked lists, doubly linked lists, circular list, representing stacks and queues in C using
arrays and linked lists, infix to post fix conversion, postfix expression evaluation. Trees- Binary
tress, terminology, representation, traversals, Graphs - terminology, representation. graph versals
TEXT BOOKS:

REFERENCE BOOKS:
3. The C Programming Language, B.W. Kernighan, Dennis M.Ritchie, PHI/ Pearson.
I Year I Semester

COMPUTER ORGANIZATION

UNIT -I:
**Basic Structure Of Computers:** Functional unit, Basic Operational concepts, Bus structures, System Software, Performance, The history of computer development.

UNIT -II:
**Machine Instruction and Programs:**
Instruction and Instruction Sequencing: Register Transfer Notation, Assembly Language Notation, Basic Instruction Types, Addressing Modes, Basic Input/output Operations, The role of Stacks and Queues in computer programming equation. Component of Instructions: Logic Instructions, shift and Rotate Instructions

UNIT -III:
**Type of Instructions:** Arithmetic and Logic Instructions, Branch Instructions, Addressing Modes, Input/output Operations

UNIT -IV:
**INPUT/OUTPUT ORGANIZATION:** Accessing I/O Devices, Interrupts: Interrupt Hardware, Enabling and Disabling Interrupts, Handling Multiple Devices, Direct Memory Access, Buses: Synchronous Bus, Asynchronous Bus, Interface Circuits, Standard I/O Interface: Peripheral Component Interconnect (PCI) Bus, Universal Serial Bus (USB)

UNIT -V:
**The MEMORY SYSTEMS:** Basic memory circuits, Memory System Consideration, Read-Only Memory: ROM, PROM, EPROM, EEPROM, Flash Memory, Cache Memories: Mapping Functions, INTERLEAVING **Secondary Storage:** Magnetic Hard Disks, Optical Disks, **Processing Unit:** Fundamental Concepts: Register Transfers, Performing An Arithmetic Or Logic Operation, Fetching A Word From Memory, Execution of Complete Instruction, Hardwired Control, **Micro programmed Control:** Microinstructions, Micro program Sequencing, Wide Branch Addressing Microinstructions with next –Address Field
TEXT BOOKS:

REFERENCE BOOKS:
I Year I Semester

DISCRETE MATHEMATICAL STRUCTURES AND GRAPH THEORY

UNIT- I: 

UNIT-II: 

UNIT-III: 

UNIT-IV: 

UNIT-V: 
Graph Theory: Representation of Graph, Spanning Trees, BFS, DFS, Kruskals Algorithm, Binary trees, Planar Graphs, Graph Theory and Applications, Basic Concepts, Isomorphism and Sub graphs, Multi graphs and Euler circuits, Hamiltonian graphs, Chromatic Numbers

TEXTBOOKS:
1. Discrete Mathematical Structures with Applications to computer science J.P Tremblery, R.Manohar, TMH
REFERENCE TEXTBOOKS:

1. Elements of Discrete Mathematics, C L Liu, D P Mohanpatra, TMH
2. Discrete Mathematics, Schaum’s Outlines, Lipschutz, Lipson, TMH.
6. Discrete Mathematics for computer science, Bogart, Stein and Drysdale, Springer, 2005
STATISTICS WITH R PROGRAMMING

UNIT-I:
Introduction, How to run R, R Sessions and Functions, Basic Math, Variables, Data Types, Vectors, Conclusion, Advanced Data Structures, Data Frames, Lists, Matrices, Arrays, Classes.

UNIT-II:
R Programming Structures, Control Statements, Loops, - Looping Over Nonvector Sets,- If-Else, Arithmetic and Boolean Operators and values, Default Values for Argument, Return Values, Deciding Whether to explicitly call return- Returning Complex Objects, Functions are Objective, No Pointers in R, Recursion, A Quick sort Implementation- Extended Extended Example: A Binary Search Tree.

UNIT-III:

UNIT-IV:
Graphics, Creating Graphs, The Workhorse of R Base Graphics, the plot () Function – Customizing Graphs, Saving Graphs to Files.

UNIT-V:
Probability Distributions, Normal Distribution- Binomial Distribution- Poisson Distributions Other Distribution, Basic Statistics, Correlation and Covariance, T-Tests,- ANOVA. Linear Models, Simple Linear Regression, -Multiple Regression Generalized Linear Models, Logistic Regression, - Poisson Regression- other Generalized Linear Models-Survival Analysis, Nonlinear Models, Spines- Decision- Random Forests,
**TEXT BOOKS:**

1) *The Art of R Programming*, Norman Matloff, Cengage Learning
2) *R for Everyone*, Lander, Pearson

**REFERENCE BOOKS:**

2) *R in Action*, Rob Kabacoff, Manning
ACCOUNTING AND FINANCIAL MANAGEMENT

UNIT-I:
Accounting Generally Accepted Accounting Principles (GAAP) & Accounting standards, Characteristics and limitations of single entry system, double entry system of accounting, introduction of basis books of accounts, ledgers. Preparation of trail balance – Final accounts – company final accounts – Users of Accounting Information, Role of Accountant in modern Organizations.

UNIT-II:

UNIT-III:

UNIT-IV:
Standard costing and budgeting : nature, scope and computation and analysis – materials variance, labor variance and sales variance – cash budget, sales - budget – flexible Budgets, master budgets.

UNIT-V:
Introduction to computerized accounting system: coding logic and codes, master files, transaction files, introduction documents used for data collection, processing of different files and Outputs obtained.

TEXT BOOKS:
1. Accounting for Managers, P. Vijaya Kumar, and Himalaya Publications.
2. Accounting for Management. Vijaya Kumar.TMH.
4. Financial Accounting, A. Mukherjee and M. Heneef, TMH.
REFERENCE BOOKS:


4. Essential of Financial Accounting, Ashish, K and Ballacharya, PHI.

I Year I Semester

ENGLISH COMMUNICATION SKILLS LAB

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C PROGRAMMING LAB

OBJECTIVES:

- To learn/strengthen a programming language like C, To learn problem solving techniques
- To introduce the student to simple linear and non linear data structures such as lists, stacks, queues, etc.,

Recommended Systems/Software Requirements:

- Intel based desktop PC, ANSI C Compiler with Supporting Editors, IDE’s such as Turbo C, Bloodshed C

Exercise 1.

a) Write a C program to find the sum of individual digits of a positive integer.
b) A Fibonacci sequence is defined as follows: the first and second terms in the sequence are 0 and 1. Subsequent terms are found by adding the preceding two terms in the sequence. Write a C Program to generate the first n terms of the sequence.
c) Write a C program to generate all the prime numbers between 1 and n, where n is a value Supplied by the user.
d) Write a program which checks a given integer is Fibonacci number or not.

Exercise 2

a) Write a C program to calculate the following Sum:
   \[ \text{Sum} = 1 - \frac{x^2}{2!} + \frac{x^4}{4!} - \frac{x^6}{6!} + \frac{x^8}{8!} - \frac{x^{10}}{10!} \]
b) Write a C program to find the roots of a quadratic equation.
c) Write a C program to implement Newton Raphson method for a quadratic equation.
d) Write a C program to implement Newton Raphson method for a general purpose algebraic equation.

Exercise 3

a) Write C programs that use both recursive and non-recursive functions
   i) To find the factorial of a given integer.
   ii) To find the GCD (greatest common divisor) of two given integers.
   iii) To solve Towers of Hanoi problem.
   iv) Write program to calculate probability of head/tail by generating random numbers using random () function.

Exercise 4
a) The total distance travelled by vehicle in ‘t’ seconds is given by distance = \( \frac{ut}{1} + \frac{1}{2}at^2 \) where ‘u’ and ‘a’ are the initial velocity (m/ sec.) and acceleration (m/sec²). Write C program to find the distance travelled at regular intervals of time given the values of ‘u’ and ‘a’. The program should provide the flexibility to the user to select his own time intervals and repeat the calculations for different values of ‘u’ and ‘a’.

b) Write a C program, which takes two integer operands and one operator form the user, performs the operation and then prints the result. (Consider the operators +, -, *, /, % and use Switch Statement)

Exercise 5

a) Write a C program to find both the largest and smallest number in a list of integers.
b) Write a C program that uses functions to perform the following:
   i) Addition of Two Matrices
   ii) Multiplication of Two Matrices
   iii) Checking symmetricity of a square matrix.
   iv) Calculating transpose of a matrix in-place manner.

Exercise 6

a) Write a C program that uses functions to perform the following operations:
   i) To insert a sub-string in to given main string from a given position.
   ii) To delete n Characters from a given position in a given string.
b) Write a C program to determine if the given string is a palindrome or not

Exercise 7

a) Write a C program that displays the position/index in the string S where the string T begins, or -1 if S doesn’t contain T.
b) Write a C program to count the lines, words and characters in a given text.

Exercise 8

a) Write a C program to generate Pascal’s triangle.
b) Write a C program to construct a pyramid of numbers.

Exercise 9

Write a C program to read in two numbers, x and n, and then compute the sum of this geometric progression: \( 1+x+x^2+x^3+\ldots \ldots\ldots+x^n \) For example: if n is 3 and x is 5, then the program computes 1+5+25+125. Print x, n, the sum Perform error checking. For example, the formula does not make sense for negative exponents – if n is less than 0. Have your program print an error message if n<0, then go back and read in the next pair of numbers of without computing the sum. Are any values of x also illegal? If so, test for them too.

Exercise 10

a) 2’s complement of a number is obtained by scanning it from right to left and complementing all the bits after the first appearance of a 1. Thus 2’s complement of 11100 is 00100. Write a C program to find the 2’s complement of a binary number.
b) Write a C program to convert a Roman numeral to its decimal equivalent.
Exercise 11

Write a C program that uses functions to perform the following operations using Structure:

i) Reading a complex number
ii) Writing a complex number
iii) Addition of two complex numbers
iv) Multiplication of two complex numbers

Exercise 12

a) Write a C program which copies one file to another.
b) Write a C program to reverse the first n characters in a file.
(Note: The file name and n are specified on the command line.)
I Year I Semester

STATISTICAL PROGRAMMING WITH R LAB

1. Write a program to illustrate basic Arithmetic in R
2. Write a program to illustrate Variable assignment in R
3. Write a program to illustrate data types in R
4. Write a program to illustrate creating and naming a vector in R
5. Write a program to illustrate create a matrix and naming matrix in R
6. Write a program to illustrate Add column and Add a Row in Matrix in R
7. Write a program to illustrate Selection of elements in Matrixes in R
8. Write a program to illustrate Performing Arithmetic of Matrices
9. Write a program to illustrate Factors in R
10. Case study of why you need use a Factor in R
11. Write a program to illustrate Ordered Factors in R
12. Write a program to illustrate Data Frame Selection of elements in a Data frame
13. Write a program to illustrate Sorting a Data frame
14. Write a program to illustrate List ? Why would you need a List
15. Write a program to illustrate Adding more elements into a List
16. Write a program to illustrate if-else-else if in R
17. Write a Program to illustrate While and For loops in R
18. Write a program to illustrate Compare and Matrices and Compare vectors
19. Write a program to illustrate Logical & and Logical | operators in R.
20. Write a program to illustrate Functions in Quick sort implementation in R
21. Write a program to illustrate Function inside function in R
22. Write a program to illustrate to create graphs and usage of plot() function in R
23. Write a program to illustrate Customising and Saving to Graphs in R.
24. Write a program to illustrate some built in Mathematical Functions
UNIT–I:
Basics of Object Oriented Programming (OOP): Need for OO paradigm, A way of viewing world- Agents, responsibility, messages, methods, classes and instances, class hierarchies (Inheritance), method binding, overriding and exceptions, summary of oop concepts, coping with complexity, abstraction mechanisms
Java Basics: Data types, variables, scope and life time of variables, arrays, operators, expressions, control statements, type conversion and costing, simple java program, classes and objects- concepts of classes, objects, constructors methods, access control, this keyword, garbage collection, overloading methods and constructors, parameter passing, recursion, string handling.

