JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY: KAKINADA

KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

IV Year – I SEMESTER

S.No	Course Code	Courses	L	T	P	Credits
1	CS4101	Cryptography and Network Security	3	0	0	3
2	CS4102	UML & Design Patterns	3	0	0	3
3	CS4103	Machine Learning	3	0	0	3
4	OE4101	**Open Elective -II** (Inter Disciplinary)	3	0	0	3
5	PE4101	**Professional Elective- III** 1. Mobile Computing 2. Data Science 3. NoSQL Databases 4. Internet of Things 5. Software Project Management	3	0	0	3
6	PE4102	**Professional Elective- IV** 1. Web Services 2. Cloud Computing 3. Mean Stack Technologies 4. Ad-hoc and Sensor Networks 5. Cyber Security & Forensics	3	0	0	3
7	CS4104	UML Lab #	0	0	2	1
8	PR4101	Project- I	0	0	0	2
9	MC4101	IPR & Patents	3	0	0	0
		Total	21	0	2	21
# Relevant theory to be taught in the lab						

IV Year – II SEMESTER

S.No	Course Code	Courses	L	T	P	Credits
1	HS4201	Management and Organizational Behavior	3	0	0	3
2	OE4201	**Open Elective- III** (Inter Disciplinary)	3	0	0	3
3	PE4201	**Professional Elective-V** 1. Deep Learning 2. Quantum Computing 3. DevOps 4. Blockchain Technologies 5. Big Data Analytics	3	0	0	3
4	PR4201	Project- II	0	0	0	7
		Total	9	0	0	16

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IV Year –II Semester		L	T	P	C
		3	0	0	3
	MANAGEMENT AND ORGANIZATIONAL BEHAVIOR				

Course Objectives:
- To familiarize with the process of management, principles, leadership styles and basic concepts on Organization
- To provide conceptual knowledge on functional management that is on Human resource management and Marketing management
- To provide basic insight into select contemporary management practices and Strategic Management
- To learn theories of motivation and also deals with individual behavior, their personality and perception of individuals
- To understand about organizations groups that affect the climate of an entire organizations which helps employees in stress management

Course Outcomes:
- After completion of the Course the student will acquire the knowledge on management functions, global leadership and organizational structure
- Will familiarize with the concepts of functional management that is HRM and Marketing of new product developments
- The learner is able to think in strategically through contemporary management practices
- The learner can develop positive attitude through personality development and can equip with motivational theories
- The student can attain the group performance and grievance handling in managing the organizational culture

UNIT I
Introduction: Management and organizational concepts of management and organization-Nature and Importance of Management, Functions of Management, System approach to Management - Taylor's Scientific Management Theory, Fayol's Principles of Management, Leadership Styles, Social responsibilities of Management. Designing Organizational Structures: Basic concepts related to Organization - Departmentation and Decentralization, MBO, Process and concepts.

UNIT II
Functional Management: Human Resource Management (HRM) Concepts of HRM, Basic functions of HR Manager: Manpower planning, Recruitment, Selection, Training and Development, Wage and Salary Administration Performance Appraisal, Grievance Handling and Welfare Administration, Job Evaluation and Merit Rating. Marketing Management: Concepts of Marketing, Marketing mix elements and marketing strategies.

UNIT III
Strategic Management: Strategic Management and Contemporary Strategic Issues: Mission, Goals, Objectives, Policy, Strategy, Programmes, Elements of Corporate Planning Process, Environmental Scanning, Value Chain Analysis, SWOT Analysis, Steps in Strategy Formulation and implementation, Generic Strategy alternatives. Bench Marking and Balanced Score Card as Contemporary Business Strategies.

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UNIT IV
Individual Behavior: Perception-Perceptual process- Impression management- Personality development – Socialization – Attitude- Process- Formation- Positive attitude- Change – Learning – Learning organizations- Reinforcement Motivation – Process- Motives – Theories of Motivation: Maslow's Theory of Human Needs, Douglas McGregor's Theory X and Theory Y, Herzberg's Two-Factor Theory of Motivation.

