



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

**B.Tech III Year I Semester**

S.No.	Category	Title	L	T	P	C
1	Professional Core	Machine Learning	3	0	0	3
2	Professional Core	Computer Networks	3	0	0	3
3	Professional Core	Automata Theory & Compiler Design	3	0	0	3
4	Professional Elective-I	1. Object Oriented Analysis and Design 2. Artificial Intelligence 3. Microprocessors & Microcontrollers 4. Data Warehousing & Data Mining 5. 12 week MOOC Swayam / NPTEL course recommended by the BoS	3	0	0	3
5	Open Elective-I	OR Entrepreneurship Development & Venture Creation	3	0	0	3
6	Professional Core	Machine Learning Lab	0	0	3	1.5
7	Professional Core	Computer Networks Lab	0	0	3	1.5
8	Skill Enhancement Course	Full Stack Development 1	0	1	2	2
9	Engineering Science	User Interface Design using Flutter / SWAYAM Plus - Android Application Development (with Flutter)	0	0	2	1
10	Evaluation of Community Service Internship		-	-	-	2
Total			15	1	10	23
MC	Minor Course (Student may select from the same specialized minors pool)		3	0	3	4.5
MC	Minor Course through SWAYAM/NPTEL (minimum 12 week, 3 credit course)		3	0	0	3
HC	Honors Course (Student may select from the same honors pool)		3	0	0	3
HC	Honors Course ( Student may select from the same honors pool)		3	0	0	3



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**B.Tech III Year II Semester**

S.No.	Category	Title	L	T	P	C
1	Professional Core	DevOps	3	0	0	3
2	Professional Core	Cloud Computing	3	0	0	3
3	Professional Core	Cryptography & Network Security	3	0	0	3
4	Professional Elective-II	1. Software Testing Methodologies 2. Computer Vision 3. Generative AI 4. Cyber Security 5. 12 week MOOC Swayam/NPTEL course recommended by the BoS	3	0	0	3
5	Professional Elective-III	1. Software Project Management 2. Mobile Adhoc Networks 3. Natural Language Processing 4. Distributed Operating System 5. 12 week MOOC Swayam/NPTEL course recommended by the BoS	3	0	0	3
6	Open Elective – II		3	0	0	3
7	Professional Core	DevOps Lab	0	0	3	1.5
8	Professional Core	Cryptography & Network Security Lab	0	0	3	1.5
9	Skill Enhancement Course	Soft skills / SWAYAM Plus - 21st Century Employability Skills	0	1	2	2
10	Audit Course	Technical Paper Writing & IPR	2	0	0	-
<b>Total</b>			<b>20</b>	<b>1</b>	<b>08</b>	<b>23</b>
Mandatory Industry Internship / <b>Mini Project</b> of 08 weeks duration during summer vacation						
MC	Minor Course (Student may select from the same specialized minors pool)		3	0	3	4.5
MC	Minor Course (Student may select from the same specialized minors pool)		3	0	0	3
HC	Honors Course (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



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**Note :** *Student need to do at least ONE MOOC/NPTEL Course (of 3 credits out of 160 credits) to meet the mandatory requirement (11<sup>th</sup> criteria, as per R23 Regulations); they are allowed to register one semester in advance*

**Open Electives, offered to other department students:**

Open Elective I: Principles of Operating Systems/ Computer Organization and Architecture

Open Elective II: Principles of Database Management Systems

Open Elective III: Object Oriented Programming Through Java

Open Elective IV: Principles of Software Engineering /Computer Networks



III Year I Semester	<b>MACHINE LEARNING</b>	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.

**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.



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**Text Books:**

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

**Reference Books:**

1. “Machine Learning”, Tom M. Mitchell, McGraw-Hill Publication, 2017
2. “Machine Learning in Action”, Peter Harrington, DreamTech
3. “Introduction to Data Mining”, Pang-Ning Tan, Michel Stenbach, Vipin Kumar, 7<sup>th</sup> Edition, 2019.



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<b>III Year I Semester</b>	<b>COMPUTER NETWORKS</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>

**Course Objectives:**

- To provide insight about networks, topologies, and the key concepts.
- To gain comprehensive knowledge about the layered communication architectures (OSI and TCP/IP) and its functionalities.
- To understand the principles, key protocols, design issues, and significance of each layers in ISO and TCP/IP.
- To know the basic concepts of network services and various network applications.

**UNIT I: Introduction:** Network Types, LAN, MAN, WAN, Network Topologies Reference models- The OSI Reference Model- the TCP/IP Reference Model - A Comparison of the OSI and TCP/IP Reference Models, OSI Vs TCP/IP.

**Physical Layer** –Introduction to Guided Media- Twisted-pair cable, Coaxial cable and Fiber optic cable and introduction about unguided media.

**UNIT II: Data link layer:** Design issues, **Framing:** fixed size framing, variable size framing, flow control, error control, error detection and correction codes, CRC, Checksum: idea, one's complement internet checksum, services provided to Network Layer, **Elementary Data Link Layer protocols:** simplex protocol, Simplex stop and wait, Simplex protocol for Noisy Channel.

**Sliding window protocol:** One bit, Go back N, Selective repeat-Stop and wait protocol, Data link layer in HDLC, Point to point protocol (PPP)

**UNIT – III: Media Access Control: Random Access:** ALOHA, Carrier sense multiple access (CSMA), CSMA with Collision Detection, CSMA with Collision Avoidance, **Controlled Access:** Reservation, Polling, Token Passing, **Channelization:** frequency division multiple Access(FDMA), time division multiple access(TDMA), code division multiple access(CDMA).

**Wired LANs:** Ethernet, Ethernet Protocol, Standard Ethernet, Fast Ethernet(100 Mbps), Gigabit Ethernet, 10 Gigabit Ethernet.

**UNIT – IV: The Network Layer Design Issues** – Store and Forward Packet Switching- Services Provided to the Transport layer- Implementation of Connectionless Service- Implementation of Connection Oriented Service- Comparison of Virtual Circuit and Datagram Networks,

Routing Algorithms-The Optimality principle-Shortest path, Flooding, Distance vector, Link state, Hierarchical, Congestion Control algorithms-General principles of congestion control, Congestion prevention polices, Approaches to Congestion Control-Traffic Aware Routing- Admission Control-Traffic Throttling-Load Shedding. Traffic Control Algorithm-Leaky bucket & Token bucket.

**Internet Working:** How networks differ- How networks can be connected- Tunnelling, internetwork routing-, Fragmentation, network layer in the internet – IP protocols-IP Version



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4 protocol-IPV4 Header Format, IP addresses, Class full Addressing, CIDR, Subnets-IP Version 6-The main IPV6 header, Transition from IPV4 to IPV6, Comparison of IPV4 & IPV6.

**UNIT –V: The Transport Layer:** Transport layer protocols: Introduction-services- port number-User data gram protocol-User datagram-UDP services-UDP applications-Transmission control protocol: TCP services- TCP features- Segment- A TCP connection-windows in TCP- flow control-Error control, Congestion control in TCP.

