JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY ANANTAPUR
(Established by Govt. of A.P., ACT No.30 of 2008)
ANANTHAPURAMU – 515 002 (A.P) INDIA
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B. Tech (Regular-Full time)

(Effective for the students admitted into I year from the Academic Year **2023-24** onwards)

COMPUTER SCIENCE &DESIGN
IV YEARS COURSE STRUCTURE AND SYLLABUS

B.TECH. – COMPUTER SCIENCE &DESIGN – R23
(Applicable from the academic year 2023-24 onwards)

INDUCTION PROGRAMME

S.No.	Course Name	Category	L-T-P-C
1	Physical Activities -- Sports, Yoga and Meditation, Plantation	MC	0-0-6-0
2	Career Counselling	MC	2-0-2-0
3	Orientation to all branches -- career options, tools, etc.	MC	3-0-0-0
4	Orientation on admitted Branch -- corresponding labs, tools and platforms	EC	2-0-3-0
5	Proficiency Modules & Productivity Tools	ES	2-1-2-0
6	Assessment on basic aptitude and mathematical skills	MC	2-0-3-0
7	Remedial Training in Foundation Courses	MC	2-1-2-0
8	Human Values & Professional Ethics	MC	3-0-0-0
9	Communication Skills -- focus on Listening, Speaking, Reading, Writing skills	BS	2-1-2-0
10	Concepts of Programming	ES	2-0-2-0

B.Tech. – I Year I Semester

S.No.	Course code	Title	L/D	T	P	Credits
1	23A56101T	Engineering Physics	3	0	0	3
2	23A54101	Linear Algebra & Calculus	3	0	0	3
3	23A02101T	Basic Electrical & Electronics Engineering	3	0	0	3
4	23A03101T	Engineering Graphics	1	0	4	3
5	23A05101T	Introduction to Programming	3	0	0	3
6	23A05102	IT Workshop	0	0	2	1
7	23A56101P	Engineering Physics Lab	0	0	2	1
8	23A02101P	Electrical & Electronics Engineering Workshop	0	0	3	1.5
9	23A05101P	Computer Programming Lab	0	0	3	1.5
10	23A99101	NSS/NCC/Scouts & Guides/Community Service	-	-	1	0.5
Total			**13**	**00**	**15**	**20.5**

B.Tech. – I Year II Semester

S.No.	Course code	Title	L	T	P	Credits
1	23A52201T	Communicative English	2	0	0	2
2	23A51202T	Chemistry	3	0	0	3
3	23A54201	Differential Equations & Vector Calculus	3	0	0	3
4	23A01201T	Basic Civil & Mechanical Engineering	3	0	0	3
5	23A05201T	Data Structures	3	0	0	3
6	23A52201P	Communicative English Lab	0	0	2	1
7	23A51202P	Chemistry Lab	0	0	2	1
8	23A03201	Engineering Workshop	0	0	3	1.5
9	23A05201P	Data Structures Lab	0	0	3	1.5
10	23A99201	Health and wellness, Yoga and Sports	-	-	1	0.5
Total			**14**	**0**	**11**	**19.5**

B. Tech – II Year I Semester

S.No.	**Course code**	Title	L	T	P	Credits
1	23A54301	Discrete Mathematics & Graph Theory	3	0	0	3
2	23A52301	Universal Human Values 2- Understanding Harmony and Ethical human conduct	2	1	0	3
3	23A30402	Digital Logic and Computer Organization	3	0	0	3
4	23A05302T	Advanced Data Structures & Algorithms Analysis	3	0	0	3
5	23A05303T	Object-Oriented Programming Through JAVA	3	0	0	3
6	23A05302P	Advanced Data Structures and Algorithms Analysis Lab	0	0	3	1.5
7	23A05303P	Object-Oriented Programming Through JAVA Lab	0	0	3	1.5
8	23A05304	Python programming	0	1	2	2
9	23A99301	Environmental Science	2	0	0	-
Total			**15**	**2**	**10**	**20**

B.Tech– II Year II Semester

S.No.	**Course code**	**Title**	**L**	**T**	**P**	**Credits**
1	23A52402a 23A52402b 23A52402c	Managerial Economics and Financial Analysis Organizational Behavior Business Environment	2	0	0	2
2	23A54404	Mathematical Modeling and Simulation	3	0	0	3
3	23A35401T	Operating Systems	3	0	0	3
4	23A05402T	Database Management Systems	3	0	0	3
5	23A38401T	Human Computer Interaction	3	0	0	3
6	23A38401P	Human Computer Interaction Lab	0	0	3	1.5
7	23A05402P	Database Management Systems Lab	0	0	3	1.5
8	23A52401	Full Stack Development-1	0	1	2	2
9	23A99401	Design Thinking& Innovation	1	0	2	2
Total			**15**	**1**	**12**	**21**
Mandatory Community Service Project Internship of 08 weeks duration during summer vacation						

III B.Tech I Semester (CSD)

S.No	Course Code	Title	L	T	P	Credits
1	23A38501T	Visual Design and Communication	3	0	0	3
2	23A05501T	Computer Networks & & Internet Protocols	3	0	0	3
3	23A05502	Automata Theory & Compiler Design	3	0	0	3
4	23A05503	Introduction To Quantum Technologies And Applications	3	0	0	3
5	23A32502 23A38502 23A32503T 23A30503a	**Professional Elective-I** 1. Software Engineering 2. Introduction to Cyber Security 3. Internet of Things 4. Data Visualization	3	0	0	3
6		**Open Elective- I**	3	0	0	3
7	23A38501P	Visual Design and Communication Lab	0	0	3	1.5
8	23A05501P	Computer Networks & Internet Protocols Lab	0	0	3	1.5
9	23A05506	**Skill Enhancement Course** Full Stack Development-II	0	1	2	2
10	23A03508	Tinkering Lab	0	0	2	1
	23A38503	Evaluation of Community Service Internship	-	-	-	2
		Total	**18**	**1**	**10**	**26**

Open Elective – I

S.No.	Course Code	Course Name	Offered by the Dept.
1	23A01505a	Green Buildings	CIVIL
2	23A01505b	Construction Technology and Management	
3	23A02505	Electrical Safety Practices and Standards	EEE
4	23A03505	Sustainable Energy Technologies	ME
5	23A04505	Electronic Circuits	ECE
6	23A05505c	Quantum Technologies And Applications	CSE & Allied
7	23A54501	Mathematics for Machine Learning and AI	Mathematics
8	23A56501	Materials Characterization Techniques	Physics
9	23A51501	Chemistry of Energy Systems	Chemistry
10	23A52502a	English for Competitive Examinations	Humanities
11	23A52502b	Entrepreneurship and New Venture Creation	

Note:

1. A student is permitted to register for Honours or a Minor in IV semester after the results of III Semester are declared and students maybe allowed to take maximum two subjects per semester pertaining to their Minor from V Semester onwards.
2. A student shall not be permitted to take courses as Open Electives/Minor/Honours with content equivalent to the courses pursued in the student's primary major.
3. A student is permitted to select a Minor program only if the institution is already offering a Major degree program in that discipline.

III B.Tech II Semester (CSD)

S.No	Course Code	Title	L	T	P	Credits
1	23A05701c	Augmented Reality and Virtual Reality	3	0	0	3
2	23A38601T	Multimedia Applications & Development	3	0	0	3
3	23A38602T	Design of Interactive systems	3	0	0	3
4	23A05602a 23A05601T 23A37501T 23A38603	**Professional Elective-II** 1. Software Testing Methodologies 2. Cryptography & Network Security 3. Cloud Computing 4. Usability Studies & Evaluation	3	0	0	3
5	23A05504a 23A05603b 23A05504c 23A38604	**Professional Elective-III** 1. Object Oriented Analysis and Design 2. Mobile Adhoc Networks 3. Data Warehousing & Data Mining 4. Computer Graphics & Animation	3	0	0	3
6		**Open Elective – II**	3	0	0	3
7	23A38601P	Multimedia Applications & Development Lab	0	0	3	1.5
8	23A38602P	Design of Interactive Systems Lab	0	0	3	1.5
9	23A52501	**Skill Enhancement course** Soft skills	0	1	2	2
10	23A52601	Technical Paper Writing & IPR	2	0	0	-
11	23A38605	Workshop	0	0	0	0
		Total	**20**	**1**	**8**	**23**
Mandatory Industry Internship of 6 to 8 weeks duration during summer vacation						

Open Elective – II

S.No.	Course Code	Course Name	Offered by the Dept.
1	23A01606a	Disaster Management	CIVIL
2	23A01606b	Sustainability In Engineering Practices	
3	23A02605	Renewable Energy Sources	EEE
4	23A03606	Automation and Robotics	ME
5	23A04606	Digital Electronics	ECE
6	23A54601a	Optimization Techniques for Engineers	Mathematics
7	23A54601b	Mathematical Foundation Of Quantum Technologies	
8	23A56601	Physics Of Electronic Materials And Devices	Physics
9	23A51601	Chemistry Of Polymers And Applications	Chemistry
10	23A52602	Academic Writing and Public Speaking	Humanities

IV B.Tech I Semester (CSD)

S.No.	Category	Title	L	T	P	Credits
1	23A38701	Artificial Intelligence & Machine Learning for CSD	3	0	0	3
2	23A52701a 23A52701b 23A52701c	**Management Course- II** 1.Business Ethics and Corporate Governance 2.E-Business 3.Management Science	2	0	0	2
3	23A05701a 23A05701b 23A30604a 23A38702	**Professional Elective-IV** 1. Software Architecture & Design Patterns 2. Blockchain Technology 3. Computer Vision 4. Animation Principles and Design	3	0	0	3
4	23A05702a 23A05702b 23A05702c 23A38703	**Professional Elective-V** 1. Agile Methodologies 2. Metaverse 3. Cyber Physical Systems 4. Digital Audio Design & Synthesis	3	0	0	3
5		**Open Elective-III**	3	0	0	3
6		**Open Elective-IV**	3	0	0	3
7	23A05703	**Skill Enhancement Course** Prompt Engineering	0	1	2	2
8	23A52702	**Audit Course** Gender Sensitization	2	0	0	-
9	2338704	Evaluation of Industry Internship	-	-	-	2
		Total	**19**	**1**	**06**	**21**

