B. Tech. – III Year I Semester

S.No.	Category	Title	L	T	P	Credits
1	Professional Core	Artificial Intelligence	3	0	0	3
2	Professional Core	Computer Networks	3	0	0	3
3	Professional Core	Computer Organization and Architecture	3	0	0	3
4	Professional Elective-I	1. Automata Theory & Compiler Design 2. Object Oriented Analysis and Design 3. Soft computing 4. Internet of Things 5. Exploratory Data Analysis with Python	3	0	0	3
5	Open Elective- I	OR Entrepreneurship Development & Venture Creation	3	0	0	3
6	Professional Core	Artificial Intelligence Lab	0	0	3	1.5
7	Professional Core	Computer Networks Lab	0	0	3	1.5
8	Skill Enhancement course	Full Stack development-2	0	1	2	2
9	ES	Tinkering Lab *(User Interface Design using Flutter)*	0	0	2	1
10	Evaluation of Community Service Project Internship		-	-	-	2
	Total		**15**	**01**	**10**	**23**
MC	Student may select from the Same Minor Pool		3	0	3	4.5
MC	Minor Course through SWAYAM / NPTEL (Minimum 12 Week, 3 credit course)		3	0	0	3
HC	Student may select from the Same Honors Pool		3	0	0	3
HC	Student may select from the Same Honors Pool		3	0	0	3

B. Tech.– III Year II Semester

S.No.	Category	Title	L	T	P	Credits
1	Professional Core	Big Data Analytics	3	0	0	3
2	Professional Core	Machine Learning	3	0	0	3
3	Professional Core	Data Visualization	3	0	0	3
4	Professional Elective-II	1. Software Testing Methodology 2. Cryptography & Network Security 3. Recommender Systems 4. NoSQL databases 5. Computer Vision	3	0	0	3
5	Professional Elective-III	1. Software Project Management 2. Cloud Computing 3. Quantum Computing 4. Social Network Analysis 5. 12-Week SWAYAM /NPTEL Course recommended by the BoS	3	0	0	3
6	Open Elective – II		3	0	0	3
7	Professional Core	Data Visualization and Machine Learning Lab	0	0	3	1.5
8	Professional Core	Big Data Analytics Lab	0	0	3	1.5
9	Skill Enhancement course	Soft skills	0	1	2	2
10	Audit Course	Technical Paper Writing & IPR	2	0	0	-
	Total		**20**	**01**	**08**	**23**
*Mandatory Industry Internship/ Mini Project of 08 weeks duration during summer vacation						
MC	Student may select from the same minor's pool		3	0	3	4.5
MC	Minor Course (Student may select from the same specialized minors pool)		3	0	0	3
HC	Student may select from the same honors pool		3	0	0	3
HC	Honors Course (Student may select from the honors pool)		3	0	0	3

* Under Industry Internship interested students can pursue SWAYAM Plus courses viz., Hands-on Masterclass on Data Analytics OR Artificial Intelligence for Real-World Application

Note: Student need to do at least ONE MOOC Course (of 3 credits out of 160 credits) to meet the mandatory requirement (11th criteria, as per R23 Regulations)

Open Electives, offered to other department students:

    Open Elective I: Operating Systems / Computer Organization and Architecture

    Open Elective II: Database Management Systems

    Open Elective III: Object Oriented Programming Through Java

    Open Elective IV: Computer Networks / Software Engineering / IOT Based Smart Systems

III B. Tech I Semester	ARTIFICIAL INTELLIGENCE	L	T	P	C
		3	0	0	3

Course Objectives:

- Gain a historical perspective of Artificial Intelligence (AI) and its foundations.
- Become familiar with basic principles of AI toward problem solving, inference, perception, knowledge representation, and learning.
- Investigate applications of AI techniques in intelligent agents, expert systems, artificial neural networks and other machine learning models.
- Experience AI development tools such as an 'AI language', expert system shell, and/or data mining tool. Experiment with a machine learning model for simulation and analysis.
- Explore the current scope, potential, limitations, and implications of intelligent systems.

Course Outcomes (COs): At the end of the course, student will be able to

- Demonstrate knowledge of the building blocks of AI as presented in terms of intelligent agents.
- Analyze and formalize the problem as a state space, graph, design heuristics and select amongst different search or game-based techniques to solve them.
- Develop intelligent algorithms for constraint satisfaction problems and also design intelligent systems for Game Playing.
- Attain the capability to represent various real life problem domains using logic based techniques and use this to perform inference or planning.
- Solve problems with uncertain information using Bayesian approaches.

UNIT-I: Introduction to artificial intelligence: Introduction, history, intelligent systems, foundations of AI, applications, tic-tac-tie game playing, development of AI languages, current trends in AI, Problem solving: state-space search and control strategies: Introduction, general problem solving, characteristics of problem, exhaustive searches, heuristic search techniques, iterative-deepening A*, constraint satisfaction

UNIT-II: Problem reduction and game playing: Introduction, problem reduction, game playing, alpha-beta pruning, two-player perfect information games, Logic concepts: Introduction, propositional calculus, proportional logic, natural deduction system, axiomatic system, semantic tableau system in proportional logic, resolution refutation in proportional logic, predicate logic

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

conceptual dependency theory, script structure, cycle theory, case grammars, semantic web.

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

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

Text Books:

1. Artificial intelligence, A modern Approach, 2nded, Stuart Russel, Peter Norvig, Prentice Hall
2. Artificial Intelligence, Saroj Kaushik, 1st Edition, CENGAGE Learning, 2011.

Reference Books:

1. Artificial intelligence, structures and Strategies for Complex problem solving, 5th Edition, George F Lugar, PEA
2. Introduction to Artificial Intelligence, Ertel, Wolf Gang, Springer, 2017
3. Artificial Intelligence, A new Synthesis, 1st Edition, Nils J Nilsson, Elsevier, 1998
4. Artificial Intelligence- 3rd Edition, Rich, Kevin Knight, Shiv Shankar B Nair, TMH
5. Introduction To Artificial Intelligence And Expert Systems, 1st Edition, Patterson, Pearson India, 2015

III B. Tech I Semester	**COMPUTER NETWORKS**	L	T	P	C
		3	0	0	3

Course Objectives: The course is designed to

- To understand the different types of networks
- To develop an understanding, the principles of computer networks.
- To familiarize with Reference model OSI and TCP/IP
- To understand various layers of Reference models functions
- To explore network protocols

Course Outcomes(CO): After completion of the course students will be able to

- Understand the reference models and network protocols
- Describe data transmission media and data link layer.
- Understand the network layer design issues and Network layer Protocols.
- Evaluate transport layer services and its protocols.
- Understand application layer protocols and their uses

UNIT I: Introduction: Types of Computer Networks, Reference Models- The OSI Reference Model, The TCP/IP Reference Model, A Critique of the OSI Model and Protocols, A Critique of the TCP/IP Reference Model. History of Internet.

UNITII: The Data Link Layer: Transmission Media, Guided and Un-guided media,
Data Link Layer Design Issues, Services Provided To the Network Layer, Error detecting and Error Correcting codes, Elementary Data Link Protocols, Sliding Window Protocols, HDLC, PPP. Multiple Access Protocols Wired Lans: Ethernet, Fast Ethernet, Gigabit Ethernet

UNITIII: The Network Layer Network Layer Design Issues, Routing Algorithms, Congestion, Congestion control algorithms. The Network Layer in the Internet, The IP Version 4 Protocol, IP Addresses- Classful, CIDR, NAT, IP Version 6 Protocol, Transition from IPV4 to IPV6

UNITIV: The Transport Layer: The Transport Layer Services, Transport Layer Protocols: UDP, TCP and SCTP

UNITV: The Application Layer: The World Wide Web, HTTP, Domain Name Space, Remote Loging, Electronic Mail and File Transfer

Textbooks:

1. "Computer Networks", Andrew S Tanenbaum, David J Wetherall, 5th Edition, Pearson
2. "Data Communications and Networking", Behrouz A Forouzan, 4th Edition, Tata McGraw Hill Education

Reference Books:

1. "Data and Computer Communication", William Stallings, Pearson
2. "TCP/IP Protocol Suite", Behrouz Forouzan, McGraw Hill.

III B. Tech I Semester	COMPUTER ORGANIZATION AND ARCHITECTURE	L	T	P	C
		3	0	0	3

Course Objectives:
The purpose of the course is
- to introduce principles of computer organization and the basic architectural concepts.
- to provide an in depth understanding of basic organization, design, programming of a simple digital computer, computer arithmetic, instruction set design, micro programmed control unit, pipelining and vector processing, memory organization and I/O systems.

