

II B.Tech (CSE) COURSE STRUCTURE (R23)

1 SEMESTER

S. No	Subject Code	SUBJECT	Cat. Code	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	L	T	P	CR EDITS
1	B23SH32	Discrete Mathematics& Graph Theory	BS&H	30	70	100	3	0	0	3
2	B23SH31	Universal Human Values– Understanding Harmony	BS&H	30	70	100	2	1	0	3
3	B23CS31	Digital Logic& Computer Organization	ES	30	70	100	3	0	0	3
4	B23CS32	Advanced Data Structures& Algorithm Analysis	PC	30	70	100	3	0	0	3
5	B23CS33	Object Oriented Programming Through Java	PC	30	70	100	3	0	0	3
6	B23CS36	Advanced Data Structures And Algorithm Analysis Lab	PC	30	70	100	0	0	3	1.5
7	B23CS37	Object Oriented Programming Through Java Lab	PC	30	70	100	0	0	3	1.5
8	B23CS38	Python Programming	SEC	30	70	100	0	1	2	2
9	B23SH3A	Environmental Science	AC	30	70	100	2	0	0	-
Total							16	2	8	20

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II- SEMESTER

S.N o.	Subject Code	SUBJECT	Cat. Code	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	L	T	P	CREDITS
1	B23SH41	Managerial Economics and Financial Analysis	MC-1	30	70	100	2	0	0	2
2	B23SH42	Probability & Statistics	ES	30	70	100	3	0	0	3
3	B23CS41	Operating Systems	PC	30	70	100	3	0	0	3
4	B23CS42	Database Management Systems	PC	30	70	100	3	0	0	3
5	B23CS43	Software Engineering	PC	30	70	100	2	1	0	3
6	B23CS46	Operating Systems Lab	PC	30	70	100	0	0	3	1.5
7	B23CS47	Database Management Systems Lab	PC	30	70	100	0	0	3	1.5
8	B23CS48	Full Stack Development-I	SEC	30	70	100	0	1	2	2
9	B23SH47	Design Thinking & Innovation	BS&H	30	70	100	1	0	2	2
Total							14	2	10	21

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II B.TECH SEMISTER-I

S. No	Subject Code	SUBJECT	Cat. Code	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	L	T	P	CREDITS
1	B23SH32	Discrete Mathematics & Graph Theory	BS&H	30	70	100	3	0	0	3
2	B23SH31	Universal Human Values – Understanding Harmony	BS&H	30	70	100	2	1	0	3
3	B23CS31	Digital Logic & Computer Organization	BS&H	30	70	100	3	0	0	3
4	B23CS32	Advanced Data Structures & Algorithm Analysis	ES	30	70	100	3	0	0	3
5	B23CS33	Object Oriented Programming Through Java	ES	30	70	100	3	0	0	3
6	B23CS36	Advanced Data Structures And Algorithm Analysis Lab	BS&H	30	70	100	0	0	3	1.5
7	B23CS37	Object Oriented Programming Through Java Lab	BS&H	30	70	100	0	0	3	1.5
8	B23CS38	Python Programming	ES	30	70	100	0	1	2	2
9	B23SH3A	Environmental Science	ES	30	70	100	2	0	0	-
Total							14	2	8	20

II B.TECH I SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	-	-	30	70	100	3
SUBCODE: B23SH32	DISCRETE MATHEMATICS AND GRAPH THEORY						

COURSE OBJECTIVES:

- To introduce the students to the topics and techniques of discrete methods and combinatorial reasoning.
- To introduce a wide variety of applications. The algorithmic approach to the solution of problems is fundamental in discrete mathematics, and this approach reinforces the close ties between this discipline and the area of computer science.

COURSE OUTCOMES

At the end of the course students will be able to

1. Build skills in solving mathematical problems (L3)
2. Comprehend mathematical principles and logic (L4)
3. Demonstrate knowledge of mathematical modeling and proficiency in using mathematical software (L6)
4. Manipulate and analyze data numerically and/or graphically using appropriate Software (L3)
5. How to communicate effectively mathematical ideas/results verbally or in writing (L1)

SYLLABUS:

UNIT-I

Mathematical Logic:

Propositional Calculus: Statements and Notations, Connectives, Well Formed Formulas, Truth Tables, Tautologies, Equivalence of Formulas, Duality Law, Tautological Implications, Normal Forms, Theory of Inference for Statement Calculus, Consistency of Premises, Indirect Method of Proof, Predicate Calculus: Predicates, Predicative Logic, Statement Functions, Variables and Quantifiers, Free and Bound Variables, Inference Theory for Predicate Calculus.

UNIT-II

Set Theory

Sets: Operations on Sets, Principle of Inclusion-Exclusion, Relations: Properties, Operations, Partition and Covering, Transitive Closure, Equivalence, Compatibility and Partial Ordering, Hasse Diagrams, Functions: Bijective, Composition, Inverse, Permutation, and Recursive Functions, Lattice and its Properties.

UNIT-III

Combinatorics and Recurrence Relations:

Basis of Counting, Permutations, Permutations with Repetitions, Circular and Restricted Permutations, Combinations, Restricted Combinations, Binomial and Multinomial Coefficients and Theorems.

Recurrence Relations:

Generating Functions, Function of Sequences, Partial Fractions, Calculating Coefficient of Generating Functions, Recurrence Relations, Formulation as Recurrence Relations, Solving Recurrence Relations by Substitution and Generating Functions, Method of Characteristic Roots, Solving Inhomogeneous Recurrence Relations

UNIT-IV

Graph Theory

Basic Concepts, Graph Theory and its Applications, Subgraphs, Graph Representations: Adjacency and Incidence Matrices, Isomorphic Graphs, Paths and Circuits, Eulerian and Hamiltonian Graphs,

UNIT-V

Multi Graphs

Multigraphs, Bipartite and Planar Graphs, Euler's Theorem, Graph Colouring and Covering, Chromatic Number, Spanning Trees, Prim's and Kruskal's Algorithms, BFS and DFS Spanning Trees.

TEXT BOOKS:

1. Discrete Mathematical Structures with Applications to Computer Science, J. P. Tremblay and P. Manohar, Tata McGraw Hill.
2. Elements of Discrete Mathematics-A Computer Oriented Approach, C. L. Liu and D.P. Mohapatra, 3rd Edition, Tata McGraw Hill.
3. Theory and Problems of Discrete Mathematics, Schaum's Outline Series, Seymour Lipschutz and Marc Lars Lipson, 3rd Edition, McGraw Hill.

REFERENCE BOOKS

1. Discrete Mathematics for Computer Scientists and Mathematicians, J. L. Mott, A. Kandel and T. P. Baker, 2nd Edition, Prentice Hall of India.
2. Discrete Mathematical Structures, Bernard Kolman, Robert C. Busby and Sharon Cutler Ross, PHI.
3. Discrete Mathematics, S. K. Chakraborty and B.K. Sarkar, Oxford, 2011.
4. Discrete Mathematics and its Applications with Combinatorics and Graph Theory, K. H. Rosen, 7th Edition, Tata McGraw Hill.

SRI VASAVI INSTITUTE OF ENGINEERING & TECHNOLOGY (AUTONOMOUS)
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II B.TECH I SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	2	1	-	30	70	100	3
SUBCODE: B23SH31	UNIVERSAL HUMAN VALUES – UNDERSTANDING HARMONY AND ETHICAL HUMAN CONDUCT						

COURSE OBJECTIVES:

- To help the students appreciate the essential complementary between 'VALUES' and 'SKILLS' to ensure sustained happiness and prosperity which are the core aspirations of all human beings.
- To facilitate the development of a Holistic perspective among students towards life and profession as well as towards happiness and prosperity based on a correct understanding of the Human reality and the rest of existence. Such holistic perspective forms the basis of Universal Human Values and movement towards value-based living in a natural way.
- To highlight plausible implications of such a Holistic understanding in terms of ethical human conduct, trustful and mutually fulfilling human behaviour and mutually enriching interaction with Nature.

COURSE OUTCOMES:

- Define the terms like Natural Acceptance, Happiness and Prosperity (L1, L2)
- Identify one's self, and one's surroundings (family, society nature) (L1, L2)
- Apply what they have learnt to their own self in different day-to-day settings in real life (L3)
- Relate human values with human relationship and human society. (L4)
- Justify the need for universal human values and harmonious existence (L5)
- Develop as socially and ecologically responsible engineers (L3, L6)

SYLLABUS:

COURSE TOPICS

The course has 28 lectures and 14 tutorials in 5 modules. The lectures and tutorials are of 1- hour duration. Tutorial sessions are to be used to explore and practice what has been proposed during the lecture sessions.

The Teacher's Manual provides the outline for lectures as well as practice sessions. The teacher is expected to present the issues to be discussed as propositions and encourage the students to have a dialogue.

UNIT-I

Introduction to Value Education (6 lectures and 3 tutorials for practice session)

Lecture 1: Right Understanding, Relationship and Physical Facility (Holistic Development and the Role of Education)

Lecture 2: Understanding Value Education

Tutorial 1: Practice Session PS1 Sharing about Oneself

Lecture 3: self-exploration as the Process for Value Education

Lecture 4: Continuous Happiness and Prosperity – the Basic Human Aspirations
Tutorial 2: Practice Session PS2 Exploring Human Consciousness

Lecture 5: Happiness and Prosperity – Current Scenario

Lecture 6: Method to Fulfill the Basic Human Aspirations

Tutorial 3: Practice Session PS3 Exploring Natural Acceptance

UNIT-II

Harmony in the Human Being (6 lectures and 3 tutorials for practice session)

Lecture 7: Understanding Human being as the Co-existence of the self and the

body.Lecture 8: Distinguishing between the Needs of the self and the body

Tutorial 4: Practice Session PS4 Exploring the difference of Needs of self and body.