Open Elective – III

S.No	Course Code	Course Name	Offered by the Dept.
1	23A01704a	Building Materials and Services	CIVIL
2	23A01704b	Environmental Impact Assessment	
3	23A02704	Smart Grid Technologies	EEE
4	23A03704	3D Printing Technologies	ME
5	23A04503T	Microprocessors and Microcontrollers	ECE
6	23A54701	Wavelet transforms and its Applications	Mathematics
7	23A56701a	Smart Materials And Devices	Physics
8	23A56701b	Introduction to Quantum Mechanics	
9	23A51701	Green Chemistry And Catalysis For Sustainable Environment	Chemistry
10	23A52703	Employability Skills	Humanities

Open Elective – IV

S.No	Course Code	Course Name	Offered by the Dept.
1	23A01705a	Geo-Spatial Technologies	CIVIL
2	23A01705b	Solid Waste Management	
3	23A02705	Electric Vehicles	EEE
4	23A03705	Total Quality Management	ME
5	23A04704	Transducers and Sensors	ECE
6	23A32603	Introduction to Quantum Computing	CSE & Allied
7	23A54702	Financial Mathematics	Mathematics
8	23A56702	Sensors And Actuators For Engineering Applications	Physics
9	23A51702	Chemistry Of Nanomaterials and Applications	Chemistry
10	23A52704	Literary Vibes	Humanities

IV B.Tech II Semester (CSD)

S.No.	Course code	Title	Category	L	T	P	Credits
1	23A38801	Internship		-	-	-	4
2	23A38802	Project		-	-	-	8
Total							**12**

COURSES OFFERED FOR HONOURS DEGREE IN CSD

S.No.	Code	Course Name	Contact Hours per week			Credits
			L	T	P	
1	23A38H01	Spatial and Multimedia Databases	3	0	0	3
2	23A38H02	Design for User Experience	3	0	0	3
3	23A38H03	Digital Audio & Video Production Workflow	3	0	0	3
4	23A38H04	Information Security	3	0	0	3
5	23A38H05	Advanced Operating Systems	3	0	0	3
6	23A38H06	Information Security Lab			3	1.5
7	23A38H07	Advanced Operating Systems Lab			3	1.5

LIST OF MINORS OFFERED TO CSD

S.No.	Minor Title	Department offering the Minor
1	Building Planning &Construction Technology	Civil
2	Micro Grid Technology	EEE
3	Energy Systems	
4	3D Printing	ME
5	Industrial Engineering	
6	Embedded Systems and IoT	ECE & VLSI
7	Electronic Systems	

I Year B.Tech. CSD – I Semester

L	T	P	C
3	0	0	3

(23A56101) ENGINEERIN GPHYSICS

(Common for all branches of Engineering)

Course Objectives:

To bridge the gap between the Physics in school at 10+2 level and UG level engineering courses by identifying the importance of the optical phenomenon like interference, diffraction etc, enlightening the periodic arrangement of atoms in crystalline solids and concepts of quantum mechanics, introduce novel concepts of dielectric and magnetic materials, physics of semiconductors.

Course Outcomes:

CO1: Analyze the intensity variation of light due to polarization, interference and diffraction.
CO2: Familiarize with the basics of crystals and their structures.
CO3: Explain fundamentals of quantum mechanics and apply it to one dimensional motion of particles.
CO4: Summarize various types of polarization of dielectrics and classify the magnetic materials.
CO5: Explain the basic concepts of Quantum Mechanics and the band theory of solids.
CO6: Identify the type of semiconductor using Hall effect.

UNIT I Wave Optics

Interference: Introduction - Principle of superposition –Interference of light - Interference in thin films (Reflection Geometry) & applications - Colours in thin films- Newton's Rings, Determination of wavelength and refractive index.
Diffraction: Introduction - Fresnel and Fraunhofer diffractions - Fraunhofer diffraction due to single slit, double slit & N-slits (Qualitative) – Diffraction Grating - Dispersive power and resolving power of Grating (Qualitative). Polarization: Introduction -Types of polarization - Polarization by reflection, refraction and Double refraction - Nicol's Prism -Half wave and Quarter wave plates.

UNIT II Crystallography and X-ray diffraction

Crystallography: Space lattice, Basis, Unit Cell and lattice parameters – Bravais Lattices – crystal systems (3D) – coordination number - packing fraction of SC, BCC & FCC - Miller indices – separation between successive (hkl) planes.

X-ray diffraction: Bragg's law - X-ray Diffractometer – crystal structure determination by Laue's and powder methods

UNIT III Dielectric and Magnetic Materials

Dielectric Materials: Introduction - Dielectric polarization - Dielectric polarizability, Susceptibility, Dielectric constant and Displacement Vector – Relation between the electric vectors - Types of polarizations- Electronic (Quantitative), Ionic (Quantitative) and Orientation polarizations (Qualitative) - Lorentz internal field - Clausius- Mossotti equation - complex dielectric constant – Frequency dependence of polarization – dielectric loss

Magnetic Materials: Introduction - Magnetic dipole moment - Magnetization-Magnetic susceptibility and permeability – Atomic origin of magnetism - Classification of magnetic materials: Dia, para, Ferro, anti-ferro & Ferri magnetic materials - Domain concept for Ferromagnetism & Domain walls (Qualitative) - Hysteresis - soft and hard magnetic materials.

UNIT IV Quantum Mechanics and Free electron Theory

Quantum Mechanics: Dual nature of matter – Heisenberg's Uncertainty Principle – Significance and properties of wave function – Schrodinger's time independent and dependent wave equations– Particle in a one-dimensional infinite potential well.

Free Electron Theory: Classical free electron theory (Qualitative with discussion of merits and demerits) – Quantum free electron theory – electrical conductivity based on quantum free electron theory - Fermi-Dirac distribution - Density of states - Fermi energy

UNIT V Semiconductors

Semiconductors: Formation of energy bands – classification of crystalline solids - Intrinsic semiconductors: Density of charge carriers – Electrical conductivity – Fermi level – Extrinsic semiconductors: density of charge carriers – dependence of Fermi energy on carrier concentration and temperature - Drift and diffusion currents – Einstein's equation – Hall effect and its applications.

Textbooks:

1. A Text book of Engineering Physics, M. N. Avadhanulu, P.G.Kshirsagar& TVS Arun Murthy, S. Chand Publications, 11th Edition 2019.
2. Engineering Physics - D.K.Bhattacharya and Poonam Tandon, Oxford press (2015)

Reference Books:

1. Engineering Physics - B.K. Pandey and S. Chaturvedi, Cengage Learning 2021.
2. Engineering Physics - Shatendra Sharma, Jyotsna Sharma, Pearson Education, 2018.
3. Engineering Physics" - Sanjay D. Jain, D. Sahasrabudhe and Girish, University Press. 2010
4. Engineering Physics - M.R. Srinivasan, New Age international publishers (2009).

Web Resources:https://www.loc.gov/rr/scitech/selected-internet/physics.html

I Year B.Tech. CSD – I Semester

L	T	P	C
3	0	0	3

(23A54101) LINEAR ALGEBRA & CALCULUS
(Common to All Branches of Engineering)

Course Objectives:

- To equip the students with standard concepts and tools at an intermediate to advanced level mathematics to develop the confidence and ability among the students to handle various real-world problems and their applications.

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

CO1: Develop and use of matrix algebra techniques that are needed by engineers for the practical applications.
CO2: Utilize mean value theorems to real life problems.
CO3: Familiarize with functions of several variables which is useful in optimization.
CO4: Learn important tools of calculus in higher dimensions.
CO5: Familiarize with double and triple integrals of functions of several variables in two dimensions using Cartesian and polar coordinates and in three dimensions using cylindrical and spherical coordinates.

UNIT I Matrices

Rank of amatrixbyechel on form, normal form. Cauchy–Binet formulae (without proof). Inverse of Non- singular matrices by Gauss-Jordan method, System of linear equations: Solving system of Homogeneous and Non-Homogeneous equations by Gauss elimination method, Jacobi and Gauss Seidel Iteration Methods.

UNIT II Eigen values, Eigenvectors and Orthogonal Transformation

Eigen values, Eigenvectors and their properties, Diagonalization of a matrix, Cayley-Hamilton Theorem (without proof), finding inverse and power of a matrix by Cayley-Hamilton Theorem, Quadratic forms and Nature of the Quadratic Forms, Reduction of Quadratic form to canonical forms by Orthogonal Transformation.

UNIT III Calculus

Mean Value Theorems: Rolle's Theorem, Lagrange's mean value theorem with their geometrical interpretation, Cauchy's mean value theorem, Taylor's and Maclaurintheorems with remainders (without proof), Problems and applications on the above theorems.

UNIT IV Partial differentiation and Applications (Multi variable calculus)

Functions of several variables: Continuity and Differentiability, Partial derivatives, total derivatives, chain rule, Directional derivative, Taylor's and Maclaurin's series expansion of functions of two variables. Jacobians, Functional dependence, maxima and minima of functions of two variables, method of Lagrange multipliers.

UNIT V Multiple Integrals (Multi variable Calculus)

Double integrals, triple integrals, change of order of integration, change of variables to polar, cylindrical and spherical coordinates. Finding areas (by double integrals) and volumes (by double integrals and triple integrals).

Textbooks:

1. Higher Engineering Mathematics, B.S.Grewal,KhannaPublishers,2017, 44th Edition
2. Advanced Engineering Mathematics, Erwin Kreyszig, John Wiley &Sons, 2018, 10th Edition.

Reference Books:

1. Thomas Calculus, George B.Thomas, MauriceD. WeirandJoelHass, Pearson Publishers,2018, 14th Edition.
2. Advanced Engineering Mathematics, R.K.JainandS.R.K.Iyengar,AlphaScienceInternationalLtd.,2021 5th Edition(9th reprint).
3. Advanced Modern Engineering Mathematics, GlynJames, Pearson publishers, 2018, 5th Edition.
4. Advanced Engineering Mathematics, Micheael Greenberg,, Pearson publishers, 9thedition
5. Higher Engineering Mathematics, H. K Das, Er. Rajnish Verma, S. Chand Publications,2014, Third Edition (Reprint 2021)

I Year B.Tech. CSD – I Semester

L	T	P	C
3	0	0	3

(23A02101T) BASIC ELECTRICAL & ELECTRONICS ENGINEERING
(Common to All branches of Engineering)

Course Objectives

To expose to the field of electrical & electronics engineering, laws and principles of electrical/ electronic engineering and to acquire fundamental knowledge in the relevant field.