UNIT V
Group Dynamics: Types of Groups, Stages of Group Development, Group Behaviour and Group Performance Factors, Organizational conflicts: Reasons for Conflicts, Consequences of Conflicts in Organization, Types of Conflicts, Strategies for Managing Conflicts, Organizational Climate and Culture, Stress, Causes and effects, coping strategies of stress.

Text Books:
1) Subba Rao P., Organizational Behaviour, Himalaya Publishing House. Mumbai
2) L.M. Prasad, Principles and Practice of Management.

Reference Books:
1) Fred Luthans Organizational Behaviour, TMH, New Delhi.
2) Robins, Stephen P., Fundamentals of Management, Pearson, India.
3) Kotler Philip & Keller Kevin Lane: Marketing Mangement 12/e, PHI, 2007
4) Koontz & Weihrich: Essentials of Management, 6/e, TMH, 2007
5) Kanishka Bedi, Production and Operations Management, Oxford University Press, 2007.

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IV Year –II Semester		L	T	P	C
		3	0	0	3
	Open Elective –III				

Note: The student has to take any one **open elective course** offered in the other departments (or) SWAYAM/NPTEL courses offered by other than parent department. (12 week minimum).
Given below are some of the courses offered by NPTEL/SWAYAM

Electronics & Communication Engineering	Mathematics
1) Information Coding Theory 2) VLSI Design 3) Signals & Systems 4) Digital Signal Processing	1) Optimization Techniques 2) Computational Number Theory and Cryptography
Electrical and Electronics Engineering	**Civil Engineering**
1) Networking Analysis 2) Fuzzy Sets, Logic and Systems & Applications 3) Energy Management Systems and SCADA 4) Industrial Safety Engineering	1) Intelligent transportation engineering 2) Remote Sensing and GI 3) Engineering Mechanics 4) City and Metropolitan Planning 5) Sustainable Materials and Green Buildings
Mechanical Engineering	
1) Industrial Automation and Control 2) Robotics 3) CAD 4) Mechatronics And Manufacturing Automation 5) Non Conventional Energy Resources	

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IV Year –II Semester		L	T	P	C
		3	0	0	3
	DEEP LEARNING				

Course Objectives:
- Demonstrate the major technology trends driving Deep Learning
- Build, train and apply fully connected deep neural networks
- Implement efficient (vectorized) neural networks
- Analyze the key parameters and hyper parameters in a neural network's architecture

Course Outcomes:
- Demonstrate the mathematical foundation of neural network
- Describe the machine learning basics
- Differentiate architecture of deep neural network
- Build a convolutional neural network
- Build and train RNN and LSTMs

UNIT I

Linear Algebra: Scalars, Vectors, Matrices and Tensors, Matrix operations, types of matrices, Norms, Eigen decomposition, Singular Value Decomposition, Principal Components Analysis. Probability and Information Theory: Random Variables, Probability Distributions, Marginal Probability, Conditional Probability, Expectation, Variance and Covariance, Bayes' Rule, Information Theory. Numerical Computation: Overflow and Underflow, Gradient-Based Optimization, Constrained Optimization, Linear Least Squares.

UNIT II

Machine Learning: Basics and Underfitting, Hyper parameters and Validation Sets, Estimators, Bias and Variance, Maximum Likelihood, Bayesian Statistics, Supervised and Unsupervised Learning, Stochastic Gradient Descent, Challenges Motivating Deep Learning. Deep Feedforward Networks: Learning XOR, Gradient-Based Learning, Hidden Units, Architecture Design, Back-Propagation and other Differentiation Algorithms.

UNIT III

Regularization for Deep Learning: Parameter Norm Penalties, Norm Penalties as Constrained Optimization, Regularization and Under-Constrained Problems, Dataset Augmentation, Noise Robustness, Semi-Supervised Learning, Multi-Task Learning, Early Stopping, Parameter Tying and Parameter Sharing, Sparse Representations, Bagging and Other Ensemble Methods, Dropout, Adversarial Training, Tangent Distance, Tangent Prop and Manifold Tangent Classifier. Optimization for Training Deep Models: Pure Optimization, Challenges in Neural Network Optimization, Basic Algorithms, Parameter Initialization Strategies, Algorithms with Adaptive Learning Rates, Approximate Second-Order Methods, Optimization Strategies and Meta-Algorithms.