UNIT I: Digital Computers and Data Representation: Introduction, Numbering Systems, Decimal to Binary Conversion, Binary Coded Decimal Numbers, Weighted Codes, Self-Complementing Codes, Cyclic Codes, Error Detecting Codes, Error Correcting Codes, Hamming Code for Error Correction, Alphanumeric Codes, ASCI Code
Data Representation: Data types, Complements, Fixed Point Representation, Floating Point Representation.
Boolean Algebra and Logical gates: Boolean Algebra : Theorems and properties, Boolean functions, canonical and standard forms , minimization of Boolean functions using algebraic identities; Karnaugh map representation and minimization using two and three variable Maps ;Logical gates ,universal gates and Two- level realizations using gates : AND-OR, OR-AND, NAND-NAND and NOR-NOR structures

UNIT II: Digital logic circuits: Combinatorial Circuits: Introduction, Combinatorial Circuit Design Procedure, Implementation using universal gates, Multi-bit adder, Multiplexers, De- multiplexers, Decoders
Sequential Switching Circuits: Latches and Flip-Flops, Ripple counters using T flip-flops;
Synchronous counters: Shift Registers; Ring counters

UNIT III: Computer Arithmetic: Addition and subtraction, multiplication Algorithms, Booth multiplication algorithm, Division Algorithms, Floating – point Arithmetic
operations.
Register Transfer language and microinstructions: Bus memory transfer, arithmetic and logical micro-operations, shift and rotate micro-operations
Basic Computer Organization and Design: Stored program concept, computer Registers, common bus system, Computer instructions, Timing and Control, Instruction cycle, Memory Reference Instructions, Input–Output configuration and program Interrupt.

UNIT IV: Microprogrammed Control: Control memory, Address sequencing, microprogram example, design of control unit.
Central Processing Unit: General Register Organization, Instruction Formats, Addressing modes, Data Transfer and Manipulation
Program Control: conditional Flags and Branching

UNITV: Memory Organization: Memory Hierarchy, Main Memory, Auxiliary memory, Associate Memory, Cache Memory.

Input-Output Organization: Input-Output Interface, Asynchronous data transfer, Modes of Transfer, Priority Interrupt Direct memory Access.

Text Books:
1. Digital Logic and Computer Design, Moriss Mano, 11th Edition, Pearson.
2. Computer System Architecture,3rd Edition, M.Morris Mano, PHI

Reference Books:
1. Digital Logic and Computer Organization, Rajaraman, Radha krishnan, PHI, 2006
2. Computer Organization, 5Th Edition, Hamacher, Vranesic, Zaky, TMH, 2002
3. Computer Organization & Architecture: Designing for Performance, 7th Edition, William Stallings, PHI, 2006

III B. Tech I Semester	AUTOMATA THEORY AND COMPILERDESIGN	L	T	P	C
		3	0	0	3

UNIT – I: Introduction to Finite Automata: Structural Representations, Automata and Complexity, the Central Concepts of Automata Theory – Alphabets, Strings, Languages, Problems. Nondeterministic Finite Automata: Formal Definition, an application, Text Search, Finite Automata with Epsilon-Transitions. Deterministic Finite Automata: Definition of DFA, How A DFA Process Strings, The language of DFA, Conversion of NFA with €-transitions to NFA without €-transitions. Conversion of NFA to DFA

UNIT – II: Regular Expressions: Finite Automata and Regular Expressions, Applications of Regular Expressions, Algebraic Laws for Regular Expressions, Conversion of Finite Automata to Regular Expressions. Pumping Lemma for Regular Languages: Statement of the pumping lemma, Applications of the Pumping Lemma. Context-Free Grammars: Definition of Context-Free Grammars, Derivations Using a Grammar, Leftmost and Rightmost Derivations, the Language of a Grammar, Parse Trees, Ambiguity in Grammars and Languages.

UNIT – III : Push Down Automata: Definition of the Pushdown Automaton, the Languages of a PDA, Equivalence of PDA's and CFG's, Acceptance by final state Turing Machines: Introduction to Turing Machine, Formal Description, Instantaneous description, The language of a Turing machine Undecidability: Undecidability, A Language that is Not Recursively Enumerable, An Undecidable Problem That is RE, Undecidable Problems about Turing Machines

UNIT – IV : Introduction: The structure of a compiler, Lexical Analysis: The Role of the Lexical Analyzer, Input Buffering, Recognition of Tokens, The Lexical- Analyzer Generator Lex, Syntax Analysis: Introduction, Context-Free Grammars, Writing a Grammar, Top-Down Parsing, Bottom-Up Parsing, Introduction to LR Parsing: Simple LR, More Powerful LR Parsers R18 B.Tech. CS&D Syllabus JNTU Hyderabad

UNIT – V : Syntax-Directed Translation: Syntax-Directed Definitions, Evaluation Orders for SDD's, Syntax Directed Translation Schemes, Implementing L-Attributed SDD's. Intermediate-Code Generation: Variants of Syntax Trees, Three-Address Code Run-Time Environments: Stack Allocation of Space, Access to Nonlocal Data on the Stack, Heap Management

TEXT BOOKS:

1. Introduction to Automata Theory, Languages, and Computation, 3nd Edition, John E. Hopcroft, Rajeev Motwani, Jeffrey D. Ullman, Pearson Education.
2. Compilers: Principles, Techniques and Tools, Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffry D. Ullman, 2nd Edition, Pearson.
3. Theory of Computer Science – Automata languages and computation, Mishra and Chandrashekaran, 2nd Edition, PHI.

REFERENCE BOOKS:

1. Introduction to Formal languages Automata Theory and Computation, Kamala Krithivasan, Rama R, Pearson.
2. Introduction to Languages and The Theory of Computation, John C Martin, TMH.
3. lex &yacc – John R. Levine, Tony Mason, Doug Brown, O'reilly
4. Compiler Construction, Kenneth C. Louden, Thomson. Course Technology.

III B. Tech I Semester	OBJECT ORIENTED ANALYSIS AND DESIGN	L	T	P	C
		3	0	0	3

Course Objectives: The main objective is the students to
- Become familiar with all phases of OOAD.
- Master the main features of the UML.
- Master the main concepts of Object Technologies and how to apply the mat work and develop the ability to analyze and solve challenging problem in various domains.
- Learn the Object design Principles and understand how to apply them towards Implementation.

UNIT I: Introduction: The Structure of Complex systems, The Inherent Complexity of Software, Attributes of Complex System, Organized and Disorganized Complexity, Bringing Order to Chaos, Designing   Complex   Systems.
Case Study: System Architecture: Satellite-Based Navigation

UNIT II : Introduction to UML: Importance of modeling, principles of modeling, object oriented modeling, conceptual model of the UML, Architecture, and Software Development Life Cycle. **Basic Structural Modeling:** Classes, Relationships, common Mechanisms, and diagrams.
Case Study: Control System: Traffic Management.

UNITIII: **Class & Object Diagrams:** Terms, concepts, modelling techniques for Class & Object Diagrams. **Advanced Structural Modeling:** Advanced classes, advanced relationships, Interfaces, Types and Roles, Packages.
Case Study: AI: Cryptanalysis.

UNIT IV: Basic Behavioral Modeling-I: Interactions, Interaction diagrams Use cases, Use case Diagrams, Activity Diagrams.
Case Study: Web Application: Vacation Tracking System

UNIT V: Advanced Behavioral Modeling: Events and signals, state machines, processes and Threads, time and space, state chart diagrams. **Architectural Modeling:** Component, Deployment, Component diagrams and Deployment diagrams
Case Study: Weather Forecasting

Text Books:

1. Grady BOOCH, Robert A.Maksimchuk, Michael W.ENGLE, BobbiJ.Young, JimConallen, Kellia Houston , "Object- Oriented Analysis and Design with Applications", 3rd edition,2013,PEARSON.
2. Grady Booch, James Rumbaugh, Ivar Jacobson: The Unified Modeling Language User Guide, Pearson Education.

Reference Books:

1. Meilir Page-Jones: Fundamentals of Object Oriented Designing ML, Pearson Education.
2. Pascal Roques: Modeling Software Systems Using UML2, WILEY- Dreamtech India Pvt.Ltd.
3. AtulKahate: Object Oriented Analysis & Design, The Mc Graw-Hill Companies.
4. Appling UML and Patterns : An introduction to Object–Oriented Analysis and Design and Unified Process, Craig Larman, Pearson Education.

III B. Tech I Semester	SOFT COMPUTING	L	T	P	C
		3	0	0	3

Course Objectives:
1. To introduce the concepts in Soft Computing such as Artificial Neural Networks, Fuzzy logic-based systems, genetic algorithm-based systems and their hybrids.

Course Outcomes: The Students will be able to
- Learn soft computing techniques and their applications.
- Analyze various neural network architectures.
- Define the fuzzy systems.
- Understand the genetic algorithm concepts and their applications.
- Identify and select a suitable Soft Computing technology to solve the problem; construct a solution and implement a Soft Computing solution

UNIT-I: Introduction to Soft Computing, Artificial neural networks, biological neurons, Basic models of artificial neural networks, Connections, Learning, Activation Functions, McCulloch and Pitts Neuron, Hebb network.