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

Course Outcomes:
CO1: Remember the fundamental laws, operating principles of motors, generators, MC and MI instruments.
CO2: Understand the problem solving concepts associated to AC and DC circuits, construction and operation of AC and DC machines, measuring instruments; different power generation mechanisms, Electricity billing concept and important safety measures related to electrical operations.
CO3: Apply mathematical tools and fundamental concepts to derive various equations related to machines, circuits and measuring instruments; electricity bill calculations and layout representation of electrical power systems.
CO4: Analyze different electrical circuits, performance of machines and measuring instruments.
CO5: Evaluate different circuit configurations, Machine performance and Power systems operation.

PART A: BASIC ELECTRICAL ENGINEERING

UNIT I DC & AC Circuits

DC Circuits: Electrical circuit elements (R, L and C), Ohm's Law and its limitations, KCL & KVL, series, parallel, series-parallel circuits, Super Position theorem, Simple numerical problems.

AC Circuits: A.C. Fundamentals: Equation of AC Voltage and current, waveform, time period, frequency, amplitude, phase, phase difference, average value, RMS value, form factor, peak factor, Voltage and current relationship with phasor diagrams in R, L, and C circuits, Concept of Impedance, Active power, reactive power and apparent power, Concept of power factor (Simple Numerical problems).

UNIT II Machines and Measuring Instruments

Machines: Construction, principle and operation of (i) DC Motor, (ii) DC Generator, (iii) Single Phase Transformer, (iv) Three Phase Induction Motor and (v) Alternator, Applications of electrical machines.

Measuring Instruments: Construction and working principle of Permanent Magnet Moving Coil (PMMC), Moving Iron (MI) Instruments and Wheat Stone bridge.

UNIT III Energy Resources, Electricity Bill & Safety Measures

Energy Resources: Conventional and non-conventional energy resources; Layout and operation of various Power Generation systems: Hydel, Nuclear, Solar & Wind power generation.

Electricity bill: Power rating of household appliances including air conditioners, PCs, Laptops, Printers, etc. Definition of "unit" used for consumption of electrical energy, two-part electricity tariff, calculation of electricity bill for domestic consumers.

Equipment Safety Measures: Working principle of Fuse and Miniature circuit breaker (MCB), merits and demerits. Personal safety measures: Electric Shock, Earthing and its types, Safety Precautions to avoid shock.

Textbooks:

1. Basic Electrical Engineering, D. C. Kulshreshtha, Tata McGraw Hill, 2019, First Edition
2. Power System Engineering, P.V. Gupta, M.L. Soni, U.S. Bhatnagar and A. Chakrabarti, Dhanpat Rai & Co, 2013
3. Fundamentals of Electrical Engineering, Rajendra Prasad, PHI publishers, 2014, Third Edition

Reference Books:

1. Basic Electrical Engineering, D. P. Kothari and I. J. Nagrath, Mc Graw Hill, 2019, Fourth Edition
2. Principles of Power Systems, V.K. Mehtha, S.Chand Technical Publishers, 2020
3. Basic Electrical Engineering, T. K. Nagsarkar and M. S. Sukhija, Oxford University Press, 2017
4. Basic Electrical and Electronics Engineering, S. K. Bhatacharya, Person Publications, 2018, Second Edition.

Web Resources:

1. https://nptel.ac.in/courses/108105053
2. https://nptel.ac.in/courses/108108076

PART B: BASIC ELECTRONICS ENGINEERING

Course Objectives:

This course provides the student with the fundamental skills to understand the principles of digital electronics, basics of semiconductor devices like diodes & transistors, characteristics and its applications.

Course Outcomes:

CO1: Apply the concept of science and mathematics to understand the working of diodes, transistors, and their applications.
CO2: Explain the characteristics of diodes and transistors.
CO3: Familiarize with the number systems, codes, Boolean algebra and logic gates.

C04: Understand the working mechanism of different combinational, sequential circuits and their role in the digital systems.

UNIT I SEMICONDUCTOR DEVICES

Introduction - Evolution of electronics – Vacuum tubes to nano electronics - Characteristics of PN Junction Diode — Zener Effect — Zener Diode and its Characteristics. Bipolar Junction Transistor — CB, CE, CC Configurations and Characteristics — Elementary Treatment of Small Signal CE Amplifier.

UNIT II BASIC ELECTRONIC CIRCUITS AND INSTRUMENTTAION

Rectifiers and power supplies: Block diagram description of a dc power supply, working of a full wave bridge rectifier, capacitor filter (no analysis), working of simple zener voltage regulator. Amplifiers: Block diagram of Public Address system, Circuit diagram and working of common emitter (RC coupled) amplifier with its frequency response. Electronic Instrumentation: Block diagram of an electronic instrumentation system.

UNIT III DIGITAL ELECTRONICS

Overview of Number Systems, Logic gates including Universal Gates, BCD codes, Excess-3 code, Gray code, Hamming code. Boolean Algebra, Basic Theorems and properties of Boolean Algebra, Truth Tables and Functionality of Logic Gates – NOT, OR, AND, NOR, NAND, XOR and XNOR. Simple combinational circuits–Half and Full Adder, Introduction to sequential circuits, Flip flops, Registers and counters (Elementary Treatment only)

Textbooks:

1. R. L. Boylestad& Louis Nashlesky, Electronic Devices & Circuit Theory, Pearson Education, 2021.
2. R. P. Jain, Modern Digital Electronics, 4th Edition, Tata Mc Graw Hill, 2009

Reference Books:

1. R. S. Sedha, A Textbook of Electronic Devices and Circuits, S. Chand & Co, 2010.
2. Santiram Kal, Basic Electronics- Devices, Circuits and IT Fundamentals, Prentice Hall,
   India, 2002.
3. R. T. Paynter, Introductory Electronic Devices & Circuits – Conventional Flow Version, Pearson Education,2009.

I Year B.Tech. CSD – I Semester

L	T	P	C
1	0	4	3

(23A03101T) ENGINEERING GRAPHICS

(Common to All branches of Engineering)

Course Objectives:

- To enable the students with various concepts like dimensioning, conventions and standards related to Engineering Drawing
- To impart knowledge on the projection of points, lines and plane surfaces
- To improve the visualization skills for better understanding of projection of solids
- To develop the imaginative skills of the students required to understand Section of solids and Developments of surfaces.
- To make the students understand the viewing perception of a solid object in Isometric and Perspective projections.

Course Outcomes:

CO1: Understand the principles of engineering drawing, including engineering curves, scales, orthographic and isometric projections.
CO2: Draw and interpret orthographic projections of points, lines, planes and solids in front, top and side views.
CO3: Understand and draw projection of solids in various positions in first quadrant.
CO4: Explain principles behind development of surfaces.
CO5: Prepare isometric and perspective sections of simple solids.

UNIT I

Introduction: Lines, Lettering and Dimensioning, Geometrical Constructions and Constructing regular polygons by general methods.

Curves: construction of ellipse, parabola and hyperbola by general, Cycloids, Involutes, Normal and tangent to Curves.

Scales: Plain scales, diagonal scales and vernier scales.

UNIT II

Orthographic Projections: Reference plane, importance of reference lines or Plane, Projections of a point situated in any one of the four quadrants.

Projections of Straight Lines: Projections of straight lines parallel to both reference planes, perpendicular to one reference plane and parallel to other reference plane, inclined to one reference plane and parallel to the other reference plane. Projections of Straight Line Inclined to both the reference planes

Projections of Planes: regular planes Perpendicular to both reference planes, parallel to one reference plane and inclined to the other reference plane; plane inclined to both the reference planes.

UNIT III

Projections of Solids: Types of solids: Polyhedra and Solids of revolution. Projections of solids in simple positions: Axis perpendicular to horizontal plane, Axis perpendicular to vertical plane and Axis parallel to both the reference planes, Projection of Solids with axis inclined to one reference plane and parallel to anotherplane.

UNIT IV

Sections of Solids: Perpendicular and inclined section planes, Sectional views and True shape of section, Sections of solids in simple position only.

Development of Surfaces: Methods of Development: Parallel line development and radial line development. Development of a cube, prism, cylinder, pyramid and cone.

UNIT V

Conversion of Views: Conversion of isometric views to orthographic views; Conversion of orthographic views to isometric views.

Computer graphics: Creating 2D&3D drawings ofobjects including PCB and Transformations using Auto CAD (*Not for end examination*).

Textbook:

1. N. D. Bhatt, Engineering Drawing, Charotar Publishing House, 2016.

Reference Books:

1. Engineering Drawing, K.L. Narayana and P. Kannaiah, Tata McGraw Hill, 2013.
2. Engineering Drawing, M.B.Shah and B.C. Rana, Pearson Education Inc,2009.
3. Engineering Drawing with an Introduction to AutoCAD, Dhananjay Jolhe, Tata McGraw Hill, 2017.

I Year B.Tech. CSD – I Semester

L	T	P	C
3	0	0	3

(23A05101T) INTRODUCTION TO PROGRAMMING

(Common to All branches of Engineering)

Course Objectives:

- To introduce students to the fundamentals of computer programming.
- To provide hands-on experience with coding and debugging.
- To foster logical thinking and problem-solving skills using programming.
- To familiarize students with programming concepts such as data types, control structures, functions, and arrays.
- To encourage collaborative learning and teamwork in coding projects.

Course Outcomes: A student after completion of the course will be able to

CO1: Understand basics of computers, the concept of algorithm and algorithmic thinking.
CO2: Analyse a problem and develop an algorithm to solve it.
CO3: Implement various algorithms using the C programming language.
CO4: Understand more advanced features of C language.
CO5: Develop problem-solving skills and the ability to debug and optimize the code.

UNIT I Introduction to Programming and Problem Solving

History of Computers, Basic organization of a computer: ALU, input-output units, memory, program counter, Introduction to Programming Languages, Basics of a Computer Program-Algorithms, flowcharts (Using Dia Tool), pseudo code. Introduction to Compilation and Execution, Primitive Data Types, Variables, and Constants, Basic Input and Output, Operations, Type Conversion, and Casting.

Problem solving techniques: Algorithmic approach, characteristics of algorithm, Problem solving strategies: Top-down approach, Bottom-up approach, Time and space complexities of algorithms.

UNIT II Control Structures

Simple sequential programs Conditional Statements (if, if-else, switch), Loops (for, while, do-while) Break and Continue.

UNIT III Arrays and Strings

Arrays indexing, memory model, programs with array of integers, two dimensional arrays, Introduction to Strings.

UNIT IV Pointers & User Defined Data types

Pointers, dereferencing and address operators, pointer and address arithmetic, array manipulation using pointers, User-defined data types-Structures and Unions.