Lecture 9: The body as an Instrument of the self

Lecture 10: Understanding Harmony in the self

Tutorial 5: Practice Session PS5 Exploring Sources of Imagination in the self

Lecture 11: Harmony of the self with the body

Lecture 12: Programme to ensure self-regulation and Health

Tutorial 6: Practice Session PS6 Exploring Harmony of self with the body

UNIT-III

Harmony in the Family and Society (6 lectures and 3 tutorials for practice

session)Lecture 13: Harmony in the Family – the Basic Unit of Human Interaction

Lecture 14: 'Trust' – the Foundational Value in Relationship

Tutorial 7: Practice Session PS7 Exploring the Feeling of Trust

Lecture 15: 'Respect' – as the Right Evaluation

Tutorial 8: Practice Session PS8 Exploring the Feeling of Respect

Lecture 16: Other Feelings, Justice in Human-to-Human

RelationshipLecture 17: Understanding Harmony in the Society

Lecture 18: Vision for the Universal Human Order

Tutorial 9: Practice Session PS9 Exploring Systems to fulfill Human Goal

UNIT-IV

Harmony in the Nature/Existence (4 lectures and 2 tutorials for practice

session)Lecture 19: Understanding Harmony in the Nature

Lecture 20: Interconnectedness, self-regulation and Mutual Fulfillment among the Four
Orders of Nature

Tutorial 10: Practice Session PS10 Exploring the Four Orders of

NatureLecture 21: Realizing Existence as Co-existence at All

Levels

Lecture 22: The Holistic Perception of Harmony in Existence

Tutorial 11: Practice Session PS11 Exploring Co-existence in Existence.

UNIT-V

Implications of the Holistic Understanding – a Look at Professional Ethics (6 lectures and 3
tutorialsfor practice session)

Lecture 23: Natural Acceptance of Human Values Lecture 24: Definitiveness
of(Ethical) Human Conduct

Tutorial 12: Practice Session PS12 Exploring Ethical Human Conduct

Lecture 25: A Basis for Humanistic Education, Humanistic Constitution and Universal Human
OrderLecture 26: Competence in Professional Ethics

Tutorial 13: Practice Session PS13 Exploring Humanistic Models in Education

Lecture 27: Holistic Technologies, Production Systems and Management Models-Typical Case

Studies Lecture 28: Strategies for Transition towards Value-based Life and Profession Tutorial 14:

PracticeSession PS14 Exploring Steps of Transition towards Universal Human Order

Practice Sessions for UNIT I – Introduction to Value Education PS1

Sharing about Oneself

PS2 Exploring Human Consciousness PS3

Exploring Natural Acceptance

Practice Sessions for UNIT II – Harmony in the Human Being PS4

Exploring the difference of Needs of self and body

PS5 Exploring Sources of Imagination in the self PS6

Exploring Harmony of self with the body

Practice Sessions for UNIT III – Harmony in the Family and Society PS7

Exploring the Feeling of Trust

PS8 Exploring the Feeling of Respect

PS9 Exploring Systems to fulfil Human Goal

Practice Sessions for UNIT IV – Harmony in the Nature (Existence) PS10

Exploring the Four Orders of Nature

PS11 Exploring Co-existence in Existence

Practice Sessions for UNIT V – Implications of the Holistic Understanding – a Look at Professional Ethics

PS12 Exploring Ethical Human Conduct

PS13 Exploring Humanistic Models in Education

PS14 Exploring Steps of Transition towards Universal Human Order

READINGS:

Textbook and Teachers Manual

a. The Textbook

R R Gaur, R Asthana, G P Bagaria, A Foundation Course in Human Values and Professional Ethics, 2nd Revised Edition, Excel Books, New Delhi, 2019. ISBN 978-93-87034-47-1

b. The Teacher's Manual

R R Gaur, R Asthana, G P Bagaria, Teachers' Manual for A Foundation Course in Human Values and Professional Ethics, 2nd Revised Edition, Excel Books, New Delhi, 2019. ISBN 978-93-87034-53-2

REFERENCE BOOKS

1. Jeevan Vidya: Ek Parichaya, A Nagaraj, Jeevan Vidya Prakashan, Amarkantak, 1999.
2. Human Values, A.N. Tripathi, New Age Intl. Publishers, New Delhi, 2004.
3. The Story of Stuff (Book).
4. The Story of My Experiments with Truth - by Mohandas Karamchand Gandhi
5. Small is Beautiful - E. F Schumacher.
6. Slow is Beautiful - Cecile Andrews
7. Economy of Permanence - J C Kumarappa
8. Bharat Mein Angreji Raj – Pandit Sunderlal
9. Rediscovering India - by Dharampal
10. Hind Swaraj or Indian Home Rule - by Mohandas K. Gandhi
11. India Wins Freedom - Maulana Abdul Kalam Azad
12. Vivekananda - Romain Rolland (English)
13. Gandhi - Romain Rolland (English)

Mode of Conduct:

Lecture hours are to be used for interactive discussion, placing the proposals about the topics at hand and motivating students to reflect, explore and verify them.

Tutorial hours are to be used for practice sessions. While analyzing and discussing the topic, the faculty mentor's role is in pointing to essential elements to help in sorting them out from the surface elements. In other words, help the students explore the important or critical elements. In the discussions, particularly during practice sessions (tutorials), the mentor encourages the student to connect with one's own self and do self-observation, self-reflection and self-exploration. Scenarios may be used to initiate discussion. The student is encouraged to take up "ordinary" situations rather than "extra-ordinary" situations. Such observations and their analyses are shared and discussed with other students and faculty mentor, in a group sitting.

Tutorials (experiments or practical) are important for the course. The difference is that the laboratory is everyday life, and practical are how you behave and work in real life. Depending on the nature of topics, worksheets, home assignment and/or activity are included. The practice sessions (tutorials) would also provide support to a student in performing actions commensurate to his/her beliefs. It is intended that this would lead to development of commitment, namely behaving and working based on basic human values.

It is recommended that this content be placed before the student as it is, in the form of a basic foundation course, without including anything else or excluding any part of this content. Additional content may be offered in separate, higher courses. This course is to be taught by faculty from every teaching department, not exclusively by any one department.

Teacher preparation with a minimum exposure to at least one 8-day Faculty Development Program on Universal Human Values is deemed essential.

Online Resources:

1. <https://fdp-si.aicte-india.org/UHV-II%20Class%20Notes%20&%20Handouts/UHV%20Handout%201-Introduction%20to%20Value%20Education.pdf>
2. <https://fdp-si.aicte-india.org/UHV-II%20Class%20Notes%20&%20Handouts/UHV%20Handout%202-Harmony%20in%20the%20Human%20Being.pdf>
3. <https://fdp-si.aicte-india.org/UHV-II%20Class%20Notes%20&%20Handouts/UHV%20Handout%203-Harmony%20in%20the%20Family.pdf>
4. <https://fdp-si.aicte-india.org/UHV%20I%20Teaching%20Material/D3-S2%20Respect%20July%202023.pdf>
5. <https://fdp-si.aicte-india.org/UHV-II%20Class%20Notes%20&%20Handouts/UHV%20Handout%205-Harmony%20in%20the%20Nature%20and%20Existence.pdf>
6. <https://fdp-si.aicte-india.org/download/FDPTeachingMaterial/3-days%20FDP-SI%20UHV%20Teaching%20Material/Day%203%20Handouts/UHV%203D%20D3-S2A%20Und%20Nature-Existence.pdf>
7. <https://fdp-si.aicte-india.org/UHV%20II%20Teaching%20Material/UHV%20II%20Lecture%202023-25%20Ethics%20v1.pdf>
8. <https://www.studocu.com/in/document/kiet-group-of-institutions/universal-human-values/chapter-5-holistic-understanding-of-harmony-on-professional-ethics/62490385>
9. https://onlinecourses.swayam2.ac.in/aic22_ge23/preview

II B.TECH I SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	-	-	30	70	100	3
SUBCODE: B23CS31	DIGITAL LOGIC & COMPUTER ORGANIZATION						

COURSE OBJECTIVES:

The main objectives of the course is to

- Provide students with a comprehensive understanding of digital logic design principles and computer organization fundamentals
- Describe memory hierarchy concepts
- Explain input/output(I/O) systems and their interaction with the CPU, memory, and peripheral devices

COURSE OUTCOMES:

Student should be able to:

- CO1:** Analyze Digital Circuits using Binary Number systems, Boolean Algebra, K-maps.
- CO2:** Analyze the design procedures of Sequential circuits and identify functional units of a computer and register transfer operations
- CO3:** Identify appropriate addressing modes for specifying the location of an operand and the design of Hardwired and Micro programmed control unit
- CO4:** Analyze the concepts of memory organization its impact on computer cost/performance.
- CO5:** Organize the different ways of communicating with I/O devices and standard I/O Interfaces.

SYLLABUS:

UNIT-I

Data Representation: Binary Numbers, Fixed Point Representation. Floating Point Representation. Number base conversions, Octal and Hexadecimal Numbers, components, Signed binary numbers, Binary codes

Digital Logic Circuits-I: Basic Logic Functions, Logic gates, universal logic gates, Minimization of Logic expressions. K-Map Simplification, Combinational Circuits, Decoders, Multiplexers

UNIT-II

Digital Logic Circuits-II: Sequential Circuits, Flip-Flops, Binary counters, Registers, Shift Registers, Ripple counters

Basic Structure of Computers: Computer Types, Functional units, Basic operational concepts, Bus structures, Software, Performance, multiprocessors and multi computers, Computer Generations, Von-Neumann Architecture

UNIT–III

Central Processing Unit: General Register Organization, STACK Organization. Instruction Formats, Addressing Modes, Data Transfer and Manipulation, Program Control, Reduced Instruction Set Computer.

Micro programmed Control unit: Control Memory, Address Sequencing, Micro Program example, Design of Control Unit.

UNIT–IV

The Memory Organization: Basic Concepts, Semiconductor RAM Memories, Read-Only Memories, Speed, Size and Cost, Cache Memories, Performance Considerations, Virtual Memories, Memory Management Requirements, Secondary Storage

UNIT–V

Input /Output Organization: Accessing I/O Devices, Interrupts, Processor Examples, Direct Memory Access, Buses, Interface Circuits, Standard I/O Interfaces

TEXTBOOKS

1. Computer Organization, Carl Hamacher, Zvonko Vranesic, Safwat Zaky, 6thedition, McGraw Hill
2. Digital Design, 6th Edition, M. Morris Mano, Pearson Education.
3. Computer Organization and Architecture, William Stallings, 11th Edition, Pearson.