UNIT-II: Perceptron networks, Learning rule, Training and testing algorithm, Adaptive Linear Neuron, Back propagation Network, Architecture, Training algorithm

UNIT-III: Fuzzy logic, fuzzy sets, properties, operations on fuzzy sets, fuzzy relations, operations on fuzzy relations, Fuzzy membership functions, fuzzification, Methods of membership, value assignments, intuition, inference, rank ordering, Lambda –Cuts for fuzzy sets , Defuzzification methods

UNIT-IV: Truth values and Tables in Fuzzy Logic, Fuzzy propositions, Formation of fuzzy rules, Decomposition of rules, Aggregation of rules, Fuzzy Inference Systems, Mamdani and Sugeno types, Neuro-fuzzy hybrid systems, characteristics, classification

UNIT-V: Introduction to genetic algorithm, operators in genetic algorithm, coding, selection, crossover, mutation, stopping condition for genetic algorithm flow, Genetic-neuro hybrid systems, Genetic Fuzzy rule based system

Text Books:
1. S. N. Sivanandam and S. N. Deepa, Principles of soft computing–John Wiley & Sons,2007.
2. Timothy J. Ross, Fuzzy Logic with engineering applications, John Wiley & Sons, 2016.

Reference Books:

1. N.K. Sinhaand M.M. Gupta,Soft Computing & Intelligent Systems:Theory& Applications-Academic Press /Elsevier. 2009.

2. Simon Haykin, Neural Network-A Comprehensive Foundation-Prentice Hall International, Inc.1998

3. R. Eberhart and Y. Shi, Computational Intelligence: Concepts to Implementation, Morgan Kaufman/Elsevier, 2007.

3. Driankov D., HellendoornH.andReinfrankM.,An Introduction to Fuzzy Control Narosa Pub., 2001.

4. BartKosko, Neural Network and Fuzzy Systems-Prentice Hall,Inc.,Englewood Cliffs, 1992

5. Goldberg D.E, Genetic Algorithms in Search , Optimization , and Machine Learning Addison Wesley, 1989

III B. Tech I Semester	INTERNET OF THINGS	L	T	P	C
		3	0	0	3

Course Objectives:
- Vision and Introduction to Internet of Things(IoT).
- Understand IoT Market perspective.
- Data and Knowledge Management and use of Devices in IoT Technology.
- Understand State of the Art – IoT Architecture.
- Understand Real World IoT Design Constraints, Industrial Automation and Commercial.

Course Outcomes (COs): At the end of the course, student will be able to
- Explain in a concise manner how the general Internet as well as Internet of Things work.
- Understand constraints and opportunities of wireless and mobile networks for Internet of Things.
- Use basic sensing and measurement and tools to determine the real-time performance of network of devices.
- Develop prototype models for various applications using IoT technology.

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

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

UNIT III: Design Principles for the Web Connectivity for Connected-Devices, Web Communication protocols for Connected Devices, Message Communication protocols for Connected Devices, Web Connectivity for Connected-Devices.

UNIT IV: Data Acquiring, Organizing and Analytics in IoT/M2M, Applications /Services /Business Processes, IOT/M2M Data Acquiring and Storage, Business Models for Business Processes in the Internet Of Things, Organizing Data, Transactions, Business Processes, Integration and Enterprise Systems.

UNIT V: Data Collection, Storage and Computing Using a Cloud Platform for IoT/M2M Applications/Services, Data Collection, Storage and Computing Using cloud platform Everything as a service and Cloud Service Models, IOT cloud-based services using the Xively (Pachube/COSM), Nimbits and other platforms Sensor, Participatory Sensing, Actuator, Radio Frequency Identification, and Wireless, Sensor Network Technology, Sensors Technology, Sensing the World.

TEXT BOOKS:

1. Internet of Things: Architecture, Design Principles And Applications, Rajkamal, McGraw Hill Higher Education
2. Internet of Things, A. Bahgya and V.Madisetti, Univesity Press, 2015

REFERENCE BOOKS:

1. Designing the Internet of Things, Adrian McEwen and Hakim Cassimally,Wiley
2. Getting Started with the Internet of Things, Cuno Pfister , Oreilly

III B. Tech I Semester	EXPLORATORY DATA ANALYSIS WITH PYTHON	L	T	P	C
		3	0	0	3

Course Objectives: The main objectives of the course are to
- Introduce the fundamentals of Exploratory Data Analysis
- Cover essential exploratory techniques for understanding multivariate data by
- summarizing it through statistical methods and graphical methods.
- Evaluate the Models and select the best model

UNIT-I: Exploratory Data Analysis Fundamentals: Understanding data science, The significance of EDA, Steps in EDA, Making sense of data, Numerical data, Categorical data, Measurement scales, Comparing EDA with classical and Bayesian analysis, Software tools available for EDA, Getting started with EDA.

Sample Experiments:
1. a) Download Dataset from Kaggle using the following link :
       https://www.kaggle.com/datasets/sukhmanibedi/cars4u
b) Install python libraries required for Exploratory Data Analysis (numpy, pandas, matplotlib, seaborn)
2. Perform Numpy Array basic operations and Explore Numpy Built-in functions.
3. Loading Dataset into pandas dataframe
4. Selecting rows and columns in the dataframe

UNIT-II: Visual Aids for EDA: Technical requirements, Line chart, Bar charts, Scatter plot using seaborn, Polar chart, Histogram, Choosing the best chart
Case Study: EDA with Personal Email, Technical requirements, Loading the dataset, Data transformation, Data cleansing, Applying descriptive statistics, Data refactoring, Data analysis.

Sample Experiments:
1. Apply different visualization techniques using sample dataset
       a. Line Chart b. Bar Chart c. Scatter Plots d.Bubble Plot
2. Generate Scatter Plot using seaborn library for iris dataset
3. Apply following visualization Techniques for a sample dataset
       a. Area Plot b. Stacked Plot c. Pie chart d. Table Chart
4. Generate the following charts for a dataset.
       a. Polar Chart b. Histogram c.Lollipop chart
5. Case Study: Perform Exploratory Data Analysis with Personal Email Data

UNIT-III: Data Transformation: Merging database-style dataframes, Concatenating along with an axis, Merging on index, Reshaping and pivoting, Transformation techniques, Handling missing data, Mathematical operations with NaN, Filling missing values, Discretization and binning, Outlier detection and filtering, Permutation and random sampling, Benefits of data transformation, Challenges.

Sample Experiments:

1. Perform the following operations
      a) Merging Dataframes   b) Reshaping with Hierarchical Indexing
      c) Data Deduplication   d) Replacing Values
2. Apply different Missing Data handling techniques
      a)NaN values in mathematical Operations   b) Filling in missing data
      c) Forward and Backward filling of missing values   d) Filling with index values
      e) Interpolation of missing values
3. Apply different data transformation techniques
      a) Renaming axis indexes   b)Discretization and Binning
      c) Permutation and Random Sampling   d) Dummy variables

UNIT-IV: Descriptive Statistics: Distribution function, Measures of central tendency, Measures of dispersion, Types of kurtosis, Calculating percentiles, Quartiles, Grouping Datasets, Correlation, Understanding univariate, bivariate, multivariate analysis, Time Series Analysis

Sample Experiments:
1. Study the following Distribution Techniques on a sample data
      a) Uniform Distribution   b) Normal Distribution
      c) Gamma Distribution   d) Exponential Distribution
      e) Poisson Distribution   f) Binomial Distribution
2. Perform Data Cleaning on a sample dataset.
3. Compute measure of Central Tendency on a sample dataset
      a) Mean b) Median c) Mode
4. Explore Measures of Dispersion on a sample dataset
      a) Variance b) Standard Deviation c) Skewness d) Kurtosis
5. a) Calculating percentiles on sample dataset
      b) Calculate Inter Quartile Range(IQR) and Visualize using Box Plots
6. Perform the following analysis on automobile dataset.
      a) Bivariate analysis b) Multivariate analysis
7. Perform Time Series Analysis on Open Power systems dataset

UNIT-V: Model Development and Evaluation: Unified machine learning workflow, Data pre-processing, Data preparation, Training sets and corpus creation, Model creation and training, Model evaluation, Best model selection and evaluation, Model deployment
Case Study: EDA on Wine Quality Data Analysis

Sample Experiments:
1. Perform hypothesis testing using stats models library
      a) Z-Test b)T-Test
2. Develop model and Perform Model Evaluation using different metrics such as prediction score, R2 Score, MAE Score, MSE Score.
3. Case Study: Perform Exploratory Data Analysis with Wine Quality Dataset

Text Book:
1. Suresh Kumar Mukhiya, Usman Ahmed, Hands-On Exploratory Data Analysis with Python, Packt Publishing, 2020.