UNIT–II:
Inheritance: Hierarchical abstractions, Base class object, subclass, subtype, substitutability, forms of inheritance- specialization, specification, construction, extension, limitation, combination, benefits of inheritance costs of inheritance. Member access rules, super uses, using final with inheritance, polymorphism, abstract classes.
Packages and Interfaces: Defining, Creating and Accessing a package, Understanding CLASSPATH, Importing packages, differences between classes and interfaces, defining an interface, Implementing interface, applying interfaces variables in interface and extending interfaces.

UNIT–III:
Exception handling and Multithreading: Concepts of exception handling, benefits of exception handling, Termination or presumptive models, exception hierarchy, usage of try, catch, throws and finally, built in exceptions, creating own exception sub classes. Differences between multi threading and multitasking, thread life cycle, creating threads, synchronizing threads, daemon threads, thread groups.

UNIT–IV:
Event Handling: Events, Event sources, Event classes, Event Listeners, Delegation event model, handling mouse and keyboard events, Adapter classes, inner classes. The AWT class hierarchy, user-interface components- labels, button, canvas, scrollbars, text components, check box, check box groups, choices, list panes- scroll pane, dialogs, menu bar, graphics, layout manager- layout manager types- boarder, grid, flow, card and grid bag.

UNIT-V:
Applets: Concepts of Applets, differences between applets and applications, lifecycle of an applet, types of applets, creating applets, passing parameters to applets.
Swings: Introduction, limitations of AWT, MVC architecture, components, containers, exploring swing- JApplet, JFrame and JComponent, Icons and Labels, text fields, buttons-The JButton class, Check boxes, Radio Buttons, Combo boxes, Tabbed panes, Scroll panes, Trees and Tables.
TEXTBOOKS:
1. Java-The complete reference, 7/e, Herbert schildt, TMH.
2. JAVA: How to program, 8/e, Dietal, Dietal, PHI.
3. Introduction of programming with JAVA, S. Dean, TMH.
4. Introduction to Java programming, 6/e, Y. Daniel Liang, Pearson.

REFERENCES:
2. Big Java, 3/e, Cay. S. Horstmann, Wiley.
5. Introduction to JAVA Programming, 7/e, Y. Daniel Liang, Pearson, TMH.
I Year II Semester

OPERATING SYSTEMS

UNIT–I:

UNIT–II:
Process Management:
Threads: Overview, Multithreading Models, Thread Libraries, Java Threads, Threading Issues, OS Examples
CPU Scheduling: Basic concepts, Scheduling Criteria, Scheduling Algorithms, Multiple-Processor Scheduling, Thread Scheduling, Operating system Examples Process Synchronization: Background, The Critical- section problem, Petitions solution, Synchronization Hardware, Semaphores, Classic problems of Synchronization, Monitors, Atomic Transactions.

UNIT–III:
Memory management: Main memory, Swapping, Contiguous memory Allocation, Paging, Structure of the Page table, Segmentation Virtual memory: Background, Demand paging, copy-on-Write, Page Replacement, Allocation of frames, Thrashing, Memory-Mapped Files.

UNIT–IV:
File-system Interface: Concept, Access Methods, Directory structure, Filesystem Mounting, File sharing, Protection

UNIT–V:
**Deadlocks:** System model, Deadlock Characterization, Methods for handling Deadlocks, Deadlock Prevention, Deadlock avoidance, Deadlock Detection and Recovery form Deadlock.


**Security:** The Security Problem, Program Threads, System and Network Threats, Cryptography as a security tool, User Authentication, Implementing security Defenses, Firewalling to protect systems and Networks.

**TEXTBOOKS:**
1. Operating system concepts, 7/e, Abraham Silberschatz, Galvin, John Wiley &sons, Inc.

**REFERENCES:**
1. Operating systems, 6/E, William stallings, PHI/Pearson.
2. Operating systems 3/e, Dietal, Dietal, Pearson.
3. Operating systems, 2/e, Dhamdhere, TMH.
4. An introduction to Operating systems, Concepts and practice, Pramod Chandra P. Bhat, PHI
5. Operating systems, Elmasri, Carrick, Levine, TMH.
6. Operating systems, 3/e, Nutt, Chaki, Neogy Pearson.
7. Operating systems, Brian L. Stuart, Cengage.
9. Operating systems, PAL Choudhury, PHI.
10. Operating systems, design and Implementation, 3/e, Tanenbaum, Woodhull.
SOFTWARE ENGINEERING

UNIT–I:
Introduction to Software Engineering:
The evolving role of software, Changing Nature of Software, Software myths. (Text Book 3)
The software problem: Cost, schedule and quality, Scale and change.

UNIT–II:
Software Process:
Process and project, component software process, Software development process models : Waterfall model, prototyping, iterative development, relational unified process, time boxing model, Extreme programming and agile process, using process models in a project. Project management process.

UNIT- III:
Software requirement analysis and specification: Value of good SRS, requirement process, requirement specification, functional specifications with use-cases, other approaches for analysis, validation.
Planning a software project: Effort estimation, project schedule and staffing, quality planning, risk management planning, project monitoring plan, detailed scheduling.

UNIT– IV:
Software Architecture: Role of software architecture, architecture views, components and connector view, architecture styles for C & C view, documenting architecture design, evaluating architectures.
Design: Design concepts, function-oriented design, object oriented design, detailed design, verification, metrics.

UNIT-V:
Coding and Unit testing: Programming principles and guidelines, incrementally developing code, managing evolving code, unit testing, code inspection, metrics.
Testing: Testing concepts, testing process, black-box testing, white-box testing, metrics.

TEXTBOOKS:
2. Software Engineering, APrecise approach, Pankaj Jalote, Wiley
3. Software Engineering, 3/e, & 7e Roger S.Pressman, TMH
REFERENCEBOOKS:
1. Software Engineering, 8/e, Sommerville, Pearson.
2. Software Engineering principles and practice, W S Jawadekar, TMH
3. Software Engineering concepts, R Fairley, TMH
I Year II Semester

OPTIMIZATION TECHNIQUES

UNIT-I:
Development: Definition, Characteristics and Phrases, scientific method. Types of models, general methods for solving, operations research modes.
Allocation: introduction linear programming formulation, graphical solution, simplex methods, artificial variable technique, duality principle.

UNIT-II:
Transportation problem: Formulation, optimal solution, unbalanced transportation, assignment problem: formulation, optimal solution, variations problem, degeneracy i.e. non square MXN) matrix, restrictions sequencing: Introduction, optimal solution for processing each of n jobs through three machines, travelling salesman problem(i.e.) shortest acyclic route models.

UNIT-III:
Replacement: Introduction, replacement of items that deteriorate when money value is not counted and counted, and replacement of items that fail completely (i.e.) group replacements.
Waiting lines: Introduction , single channel, poisson arrivals, exponential service time infinite population and unrestricted queue.

UNIT-VI:
Inventory: Introduction, single item, deterministic models, production is instantaneous or at a constant rate , shortages are allowed or not allowed and with draws from stock is continuous, purchase inventory model with one price break ,shortages are not allowed , instantaneous production demand production or purchase cost is relevant, stochastic models, simple problems.

UNIT-V:
Project Management: PERT and CPM , difference between PERT and CPM, PERT/CPM network components and precedence relations, Time Estimates for activities.

TEXTBOOKS:

REFERENCES:
4. Operations Research, 8/e, Hillier, Liberman, TMH.
5. Operations Research, 2/e, Panneerselvam.
I Year II Semester

COMPUTER GRAPHICS

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, mid-point circle and ellipse algorithms. Filled area primitives: Scan line polygon fill algorithm, boundary-fill and flood-fill algorithms.

UNIT-II:
2-D geometrical transforms: Translation, scaling, rotation, reflection and shear transformations, matrix representations and homogeneous coordinates, composite transforms, transformations between coordinate systems. (p.nos 204-227 of text book-1).
2-D viewing: The viewing pipeline, viewing coordinate reference frame, window to view-port coordinate transformation, viewing functions, Cohen- Sutherland and Cyrus-beck line clipping algorithms, Sutherland –Hodgeman polygon clipping algorithm.

UNIT-III:
3-D object representation: Polygon surfaces, quadric surfaces, spline representation, Hermit curve, Bezier curve and B-Spline curves, Bezier and B-Spline surfaces. Basic illumination models, polygon rendering methods.
3-D Geometric transformations: Translation, rotation, scaling, reflection and shear transformations, composite transformations.

UNIT-IV:
3-D viewing: Viewing pipeline, viewing coordinates, view volume and general projection transforms and clipping.
Visible surface detection methods: Classification, back-face detection, depth-buffer, scan-line, depth sorting, BSP-tree methods, area sub-division and octree methods.

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

TEXTBOOKS:
2. Computer Graphics Principles & practice, 2/e, Foley, VanDam, Feiner, Hughes, Pearson
REFERENCEBOOKS:
2. Computer Graphics, Zhigand xiang, Roy Plastock, Schaum’s outlines, 2/E, TMH
3. Procedural elements for Computer Graphics, David F Rogers, 2/e, TMH
OOPS THROUGH JAVA LAB

- Use JDK 1.5 or above on any platform e.g. Windows or Unix.
- Student is expected to complete any 16 programs.

1. The Fibonacci sequence is defined by the following rule. The first 2 values in the sequence are 1, 1. every subsequent value is the sum of the 2 values preceding it. Write A Java Program (WAJP) that uses both recursive and non recursive functions to print the nth value of the Fibonacci sequence.