**Application Layer** -- World Wide Web: HTTP, Electronic mail-Architecture- web based mail- email security- TELENET-local versus remote Logging-Domain Name System.

**Text Books:**

1. Computer Networks, Andrew S Tanenbaum, Fifth Edition. Pearson Education/PHI
2. Data Communications and Networks, Behrouz A. Forouzan, Fifth Edition TMH.

**References Books:**

1. Data Communications and Networks- Achut S Godbole, AtulKahate
2. Computer Networks, Mayank Dave, CENGAGE



III Year I Semester	<b>AUTOMATA THEORY &amp; COMPILER DESIGN</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>

**Course Objectives:**

- Introduce the notion of formal languages and grammars
- Design of Grammars, FAs and PDAs
- To become familiar with the underlying theory and methods used in compiler design
- To Introduce the parsing techniques, code optimization techniques and generate code

**UNIT – I: Regular Expressions, Languages and Finite Automata**

Formal Languages and the Chomsky Hierarchy, Regular Expressions and Regular Languages, Algebraic Laws for Regular Expressions, Applications of Regular Expressions, Abstract model of Finite Automaton, Transition Tables and Transition Graphs, Deterministic Finite Automata (DFA), Nondeterministic Finite Automata (NFA), Converting NFA to DFA, Finite Automata with  $\epsilon$  transitions (NFA- $\epsilon$ ), Converting NFA- $\epsilon$  to NFA/DFA, Minimization of Finite Automata, Equivalence of FA and Regular Expressions

**UNIT-II: Context Free Grammars and Push Down Automata:**

Context Free Grammars (CFG) and Context Free Languages (CFL), Design of CFGs, Leftmost and Rightmost Derivations, Parse Trees, Applications of CFGs, Ambiguity in Grammars and Languages, Push Down Automata (PDA), The Language of a PDA, Equivalence of PDAs and CFGs

**UNIT-III: Lexical Analysis and Top-Down Parsing**

The structure of a compiler, Role of lexical analyzer, Input Buffering, Specification of tokens, Recognition of tokens, The Lexical Analyser Generator –LEX  
Introduction to Syntax Analysis, Eliminating ambiguity and left recursion from a CFG, Recursive Decent Parsing, LL(1) Grammars, Nonrecursive Predictive Parsing

**UNIT-IV: Bottom-Up Parsing and Syntax Directed Translation**

Shift-Reduce Parsing, Simple LR parsing, Canonical LR(1) Parsing, LALR Parsing, Parser Generators  
Syntax Directed Definitions, Evaluation Orders for SDDs, Syntax Directed Translation Schemes

**UNIT-V: Intermediate Code Generation, Code Generation and Optimization:**

Three address code, Types and Declarations, Translation of Expressions, Type Checking, Control Flow, Issues in the design of a Code Generator, The Target Language, A simple Code Generator Basic Blocks and Flow Graphs, Optimization of Basic Blocks, Peephole Optimization



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**Textbooks:**

1. Introduction to Automata Theory, Languages and Computation, J.E.Hopcroft, R.Motwani and J.D.Ullman, 3<sup>rd</sup> Edition, Pearson, 2008.
2. Compilers Principles, Techniques and Tools, 2<sup>nd</sup> Edition, Alfred V.Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman, Pearson

**Reference Books:**

1. Introduction to Languages and The Theory of Computation, John C. Martin, McGraw Hill.
2. Theory of Computer Science-Automata, Languages and Computation, K.L.P.Mishra and N.Chandrasekaran, 3<sup>rd</sup> Edition, PHI, 2007
3. Compiler Construction, K.V.N. Sunitha, Pearson, 2013
4. Compiler Design, SandeepSaxena, Rajkumar Singh Rathore, S.Chand publication



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III Year I Semester	<b>OBJECT ORIENTED ANALYSIS AND DESIGN</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>

**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 them at 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.

UNIT III:

**Class & Object Diagrams:** Terms, concepts, modeling 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, Bobbi J. Young, Jim Conallen, 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.



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**Reference Books:**

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



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<b>III Year I Semester</b>	<b>ARTIFICIAL INTELLIGENCE</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>

**Pre-requisite:**

1. Knowledge in Computer Programming.
2. A course on “Mathematical Foundations of Computer Science”.
3. Background in linear algebra, data structures and algorithms, and probability.

**Course Objectives:**

1. The student should be made to study the concepts of Artificial Intelligence.
2. The student should be made to learn the methods of solving problems using Artificial Intelligence.
3. The student should be made to introduce the concepts of Expert Systems.
4. To understand the applications of AI, namely game playing, theorem proving, and machine learning.
5. To learn different knowledge representation techniques

**UNIT - I**

**Introduction:** AI problems, foundation of AI and history of AI intelligent agents: Agents and Environments, the concept of rationality, the nature of environments, structure of agents, problem solving agents, problem formulation.

**UNIT - II**

**Searching-** Searching for solutions, uniformed search strategies – Breadth first search, depth first Search. Search with partial information (Heuristic search) Hill climbing, A\* ,AO\* Algorithms, Problem reduction, Game Playing-Adversial search, Games, mini-max algorithm, optimal decisions in multiplayer games, Problem in Game playing, Alpha-Beta pruning, Evaluation functions.

**UNIT - III**

**Representation of Knowledge:** Knowledge representation issues, predicate logic- logic programming, semantic nets- frames and inheritance, constraint propagation, representing knowledge using rules, rules based deduction systems. Reasoning under uncertainty, review of probability, Bayes’ probabilistic interferences and Dempster Shafer theory.

**UNIT - IV**

**Logic concepts:** First order logic. Inference in first order logic, propositional vs. first order inference, unification & lifts forward chaining, Backward chaining, Resolution, Learning from observation Inductive learning, Decision trees, Explanation based learning, Statistical Learning methods, Reinforcement Learning.



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**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

**UNIT - V**

**Expert Systems:** Architecture of expert systems, Roles of expert systems – Knowledge Acquisition Meta knowledge Heuristics. Typical expert systems – MYCIN, DART, XCON: Expert systems shells.

**Textbooks:**

1. S. Russel and P. Norvig, “Artificial Intelligence – A Modern Approach”, Second Edition, Pearson Education.
2. Kevin Night and Elaine Rich, Nair B., “Artificial Intelligence (SIE)”, Mc Graw Hill

**Reference Books:**

1. David Poole, Alan Mackworth, Randy Goebel, “Computational Intelligence: a logical approach”, Oxford University Press.
2. G. Luger, “Artificial Intelligence: Structures and Strategies for complex problemsolving”, Fourth Edition, Pearson Education.
3. J. Nilsson, “Artificial Intelligence: A new Synthesis”, Elsevier Publishers.
4. Artificial Intelligence, SarojKaushik, CENGAGE Learning.

**Online Learning Resources:**

1. <https://ai.google/>
2. [https://swayam.gov.in/ndl\\_noc19\\_me71/preview](https://swayam.gov.in/ndl_noc19_me71/preview)



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III Year I Semester	<b>MICROPROCESSORS &amp; MICROCONTROLLERS</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>

**Course Objectives:**

- To introduce fundamental architectural concepts of microprocessors and microcontrollers.
- To impart knowledge on addressing modes and instruction set of 8086 and 8051
- To introduce assembly language programming concepts
- To explain memory and I/O interfacing with 8086 and 8051
- To introduce 16 bit and 32 bit microcontrollers.