Reference Books:

1. Ronald K. Pearson, Exploratory Data Analysis Using R, CRC Press, 2020
2. RadhikaDatar, Harish Garg, Hands-On Exploratory Data Analysis with R: Become an expert in exploratory data analysis using R packages, 1st Edition, Packt Publishing, 2019

Web References:

1. https://github.com/PacktPublishing/Hands-on-Exploratory-Data-Analysis-with-Python
2. https://www.analyticsvidhya.com/blog/2022/07/step-by-step-exploratory-dataanalysis-eda-using-python/#h-conclusion
3. https://github.com/PacktPublishing/Exploratory-Data-Analysis-with-Python-Cookbook

III B. Tech I Semester	ARTIFICIAL INTELLIGENCE LAB	L	T	P	C
		0	1	2	2

List of Experiments:

1. Implementation of DFS for water jug problem using PYTHON

2. Implementation of BFS for tic-tac-toe problem using PYTHON

3. Implementation of TSP using heuristic approach using PYTHON

4. Implementation of Simulated Annealing Algorithm using PYTHON

5. Implementation of Hill-climbing to solve 8-Puzzle Problem using PYTHON

6. Implementation of Monkey Banana Problem using PYTHON

7. Implementation of A* Algorithm using PYTHON

8. Implementation of AO* Algorithm using PYTHON

9. Implementation of Min-Max Game playing algorithm using PYTHON

10. Implementation Expert System with forward chaining using PYTHON

11. Implementation Expert System with backward chaining using PYTHON

12. Write a python program to implementation of an Expert System for COVID-19 Symptom Diagnosis Using a Knowledge-Based Approach.

13. Write the python program to implementation of Semantic Network Knowledge representation.

14. Write the python program to Implement and solve the cryptarithm problem "TWO + TWO = FOUR" as a Constraint Satisfaction Problem (CSP)

15. Develop the Python program to implementation of the Minimax Algorithm with Alpha-Beta Pruning to Optimize Decision-Making in Game Trees

III B. Tech I Semester	**COMPUTER NETWORKS LAB**	**L**	**T**	**P**	**C**
		0	**1**	**2**	**2**

List of Experiments:

1. Study of Network devices in detail and connect the computers in Local Area Network.
2. Write a Program to implement the data link layer farming methods such as

   i) Character stuffing ii) bit stuffing.

3. Write a Program to implement data link layer farming method checksum.

4. Write a program for Hamming Code generation for error detection and correction.

5. Write a Program to implement on a data set of characters the three CRC polynomials – CRC 12, CRC 16 and CRC CCIP.

6. Write a Program to implement Sliding window protocol for Goback N.

7. Write a Program to implement Sliding window protocol for Selective repeat.

8. Write a Program to implement Stop and Wait Protocol.

9. Write a program for congestion control using leaky bucket algorithm

10. Write a Program to implement Dijkstra's algorithm to compute the Shortest path through a graph.

11. Write a Program to implement Distance vector routing algorithm by obtaining routing table at each node (Take an example subnet graph with weights indicating delay between nodes).

12. Write a Program to implement Broadcast tree by taking subnet of hosts.

13. Wireshark

    i. Packet Capture Using Wire shark

    ii. Starting Wire shark

    iii. Viewing Captured Traffic

    iv. Analysis and Statistics & Filters.

14. How to run Nmap scan

15. Operating System Detection using Nmap

16. Do the following using NS2 Simulator

    i. NS2 Simulator-Introduction

    ii. Simulate to Find the Number of Packets Dropped

    iii. Simulate to Find the Number of Packets Dropped by TCP/UDP

    iv. Simulate to Find the Number of Packets Dropped due to Congestion

    v. Jimulate to Compare Data Rate& Throughput.

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

CO 1: Make use of router, template engine and authentication using sessions to develop application in Express JS.
CO 2: Build a single page application using RESTful APIs in ExpressJS.
CO 3: Make use of components, props, stats and render data in ReactJS.
CO 4: Apply router and hook sin designing ReactJS application.
CO 5: Make use of MongoDB queries to perform CRUD operations on document database.

List of Experiments:

Experiment 11:   **Node.js**
   a. Write a program to show the workflow of JavaScript code executable by creating web server in Node.js.
   b. Write a program to transfer data over http protocolusing http module.
   c. Create a text file src.txt and add the following content to it. (HTML, CSS, Javascript, Typescript, MongoDB, Express.js, React.js, Node.js)
   d. Write a program to parse an URL using URL module.
   e. Write a program to create an user-defined module and show the workflow of Modularization of application using Node.js

Experiment 12:   **Typescript**
   a. Write a program to understand simple and special types.
   b. Write a program to understand function parameter and return types.
   c. Write a program to show the importance with Arrow function. Use optional, default and REST parameters.
   d. Write a program to understand the working of typescript with class, constructor, properties, methods and access specifiers.
   e. Write a program to understand the working of namespaces and modules.
   f. Write a program to understand generics with variables, functions and constraints.

Experiment 13-15:   Augmented Programs: (Any 2 must be completed)
   13. Write a CSS program, to apply 2D and 3D transformations in a web page.
   14. Design a web page with new features of HTML5 and CSS3.
   15. Design a to-do list application using Javascript.

Experiment 1:   **ExpressJS – Routing, HTTP Methods, Middleware.**
   a. Write a program to define a route, Handling Routes, Route Parameters, Query Parameters and URL building.
   b. Write a program to accept data, retrieve data and delete a specified resource using http methods.
   c. Write a program to show the working of middleware.

Experiment 2:   **ExpressJS – Templating, Form Data**
a. Write a program using templating engine.
b. Write a program to work with form data.

Experiment 3:   **ExpressJS – Cookies, Sessions, Authentication**
a. Write a program for session management using cookies and sessions.
b. Write a program for user authentication.

Experiment 4:   **ExpressJS – Database, RESTful APIs**
a. Write a program to connect MongoDB database using Mangoose and perform CRUD operations.
b. Write a program to develop a single page application using RESTful APIs.

Experiment 5:   **ReactJS – Render HTML, JSX, Components – function & Class**
a. Write a program to render HTML to a web page.
b. Write a program for writing markup with JSX.
c. Write a program for creating and nesting components (function and class).

Experiment 6:   **ReactJS – Props and States, Styles, Respond to Events**
a. Write a program to work with props and states.
b. Write a program to add styles (CSS & Sass Styling) and display data.
c. Write a program for responding to events.

Experiment 7:   **ReactJS – Conditional Rendering, Rendering Lists, React Forms**
a. Write a program for conditional rendering.
b. Write a program for rendering lists.
c. Write a program for working with different form fields using react forms.

Experiment 8:   **ReactJS – React Router, Updating the Screen**
a. Write a program for routing to different pages using react router.
b. Write a program for updating the screen.

Experiment 9:   **ReactJS – Hooks, Sharing data between Components**
a. Write a program to understand the importance of using hooks.
b. Write a program for sharing data between components.

Experiment 10:   **ReactJS Applications – To-do list and Quiz**
a. Design to-do list application.

Experiment 11:   **MongoDB – Installation, Configuration, CRUD operations**
f. Install MongoDB and configure ATLAS
g. Write MongoDB queries to perform CRUD operations on document using insert(), find(), update(), remove()

Experiment 12:   **MongoDB – Databases, Collections and Records**
g. Write MongoDB queries to Create and drop databases and collections.
h. Write MongoDB queries to work with records using find(), limit(), sort(), createIndex(), aggregate().

Experiment 13-15:   Augmented Programs: (Any 2 must be completed)
13. Design a to-do list application using NodeJS and ExpressJS.
14. Design a Quiz app using ReactJS.
15. Complete the MongoDB certification from MongoDB University website.

Text Books:
1. Programming the World Wide Web, 7th Edition, Robet W Sebesta, Pearson, 2013.
2. Pro MERN Stack: Full Stack Web App Development with Mongo, Express, React, and Node, Vasan Subramanian, 2nd edition, APress, O'Reilly.

Web Links
1. ExpressJS - https://www.tutorialspoint.com/expressjs
2. ReactJS - https://www.w3schools.com/REACT   (and)   https://react.dev/learn#
3. MongoDB - https://learn.mongodb.com/learning-paths/introduction-to-mongodb

Course Objectives:

III B. Tech I Semester	Tinkering Lab	L	T	P	C
	UI DESIGN-FLUTTER	0	1	2	2

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

List of Experiments: Students need to implement the following experiments

1. a) Install Flutter and Dart SDK.
   b) Write a simple Dart program to understand the language basics.

2. a) Explore various Flutter widgets (Text, Image, Container, etc.).
   b) Implement different layout structures using Row, Column, and Stack widgets.

3. a) Design a responsive UI that adapts to different screen sizes.
   b) Implement media queries and breakpoints for responsiveness.

4. a) Set up navigation between different screens using Navigator.
   b) Implement navigation with named routes.

5. a) Learn about stateful and stateless widgets.
   b) Implement state management using set State and Provider.

6. a) Create custom widgets for specific UI elements.
   b) Apply styling using themes and custom styles.

7. a) Design a form with various input fields.
   b) Implement form validation and error handling.

8. a) Add animations to UI elements using Flutter's animation framework.
   b) Experiment with different types of animations (fade, slide, etc.).

9. a) Fetch data from a REST API.
   b) Display the fetched data in a meaningful way in the UI.

10. a) Write unit tests for UI components.
    b) Use Flutter's debugging tools to identify and fix issues.