UNIT IV

Convolutional Networks: The Convolution Operation, Pooling, Convolution, Basic Convolution Functions, Structured Outputs, Data Types, Efficient Convolution Algorithms, Random or Unsupervised Features, Basis for Convolutional Networks.

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UNIT V
Sequence Modeling: Recurrent and Recursive Nets: Unfolding Computational Graphs, Recurrent Neural Networks, Bidirectional RNNs, Encoder-Decoder Sequence-to-Sequence Architectures, Deep Recurrent Networks, Recursive Neural Networks, Echo State Networks, LSTM, Gated RNNs, Optimization for Long-Term Dependencies, Auto encoders, Deep Generative Models.

Text Books:
1) Ian Goodfellow, Yoshua Bengio, Aaron Courville, "Deep Learning", MIT Press,2016.
2) Josh Patterson and Adam Gibson, "Deep learning: A practitioner's approach", O'Reilly Media, First Edition, 2017.

Reference Books:
1) Fundamentals of Deep Learning, Designing next-generation machine intelligence algorithms, Nikhil Buduma, O'Reilly, Shroff Publishers, 2019.
2) Deep learning Cook Book, Practical recipes to get started Quickly, Douwe Osinga, O'Reilly, Shroff Publishers, 2019.

e-Resources:
1) https://keras.io/datasets/
2) http://deeplearning.net/tutorial/deeplearning.pdf
3) https://arxiv.org/pdf/1404.7828v4.pdf

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IV Year –II Semester		L	T	P	C
		3	0	0	3
	QUANTUM COMPUTING				

Course Objectives:
- This course teaches the fundamentals of quantum information processing, including quantum computation, quantum cryptography, and quantum information theory.

Course Outcomes:
By the end of this course, the student is able to
- Analyze the behaviour of basic quantum algorithms
- Implement simple quantum algorithms and information channels in the quantum circuit model
- Simulate a simple quantum error-correcting code
- Prove basic facts about quantum information channels

UNIT I
Introduction: Quantum Measurements Density Matrices, Positive-Operator Valued Measure, Fragility of quantum information: Decoherence, Quantum Superposition and Entanglement, Quantum Gates and Circuits.

UNIT II
Quantum Basics and Principles: No cloning theorem & Quantum Teleportation, Bell's inequality and its implications, Quantum Algorithms & Circuits.

UNIT III
Algorithms: Deutsch and Deutsch–Jozsa algorithms, Grover's Search Algorithm, Quantum Fourier Transform, Shore's Factorization Algorithm.

UNIT IV
Performance, Security and Scalability: Quantum Error Correction: Fault tolerance; Quantum Cryptography, Implementing Quantum Computing: issues of fidelity; Scalability in quantum computing.

UNIT V
Quantum Computing Models: NMR Quantum Computing, Spintronics and QED MODEL, Linear Optical MODEL, Nonlinear Optical Approaches; Limits of all the discussed approaches, Future of Quantum computing.

Text Books:
1) Eric R. Johnston, Nic Harrigan, Mercedes and Gimeno-Segovia "Programming Quantum Computers: Essential Algorithms And Code Samples, SHROFF/ O'Reilly.
2) Dr. Christine Corbett Moran, Mastering Quantum Computing with IBM QX: Explore the world of quantum computing using the Quantum Composer and Qiskit, Kindle Edition Packt
3) V.K Sahni, Quantum Computing (with CD), TATA McGrawHill.

