



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

DEPARTMENT OF INFORMATION TECHNOLOGY

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. Blockchain Technologies 4. Software Project Management 5. Network Programming	3	0	0	3
4	PR4201	Project- II	0	0	0	7
Total			9	0	0	16

Open Electives to be offered by IT for Other Branches:

<p>Open Elective I:</p> <ol style="list-style-type: none"> 1. Data Structures 2. Java Programming 3. Data Base Management Systems 4. C++ Programming 5. Operating Systems 6. Internet of Things 	<p>Open Elective II:</p> <ol style="list-style-type: none"> 1. Problem Solving using Python 2. Web Technologies 3. Machine Learning 4. Distributed Computing 5. AI Tools & Techniques 6. Data Science
<p>Open Elective III:</p> <ol style="list-style-type: none"> 1. Big Data 2. Image Processing 3. Mobile Application Development 4. Cyber Security 5. Deep Learning 6. Block Chain Technologies 	



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		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.



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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.

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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		3	0	0	3
Open Elective –III Code: OE4201					

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

<p>Electronics & Communication Engineering</p> <ol style="list-style-type: none"> 1) Information Coding Theory 2) VLSI Design 3) Signals & Systems 4) Digital Signal Processing 	<p>Mathematics</p> <ol style="list-style-type: none"> 1) Optimization Techniques 2) Computational Number Theory and Cryptography
<p>Electrical and Electronics Engineering</p> <ol style="list-style-type: none"> 1) Networking Analysis 2) Fuzzy Sets, Logic and Systems & Applications 3) Energy Management Systems and SCADA 4) Industrial Safety Engineering 	<p>Civil Engineering</p> <ol style="list-style-type: none"> 1) Intelligent transportation engineering 2) Remote Sensing and GI 3) Engineering Mechanics 4) City and Metropolitan Planning 5) Sustainable Materials and Green Buildings
<p>Mechanical Engineering</p> <ol style="list-style-type: none"> 1) Industrial Automation and Control 2) Robotics 3) CAD 4) Mechatronics And Manufacturing Automation 5) Non Conventional Energy Resources 	



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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
- Compare the different architectures 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



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Features, Basis for Convolutional Networks.

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>
- 4) <https://github.com/lisa-lab/DeepLearningTutorials>



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		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.

Textbooks:

- 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.

References:

- 1) Chris Bernhardt, Quantum Computing for Everyone (The MIT Press)
- 2) Michael A. Nielsen and Issac L. Chuang, "Quantum Computation and Information", Cambridge (2002).



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- 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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		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



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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.

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. Antonopoulos, “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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SOFTWARE PROJECT MANAGEMENT					

Course Objectives:

At the end of the course, the student shall be able to:

- To describe and determine the purpose and importance of project management from the perspectives of planning, tracking and completion of project
- To compare and differentiate organization structures and project structures
- To implement a project to manage project schedule, expenses and resources with the application of suitable project management tools

Course outcomes:

Upon the completion of the course students will be able to:-

- Apply the process to be followed in the software development life-cycle models
- Apply the concepts of project management & planning
- Implement the project plans through managing people, communications and change
- Conduct activities necessary to successfully complete and close the Software projects
- Implement communication, modeling, and construction & deployment practices in software development

UNIT I

Conventional Software Management: The waterfall model, conventional software Management performance.

Evolution of Software Economics: Software Economics, pragmatic software cost estimation.

Improving Software Economics: Reducing Software product size, improving software processes, improving team effectiveness, improving automation, Achieving required quality, peer inspections.

UNIT II

The Old Way and The New: The principles of conventional software Engineering, principles of modern software management, transitioning to an iterative process.

Life Cycle Phases: Engineering and production stages, inception, Elaboration, construction, transition phases.

Artifacts of The Process: The artifact sets, Management artifacts, Engineering artifacts, programmatic artifacts.

UNIT III

Model Based Software Architectures: A Management perspective and technical perspective.

Work Flows of the Process: Software process workflows, Iteration workflows.

Checkpoints of the Process: Major mile stones, Minor Milestones, Periodic status assessments.



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UNIT IV

Iterative Process Planning: Work breakdown structures, planning guidelines, cost and schedule estimating, Iteration planning process, Pragmatic planning.

Project Organizations and Responsibilities: Line-of-Business Organizations, Project Organizations, evolution of Organizations.

UNIT V

Process Automation: Automation Building blocks, The Project Environment.

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

Project Estimation and Management: COCOMO model, Critical Path Analysis, PERT technique, Monte Carlo approach (Text book 2)

Text Books:

- 1) Software Project Management, Walker Royce, Pearson Education, 2005.
- 2) Software Project Management, Bob Hughes, 4th edition, Mike Cotterell, TMH.