Text Book:
1. Marco L. Napoli, Beginning Flutter: A Hands-on Guide to App Development.
2. Rap Payne, Beginning App Development with Flutter: Create Cross-Platform Mobile Apps 1stEdition, Apres

III B. Tech II Semester	**BIG DATA ANALYTICS**	L	T	P	C
		3	0	0	3

COURSE OBJECTIVES:
- Optimize business decisions and create competitive advantage with Big Data analytics
- Introducing Java concepts required for developing map reduce programs
- Derive business benefit from unstructured data
- Imparting the architectural concepts of Hadoop and introducing map reduce paradigm
- To introduce programming tools PIG & HIVE in Hadoop echo system.

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

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

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

UNIT-IV: Stream Memory and Spark: Introduction to Streams Concepts– Stream Data Model and Architecture , Stream computing, Sampling Data in a Stream , Filtering Streams ,Counting Distinct Elements in a Stream , Introduction to Spark Concept , Spark Architecture and components , Spark installation , Spark RDD(Resilient Distributed Dataset) – Spark RDD operations.

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

TEXT BOOKS:
1. Wiley & Big Java 4th Edition, Cay Horstmann, Wiley John Sons, INC
2. Hadoop: The Definitive Guide by Tom White, 3rd. Edition, O'reilly

REFERENCE BOOKS:

1. Hadoop in Action by Chuck Lam, MANNING Publ.
2. Hadoop for Dummies by Dirk deRoos, Paul C.Zikopoulos, Roman B.Melnyk,Bruce Brown, Rafael Coss
3. Hadoop in Practice by Alex Holmes, MANNING Publ.
4. Big Data Analytics by Dr. A.Krishna Mohan and Dr.E.Laxmi Lydia
5. Hadoop Map Reduce Cookbook, SrinathPerera, ThilinaGunarathne

Software Links:

1. Hadoop:http://hadoop.apache.org/
2. Hive: https://cwiki.apache.org/confluence/display/Hive/Home
3. Piglatin: http://pig.apache.org/docs/r0.7.0/tutorial.html

III B. Tech II Semester	MACHINE LEARNING	L	T	P	C
		3	0	0	3

Course Objectives:

The objectives of the course is to

- Define machine learning and its different types (supervised and unsupervised) and understand their applications.
- Apply supervised learning algorithms including decision trees and k-nearest neighbours (k-NN).
- Implement unsupervised learning techniques, such as K-means clustering.

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

- Enumerate the Fundamentals of Machine Learning
- Build Nearest neighbour based models
- Apply Models based on decision trees and Bayes rule
- Make use of Linear discriminants for machine Learning
- Choose appropriate clustering technique

UNIT-I: Introduction to Machine Learning: Evolution of Machine Learning, Paradigms for ML, learning by Rote, Learning by Induction, Reinforcement Learning, Types of Data, Matching, Stages in Machine Learning, Data Acquisition, Feature Engineering, Data Representation, Model Selection, Model Learning, Model Evaluation, Model Prediction, Search and Learning, Data Sets.

UNIT-II: Nearest Neighbor-Based Models: Introduction to Proximity Measures, Distance Measures, Non-Metric Similarity Functions, Proximity Between Binary Patterns, Different Classification Algorithms Based on the Distance Measures, K-Nearest Neighbor Classifier, Radius Distance Nearest Neighbor Algorithm, KNN Regression, Performance of Classifiers, Performance of Regression Algorithms.

UNIT-III: Models Based on Decision Trees: Decision Trees for Classification, Impurity Measures, Properties, Regression Based on Decision Trees, Bias–Variance Trade-off, Random Forests for Classification and Regression.
The Bayes Classifier: Introduction to the Bayes Classifier, Bayes' Rule and Inference, The Bayes Classifier and its Optimality, Multi-Class Classification | Class Conditional Independence and Naive Bayes Classifier (NBC)

UNIT-IV: Linear Discriminants for Machine Learning: Introduction to Linear Discriminants, Linear Discriminants for Classification, Perceptron Classifier, Perceptron Learning Algorithm, Support Vector Machines, Linearly Non-Separable Case, Non-linear SVM, Kernel Trick, Logistic Regression, Linear Regression, Multi-Layer Perceptrons (MLPs), Backpropagation for Training an MLP.

UNIT-V: Clustering : Introduction to Clustering, Partitioning of Data, Matrix Factorization | Clustering of Patterns, Divisive Clustering, Agglomerative Clustering, Partitional Clustering, K-Means Clustering, Soft Partitioning, Soft Clustering, Fuzzy C-Means Clustering, Rough Clustering, Rough K-Means Clustering Algorithm, Expectation Maximization-Based Clustering, Spectral Clustering.

Text Books:

1. "Machine Learning Theory and Practice", M N Murthy, V S Ananthanarayana, Universities Press (India), 2024

Reference Books:

2. "Machine Learning", Tom M. Mitchell, McGraw-Hill Publication, 2017
3. "Machine Learning in Action",Peter Harrington, DreamTech
4. "Introduction to Data Mining", Pang-Ning Tan, Michel Stenbach, Vipin Kumar, 7th Edition, 2019.

III B. Tech II Semester	DATA VISUALIZATION	L	T	P	C
		3	0	0	3

Pre-Requisites: Computer Graphics, Image Processing
Course Objective:
- familiarize students with the basic and advanced techniques of information visualization and scientific visualization
- learn key techniques of the visualization process
- a detailed view of visual perception, the visualized data and the actual visualization, interaction and distorting techniques

UNIT-1:Introduction: What Is Visualization?, History of Visualization, Relationship between Visualization   and   Other   Fields
The Visualization Process, Introduction of visual perception, visual representation of data, Gestalt principles, information overloads.

UNIT-2: Creating visual representations, visualization reference model, visual mapping, visual analytics, Design of visualization applications

UNIT-3: Classification of visualization systems, Interaction and visualization techniques misleading, Visualization of one, two and multi-dimensional data, text and text documents.

UNIT-4: Visualization of groups, trees, graphs, clusters, networks, software, Metaphorical visualization

UNIT-5: Visualization of volumetric data, vector fields, processes and simulations, Visualization of maps, geographic information, GIS systems, collaborative visualizations, Evaluating visualizations
Recent trends in various perception techniques, various visualization techniques, data structures used in data visualization.

TEXTBOOK:
1. WARD, GRINSTEIN, KEIM. Interactive Data Visualization: Foundations, Techniques, and Applications. Natick: A K Peters, Ltd.
2. E. Tufte, The Visual Display of Quantitative Information, Graphics Press.

Resources:
1. https://kdd.cs.ksu.edu/Courses/CIS536/Lectures/Slides/Lecture-34-Main_6up.pdf

III B. Tech II Semester	**SOFTWARE TESTING METHODOLOGIES**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives
- To provide knowledge of the concepts in software testing such as testing process, criteria, strategies, and methodologies.
- To develop skills in software test automation and management using the latest tools.

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

UNIT – II: Transaction Flow Testing: transaction flows, transaction flow testing techniques. **Data Flow testing:** Basics of data flow testing, strategies in data flow testing, application of data flow testing.
Domain Testing: domains and paths, Nice & ugly domains, domain testing, domains and interfaces testing, domain and interface testing, domains and testability.

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

UNIT – IV: State, State Graphs and Transition testing: state graphs, good & bad state graphs, state testing, Testability tips.

UNIT – V: Graph Matrices and Application: Motivational overview, matrix of graph, relations, power of a matrix, node reduction algorithm, building tools. (Student should be given an exposure to a tool like Jmeter/selenium/soapUI/Catalon).

Text Books:
1. Software Testing techniques - BarisBeizer, Dreamtech, second edition.
2. Software Testing Tools – Dr. K. V. K. K. Prasad, Dreamtech.

Reference Books:
1. The craft of software testing - Brian Marick, Pearson Education.
2. Software Testing Techniques – SPD(Oreille)
3. Software Testing in the Real World – Edward Kit, Pearson.
4. Effective methods of Software Testing, Perry, John Wiley.
5. Art of Software Testing – Meyers, John Wiley.

III B. Tech II Semester	CRYPTOGRAPHY & NETWORK SECURITY	L	T	P	C
		3	0	0	3

COURSE OBJECTIVES:
- Explain the objectives of information security
- Explain the importance and application of each of confidentiality, integrity, authentication and availability
- Understand the basic categories of threats to computers and networks
- Discusses the Mathematics of Cryptography
- Discuss the fundamental ideas of Symmetric and Asymmetric Cryptographic Algorithms
- Discusses the Network layer, Transport Layer and Application Layer Protocols Enhanced security mechanisms

UNIT – I: Security Concepts: Introduction, The need for security, Security approaches, Principles of security, Types of Security attacks, Security services, Security Mechanisms, A model for Network Security Cryptography. Classical Encryption Techniques-symmetric cipher model, Substitution techniques, Transposition techniques, Rotor Machines, Steganography.