2. WAJP to demonstrate wrapper classes and to fix the precision.

3. WAJP that prompts the user for an integer and then prints out all the prime numbers upto that Integer.

4. WAJP that checks whether a given string is a palindrome or not. Ex. MALAYALAM is a palindrome.

5. WAJP for sorting a given list of names in ascending order.

6. WAJP to check the compatibility for multiplication, if compatible multiply two matrices and find its transpose.

7. WAJP that illustrates how runtime polymorphism is achieved.

8. WAJP to create and demonstrate packages.

9. WAJP, using String Tokenizer class, which reads a line of integers and then displays each integer and the sum of all integers.

10. WAJP that reads on file name form the user then displays information about whether the file exists, whether the file is readable/writable, the type of file and the length of the file in bytes and display the content of the using FileInputStream class.

11. WAJP that displays the number of characters, lines and words in a text/text file.

12. Write an Applet that displays the content of a file.

13. WAJP that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the +-*/% operations. Add a text field to display the result.

14. WAJP for handling mouse events.

15. WAJP demonstrating the life cycle of a thread.

16. WAJP that correctly implements Producer-Consumer problem using the concept of Inter Thread Communication.
17. WAJP that lets users create Pie charts. Design your own user interface (with Swings & AWT).

18. WAJP that allows user to draw lines, rectangles and ovals.

19. WAJP that implements a simple client/server application. The client sends data to a server. The server receives the data, uses it to produce a result and then sends the result back to the client. The client displays the result on the console. For ex: The data send form the client is the radius of a circle and the result produced by the server is the area of the circle.

20. WAJP to generate a set of random numbers between two numbers x1 and x2, and x1>0.

21. WAJP to create an abstract class named shape, that contains an empty method named number Of Sides(). Provide three classes named Trapezoid, Triangle and Hexagon, such that each one of the classes contains only the method number Of Sides(), that contains the number of sides in the given geometrical figure.

22. WAJP to implement a Queue, using user defined Exception Handling (also make use of throw, throws).

23. WAJP that creates 3 threads by extending Thread class. First thread displays “Good Morning” every 1 sec, the second thread displays “Hello” every 2 seconds and the third displays “Welcome” every 3 seconds. (Repeat the same by implementing Runnable).

24. Create an inheritance hierarchy of Rodent, Mouse, Gerbil, Hamster etc. In the base class provide methods that are common to all Rodents and override these in the derived classes to perform different behaviours, depending on the specific type of Rodent. Create an array of Rodent, fill it with different specific types of Rodents and call your base class methods.
DATA STRUCTURES LAB

Exercise 1:
Write recursive program which computes the $n^{th}$ Fibonacci number, for appropriate values of $n$. Analyze behavior of the program Obtain the frequency count of the statement for various values of $n$.

Exercise 2:
Write recursive program for the following
a) Write recursive and non recursive C program for calculation of Factorial of an integer
b) Write recursive and non recursive C program for calculation of GCD (n, m)
c) Write recursive and non recursive C program for Towers of Hanoi: N disks are to be transferred from peg S to peg D with Peg I as the intermediate peg.

Exercise 3:
a) Write C program that use both recursive and non recursive functions to perform Linear search for a Key value in a given list.
b) Write C program that use both recursive and non recursive functions to perform Binary search for a Key value in a given list.
c) Write C program that use both recursive and non recursive functions to perform Fibonacci search for a Key value in a given list.

Exercise 4:
a) Write C program that implement Bubble sort, to sort a given list of integers in ascending order
b) Write C program that implement Quick sort, to sort a given list of integers in ascending order
c) Write C program that implement Insertion sort, to sort a given list of integers in ascending order

Exercise 5:
a) Write C program that implement heap sort, to sort a given list of integers in ascending order
b) Write C program that implement radix sort, to sort a given list of integers in ascending order
c) Write C program that implement merge sort, to sort a given list of integers in ascending order

Exercise 6:
a) Write C program that implement stack (its operations) using arrays
b) Write C program that implement stack (its operations) using Linked list

Exercise 7:
a) Write a C program that uses Stack operations to Convert infix expression into postfix expression
b) Write C program that implement Queue (its operations) using arrays.
b) Write C program that implement Queue (its operations) using linked lists
Exercise 8:
  a) Write a C program that uses functions to create a singly linked list
  b) Write a C program that uses functions to perform insertion operation on a singly linked list
  c) Write a C program that uses functions to perform deletion operation on a singly linked list

Exercise 9:
  a) Adding two large integers which are represented in linked list fashion.
  b) Write a C program to reverse elements of a single linked list.
  c) Write a C program to store a polynomial expression in memory using linked list
  d) Write a C program to representation the given Sparse matrix using arrays.
  e) Write a C program to representation the given Sparse matrix using linked list

Exercise 10:
  a) Write a C program to Create a Binary Tree of integers
  b) Write a recursive C program for traversing a binary tree in preorder, inorder and postorder.
  c) Write a non recursive C program for traversing a binary tree in preorder, inorder and postorder.
  d) Program to check balance property of a tree.

Exercise 11:
  a) Write a C program to Create a BST
  b) Write a C program to insert a node into a BST.
  c) Write a C program to delete a node from a BST.
I Year II Semester

OPERATING SYSTEM & COMPUTER GRAPHICS LAB

1. Implementation of DDA Line Algorithm
2. Implementation of Bresenham’s Line Algorithm
3. Implementation of Midpoint Circle Algorithm
4. Implementation of Midpoint Ellipse Algorithm
5. Implementation of Two Dimensional Transformations
6. Implementation of Two Dimensional Composite Transformations
7. Simulate the Following cpu Scheduling Algorithms
   A) Round Robin B) Sjf C) Fcfs D) Priority
8. Multiprogramming-Memory Management- Implementation Of Fork (), Wait (), Exec () And Exit ()
9. Simulate The Following
   a. Multiprogramming with A Fixed Number Of Tasks (Mft)
   b. Multiprogramming with A Variable Number Of Tasks (Mvt)
12. Simulate Bankers Algorithm for Dead Lock Avoidance
   A) Fifo B) Lru C) Lfu
15. Simulate the Following File Allocation Strategies
   A) Sequenced B) Indexed C) Linked
UNIT-I:

UNIT- II:

UNIT- III:

UNIT- IV:
UNITV

TEXTBOOKS:

REFERENCEBOOKS:
1. Database Management System Oracle SQL and PL/SQL, P.K. Das Gupta, PHI.
8. Introduction to Database Systems, C.J.Date, Pearson Education.
II Year III Semester

COMPUTER NETWORKS

UNIT-I:
Network Hardware reference model: Transmission media, Narrowband ISDN, Broad band ISDN, ATM.
The data Link layer: Design Issues, Error detection and correction,
Elementary Data Link Protocols, Sliding window protocols : Data link layer in HDLC, Internet and ATM.

UNIT-II:
Channel allocation methods: TDM, FDM, ALOHA, Carrier sense Multiple access protocols,
Collision Free protocols – IEEE standard BO2 for LANS – Ethernet, Token Bus, Token ring, Bridges.

UNIT-III:
Internet Working: Tunneling, internetworking, Fragmentation, network layer in the internet – IP protocols, IP address, Subnets, Internet control protocols, OSPF, BGP, Internet multicasting, Mobile IP. Network layer in the ATM Networks – cell formats, connection setup, routing and switching, service categories, and quality of service, ATM LANs.

UNIT-IV:
The Transport Layer: Elements of transport protocols – addressing, establishing a connection, releasing connection, flow control and buffering and crash recovery, end to end protocols: UDP, reliable Byte Stream (TCP) end to end format, segment format, connection establishment and termination, sliding window revisited; adaptive retransmission, TCP extension, Remote Procedure Call – BLAST, CHAN, SELECT, DCE.

UNIT-V:

TEXTBOOKS:
1. Computer Networks and rew, Tanenbaum, 4/e, Pearson
2. Data and computer communications, stallings, 8/e, PHI

REFERENCEBOOKS
1. Data communications and networking Forouzan, 4/e, TMH
2. Computer Networks – A System Approach, Peterson, Bruce Davie,2/e ,Harcourt Asia
3. Computer communications and networking technologies, Gallo, Hancock, Cengage
4. An Engineering approach to compute networking, Kesha, Pearson
5. Communication networks, 2/e, Leon-Garcia, TMH
UNIX PROGRAMMING

UNIT-I
Review of Unix Utilities and Shell Programming: File handling utilities, security by file permissions, process utilities, disk utilities, networking commands, backup utilities, text processing utilities. Working with the Bourne shell-, What is a shell, shell responsibilities, pipes and input redirection, output redirection, here documents, the shell as a programming language, shell meta characters, shell variables, shell commands, the environment, control structures, shell script examples.

UNIT-II
Unix Files: Unix file structure, directories, files and devices, System calls, library functions, low level file access, usage of open, create, read, write, close, lseek, stat, fstat, octl, umask, dup, dup2. The standard I/O (fopen, fclose, fflush, fseek, fgetc, getc, getchar, fputc, putc, putchar, fgets, gets), formatted I/O, stream errors, streams and file descriptors, file and directory maintenance (chmod, chown, unlink, link, symlink, mkdir, rmdir, chdir, getcwd), Directory handling system calls (opendir, readdir, closedir, rewinddir, seekdir, telldir)

UNIT-III
Unix Process: Threads and Signals: What is process, process structure, starting new process, waiting for a process, zombie process, process control, process identifiers, system call interface for process management, -fork, vfork, exit, wait, waitpid, exec, system, Threads, -Thread creation, waiting for a thread to terminate, thread synchronization, condition variables, cancelling a thread, threads vs. processes, Signals-, Signal functions, unreliable signals, interrupted system calls, kill and raise functions, alarm, pause functions, abort, sleep functions.

UNIT-IV
Data Management: Management Memory ( simple memory allocation, freeing memory) file and record locking ( creating lock files, locking regions, use of read/ write locking, competing locks, other commands, deadlocks). Interprocess Communication: Introduction to IPC, IPC between processes on a single computer system, IPC between processes on different systems, pipes, FIFOs, streams and messages, namespaces, introduction to three types of IPC (system-V)-message queues, semaphores and shared memory
Message Queues: IPC, permission issues, Access permission modes, message structure, working message queues, Unix system-V messages, Unix kernel support for messages, Unix APIs for messages, client/server example.