Reference Books:

- 1) Software Project Management, Joel Henry, Pearson Education
- 2) Software Project Management in practice, Pankaj Jalote, Pearson Education, 2005
- 3) Effective Software Project Management, Robert K. Wysocki, Wiley, 2006



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NETWORK PROGRAMMING					

Course Objectives:

- To understand to Linux utilities
- To understand file handling, signals
- To understand IPC, network programming in Java
- To understand processes to communicate with each other across a Computer Network

Course Outcomes:

The student is able to

- Demonstrate functional layering of network software architectures
- Write your own socket-based network application programs
- Apply software tools for network troubleshooting

UNIT I

Linux Utilities-File handling utilities, Security by file permissions, Process utilities, Disk utilities, Networking utilities, Filters, Text processing utilities and Backup utilities. Bourne again shell(bash) – Introduction, pipes and redirection, here documents, running a shell script, the shell as a programming language, shell meta characters, file name substitution, shell variables, command substitution, shell commands, the environment, quoting, test command, control structures, arithmetic in shell, shell script examples.

Review of C programming concepts-arrays, strings (library functions), pointers, function pointers, structures, unions, libraries in C.

UNIT II

Files-File Concept, File types File System Structure, Inodes, File Attributes, file I/O in C using system calls, kernel support for files, file status information-stat family, file and record locking-lockf and fcntl functions, file permissions- chmod fchmod, \ file ownership-chown, lchown , fchown, links-soft links and hard links – symlink, link, unlink. File and Directory management – Directory contents, Scanning Directories- Directory file APIs. Process- Process concept, Kernel support for process, process attributes, process control – process creation, replacing a process image, waiting for a process, process termination, zombie process, orphan process.

UNIT III

Signals- Introduction to signals, Signal generation and handling, Kernel support for signals, Signal function, unreliable signals, reliable signals, kill, raise , alarm, pause, abort, sleep functions. Interprocess Communication – Introduction to IPC mechanisms, Pipes- creation, IPC between related processes using unnamed pipes, FIFOs-creation, IPC between unrelated processes using FIFOs(Named pipes), differences between unnamed and named pipes, popen and pclose library functions, Introduction to message queues, semaphores and shared memory. Message Queues- Kernel support for messages, UNIX system V APIs for messages, client/server example. Semaphores-Kernel support for semaphores, UNIX system V APIs for semaphores.



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UNIT IV

Shared Memory- Kernel support for shared memory, UNIX system V APIs for shared memory, client/server example.
Network IPC – Introduction to Unix Sockets, IPC over a network, Client-Server model ,Address formats(Unix domain and Internet domain), Socket system calls for Connection Oriented – Communication, Socket system calls for Connectionless-Communication, Example-Client/Server Programs- Single Server-Client connection, Multiple simultaneous clients, Socket options – setsockopt, getsockopt, fcntl.

UNIT V

Network Programming in Java-Network basics, TCP sockets, UDP sockets (datagram sockets), Server programs that can handle one connection at a time and multiple connections (using multithreaded server), Remote Method Invocation (Java RMI)-Basic RMI Process, Implementation details-Client-Server Application.

Text Books:

- 1) Unix System Programming using C++, T.Chan, PHI.(Units II,III,IV)
- 2) Unix Concepts and Applications, 4th Edition, Sumitabha Das, TMH.(Unit I)
- 3) An Introduction to Network Programming with Java, Jan Graba, Springer, rp 2010.(Unit V)
- 4) Unix Network Programming ,W.R. Stevens, PHI.(Units II,III,IV)
- 5) Java Network Programming,3rd edition, E.R. Harold, SPD, O'Reilly.(Unit V)

Reference Books:

- 1) Linux System Programming, Robert Love, O'Reilly, SPD.
- 2) Advanced Programming in the UNIX environment, 2nd Edition, W.R.Stevens, Pearson Education.
- 3) UNIX for programmers and users, 3rd Edition, Graham Glass, King Ables, Pearson Education.
- 4) Beginning Linux Programming, 4th Edition, N.Matthew, R.Stones, Wrox, Wiley India Edition.
- 5) Unix Network Programming The Sockets Networking API, Vol.-I,W.R.Stevens, Bill Fenner, A.M.Rudoff, Pearson Education.
- 6) Unix Internals, U.Vahalia, Pearson Education.



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Project -II					



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Open Electives to be offered by IT for Other Branches:

Open Elective I:

For syllabus Refer to

Data Structures	IT2103
Java Programming	IT2201
Data Base Management Systems	IT2203
C++ Programming	IT2105
Operating Systems	IT2202
Internet of Things	PE4102

Open Elective II:

Problem Solving using Python	ES2101
Web Technologies	IT3202
Machine Learning	IT4102
Distributed Computing	PE4102
AI Tools & Techniques	IT3104
Data Science	PE4102

Open Elective III:

Big Data	PE4101
Image Processing	
Mobile Application Development	
Cyber Security	
Deep Learning	PE4201
Blockchain Technologies	PE4201



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IMAGE PROCESSING Open Elective III					

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, features extraction, compression and recognition methods for color models

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



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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.
- 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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MOBILE APPLICATION DEVELOPMENT Open Elective III					

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
- Save 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



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services.

Broad cast receivers: Local Broadcast Manager, Dynamic broadcast receiver, System Broadcast. Pending Intent, Notifications.

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 INFORMATION TECHNOLOGY

IV Year – II Semester		L	T	P	C
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CYBER SECURITY Open Elective III					

Course Objectives:

In this course, the student will learn about

- The essential building blocks and basic concepts around cyber security
- Types of malware
- Types of Threats & Risks

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.



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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.

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.