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Reference Books:
1) Chris Bernhardt, Quantum Computing for Everyone (The MIT Press).
2) Michael A. Nielsen and Issac L. Chuang, "Quantum Computation and Information", Cambridge (2002).
3) Riley Tipton Perry, "Quantum Computing from the Ground Up", World Scientific Publishing Ltd (2012).
4) Scott Aaronson, "Quantum Computing since Democritus", Cambridge (2013).
5) P. Kok, B. Lovett, "Introduction to Optical Quantum Information Processing", Cambridge.

e-Resources:
1) https://nptel.ac.in/courses/104104082/
2) https://swayam.gov.in/nd1_noc19_cy31/preview

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IV Year –II Semester		L	T	P	C
		3	0	0	3
	DevOps				

Course Objectives:
- DevOps improves collaboration and productivity by automating infrastructure and workflows and continuously measuring applications performance

Course Outcomes:
At the end of the course, student will be able to
- Enumerate the principles of continuous development and deployment, automation of configuration management, inter-team collaboration, and IT service agility
- Describe DevOps & DevSecOps methodologies and their key concepts
- Illustrate the types of version control systems, continuous integration tools, continuous monitoring tools, and cloud models
- Set up complete private infrastructure using version control systems and CI/CD tools

UNIT I
Phases of Software Development life cycle. Values and principles of agile software development.

UNIT II

Fundamentals of DevOps: Architecture, Deployments, Orchestration, Need, Instance of applications, DevOps delivery pipeline, DevOps eco system.

UNIT III
DevOps adoption in projects: Technology aspects, Agiling capabilities, Tool stack implementation, People aspect, processes

UNIT IV
CI/CD: Introduction to Continuous Integration, Continuous Delivery and Deployment , Benefits of CI/CD, Metrics to track CICD practices

UNIT V
Devops Maturity Model: Key factors of DevOps maturity model, stages of Devops maturity model, DevOps maturity Assessment

Text Books:
1) The DevOps Handbook: How to Create World-Class Agility, Reliability, and Security in Technology Organizations, Gene Kim , John Willis , Patrick Debois , Jez Humb,1st Edition, O'Reilly publications, 2016.
2) What is Devops? Infrastructure as code, 1st Edition, Mike Loukides ,O'Reilly publications, 2012.

Reference Books:
1) Building a DevOps Culture, 1st Edition, Mandi Walls, O'Reilly publications, 2013.
2) The DevOps 2.0 Toolkit: Automating the Continuous Deployment Pipeline With Containerized Microservices, 1st Edition, Viktor Farcic, CreateSpace Independent Publishing Platform publications, 2016
3) Continuous Delivery: Reliable Software Releases Through Build, Test, and Deployment Automation, 1st Edition, Jez Humble and David Farley, 2010.
4) Achieving DevOps: A Novel About Delivering the Best of Agile, DevOps, and

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microservices, 1st Edition, Dave Harrison, Knox Lively, Apress publications, 2019

e-Resources:
1) https://www.javatpoint.com/devops
2) https://github.com/nkatre/Free-DevOps-Books-1/blob

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IV Year –II Semester		L	T	P	C
		3	0	0	3

BLOCKCHAIN TECHNOLOGIES

Course Objectives:

By the end of the course, students will be able to
- Understand how block chain systems (mainly Bit coin and Ethereum) work and to securely interact with them,
- Design, build, and deploy smart contracts and distributed applications,
- Integrate ideas from block chain technology into their own projects.

Course Outcomes:

At the end of the course, student will be able to
- Demonstrate the foundation of the Block chain technology and understand the processes in payment and funding.
- Identify the risks involved in building Block chain applications.
- Review of legal implications using smart contracts.
- Choose the present landscape of Blockchain implementations and Understand Crypto currency markets
- Examine how to profit from trading crypto currencies.

UNIT I
Introduction, Scenarios, Challenges Articulated, Blockchain, Blockchain Characteristics, Opportunities Using Blockchain, History of Blockchain.
Evolution of Blockchain : Evolution of Computer Applications, Centralized Applications, Decentralized Applications, Stages in Blockchain Evolution, Consortia, Forks, Public Blockchain Environments, Type of Players in Blockchain Ecosystem, Players in Market.

UNIT II
Blockchain Concepts: Introduction, Changing of Blocks, Hashing, Merkle-Tree, Consensus, Mining and Finalizing Blocks, Currency aka tokens, security on blockchain, data storage on blockchain, wallets, coding on blockchain: smart contracts, peer-to-peer network, types of blockchain nodes, risk associated with blockchain solutions, life cycle of blockchain transaction.