UNIT V Functions & File Handling

Introduction to Functions, Function Declaration and Definition, Function call Return Types and Arguments, modifying parameters inside functions using pointers, arrays as parameters. Scope and Lifetime of Variables, Basics of File Handling

Note: The syllabus is designed with C Language as the fundamental language of implementation**.**

Textbooks:

1. "The C Programming Language", Brian W. Kernighan and Dennis M. Ritchie, Prentice-Hall, 1988
2. Schaum's Outline of Programming with C, Byron S Gottfried, McGraw-Hill Education, 1996

Reference Books:

1. Computing fundamentals and C Programming, Balagurusamy, E., McGraw-Hill Education, 2008.
2. Programming in C, Rema Theraja, Oxford, 2016, 2nd edition
3. C Programming, A ProblemSolving Approach, Forouzan, Gilberg, Prasad, CENGAGE, 3rd edition

I Year B.Tech. CSD – I Semester

L	T	P	C
0	0	2	1

(2305102) IT WORKSHOP

(Common to all branches of Engineering)

Course Objectives:

- To introduce the internal parts of a computer, peripherals, I/O ports, connecting cables
- To demonstrate configuring the system as Dual boot both Windows and other Operating Systems Viz. Linux, BOSS
- To teach basic command line interface commands on Linux.
- To teach the usage of Internet for productivity and self-paced life-long learning
- To introduce Compression, Multimedia and Antivirus tools and Office Tools such as Word processors, Spread sheets and Presentation tools.

Course Outcomes:

CO1: Perform Hardware troubleshooting.
CO2: Understand Hardware components and inter dependencies.
CO3: Safeguard computer systems from viruses/worms.
CO4: Document/ Presentation preparation.
CO5: Perform calculations using spreadsheets.

PC Hardware & Software Installation

Task 1: Identify the peripherals of a computer, components in a CPU and its functions. Draw the block diagram of the CPU along with the configuration of each peripheral and submit to your instructor.

Task 2: Every student should disassemble and assemble the PC back to working condition. Lab instructors should verify the work and follow it up with a Viva. Also students need to go through the video which shows the process of assembling a PC. A video would be given as part of the course content.

Task 3: Every student should individually install MS windows on the personal computer. Lab instructor should verify the installation and follow it up with a Viva.

Task 4: Every student should install Linux on the computer. This computer should have windows installed. The system should be configured as dual boot (VMWare) with both Windows and Linux. Lab instructors should verify the installation and follow it up with a Viva

Task 5: Every student should install BOSS on the computer. The system should be configured as dual boot (VMWare) with both Windows and BOSS. Lab instructors should verify the installation and follow it up with a Viva

Internet & World Wide Web

Task1: Orientation & Connectivity Boot Camp: Students should get connected to their Local Area Network and access the Internet. In the process they configure the TCP/IP setting. Finally students should demonstrate, to the instructor, how to access the websites and email.

If there isno internet connectivity preparations need to be made by the instructors to simulate the WWW on the LAN.

Task 2: Web Browsers, Surfing the Web: Students customize their web browsers with the LAN proxy settings, bookmarks, search toolbars and pop up blockers. Also, plug-ins like Macromedia Flash and JRE for applets should be configured.

Task 3: Search Engines & Netiquette: Students should know what search engines are and how to use the search engines. A few topics would be given to the students for which they need to search on Google. This should be demonstrated to the instructors by the student.

Task 4: Cyber Hygiene: Students would be exposed to the various threats on the internet and would be asked to configure their computer to be safe on the internet. They need to customize their browsers to block pop ups, block active x downloads to avoid viruses and/or worms.

LaTeX and WORD

Task 1 – Word Orientation: The mentor needs to give an overview of La TeX and Microsoft (MS) office or equivalent (FOSS) tool word: Importance of La TeX and MS office or equivalent (FOSS) tool Word as word Processors, Details of the four tasks and features that would be covered in each, Using La TeXand word – Accessing, overview of toolbars, saving files, Using help and resources, rulers, format painter in word.

Task 2: Using La TeX and Word to create a project certificate. Features to be covered:-Formatting Fonts in word, Drop Cap in word, Applying Text effects, Using Character Spacing, Borders and Colors, Inserting Header and Footer, Using Date and Time option in both La TeX and Word.

Task 3: Creating project abstract Features to be covered:-Formatting Styles, Inserting table, Bullets and Numbering, Changing Text Direction, Cell alignment, Footnote, Hyperlink, Symbols, Spell Check, Track Changes.

Task 4: Creating a Newsletter: Features to be covered:- Table of Content, Newspaper columns, Images from files and clipart, Drawing toolbar and Word Art, Formatting Images, Textboxes, Paragraphs and Mail Merge in word.

EXCEL

Excel Orientation: The mentor needs to tell the importance of MS office or equivalent (FOSS) tool Excel as a Spreadsheet tool, give the details of the four tasks and features that would be covered in each. Using Excel – Accessing, overview of toolbars, saving excel files, Using help and resources.

Task 1: Creating a Scheduler - Features to be covered: Gridlines, Format Cells, Summation, auto fill, Formatting Text

Task 2: Calculating GPA -. Features to be covered:- Cell Referencing, Formulae in excel – average, std. deviation, Charts, Renaming and Inserting worksheets, Hyper linking, Count function,

LOOKUP/VLOOKUP

Task 3: Split cells, freeze panes, group and outline, Sorting, Boolean and logical operators, Conditional formatting

POWER POINT

Task 1: Students will be working on basic power point utilities and tools which help them create basic power point presentations. PPT Orientation, Slide Layouts, Inserting Text, Word Art, Formatting Text, Bullets and Numbering, Auto Shapes, Lines and Arrows in PowerPoint.

Task 2: Interactive presentations - Hyperlinks, Inserting –Images, Clip Art, Audio, Video, Objects, Tables and Charts.

Task 3: Master Layouts (slide, template, and notes), Types of views (basic, presentation, slide slotter, notes etc), and Inserting – Background, textures, Design Templates, Hidden slides.

AI TOOLS – ChatGPT

Task 1: Prompt Engineering: Experiment with different types of prompts to see how the model responds. Try asking questions, starting conversations, or even providing incomplete sentences to see how the model completes them.

- Ex: Prompt: "You are a knowledgeable AI. Please answer the following question: What is the capital of France?"

Task 2: Creative Writing: Use the model as a writing assistant. Provide the beginning of a story or a description of a scene, and let the model generate the rest of the content. This can be a fun way to brainstorm creative ideas

- Ex: Prompt: "In a world where gravity suddenly stopped working, people started floating upwards. Write a story about how society adapted to this new reality."

Task 3: Language Translation: Experiment with translation tasks by providing a sentence in one language and asking the model to translate it into another language. Compare the output to see how accurate and fluent the translations are.

- Ex: Prompt: "Translate the following English sentence to French: 'Hello, how are you doing today?'"

Reference Books:

1. Comdex Information Technology course tool kit, Vikas Gupta, WILEY Dream tech, 2003
2. The Complete Computer upgrade and repair book, Cheryl A Schmidt, WILEY Dream tech, 2013, 3rd edition
3. Introduction to Information Technology, ITL Education Solutions limited, Pearson Education, 2012, 2nd edition
4. PC Hardware - A Handbook, Kate J. Chase, PHI (Microsoft)
5. LaTeX Companion, Leslie Lamport, PHI/Pearson.
6. IT Essentials PC Hardware and Software Companion Guide, David Anfins on and Ken Quamme. – CISCO Press, Pearson Education, 3rd edition
7. IT Essentials PC Hardware and Software Labs and Study Guide, Patrick Regan– CISCO Press, Pearson Education, 3rd edition

I Year B.Tech. CSD – I Semester

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0	0	2	1

(23A56101P) ENGINEERING PHYSICS LAB
(Common to All Branches of Engineering)

Course Objectives:

To study the concepts of optical phenomenon like interference, diffraction etc., recognize the importance of energy gap in the study of conductivity and Hall effect in semiconductors and study the parameters and applications of dielectric and magnetic materials by conducting experiments.

Course Outcomes: The students will be able to
CO1: Operate optical instruments like travelling microscope and spectrometer.
CO2: Estimate the wavelengths of different colours using diffraction grating.
CO3: Plot the intensity of the magnetic field of circular coil carrying current with distance.
CO4: Evaluate dielectric constant and magnetic susceptibility for dielectric and magnetic materials respectively.
CO5: Calculate the band gap of a given semiconductor.
CO6: Identify the type of semiconductor using Hall effect.

List of Experiments:

1. Determination of radius of curvature of a given Plano-convex lens by Newton's rings.
2. Determination of wavelengths of different spectral lines in mercury spectrum using diffraction grating in normal incidence configuration.
3. Verification of Brewster's law
4. Determination of dielectric constant using charging and discharging method.
5. Study the variation of B versus H by magnetizing the magnetic material (B-H curve).
6. Determination of wavelength of Laser light using diffraction grating.
7. Estimation of Planck's constant using photoelectric effect.
8. Determination of the resistivity of semiconductors by four probe methods.
9. Determination of energy gap of a semiconductor using p-n junction diode.
10. Magnetic field along the axis of a current carrying circular coil by Stewart Gee's Method.
11. Determination of Hall voltage and Hall coefficient of a given semiconductor using Hall effect.
12. Determination of temperature coefficients of a thermistor.
13. Determination of acceleration due to gravity and radius of Gyration by using a compound pendulum.
14. Determination of magnetic susceptibility by Kundt's tube method.
15. Determination of rigidity modulus of the material of the given wire using Torsional pendulum.
16. Sonometer: Verification of laws of stretched string.
17. Determination of young's modulus for the given material of wooden scale by non-uniform bending (or double cantilever) method.
18. Determination of Frequency of electrically maintained tuning fork by Melde's experiment.

Note: Any TEN of the listed experiments are to be conducted. Out of which any TWO

experiments may be conducted in virtual mode.

References:

- A Textbook of Practical Physics - S. Balasubramanian, M.N. Srinivasan, S. Chand Publishers, 2017.

Web Resources

- www.vlab.co.in
- https://phet.colorado.edu/en/simulations/filter?subjects=physics&type=html,prototype

I Year B.Tech. CSD – I Semester

L	T	P	C
0	0	3	1.5

(23A02101P) ELECTRICAL & ELECTRONICS ENGINEERING WORKSHOP
(Common to All branches of Engineering)

Course Objectives:

To impart knowledge on the fundamental laws & theorems of electrical circuits, functions of electrical machines and energy calculations.