UNIT-V
Semaphores: -Unix system-V semaphores, Unix kernel support for semaphores, Unix APIs for semaphores, file locking with semaphores. Shared Memory: -Unix system-V shared memory, working with a shared memory segment, Unix kernel support for shared memory, Unix APIs for shared memory, semaphore and shared memory example.
Sockets: Berkeley sockets, socket system calls for connection oriented protocol and connectionless protocol, example- client/server program, advanced socket system calls, socket options.
TEXTBOOKS:
1. Unix and shell Programming, N B Venkateswarlu, Reem
2. Unix Concepts and Applications, 3/e, Sumitabha Das, TMH

REFERENCEBOOKS:
1. Unix and shell Programming, Sumitabha Das, TMH
4. Unix Programming, Kumar Saurabh, Wiley,India
5. Unix Shell Programming, Lowell Jay Arthus & Ted Burns,3/e, GalGotia
MANAGEMENT INFORMATION SYSTEM

UNIT-I:
Management Information Systems: A Framework: Importance of MIS, MIS: A Definition nature and Scope of MIS, Structure and Classification of MIS: Structure of MIS, MIS Classification

UNIT–II:
BUSINESSAPPLICATIONSOFIS
e – Commerce: Introduction, e – Commerce ERP Systems: Introduction, Enterprise Information Systems
Business Intelligence and knowledge Management System: Business Intelligence, Knowledge Management System

UNIT–III:
System Acquisition: Acquisition of Information Systems, Acquisition of Hardware and Software

UNIT– IV:
UNIT-V:
BUILDINGOFIS
System Development Approaches: System Development Stages, System Development Approaches
System Analysis and Design: SYSTEM ANALYSIS - Introduction, Requirement Determination, Strategies for Requirement Determination, Structured Analysis Tools
SYSTEMS DESIGN: Design Objectives, Conceptual Design, Design Methods, Detailed System Design

TEXTBOOKS:
1. Management Information System, Managerial Perspectives, D P Goyal, 3 ed, McMillan Publications
II Year III Semester

DESIGN AND ANALYSIS OF ALGORITHMS

UNIT-I:
Introduction: Algorithm, Pseudo code for expressing algorithms, performance Analysis-Space complexity, Time complexity, Asymptotic Notation- Big oh notation, Omega notation, Theta notation and Little oh notation, probabilistic analysis, Amortized analysis. Disjoint Sets- disjoint set operations, union and find algorithms, spanning trees, connected components and bi-connected components.

UNIT-II:
Divide and conquer: General method, applications-Binary search, Quick sort, Merge sort, Stassen’s matrix multiplication. Greedy method: General method, applications-Job sequencing with deadlines, 0/1 knapsack problem, Minimum cost spanning trees, Single source shortest path problem.

UNIT-III:
Dynamic Programming: General method, applications-Matrix chain multiplication, Optimal binary search trees, 0/1 knapsack problem, All pairs shortest path problem, Travelling sales person problem, Reliability design.

UNIT-IV:
Backtracking: General method, applications-n-queen problem, sum of subsets problem, graph coloring, Hamiltonian cycles.

UNIT-V:
Branch and Bound: General method, applications - Travelling sales person 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.

TEXTBOOKS:

REFERENCEBOOKS:
1. Introduction to the Design and Analysis of Algorithms, Anany Levitin, PEA
2. Design and Analysis of Algorithms, Parag Himanshu Dave, Himansu BAlachandra Dave, Pearson Education.
II Year III Semester

DATA BASE MANAGEMENT SYSTEMS LAB

1. Execute a single line and group functions for a table.
2. Execute DCL and TCL Commands.
3. Create and manipulate various DB objects for a table.
4. Create views, partitions and locks for a particular DB.
5. Write PL/SQL procedure for an application using exception handling.
6. Write PL/SQL procedure for an application using cursors.
7. Write a DBMS program to prepare reports for an application using functions.
8. Write a PL/SQL block for transaction operations of a typical application using triggers.
9. Write a PL/SQL block for transaction operations of a typical application using package.
10. Design and develop an application using any front end and back end tool (make use of ER diagram and DFD).
11. Create table for various relation
12. Implement the query in sql for a) insertion b) retrieval c) updation d) deletion
13. Creating Views
14. Writing Assertion
15. Writing Triggers
16. Implementing operation on relation using PL/SQL
17. Creating Forms
18. Generating Reports

Typical Applications – Banking, Electricity Billing, Library Operation, Pay roll, Insurance, Inventory etc.
UNIX PROGRAMMING LAB

1. Program using basic network commands
2. Program using system calls: create, open, read, write, close, stat, fstat, lseek. Program to implement inter process communication using pipes
3. Program to perform inter process com: sniffer
4. Program using TCP sockets (Client and Server)
5. Program using UDP sockets (Client and Server)
6. Program using URL class to download web pages
7. Write a shell script for sorting, searching and insertion/deletion of elements in a list
8. Create two processes to run a for loop, which adds numbers 1 to n, say one process adds odd numbers and the other even
9. By creating required number of processors, simulate a communication between them as below:
10. Create a file that is shared among some users, write a program that finds whether a specific user has created read and write operations on the file
11. Create a shared lock and exclusive lock among some number of processes; say 1 to 10 on any data of 100 elements. For example, process 5 wants a shared lock on elements 5 to 50 or process 8 wants exclusive lock on elements 32 to 45. Create access violations on the locks and show what occurs then.
12. Write a program demonstrating semaphore operation on a shared file for reading but not writing
13. Create a distributed key among some processes which exchange messages of the form (m, Ti, I) for resource sharing, where m=request, reply, release, Ti=time stamp and I=process id
14. Write a program which reads a source file name and destination file name using command line arguments and then converts into specified format (i.e. either from lower case to upper case or upper case to lower case or inverse of each)
15. Write a program which takes a set of filenames along with the command line and print them based on their size in bytes either ascending or descending order
18. Write a program which takes directory name along the command line and displays names of the files which are having more than one link
19. Write a program to demonstrate the use of temporary files
20. Write a program to demonstrate the use of exec family functions
21. Write a program to display the good morning, good afternoon, good evening and good night depending on the users log on time
22. Write a program to demonstrate the working of simple signal handler that catches either of the two user defined signals and prints the signal number
23. Write a program to demonstrate the locking mechanism while accessing the shared files
24. Write a shell script containing a function mycd() using which, it is possible to shuttle between directories
25. Write a shell script which works similar to the wc command. This script can receive the option -l, -w, -c to indicate whether number of lines/ words/characters
26. Write a program to print prime numbers between x and y
27. Write a shell script which deletes all lines containing the word “UNIX” in the files supplied as arguments to this shell script
28. Write a shell script which displays a list of all files in the current directory to which you have read, write and execute permissions
29. Write a menu-driven program which has the following options:
30. Write a shell script for renaming each file in the directory such that it will have the current shell’s PID as an extension. The shell script should ensure that the directories do not get renamed
31. Write a program which demonstrates the shared memory functions
II Year III Semester

COMPUTER NETWORKL

PART – A

1. Implement the data link layer farming methods such as character stuffing and bit stuffing.
2. Implement on a data set of characters the three CRC polynomials – CRC 12, CRC 16 and CRC CCIP.
3. Implement Dijkstra’s algorithm to compute the Shortest path thru a graph.
4. Take an example subnet graph with weights indicating delay between nodes. Now obtain Routing table at each node using distance vector routing algorithm.
5. Take an example subnet of hosts. Obtain broadcast tree for it.

PART – B

1. Implement the following forms of IPC.
   a) Pipes  
   b) FIFO
2. Implement file transfer using Message Queue form of IPC.
3. Write a programme to create an integer variable using shared memory concept and increment the variable.
4. Simultaneously by two processes. Use semaphores to avoid race conditions.
5. Design TCP iterative Client and server application to reverse the given input sentence.
6. Design TCP iterative Client and server application to reverse the given input sentence.
7. Design TCP client and server application to transfer file.
8. Design a TCP concurrent server to convert a given text into upper case using multiplexing system call “select”.
9. Design a TCP concurrent server to echo given set of sentences using poll functions.
10. Design UDP Client and server application to reverse the given input sentence.
11. Design UDP Client server to transfer a file.
12. Design using poll client server application to multiplex TCP and UDP requests for converting a given text into upper case.
13. Design a RPC application to add and subtract a given pair of integers.
OBJECT ORIENTED ANALYSIS AND DESIGN

UNIT- I:
Introduction to UML: The meaning of Object-Orientation, object identity, encapsulation, information hiding, polymorphism, genericity, importance of modeling, principles of modeling, object oriented modeling, conceptual model of the UML, Architecture.

UNIT-II:
Basic structural Modeling: Classes, relationships, common mechanisms, diagrams, Advanced structural modeling: advanced relationships, interfaces, types & roles, packages, instances.
Class & object diagrams: Terms, concepts, examples, modeling techniques, class & Object diagrams.

UNIT-III:
Sequence diagrams: Terms, concepts, differences between collaboration and sequence diagrams, depicting synchronous messages with/without priority call back mechanism broadcast message.

UNIT- IV:
Behavioral Modeling: Interactions, use cases, use case diagrams, activity diagrams.
Advanced Behavioral Modeling: Events and signals, state machines, processes & threads, time and space, state chart diagrams.

UNIT–V:
Architectural Modeling: Terms, concepts, examples, modeling techniques for component diagrams and deployment diagrams.

TEXTBOOKS:
2. Fundamentals of Object Oriented Design in UML, Meilir Page- Jones, Addison Wesley

REFERENCEBOOKS:
1. Head First Object Oriented Analysis &Design, Mclaughlin, SPD OReilly,2006
2. Object oriented Analysis& Design Using UML, Mahesh ,PHI
3. The Unified Modeling Language Reference Manual, 2/e, Rambaugh, GradyBooch,etc., PEA
4. Object Oriented Analysis & Design, Satzinger, Jackson, Thomson
5 Object Oriented Analysis Design & implementation, Dathan,.Rammath, University Press
6. Object Oriented Analysis & Design, John Deacon, PEA
7. Fundamentals of Object Oriented Analysis and Design in UML, M Pages-Jones, PEA
II Year IV Semester

ADVANCED JAVA & WEB TECHNOLOGIES

UNIT-I:
Review of HTML4: Common tags, HTML Tables and formatting internal linking, Complex HTML forms. Introduction to Scripting Languages: Java Scripts, Control structures, functions, arrays & objects, DHTML, CSS, event model, filters & transitions.

UNIT-II:
Review of Applets, Class, Event Handling, AWT Programming:
**Introduction to Swing:** JApplet, Handling Swing Controls like Icons, Buttons, Text Boxes, Combo Boxes, Tabbed Pains, Scroll Pains, Trees, Tables, Differences between AWT Controls & Swing Controls, Developing a Home page using Applets & Swing.

UNIT-III:
**Java Beans:** Introduction to Java Beans, Advantages of Java Beans, BDK, Introspection, Using Bound properties, Bean Info Interface, Constrained properties, Persistence, Customizers, Java Beans API.

UNIT-IV:
**Introduction to JSP:** The Problem with Serve lets, The Anatomy of a JSP Page, JSP Processing, JSP Application Design with MVC.
**Setting Up the JSP Environment:** Installing the Java Software Development Kit, Tomcat Server & Testing Tomcat.
**JSP Application Development:** Generating Dynamic Content, Using Scripting Elements, Implicit JSP Objects, Conditional Processing – Displaying Values, Using an Expression to Set an Attribute, Declaring Variables and Methods, Error Handling and Debugging, Sharing Data Between JSP Pages, Requests, and Users, Passing Control and Data Between Pages – Sharing Session and Application Data Memory Usage Considerations.