**UNIT I:**

**8086 Architecture:** Main features, pin diagram/description, 8086 microprocessor family, internal architecture, bus interfacing unit, execution unit, interrupts and interrupt response, 8086 system timing, minimum mode and maximum mode configuration.

**UNIT II:**

**8086 Programming:** Program development steps, instructions, addressing modes, assembler directives, writing simple programs with an assembler, assembly language program development tools.

**UNIT III:**

**8086 Interfacing:** Semiconductor memories interfacing (RAM, ROM), Intel 8255 programmable peripheral interface, Interfacing switches and LEDs, Interfacing seven segment displays, software and hardware interrupt applications, Intel 8251 USART architecture and interfacing, Intel 8237a DMA controller, stepper motor, A/D and D/A converters, Need for 8259 programmable interrupt controllers.

**UNIT IV:**

Microcontroller, Architecture of 8051, Special Function Registers(SFRs), I/O Pins Ports and Circuits, Instruction set, Addressing modes, Assembly language programming.

**UNIT V:**

Interfacing Microcontroller, Programming 8051 Timers, Serial Port Programming, Interrupts Programming, LCD & Keyboard Interfacing, ADC, DAC & Sensor Interfacing, External Memory Interface, Stepper Motor and Waveform generation, Comparison of Microprocessor, Microcontroller, PIC and ARM processors

**Textbooks:**

1. Microprocessors and Interfacing – Programming and Hardware by Douglas V Hall, SSSP Rao, Tata McGraw Hill Education Private Limited, 3<sup>rd</sup> Edition, 1994.



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2. K M Bhurchandi, A K Ray, Advanced Microprocessors and Peripherals, 3<sup>rd</sup> edition, McGraw Hill Education, 2017.
3. Raj Kamal, Microcontrollers: Architecture, Programming, Interfacing and System Design, 2<sup>nd</sup> edition, Pearson, 2012.

**Reference Books:**

1. Ramesh S Gaonkar, Microprocessor Architecture Programming and Applications with the 8085, 6<sup>th</sup> edition, Penram International Publishing, 2013.
2. Kenneth J. Ayala, The 8051 Microcontroller, 3<sup>rd</sup> edition, Cengage Learning, 2004.



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III Year I Semester	<b>DATA WAREHOUSING &amp; DATA MINING</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>

**Pre-requisites:** Data Structures, Algorithms, Probability & Statistics, Data Base Management Systems

**Course Objectives:** The main objective of the course is to

- Introduce basic concepts and techniques of data warehousing and data mining
- Examine the types of the data to be mined and apply pre-processing methods on raw data
- Discover interesting patterns, analyze supervised and unsupervised models and estimate the accuracy of the algorithms.

**UNIT-I: Data Warehousing and Online Analytical Processing:** Basic concepts, Data Warehouse Modeling: Data Cube and OLAP, Data Warehouse Design and Usage, Data Warehouse Implementation, Cloud Data Warehouse, Data Mining and Patten Mining, Technologies, Applications, Major issues, Data Objects & Attribute Types, Basic Statistical Descriptions of Data, Data Visualization, Measuring Data Similarity and Dissimilarity. (Text Book- 1)

**UNIT II: Data Preprocessing:** An Overview, Data Cleaning, Data Integration, Data Reduction, Data Transformation and Data Discretization. (Text Book- 1)

**UNIT-III: Classification:** Basic Concepts, General Approach to solving a classification problem, Decision Tree Induction: Attribute Selection Measures, Tree Pruning, Scalability and Decision Tree Induction, Visual Mining for Decision Tree Induction, Bayesian Classification Methods: Bayes Theorem, Naïve Bayes Classification, Rule-Based Classification, Model Evaluation and Selection. (Text Book- 2)

**UNIT-IV: Association Analysis:** Problem Definition, Frequent Itemset Generation, Rule Generation: Confident Based Pruning, Rule Generation in Apriori Algorithm, Compact Representation of frequent item sets, FP-Growth Algorithm. (Text Book- 2)

**UNIT-V: Cluster Analysis:** Overview, Basics and Importance of Cluster Analysis, Clustering techniques, Different Types of Clusters; K-means: The Basic K-means Algorithm, K-means Additional Issues, Bi-secting K Means, Agglomerative Hierarchical Clustering: Basic Agglomerative Hierarchical Clustering Algorithm DBSCAN: Traditional Density Center-Based Approach, DBSCAN Algorithm, Strengths and Weaknesses. (Text Book- 2)



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**Text Books:**

1. Data Mining concepts and Techniques, 3<sup>rd</sup> edition, Jiawei Han, Michel Kamber, Elsevier, 2011.
2. Introduction to Data Mining: Pang-Ning Tan & Michael Steinbach, Vipin Kumar, Pearson, 2012.

**Reference Books:**

1. Data Mining: VikramPudi and P. Radha Krishna, Oxford Publisher.
2. Data Mining Techniques, Arun K Pujari, 3<sup>rd</sup> edition, Universities Press,2013.
3. (NPTEL course by Prof.PabitraMitra)  
[http://onlinecourses.nptel.ac.in/noc17\\_mg24/preview](http://onlinecourses.nptel.ac.in/noc17_mg24/preview)
4. [http://www.saedsayad.com/data\\_mining\\_map.htm](http://www.saedsayad.com/data_mining_map.htm)



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<b>III Year I Semester</b>	<b>MACHINE LEARNING LAB</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>0</b>	<b>0</b>	<b>3</b>	<b>1.5</b>

**Course Objectives:**

- To learn about computing central tendency measures and Data preprocessing techniques
- To learn about classification and regression algorithms
- To apply different clustering algorithms for a problem.

**Software Required: Python/R/Weka**

Lab should cover the concepts studied in the course work, sample 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. Demonstrate Multi-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



III Year I Semester	<b>COMPUTER NETWORKS LAB</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>0</b>	<b>0</b>	<b>3</b>	<b>1.5</b>

**Course Objectives:**

Learn basic concepts of computer networking and acquire practical notions of protocols with the emphasis on TCP/IP. A lab provides a practical approach to Ethernet/Internet networking: networks are assembled, and experiments are made to understand the layered architecture and how do some important protocols work

**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 framing methods such as
  - i) Character stuffing
  - ii) bit stuffing.
3. Write a Program to implement data link layer framing 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. Simulate to Compare Data Rate& Throughput.