Course Outcomes:

CO1: Understand the Electrical circuit design concept; measurement of resistance, power, power factor; concept of wiring and operation of Electrical Machines and Transformer.

CO2: Apply the theoretical concepts and operating principles to derive mathematical models for circuits, Electrical machines and measuring instruments; calculations for the measurement of resistance, power and power factor.

CO3: Apply the theoretical concepts to obtain calculations for the measurement of resistance, power and power factor.

CO4: Analyse various characteristics of electrical circuits, electrical machines and measuring instruments.

CO5: Design suitable circuits and methodologies for the measurement of various electrical parameters; Household and commercial wiring.

Activities:

1. Familiarization of commonly used Electrical & Electronic Workshop Tools: Bread board, Solder, cables, relays, switches, connectors, fuses, Cutter, plier, screwdriver set, wire stripper, flux, knife/blade, soldering iron, de-soldering pump etc.
   - Provide some exercises so that hardware tools and instruments are learned to be used by the students.
2. Familiarization of Measuring Instruments like Voltmeters, Ammeters, multimeter, LCR-Q meter, Power Supplies, CRO, DSO, Function Generator, Frequency counter.
   - Provide some exercises so that measuring instruments are learned to be used by the students.
3. Components:
   - Familiarization/Identification of components (Resistors, Capacitors, Inductors, Diodes, transistors, IC's etc.) – Functionality, type, size, colour coding package, symbol, cost etc.
   - Testing of components like Resistor, Capacitor, Diode, Transistor, ICs etc. - Compare values of components like resistors, inductors, capacitors etc with the measured values by using instruments

PART A: ELECTRICAL ENGINEERING LAB

List of experiments:

1. Verification of KCL and KVL
2. Verification of Superposition theorem

3. Measurement of Resistance using Wheat stone bridge
4. Magnetization Characteristics of DC shunt Generator
5. Measurement of Power and Power factor using Single-phase wattmeter
6. Measurement of Earth Resistance using Megger
7. Calculation of Electrical Energy for Domestic Premises

Reference Books:

1. Basic Electrical Engineering, D. C. Kulshreshtha, Tata McGraw Hill, 2019, First Edition
2. Power System Engineering, P.V. Gupta, M.L. Soni, U.S. Bhatnagar and A. Chakrabarti, Dhanpat Rai & Co, 2013
3. Fundamentals of Electrical Engineering, Rajendra Prasad, PHI publishers, 2014, Third Edition

Note: Minimum Six Experiments to be performed.

PART B: ELECTRONICS ENGINEERING LAB

Course Objectives:

- To impart knowledge on the principles of digital electronics and fundamentals of electron devices& its applications.

Course Outcomes: At the end of the course, the student will be able to
CO1: Identify & testing of various electronic components.
CO2: Understand the usage of electronic measuring instruments.
CO3: Plot and discuss the characteristics of various electron devices.
CO4: Explain the operation of a digital circuit.

List of Experiments:

1. Plot V-I characteristics of PN Junction diode A) Forward bias B) Reverse bias.
2. Plot V – I characteristics of Zener Diode and its application as voltage Regulator.
3. Implementation of half wave and full wave rectifiers
4. Plot Input & Output characteristics of BJT in CE and CB configurations
5. Frequency response of CE amplifier.
6. Simulation of RC coupled amplifier with the design supplied
7. Verification of Truth Table of AND, OR, NOT, NAND, NOR, Ex-OR, Ex-NOR gates using ICs.
8. Verification of Truth Tables of S-R, J-K& D flip flops using respective ICs.

Tools / Equipment Required: DC Power supplies, Multi meters, DC Ammeters, DC Voltmeters, AC Voltmeters, CROs, all the required active devices.

References:

1. R. L. Boylestad& Louis Nashlesky, Electronic Devices & Circuit Theory, Pearson Education, 2021.
2. R. P. Jain, Modern Digital Electronics, 4th Edition, Tata Mc Graw Hill, 2009
3. R. T. Paynter, Introductory Electronic Devices & Circuits – Conventional Flow Version, Pearson Education,2009.

Note: Minimum Six Experiments to be performed.All the experiments shall be implemented using both Hardware and Software.

I Year B.Tech. CSD – I Semester

L	T	P	C
0	0	3	1.5

(23A05101P) COMPUTER PROGRAMMING LAB
(Common to All branches of Engineering)

Course Objectives:

The course aims to give students hands – on experience and train them on the concepts of the C- programming language.

Course Outcomes:
CO1: Read, understand, and trace the execution of programs written in C language.
CO2: Select the right control structure for solving the problem.
CO3: Develop C programs which utilize memory efficiently using programming constructs like pointers.
CO4: Develop, Debug and Execute programs to demonstrate the applications of arrays, functions, basic concepts of pointers in C.

UNIT I

WEEK 1
Objective: Getting familiar with the programming environment on the computer and writing the first program.

Suggested Experiments/Activities:
Tutorial 1: Problem-solving using Computers.
Lab1: Familiarization with programming environment
i) Basic Linux environment and its editors like Vi, Vim & Emacs etc.
ii) Exposure to Turbo C, gcc
iii) Writing simple programs using printf(), scanf()

WEEK 2
Objective: Getting familiar with how to formally describe a solution to a problem in a series of finite steps both using textual notation and graphic notation.

Suggested Experiments /Activities:
Tutorial 2: Problem-solving using Algorithms and Flow charts.
Lab 1: Converting algorithms/flow charts into C Source code.
Developing the algorithms/flowcharts for the following sample programs
i) Sum and average of 3 numbers
ii) Conversion of Fahrenheit to Celsius and vice versa
iii) Simple interest calculation

WEEK 3
Objective: Learn how to define variables with the desired data-type, initialize them with appropriate values and how arithmetic operators can be used with variables and constants.

Suggested Experiments/Activities:
Tutorial 3: Variable types and type conversions:

Lab 3: Simple computational problems using arithmetic expressions.
i) Finding the square root of a given number
ii) Finding compound interest
iii) Area of a triangle using heron's formulae
iv) Distance travelled by an object

UNIT II

WEEK 4
Objective: Explore the full scope of expressions, type-compatibility of variables & constants and operators used in the expression and how operator precedence works.

Suggested Experiments/Activities:

Tutorial4: Operators and the precedence and as associativity:
Lab4: Simple computational problems using the operator' precedence and associativity
i) Evaluate the following expressions.
    a. A+B*C+(D*E) + F*G
    b. A/B*C-B+A*D/3
    c. A+++B---A
    d. J= (i++) + (++i)
ii) Find the maximum of three numbers using conditional operator
iii) Take marks of 5 subjects in integers, and find the total, average in float

WEEK 5
Objective: Explore the full scope of different variants of "if construct" namely if-else, null-else, if-else if*-else, switch and nested-if including in what scenario each one of them can be used and how to use them. Explore all relational and logical operators while writing conditionals for "if construct".

Suggested Experiments/Activities:
Tutorial 5: Branching and logical expressions:
Lab 5: Problems involving if-then-else structures.
i) Write a C program to find the max and min of four numbers using if-else.
ii) Write a C program to generate electricity bill.
iii) Find the roots of the quadratic equation.
iv) Write a C program to simulate a calculator using switch case.
v) Write a C program to find the given year is a leap year or not.

WEEK 6
Objective: Explore the full scope of iterative constructs namely while loop, do-while loop and for loop in addition to structured jump constructs like break and continue including when each of these statements is more appropriate to use.

Suggested Experiments/Activities:
Tutorial 6: Loops, while and for loops
Lab 6: Iterative problems e.g., the sum of series

i) Find the factorial of given number using any loop.
ii) Find the given number is a prime or not.
iii) Compute sine and cos series
iv) Checking a number palindrome
v) Construct a pyramid of numbers.

UNIT III

WEEK 7:
Objective: Explore the full scope of Arrays construct namely defining and initializing 1-D and 2-D and more generically n-D arrays and referencing individual array elements from the defined array. Using integer 1-D arrays, explore search solution linear search.

Suggested Experiments/Activities:
Tutorial 7: 1 D Arrays: searching.
Lab 7:1D Array manipulation, linear search

i) Find the min and max of a 1-D integer array.
ii) Perform linear search on1D array.
iii) The reverse of a 1D integer array
iv) Find 2's complement of the given binary number.
v) Eliminate duplicate elements in an array.

WEEK 8:
Objective: Explore the difference between other arrays and character arrays that can be used as Strings by using null character and get comfortable with string by doing experiments that will reverse a string and concatenate two strings. Explore sorting solution bubble sort using integer arrays.

Suggested Experiments/Activities:
Tutorial 8: 2 D arrays, sorting and Strings.
Lab 8: Matrix problems, String operations, Bubble sort

i) Addition of two matrices
ii) Multiplication two matrices
iii) Sort array elements using bubble sort
iv) Concatenate two strings without built-in functions
v) Reverse a string using built-in and without built-in string functions

UNIT IV

WEEK9:
Objective: Explore pointers to manage a dynamic array of integers, including memory allocation & value initialization, resizing changing and reordering the contents of an array and memory de-allocation using malloc (), calloc (), realloc () and free () functions. Gain experience processing command-line arguments received by C

Suggested Experiments/Activities:
Tutorial 9: Pointers, structures and dynamic memory allocation

Lab 9: Pointers and structures, memory dereference.

i) Write a C program to find the sum of a 1D array using malloc()
ii) Write a C program to find the total, average of n students using structures
iii) Enter n students data using calloc() and display failed students list
iv) Read student name and marks from the command line and display the student details along with the total.
v) Write a C program to implement realloc()

WEEK 10:

Objective: Experiment with C Structures, Unions, bit fields and self-referential structures (Singly linked lists) and nested structures

Suggested Experiments/Activities:

Tutorial 10: Bitfields, Self-Referential Structures, Linked lists

Lab10 : Bitfields, linked lists

Read and print a date using dd/mm/yyyy format using bit-fields and differentiate the same without using bit- fields

i) Create and display a singly linked list using self-referential structure.
ii) Demonstrate the differences between structures and unions using a C program.
iii) Write a C program to shift/rotate using bitfields.
iv) Write a C program to copy one structure variable to another structure of the same type.