UNIT-V:

TEXTBOOKS:
1. Internet and World Wide Web: How to program, 6/e, Dietel, Dietel, Pearson.
2. The Complete Reference Java2, 8/e, Patrick Naughton, Herbert Schildt, TMH.
REFERENCE BOOKS:
1. Web Programming, building internet applications, 2/e, Chris Bates, Wiley Dreamtech
2. Programming World Wide Web, Sebesta, PEA
3. Web Technologies, 2/e, Godbole, kahate, TMH
II Year IV Semester

DATA WAREHOUSING AND MINING

UNIT-1:
Introduction to Data mining, types of Data, Data Quality, Data Processing, Measures of Similarity and Dissimilarity, Exploring Data: Data Set, Summary Statistics, Visualization, OLAP and multi dimensional data analysis.

UNIT-II:
Classification: Basic Concepts, Decision Trees and model evaluation: General approach for solving a classification problem, Decision Tree induction, Model over fitting: due to presence of noise, due to lack of representation samples, Evaluating the performance of classifier. Nearest Neighborhood classifier, Bayesian Classifier, Support vector Machines: Linear SVM, Separable and Non Separable case.

UNIT-III:
Association Analysis: Problem Definition, Frequent Item-set generation, rule generation, compact representation of frequent item sets, FP-Growth Algorithms. Handling Categorical, Continuous attributes, Concept hierarchy, Sequential, Sub graph patterns

UNIT-IV:
Clustering: Over view, K-means, Agglomerative Hierarchical clustering, DBSCAN, Cluster evaluation: overview, Unsupervised Cluster Evaluation using cohesion and separation, using proximity matrix, Scalable Clustering algorithm

UNIT-V:
Search Engines: Characteristics, Functionality, Architecture, Ranking of WebPages, Enterprise search

TEXTBOOKS:
1. Introduction to Data Mining: Pang-Ning tan, Michael Steinbach, Vipin kumar, Addision-Wesley.
2. Introduction to Data Mining with Case Studies: GK Gupta; Prentice Hall.

REFERENCEBOOKS:
2. Fundamentals of data warehouses, 2/e, Jarke, Lenzerini, Vassiliou, Vassiliadis, Springer.
4. Data Mining, Concepts and Techniques, 2/e, Jiawei Han, Micheline Kamber, Elsevier, 2006.
MOBILE COMPUTING
(ELECTIVE - 1)

UNIT-I:
Mobile Communications: An Overview- Mobile Communication-guided transmission, unguided transmission- signal propagation frequencies, antennae, modulation, modulation methods and standards for voice-oriented data communication standards, modulation methods and standards for data and voice communication, mobile computing- novel applications and limitations, mobile computing architecture, mobile system networks. Mobile devices and systems: Cellular networks and frequency reuse, Mobile smart phones, Smart mobiles and systems, handheld pocket computers, Handheld devices, Smart systems, Limitations of mobile devices

UNIT-II:
GSM and other 2G Architectures: GSM-services and system architecture, Radio interfaces of GSM, Protocols of GSM, Localization, Call handling, GPRS system architecture. Wireless medium access control, CDMA, 3G,and4G Communication: Modulation, Multiplexing, Controlling the medium access, Spread spectrum, Coding methods, IMT-20003G wireless communication standards, WCDMA 3G communication standards, CDMA 3G communication standards, Broadband wireless access, 4Gnetworks.

UNIT-III:
Mobile IP Network layer: IP and Mobile IP network layers: OSI layer functions, TCP/IP and Internet protocol, Mobile internet protocol; Packet delivery and Handover Management; Location Management: Agent Discovery; Mobile TCP Introduction to Mobile Adhoc network: fixed infrastructure architecture, MANET infrastructure architecture; MANET: properties, spectrum, applications; Security in Ad-hoc network; Wireless sensor networks; sensor network applications.

UNIT-IV:
Synchronization: Synchronization in mobile computing systems, Usage models for Synchronization in mobile application, Domain-dependant specific rules for data synchronization, Personal information manager, synchronization and conflict resolution strategies, synchronizer; Mobile agent: mobile agent design, aglets; Application Server

UNIT-V:
TEXTBOOK:
II Year IV Semester

HUMAN COMPUTER INTERACTION
(ELECTIVE I)

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.

UNIT-III:
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-IV:
Components: Components text and messages, Icons and increases, Multimedia, colors, uses problems, choosing colors.

UNIT-V:
Interaction Devices: Keyboard and function keys, pointing devices, speech recognition digitization and generation, image and video displays, drivers.

TEXTBOOKS :
2. The Essential guide to user interface design,2/e, Wilbert O Galitz, Wiley Dreama Tech.

REFERENCEBOOKS:
1. Designing the user interface. 4/e, Ben Shneidermann, PEA.
2. User Interface Design, Soren Lauesen , PEA.
UNIT I:
**Introduction:** Network centric computing, Network centric content, peer-to-peer systems, cloud computing delivery models and services, Ethical issues, Vulnerabilities, Major challenges for cloud computing

**Parallel and Distributed Systems:** introduction, architecture, distributed systems, communication protocols, logical clocks, message delivery rules, concurrency, model concurrency with Petri Nets.

UNIT II:
**Cloud Infrastructure:** At Amazon, The Google Perspective, Microsoft Windows Azure, Open Source Software Platforms, Cloud storage diversity, Inter cloud, energy use and ecological impact, responsibility sharing, user experience, Software licensing

**Cloud Computing:** Applications and Paradigms: Challenges for cloud, existing cloud applications and new opportunities, architectural styles, workflows, The Zookeeper, The Map Reduce Program model, HPC on cloud, biological research

UNIT III:
**Cloud Resource virtualization:** Virtualization, layering and virtualization, virtual machine monitors, virtual machines, virtualization- full and para, performance and security isolation, hardware support for virtualization, Case Study: Xen, vBlades

**Cloud Resource Management and Scheduling:** Policies and Mechanisms, Applications of control theory to task scheduling, Stability of a two-level resource allocation architecture, feedback control based on dynamic thresholds, coordination, resource bundling, scheduling algorithms, fair queuing, start time fair queuing, cloud scheduling subject to deadlines, Scheduling Map Reduce applications, Resource management and dynamic application scaling

UNIT IV:
**Storage Systems:** Evolution of storage technology, storage models, file systems and database, distributed file systems, general parallel file systems. Google file system. Apache Hadoop, Big Table, Megastore (text book 1), Amazon Simple Storage Service(S3) (Text book 2)

**Cloud Security**: Cloud security risks, security – atop concern for cloud users, privacy and privacy impact assessment, trust, OS security, Virtual machine security, Security risks

UNIT V:
**Cloud Application Development:** Amazon Web Services : EC2 – instances, connecting clients, security rules, launching, usage of S3 in Java. Installing Simple Notification Service on Ubuntu 10.04, Installing Hadoop on Eclipse, Cloud based simulation of a Distributed trust algorithm, Cloud service for adaptive data streaming (Text Book 1)

**Google:** Google App Engine, Google Web Toolkit (Text Book 2)

**Microsoft:** Azure Services Platform, Windows live, Exchange Online, Share Point Services, Microsoft Dynamics CRM (Text Book 2)
TEXT BOOKS:
1. Cloud Computing, Theory and Practice, Dan C Marinescu, MK Elsevier

REFERENCE BOOK:
II Year IV Semester

SOFTWARE PROJECT MANAGEMENT-ELECTIVE-II

UNIT-I:
Conventional Software Management: The waterfall model, conventional software Management performance.
The old way and the new: The principles of conventional software Engineering, principles of modern software management, transitioning to an iterative process.

UNIT-II:
Life cycle phases: Engineering and production stages, inception, Elaboration, construction, transition phases.
Artifacts of the process: The artifact sets, Management artifacts, Engineering artifacts, programmatic artifacts.

UNIT- III:
Model based software architectures: A Management perspective and technical perspective.
Checkpoints of the process: Major mile stones, Minor Milestones, Periodic status assessments.
Iterative Process Planning: Work breakdown structures, planning guidelines, cost and schedule estimating, Iteration planning process, Pragmatic planning.

UNIT- IV:
Project Control and Process instrumentation: The seven core Metrics, Management indicators, quality indicators, life cycle expectations, pragmatic Software Metrics, Metrics automation.

UNIT-V:
Tailoring the Process: Process discriminates.
Future Software Project Management: Modern Project Profiles, Next generation Software economics, modern process transitions.

TEXTBOOKS:
REFERENCE BOOKS:
1. Software Project Management, Bob Hughes, 3/e, Mike Cotterell, TMH
2. Software Project Management, Joel Henry, PEA
3. Software Project Management in practice, Pankaj Jalote, PEA, 2005,
5. Project Management in IT, Kathy Schwalbe, Cengage
6. Quality Software Project Management, Futrell, Donald F. Shafer, Donald I. Shafer, PEA
II Year IV Semester

ARTIFICIAL INTELLIGENCE
(ELECTIVE-II)

UNIT-I:
**Introduction to artificial intelligence:** Introduction, history, intelligent systems, foundations of AI, applications, tic-tac-tie game playing, development of AI languages, current trends in AI

**Problem solving: state-space search and control strategies:** Introduction, general problem solving, characteristics of problem, exhaustive searches, heuristic search techniques, iterative-deepening a*, constraint satisfaction

UNIT-II:
**Problem reduction and game playing:** Introduction, problem reduction, game playing, alpha-beta pruning, two-player perfect information games

**Logic concepts:** Introduction, propositional calculus, proportional logic, natural deduction system, axiomatic system, semantic tableau system in proportional logic, resolution refutation in proportional logic, predicate logic

UNIT-III:
**Knowledge representation:** Introduction, approaches to knowledge representation, knowledge representation using semantic network, extended semantic networks for KR, knowledge representation using frames

**Advanced knowledge representation techniques:** Introduction, conceptual dependency theory, script structure, cyc theory, case grammars, semantic web

**Expert system and applications:** Introduction phases in building expert systems, expert system versus traditional systems, rule-based expert systems blackboard systems truth maintenance systems, application of expert systems, list of shells and tools

UNIT-IV:
**Uncertainty measure: probability theory:** Introduction, probability theory, Bayesian belief networks, certainty factor theory, dempster-shafer theory

**Fuzzy sets and fuzzy logic:** Introduction, fuzzy sets, fuzzy set operations, types of membership functions, multi valued logic, fuzzy logic, linguistic variables and hedges, fuzzy propositions, inference rules for fuzzy propositions, fuzzy systems

UNIT-V:
**Machine learning paradigms:** Introduction, machine learning systems, supervised and unsupervised learnings, inductive learning, deductive learning, clustering, support vector machines, case based reasoning and learning

**Artificial neural networks:** Introduction, artificial networks, single layer feed forward networks, multi layered forward networks, design issues of artificial neural networks
TEXTBOOKS:
1. Artificial Intelligence- Saroj Kaushik, CENGAGE Learning,
2. Artificial intelligence, A modern Approach , 2nd ed, Stuart Russel, Peter Norvig, PEA
3. Artificial Intelligence- Rich, Kevin Knight,Shiv Shankar B Nair, 3rd ed, TMH
4. Introduction to Artificial Intelligence, Patterson, PHI

REFERNCEBOOKS:
1. Artificial intelligence, structures and Strategies for Complex problem solving, -George F Lugar, 5th ed, PEA
2. Introduction to Artificial Intelligence, Ertel, Wolf Gang, Springer
EMBEDDED SYSTEMS
(ELECTIVE-II)

UNIT-I:
Introduction to Embedded systems: What is an embedded system Vs. General computing system, history, classification, major application areas, and purpose of embedded systems. Core of embedded system, memory, sensors and actuators, communication interface, embedded firmware, other system components, PCB and passive components.