UNIT III
Architecting Blockchain solutions: Introduction, Obstacles for Use of Blockchain, Blockchain Relevance Evaluation Framework, Blockchain Solutions Reference Architecture, Types of Blockchain Applications.
Cryptographic Tokens, Typical Solution Architecture for Enterprise Use Cases, Types of Blockchain Solutions, Architecture Considerations, Architecture with Blockchain Platforms, Approach for Designing Blockchain Applications.

UNIT IV
Ethereum Blockchain Implementation: Introduction, Tuna Fish Tracking Use Case, Ethereum Ecosystem, Ethereum Development, Ethereum Tool Stack, Ethereum Virtual Machine, Smart Contract Programming, Integrated Development Environment, Truffle Framework, Ganache, Unit Testing, Ethereum Accounts, MyEtherWallet, Ethereum Networks/Environments, Infura, Etherscan, Ethereum Clients, Decentralized Application, Metamask, Tuna Fish Use Case Implementation, OpenZeppelin Contracts

UNIT V
Hyperledger Blockchain Implementation, Introduction, Use Case – Car Ownership Tracking, Hyperledger Fabric, Hyperledger Fabric Transaction Flow, FabCar Use Case Implementation, Invoking Chaincode Functions Using Client Application.

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Advanced Concepts in Blockchain: Introduction, InterPlanetary File System (IPFS), Zero-Knowledge Proofs, Oracles, Self-Sovereign Identity, Blockchain with IoT and AI/ML Quantum Computing and Blockchain, Initial Coin Offering, Blockchain Cloud Offerings, Blockchain and its Future Potential.

Text Books:
1) Ambadas, Arshad Sarfarz Ariff, Sham "Blockchain for Enterprise Application Developers", Wiley
2) Andreas M. Antonpoulos, "Mastering Bitcoin: Programming the Open Blockchain", O'Reilly

Reference Books:
1) Blockchain: A Practical Guide to Developing Business, Law, and Technology Solutions, Joseph Bambara, Paul R. Allen, Mc Graw Hill.
2) Blockchain: Blueprint for a New Economy, Melanie Swan, O'Reilly

e-Resources:
1) https://github.com/blockchainedindia/resources

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IV Year –II Semester		L	T	P	C
		3	0	0	3
	BIG DATA ANALYTICS				

Course Objectives:
- To optimize business decisions and create competitive advantage with Big Data analytics
- To learn to analyze the big data using intelligent techniques
- To introduce programming tools PIG & HIVE in Hadoop echo system

Course Outcomes:
At the end of the course, the students will be able to
- Illustrate big data challenges in different domains including social media, transportation, finance and medicine
- Use various techniques for mining data stream
- Design and develop Hadoop
- Identify the characteristics of datasets and compare the trivial data and big data for various applications
- Explore the various search methods and visualization techniques

UNIT I
Introduction: Introduction to big data: Introduction to Big Data Platform, Challenges of Conventional Systems, Intelligent data analysis, Nature of Data, Analytic Processes and Tools, Analysis vs Reporting.

UNIT II
Stream Processing: Mining data streams: Introduction to Streams Concepts, Stream Data Model and Architecture, Stream Computing, Sampling Data in a Stream, Filtering Streams, Counting Distinct Elements in a Stream, Estimating Moments, Counting Oneness in a Window, Decaying Window, Real time Analytics Platform (RTAP) Applications, Case Studies - Real Time Sentiment Analysis - Stock Market Predictions.

UNIT III
Introduction to Hadoop: Hadoop: History of Hadoop, the Hadoop Distributed File System, Components of Hadoop Analysing the Data with Hadoop, Scaling Out, Hadoop Streaming, Design of HDFS, Java interfaces to HDFS Basics, Developing a Map Reduce Application, How Map Reduce Works, Anatomy of a Map Reduce Job run, Failures, Job Scheduling, Shuffle and Sort, Task execution, Map Reduce Types and Formats, Map Reduce Features Hadoop environment.

UNIT IV
Frameworks and Applications: Frameworks: Applications on Big Data Using Pig and Hive, Data processing operators in Pig, Hive services, HiveQL, Querying Data in Hive, fundamentals of HBase and ZooKeeper.