REFERENCEBOOKS

1. Computer Systems Architecture, M. Morris Mano, 3rd Edition, Pearson
2. Computer Organization and Design, David A. Paterson, John L. Hennessy, Elsevier
3. Fundamentals of Logic Design, Roth, 5th Edition, Thomson

ONLINE LEARNING RESOURCES:

1. <https://nptel.ac.in/courses/106/103/106103068/>

II B.TECH I SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	-	-	30	70	100	3
SUBCODE: B23CS32	ADVANCED DATA STRUCTURES & ALGORITHM ANALYSIS						

COURSEOBJECTIVES

The main objectives of the course is to

- provide knowledge on advance data structures frequently used in Computer Science domain
- Develop skills in algorithm design techniques popularly used
- Understand the use of various data structures in the algorithm design

COURSE OUTCOMES

At the end of the Course/Subject, the students will be able to:

- CO1:** Analyze the time and space complexity and generate AVL Trees and B-Trees
- CO2:** Analyze the Concept of Heap Trees, Graphs and Divide & Conquer Techniques
- CO3:** Apply Greedy method and dynamic programming Strategies for solving problems
- CO4:** Analyze Back tracking & Branch and Bound to determine Algorithms
- CO5:** Distinguish between P and NP classes of Problems and solve complex problem

SYLLABUS:

UNIT-I

Introduction to Algorithm Analysis, Space and Time Complexity analysis, Asymptotic Notations. AVL Trees – Creation, Insertion, Deletion operations and Applications B-Trees–Creation, Insertion, Deletion operations and Applications

UNIT-II

Heap Trees (Priority Queues)–Min and Max Heaps, Operations and Applications Graphs–Terminology, Representations, Basic Search and Traversals, Connected Components and Bi connected Components, applications Divide and Conquer: The General Method, Quick Sort, Merge Sort, Strassen’s matrix multiplication, Convex Hull

UNIT-III

Greedy Method: General Method, Job Sequencing with deadlines, Knapsack Problem, Minimum cost spanning trees, Single Source Shortest Paths Dynamic Programming: General Method, All pairs shortest paths, Optimal Binary Search Trees, 0/1 Knapsack, String Editing, Travelling Sales person problem

UNIT–IV

Back tracking: General Method, 8-Queens Problem, Sum of Subsets problem, Graph Coloring, 0/1 Knapsack Problem Branch and Bound: The General Method, 0/1 Knapsack Problem, Travelling Sales person problem

UNIT–V

NP Hard and NP Complete Problems: Basic Concepts, Cook's theorem (Proof is not required) NP Hard Graph Problems: Clique Decision Problem (CDP), Traveling Salesperson Decision Problem (TSP) NP Hard Scheduling Problems: Job Shop Scheduling

TEXTBOOKS:

1. Fundamentals of Data Structures in C++, Horowitz, Ellis; Sahni, Sartaj; Mehta, Dinesh, 2nd Edition Universities Press
2. Computer Algorithms in C++, Ellis Horowitz Sartaj Sahni, Sanguthevar Rajasekaran, 2nd Edition University Press

REFERENCEBOOKS

1. Data Structures and program design in C, Robert Kruse, Pearson Education Asia
2. An introduction to Data Structures with applications, Trembley & Sorenson, McGraw Hill
The Art of Computer Programming, Vol.1: Fundamental Algorithms, Donald E Knuth, Addison-Wesley, 1997.
3. Data Structures using C&C++: Langsam, Augenstein & Tanenbaum, Pearson, 1995
4. Algorithms + Data Structures & Programs:, N. Wirth, PHI
5. Fundamentals of Data Structures in C++: Horowitz Sahni & Mehta, Galgottia Pub.
6. Data structures in Java:, Thomas Standish, Pearson Education Asia

Online Learning Resources:

1. https://www.tutorialspoint.com/advanced_data_structures/index.asp
2. <http://peterindia.net/Algorithms.html>
Abdul Bari, [Introduction to Algorithms \(youtube.com\)](https://www.youtube.com/watch?v=...)

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	3	-	-	30	70	100	3
SUBCODE: B23CS33	OBJECT ORIENTED PROGRAMMING THROUGH JAVA						

COURSE OBJECTIVES:

The learning objectives of this course are to:

- Identify Java language components and how they work together in applications
- Learn the fundamentals of object-oriented programming in Java, including defining classes, invoking methods, using class libraries.
- Learn how to extend Java classes with inheritance and dynamic binding and how to use exception handling in Java applications
- Understand how to design applications with threads in Java
- Understand how to use Java APIs for program development

COURSE OUTCOMES

At the end of the Course/Subject, the students will be able to:

CO1: Realize Java Concepts

CO2: Make use of the OOP's concepts in solving real world problems.

CO3: Apply the concept of Arrays and Implement a solution using Inheritance for a given problem..

CO4: Realize packages and Exception handling concepts

CO5: Design GUI Applications with JAVAFX Scene Builder

SYLLABUS:

UNIT-I

Object Oriented Programming: Basic concepts, Principles, Program Structure in Java: Introduction, Writing Simple Java Programs, Elements or Tokens in Java Programs, Java Statements, Command Line Arguments, User Input to Programs, Escape Sequences Comments, Programming Style.

Data Types, Variables, and Operators :Introduction, Data Types in Java, Declaration of Variables, Data Types, Type Casting, Scope of Variable Identifier, Literal Constants, Symbolic Constants, Formatted Output with print f () Method, Static Variables and Methods, Attribute Final, **Introduction to Operators**, Precedence and Associativity of Operators, Assignment Operator (=), Basic Arithmetic Operators, Increment (++) and Decrement (- -) Operators, Ternary Operator, Relational Operators, Boolean Logical Operators, Bitwise Logical Operators.

Control Statements: Introduction, if Expression, Nested if Expressions, if-else Expressions, Ternary Operator?;, Switch Statement, Iteration Statements, while Expression, do-while Loop, for Loop, Nested for Loop, For- Each for Loop, Break Statement, Continue Statement.

UNIT-II

Classes and Objects: Introduction, Class Declaration and Modifiers, Class Members, Declaration of Class Objects, Assigning One Object to Another, Access Control for Class Members, Accessing Private Members of Class, Constructor Methods for Class, Overloaded Constructor Methods, Nested Classes, Final Class and Methods, Passing Arguments by Value and by Reference, Keyword this. **Methods:** Introduction, Defining Methods, Overloaded Methods, Overloaded Constructor Methods, Class Objects as Parameters in Methods, Access Control, Recursive Methods, Nesting of Methods, Overriding Methods, Attributes Final and Static.

UNIT-III

Arrays: Introduction, Declaration and Initialization of Arrays, Storage of Array in Computer Memory, Accessing Elements of Arrays, Operations on Array Elements, Assigning Array to Another Array, Dynamic Change of Array Size, Sorting of Arrays, Search for Values in Arrays, Class Arrays, Two-dimensional Arrays, Arrays of Varying Lengths, Three-dimensional Arrays, Arrays as Vectors.

Inheritance: Introduction, Process of Inheritance, Types of Inheritances, Universal Super Class-Object Class, Inhibiting Inheritance of Class Using Final, Access Control and Inheritance, Multilevel Inheritance, Application of Keyword Super, Constructor Method and Inheritance, Method Overriding, Dynamic Method Dispatch, Abstract Classes, Interfaces and Inheritance.

Interfaces: Introduction, Declaration of Interface, Implementation of Interface, Multiple Interfaces, Nested Interfaces, Inheritance of Interfaces, Default Methods in Interfaces, Static Methods in Interface, Functional Interfaces, Annotations.

UNIT-IV

Packages and Java Library: Introduction, Defining Package, Importing Packages and Classes into Programs, Path and Class Path, Access Control, Packages in Java SE, Java. lang Package and its Classes, Class Object, Enumeration, class Math, Wrapper Classes, Auto-boxing and Auto-un boxing, Java util Classes and Interfaces, Formatter Class, Random Class, Time Package, Class Instant (java.time.Instant), Formatting for Date/Time in Java, Temporal Adjusters Class, Temporal Adjusters Class.

Exception Handling: Introduction, Hierarchy of Standard Exception Classes, Keywords throws and throw, try, catch, and finally Blocks, Multiple Catch Clauses, Class Throw able, Unchecked Exceptions, Checked Exceptions.

Java I/O and File:JavaI/OAPI, standard I/O streams, types, Byte streams, Character streams, Scanner class, Files in Java(Text Book 2)

UNIT-V

String Handling in Java: Introduction, Interface Char Sequence, Class String, Methods for Extracting Characters from Strings, Comparison, Modifying, Searching; Class String Buffer.

Multithreaded Programming: Introduction, Need for Multiple Threads Multithreaded Programming for Multi-core Processor, Thread Class,

Main Thread-Creation of New Threads, Thread States, Thread Priority-Synchronization, Deadlock and Race Situations, Inter-thread Communication - Suspending, Resuming, and Stopping of Threads.

Java FX GUI: Java FX Scene Builder, Java FX App Window Structure, displaying text and image, event handling, laying out nodes in scene graph, mouse events (Text Book 3)

TEXTBOOKS:

- 1) JAVA one stepahead, Anitha Seth,B.L.Juneja, Oxford.
- 2) Joy with JAVA, Fundamentals of Object Oriented Programming, Debas is Samanta, Monalisa Sarma, Cambridge, 2023.
- 3) JAVA9forProgrammers,PaulDeitel, HarveyDeitel,4thEdition, Pearson.

REFERENCESBOOKS:

- 1)The complete Reference Java,11thedition, Herbert Schildt, TMH
- 2)Introduction to Java programming,7thEdition, YDaniel Liang, Pearson

II B.TECH I SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	-	-	3	30	70	100	1.5
SUBCODE: B23CS36	ADVANCED DATA STRUCTURES & ALGORITHM ANALYSIS LAB						

COURSE OBJECTIVES

The objectives of the course is to

- Acquire practical skills in constructing and managing Data structures
- Apply the popular algorithm design methods in problem-solving scenarios

COURSE OUTCOMES:

At the end of the course students will be able to

CO1:Analyze and Develop algorithms for AVL and B-Trees.