UNIT-II:
8—bit microcontrollers architecture: Characteristics, quality attributes application specific, domain specific, embedded systems. Factors to be considered in selecting a controller, 8051 architecture, memory organization, registers, oscillator unit, ports, source current, sinking current, design examples.

UNIT-III:
RTOS and Scheduling, Operating basics, types, RTOS, tasks, process and threads, multiprocessing and multitasking, types of multitasking, non preemptive, preemptive scheduling.

UNIT-IV:
Task communication of RTOS, Shared memory, pipes, memory mapped objects, message passing, message queue, mailbox, signaling, RPC and sockets, task communication/synchronization issues, racing, deadlock, live lock, the dining philosopher’s problem.

UNIT-V:
The producer-consumer problem, Reader writers problem, Priority Inversion, Priority ceiling, Task Synchronization techniques, busy waiting, sleep and wakery, semaphore, mutex, critical section objects, events, device, device drivers, how to clause an RTOS, Integration and testing of embedded hardware and firmware. Simulators, emulators, Debuggers, Embedded Product Development life cycle (EDLC), Trends in embedded Industry, Introduction to ARM family of processor.

TEXT BOOK:

REFERENCE BOOKS:
1. Ayala & Gadre: The 8051 Microcontroller & Embedded Systems using Assembly and CENGAGE
4. The 8051 Microcontroller and Embedded Systems, Mazidi, Mazidi, Pearson,
ADVANCED JAVA & WEB TECHNOLOGIES LAB

Week-1:
Design the following static web pages required for an online book store web site.
1) HOMEPAGE:
The static home page must contain three frames.
Top frame:
Logo and the college name and links to Home page, Login page, Registration page, Catalogue page and Cart page (the description of these pages will be given below).
Left frame:
At least four links for navigation, which will display the catalogue of respective links.
For e.g.: When you click the link “CSE” the catalogue for CSE Books should be displayed in the Right frame.
Right frame:
The pages to the links in the left frame must be loaded here. Initially this page contains description of the web site.

2) LOGINPAGE: This page looks like below

3) CATALOGUEPAGE:
The catalogue page should contain the details of all the books available in the web site in a table.
The details should contain the following:
1. Snap shot of Cover Page. 2. Author Name.
3. Publisher. 4. Price. 5. Add to cart button.
Note: Week 2 contains the remaining pages and their description.

Week-2:

4) CART PAGE: The cart page contains the details about the books which are added to the cart. The cart page should look like this:

<table>
<thead>
<tr>
<th>Logo</th>
<th>Login</th>
<th>Registration</th>
<th>Catalogue</th>
<th>Cart</th>
</tr>
</thead>
<tbody>
<tr>
<td>CSE</td>
<td></td>
<td>XML Bible</td>
<td>$40.5</td>
<td></td>
</tr>
<tr>
<td>ECE</td>
<td></td>
<td>AI</td>
<td>$63</td>
<td></td>
</tr>
<tr>
<td>EEE</td>
<td></td>
<td>Java 2</td>
<td>$35.5</td>
<td></td>
</tr>
<tr>
<td>CIVIL</td>
<td></td>
<td>HTML in 24 hours</td>
<td>$50</td>
<td></td>
</tr>
</tbody>
</table>

5) REGISTRATION PAGE:
Create a "registration form" with the following fields:
1) Name (Text field)  
2) Password (password field)  
3) E-mail id (text field)  
4) Phone number (text field)  
5) Sex (radio button)  
6) Date of birth (3 select boxes)  
7) Languages known (check boxes – English, Telugu, Hindi, Tamil)  
8) Address (text area)

WEEK3:

VALIDATION:
Write JavaScript to validate the following fields of the above registration page.
1. Name (Name should contain alphabets and the length should not be less than 6 characters).  
2. Password (Password should not be less than 6 characters length).  
3. E-mail id (should not contain any invalid and must follow the standard pattern name@domain.com)  
4. Phone number (Phone number should contain 10 digits only).
Note: You can also validate the login page with these parameters.
Use PHP to connect with the database to store the above details.
Week-4:
Design a web page using CSS (Cascading Style Sheets) which includes the following:

1) Use different font, styles: In the style definition you define how each selector should work (font, color etc.). Then, in the body of your pages, you refer to these selectors to activate the styles.

For example:

```
<html>
<head>
<style type="text/css">
  h1 {color: red; font-size: 22px; font-family: arial; text-decoration: underline}
</style>
</head>

<body>
  <h1>This is normal bold</h1>
  <br>
  Selector {cursor:value}
  <br>

  For example:
  <html>
  <head>
  <style type="text/css">
    :link {cursor: crosshair}
    :visited {cursor: help}
  </style>
  </head>
  <body>
    <a href="mypage.htm" class="link">CROSS LINK</a>
    <br>
    <a href="mypage.htm" class="visited">HELP LINK</a>
  </body>
  </html>
</body>
</html>
```

2) Set a background image for both the page and single elements on the page.

```
BODY {background-image:url(myimage.gif);}
```

You can define the background image for the page like this:

3) Control the repetition of the image with the background-repeat property. As background-repeat: repeat Tiles the image until the entire page is filled, just like an ordinary background image in plain HTML.

4) Define styles for links as

A:link
A:visited
A:active
A:hover

Example:
```
<style type="text/css">
A:link {text-decoration: none}
A:visited {text-decoration: none}
A:active {text-decoration: none}
A:hover {text-decoration: underline; color: red;}
</style>
```

5) Work with layers:
For example:
```
LAYER 1 ON TOP:
<div style="position: relative; font-size:50px; z-index:2;">LAYER 1</div>
<div style="position: relative; top:-50; left:5; color: red; font-size:80px; z-index:1">LAYER 2</div>
LAYER 2 ON TOP:
<div style="position: relative; font-size:50px; z-index:3;">LAYER 1</div>
<div style="position: relative; top:-50; left:5; color:red; font-size:80px; z-index:4">LAYER 2</div>
```

6) Add a customized cursor:
Selector {cursor:value}

For example:
```
<html>
<head>
<style type="text/css">
.link {cursor:crosshair}
.hlink{cursor:help}
</style>
</head>
<body>
<a href="mypage.htm" class="xlink">CROSS LINK</a>
<a href="mypage.htm" class="hlink">HELP LINK</a>
</body>
</html>
```

Week-5:
Write an XML file which will display the Book information which includes the following:
1) Title of the book  2) Author Name
3) ISBN number  4) Publisher name
5) Edition  6) Price

Write a Document Type Definition (DTD) to validate the above XML file.
Display the XML file as follows.
The contents should be displayed in a table. The header of the table
should be in color GREY. And the Author names column should be
displayed in one color and should be capitalized and in bold. Use your
own colors for remaining columns. Use XML schemas XSL and CSS
for the above purpose.
Note: Give at least for 4 books. It should be valid syntactically.
Hint: You can use some xml editors like XML-spy

**Week-6:**
**VISUALBEANS:**
Create a simple visual bean with a area filled with a color. The shape of the area depends on the
property shape. If it is set to true then the shape of the area is Square and it is Circle, if it is false.
The color of the area should be changed dynamically for every mouse click. The color
should also be changed if we change the color in the “property window“.

**Week-7:**
1) Install TOMCAT web server and APACHE.
While installation assign port number 4040 to TOMCAT and 8080 to
APACHE. Make sure that these ports are available i.e., no other process is using this port.
2) Access the above developed static web pages for books web site.
using these servers by putting the web pages developed in week-1 and week-2 in the document
root. Access the pages by using the urls : http://localhost:4040/rama/books.html (for tomcat)
http://localhost:8080/books.html (for Apache)

**Week-8:**
**User Authentication:**
Assume four users user1, user2, user3 and user4 having the passwords pwd1,pwd2,pwd3 and
pwd4 respectively. Write a serve let for doing the following.
1. Create a Cookie and add these four user id’s and passwords to this
Cookie.
2. Read the user id and passwords entered in the Login form (week1) and authenticate with the
values (user id and passwords ) available in the cookies. If he is a valid user(i.e., user-name and
password match) you should welcome him by name(user-name) else you should display “ You
are not an authenticated user “. Use init-parameters to do this. Store the user-names and
passwords in the webinf.xml and access them in the servlet by using the getInitParameters ()
method.

**Week-9:**
Install a database (Mysql or Oracle). Create a table which should contain at least the following
fields: name, password, email-id, phone number (these should hold the data from the registration
Write a java program/servlet/JSP to connect to that database and
extract data from the tables and display them. Experiment with various
SQL queries. Insert the details of the users who register with the web site, whenever a new user
clicks the submit button in the registration page (week2).

**Week-10:**
Write a JSP which does the following job:
Insert the details of the 3 or 4 users who register with the web site (week9) by using registration
form. Authenticate the user when he submits the login form using the user name and password
from the database (similar to week8 instead of cookies).
**Week-11:**
Create tables in the database which contain the details of items (books in our case like Book name, Price, Quantity, Amount)) of each category. Modify your catalogue page (week 2) in such a way that you should connect to the database and extract data from the tables and display them in the catalogue page using JDBC.