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

<b>III Year I Semester</b>	<b>FULL STACK DEVELOPMENT 1</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>0</b>	<b>1</b>	<b>2</b>	<b>2</b>

**Course Objectives:**

The main objectives of the course are to

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

**Experiments covering the Topics:**

- Lists, Links and Images
- HTML Tables, Forms and Frames
- HTML 5 and Cascading Style Sheets, Types of CSS
- Selector forms
- CSS with Color, Background, Font, Text and CSS Box Model
- Applying JavaScript - internal and external, I/O, Type Conversion
- JavaScript Conditional Statements and Loops, Pre-defined and User-defined Objects
- JavaScript Functions and Events

**Sample Experiments:**

**1. Lists, Links and Images**

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

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

- b. Write a HTML program, to explain the working of hyperlinks using `<a>` tag and href, target Attributes.
- c. Create a HTML document that has your image and your friend's image with a specific height and width. Also when clicked on the images it should navigate to their respective profiles.
- d. Write a HTML program, in such a way that, rather than placing large images on a page, the preferred technique is to use thumbnails by setting the height and width parameters to something like to 100\*100 pixels. Each thumbnail image is also a link to a full sized version of the image. Create an image gallery using this technique

**2. HTML Tables, Forms and Frames**

- a. Write a HTML program, to explain the working of tables. (use tags: `<table>`, `<tr>`, `<th>`, `<td>` and attributes: border, rowspan, colspan)
- b. Write a HTML program, to explain the working of tables by preparing a timetable. (Note: Use `<caption>` tag to set the caption to the table & also use cell spacing, cell padding, border, rowspan, colspan etc.).
- c. Write a HTML program, to explain the working of forms by designing Registration form. (Note: Include text field, password field, number field, date of birth field, checkboxes, radio buttons, list boxes using `<select>&<option>` tags, `<text area>` and two buttons ie: submit and reset. Use tables to provide a better view).



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

- d. Write a HTML program, to explain the working of frames, such that page is to be divided into 3 parts on either direction. (Note: first frame □ image, second frame □ paragraph, third frame □ hyperlink. And also make sure of using “no frame” attribute such that frames to be fixed).

**3. HTML 5 and Cascading Style Sheets, Types of CSS**

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

**4. Selector forms**

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

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

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

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

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

**7. JavaScript Pre-defined and User-defined Objects**

- a. Write a program using document object properties and methods.
- b. Write a program using window object properties and methods.
- c. Write a program using array object properties and methods.



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA–533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

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

**8. JavaScript Conditional Statements and Loops**

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

**9. Javascript Functions and Events**

- a. Design a appropriate function should be called to display
  - i. Factorial of that number
  - ii. Fibonacci series up to that number
  - iii. Prime numbers up to that number
  - iv. Is it palindrome or not
- b. Design a HTML having a text box and four buttons named Factorial, Fibonacci, Prime, and Palindrome. When a button is pressed an appropriate function should be called to display
  - i. Factorial of that number
  - ii. Fibonacci series up to that number
  - iii. Prime numbers up to that number
  - iv. Is it palindrome or not
- c. Write a program to validate the following fields in a registration page
  - i. Name (start with alphabet and followed by alphanumeric and the length should not be less than 6 characters)
  - ii. Mobile (only numbers and length 10 digits)
  - iii. E-mail (should contain format like xxxxxxx@xxxxxx.xxx)

**Text Books:**

1. Programming the World Wide Web, 7th Edition, Robert W Sebesta, Pearson, 2013.
2. Web Programming with HTML5, CSS and JavaScript, John Dean, Jones & Bartlett



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA–533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

Learning, 2019 (Chapters 1-11).

3. Pro MERN Stack: Full Stack Web App Development with Mongo, Express, React, and Node, Vasani Subramanian, 2<sup>nd</sup> edition, APress, O'Reilly.

**Web Links:**

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



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

<b>III Year I Semester</b>	<b>USER INTERFACE DESIGN USING FLUTTER</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>0</b>	<b>0</b>	<b>2</b>	<b>1</b>

**Course Objectives:**

- 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 Books:**

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 1<sup>st</sup> Edition, Apres
3. Richard Rose, Flutter & Dart Cookbook, Developing Full stack Applications for the Cloud, Oreilly.



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

<b>III Year II Semester</b>	<b>DEVOPS</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>

**Course Objectives:**

The main objectives of this course are to:

- Describe the agile relationship between development and IT operations.
- Understand the skill sets and high-functioning teams involved in DevOps and related methods to reach a continuous delivery capability.
- Implement automated system update and DevOps lifecycle.

**UNIT-I**

**Introduction to DevOps:** Introduction to SDLC, Agile Model. Introduction to Devops. DevOps Features, DevOps Architecture, DevOps Lifecycle, Understanding Workflow and principles, Introduction to DevOps tools, Build Automation, Delivery Automation, Understanding Code Quality, Automation of CI/ CD. Release management, Scrum, Kanban, delivery pipeline, bottlenecks, examples

**UNIT-II**

**Source Code Management (GIT):** The need for source code control, The history of source code management, Roles and code, source code management system and migrations. What is Version Control and GIT, GIT Installation, GIT features, GIT workflow, working with remote repository, GIT commands, GIT branching, GIT staging and collaboration. UNIT TESTING - CODE COVERAGE: Junit, NUnit & Code Coverage with Sonar Qube, SonarQube - Code Quality Analysis.

**UNIT-III**

**Build Automation - Continuous Integration (CI):** Build Automation, What is CI Why CI is Required, CI tools, Introduction to Jenkins (With Architecture), jenkins workflow, jenkins master slave architecture, Jenkins Pipelines, PIPELINE BASICS - Jenkins Master, Node, Agent, and Executor Freestyle Projects & Pipelines, Jenkins for Continuous Integration, Create and Manage Builds, User Management in Jenkins Schedule Builds, Launch Builds on Slave Nodes.

**UNIT-IV**

**Continuous Delivery (CD):** Importance of Continuous Delivery, CONTINUOUS DEPLOYMENT CD Flow, Containerization with Docker: Introduction to Docker, Docker installation, Docker commands, Images & Containers, DockerFile, Running containers, Working with containers and publish to Docker Hub.

**Testing Tools:** Introduction to Selenium and its features, JavaScript testing.

**UNIT-V**



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

**Configuration Management - ANSIBLE:** Introduction to Ansible, Ansible tasks, Roles, Jinja templating, Vaults, Deployments using Ansible.

**CONTAINERIZATION USING KUBERNETES(OPENSIFT):** Introduction to Kubernetes Namespace & Resources, CI/CD - On OCP, BC, DC & ConfigMaps, Deploying Apps on Openshift Container Pods. Introduction to Puppet master and Chef.

**Text Books:**

1. Joyner, Joseph., Devops for Beginners: Devops Software Development Method Guide for Software Developers and It Professionals, 1<sup>st</sup> Edition Mihails Konoplows, 2015.
2. Alisson Machado de Menezes., Hands-on DevOps with Linux,1<sup>st</sup> Edition, BPB Publications, India, 2021.