CO2:Develop Algorithms and programs for various sorting Techniques

CO3:Apply Graph search, Traversal algorithms.

CO4:Develop and apply the algorithm for Divide and Conquer & Greedy Method

CO5:Develop and apply the algorithm for dynamic programming and Back Tracking

SYLLABUS:

EXPERIMENTS COVERING THE TOPICS

- Operations on AVL trees, B-Trees, Heap Trees
- Graph Traversals
- Sorting techniques
- Minimum cost spanning trees
- Shortest path algorithms
- 0/1 Knapsack Problem
- Travelling Salesperson problem
- Optimal Binary Search Trees
- N-Queens Problem
- Job Sequencing

Sample programs

1. Construct an AVL tree for a given set of elements which are stored in a file. And implement insert and delete operation on the constructed tree. Write contents of tree into a new file using in-order.
2. Construct B-Tree an order of 5 with a set of 100 random elements stored in array. Implement searching, insertion and deletion operations.
3. Construct Min and Max Heap using arrays, delete any element and display the content of the Heap.

4. Implement BFT and DFT for given graph, when graph is represented by
 - a) Adjacency Matrix
 - b) Adjacency Lists
5. Write a program for finding the bi connected components in a given graph.
6. Implement Quick sort and Merge sort and observe the execution time for various input sizes (Average, Worst and Best cases).
7. Compare the performance of Single Source Shortest Paths using Greedy method when the graph is represented by adjacency matrix and adjacency lists.
8. Implement Job Sequencing with deadlines using Greedy strategy.
9. Write a program to solve 0/1 Knapsack problem Using Dynamic Programming.
10. Implement N-Queens Problem Using Backtracking.
11. Use Backtracking strategy to solve 0/1 Knapsack problem.
12. Implement Travelling Sales Person problem using Branch and Bound approach.

REFERENCE BOOKS:

1. Fundamentals of Data Structures in C++, Horowitz Ellis, Sahni Sartaj, Mehta, Dinesh, 2nd Edition, Universities Press
2. Computer Algorithms/C++ Ellis Horowitz Sartaj Sahni, Sanguthevar Rajasekaran, 2nd Edition, University Press
3. Data Structures and program design in C, Robert Kruse, Pearson Education Asia
4. An introduction to Data Structures with applications, Trembley & Sorenson, McGraw Hill

ONLINE LEARNING RESOURCES

1. <http://cse01-iiith.vlabs.ac.in/>
2. <http://peterindia.net/Algorithms.html>

II B.TECH I SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	0	0	3	30	70	100	1.5
SUBCODE: B23CS37	OBJECT ORIENTED PROGRAMMING THROUGH JAVA LAB						

COURSE OBJECTIVES

The aim of this course is to

- Practice object oriented programming in the Java programming language
- Implement Classes, Objects, Methods, Inheritance, Exception, Runtime Polymorphism, User defined Exception handling mechanism
- Illustrate inheritance, Exception handling mechanism, JDBC connectivity
- Construct Threads, Event Handling, implement packages, Java FX GUI

COURSE OUTCOMES:

At the end of the course students will be able to

CO1: Develop searching and sorting techniques in Java

CO2: Make use of the OOP's methods and constructors for real time problems.

CO3: Apply the concept of Inheritance and polymorphism to solve real time problems

CO4: Develop threads and Exception handling

CO5: Design GUI Applications by using JAVAFX Scene Builder

SYLLABUS:

Experiments covering the Topics:

- Object Oriented Programming fundamentals-datatypes, control structures
- Classes, methods, objects, Inheritance, polymorphism,
- Exception handling, Threads, Packages, Interfaces
- Files, I/O streams, Java FXGUI

Sample Experiments:

Exercise-1:

- a) Write a JAVA program to display default value of all primitive data type of JAVA

- b) Write a java program that display the roots of a quadratic equation $ax^2+bx=0$. Calculate the discriminate D and basing on value of D, describe the nature of root

Exercise-2

- Write a JAVA program to search for an element in a given list of elements using binary search mechanism.
- Write a JAVA program to sort for an element in a given list of elements using bubble sort
- Write a JAVA program using String Buffer to delete, remove character.

Exercise-3

- Write a JAVA program to implement class mechanism. Create a class, methods and invoke them inside main method.
- Write a JAVA program implement method overloading.
- Write a JAVA program to implement constructor.
- Write a JAVA program to implement constructor overloading.

Exercise-4

- Write a JAVA program to implement Single Inheritance
- Write a JAVA program to implement multilevel Inheritance
- Write a JAVA program for abstract class to find areas of different shapes

Exercise-5

- Write a JAVA program give example for “super” keyword.
- Write a JAVA program to implement Interface. What kind of Inheritance can be achieved?
- Write a JAVA program that implements Runtime polymorphism

Exercise-6

- Write a JAVA program that describes exception handling mechanism
- Write a JAVA program Illustrating Multiple catch clauses
- Write a JAVA program for creation of Java Built-in Exceptions
- Write a JAVA program for creation of User Defined Exception

Exercise-7

- Write a JAVA program that creates thread sby extending Threa class. First thread display “Good Morning “every 1 sec, the second thread displays “Hello “every 2 seconds and the third display “Welcome” every 3 seconds, (Repeat the same by implementing Runn able)
- Write a program illustrating **is Alive** and **join()**
- Write a Program illustrating Daemon Threads.
- Write a JAVA program Producer Consumer Problem

Exercise–8

- a) Write a JAVA program that import and use the user defined packages
- b) Without writing any code, build a GUI that display text in label and image in an Image View (use JavaFX)
- c) Build a Tip Calculator app using several Java FX components and learn how to respond to user interactions with the GUI

Exercise–9

- a) Write a java program that connects to a database using JDBC
- b) Write a java program to connect to a database using JDBC and insert value In to it.
- c) Write a java program to connect to a database using JDBC and delete values from it

II B.TECH I SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	-	1	2	30	70	100	2
SUBCODE: B23CS38	PYTHON PROGRAMMING (SEC)						

COURSE OBJECTIVES:

The main objectives of the course are to

- Introduce core programming concepts of Python programming language.
- Demonstrate about Python data structures like Lists, Tuples, Sets and dictionaries
- Implement Functions, Modules and Regular Expressions in Python Programming and to create practical and contemporary applications using these

COURSE OUTCOMES:

At the end of the course students will be able to

- CO1:** Develop Essential programming skills for python and be fluent in the use of python control flow statements
- CO2:** Solve coding tasks related to the handling of strings and functions
- CO3:** Make use of functions and represent compound data using Lists, Tuples and dictionaries
- CO4:** Apply the commonly used operations involving file systems and regular expressions
- CO5:** Analyze the functional programming using JSON and XML in python and utilization of packages Numpy and Pandas

SYLLABUS:

UNTI-I

History of Python Programming Language, Thrust Areas of Python, Installing Anaconda Python Distribution, Installing and Using Jupyter Notebook. Parts of Python Programming Language: Identifiers, Keywords, Statements and Expressions, Variables, Operators, Precedence and Associativity, Data Types, Indentation, Comments, Reading Input, Print Output, Type Conversions, the type()Function and Is Operator, Dynamic and Strongly Typed Language. Control Flow Statements: if statement, if-else statement, if...elif...else, Nested if statement, while Loop, for Loop, continue and break Statements, Catching Exceptions Using try and except Statement.

Sample Experiments

1. Write a program to find the largest element among three Numbers.
2. Write a Program to display all prime numbers within an interval
3. Write a program to swap two numbers without using a temporary variable.

4. Demonstrate the following Operators in Python with suitable examples.
 - i) Arithmetic Operators
 - ii) Relational Operators
 - iii) Assignment Operators
 - iv) Logical Operators
 - v) Bitwise Operators
 - vi) Ternary Operator
 - vii) Membership Operators
 - viii) Identity Operators
5. Write a program to add and multiply complex numbers
6. Write a program to print multiplication table of a given number.

UNIT-II

Functions: Built-In Functions, Commonly Used Modules, Function Definition and Calling the function, return Statement and void Function, Scope and Life time of Variables, Default Parameters, Keyword Arguments, *args and **kwargs, Command Line Arguments.

Strings: Creating and Storing Strings, Basic String Operations, Accessing Characters in String by Index Number, String Slicing and Joining, String Methods, Formatting Strings. **Lists:** Creating Lists, Basic List Operations, Indexing and Slicing in Lists, Built-In Functions Used on Lists, List Methods, del Statement.

Sample Experiments

1. Write a program to define a function with multiple return values.
2. Write a program to define a function using default arguments.
3. Write a program to find the length of the string without using any library functions.
4. Write a program to check if the substring is present in a given string or not.
5. Write a program to perform the given operations on a list:
 - i. Addition
 - ii. in sertion
 - iii. slicing
6. Write a program to perform any 5 built-in functions by taking any list.

UNIT-III

Dictionaries: Creating Dictionary, Accessing and Modifying key: value Pairs in Dictionaries, Built-In Functions Used on Dictionaries, Dictionary Methods, del Statement. **Tuples and Sets:** Creating Tuples, Basic Tuple Operations, tuple() Function, Indexing and Slicing in Tuples, Built-In Functions Used on Tuples, Relation between Tuples and Lists, Relation between Tuples and Dictionaries, Using zip() Function, Sets, Set Methods, Frozenset.

Sample Experiments:

1. Write a program to create tuples (name, age, address, college) for at least two members and concatenate the tuples and print the concatenated tuples.
2. Write a program to count the number of vowels in a string (No control flow allowed).
3. Write a program to check if a given key exists in a dictionary or not.
4. Write a program to add a new key-value pair to an existing dictionary.
5. Write a program to sum all the items in a given dictionary.

UNIT-IV

Files: Types of Files, Creating and Reading Text Data, File Methods to Read and Write Data, Reading and Writing Binary Files, Pickle Module, Reading and Writing CSV Files, Python os and os.path Modules.