UNIT V
Predictive Analytics and Visualizations: Predictive Analytics, Simple linear regression, Multiple linear regression, Interpretation of regression coefficients, Visualizations, Visual data analysis techniques, interaction techniques, Systems and application

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Text Books:

1) Tom White, "Hadoop: The Definitive Guide", Third Edition, O'reilly Media, Fourth Edition, 2015.
2) Chris Eaton, Dirk DeRoos, Tom Deutsch, George Lapis, Paul Zikopoulos, "Understanding Big Data: Analytics for Enterprise Class Hadoop and Streaming Data", McGrawHill Publishing, 2012.
3) Anand Rajaraman and Jeffrey David Ullman, "Mining of Massive Datasets", CUP, 2012

Reference Books:

1) Bill Franks, "Taming the Big Data Tidal Wave: Finding Opportunities in Huge Data Streams with Advanced Analytics", John Wiley& sons, 2012.
2) Paul Zikopoulos, DirkdeRoos, Krishnan Parasuraman, Thomas Deutsch, James Giles, David Corrigan, "Harness the Power of Big Data:The IBM Big Data Platform", Tata McGraw Hill Publications, 2012.
3) Arshdeep Bahga and Vijay Madisetti, "Big Data Science & Analytics: A Hands On Approach ", VPT, 2016.
4) Bart Baesens, "Analytics in a Big Data World: The Essential Guide to Data Science and its Applications (WILEY Big Data Series)", John Wiley & Sons, 2014.

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Open Electives to be offered by CSE for Other Branches:

Open Elective I: For syllabus Refer to

Data Structures	**CS2103**
Java Programming	**CS2201**
Database Management Systems	**CS2203**
C++ Programming	**CS2104**
Operating Systems	**CS2202**
Internet of Things	**PE4101**

Open Elective II:

Problem Solving using Python	**ES1201**
Web Technologies	**CS3201**
Machine Learning	**CS4103**
Distributed Computing	**CS3202**
AI Tools & Techniques	**CS3104**
Data Science	**PE4101**

Open Elective III:

Big Data	**PE4201**
Image Processing	
Mobile Application Development	
Cyber Security	
Deep Learning	**PE4201**
Blockchain Technologies	**PE4201**

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Open Elective III (Offered by CSE to other departments)
IMAGE PROCESSING

Course Objectives:

- To become familiar with digital image fundamentals
- To get exposed to simple image enhancement techniques in Spatial and Frequency domain
- To learn concepts of degradation function and restoration techniques
- To study the image segmentation and representation techniques
- To become familiar with image compression and recognition methods

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

- Know and understand the basics and fundamentals of digital image processing, such as digitization, sampling, quantization, and 2D-transforms
- Operate on images using the techniques of smoothing, sharpening and enhancement.
- Use the restoration concepts and filtering techniques
- Illustrate the basics of segmentation

UNIT I
Digital Image Fundamentals: Steps in Digital Image Processing – Components – Elements of Visual Perception – Image Sensing and Acquisition – Image Sampling and Quantization – Relationships between pixels - Color image fundamentals - RGB, HSI models, Two-dimensional mathematical preliminaries, 2D transforms - DFT, DCT.

UNIT II
Image Enhancement: Spatial Domain: Gray level transformations – Histogram processing – Basics of Spatial Filtering– Smoothing and Sharpening Spatial Filtering, Frequency Domain: Introduction to Fourier Transform– Smoothing and Sharpening frequency domain filters – Ideal, Butterworth and Gaussian filters, Homomorphic filtering, Color image enhancement.

UNIT III
Image Restoration: Image Restoration - degradation model, Properties, Noise models – Mean Filters – Order Statistics – Adaptive filters – Band reject Filters – Band pass Filters – Notch Filters – Optimum Notch Filtering – Inverse Filtering – Wiener filtering.

UNIT IV
Image Segmentation: Edge detection, Edge linking via Hough transform – Thresholding - Region based segmentation – Region growing – Region splitting and merging – Morphological processing- erosion and dilation, Segmentation by morphological watersheds – basic concepts – Dam construction – Watershed segmentation algorithm.