**Reference Books:**

1. Len Bass, Ingo Weber, Liming Zhu. DevOps: A Software Architect's Perspective. Addison Wesley; ISBN-10
2. Gene Kim Je Humble, Patrick Debois, John Willis. The DevOps Handbook, 1st Edition, IT Revolution Press, 2016.
3. Verona, Joakim Practical DevOps, 1<sup>st</sup> Edition, Packt Publishing, 2016.
4. Joakim Verona. Practical Devops, Ingram short title; 2<sup>nd</sup> edition (2018). ISBN10: 1788392574
5. Deepak Gaikwad, Viral Thakkar. DevOps Tools from Practitioner's Viewpoint. Wiley publications. ISBN: 9788126579952



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

<b>III Year II Semester</b>	<b>CLOUD COMPUTING</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>

**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. OpenFaaS) serverless platforms, Internet of Things (IoT), applications, cloud-centric IoT and layers, edge and fog computing, DevOps, infrastructure-as-code, quantum cloud computing.



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

**Text Books:**

1. Mastering Cloud Computing, 2<sup>nd</sup> edition, Rajkumar Buyya, Christian Vecchiola, Thamarai Selvi, Shivananda Poojara, 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, 2<sup>nd</sup> 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)



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**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

<b>III Year II Semester</b>	<b>CRYPTOGRAPHY &amp; NETWORK SECURITY</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>

**Course Objectives:**

The main objectives of this course are to explore the working principles and utilities of various cryptographic algorithms including secret key cryptography, hashes and message digests, public key algorithms, design issues and working principles of various authentication protocols and various secure communication standards including Kerberos, IPsec, and SSL/TLS.

**UNIT I:**

**Basic Principles :** Security Goals, Cryptographic Attacks, Services and Mechanisms, Mathematics of Cryptography- integer arithmetic, modular arithmetic, matrices, linear congruence.

**UNIT II:**

**Symmetric Encryption:** Mathematics of Symmetric Key Cryptography-algebraic structures,  $GF(2^n)$  Fields, Introduction to Modern Symmetric Key Ciphers-modern block ciphers, modern stream ciphers, Data Encryption Standard- DES structure, DES analysis, Security of DES, Multiple DES, Advanced Encryption Standard-transformations, key expansions, AES ciphers, Analysis of AES.

**UNIT III:**

**Asymmetric Encryption:** Mathematics of Asymmetric Key Cryptography-primality testing, factorization, CRT, Asymmetric Key Cryptography- RSA crypto system, Rabin cryptosystem, Elgamal Crypto system, ECC

**UNIT IV:**

**Data Integrity, Digital Signature Schemes & Key Management :** Message Integrity and Message Authentication-message integrity, Random Oracle model, Message authentication, Cryptographic Hash Functions-whirlpool, SHA-512, Digital Signature- process, services, attacks, schemes, applications, Key Management-symmetric key distribution, Kerberos.

**UNIT V:**

**Network Security-I:** Security at application layer: PGP and S/MIME, Security at the Transport Layer: SSL and TLS, **Network Security-II :** Security at the Network Layer: IPsec-two modes, two security protocols, security association, IKE, ISAKMP, System Security-users, trust, trusted systems, buffer overflow, malicious software, worms, viruses, IDS, Firewalls.



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

**Text Books:**

1. Cryptography and Network Security, 3<sup>rd</sup> Edition Behrouz A Forouzan, Deb deep Mukhopadhyay, McGraw Hill,2015
2. Cryptography and Network Security,4<sup>th</sup> Edition, William Stallings, (6e) Pearson,2006
3. Everyday Cryptography, 1<sup>st</sup> Edition, Keith M.Martin, Oxford,2016

**Reference Books:**

1. Network Security and Cryptography, 1<sup>st</sup> Edition, Bernard Meneges, Cengage Learning,2018



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**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

<b>III Year II Semester</b>	<b>SOFTWARE TESTING METHODOLOGIES</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>

**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.



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

5. Art of Software Testing – Meyers, John Wiley.



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

<b>III Year II Semester</b>	<b>COMPUTER VISION</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>

**Course Objectives:**

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

**UNIT –I:**

CAMERAS: Pinhole Cameras Radiometry – Measuring Light: Light in Space, Light Surfaces, Important Special Cases Sources, Shadows, And Shading: Qualitative Radiometry, Sources and Their Effects, Local Shading Models, Application: Photometric Stereo, Interreflections: Global Shading Models Color: The Physics of Color, Human Color Perception, Representing Color, A Model for Image Color, Surface Color from Image Color.

**UNIT-II:**

Linear Filters: Linear Filters and Convolution, Shift Invariant Linear Systems, Spatial Frequency and Fourier Transforms, Sampling and Aliasing, Filters as Templates, Edge Detection: Noise, Estimating Derivatives, Detecting Edges Texture: Representing Texture, Analysis (and Synthesis) Using Oriented Pyramids, Application: Synthesis by Sampling Local Models, Shape from Texture.

**UNIT-III:**

The Geometry of Multiple Views: Two Views Stereopsis: Reconstruction, Human Stereopsis, Binocular Fusion, Using More Cameras Segmentation by Clustering: What Is Segmentation? Human Vision: Grouping and Gestalt, Applications: Shot Boundary Detection and Background Subtraction, Image Segmentation by Clustering Pixels, Segmentation by Graph-Theoretic Clustering,

**UNIT-IV:**

Segmentation by Fitting a Model: The Hough Transform, Fitting Lines, Fitting Curves, Fitting as a Probabilistic Inference Problem, Robustness Segmentation and Fitting Using Probabilistic Methods: Missing Data Problems, Fitting, and Segmentation, The EM Algorithm in Practice, Tracking With Linear Dynamic Models: Tracking as an Abstract Inference Problem, Linear Dynamic Models, Kalman Filtering, Data Association, Applications and Examples

**UNIT- V:**

Geometric Camera Models: Elements of Analytical Euclidean Geometry, Camera Parameters and the Perspective Projection, Affine Cameras and Affine Projection Equations Geometric Camera Calibration: Least-Squares Parameter Estimation, A Linear Approach to Camera Calibration, Taking Radial Distortion into Account, Analytical Photogrammetry, Case study: Mobile Robot Localization Model- Based Vision: Initial Assumptions, Obtaining Hypotheses by Pose Consistency, Obtaining Hypotheses by pose Clustering, Obtaining



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA–533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

Hypotheses Using Invariants, Verification, Case study: Registration In Medical Imaging Systems, Curved Surfaces and Alignment.

**Text Books:**

1. David A. Forsyth and Jean Ponce: Computer Vision – A Modern Approach, PHI Learning (Indian Edition), 2009.

**Reference Books:**

1. E. R. Davies: Computer and Machine Vision – Theory, Algorithms and Practicalities, Elsevier (Academic Press), 4th edition, 2013.
2. R. C. Gonzalez and R. E. Woods “Digital Image Processing” Addison Wesley 2008.
3. Richard Szeliski “Computer Vision: Algorithms and Applications” Springer-Verlag London Limited 2011.



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

<b>III Year II Semester</b>	<b>GENERATIVE AI</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>

**Course Objectives:**

- Understand the basics of Generative AI.
- Know the basics of Text Generation.
- Understand the process of generating videos.
- Know about GAN and its variants.

**UNIT I :**

Introduction To Gen Ai: Historical Overview of Generative modelling, Difference between Gen AI and Discriminative Modeling, Importance of generative models in AI and Machine Learning, Types of Generative models, GANs, VAEs, autoregressive models and Vector quantized Diffusion models, Understanding of probabilistic modeling and generative process, Challenges of Generative Modeling, Future of Gen AI, Ethical Aspects of AI, Responsible AI, Use Cases.