Object-Oriented Programming: Classes and Objects, Creating Classes in Python, Creating Objects in Python, Constructor Method, Classes with Multiple Objects, Class Attributes Vs Data Attributes, Encapsulation, Inheritance, Polymorphism.

Sample Experiments

1. Write a program to sort word sin a file and put the min another file. The output file should have only lower-case words, so any upper-case words from source must be lowered.
2. Python program to print each line of a file in reverse order.
3. Python program to compute the number of characters, words and lines in a file.
4. Write a program to create, display, append, in sert and reverse the
 - i. Order of the items in the array.
5. Write a program to add, transpose and multiply two matrices.
6. Write a Python program to create a class that represents a shape. Include methods to calculate its area and perimeter. Implement sub classes for different shapes like circle, triangle, and square.

UNIT-V

Introduction to Data Science: Functional Programming, JSON and XML in Python, NumPy with Python, Pandas.

Sample Experiments:

1. Python program to check whether a JSON string contains complex object or not.
2. Python Program to demonstrate NumPy arrays creation using array() function.
3. Python program to demonstrate use of ndim, shape, size, dtype.
4. Python program to demonstrate basic slicing ,integer and Boolean indexing.
5. Python program of indm in,max,sum, cumulative Sum of array
6. Create a diction nary with at least five keys and each key represent value as a list where this list contains at least ten values and convert this dictionary as a pandas data frame and explore the data through the data frame as follows:
7. Apply head() function to the pandas data frame
8. Perform various data selection operation son Data Frame
9. Select any two columns from the above data frame, and observe the change in one at tribute with respect to other at tribute with scatter and plot operations in matplotlib

REFERENCEBOOKS

1. Gowrishankar S, Veena A., Introduction to Python Programming, CRC Press.
2. Python Programming, S Sridhar, J Indumathi, V M Hariharan, 2nd Edition, Pearson, 2024
3. Introduction to Programming Using Python, Y. Daniel Liang, Pearson.

Online Learning Resources/ Virtual Labs

1. <https://www.coursera.org/learn/python-for-applied-data-science-ai>
2. <https://www.coursera.org/learn/python?specialization=python#syllabus>

SRI VASAVI INSTITUTE OF ENGINEERING & TECHNOLOGY (AUTONOMOUS)
DEPARTMENT OF CSE

II B.TECH I SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	2	-	-	30	70	100	-
SUBCODE: B23SH3A	ENVIRONMENTALSCIENCE						

COURSE OBJECTIVES:

- To make the students to get awareness on environment
- To understand the importance of protecting natural resources, ecosystems for future generations and pollution causes due to the day to day activities of human life
- To save earth from the inventions by the engineers.

COURSE OUTCOMES:

- Grasp multidisciplinary nature of environmental studies and various renewable and non-renewable resources.
- Understand flow and bio-geo-chemical cycles and ecological pyramids.
- Understand various causes of pollution and solid waste management and related preventive measures.
- About the rainwater harvesting, watershed management, ozone layer depletion and waste land reclamation.
- Casus of population explosion, value education and welfare programmes.
-

SYLLABUS:

UNIT-I

Multidisciplinary Nature Of Environmental Studies: – Definition, Scope and Importance – Need for Public Awareness. Natural Resources: Renewable and non-renewable resources – Natural resources and associated problems – Forest resources – Use and over – exploitation, deforestation, case studies – Timber extraction – Mining, dams and other effects on forest and tribal people – Water resources – Use and over utilization of surface and ground water – Floods, drought, conflicts over water, dams– benefits and problems–Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources, case studies– Food resources: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity, casestudies.–Energy resources:

UNIT-II

Ecosystems: Concept to fan ecosystem.–Structure and function of an ecosystem– Producers, consumers and decomposers–Energy flow in the ecosystem–Ecological succession– Food chains, food webs and ecological pyramids–Introduction, types, characteristic features, structure and function of the following ecosystem:

- a. Forest ecosystem.
- b. Grassland ecosystem
- c. Desert ecosystem
- d. Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries)

Biodiversity And Its Conservation: Introduction Definition: genetic, species and ecosystem diversity–Bio-geographical classification of India– Value of biodiversity: consumptive use, Productive use, social, ethical, aesthetic and option values– Biodiversity at global, National and local levels – India as a mega-diversity nation – Hot-spots of biodiversity – Threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts–Endangered and endemic species of India –Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity.

UNIT–III

Environmental Pollution: Definition, Cause, effects and control measures of:

- a. Air Pollution.
- b. Water pollution
- c. Soil pollution
- d. Marine pollution
- e. Noise pollution
- f. Thermal pollution
- g. Nuclear hazards

Solid Waste Management: Causes, effects and control measures of urban and industrial wastes – Role of an individual in prevention of pollution – Pollution case studies – Disaster management: floods, earthquake, cyclone and landslides.

UNIT–IV

Social Issues and the Environment: From Unsustainable to Sustainable development– Urban problems related to energy – Water conservation, rain water harvesting, watershed management –Resettlement and rehabilitation of people; its problems and concerns. Case studies – Environmental ethics: Issues and possible solutions–Climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust. Case Studies – Wasteland reclamation.–Consumerism and waste products.– Environment Protection Act. – Air (Prevention and Control of Pollution) Act. –Water (Prevention and control of Pollution) Act–Wild life Protection Act–Forest Conservation Act–Issues involved in enforcement of environmental legislation–Public awareness.

UNIT–V

Human Population And The Environment: Population growth, variation among nations. Population explosion – Family Welfare Programmes. – Environment and human health – Human Rights – Value Education–HIV/AIDS–Women and Child Welfare–Role of information Technology in Environment and human health–Case studies. Field Work: Visit to a local area to document environmental assets River/ forest grassland/ hill/ mountain – Visit to a local polluted site–Urban/Rural/Industrial/Agricultural Study of common plants, insects, and birds–river, hills slopes, etc..

TEXTBOOKS:

1. Text book of Environmental Studies for Undergraduate Courses Erach Bharucha for University Grants Commission, Universities Press.
2. Palaniswamy, "Environmental Studies", Pearson education
3. S.Azeem Unnisa, "Environmental Studies" Academic Publishing Company
4. K.RaghavanNambiar, "Text book of Environmental Studies for Undergraduate Courses as per UGC model syllabus", Scitech Publications (India), Pvt.Ltd.

REFERENCEBOOKS:

1. Deeksha Dave and E.SaiBaba Reddy, "Text book of Environmental Science", Cengage Publications.
2. M.AnjiReddy, "Text book of Environmental Sciences and Technology", BS Publication.
3. J.P.Sharma, Comprehensive Environmental studies, Laxmi publications.
4. J.GlynnHenry and GaryW.Heinke, "Environmental Sciences and Engineering", Prentice Hall of India Private limited
5. G.R.Chatwal, "A Text Book of Environmental Studies" Himalaya Publishing House
6. Gilbert M.Masters and WendellP.Ela, "Introduction to Environmental Engineering and Science", Prentice Hall of India Private limited.

SRI VASAVI INSTITUTE OF ENGINEERING & TECHNOLOGY (AUTONOMOUS)
DEPARTMENT OF CSE

II B.TECH SEMISTER-II

S.No.	Subject Code	SUBJECT	Cat. Code	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	L	T	P	CRE DITS
1	B23SH41	Managerial Economics and Financial Analysis	MC-1	30	70	100	2	0	0	2
2	B23SH42	Probability & Statistics	ES	30	70	100	3	0	0	3
3	B23CS41	Operating Systems	PC	30	70	100	3	0	0	3
4	B23CS42	Database Management Systems	PC	30	70	100	3	0	0	3
5	B23CS43	Software Engineering	PC	30	70	100	2	1	0	3
6	B23CS46	Operating Systems Lab	PC	30	70	100	0	0	3	1.5
7	B23CS47	Database Management Systems Lab	PC	30	70	100	0	0	3	1.5
8	B23CS48	Full Stack Development-I	SEC		50	100	0	1	2	2
9	B23SH47	Design Thinking & Innovation	BS&H	30	70	100	1	0	2	2
Total							14	2	10	21

II B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	-	-	30	70	100	3
SUBCODE: B23SH41	MANAGERIAL ECONOMICS AND FINANCIAL ANALYSIS						

COURSE OBJECTIVES:

- To inculcate the basic knowledge of microeconomics and financial accounting
- To make the students learn how demand is estimated for different products, input-output relationship for optimizing production and cost
- To know the various types of market structure and pricing methods and strategy
- To give an overview on investment appraisal methods to promote the students to learn how to plan long-term investment decisions.
- To provide fundamental skills on accounting and to explain the process of preparing financial statements.

COURSE OUTCOMES:

- Define the concepts related to Managerial Economics, financial accounting and management.
- Understand the fundamentals of Economics viz., Demand, Production, cost, revenue and markets
- Apply the concept of production cost and revenues for effective business decision
- Analyze how to invest their capital and maximize returns
- Evaluate the capital budgeting techniques
- Develop the accounting statements and evaluate the financial performance of business entity.

SYLLABUS:

UNIT-I

Managerial Economics: Introduction – Nature, meaning, significance, functions, and advantages. Demand - Concept, Function, Law of Demand - Demand Elasticity- Types – Measurement. Demand Forecasting- Factors governing Forecasting, Methods. Managerial Economics and Financial Accounting and Management.

UNIT-II

Production and Cost Analysis: Introduction – Nature, meaning, significance, functions and advantages. Production Function – Least-cost combination – Short run and long run Production Function- Iso-quants and Iso-costs, MRTS -Cobb-Douglas Production Function – Laws of Returns - Internal and External Economies of scale. Cost & Break-Even Analysis -Cost concepts and Cost behaviour- Break-Even Analysis (BEA) -Determination of Break- Even Point (Simple Problems)- Managerial significance and limitations of Break- Even Analysis.