UNIT V
Image Compression and Recognition: Need for data compression, Huffman, Run Length Encoding, Shift codes, Arithmetic coding, JPEG standard, MPEG. Boundary representation, Boundary description, Fourier Descriptor, Regional Descriptors – Topological feature, Texture - Patterns and Pattern classes - Recognition based on matching.

Text Books:

1) Rafael C. Gonzalez, Richard E. Woods, Digital Image Processing, Pearson, Third Edition, 2010.

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2) Anil K. Jain, Fundamentals of Digital Image Processing, Pearson, 2002.

Reference Books:
1) Kenneth R. Castleman, Digital Image Processing, Pearson, 2006.
2) D,E. Dudgeon and RM. Mersereau, Multidimensional Digital Signal Processing, Prentice Hall Professional Technical Reference, 1990.
3) William K. Pratt, Digital Image Processing, John Wiley, New York, 2002.

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Open Elective III (Offered by CSE to other departments)
MOBILE APPLICATION DEVELOPMENT

Course Objectives:
- To demonstrate the introduction and characteristics of mobile applications
- Application models of mobile application frameworks. Managing application data and User-interface design for mobile applications
- Integrating networking, the OS and hardware into mobile-applications
- Addressing enterprise requirements in mobile applications – performance, scalability, modifiability, availability and security
- Testing methodologies for mobile applications– Publishing, deployment, maintenance and management. To demonstrate their skills of using Android software development tools
- To demonstrate their ability to deploy software to mobile devices

Course Outcomes:
Upon completion of the course students should be able to:
- Install and configure Android application development tools.
- Design and develop user Interfaces for the Android platform.
- Use state information across important operating system events.
- Apply Java programming concepts to Android application development.

UNIT I
Introduction to mobile devices: Introduction to Mobile Computing, Introduction to Android Development Environment, Mobile devices vs. desktop devices, ARM and Intel architectures, Screen resolution, Touch interfaces, Application deployment, App Store, Google Play, Windows Store.
Development environments: XCode, Eclipse, VS2012, PhoneGAP, etc.; Native vs. web applications.
Factors in Developing Mobile Applications: Mobile Software Engineering, Frameworks and Tools, Generic UI Development, Android User.

UNIT II
Android User Interface: Measurements – Device and pixel density independent measuring units
User Interface (UI) Components – Editable and non editable Text Views, Buttons, Radio and Toggle Buttons, Checkboxes, Spinners, Dialog and pickers Fragments – Creating fragments, Lifecycle of fragments, Fragment states, Adding fragments to Activity, adding, removing and replacing fragments with fragment transactions, interfacing between fragments and Activities, Multi-screen Activities.

UNIT III
Back Ground Running Process, Networking And Telephony Services: Services: Introduction to services – local service, remote service and binding the service, the communication between service and activity, Intent Service.
MultiThreading: Handlers, AsyncTask.
Android network programming: Http Url Connection, Connecting to REST-based and SOAP based Web services.
Broad cast receivers: Local Broadcast Manager, Dynamic broadcast receiver, System Broadcast. Pending Intent, Notifications.

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UNIT IV

Android: Introduction – Establishing the development environment – Android architecture – Activities and views – Interacting with UI – Persisting data using SQLite – Packaging and deployment – Interaction with server side applications – Using Google Maps, GPS and Wifi – Integration with social media applications.

UNIT V

Advanced Topics: Power Management: Wake locks and assertions, Low-level OS support, Writing power-smart applications.
Augmented Reality via GPS and other sensors: GPS, Accelerometer, Camera.
Mobile device security in depth: Mobile malware, Device protections, iOS "Jailbreaking", Android "rooting" and Windows' "defenestration"; Security and Hacking: Active Transactions, More on Security, Hacking Android.