**UNIT II:**

Generative Models For Text: Language Models Basics, Building blocks of Language models, Transformer Architecture, Encoder and Decoder, Attention mechanisms, Generation of Text, Models like BERT and GPT models, Generation of Text, Autoencoding, Regression Models, Exploring ChatGPT, Prompt Engineering: Designing Prompts, Revising Prompts using Reinforcement Learning from Human Feedback (RLHF), Retrieval Augmented Generation, Multimodal LLM, Issues of LLM like hallucination.

**UNIT III:**

Generation of Images: Introduction to Generative Adversarial Networks, Adversarial Training Process, Nash Equilibrium, Variational Autoencoders, Encoder-Decoder Architectures, Stable Diffusion Models, Introduction to Transformer-based Image Generation, CLIP, Visual Transformers ViT- DALL-E2 and DALL-E3, GPT-4V, Issues of Image Generation models like Mode Collapse and Stability.

**UNIT IV:**

Generation of Painting, Music, and Play: Variants of GAN, Types of GAN, Cyclic GAN, Using Cyclic GAN to Generate Paintings, Neural Style Transfer, Style Transfer, Music Generating RNN, MuseGAN, Autonomous agents, Deep Q Algorithm, Actor-critic Network.

**UNIT V:**

Open Source Models And Programming Frameworks: Training and Fine tuning of Generative models, GPT 4 All, Transfer learning and Pretrained models, Training vision models, Google Copilot, Programming LLM, LangChain, Open Source Models, Llama, Programming for TimeSformer, Deployment, Hugging Face.

**Text Books:**



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA–533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

1. Denis Rothman, “Transformers for Natural Language Processing and Computer Vision”,  
Third Edition , Packt Books, 2024

**Reference Books:**

1. David Foster, ”Generative Deep Learning”, O’Reily Books, 2024.
2. Altaf Rehmani, “Generative AI for Everyone”, BlueRose One, 2024.



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

<b>III Year II Semester</b>	<b>CYBER SECURITY</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>

**Course Objectives:**

The aim of the course is to

- identify security risks and take preventive steps
- understand the forensics fundamentals
- understand the evidence capturing process
- understand the preservation of digital evidence

**UNIT I: Introduction to Cybercrime:** Introduction, Cybercrime: Definition and Origins of the Word, Cybercrime and Information Security, Cybercriminals, Classifications of Cybercrime, Cyberstalking, Cybercafe and Cybercrimes, Botnets. Attack Vector, Proliferation of Mobile and Wireless Devices, Security Challenges Posed by Mobile Devices, Attacks on Mobile/Cell Phones, Network and Computer Attacks.

**UNIT II: Tools and Methods :** Proxy Servers and Anonymizers, Phishing, Password Cracking, Keyloggers and Spywares, Virus and Worms, Trojan Horses and Backdoors, Steganography, Sniffers, Spoofing, Session Hijacking Buffer over flow, DoS and DDoS Attacks, SQL Injection, Buffer Overflow, Attacks on Wireless Networks, Identity Theft (ID Theft), Foot Printing and Social Engineering, Port Scanning, Enumeration.

**UNIT III: Cyber Crime Investigation:** Introduction, Investigation Tools, eDiscovery, Digital Evidence Collection, Evidence Preservation, E-Mail Investigation, E-Mail Tracking, IP Tracking, E-Mail Recovery, Hands on Case Studies. Encryption and Decryption Methods, Search and Seizure of Computers, Recovering Deleted Evidences, Password Cracking.

**UNIT IV: Computer Forensics and Investigations:** Understanding Computer Forensics, Preparing for Computer Investigations. Current Computer Forensics Tools: Evaluating Computer Forensics Tools, Computer Forensics Software Tools, Computer Forensics Hardware Tools, Validating and Testing Forensics Software, Face, Iris and Fingerprint Recognition, Audio Video Analysis, Windows System Forensics, Linux System Forensics, Graphics and Network Forensics, E-mail Investigations, Cell Phone and Mobile Device Forensics.

**UNIT V: Cyber Crime Legal Perspectives:** Introduction, Cybercrime and the Legal Landscape around the World, The Indian IT Act, Challenges to Indian Law and Cybercrime Scenario in India, Consequences of Not Addressing the Weakness in Information Technology Act, Digital Signatures and the Indian IT Act, Amendments to the Indian IT Act, Cybercrime and Punishment, Cyberlaw, Technology and Students: Indian Scenario.

**Text Books:**

1. Sunit Belapure Nina Godbole “Cyber Security: Understanding Cyber Crimes,



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA–533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

Computer Forensics and Legal Perspectives”, WILEY, 2011.

2. Nelson Phillips and Einfinger Steuart, “Computer Forensics and Investigations”, Cengage Learning, New Delhi, 2009.

**Reference Books:**

1. Michael T. Simpson, Kent Backman and James E. Corley, “Hands on Ethical Hacking and Network Defence”, Cengage, 2019.
2. Computer Forensics, Computer Crime Investigation by John R. Vacca, Firewall Media, New Delhi.
3. Alfred Basta, Nadine Basta, Mary Brown and Ravinder Kumar “Cyber Security and Cyber Laws” , Cengage, 2018.

**E-Resources:**

1. CERT-In Guidelines- <http://www.cert-in.org.in/>
2. <https://www.coursera.org/learn/introduction-cybersecurity-cyber-attacks> [ Online Course]
3. <https://computersecurity.stanford.edu/free-online-videos> [ Free Online Videos]
4. Nickolai Zeldovich. 6.858 Computer Systems Security. Fall 2014. Massachusetts Institute of Technology: MIT OpenCourseWare, <https://ocw.mit.edu> License: Creative Commons BY-NC-SA.



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

<b>III Year II Semester</b>	<b>SOFTWARE PROJECT MANAGEMENT</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>

**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

**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.

**The old way and the new:** The principles of conventional software Engineering, principles of modern software management, transitioning to an iterative process.

**UNIT-II:**

**Life cycle phases:** Engineering and production stages, inception, Elaboration, construction, transition phases.

**Artifacts of the process:** The artifact sets, Management artifacts, Engineering artifacts, programmatic artifacts.

**UNIT- III:**

**Model based software architectures:** A Management perspective and technical perspective.

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

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

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

**UNIT- IV:**

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

**Process Automation:** Automation Building blocks, The Project Environment.



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

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

**UNIT-V:**

Agile Methodology, ADAPTING to Scrum, Patterns for Adopting Scrum, Iterating towards Agility. **Fundamentals of DevOps:** Architecture, Deployments, Orchestration, Need, Instance of applications, DevOps delivery pipeline, DevOps eco system. DevOps adoption in projects: Technology aspects, Agiling capabilities, Tool stack implementation, People aspect, processes

**Text Books:**

1. Software Project Management, Walker Royce, PEA, 2005.
2. Succeeding with Agile: Software Development Using Scrum, Mike Cohn, Addison Wesley.
3. The DevOps Handbook: How to Create World-Class Agility, Reliability, and Security in Technology Organizations, Gene Kim , John Willis , Patrick Debois , Jez Humb,1st Edition, O'Reilly publications, 2016.