UNIT V

WEEK 11:

Objective: Explore the Functions, sub-routines, scope and extent of variables, doing some experiments by parameter passing using call by value. Basic methods of numerical integration

Suggested Experiments/Activities:

Tutorial 11: Functions, call by value, scope and extent,

Lab 11: Simple functions using call by value, solving differential equations using Eulers theorem.

i) Write a C function to calculate NCR value.
ii) Write a C function to find the length of a string.
iii) Write a C function to transpose of a matrix.
iv) Write a C function to demonstrate numerical integration of differential equations using Euler's method

WEEK 12:

Objective: Explore how recursive solutions can be programmed by writing recursive functions that can be invoked from the main by programming at-least five distinct problems that have naturally recursive solutions.

Suggested Experiments/Activities:

Tutorial 12: Recursion, the structure of recursive calls

Lab 12: Recursive functions

i) Write a recursive function to generate Fibonacci series.
ii) Write a recursive function to find the lcm of two numbers.
iii) Write a recursive function to find the factorial of a number.

iv) Write a C Program to implement Ackermann function using recursion.
v) Write a recursive function to find the sum of series.

WEEK 13:
Objective: Explore the basic difference between normal and pointer variables, Arithmetic operations using pointers and passing variables to functions using pointers

Suggested Experiments/Activities:
Tutorial 13: Call by reference, dangling pointers
Lab 13: Simple functions using Call by reference, Dangling pointers.
i) Write a C program to swap two numbers using call by reference.
ii) Demonstrate Dangling pointer problem using a C program.
iii) Write a C program to copy one string into another using pointer.
iv) Write a C program to find no of lowercase, uppercase, digits and other characters using pointers.

WEEK14:
Objective: To understand data files and file handling with various file I/O functions. Explore the differences between text and binary files.

Suggested Experiments/Activities:
Tutorial 14: File handling
Lab 14: File operations
i) Write a C program to write and read text into a file.
ii) Write a C program to write and read text into a binary file using fread() and fwrite()
iii) Copy the contents of one file to another file.
iv) Write a C program to merge two files into the third file using command-line arguments.
v) Find no. of lines, words and characters in a file
vi) Write a C program to print last n characters of a given file.

Textbooks:
1. Ajay Mittal, Programming in C: A practical approach, Pearson.
2. Byron Gottfried, Schaum' s Outline of Programming with C, McGraw Hill

Reference Books:
1. Brian W. Kernighan and Dennis M. Ritchie, The C Programming Language, Prentice-Hall of India
2. C Programming, A Problem-Solving Approach, Forouzan, Gilberg, Prasad, CENGAGE

I Year B.Tech. CSD – I Semester

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(23A99101) NSS/NCC/SCOUTS & GUIDES/COMMUNITY SERVICE

(Common to All branches of Engineering)

Course Objectives:

The objective of introducing this course is to impart discipline, character, fraternity, teamwork, social consciousness among the students and engaging them in selfless service.

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

CO1: Understand the importance of discipline, character and service motto.

CO2: Solve some societal issues by applying acquired knowledge, facts, and techniques.

CO3: Explore human relationships by analyzing social problems.

CO4: Determine to extend their help for the fellow beings and downtrodden people.

CO5: Develop leadership skills and civic responsibilities.

UNIT I Orientation

General Orientation on NSS/NCC/ Scouts & Guides/Community Service activities, career guidance.

Activities:

i) Conducting –ice breaking sessions-expectations from the course-knowing personal talents and skills
ii) Conducting orientations programs for the students –future plans-activities-releasing road map etc.
iii) Displaying success stories-motivational biopics- award winning movies on societal issues etc.
iv) Conducting talent show in singing patriotic songs-paintings- any other contribution.

UNIT II Nature & Care

Activities:

i) Best out of waste competition.
ii) Poster and signs making competition to spread environmental awareness.
iii) Recycling and environmental pollution article writing competition.
iv) Organising Zero-waste day.
v) Digital Environmental awareness activity via various social media platforms.
vi) Virtual demonstration of different eco-friendly approaches for sustainable living.
vii) Write a summary on any book related to environmental issues.

UNIT III Community Service

Activities:

i) Conducting One Day Special Camp in a village contacting village-area leaders-Survey in the village, identification of problems- helping them to solve via media-authorities-experts-etc.

ii) Conducting awareness programs on Health-related issues such as General Health, Mental health, Spiritual Health, HIV/AIDS,
iii) Conducting consumer Awareness. Explaining various legal provisions etc.
iv) Women Empowerment Programmes- Sexual Abuse, Adolescent Health and Population Education.
v) Any other programmes in collaboration with local charities, NGOs etc.

Reference Books:

1. Nirmalya Kumar Sinha & Surajit Majumder, *A Text Book of National Service Scheme*Vol;.I, Vidya Kutir Publication, 2021 (ISBN 978-81-952368-8-6)
2. *Red Book - National Cadet Corps* – Standing Instructions Vol I & II, Directorate General of NCC, Ministry of Defence, New Delhi
3. Davis M. L. and Cornwell D. A., "Introduction to Environmental Engineering", McGraw Hill, New York 4/e 2008
4. Masters G. M., Joseph K. and Nagendran R. "Introduction to Environmental Engineering and Science", Pearson Education, New Delhi. 2/e 2007
5. Ram Ahuja. *Social Problems in India*, Rawat Publications, New Delhi.

General Guidelines:

1. Institutes must assign slots in the Timetable for the activities.
2. Institutes are required to provide instructor to mentor the students.

Evaluation Guidelines:

- Evaluated for a total of 100 marks.
- A student can select 6 activities of his/her choice with a minimum of 01 activity per unit. Each activity shall be evaluated by the concerned teacher for 15 marks, totalling to 90 marks.
- A student shall be evaluated by the concerned teacher for 10 marks by conducting viva voce on the subject.

I Year B.Tech. CSD – II Semester

L	T	P	C
2	0	0	2

(23A52201T) COMMUNICATIVE ENGLISH

(Common to All Branches of Engineering)

Course Objectives:

The main objective of introducing this course, *Communicative English*, is to facilitate effective listening, Reading, Speaking and Writing skills among the students. It enhances the same in their comprehending abilities, oral presentations, reporting useful information and providing knowledge of grammatical structures and vocabulary. This course helps the students to make them effective in speaking and writing skills and to make them industry ready.

Course Outcomes:

CO1: Understand the context, topic, and pieces of specific information from social or Transactional dialogues.
CO2: Applygrammaticalstructurestoformulatesentencesandcorrectwordforms.
CO3: Analyzediscoursemarkerstospeakclearlyonaspecifictopicininformaldiscussions.
CO4: Evaluate reading / listening text sand to write summaries based on global – Comprehension of these texts.
CO5: Create a coherent paragraph, essay, and resume.

UNIT I

Lesson: HUMAN VALUES: Gift of Magi **(Short Story)**

Listening: Identifying the topic, the context and specific pieces of information by listening to short audio texts and answering a series of questions.
Speaking: Asking and answering general questions on familiar topics such as home, family, work, studies and interests; introducing oneself and others.
Reading: Skimming to get the main idea of a text; scanning to look for specific pieces of information.
Writing: Mechanics of Writing-Capitalization, Spellings, Punctuation-Parts of Sentences.
Grammar: Parts of Speech, Basic Sentence Structures-forming questions
Vocabulary: Synonyms, Antonyms, Affixes (Prefixes/Suffixes), Root words.

UNIT II

Lesson: NATURE: The Brook by Alfred Tennyson (Poem)

Listening: Answering a series of questions about main ideas and supporting ideas after listening to audio texts.
Speaking: Discussion in pairs /small groups on specific topics followed by short structure talks.
Reading: Identifying sequence of ideas; recognizing verbal techniques that help to link the ideas in a paragraph together.
Writing: Structure of a paragraph - Paragraph writing (specific topics)
Grammar: Cohesive devices -linkers, use of articles and zero article; prepositions.

Vocabulary: Homonyms, Homophones, Homographs.

UNIT III
Lesson: BIOGRAPHY: Elon Musk

Listening: Listening for global comprehension and summarizing what is listened to.
Speaking: Discussing specific topics in pairs or small groups and reporting what is discussed
Reading: Reading a text in detail by making basic inferences-recognizing and interpreting specific context clues; strategies to use text clues for comprehension.
Writing: Summarizing, Note-making, paraphrasing
Grammar: Verbs - tenses; subject-verb agreement; Compound words, Collocations
Vocabulary: Compound words, Collocations

UNIT IV
Lesson: INSPIRATION: The Toys of Peace by Saki

Listening: Making predictions while listening to conversations/ transactional dialogues without video; listening with video.
Speaking: Role plays for practice of conversational English in academic contexts (formal and informal) - asking for and giving information/directions.
Reading: Studying the use of graphic elements in text stocon vey information, reveal trends /patterns/ relationships, communicate processes or display complicated data.
Writing: Letter Writing: Official Letters, Resumes
Grammar: Reporting verbs, Direct & Indirect speech, Active & Passive Voice
Vocabulary: Words often confused, Jargons

UNIT V
Lesson: MOTIVATION: The Power of Intrapersonal Communication (An Essay)

Listening: Identifying key terms, understanding concepts and answering a series of relevant questions that test comprehension.
Speaking: Formal oral presentations on topics from academic contexts
Reading: Reading comprehension.
Writing: Writing structured essays on specific topics.
Grammar: Editing short texts –identifying and correcting common errors in grammar and usage (articles, prepositions, tenses, subject verb agreement)
Vocabulary: Technical Jargons

Textbooks:
1. Pathfinder: Communicative English for Undergraduate Students, 1st Edition, Orient Black Swan, 2023 (Units 1,2 & 3)
2. Empowering with Language by Cengage Publications, 2023 (Units 4 & 5)

Reference Books:
1. Dubey, Sham Ji & Co. English for Engineers, Vikas Publishers, 2020
2. Bailey, Stephen. Academic writing: A Handbook for International Students. Routledge, 2014.

3. Murphy, Raymond. English Grammar in Use, Fourth Edition, Cambridge University Press, 2019.
4. Lewis, Norman. Word Power Made Easy- The Complete Handbook for Building a Superior Vocabulary. Anchor, 2014.

Web Resources:

GRAMMAR:

1. www.bbc.co.uk/learningenglish
2. https://dictionary.cambridge.org/grammar/british-grammar/
3. www.eslpod.com/index.html
4. https://www.learngrammar.net/
5. https://english4today.com/english-grammar-online-with-quizzes/
6. https://www.talkenglish.com/grammar/grammar.aspx

VOCABULARY

1. https://www.youtube.com/c/DailyVideoVocabulary/videos
2. https://www.youtube.com/channel/UC4cmBAit8i_NJZE8qK8sfpA

I Year B.Tech. CSD – II Semester

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3	0	0	3

(23A51202T) CHEMISTRY

(Common to EEE, ECE, CSE, IT) & allied branches)

C**ourse Objectives:**

- To familiarize engineering chemistry and its applications
- To train the students on the principles and applications of electro chemistry and polymers
- To introduce instrumental methods, molecular machines and switches.