**Week-12:**
HTTP is a stateless protocol. Session is required to maintain the state. The user may add some items to cart from the catalog page. He can check the cart page for the selected items. He may visit the catalogue again and select some more items. Here our interest is the selected items should be added to the old cart rather than a new cart. Multiple users can do the same thing at a time (i.e., from different systems in the LAN using the ip-address instead of local host). This can be achieved through the use of sessions. Every user will have his own session which will be created after his successful login to the website. When the user logs out his session should get invalidated (by using the method session. Invalidate ()). Modify your catalogue and cart JSP pages to achieve the above mentioned functionality using sessions.
II Year IV Semester

DATA WAREHOUSING AND MINING LAB

1. Demonstration of preprocessing on dataset student. arff
2. Demonstration of preprocessing on dataset labor. arff
3. Demonstration of Association rule process on dataset contact lenses. arff using apriority algorithm
4. Demonstration of Association rule process on dataset test. arff using apriority algorithm
5. Demonstration of classification rule process on dataset student. arff using j48 algorithm
6. Demonstration of classification rule process on dataset employee .arff using j48 algorithm
7. Demonstration of classification rule process on dataset employee. arff using id3 algorithm
8. Demonstration of classification rule process on dataset employee. arff using naïve bayes algorithm
9. Demonstration of clustering rule process on dataset iris. arff using simple k-means
10. Demonstration of clustering rule process on dataset student. arff using simple k-means
II Year IV Semester

OBJECT ORIENTED ANALYSIS AND DESIGN LAB

OBJECTIVES:
- Construct UML diagrams for static view and dynamic view of the system.
- Generate creational patterns by applicable patterns for given context.
- Create refined model for given Scenario using structural patterns.
- Construct behavioral patterns for given applications.

Week 1:
Familiarization with Rational Rose or Umbrella

For each case study:

Week 2, 3 & 4:
For each case study:
a) Identify and analyze events
b) Identify Use cases
c) Develop event table
d) Identify & analyze domain classes
e) Represent use cases and a domain class diagram using Rational Rose
f) Develop CRUD matrix to represent relationships between use cases and problem domain classes

Week 5 & 6:
For each case study:
a) Develop Use case diagrams
b) Develop elaborate Use case descriptions & scenarios
c) Develop prototypes (without functionality)
d) Develop system sequence diagrams

Week 7, 8, 9 & 10:
For each case study:
a) Develop high-level sequence diagrams for each use case
b) Identify MVC classes / objects for each use case
c) Develop Detailed Sequence Diagrams / Communication diagrams for each use case showing interactions among all the three-layer objects
d) Develop detailed design class model (use GRASP patterns for responsibility assignment)
e) Develop three-layer package diagrams for each case study

Week 11 & 12:
For each case study:
a) Develop Use case Packages
b) Develop component diagrams
c) Identify relationships between use cases and represent them
d) Refine domain class model by showing all the associations among classes
Week 13 onwards:
For each case study:
a) Develop sample diagrams for other UML diagrams - state chart diagrams, activity diagrams and deployment diagrams

OUTCOMES:
• Understand the Case studies and design the Model.
• Understand how design patterns solve design problems.
• Develop design solutions using creational patterns.
• Construct design solutions by using structural and behavioral patterns.
III Year V Semester

BIG DATA ANALYTICS

UNIT-I:
Data structures in Java: Linked List, Stacks, Queues, Sets, Maps; Generics: Generic classes and Type parameters, Implementing Generic Types, Generic Methods, Wrapper Classes, Concept of Serialization

UNIT-II:
Working with Big Data: Google File System, Hadoop Distributed File System (HDFS) – Building blocks of Hadoop (Name node, Data node, Secondary Name node, Job Tracker, Task Tracker), Introducing and Configuring Hadoop cluster (Local, Pseudo-distributed mode, Fully Distributed mode), Configuring XML files.

UNIT-III:
Writing Map Reduce Programs: A Weather Dataset, Understanding Hadoop API for Map Reduce Framework (Old and New), Basic programs of Hadoop Map Reduce: Driver code, Mapper code, Reducer code, Record Reader, Combiner, Partitioner

UNIT-IV
Hadoop I/O: The Writable Interface, Writable Comparable and comparators, Writable Classes: Writable wrappers for Java primitives, Text, Bytes Writable, Null Writable, Object Writable and Generic Writable, Writable collections, Implementing a Custom Writable: Implementing a Raw Comparator for speed, Custom comparators

UNIT-V
Pig: Hadoop Programming Made Easier
Admiring the Pig Architecture, Going with the Pig Latin Application Flow, Working through the ABCs of Pig Latin, Evaluating Local and Distributed Modes of Running Pig Scripts, Checking out the Pig Script Interfaces, Scripting with Pig Latin Applying Structure to Hadoop Data with Hive:
Saying Hello to Hive, Seeing How the Hive is Put Together, Getting Started with Apache Hive, Examining the Hive Clients, Working with Hive Data Types, Creating and Managing Databases and Tables, Seeing How the Hive Data Manipulation Language Works, Querying and Analyzing Data

TEXT BOOKS:
3. Hadoop in Action by Chuck Lam, MANNING Publ.
4. Hadoop for Dummies by Dirk deRoos, Paul C.Zikopoulos, Roman B.Melnyk,Bruce Brown, Rafael Coss
REFERENCE BOOKS:
1. Hadoop in Practice by Alex Holmes, MANNING Publ.
2. Hadoop MapReduce Cookbook, Srinath Perera, Thilina Gunarathne

SOFTWARE LINKS:
2. Hive: https://cwiki.apache.org/confluence/display/Hive/Home
3. Piglatin: http://pig.apache.org/docs/r0.7.0/tutorial.html
NETWORK PROGRAMMING

UNIT-I:
Introduction to Network Programming: OSI model, Unix standards, TCP and UDP & TCP connection establishment and Format, Buffer sizes and limitation, standard internet services, Protocol usage by common internet application.

UNIT-II:
TCP client server: Introduction, TCP Echo server functions, Normal startup, terminate and signal handling server process termination, Crashing and Rebooting of server host shutdown of server host.

UNIT-III:
Sockets: Address structures, value – result arguments, Byte ordering and manipulation function and related functions Elementary TCP sockets – Socket, connect, bind, listen, accept, fork and exec function, concurrent servers. Close function and related function.
I/O Multiplexing and socket options: I/O Models, select function, Batch input, shutdown function, poll function, TCP Echo server, getsockopt and setsockopt functions. Socket states, Generic socket option IPV6 socket option ICMPV6 socket option IPV6 socket option and TCP socket options.

UNIT-IV:
Elementary UDP sockets: Introduction UDP Echo server function, lost datagram, summary of UDP example, Lack of flow control with UDP, determining outgoing interface with UDP.
Elementary name and Address conversions: DNS, gethost by Name function, Resolver option, Function and IPV6 support, uname function, other networking information.

UNIT-V:

TEXTBOOK:

REFERENCES:
1. UNIX Systems Programming using C++ T CHAN, PHI.
2. UNIX for Programmers and Users, 3rd Edition Graham GLASS, King abls, Pearson Education
UNIT – I:
**Introduction:** History of Python, Need of Python Programming, Applications Basics of Python Programming Using the REPL(Shell), Running Python Scripts, Variables, Assignment, Keywords, Input-Output, Indentation.

UNIT – II:
**Types, Operators and Expressions:** Types - Integers, Strings, Booleans; Operators- Arithmetic Operators, Comparison (Relational) Operators, Assignment Operators, Logical Operators, Bitwise Operators, Membership Operators, Identity Operators, Expressions and order of evaluations Control Flow- if, if-elif-else, for, while, break, continue, pass.

UNIT – III:
**Data Structures** Lists - Operations, Slicing, Methods; Tuples, Sets, Dictionaries, Sequences. Comprehensions.

UNIT – IV:
**Functions** - Defining Functions, Calling Functions, Passing Arguments, Keyword Arguments, Default Arguments, Variable-length arguments, Anonymous Functions, Fruitful Functions(Function Returning Values), Scope of the Variables in a Function - Global and Local Variables.

**Modules:** Creating modules, import statement, from. Import statement, name spacing,

**Python packages,** Introduction to PIP, Installing Packages via PIP, Using Python Packages

UNIT – V:
**Object Oriented Programming OOP in Python:** Classes, 'self variable', Methods, Constructor Method, Inheritance, Overriding Methods, Databinding,

**Error and Exceptions:** Difference between an error and Exception, Handling Exception, try except block, Raising Exceptions, User Defined Exceptions

**Brief Tour of the Standard Library** - Operating System Interface - String Pattern Matching, Mathematics, Internet Access, Dates and Times, Data Compression, Multithreading, GUI Programming, Turtle Graphics

**Testing:** Why testing is required ?, Basic concepts of testing, Unit testing in Python, Writing Test cases, Running Tests.
TEXT BOOKS
2. Learning Python, Mark Lutz, Orielly

Reference Books:
1. Think Python, Allen Downey, Green Tea Press
3. Introduction to Python, Kenneth A. Lambert, Cengage
III Year V Semester

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CYBER SECURITY
ELECTIVE - III

UNIT- I: Introduction to Cybercrime:

UNIT -II: Cyber offenses:

UNIT -III: Cybercrime Mobile and Wireless Devices:

UNIT -IV: Tools and Methods Used in Cybercrime:
Introduction, Proxy Servers and Anonymizers, Phishing, Password Cracking, Key loggers and Spywares, Virus and Worms, Trojan Horses and Backdoors, Steganography, DoS and DDoS Attacks, SQL Injection, Buffer Overflow, Attacks on Wireless Networks, Phishing and Identity Theft: Introduction, Phishing, Identity Theft (ID Theft)

UNIT -V: Cybercrimes and Cyber security:
TEXT BOOKS:

REFERENCES:
1. Information Security, Mark Rhodes, Ousley, MGH.
III Year V Semester

COMPUTER FORENSICS
(ELECTIVE–III)

UNIT-I:
Investor’s Office and Laboratory: Understanding Forensics Lab Certification Requirements, Determining the Physical Requirements for a Computer Forensics Lab, Selecting a Basic Forensic Workstation

UNIT-II
Data Acquisition: Understanding Storage Formats for Digital Evidence, Determining the Best Acquisition Method, Contingency Planning for Image Acquisitions, Using Acquisition Tools, Validating Data Acquisition, Performing RAID Data Acquisition, Using Remote Network Acquisition Tools, Using Other Forensics Acquisition Tools
Processing Crime and Incident Scenes: Identifying Digital Evidence, Collecting the Evidence in Private-Sector Incident Scenes, Processing law Enforcement Crime Scenes, Preparing for a Search, Securing a Computer Incident or Crime Scene, Sizing Digital evidence at the Scene, Storing Digital evidence, obtaining a Digital Hash

UNIT-III
Computer Forensics Analysis and Validation: Determining What Data to Collect and Analyze, Validating Forensic Data, Addressing Data-Hiding Techniques, Performing Remote Acquisition

UNIT-IV

UNIT-V
E-mail Investigations Cell Phone and Mobile Device Forensics: Exploring the Role of E-mail in Investigations, Exploring the Role of Client and Server in E-mail, Investigating E-mail Crimes and Violations, Understanding E-mail Servers, Using Specialized E-mail Forensics Tools, Understanding Mobile Device Forensics, Understanding Acquisition Procedure for Cell Phones and Mobile Devoices

TEXTBOOK:
UNIT-I

UNIT-II
Electronic payment systems - Digital Token-Based, Smart Cards, Credit Cards, Risks in Electronic Payment systems.