**Reference Books:**

1. Software Project Management, Bob Hughes,3/e, Mike Cotterell, TMH
2. Software Project Management, Joel Henry, PEA
3. Software Project Management in practice, Pankaj Jalote, PEA, 2005,
4. Effective Software Project Management, Robert K.Wysocki, Wiley,2006.
5. Project Management in IT, Kathy Schwalbe, Cengage



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

<b>III Year II Semester</b>	<b>MOBILE ADHOC NETWORKS</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>

**Course Objectives:**

From the course the student will learn

- Architect sensor networks for various application setups.
- Devise appropriate data dissemination protocols and model links cost.
- Understanding of the fundamental concepts of wireless sensor networks and has a basic knowledge of the various protocols at various layers.
- Evaluate the performance of sensor networks and identify bottlenecks.

**UNIT I: Introduction to Ad Hoc Wireless Networks-** Cellular and Ad Hoc Wireless Networks, Characteristics of MANETs, Applications of MANETs, Issues and Challenges of MANETs, Ad Hoc Wireless Internet, MAC protocols for Ad hoc Wireless Networks-Issues, Design Goals and Classifications of the MAC Protocols.

**UNIT II: Routing Protocols for Ad Hoc Wireless Networks-** Issues in Designing a Routing Protocol, Classifications of Routing Protocols, Topology-based versus Position-based Approaches, Issues and design goals of a Transport layer protocol, Classification of Transport layer solutions, TCP over Ad hoc Wireless Networks, Solutions for TCP over Ad Hoc Wireless Networks, Other Transport layer protocols.

**UNIT III: Security protocols for Ad hoc Wireless Networks-** Security in Ad hoc Wireless Networks, Network Security Requirements, Issues and Challenges in Security Provisioning, Network Security Attacks, Key Management, Secure Routing in Ad hoc Wireless Networks, Cooperation in MANETs, Intrusion Detection Systems.

**UNIT IV: Basics of Wireless Sensors and Applications-** The Mica Mote, Sensing and Communication Range, Design Issues, Energy Consumption, Clustering of Sensors, Applications, Data Retrieval in Sensor Networks-Classification of WSNs, MAC layer, Routing layer, Transport layer, High-level application layer support, Adapting to the inherent dynamic nature of WSNs.

**UNIT V: Security in WSNs-** Security in WSNs, Key Management in WSNs, Secure Data Aggregation in WSNs, Sensor Network Hardware-Components of Sensor Mote, Sensor Network Operating Systems-TinyOS, LA-TinyOS, SOS, RETOS, Imperative Language-C, **Dataflow Style Language**-TinyGALS, Node-Level Simulators, NS-2 and its sensor network extension, TOSSIM.

**Text Books:**

- 1.Ad Hoc Wireless Networks – Architectures and Protocols, 1<sup>st</sup> edition, C. Siva Ram Murthy, B. S. Murthy, Pearson Education, 2004



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA–533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

2. Ad Hoc and Sensor Networks – Theory and Applications, 2<sup>nd</sup> edition *Carlos Corderio Dharma P. Aggarwal*, World Scientific Publications / Cambridge University Press, March 2006

**Reference Books:**

1. Wireless Sensor Networks: An Information Processing Approach, 1<sup>st</sup> edition, *Feng Zhao, Leonidas Guibas*, Elsevier Science imprint, Morgan Kauffman Publishers, 2005, rp2009
2. Wireless Ad hoc Mobile Wireless Networks – Principles, Protocols and Applications, 1<sup>st</sup> edition, Subir Kumar Sarkar, et al., Auerbach Publications, Taylor & Francis Group, 2008
3. Ad hoc Networking, 1<sup>st</sup> edition, *Charles E. Perkins*, Pearson Education, 2001
4. Wireless Ad hoc Networking, 1<sup>st</sup> edition, *Shih-Lin Wu, Yu-Chee Tseng*, Auerbach Publications, Taylor & Francis Group, 2007
5. Wireless Sensor Networks – Principles and Practice, 1<sup>st</sup> edition, Fei Hu, Xiaojun Cao, An Auerbach book, CRC Press, Taylor & Francis Group, 2010



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

<b>III Year II Semester</b>	<b>NATURAL LANGUAGE PROCESSING</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>

**Course Objectives:**

This course introduces the fundamental concepts and techniques of natural language processing (NLP).

- Students will gain an in-depth understanding of the computational properties of natural languages and the commonly used algorithms for processing linguistic information.
- The course examines NLP models and algorithms using both the traditional symbolic and the more recent statistical approaches.
- Enable students to be capable to describe the application based on natural language processing and to show the points of syntactic, semantic and pragmatic processing.

**UNIT I:**

**INTRODUCTION:** Origins and challenges of NLP – Language Modeling: Grammar-based LM, Statistical LM – Regular Expressions, Finite-State Automata – English Morphology, Transducers for lexicon and rules, Tokenization, Detecting and Correcting Spelling Errors, Minimum Edit Distance.

**UNIT II:**

**WORD LEVEL ANALYSIS:** Unsmoothed N-grams, Evaluating N-grams, Smoothing, Interpolation and Backoff – Word Classes, Part- of-Speech Tagging, Rule-based, Stochastic and Transformation-based tagging, Issues in PoS tagging – Hidden Markov and Maximum Entropy models.

**UNIT III:**

**SYNTACTIC ANALYSIS:** Context-Free Grammars, Grammar rules for English, Treebanks, Normal Forms for grammar – Dependency Grammar – Syntactic Parsing, Ambiguity, Dynamic Programming parsing – Shallow parsing Probabilistic CFG, Probabilistic CYK, Probabilistic Lexicalized CFGs – Feature structures, Unification of feature structures

**UNIT IV:**

**SEMANTICS AND PRAGMATICS:** Requirements for representation, First-Order Logic, Description Logics – Syntax-Driven Semantic analysis, Semantic attachments – Word Senses, Relations between Senses, Thematic Roles, selectional restrictions – Word Sense Disambiguation, WSD using Supervised, Dictionary & Thesaurus, Bootstrapping methods – Word Similarity using Thesaurus and Distributional methods.

**UNIT V:**

**DISCOURSE ANALYSIS AND LEXICAL RESOURCES:** Discourse segmentation, Coherence – Reference Phenomena, Anaphora Resolution using Hobbs and Centering



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA–533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

Algorithm – Coreference Resolution – Resources: Porter Stemmer, Lemmatizer, Penn Treebank, Brill’s Tagger, WordNet, PropBank, FrameNet, Brown Corpus, British National Corpus (BNC).

**Text Books:**

1. Speech and Language Processing: An Introduction to Natural Language Processing, Computational Linguistics and Speech, 2<sup>nd</sup>Edition, Daniel Jurafsky, James H. Martin - Pearson Publication,2014.
2. Natural Language Processing with Python, First Edition, Steven Bird, Ewan Klein and Edward Loper, OReilly Media,2009.