UNIT – II: Introduction to Symmetric Cryptography: Algebraic Structures-Groups, Rings, Fields, GF(2^n) fields, Polynomials.**Mathematics of Asymmetric cryptography:** Primes, Checking For Primness, Euler's phi-functions, Fermat's Little Theorem, Euler's Theorem, Generating Primes, Primality Testing, Factorization, Chinese Remainder Theorem, Quadratic Congruence, Exponentiation And Logarithm.

UNIT – III: Symmetric key Ciphers: Block Cipher principles, DES, AES, Blowfish, IDEA, Block cipher operation, Stream ciphers: RC4, RC5
Asymmetric key Ciphers: Principles of public key cryptosystems, RSA algorithm, Diffie-Hellman Key Exchange, Elgamal Cryptographic system, Elliptic Curve Arithmetic, Elliptic Curve Cryptography.

UNIT – IV: Cryptographic Hash Functions: Applications of Cryptographic Hash Functions, Two Simple Hash Functions, Requirements and Security, Hash Functions Based on Cipher Block Chaining, Secure Hash Algorithms (SHA)
Message Authentication Codes: Message Authentication Requirements, Message Authentication Functions, Requirements for Message Authentication Codes, Security of MAC'S,MAC'S Based On Hash Functions: HMAC, MAC'S Based On Block Ciphers: DAA And CMAC
Digital Signatures: Digital Signatures, Elgamal Digital Signature Scheme, Elliptic Curve Digital Signature Algorithm, RSA-PSS Digital Signature Algorithm.

UNIT – V: Network and Internet Security: Transport-Level Security: Web Security Considerations, Transport Level Security, HTTPS, SSH.
IP Security: IP Security Overview, IP Security Policy, Encapsulating Security Payload, Authentication Header Protocol.
Electronic-Mail Security: Internet-mail Security, Email Format, Email Threats and Comprehensive Email Security, S/MIME, PGP.

TEXT BOOKS:

1. Cryptography and Network Security - Principles and Practice: William Stallings, Pearson Education, 7th Edition, 2017
2. Cryptography and Network Security: Behrouz A. Forouzan Debdeep, Mc Graw Hill, 3rd Edition, 2015

REFERENCE BOOKS:
1. Cryptography and Network Security: Atul Kahate, Mc Graw Hill, 3rd Edition
2. Introduction to Cryptography with Coding Theory: Wade Trappe, Lawrence C. Washington, Pearson.
3. Modern Cryptography: Theory and Practice ByWenbo Mao. Pearson

III B. Tech II Semester	RECOMMENDER SYSTEMS	L	T	P	C
		3	0	0	3

Course Objectives:

- This course covers the basic concepts of recommender systems, including personalization algorithms, evaluation tools, and user experiences

Course Outcomes:

- Describe basic concepts behind recommender systems
- Explain a variety of approaches for building recommender systems
- Describe system evaluation methods from both algorithmic and users' perspectives
- Describe applications of recommender systems in various domains

UNIT-I: Introduction: Recommender system functions, Linear Algebra notation: Matrix addition, Multiplication, transposition, and inverses, covariance matrices, Understanding ratings, Applications of recommendation systems, Issues with recommender system.

UNIT-II: Collaborative Filtering: User-based nearest neighbor recommendation, Item-based nearest neighbor recommendation, Model based and pre-processing based approaches, Attacks on collaborative recommender systems.

UNIT-III: Content-based recommendation: High level architecture of content-based systems, Advantages and drawbacks of content based filtering, Item profiles, Discovering features of documents, Obtaining item features from tags, Representing item profiles, Methods for learning user profiles, Similarity based retrieval, Classification algorithms.

Knowledge based recommendation: Knowledge representation and reasoning, Constraint based recommenders, Case based recommenders.

UNIT-IV: Hybrid approaches: Opportunities for hybridization, Monolithic hybridization design: Feature combination, Feature augmentation, Parallelized hybridization design: Weighted, Switching, Mixed, Pipelined hybridization design: Cascade Meta-level, Limitations of hybridization strategies.

UNIT-V: Evaluating Recommender System: Introduction, General properties of evaluation research, Evaluation designs, Evaluation on historical datasets, Error metrics, Decision-Support metrics, User-Centred metrics.

Recommender Systems and communities: Communities, collaboration and recommender systems in personalized web search, Social tagging recommender systems, Trust and recommendations

Text Books:

1. Jannach D., Zanker M. and FelFering A., Recommender Systems: An Introduction, Cambridge University Press(2011), 1st ed.
2. Ricci F., Rokach L., Shapira D., Kantor B.P., Recommender Systems Handbook, Springer(2011), 1st ed.

References:

Manouselis N., Drachsler H., Verbert K., Duval E., Recommender Systems For Learning, Springer (2013), 1st ed.

III B. Tech II Semester	NoSQL Database	L	T	P	C
		3	0	0	3

Course Outcomes: At the end of the Course the student will be able to CO1:
Explain and compare different types of NoSQL Databases

CO2: Compare and contrast RDBMS with different NoSQL databases.
CO3: Demonstrate the detailed architecture and performance tune of Document-oriented NoSQL databases.
CO4 : Explain performance tune of Key-Value Pair NoSQL databases.
CO5: Apply NoSQL development tools on different types of NoSQL Databases.

UNIT-I: Overview and History of NoSQL Databases. Definition of the Four Types of NoSQL Database, The Value of Relational Databases, Getting at Persistent Data, Concurrency, Integration, Impedance Mismatch, Application and Integration Databases, Attack of the Clusters, The Emergence of NoSQL, Key Points.

UNIT-II: Comparison of relational databases to new NoSQL stores, MongoDB, Cassandra, HBASE, Neo4j use and deployment, Application, RDBMS approach, Challenges NoSQL approach, Key-Value and Document Data Models, Column-Family Stores, Aggregate-Oriented Databases. Replication and sharding, Map Reduce on databases. Distribution Models, Single Server, Sharding, Master-Slave Replication, Peer-to-Peer Replication, Combining Sharding and Replication.

UNIT-III: NoSQL Key/Value databases using MongoDB, Document Databases, Document oriented Database Features, Consistency, Transactions, Availability, Query Features, Scaling, Suitable Use Cases, Event Logging, Content Management Systems, Blogging Platforms, Web Analytics or Real-Time Analytics, E-Commerce Applications, Complex Transactions Spanning Different Operations, Queries against Varying Aggregate Structure.

UNIT-IV: Column-oriented NoSQL databases using Apache HBASE, Column-oriented NoSQL databases using Apache Cassandra, Architecture of HBASE, Column-Family Data Store Features, Consistency, Transactions, Availability, Query Features, Scaling, Suitable Use Cases, Event Logging, Content Management Systems, Blogging Platforms, Counters, Expiring Usage.

UNIT-V: NoSQL Key/Value databases using Riak, Key-Value Databases, Key-Value Store, Key-Value Store Features, Consistency, Transactions, Query Features, Structure of Data, Scaling, Suitable Use Cases, Storing Session Information, User Profiles, Preferences, Shopping Cart Data, Relationships among Data, Multi operation Transactions, Query by Data, Operations by Sets. Graph NoSQL databases using Neo4, NoSQL database development tools and programming languages, Graph Databases, Graph Database. Features, Consistency, Transactions, Availability, Query Features, Scaling, Suitable Use Cases.

TEXT BOOKS:

1. Sadalage,P.&Fowler,NoSQLDistilled:ABriefGuidetotheEmergingWorldof PolyglotPersistence, Wiley Publications,1st Edition,2019.

WEB REFERENCES:

1. https://www.ibm.com/cloud/learn/nosql-databases
2. https://www.coursera.org/lecture/nosql-databases/introduction-to-nosql-VdRNp
3. https://www.geeksforgeeks.org/introduction-to-nosql/
4. https://www.javatpoint.com/nosql-databa

III B. Tech II Semester	COMPUTER VISION	L	T	P	C
		3	0	0	3

Course Objectives:
- To understand the Fundamental Concepts related to sources, shadows and shading
- To understand the Geometry of Multiple Views

UNIT I: Introduction: Types of Computer Networks, Reference Models- The OSI Reference Model, The TCP/IP Reference Model, A Critique of the OSI Model and Protocols, A Critique of the TCP/IP Reference Model. History of Internet.

UNITII: The Data Link Layer: Transmission Media, Guided and Un-guided media, Data Link Layer Design Issues, Services Provided to the Network Layer, Error detecting and Error Correcting codes, Elementary Data Link Protocols, Sliding Window Protocols, HDLC, PPP. Multiple Access Protocols Wired Lans: Ethernet, Fast Ethernet, Gigabit Ethernet

UNITIII: The Network Layer: Network Layer Design Issues, Routing Algorithms, Congestion, Congestion control algorithms. The Network Layer in the Internet, The IP Version 4 Protocol, IP Addresses- Classful, CIDR, NAT, IP Version 6 Protocol, Transition from IPV4 to IPV6

UNITIV: The Transport Layer: The Transport Layer Services, Transport Layer Protocols: UDP, TCP and SCTP

UNITV: The Application Layer: The World Wide Web, HTTP, Domain Name Space, Remote Loging, Electronic Mail and File Transfer

Textbooks:

1. "Computer Networks", Andrew S Tanenbaum, David J Wetherall, 5th Edition, Pearson
2. "Data Communications and Networking", Behrouz A Forouzan, 4th Edition, Tata McGraw Hill Education

Reference Books:

1. "Data and Computer Communication", William Stallings, Pearson
2. "TCP/IP Protocol Suite", Behrouz Forouzan, McGraw Hill.