Text Books:

1) Bill Phillips, Chris Stewart, Brian Hardy, and Kristin Marsicano, Android Programming: The Big Nerd
2) Ranch Guide, Big Nerd Ranch LLC, 2nd edition, 2015.
3) Valentino Lee, Heather Schneider, and Robbie Schell, Mobile Applications: Architecture, Design and Development, Prentice Hall, 2004.
4) Professional Android 4 Application Development, Reto Meier, Wiley India, (Wrox) , 2012
5) Android Application Development for Java Programmers, James C Sheusi, Cengage Learning, 2013
6) Dawn Griffiths, David Griffiths,*"Head First: Android Development" ,OReilly2015,ISBN*: 9781449362188
7) http://developer.android.com/develop/index.html
8) Jeff McWherter and Scott Gowell, "Professional Mobile Application Development", Wrox, 2012

Reference Books:

1) Beginning Android 4 Application Development, Wei-Meng Lee, Wiley India (Wrox), 2013
2) Tomasz Nurkiewicz and Ben Christensen, Reactive Programming with RxJava, O'Reilly Media, 2016.
3) Brian Fling, Mobile Design and Development, O'Reilly Media, Inc., 2009.
4) Maximiliano Firtman, Programming the Mobile Web, O'Reilly Media, Inc., 2nd ed., 2013.
5) Cristian Crumlish and Erin Malone, Designing Social Interfaces, 2nd ed., O'Reilly Media, Inc., 2014.
6) Suzanne Ginsburg, Designing the iPhone User Experience: A User-Centered Approach to Sketching and Prototyping iPhone Apps, Addison-Wesley Professional, 2010.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY: KAKINADA
KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Open Elective III (Offered by CSE to other departments)
CYBER SECURITY

Course Objectives:
- In this course, the student will learn about the essential building blocks and basic concepts around cyber security such as Confidentiality, Integrity, Availability, Authentication, Authorization, Vulnerability, Threat & Risk and so on.

Course Outcomes:
At the end of the course, the students will be able to:
- Illustrate the broad set of technical, social & political aspects of Cyber Security and security management methods to maintain security protection
- Appreciate the vulnerabilities and threats posed by criminals, terrorist and nation states to national infrastructure
- Illustrate the nature of secure software development and operating systems
- Demonstrate the role security management plays in cyber security defense and legal and social issues at play in developing solutions.

UNIT I
Introduction: Introduction to Computer Security, Threats, Harm, Vulnerabilities, Controls, Authentication, Access Control, and Cryptography, Authentication, Access Control, Cryptography.
Programs and Programming: Unintentional (Non-malicious) Programming Oversights, Malicious Code—Malware, Countermeasures.

UNIT II
Web Security: User Side, Browser Attacks, Web Attacks Targeting Users, Obtaining User or Website Data, Email Attacks.
Operating Systems Security: Security in Operating Systems, Security in the Design of Operating Systems, Rootkit.

UNIT III
Network Security: Network Concepts, Threats to Network Communications, Wireless Network Security, Denial of Service, Distributed Denial-of-Service Strategic Defenses: Security Countermeasures, Cryptography in Network Security, Firewalls, Intrusion Detection and Prevention Systems, Network Management .
Cloud Computing and Security: Cloud Computing Concepts, Moving to the Cloud, Cloud Security Tools and Techniques, Cloud Identity Management, Securing IaaS.

UNIT IV
Privacy: Privacy Concepts, Privacy Principles and Policies, Authentication and Privacy, Data Mining, Privacy on the Web, Email Security, Privacy Impacts of Emerging Technologies, Where the Field Is Headed.
Management and Incidents: Security Planning, Business Continuity Planning, Handling Incidents, Risk Analysis, Dealing with Disaster.

UNIT V
Legal Issues and Ethics: Protecting Programs and Data, Information and the Law, Rights of Employees and Employers, Redress for Software Failures, Computer Crime, Ethical Issues in Computer Security, Incident Analysis with Ethics Emerging Topics: The Internet of Things, Economics, Computerized Elections, Cyber Warfare.

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DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING

Text Books:
1) Pfleeger, C.P., Security in Computing, Prentice Hall, 2010, 5th edition.
2) Schneier, Bruce. Applied Cryptography, Second Edition, John Wiley & Sons, 1996

Reference Books:
1) Rhodes-Ousley, Mark. Information Security: The Complete Reference, Second Edition, Information Security Management: Concepts and Practice, McGraw-Hill, 2013.
2) Whitman, Michael E. and Herbert J. Mattord. Roadmap to Information Security for IT and Infosec Managers. Boston, MA: Course Technology, 2011.