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

CO1: Compare the materials of construction for battery and electro chemical sensors.

CO2: Explain the preparation, properties, and applications of thermoplastics & thermosetting & elastomers conducting polymers.

CO3: Explain the principles of spectrometry, slcinseparation of solid and liquid mixtures.

CO4: ApplytheprincipleofBanddiagramsintheapplicationofconductorsandsemiconductors.

CO5: Summarize the concepts of Instrumental methods.

UNIT I Structure and Bonding Models:

Fundamentals of Quantum mechanics, Schrodinger Wave equation, significance of Ψ and Ψ^2, particle in one dimensional box, molecular orbital theory – bonding in homo- and heteronuclear diatomic molecules – energy level diagrams of O2 and CO, etc. π-molecular orbital's of butadiene and benzene, calculation of bond order.

UNIT II Modern Engineering materials

Semiconductors – Introduction, basic concept, application

Super conductors-Introduction basic concept, applications.

Super capacitors: Introduction, Basic Concept-Classification – Applications.

Nano materials: Introduction, classification, properties and applications of Fullerenes, carbon nano tubes and Graphines nanoparticles.

UNIT III Electrochemistry and Applications

Electrochemical cell, Nernst equation, cell potential calculations and numerical problems, potentiometry- potentiometric titrations (redox titrations), concept of conductivity, conductivity cell, conduct metric titrations (acid-base titrations).

Electrochemical sensors – potentiometric sensors with examples, amperometric sensors with examples.

Primary cells – Zinc-air battery, Secondary cells –lithium-ion batteries- working of the batteries including cell reactions; Fuel cells, hydrogen-oxygenfuel cell– working of the cells. Polymer Electrolyte Membrane Fuel cells (PEMFC).

UNIT IV Polymer Chemistry

Introduction to polymers, functionality of monomers, chain growth and step growth polymerization, coordination polymerization, with specific examples and mechanisms of polymer formation.

Plastics –Thermo and Thermosetting plastics, Preparation, properties and applications of – PVC, Teflon, Bakelite, Nylon-6,6, carbon fibres.

Elastomers–Buna-S, Buna-N–preparation, properties and applications.

Conducting polymers – polyacetylene, polyaniline, – mechanism of conduction and applications. Bio-Degradable polymers - Poly Glycolic Acid (PGA), Polyl Lactic Acid (PLA).

UNIT V Instrumental Methods and Applications

Electromagnetic spectrum. Absorption of radiation: Beer-Lambert's law. UV-Visible Spectroscopy, electronic transition, Instrumentation, IR spectres copies, fundamental modes and selection rules, Instrumentation. Chromatography-Basic Principle, Classification-HPLC: Principle, Instrumentation and Applications.

Textbooks:

1. Jain and Jain, Engineering Chemistry, 16/e,DhanpatRai,2013.
2. Peter Atkins, Juliode Paula and JamesKeeler, Atkins' Physical Chemistry,10/e, Oxford University Press, 2010.

Reference Books:

1. Skoog and West, Principles of Instrumental Analysis,6/e,Thomson,2007.
2. J.D. Lee, Concise Inorganic Chemistry, 5th Edition, Wiley Publications, Feb.2008
3. Textbook of Polymer Science, Fred W. Billmayer Jr, 3rd Edition

I Year B.Tech. CSD – II Semester

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3	0	0	3

(23A54201) DIFFERENTIAL EQUATIONS AND VECTOR CALCULUS

(Common to All Branches of Engineering)

Course Objectives:

- To enlighten the learners in the concept of differential equations and multivariable calculus.
- To furnish the learners with basic concepts and techniques at plus two level to lead them into advanced level by handling various real-world applications.

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

CO1: Solve the differential equations related to various engineering fields.
CO2: Identify solution methods for partial differential equations that model physical processes.
CO3: Interpret the physical meaning of different operators such as gradient, curl and divergence.
CO4: Estimate the work done against a field, circulation and flux using vector calculus.

UNIT I Differential equations of first order and first degree

Linear differential equations – Bernoulli's equations- Exact equations and equations reducible to exact form. Applications: Newton's Law of cooling – Law of natural growth and decay- Electrical circuits.

UNIT II Linear differential equations of higher order (Constant Coefficients)

Definitions, homogenous and non-homogenous, complimentary function, general solution, particular integral, Wronskian, Method of variation of parameters. Simultaneous linear equations, Applications to L-C-R Circuit problems and Simple Harmonic motion.

UNIT III Partial Differential Equations

Introduction and formation of Partial Differential Equations by elimination of arbitrary constants and arbitrary functions, solutions of first order linear equations using Lagrange's method. Homogeneous Linear Partial differential equations with constant coefficients.

UNIT IV Vector differentiation

Scalar and vector point functions, vector operator Del, Del applies to scalar point functions-Gradient, Directional derivative, del applied to vector point functions-Divergence and Curl, vector identities.

UNIT V Vector integration

LWithoutegral-circulation-work done, surface integral-flux, Green's theorem in the plane (without proof), Stoke's theorem (without proof), volume integral, Divergence theorem (without proof) and related problems.

Textbooks:

1. Higher Engineering Mathematics, B. S. Grewal, Khanna Publishers, 2017, 44th Edition
2. Advanced Engineering Mathematics, Erwin Kreyszig, John Wiley & Sons, 2018, 10th Edition.

Reference Books:

1. Thomas Calculus, George B. Thomas, Maurice D. Weir and Joel Hass, Pearson Publishers, 2018, 14th Edition.
2. Advanced Engineering Mathematics, Dennis G. Zill and Warren S. Wright, Jones and Bartlett, 2018.
3. Advanced Modern Engineering Mathematics, Glyn James, Pearson publishers, 2018, 5th Edition.
4. Advanced Engineering Mathematics, R. K. Jain and S. R. K. Iyengar, Alpha Science International Ltd., 2021 5th Edition (9th reprint).
5. Higher Engineering Mathematics, B. V. Ramana, , McGraw Hill Education, 2017

I Year B.Tech. CSD – II Semester

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3	0	0	3

(23A01201T) BASIC CIVIL AND MECHANICAL ENGINEERING

(Common to All branches of Engineering)

Course Objectives:

- Get familiarized with the scope and importance of Civil Engineering sub-divisions.
- Introduce the preliminary concepts of surveying.
- Acquire preliminary knowledge on Transportation and its importance in nation's economy.
- Get familiarized with the importance of quality, conveyance and storage of water.
- Introduction to basic civil engineering materials and construction techniques.

Course Outcomes: On completion of the course, the student should be able to:

CO1: Understand various sub-divisions of Civil Engineering and to appreciate their role in ensuring better society.

CO2: Know the concepts of surveying and to understand the measurement of distances, angles and levels through surveying.

CO3: Realize the importance of Transportation in nation's economy and the engineering measures related to Transportation.

CO4: Understand the importance of Water Storage and Conveyance Structures so that the social responsibilities of water conservation will be appreciated.

CO5: Understand the basic characteristics of Civil Engineering Materials and attain knowledge on prefabricated technology.

UNIT I

Basics of Civil Engineering: Role of Civil Engineers in Society- Various Disciplines of Civil Engineering- Structural Engineering- Geo-technical Engineering- Transportation Engineering - Hydraulics and Water Resources Engineering - Environmental Engineering-Scope of each discipline - Building Construction and Planning- Construction Materials-Cement - Aggregate - Bricks- Cement concrete- Steel. Introduction to Prefabricated construction Techniques.

UNIT II

Surveying: Objectives of Surveying- Horizontal Measurements- Angular Measurements- Introduction to Bearings Levelling instruments used for levelling -Simple problems on levelling and bearings-Contour mapping.

UNIT III

Transportation Engineering Importance of Transportation in Nation's economic development- Types of Highway Pavements- Flexible Pavements and Rigid Pavements - Simple Differences. Basics of Harbour, Tunnel, Airport, and Railway Engineering.

Water Resources and Environmental Engineering: Introduction, Sources of water- Quality of water- Specifications- Introduction to Hydrology–Rainwater Harvesting-Water Storage and Conveyance Structures (Simple introduction to Dams and Reservoirs).

Textbooks:

1. Basic Civil Engineering, M.S.Palanisamy, , Tata Mcgraw Hill publications (India) Pvt. Ltd. Fourth Edition.
2. Introduction to Civil Engineering, S.S. Bhavikatti, New Age International Publishers. 2022. First Edition.
3. Basic Civil Engineering, Satheesh Gopi, Pearson Publications, 2009, First Edition.

Reference Books:

1. Surveying, Vol- I and Vol-II, S.K. Duggal, Tata McGraw Hill Publishers 2019. Fifth Edition.
2. Hydrology and Water Resources Engineering, Santosh Kumar Garg, Khanna Publishers, Delhi. 2016
3. Irrigation Engineering and Hydraulic Structures - Santosh Kumar Garg, Khanna Publishers, Delhi 2023. 38th Edition.
4. Highway Engineering, S.K.Khanna, C.E.G. Justo and Veeraraghavan, Nemchand and Brothers Publications 2019. 10th Edition.
5. Indian Standard DRINKING WATER — SPECIFICATION IS 10500-2012.

PART B: BASIC MECHANICAL ENGINEERING

Course Objectives: The students after completing the course are expected to

- Get familiarized with the scope and importance of Mechanical Engineering in different sectors and industries.
- Explain different engineering materials and different manufacturing processes.
- Provide an overview of different thermal and mechanical transmission systems and introduce basics of robotics and its applications.

Course Outcomes: On completion of the course, the student should be able to

CO1: Understand the different manufacturing processes.
CO2: Explain the basics of thermal engineering and its applications.
CO3: Describe the working of different mechanical power transmission systems and power plants.
CO4: Describe the basics of robotics and its applications.

UNIT I

Introduction to Mechanical Engineering: Role of Mechanical Engineering in Industries and Society- Technologies in different sectors such as Energy, Manufacturing, Automotive, Aerospace, and Marine sectors.
Engineering Materials - Metals-Ferrous and Non-ferrous, Ceramics, Composites, Smart materials.