III B. Tech II Semester	SOFTWARE TESTING METHODOLOGY	L	T	P	C
		3	0	0	3

Course Objectives
- To provide knowledge of the concepts in software testing such as testing process, criteria, strategies, and methodologies.
- To develop skills in software test automation and management using the latest tools.

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

UNIT – II: Transaction Flow Testing: transaction flows, transaction flow testing techniques.
Data Flow testing: Basics of data flow testing, strategies in data flow testing, application of data flow testing.
Domain Testing: domains and paths, Nice & ugly domains, domain testing, domains and interfaces testing, domain and interface testing, domains and testability.

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

UNIT – IV: State, State Graphs and Transition testing: state graphs, good & bad state graphs, state testing, Testability tips.

UNIT – V: Graph Matrices and Application: Motivational overview, matrix of graph, relations, power of a matrix, node reduction algorithm, building tools. (Student should be given an exposure to a tool like Jmeter/selenium/soapUI/Catalon).

Text Books:
1. Software Testing techniques - Baris Beizer, Dreamtech, second edition.
2. Software Testing Tools – Dr. K. V. K. K. Prasad, Dreamtech.

Reference Books:
1. The craft of software testing - Brian Marick, Pearson Education.
2. Software Testing Techniques – SPD(Oreille)
3. Software Testing in the Real World – Edward Kit, Pearson.
4. Effective methods of Software Testing, Perry, John Wiley.
5. Art of Software Testing – Meyers, John Wiley.

III B. Tech II Semester	CLOUD COMPUTING	L	T	P	C
		3	0	0	3

Course Objectives:
- To explain the evolving utility computing model called cloud computing.
- To introduce the various levels of services offered by cloud.
- To discuss the fundamentals of cloud enabling technologies such as distributed computing, service-oriented architecture and virtualization.
- To emphasize the security and other challenges in cloud computing.
- To introduce the advanced concepts such as containers, serverless computing and cloud-centric Internet of Things.

UNIT -I: **Introduction to Cloud Computing Fundamentals:** Cloud computing at a glance, defining a cloud, cloud computing reference model, types of services (IaaS, PaaS, SaaS), cloud deployment models (public, private, hybrid), utility computing, cloud computing characteristics and benefits, cloud service providers (Amazon Web Services, Microsoft Azure, Google App Engine).

UNIT-II: Cloud Enabling Technologies: Ubiquitous Internet, parallel and distributed computing, elements of parallel computing, hardware architectures for parallel computing (SISD, SIMD, MISD, MIMD), elements of distributed computing, Inter-process communication, technologies for distributed computing, remote procedure calls (RPC), service-oriented architecture (SOA), Web services, virtualization.

UNIT-III: **Virtualization and Containers:** Characteristics of virtualized environments, taxonomy of virtualization techniques, virtualization and cloud Computing, pros and cons of virtualization, technology examples (XEN, VMware), building blocks of containers, container platforms (LXC, Docker), container orchestration, Docker Swarm and Kubernetes, public cloud VM (e.g. Amazon EC2) and container (e.g. Amazon Elastic Container Service) offerings.

UNIT-IV: **Cloud computing challenges**: Economics of the cloud, cloud interoperability and standards, scalability and fault tolerance, energy efficiency in clouds, federated clouds, cloud computing security, fundamentals of computer security, cloud security architecture, cloud shared responsibility model, security in cloud deployment models.

UNIT -V: **Advanced concepts in cloud computing**: Serverless computing, Function-as-a-Service, serverless computing architecture, public cloud (e.g. AWS Lambda) and open-source (e.g. Open FaaS) serverless platforms, Internet of Things (IoT), applications, cloud-centric IoT and layers, edge and fog computing, DevOps, infrastructure-as-code, quantum cloud computing.

Text Books:

1. Mastering Cloud Computing, 2nd edition, Rajkumar Buyya, Christian Vecchiola, Thamarai Selvi, ShivanandaPoojara, Satish N. Srirama, Mc Graw Hill, 2024.
2. Distributed and Cloud Computing, Kai Hwang, Geoffery C. Fox, Jack J. Dongarra, Elsevier, 2012.

Reference Books:

1. Cloud Computing, Theory and Practice, Dan C Marinescu, 2nd edition, MK Elsevier, 2018.
2. Essentials of cloud Computing, K. Chandrasekhran, CRC press, 2014.
3. Online documentation and tutorials from cloud service providers (e.g., AWS, Azure, GCP)

III B. Tech II Semester	QUANTUM COMPUTING	L	T	P	C
		3	0	0	3

Course Objectives:
- To introduce the fundamentals of quantum computing, the problem-solving approach using finite dimensional mathematics

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

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

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

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

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

Text Books:
1. Nielsen M. A., Quantum Computation and Quantum Information, Cambridge

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

III B. Tech II Semester	SOCIAL NETWORK ANALYSIS	L	T	P	C
		3	0	0	3

Unit-I: INTRODUCTION: Introduction to Semantic Web: Limitations of current Web – Development of Semantic Web – Emergence of the Social Web – Social Network analysis: Development of Social Network Analysis – Key concepts and measures in network analysis – Electronic sources for network analysis: Electronic discussion networks, Blogs and online communities – Web-based networks – Applications of Social Network Analysis

Unit-II: MODELLING, AGGREGATING AND KNOWLEDGE REPRESENTATION Ontology and their role in the Semantic Web: Ontology-based knowledge Representation – Ontology languages for the Semantic Web: Resource Description Framework – Web Ontology Language – Modelling and aggregating social network data: State-of-the-art in network data representation – Ontological representation of social individuals – Ontological representation of social relationships – Aggregating and reasoning with social network data – Advanced representations.

Unit-III: EXTRACTION AND MINING COMMUNITIES IN WEB SOCIAL NETWORKS Extracting evolution of Web Community from a Series of Web Archive – Detecting communities in social networks – Definition of community – Evaluating communities – Methods for community detection and mining – Applications of community mining algorithms – Tools for detecting communities social network infrastructures and communities – Decentralized online social networks – Multi-Relational characterization of dynamic social network communities.

Unit-IV: PREDICTING HUMAN BEHAVIOR AND PRIVACY ISSUES Understanding and predicting human behavior for social communities – User data management – Inference and Distribution – Enabling new human experiences – Reality mining – Context – Awareness – Privacy in online social networks – Trust in online environment – Trust models based on subjective logic – Trust network analysis – Trust transitivity analysis – Combining trust and reputation – Trust derivation based on trust comparisons – Attack spectrum and counter measures.

Unit-V: VISUALIZATION AND APPLICATIONS OF SOCIAL NETWORKS Graph theory – Centrality – Clustering – Node-Edge Diagrams – Matrix representation – Visualizing online social networks, visualizing social networks with matrix-based representations – Matrix and Node-Link Diagrams – Hybrid representations – Applications – Cover networks – Community welfare – Collaboration networks – Co-Citation networks.

TEXT BOOKS:

1. Peter Mika, ―Social Networks and the Semantic Web, First Edition, Springer 2007.
2. Borko Furht, ―Handbook of Social Network Technologies and Applications, 1st Edition, Springer, 2010.

REFERENCES:

1. Guandong Xu ,Yanchun Zhang and Lin Li,-Web Mining and Social Networking – Techniques and applications, First Edition, Springer, 2011.
2. Dion Goh and Schubert Foo,-Social information Retrieval Systems: Emerging Technologies and Applications for Searching the Web Effectively, IGI Global Snippet, 2008.
3. Max Chevalier, Christine Julien and Chantal Soulé-Dupuy, Collaborative and Social Information Retrieval and Access: Techniques for Improved user Modelling, IGI Global Snippet, 2009.
4. John G. Breslin, Alexander Passant and Stefan Decker, -The Social Semantic Web, Springer, 2009.

III B. Tech II Semester	DATA VISUALIZATION AND MACHINE LEARNING LAB	L	T	P	C
		0	1	2	2

Lab Problems:

1. Understanding Data, what is data, where to find data, Foundations for building Data Visualizations, Creating Your First visualization?
2. Getting started with Tableau Software using Data file formats, connecting your Data to Tableau, creating basic charts (line, bar charts, Tree maps), Using the Show me panel.
3. Tableau Calculations, Overview of SUM, AVR, and Aggregate features, Creating custom calculations and fields.
4. Applying new data calculations to your visualizations, Formatting Visualizations, Formatting Tools and Menus, Formatting specific parts of the view.
5. Editing and Formatting Axes, Manipulating Data in Tableau data, Pivoting Tableau data.
6. Structuring your data, Sorting and filtering Tableau data, Pivoting Tableau data.
7. Advanced Visualization Tools: Using Filters, Using the Detail panel, using the Size panels, customizing filters, Using and Customizing tooltips, Formatting your data with colors.
8. Creating Dashboards & Storytelling, creating your first dashboard and Story, Design for different displays, adding interactivity to your Dashboard, Distributing & Publishing your Visualization.
9. Tableau file types, publishing to Tableau Online, Sharing your visualizations, printing, and Exporting.
10. Creating custom charts, cyclical data and circular area charts, Dual Axis charts.