UNIT-III

Business Organizations and Markets: Introduction –Nature, meaning, significance, functions and advantages. Forms of Business Organizations- Sole Proprietary -Partnership-Joint Stock Companies-Public Sector Enterprises .Types of

Markets -Perfect and Imperfect Competition - Features of Perfect Competition
Monopoly- Monopolistic Competition–Oligopoly-Price-Output Determination-
Pricing Methods and Strategies

UNIT-IV

Capital Budgeting: Introduction – Nature, meaning, significance, functions and advantages. Types of Working Capital, Components, Sources of Short-term and Long-term Capital, Estimating Working capital requirements. Capital Budgeting– Features, Proposals, Methods and Evaluation. Projects– PayBack Method , Accounting Rate of Return (ARR) Net Present Value (NPV) Internal Rate Return (IRR) Method (sample problems)

UNIT-V

Financial Accounting and Analysis: Introduction – Nature, meaning, significance, functions and advantages. Concepts and Conventions-Double-Entry Book Keeping, Journal, Ledger, Trial Balance- Final Accounts (Trading Account, Profit and Loss Account and Balance Sheet with simple adjustments). Financial Analysis-Analysis and Interpretation of Liquidity Ratios, Activity Ratios, and Capital structure Ratios and Profitability.

TEXTBOOKS:

1. Varshney & Maheswari: Managerial Economics, Sultan Chand, 2013.

REFERENCE BOOKS:

1. Managerial Economics: Principles And Worldwide Applications, 9E (Adaptation) by Dominick Salvatore and Siddhartha Rastogi
2. Managerial Economics: Principles and Worldwide Applications by Dominick Salvatore

II B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	-	-	30	70	100	3
SUBCODE: B23CS38	PROBABILITY AND STATISTICS						

COURSE OBJECTIVES:

- To familiarize the students with the foundations of probability and statistical methods
- To impart probability concepts and statistical methods in various applicationsEngineering

COURSE OUTCOMES:

Upon successful completion of this course, the student should be able to

1. Classify the concepts of data science and its importance(L2)
2. Interpret the association of characteristics and through correlation and regression tools(L4)
3. Apply discrete and continuous probability distributions(L3)
4. Design the components of a classical hypothesis test(L6)
5. Infer the statistical inferential methods based on small and large sampling tests(L4)

UNIT-I

Descriptive statistics and methods for data science:

Data science – Statistics Introduction –Population vs Sample –Collection of data – primary and secondary data–Type of variable: dependent and independent Categorical and Continuous variables –Data visualization – Measures of Central tendency – Measures of Variability – Skewness – Kurtosis.

UNIT-II

Correlation and Regression:

Correlation– Correlation coefficient–Rank correlation.

Linear Regression: Straight line – Multiple Linear Regression - Regression coefficients and properties – Curvilinear Regression: Parabola – Exponential – Power curves.

UNIT-III

Probability and Distributions:

Probability– Conditional probability and Baye's theorem – Random variables – Discrete and Continuous random variables– Distribution functions –Probability mass function, Probability density function and Cumulative distribution functions–Mathematical Expectation and Variance – Binomial, Poisson, Uniform and Normal distributions.

UNIT-IV

Sampling Theory:

Introduction – Population and Samples – Sampling distribution of Means and Variance (definition only) – Point and Interval Estimations – Maximum error of estimate – Central Limit theorem (without proof) – Estimation using t , F and χ^2 distributions.

UNIT-V

Tests of Hypothesis:

Introduction – Hypothesis – Null and Alternative Hypothesis – Type I and Type II errors – Level of significance – One tail and two-tail tests – Test of significance for large samples and Small Samples: Single and difference means – Single and two proportions – Student's t -test, F -test, χ^2 -test.

TEXT BOOKS:

- **Miller and Freund's**, Probability and Statistics for Engineers, 7/e, Pearson, 2008.
- **S. C. Gupta and V.K. Kapoor**, Fundamentals of Mathematical Statistics, 11/e, Sultan Chand & Sons Publications, 2012.

REFERENCE BOOKS:

- **Shron L. Myers, Keying Ye, Ronald E Walpole**, Probability and Statistics Engineers and the Scientists, 8th Edition, Pearson 2007.
- **Jay I. Devore**, Probability and Statistics for Engineering and the Sciences, 8th Edition, Cengage.
- **Sheldon M. Ross**, Introduction to probability and statistics Engineers and the Scientists, 4th Edition, Academic Foundation, 2011.
- **Johannes Ledolter and Robert V. Hogg**, Applied statistics for Engineers and Physical Scientists, 3rd Edition, Pearson, 2010.

II B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	-	-	30	70	100	3
SUBCODE: B23CS41	OPERATING SYSTEMS						

COURSE OBJECTIVES

The main objectives of the course is to make student

- Understand the basic concepts and principles of operating systems, including process management, memory management, file systems, and Protection
- Make use of process scheduling algorithms and synchronization techniques to achieve better performance of a computer system.
- Illustrate different conditions for deadlock and their possible solutions.

COURSE OUTCOMES:

At the end of the course students will be able to

- CO1:** Make use of Different operating System Services and Implement System calls for the Services
- CO2:** Examine Different types of Algorithms for Process Scheduling and Compare the Scheduling Criteria
- CO3:** Organize Different Synchronization Tools for Concurrency and use Different Mechanisms for Deadlock free
- CO4:** Organize Different Memory Management Strategies and Operate Different Algorithms Storage structure,
- CO5:** Organize File System management and Different File System protection Mechanisms

SYLLABUS:

UNIT-I

Operating Systems Overview: Introduction, Operating system functions, Operating systems operations, Computing environments, Free and Open-Source Operating Systems System Structures: Operating System Services, User and Operating-System Interface, system calls, Types of System Calls, system programs, Operating system Design and Implementation, Operating system structure, Building and Booting an Operating System, Operating system debugging

UNIT-II

Processes: Process Concept, Process scheduling, Operations on processes, Inter-process communication. Threads and Concurrency: Multithreading models, Thread libraries, Threading issues. CPU Scheduling: Basic concepts, Scheduling criteria, Scheduling algorithms, Multiple processor scheduling.

UNIT-III

Synchronization Tools: The Critical Section Problem, Peterson's Solution, Mutex Locks, Semaphores, Monitors, Classic problems of Synchronization. Deadlocks: system Model, Deadlock characterization, Methods for handling Deadlocks, Deadlock prevention, Deadlock avoidance, Deadlock detection, Recovery from Deadlock.

UNIT-IV

Memory-Management Strategies: Introduction, Contiguous memory allocation, Paging, Structure of the Page Table, Swapping. Virtual Memory Management: Introduction, Demand paging, Copy-on-write, Page replacement, Allocation of frames, Thrashing Storage Management: Overview of Mass Storage Structure, HDD Scheduling.

UNIT-V

File System: File System Interface: File concept, Access methods, Directory Structure; File system Implementation: File-system structure, File-system Operations, Directory implementation, Allocation method, Free space management; File-System Internals :File-System Mounting, Partitions and Mounting, File Sharing.

TEXTBOOKS

1. Operating System Concepts, Silberschatz, Galvin, Gagne, 10th Edition, Wiley, 2018.
2. Modern Operating Systems, Tanenbaum, 4th Edition, Pearson, 2016

REFERENCEBOOKS

1. Operating Systems-Internals and Design Principles, Stallings, 9th edition, Pearson, 2018
2. Operating Systems: A Concept Based Approach, D.M. Dhamdhere, 3rd Edition, McGraw- Hill, 2013

Online Learning Resources

<https://nptel.ac.in/courses/106/106/106106144/>
<http://peterindia.net/OperatingSystems.html>

II B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	3	-	-	30	70	100	3
SUBCODE: B23CS42	DATABASEMANAGEMENT SYSTEMS						

COURSE OBJECTIVES:

The main objectives of the course is to

- Introduce database management systems and to give a good formal foundation on the relational model of data and usage of Relational Algebra
- Introduce the concepts of basic SQL as a universal Database language
- Demonstrate the principles behind systematic database design approaches by covering conceptual design, logical design through normalization
- Provide an overview of physical design of a database system, by discussing Database indexing techniques and storage techniques

COURSE OUTCOMES:

At the end of the course, the students will be able to:

- CO1:** Utilize various fundamentals of DBMS.
- CO2:** Apply different relational database using SQL.
- CO3:** Develop Queries in RDBMS.
- CO4:** Analyze different levels of normal forms and normalization.
- CO5:** Analyze various transaction properties and indexing techniques

SYLLABUS:

UNIT-I

Introduction: Database system, Characteristics (Database Vs File System), Database Users, Advantages of Database systems, Database applications. Brief introduction of different Data Models; Concepts of Schema, Instance and data independence; Three tier schema architecture for data independence; Database system structure, environment, Centralized and Client Server architecture for the database. Entity Relationship Model: Introduction, Representation of entities, attributes, entity set, relationship, relationship set, constraints, sub classes, super class, inheritance, specialization, generalization using ER Diagrams.

UNIT-II

Relational Model: Introduction to relational model, concepts of domain, attribute, tuple, relation, important ceofnull values, constraints (Domain, Key constraints, integrity constraints) and their importance, Relational Algebra, Relational Calculus. BASICSQL: Simple Database schema, data types, table

UNIT-III

SQL: Basic SQL querying(select and project) using where clause, arithmetic & logical operations, SQL functions(Date and Time, Numeric, String conversion).Creating tables with relationship, implementation of key and integrity constraints, nested queries, sub queries, grouping, aggregation, ordering, implementation of different types of joins, view(updatable and non-updatable), relational set operations.

UNIT-IV

Schema Refinement (Normalization):Purpose of Normalization or schema refinement, concept of functional dependency, normal forms based on functional dependency Lossless join and dependency preserving decomposition, (1NF,2NFand3NF), concept of surrogate key, Boyce- Codd Normal form (BCNF),MVD, Fourth normal form (4NF), Fifth Normal Form (5NF).