**Reference Books:**

1. Language Processing with Java and Ling Pipe Cookbook, 1<sup>st</sup>Edition, Breck Baldwin, Atlantic Publisher, 2015.
2. Natural Language Processing with Java, 2<sup>nd</sup>Edition, Richard M Reese, OReilly Media,2015.
3. Handbook of Natural Language Processing, Second, NitinIndurkhya and Fred J. Damerau, Chapman and Hall/CRC Press, 2010.Edition
4. Natural Language Processing and Information Retrieval, 3<sup>rd</sup>Edition, TanveerSiddiqui, U.S. Tiwary, Oxford University Press,2008.



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

<b>III Year II Semester</b>	<b>DISTRIBUTED OPERATING SYSTEM</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>

**Course Objectives:**

The main objective of the course is to introduce design issues and different message passing techniques in DOS, distributed systems, RPC implementation and its performance in DOS, distributed shared memory and resource management, distributed file systems and evaluate the performance in terms of fault tolerance, file replication as major factors

**Unit I:**

**Fundamentals:**

What is Distributed Computing Systems? Evolution of Distributed Computing System; Distributed Computing System Models; What is Distributed Operating System? Issues in Designing a Distributed Operating System; Introduction to Distributed Computing Environment(DCE).

**Message Passing:**

Introduction, Desirable features of a Good Message Passing System, Issues in PC by Message Passing, Synchronization, Buffering, Multi-datagram Messages, Encoding and Decoding of Message Data, Process Addressing, Failure Handling, Group Communication, Case Study: 4.3 BSD UNIX IPC Mechanism.

**Unit II: Remote Procedure Calls:**

Introduction, The RPC Model, Transparency of RPC, Implementing RPC Mechanism, Stub Generation, RPC Messages, Marshaling Arguments and Results, Server Management, Parameter-Passing Semantics, Call Semantics, Communication Protocols for RPCs, Complicated RPCs, Client-Server Binding, Exception Handling, Security, Some Special Types of RPCs, RPC in Heterogeneous Environments, Lightweight RPC, Optimization for Better Performance, Case Studies: Sun RPC

**Unit III: Distributed Shared Memory:**

Introduction, General Architecture of DSM systems, Design and Implementation Issues of DSM, Granularity, Structure of Shared Memory Space, Consistency Models, Replacement Strategy, Thrashing, Other approaches to DSM, Heterogeneous DSM, Advantages of DSM. Synchronization: Introduction, Clock Synchronization, Event Ordering, Mutual Exclusion, Dead Lock, Election Algorithms

**Unit IV: Resource Management:**

Introduction, Desirable Features of a Good Global Scheduling Algorithm, Task Assignment Approach, Load – Balancing Approach, Load – Sharing Approach Process Management: Introduction, Process Migration, Threads.



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA–533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

**Unit V: Distributed File Systems:**

Introduction, Desirable Features of a Good Distributed File System, File models, File–Accessing Models, File – Sharing Semantics, File – Caching Schemes, File Replication, Fault Tolerance, Atomic Transactions and Design Principles.

**Text books**

1. Pradeep. K. Sinha: Distributed Operating Systems: Concepts and Design, PHI, 2007.

**Reference Books:**

1. Andrew S. Tanenbaum: Distributed Operating Systems, Pearson Education, 2013.
2. Ajay D. Kshemkalyani and MukeshSinghal, Distributed Computing: Principles, Algorithms and Systems, Cambridge University Press, 2008
3. SunitaMahajan, Seema Shan, “ Distributed Computing”, Oxford University Press,2015



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

<b>III Year II Semester</b>	<b>DEVOPS LAB</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>0</b>	<b>0</b>	<b>3</b>	<b>1.5</b>

**Course Objectives:**

The main objectives of this course are to:

- Implement automated system update and DevOps lifecycle.
- Implement git, github commands, docker.
- Design test cases

**Experiments covering the Topics:**

- Git, github, docker commands
- Unit and integration testing
- Generate test cases
- Automated testing frameworks

**Sample Experiments:**

1. Write code for a simple user registration form for an event.
2. Explore Git and GitHub commands.
3. Practice Source code management on GitHub. Experiment with the source code written in exercise 1.
4. Work with unit testing, integration testing
5. Jenkins installation and setup, explore the environment.
6. Demonstrate continuous integration and development using Jenkins.
7. Explore Docker commands for content management.
8. Develop a simple containerized application using Docker.
9. Integrate Kubernetes and Docker
10. Automate the process of running containerized application developed in exercise 7 using Kubernetes.
11. Install and Explore Selenium for automated testing.
12. Write a simple program in JavaScript and perform testing using Selenium.
13. Develop test cases for the above containerized application using selenium.



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

<b>III Year II Semester</b>	<b>CRYPTOGRAPHY &amp; NETWORK SECURITY LAB</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>0</b>	<b>0</b>	<b>3</b>	<b>1.5</b>

**Course Objectives:**

- To learn basic understanding of cryptography, how it has evolved, and some key encryption techniques used today.
- To understand and implement encryption and decryption using Ceaser Cipher, Substitution Cipher, Hill Cipher.

**List of Experiments:**

1. Write a C program that contains a string (char pointer) with a value 'Hello World'. The program should XOR each character in this string with 0 and displays the result.
2. Write a C program that contains a string (char pointer) with a value 'Hello World'. The program should AND or and XOR each character in this string with 127 and display the result
3. Write a Java program to perform encryption and decryption using the following algorithms:
  - a) Ceaser Cipher
  - b) Substitution Cipher
  - c) Hill Cipher
4. Write a Java program to implement the DES algorithm logic
5. Write a C/JAVA program to implement the BlowFish algorithm logic
6. Write a C/JAVA program to implement the Rijndael algorithm logic.
7. Using Java Cryptography, encrypt the text "Hello world" using BlowFish. Create your own key using Java key tool.
8. Write a Java program to implement RSA Algorithm
9. Implement the Diffie-Hellman Key Exchange mechanism using HTML and JavaScript. Consider the end user as one of the parties (Alice) and the JavaScript application as other party (bob).
10. Calculate the message digest of a text using the SHA-1 algorithm in JAVA.



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

<b>III Year II Semester</b>	<b>SOFT SKILLS</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>0</b>	<b>1</b>	<b>2</b>	<b>2</b>

**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.



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA–533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

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](https://swayam-plus.swayam2.ac.in/courses/course-details?id=P_CAMBR_01)



**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA**  
**KAKINADA-533003, Andhra Pradesh, India**

**B. TECH (CS ) (R23-IIIrd year COURSE STRUCTURE & SYLLABUS)**

<b>III Year II Semester</b>	<b>TECHNICAL PAPER WRITING &amp; IPR</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
		<b>2</b>	<b>0</b>	<b>0</b>	<b>-</b>

**Course Objective :** 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”, 1<sup>st</sup> 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”, 2<sup>nd</sup> Ed., S Chand, 2015.



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**KAKINADA–533003, Andhra Pradesh, India**

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**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/>