Software's Required: Python/R/Weka

List of Experiments:

1. Compute Central Tendency Measures: Mean, Median, Mode Measure of Dispersion: Variance, Standard Deviation.
2. Apply the following Pre-processing techniques for a given dataset.
   a. Attribute selection
   b. Handling Missing Values
   c. Discretization
   d. Elimination of Outliers
3. Apply KNN algorithm for classification and regression
4. Demonstrate decision tree algorithm for a classification problem and perform parameter tuning for better results
5. Demonstrate decision tree algorithm for a regression problem
6. Apply Random Forest algorithm for classification and regression
7. Demonstrate Naïve Bayes Classification algorithm.
8. Apply Support Vector algorithm for classification
9. Demonstrate simple linear regression algorithm for a regression problem
10. Apply Logistic regression algorithm for a classification problem
11. DemonstrateMulti-layer Perceptron algorithm for a classification problem

12. Implement the K-means algorithm and apply it to the data you selected. Evaluate performance by measuring the sum of the Euclidean distance of each example from its class center. Test the performance of the algorithm as a function of the parameters K.

13. Demonstrate the use of Fuzzy C-Means Clustering

14. Demonstrate the use of Expectation Maximization based clustering algorithm

REFERENCE BOOKS:

1. R Programming for Data Science by Roger D. Peng (References)
2. The Art of R Programming by Norman Matloff Cengage Learning India

		L	T	P	C
III B. Tech II Semester	**BIG DATA ANALYTICS LAB**	0	0	3	1.5

Software Requirements:
1. **Hadoop**   : https://hadoop.apache.org/release/2.7.6.html
2. **Java**   : https://www.oracle.com/java/technologies/javase/javase8u211-later-archive-downloads.html
3. **Eclipse :** https://www.eclipse.org/downloads/

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

Experiment 2: Week 3:
  2. (i)Perform setting up and Installing Hadoop in its three operating modes:
Standalone,   Pseudo distributed,   Fully distributed
  (ii)Use web based tools to monitor your Hadoop setup.

Experiment 3: Week 4:
  3.Implement the following file management tasks in Hadoop:
- Adding files and directories
- Retrieving files
- Deleting files

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

Experiment 4: Week 5:
  4. Run a basic Word Count MapReduce program to understand MapReduce Paradigm**.**

Experiment 5: Week 6:
  5. Write a map reduce program that mines weather data.
Weather sensors collecting data every hour at many locations across the globe gather a large volume of log data, which is a good candidate for   analysis with Map Reduce, since it is semi structured and record-oriented.

Experiment 6: Week 7:
  6.Use MapReduce to find the shortest path between two people in a social graph.
Hint: Use an adjacency list to model a graph, and for each node store the distance from the original node, as well as a back pointer to the original node. Use the mappers to propagate the distance to the original node, and the reducer to restore the state of the graph. Iterate until the target node has been reached.

Experiment 7: Week 8:

7.   Implement Friends-of-friends algorithm in Map Reduce.
Hint: Two Map Reduce jobs are required to calculate the FoFs for each user in a social network .The first job calculates the common friends for each user, and the second job sorts the common friends by the number of connections to your friends.

Experiment 8: Week 9:
8.   Implement an iterative PageRank graph algorithm in Map Reduce.
Hint: PageRank can be implemented by iterating a Map Reduce job until the graph has converged. The mappers are responsible for propagating node PageRank values to their adjacent nodes, and the reducers are responsible for calculating new PageRank values for each node, and for re-creating the original graph with the updated PageRank values.

Experiment 9: Week 10:
9.   Perform an efficient semi-join in MapReduce.
Hint: Perform a semi-join by having the mappers load a Bloom filter from the Distributed Cache, and then filter results from the actual MapReduce data source by performing membership queries against the Bloom filter to determine which data source records should be emitted to the reducers.

Experiment 10: Week 11:
10.   Install and Run Pig then write Pig Latin scripts to sort, group, join, project, and filter your data.

Experiment 12: Week 12:
11.   Install and Run Hive then use Hive to create, alter, and drop databases, tables, views, functions, and indexes

III B. Tech II Semester	SOFT SKILLS	L	T	P	C
		0	1	2	2

Course Objectives:
- To equip the students with the skills to effectively communicate in English
- To train the students in interview skills, group discussions and presentation skills
- To motivate the students to develop confidence
- To enhance the students' interpersonal skills
- To improve the students' writing skills

UNIT – I: Analytical Thinking & Listening Skills: Self-Introduction, Shaping Young Minds - A Talk by Azim Premji (Listening Activity), Self – Analysis, Developing Positive Attitude, Perception.
Communication Skills: Verbal Communication; Non Verbal Communication (Body Language)

UNIT – II: Self-Management Skills: Anger Management, Stress Management, Time Management, Six Thinking Hats, Team Building, Leadership Qualities
Etiquette: Social Etiquette, Business Etiquette, Telephone Etiquette, Dining Etiquette

UNIT – III: Standard Operation Methods: Basic Grammars, Tenses, Prepositions, Pronunciation, Letter Writing; Note Making, Note Taking, Minutes Preparation, Email & Letter Writing

UNIT-IV: Job-Oriented Skills: Group Discussion, Mock Group Discussions, Resume Preparation, Interview Skills, Mock Interviews

UNIT-V: Interpersonal relationships: Introduction, Importance, Types, Uses, Factors affecting interpersonal relationships, Accommodating different styles, Consequences of interpersonal relationships

Text books:
1. Barun K. Mitra, Personality Development and Soft Skills, Oxford University Press, 2011.
2. S.P. Dhanavel, English and Soft Skills, Orient Blackswan, 2010.

Reference books:
1. R.S.Aggarwal, A Modern Approach to Verbal & Non-Verbal Reasoning, S.Chand& Company Ltd., 2018.
2. Raman, Meenakshi& Sharma, Sangeeta, Technical Communication Principles and Practice, Oxford University Press, 2011.

E-resources:
1. https://swayam-plus.swayam2.ac.in/courses/course-details?id=P_CAMBR_01

III B. Tech II Semester	TECHNICAL PAPER WRITING & IPR	L	T	P	C
		2	0	0	-

Course Objective:
1. The course will explain the basic related to writing the technical reports and understanding the concepts related to formatting and structuring the report. This will help students to comprehend the concept of proofreading, proposals and practice

UNIT-I: Introduction: An introduction to writing technical reports, technical sentences formation, using transitions to join sentences, Using tenses for technical writing.
Planning and Structuring: Planning the report, identifying reader(s), Voice, Formatting and structuring the report, Sections of a technical report, Minutes of meeting writing.

UNIT-II: Drafting report and design issues: The use of drafts, Illustrations and graphics.
Final edits: Grammar, spelling, readability and writing in plain English: Writing in plain English, Jargon and final layout issues, Spelling, punctuation and Grammar, Padding, Paragraphs, Ambiguity.

UNIT-III: Proofreading and summaries: Proofreading, summaries, Activities on summaries.
Presenting final reports: Printed presentation, Verbal presentation skills, Introduction to proposals and practice.

UNIT-IV: Using word processor: Adding a Table of Contents, Updating the Table of Contents, Deleting the Table of Contents, Adding an Index, Creating an Outline, Adding Comments, Tracking Changes, Viewing Changes, Additions, and Comments, Accepting and Rejecting Changes , Working with Footnotes and Endnotes, Inserting citations and Bibliography, Comparing Documents, Combining Documents, Mark documents final and make them read only., Password protect Microsoft Word documents., Using Macros,

UNIT-V: **Nature of Intellectual Property:** Patents, Designs, Trade and Copyright. Process of **Patenting and Development:** technological research, innovation, patenting, development. International Scenario: International cooperation on Intellectual Property

Text Books:
1. Kompal Bansal &Parshit Bansal, "Fundamentals of IPR for Beginner's", 1st Ed., BS Publications, 2016.
2. William S. Pfeiffer and Kaye A. Adkins, "Technical Communication: A Practical Approach", Pearson.
3. Ramappa,T., "Intellectual Property Rights Under WTO", 2nd Ed., S Chand, 2015.

Reference Books:
1. Adrian Wallwork , English for Writing Research Papers, Springer New York Dordrecht Heidelberg London, 2011.
2. Day R, How to Write and Publish a Scientific Paper, Cambridge University Press(2006)

E-resources:

1. https://www.udemy.com/course/reportwriting/
2. https://www.udemy.com/course/professional-business-english-and-technical-report-writing/
3. https://www.udemy.com/course/betterbusinesswriting/