UNIT-V

Transaction Concept: Transaction State, ACID properties, Concurrent Executions, Serializability, Recoverability, Implementation of Isolation, Testing for Serializability, lock based, time stamp based, optimistic, concurrency protocols, Deadlocks, Failure Classification, Storage, Recovery and Atomicity, Recovery algorithm. Introduction to Indexing Techniques: B+ Trees, operations on B+Trees, Hash Based Indexing:

TEXT BOOKS:

- 1) DatabaseManagementSystems,3rdedition, Raghurama Krishnan, Johannes Gehrke, TMH (For Chapters 2, 3, 4)
- 2) Database System Concepts,5thedition, Silberschatz, Korth, Sudarsan, TMH (For Chapter 1 and Chapter 5)

REFERENCE BOOKS:

- 1) IntroductiontoDatabaseSystems,8thedition, CJDate, Pearson.
- 2) DatabaseManagementSystem,6thedition, RamezElmasri, Shamkant B.Navathe, Pearson
- 3) Database Principles Fundamentals of Design Implementation and Management, Corlos Coronel, Steven Morris, Peter Robb, Cengage Learning.

Web-Resources

- 1) <https://nptel.ac.in/courses/106/105/106105175/>
- 2) https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01275806667282022456_shared/overview

II B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	2	1	-	30	70	100	3
SUBCODE: B23CS43	SOFTWARE ENGINEERING						

COURSE OBJECTIVES:

The objectives of this course are to introduce

- Software life cycle models, Software requirements and SRS document.
- Project Planning, quality control and ensuring good quality software.
- Software Testing strategies, use of CASE tools, Implementation issues, validation & verification procedures.

COURSE OUTCOMES

At the end of the Course/Subject, the students will be able to:

CO1: Identify the suitable Software Life cycle models in Software Engineering

CO2: Analyze the software management and requirements specifications of the SRS Documents

CO3: Analyze various design and Development solutions for Software Project

CO4: Compare and assess Various Testing and Quality management techniques

CO5: Analyze the concepts of CASE and software maintenance concepts

SYLLABUS:

UNIT-I

Introduction: Evolution, Software development projects, Exploratory style of software developments, Emergence of software engineering, Notable changes in software development practices, Computer system engineering.

Software Life Cycle Models: Basic concepts, Waterfall model and its extensions, Rapid application development, Agile development model, Spiral model.

UNIT-II

Software Project Management: Software project management complexities, Responsibilities of a software project manager, Metrics for project size estimation, Project estimation techniques, Empirical Estimation techniques, COCOMO, Halstead's software science, risk management.

Requirements Analysis And Specification: Requirements gathering and analysis, Software Requirements Specification (SRS), Formal system specification, Axiomatic specification, Algebraic specification, Executable specification and 4GL.

UNIT-III

Software Design: Overview of the design process, How to characterize a good software design? Layered arrangement of modules, Cohesion and Coupling. Approaches to software design.

Agility: Agility and the Cost of Change, Agile Process, Extreme Programming (XP), Other Agile Process Models.

Function Oriented Software Design: Overview of SA/SD methodology, Structured analysis.

User Interface Design: Characteristics of a good user interface, Basic concepts, Types of user interfaces, Fundamentals of component-based GUI development, and user interface design methodology.

UNIT-IV

Coding And Testing: Coding, Code review, Software documentation, Testing, Black-box testing, White-Box testing, Debugging, Program analysis tools, Integration testing, Testing object-oriented programs, Some general issues associated with testing.

Software Reliability And Quality Management: Software reliability. Statistical testing, Software quality, Software quality management system, ISO 9000. SEI Capability maturity model. Few other important quality standards, and Six Sigma.

UNIT-V

Computer-Aided Software Engineering (Case): CASE and its scope, CASE environment, CASE support in the software lifecycle.

Software Maintenance: Characteristics of software maintenance, Software maintenance process models and Estimation of maintenance cost.

Software Reuse: reuse- definition, introduction, reason behind no reuse so far, Basic issues in any reuse program,

TEXTBOOKS:

1. Fundamentals of Software Engineering, RajibMall, 5thEdition, PHI.
2. Software Engineering A practitioner's Approach, RogerS. Pressman, 9th Edition, Mc-Graw Hill International Edition.

REFERENCEBOOKS:

1. Software Engineering, Ian So mmerville, 10thEdition, Pearson.
2. Software Engineering, Principles and Practices, Deepak Jain, Oxford University Press.

e-Resources:

- 1) <https://nptel.ac.in/courses/106/105/106105182/>
- 2) https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01260589506387148827_shared/overview
- 3) https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_013382690411003904735_shared/overview

II B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	-	-	3	30	70	100	1.5
SUBCODE: B23CS46	OPERATING SYSTEMS LAB						

COURSE OBJECTIVES:

- Provide in sights into system calls, file systems, semaphores,
- Develop and debug CPUS cheduling algorithms, page replacement algorithms, thread implementation
- Implement Bankers Algorithms to Avoid the Dead Lock

COURSE OUTCOMES:

At the end of the course, the students will be able to:

CO1: Ability to develop application programs using system calls in UNIX.

CO2: Able to Build shell program for process and file system management with system calls

CO3: Construct modules for deadlock detection and deadlock avoidance.

CO4: Construct modules for storage management and disk schedule

SYLLABUS:

Experiments covering the Topics:

- UNIX fundamentals, commands & system calls
- CPUS cheduling algorithms, thread processing
- IPC, semaphores, monitors ,deadlocks
- Page replacement algorithms, file allocation strategies
- Memory allocation strategies

Sample Experiments

1. Practicing of Basic UNIX Commands.
2. Write programs using the following UNIX operating system calls fork, exec, getpid, exit, wait, close, stat, open dirand readdir
3. Simulate UNIX commands likecp, ls,grep,etc.,
4. Simulate the following CPU scheduling algorithms
a) FCFS b)SJF c)Priority d) Round Robin
5. Control the number of ports opened by the operating system with
a) Semaphore b) Monitors.
6. Write a program to illustrate concurrent execution of threads using pthreads library.
7. Write a program to solve producer-consumer problem using Semaphores.

8. Implement the following memory allocation methods for fixed partition
 - a) First fit b)Worst fit c) Best fit
9. Simulate the following page replacement algorithms
 - a) FIFO b)LRU c)LFU
10. Simulate Paging Technique of memory management.
11. Implement Bankers Algorithm for Dead Lock avoidance and prevention
12. Simulate the following file allocation strategies
 - a) Sequential b)Indexed c)Linked
13. Download and install lnachos operating system and experiment with it

REFERENCEBOOKS

1. Operating System Concepts, SilberschatzA, GalvinPB, GagneG, 10th Edition, Wiley, 2018.
2. ModernOperatingSystems, TanenbaumAS, 4th Edition, Pearson, 2016
3. OperatingSystems-InternalsandDesignPrinciples, StallingsW, 9th edition, Pearson, 2018
4. OperatingSystems: A Concept Based Approach, D.MDhamdhere, 3rd Edition, McGraw- Hill, 2013

Online Learning Resources

1. <https://www.cse.iitb.ac.in/~mythili/os/>
2. <http://peterindia.net/OperatingSystems.html>
3. www.cs.washington.edu/~tom/nachos

II B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	-	-	3	30	70	100	1.5
SUBCODE: B23CS47	DATABASE MANAGEMENT SYSTEMS LAB						

COURSE OBJECTIVES:

This Course will enable students to

- Populate and query a data base using SQLDDL/DML Commands
- Declare and enforce integrity constraints on a database
- Writing Queries using advanced concepts of SQL
- Programming PL/SQL including procedures, functions, cursors and triggers

COURSE OUTCOMES:

At the end of the course, the students will be able to

- CO1:** Utilize SQL to execute queries for creating database and performing data manipulation operations
- CO2:** Examine integrity constraints to build efficient databases
- CO3:** Apply Queries using Advanced Concepts of SQL
- CO4:** Explain PL/SQL programs including stored procedures, functions, cursors and triggers
- CO5:** Construct Database connectivity- ODBC/JDBC

SYLLABUS:

Experiments covering the topics:

- DDL,DML,DCL commands
- Queries, nested queries, built-in functions,
- PL/SQL programming-control structures
- Procedures, Functions, Cursors, Triggers,
- Data base connectivity-ODBC/JDBC

Sample Experiments:

1. Creation, altering and dropping of tables and inserting rows into a table (use constraints while creating tables) examples using SELECT command.
2. Queries (along with sub Queries) using ANY, ALL, IN, EXISTS, NOTEXISTS, UNION, INTERSET, Constraints. Example:-Select the roll number and name of the student who secured fourth rank in the class.
3. Queries using Aggregate functions (COUNT, SUM, AVG, MAX and MIN), GROUP BY, HAVING and Creation and dropping of

Views.

4. Queries using Conversion functions (to char, to number and to date), string functions (Concatenation, lpad, rpad, ltrim, rtrim, lower, upper, in it cap, length, substr and instr), date functions (Sysdate, next_day, add_months, last_day, months_between, least, greatest, trunc, round, to_char, to_date)
 - i. Create a simple PL/SQL program which includes declaration section, executable section and exception –Handling section (Ex. Student marks can be selected from the table and printed for those who secured first class and an exception can be raised if no records were found)
 - ii. Insert data into student table and use COMMIT, ROLLBACK and SAVEPOINT in PL/SQL block.
5. Develop a program that includes the features NESTED IF, CASE and CASE expression. The program can be extended using the NULLIF and COALESCE functions.
6. Program development using WHILE LOOPS, numeric FOR LOOPS, nested loops using ERROR Handling, BUILT –IN Exceptions, USE defined Exceptions, RAISE- APPLICATION ERROR.
7. Programs development using creation of procedures, passing parameters IN and out of PROCEDURES.
8. Program development using creation of stored functions, invoke functions in SQL Statements and write complex functions.
9. Develop Programs Using Features Parameters In A Cursor, For Update Cursor, Where Current of Clause And Cursor Variables.
10. Develop Programs using BEFORE and AFTER Triggers, Row and Statement Triggers and INSTEAD OF Triggers
11. Create a table and perform the search operation on table using indexing and non-indexing techniques.
12. Write a Java program that connects to a database using JDBC
13. Write a Java program to connect to a database using JDBC and insert values into it
14. Write a Java program to connect to a database using JDBC and delete values from it

TEXT BOOKS / SUGGESTED READING

1. Oracle: The Complete Reference by Oracle Press
2. Nilesh Shah, "Database Systems Using Oracle", PHI, 2007
3. Rick F Vander Lans, "Introduction to SQL", Fourth Edition, Pearson Education, 2007

II B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	-	1	2	30	70	100	2
SUBCODE: B23CS48	FULL STACK DEVELOPMENT-1 (SEC)						

COURSE OBJECTIVES:

The main objectives of the course are to

- Make use of HTML elements and their attributes for designing static web pages
- Build a web page by applying appropriate CSS styles to HTML elements
- Experiment with Java Script to develop dynamic web pages and validate forms

COURSE OUTCOMES:

At the end of the course students will be able to

CO1: Develop responsive web pages using HTML and CSS

CO2: Implement client side script using Java script

CO3: Develop real world web application using varies technology

CO4: Develop server side script using PHP and node JS

SYLLABUS:

Experiments covering the Topics:

- Lists, Links and Images
- HTML Tables, Forms and Frames
- HTML5andCascadingStyleSheets,TypesofCSS
- Selector forms
- CSS with Color, Background, Font, Text and CSS Box Model
- Applying Java Script-internal and external, I/O,Type Conversion
- Java Script Conditional Statements and Loops, Pre-defined and User- defined Objects
- Java Script Functions and Events
- Node.js

Sample Experiments:

1. Lists, Links and Images

a. Write a HTML program, to explain the working of lists.