UNIT-III

UNIT- IV
Advertising and Marketing, Information based marketing, Advertising on Internet, on-line marketing process, market research.

UNIT-V

TEXTBOOK:

REFERENCE BOOKS:
III Year V Semester

INTERNET OF THINGS

UNIT- I:
The Internet of Things: An Overview of Internet of things, Internet of Things Technology, behind Io Ts Sources of the Io Ts, M2M Communication, Examples OF Io Ts, Design Principles For Connected Devices Internet Connectivity Principles, Internet connectivity, Application Layer Protocols: HTTP, HTTPS, FTP, Telnet.

UNIT -II:
Business Models for Business Processes in the Internet of Things ,IoT/M2M systems LAYERS AND designs standardizations ,Modified OSI Stack for the IoT/M2M Systems ,ETSI M2M domains and High-level capabilities ,Communication Technologies, Data Enrichment and Consolidation and Device Management Gateway Ease of designing and affordability

UNIT- III:

UNIT -IV:

UNIT- V:

TEXTBOOKS:
1. Internet of Things: Architecture, Design Principles And Applications, Rajkamal, McGraw Hill Higher Education

REFERENCE BOOKS:
1. Designing the Internet of Things, Adrian McEwen and Hakim Cassimally, Wiley
2. Getting Started with the Internet of Things CunoPfister, Oreilly.
UNIT- I:
**Fundamental concepts in Text and Image:**
Multimedia and hypermedia, world wide web, overview of multimedia software tools. Graphics and image data representation graphics/image data types, file formats, Color in image and video: color science, color models in images, color models in video.

UNIT- II:
**Fundamental Concepts in Video and Digital Audio:**
Types of video signals, analog video, digital video, digitization of sound, MIDI, quantization and transmission of audio.

UNIT-III:
**Action Script I:** Action Script Features, Object-Oriented Action Script, Data types and Type Checking, Classes, Authoring an Action Script Class.
**Action Script II:** Inheritance, Authoring an Action Script 2.0 Subclass, Interfaces, Packages, Exceptions.
**Application Development:**
An OOP Application Frame work, Using Components with Action Script Movie Clip Subclasses.

UNIT- IV
**Multimedia Data Compression:**
**Basic Video Compression Techniques:**
Introduction to video compression, video compression based on motion compensation, search for motion vectors, MPEG, Basic Audio Compression Techniques.

UNIT-V
**Multimedia Networks:**
Basics of Multimedia Networks, Multimedia Network Communications and Applications:
Quality of Multimedia Data Transmission, Multimedia over IP, Multimedia over ATM etworks, Transport of MPEG- 4, Media-on- Demand (MOD).

**TEXTBOOKS:**
1. Fundamentals of Multimedia , Ze-Nian Li , Mark S. Drew, PHI/ PEA.
REFERENCE BOOKS:
5. Multimedia Technologies, Banerji, Mohan Ghosh, MGH.
SOFTWARETESTINGMETHODOLOGIES
(ELECTIVE IV)

UNIT-I:
Introduction:- Purpose of testing, Dichotomies, model for testing, consequences of bugs, taxonomy of bugs Flow graphs and Path testing:- Basics concepts of path testing, predicates, path predicates and achievable paths, path sensitizing, path instrumentation, application of path testing.

UNIT-II:
Transaction Flow Testing:-transaction flows, transaction flow testing techniques. Dataflow testing:- Basics of dataflow testing, strategies in dataflow testing, application of dataflow testing.

UNIT-III:
Domain Testing:-domains and paths, Nice & ugly domains, domain testing, domains and interfaces testing, domain and interface testing, domains and testability.

UNIT-IV:
Paths, Path products and Regular expressions:- path products & path _expression, reduction procedure, applications, regular expressions & flow anomaly detection.
Logic Based Testing:- overview, decision tables, path expressions, kv charts, specifications.

UNIT-V:
State, State Graphs and Transition testing:- state graphs, good & bad state graphs, state testing, Testability tips.
Graph Matrices and Application:-Motivational overview, matrix of graph, relations, power of a matrix, node reduction algorithm, building tools.

TEXTBOOKS:
2. Software Testing- Yogesh Singh, CAMBRIDGE

REFERENCEBOOKS:
1. Introduction to Software Testing, Paul Amman, Jeff Offutt, CAMBRIDGE
2. Effective Software testing, 50 Specific ways to improve your testing, Elfriede Dustin, PEA
III Year V Semester

BIG DATA LAB

Week 1, 2:
1. Implement the following Data structures in Java
   a) Linked Lists b) Stacks c) Queues d) Set e) Map

Week 3, 4:
2. (i) Perform setting up and Installing Hadoop in its three operating modes:
   Standalone,
   Pseudo distributed,
   Fully distributed

   (ii) Use web based tools to monitor your Hadoop setup.

Week 5:
3. Implement the following file management tasks in Hadoop:
   • Adding files and directories
   • Retrieving files
   • Deleting files

   Hint: A typical Hadoop workflow creates data files (such as log files) elsewhere and
   copies them into HDFS using one of the above command line utilities.

Week 6:
4. Run a basic Word Count Map Reduce program to understand Map Reduce Paradigm.

Week 7:
5. Write a Map Reduce program that mines weather data.

   Weather sensors collecting data every hour at many locations across the globe gather a
   large volume of log data, which is a good candidate for analysis with MapReduce, since
   it is semi structured and record-oriented.

Week 8:
6. Implement Matrix Multiplication with Hadoop Map Reduce

Week 9, 10:
7. Install and Run Pig then write Pig Latin scripts to sort, group, join, project, and filter your
   data.

Week 11, 12:
8. Install and Run Hive then use Hive to create, alter, and drop databases, tables, views,
   functions, and indexes
III Year V Semester

NETWORK PROGRAMMING LAB

1. Write a shell script that accepts a file name, starting and ending line numbers as arguments and displays all the lines between the given line numbers.

2. Write a shell script that deletes all lines containing a specified word in one or more files supplied as arguments to it.

3. Write a shell script that displays a list of all the files in the current directory to which the user has read, write and execute permissions.

4. Write a shell script that receives any number of file names as arguments checks if every argument supplied is a file or a directory and reports accordingly. Whenever the argument is a file, the number of lines on it is also reported.

5. Write a shell script that accepts a list of file names as its arguments, counts and reports the occurrence of each word that is present in the first argument file on other argument files.

6. Write a shell script that accepts any number of arguments and prints them in the reverse order.

7. Write a shell script that determines the period for which a specified user is working on the system.

8. Write a shell script to list all of the directory files in a directory.

9. Write an interactive file-handling shell program- Let it offer the user the choice of copying, removing or linking files. Once the user has made a choice, have the program ask him for the necessary information such as the file name, new name and so on.

10. Write a shell script to find factorial of a given integer.

11. Write a shell script to find the G.C.D. of two integers.

12. Write a shell script to generate a multiplication table.

13. Write a shell script that copies multiple files to a directory.

14. Write a shell script that counts the number of lines and words present in a given file.
Exercise 1 - Basics
a) Running instructions in Interactive interpreter and a Python Script
b) Write a program to purposefully raise Indentation Error and Correct it

Exercise 2 - Operations
a) Write a program to compute distance between two points taking input from the user
   (Pythagorean Theorem)
b) Write a program add.py that takes 2 numbers as command line arguments and prints its sum.

Exercise - 3 Control Flow
a) Write a Program for checking whether the given number is a even number or not.
b) Using a for loop, write a program that prints out the decimal equivalents of 1/2, 1/3, 1/4, . . . , 1/10
c) Write a program using a for loop that loops over a sequence. What is sequence ?
d) Write a program using a while loop that asks the user for a number, and prints a countdown from that number to zero.

Exercise 4 - Control Flow - Continued
a) Find the sum of all the primes below two million.
   Each new term in the Fibonacci sequence is generated by adding the previous two terms. By starting with 1 and 2, the first 10 terms will be:
   1, 2, 3, 5, 8, 13, 21, 34, 55, 89, ...
b) By considering the terms in the Fibonacci sequence whose values do not exceed four million, find the sum of the even-valued terms.

Exercise - 5 - DS
a) Write a program to count the numbers of characters in the string and store them in a dictionary data structure
b) Write a program to use split and join methods in the string and trace a birthday with a dictionary data structure.

Exercise - 6 DS - Continued
a) Write a program combine_lists that combines these lists into a dictionary.
b) Write a program to count frequency of characters in a given file. Can you use character frequency to tell whether the given file is a Python program file, C program file or a text file?

Exercise - 7 Files
a) Write a program to print each line of a file in reverse order.
b) Write a program to compute the number of characters, words and lines in a file.
Exercise - 8 Functions
a) Write a function ball_collide that takes two balls as parameters and computes if they are colliding. Your function should return a Boolean representing whether or not the balls are colliding.

Hint: Represent a ball on a plane as a tuple of (x, y, r), r being the radius
If (distance between two balls centers) <= (sum of their radii) then (they are colliding)

b) Find mean, median, mode for the given set of numbers in a list.

Exercise - 9 Functions - Continued
a) Write a function nearly_equal to test whether two strings are nearly equal. Two strings a and b are nearly equal when a can be generated by a single mutation on b.
b) Write a function dups to find all duplicates in the list.
c) Write a function unique to find all the unique elements of a list.

Exercise - 10 - Functions - Problem Solving
a) Write a function cumulative_product to compute cumulative product of a list of numbers.
b) Write a function reverse to reverse a list. Without using the reverse function.
c) Write function to compute gcd, lcm of two numbers. Each function shouldn’t exceed one line.

Exercise 11 - Multi-D Lists
a) Write a program that defines a matrix and prints
b) Write a program to perform addition of two square matrices
c) Write a program to perform multiplication of two square matrices

Exercise - 12 - Modules
a) Install packages requests, flask and explore them. using (pip)
b) Write a script that imports requests and fetch content from the page. Eg. (Wiki)
c) Write a simple script that serves a simple HTTPResponse and a simple HTML Page

Exercise - 13 OOP
a) Class variables and instance variable and illustration of the self variable
   i) Robot
   ii) ATM Machine

Exercise - 14 GUI, Graphics
1. Write a GUI for an Expression Calculator using tk
2. Write a program to implement the following figures using turtle

[Images of figures]
Exercise - 15 - Testing
a) Write a test-case to check the function even_numbers which return True on passing a list of all even numbers
b) Write a test-case to check the function reverse_string which returns the reversed string

Exercise - 16 - Advanced
a) Build any one classical data structure.
b) Write a program to solve knapsack problem.