Note: It should have an ordered list, unordered list, nested lists and ordered list in an un ordered list and definition lists.

b. Write a HTML program, to explain the working of hyper links using<a>tag and h ref, target Attributes.

c. Create a HTML document that has your image and your friend's image with a specific height and width. Also when clicked on the images it should navigate to their respective profiles.

d. Write a HTML program, in such a way that, rather than placing large

images on a page, the preferred technique is to use thumb nails by setting the height and width parameters to something like to 100*100pixels. Each thumb nail image is also a link to a full sized version of the image. Create an image gallery using this technique

2. HTML Tables, Forms and Frames

- a. Write a HTML program, to explain the working of tables.(use tags: <table>,<tr>,<th>,<td>and attributes: border, row span, cols pan)
- b. Write a HTML program, to explain the working of tables by preparing a timetable. (Note: Use<caption> tag to set the caption to the table& also use cell spacing, cell padding, border, row span, colspan etc.).
- c. Write a HTML program, to explain the working of forms by designing Registrationform.(Note:Includetextfield,passwordfield,numberfield, Date of birth field, check boxes, radio buttons, list boxes using <select>&<option> tags,<text area> and two buttons ie: submit and reset. Use tables to provide a better view).
- d. Write a HTML program, to explain the working of frames, such that pageis to be divided into 3 parts on either direction. (Note: first frame□ image, second frame□ paragraph, third frame□ hyperlink. And also make sure of using “no frame” attribute such that frames to be fixed).

3. HTML5andCascadingStyleSheets,TypesofCSS

- a. Write a HTML program, that makes use of<article>,<aside>,<figure>,<figcaption>,<footer>,<header>,<main>,<nav>,<section>,<div>,tags.
- b. Write a HTML program, to embed audio and video into HTML webpage.
- c. Write a program to apply different types (or levels of styles or style specification formats) - inline, internal, external styles to HTML elements. (identify selector, property and value).

4. Selector forms

- a. Write a program to apply different types of selector forms
 - i. Simple selector(element,id,class,group,universal)
 - ii. Combinator selector(descendant, child, adjacent sibling, general sibling)
 - iii. Pseudo-class selector
 - iv. Pseudo-element selector
 - v. Attribute selector

5. CSS with Color, Background, Font, Text and CSS Box Model

- a. Write a program to demonstrate the various ways you can reference a color in CSS.
- b. Write a CSS rule that places a background image halfway down the page, tilting it horizontally. The image should remain in place when the user scrolls up or down.
- c. Write a program using the following terms related to CSS font and text:
 - i. font-size
 - ii. font-weight
 - iii. font-style
 - iv. text-decoration
 - v. text-trans formation
 - vi. text-alignment
- d. Write a program, to explain the import an ceof CSS Box model using
 - i. Content
 - ii. Border
 - iii. Margin
 - iv. padding

6. Applying JavaScript-internal and external, I/O, Type Conversion

- a. Write a program to embed internal and external Java Script in a webpage.
- b. Write a program to explain the different ways for displaying output.
- c. Write a program to explain the different ways for taking input.
- d. Create a webpage which uses prompt dialogue box to ask a voter for his name and age. Display the information in table format along with either the voter can vote or not

7. Java Script Pre-defined and User-defined Objects

- a. Write a program using document object properties and methods.
- b. Write a program using window object properties and methods.
- c. Write a program using array object properties and methods.
- d. Write a program using math object properties and methods.
- e. Write a program using string object properties and methods.
- f. Write a program using regex object properties and methods.
- g. Write a program using date object properties and methods.
- h. Write a program to explain user-defined object by using properties, methods, accessors, constructors and display.

8. Java Script Conditional Statements and Loops

- a. Write a program which asks the user to enter three integers, obtains the numbers from the user and outputs HTML text that displays the larger number followed by the words “LARGER NUMBER” in an information message dialog. If the numbers are equal, output HTML text as “EQUAL NUMBERS”.
- b. Write a program to display week days using switch case.
- c. Write a program to print 1 to 10 numbers using for, while and do-while loops.
- d. Write a program to print data in object using for-in, for-each and for-of loops
- e. Develop a program to determine whether a given number is an ‘ARMSTRONG NUMBER’ or not. [Eg: 153 is an Armstrong number, since sumofthecubeofthedigitsisequaltothenumberi.e., $1^3+5^3+3^3=153$]
- f. Write a program to display the denomination of the amount deposited in the bank in terms of 100’s, 50’s, 20’s, 10’s, 5’s, 2’s& 1’s. (Eg: If deposited amount is Rs.163, the output should be 1-100’s, 1-50’s, 1-10’s, 1-2’s& 1-1’s)

9. Java Script Functions and Events

- a. Design a appropriate function should be called to display
 - i. Factorial of that number
 - ii. Fibon acciseries up to that number
 - iii. Prime numbers up to that number
 - iv. Isitpalin drome or not
- b. Design a HTML having a text box and four buttons named Factorial, Fibonacci, Prime, and Palindrome. When a button is pressed an appropriate function should be called to display

- i. Factorial of that number
 - ii. Fibonacci series up to that number
 - iii. Prime numbers up to that number
 - iv. Is it a palindrome or not
- c. Write a program to validate the following fields in a registration page
- i. Name (start with alphabet and followed by alphanumeric and the length should not be less than 6 characters)
 - ii. Mobile (only numbers and length 10 digits)
 - iii. E-mail (should contain format like xxxxxxx@xxxxxx.xxx)

TEXTBOOKS:

1. Programming the World Wide Web, 7th Edition, Robert W. Sebesta, Pearson, 2013.
2. Web Programming with HTML5, CSS and JavaScript, John Dean,
3. Jones & Bartlett Learning, 2019 (Chapters 1-11).
4. Pro MERN Stack: Full Stack Web App Development with
5. Mongo, Express, React, and Node, Vasan Subramanian, 2nd edition, Apress, O'Reilly.

WEBLINKS:

1. <https://www.w3schools.com/html>
2. <https://www.w3schools.com/css>
3. <https://www.w3schools.com/js/>
4. <https://www.w3schools.com/nodejs>

II B.TECH II SEMESTER	L	T	P	INTERNAL MARKS	EXTERNAL MARKS	TOTAL MARKS	CREDITS
	1	-	2	30	70	100	2
SUBCODE: B23SH47	DESIGN THINKING & INNOVATION						

COURSE OBJECTIVES:

The objectives of the course are to

- Bring awareness on innovative design and new product development.
- Explain the basics of design thinking.
- Familiarize the role of reverse engineering in product development.
- Train how to identify the needs of society and convert into demand.
- Introduce product planning and product development process.

SYLLABUS:

UNIT-I

Introduction to Design Thinking

Introduction to elements and principles of Design, basics of design-dot, line, shape, form as fundamental design components. Principles of design. Introduction to design thinking, history of Design Thinking, New materials in Industry.

UNIT- II

Design Thinking Process

Design thinking process (empathize, analyze, idea & prototype), implementing the process in driving inventions, design thinking in social innovations. Tools of design thinking - person, costumer, journey map, brainstorming, product development

Activity: Every student presents their idea in three minutes, Every student can present design process in the form of flow diagram or flow chart etc. Every student should explain about product development.

UNIT-III

Innovation

Art of innovation, Difference between innovation and creativity, role of creativity and innovation in organizations. Creativity to Innovation. Teams for innovation, Measuring the impact and value of creativity.

Activity: Debate on innovation and creativity, Flow and planning from idea to innovation, Debate on value-based innovation.

UNIT-IV

Product Design

Problem formation, introduction to product design, Product strategies, Product value, Product planning, product specifications. Innovation towards product design Case studies.

Activity: Importance of modeling, how to set specifications, Explaining their own product design.

UNIT-V

Design Thinking in Business Processes

Design Thinking applied in Business & Strategic Innovation, Design Thinking principles that redefine business – Business challenges: Growth, Predictability, Change, Maintaining Relevance, Extreme competition, Standardization. Design thinking to meet corporate needs. Design thinking for Startups. Defining and testing Business Models and Business Cases. Developing & testing prototypes.

Activity: How to market our own product, about maintenance, Reliability and plan for startup.

TEXTBOOKS:

1. Tim Brown, Change by design, 1/e, Harper Bollins, 2009.
2. Idris Mootee, Design Thinking for Strategic Innovation, 1/e, Adams Media, 2014.

REFERENCE BOOKS:

1. David Lee, Design Thinking in the Classroom, Ulysses press, 2018.
2. Shrrutin N Shetty, Design the Future, 1/e, Norton Press, 2018.
3. William lidwell, Kritinaholden, &Jill butter, Universal principles of design, 2/e,Rockport Publishers,2010.
4. Chesbrough.H, The era of open innovation, 2003.

Online Learning Resources:

- <https://nptel.ac.in/courses/110/106/110106124/>
- <https://nptel.ac.in/courses/109/104/109104109/>
- https://swayam.gov.in/nd1_noc19_mg60/preview
- https://onlinecourses.nptel.ac.in/noc22_de16/preview