UNIT II

Manufacturing Processes: Principles of Casting**,** Forming, joining processes, Machining, Introduction to CNC machines, 3D printing, and Smart manufacturing.
Thermal Engineering – working principle of Boilers, Otto cycle, Diesel cycle, Refrigeration and air-conditioning cycles, IC engines, 2-Stroke and 4-Stroke engines, SI/CI Engines, Components of Electric and Hybrid Vehicles.

UNIT III

Power plants – working principle of Steam, Diesel, Hydro, Nuclear power plants.
Mechanical Power Transmission - Belt Drives, Chain, Ropedrives, Gear Drives and their applications.
Introduction to Robotics - Joints & links, configurations, and applications of robotics.

(Note: The subject covers only the basic principles of Civil and Mechanical Engineering systems. The evaluation shall be intended to test only the fundamentals of the subject)

Textbooks:

1. Internal Combustion Engines by V.Ganesan, By Tata McGraw Hill publications (India) Pvt. Ltd.
2. A Tear book of Theory of Machines by S.S. Rattan, Tata McGraw Hill Publications, (India) Pvt. Ltd.
3. An introduction to Mechanical Engg by Jonathan Wicker and Kemper Lewis, Cengage learning India Pvt. Ltd.

Reference Books:

1. AppuuKuttan KK, Robotics, I.K. International Publishing House Pvt. Ltd. Volume-I
2. 3D printing & Additive Manufacturing Technology- L. Jyothish Kumar, Pulak M Pandey, Springer publications
3. Thermal Engineering by Mahesh M Rathore Tata McGraw Hill publications (India) Pvt. Ltd.
4. G. Shanmugam and M.S.Palanisamy, Basic Civil and the Mechanical Engineering, Tata McGraw Hill publications (India) Pvt. Ltd.

I Year B.Tech. CSD – II Semester

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3	0	0	3

(23A05201T) DATA STRUCTURES

(Common to CSE, IT & allied branches)

Course Objectives:

- To provide the knowledge of basic data structures and their implementations.
- To understand importance of data structures in context of writing efficient programs.
- To develop skills to apply appropriate data structures in problem solving.

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

CO1: Explain the role of linear data structures in organizing and accessing data efficiently in algorithms.

CO2: Design, implement, and apply linked lists for dynamic data storage, demonstrating understanding of memory allocation.

CO3: Develop programs using stacks to handle recursive algorithms, manage program states, and solve related problems.

CO4: Apply queue-based algorithms for efficient task scheduling and breadth-first traversal in graphs and distinguish between deques and priority queues, and apply them appropriately to solve data management challenges.

CO5: Devise novel solutions to small scale programming challenges involving data structures such as stacks, queues, Trees.

CO6: Recognize scenarios where hashing is advantageous, and design hash-based solutions for specific problems.

UNIT I

Introduction to Linear Data Structures: Definition and importance of linear data structures, Abstract data types (ADTs) and their implementation, Overview of time and space complexity analysis for linear data structures. Searching Techniques: Linear & Binary Search, Sorting Techniques: Bubble sort, Selection sort, Insertion Sort

UNIT II

Linked Lists: Singly linked lists: representation and operations, doubly linked lists and circular linked lists, Comparing arrays and linked lists, Applications of linked lists.

UNIT III

Stacks: Introduction to stacks: properties and operations, implementing stacks using arrays and linked lists, Applications of stacks in expression evaluation, backtracking, reversing list etc.

UNIT IV

Queues: Introduction to queues: properties and operations, implementing queues using arrays and linked lists, Applications of queues in breadth-first search, scheduling, etc.

Deques: Introduction to deques (double-ended queues), Operations on deques and their applications.

UNIT V

Trees: Introduction to Trees, Binary Search Tree – Insertion, Deletion & Traversal

Hashing: Brief introduction to hashing and hash functions, Collision resolution techniques: chaining and open addressing, Hash tables: basic implementation and operations, Applications of hashing in unique identifier generation, caching, etc.

Textbooks:

1. Data Structures and algorithm analysis in C, Mark Allen Weiss, Pearson, 2nd Edition.
2. Fundamentals of data structures in C, Ellis Horowitz, Sartaj Sahni, Susan Anderson-Freed, Silicon Press, 2008

Reference Books:

1. Algorithms and Data Structures: The Basic Toolbox by Kurt Mehlhorn and Peter Sanders
2. C Data Structures and Algorithms by Alfred V. Aho, Jeffrey D. Ullman, and John E. Hopcroft
3. Problem Solving with Algorithms and Data Structures" by Brad Miller and David Ranum
4. Introduction to Algorithms by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein
5. Algorithms in C, Parts 1-5 (Bundle): Fundamentals, Data Structures, Sorting, Searching, and Graph Algorithms" by Robert Sedgewick

I Year B.Tech. CSD – II Semester

L	T	P	C
0	0	2	1

(23A52201P) COMMUNICATIVE ENGLISH LAB

(Common to All Branches of Engineering)

Course Objectives:

The main objective of introducing this course, Communicative English Laboratory, is to expose the students to a variety of self-instructional, learner friendly modes of language learning. The students will get trained in basic communication skills and also make them ready to face job interviews.

Course Outcomes:

CO1: Understand the different aspects of the English language proficiency with emphasis on LSRW skills.
CO2: Apply communication skills through various language learning activities.
CO3: Analyze the English speech sounds, stress, rhythm, intonation and syllable divisionfor better listening and speaking comprehension.
CO4: Evaluate and exhibit professionalism in participating in debates and group discussions.
CO5: Create effective Course Objectives:

List of Topics:

1. Vowels & Consonants
2. Neutralization/Accent Rules
3. Communication Skills & JAM
4. Role Play or Conversational Practice
5. E-mail Writing
6. Resume Writing, Cover letter, SOP
7. Group Discussions-methods & practice
8. Debates - Methods & Practice
9. PPT Presentations/ Poster Presentation
10. Interviews Skills

Suggested Software:

- Walden Infotech
- Young India Films

Reference Books:

1. Raman Meenakshi, Sangeeta- Sharma. *Technical Communication*. Oxford Press.2018.
2. TaylorGrant:*EnglishConversationPractice,*TataMcGraw-HillEducationIndia,2016
3. Hewing's, Martin. Cambridge *Academic English*(B2).CUP,2012.
4. J. Sethi & P.V. Dhamija. *A Course in Phonetics and Spoken English,* (2nd Ed),Kindle, 2013

Web Resources:

Spoken English:

1. www.esl-lab.com
2. www.englishmedialab.com
3. www.englishinteractive.net
4. https://www.britishcouncil.in/english/online
5. http://www.letstalkpodcast.com/
6. https://www.youtube.com/c/mmmEnglish_Emma/featured
7. https://www.youtube.com/c/ArnelsEverydayEnglish/featured
8. https://www.youtube.com/c/engvidAdam/featured
9. https://www.youtube.com/c/EnglishClass101/featured
10. https://www.youtube.com/c/SpeakEnglishWithTiffani/playlists
11. https://www.youtube.com/channel/UCV1h_cBE0Drdx19qkTM0WNw

Voice & Accent:

1. https://www.youtube.com/user/letstalkaccent/videos
2. https://www.youtube.com/c/EngLanguageClub/featured
3. https://www.youtube.com/channel/UC_OskgZBoS4dAnVUgJVexc
4. https://www.youtube.com/channel/UCNfm92h83W2i2ijc5Xwp_IA

I Year B.Tech. CSD – II Semester

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0	0	2	1

(23A51202P) CHEMISTRY LAB

(Common to EEE, ECE, CSE, IT & allied branches)

Course Objectives:

- Verify the fundamental concepts with experiments.

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

CO1: Determine the cell constant and conduct a nceofsolutions.
CO2: Prepare advanced polymer Bakelite materials.
CO3: Measure the strength of an acid present in secondary batteries.
CO4: Analyse the IR spectra of some organic compounds.
CO5: Calculate strength of acid in Pb-Acid battery.

List of Experiments:

1. Measurement of 10Dq by spectro photo metric method
2. Conduct metric titration of strong acid vs. strong base
3. Conduct metric titration of weak acid vs. strong base
4. Determination of cell constant and conductance of solutions
5. Potentiometer - determination of redox potentials and emfs
6. Determination of Strength of an acid in Pb-Acid battery
7. Preparation of a Bakelite
8. Verify Lambert-Beer’s law
9. Wavelength measurement of sample through UV-Visible Spectroscopy
10. Identification of simple organic compounds by IR
11. Preparation of nanomaterials by precipitation method
12. Estimation of Ferrous Iron by Dichrometry

Reference:

- "Vogel's Quantitative Chemical Analysis 6th Edition 6th Edition" Pearson Publications by J. Mendham, R.C.Denney, J.D.Barnes and B. Sivasankar

I Year B.Tech. CSD – II Semester

L	T	P	C
0	0	3	1.5

(23A03201) ENGINEERING WORKSHOP

(Common to All branches of Engineering)

Course Objectives:

To familiarize students with wood working, sheet metal operations, fitting and electrical house wiring skills

Course Outcomes:

CO1: Identify workshop tools and their operational capabilities.
CO2: Practice on manufacturing of components using workshop trades including fitting, carpentry, foundry and welding.
CO3: Apply fitting operations in various applications.
CO4: Apply basic electrical engineering knowledge for House Wiring Practice

SYLLABUS

1. **Demonstration**: Safety practices and precautions to be observed in workshop.
2. **Wood Working:** Familiarity with different types of woods and tools used in wood working and make following joints.
   a) Half – Lap joint b) Mortise and Ten on joint c) Corner Dovetail joint or Bridle joint
3. **Sheet Metal Working**: Familiarity with different types of tools used in sheet metal working, Developments of following sheet metal job from GI sheets.
   a) Tapered tray b) Conical funnel c) Elbow pipe d) Brazing
4. **Fitting:** Familiarity with different types of tools used in fitting and do the following fitting exercises.
   a) V-fit b) Dovetail fit c) Semi-circular fit d) Bicycle tire puncture and change of two-wheeler tyre
5. **Electrical Wiring**: Familiarity with different types of basic electrical circuits and make the following connections.
   a) Parallel and series b) Two-way switch c) God own lighting
   d) Tube light e) Three phase motor f) Soldering of wires
6. **Foundry Trade:** Demonstration and practice on Moulding tools and processes, Preparation of Green Sand Moulds for given Patterns.
7. **Welding Shop**: Demonstration and practice on Arc Welding and Gas welding. Preparation of Lap joint and Butt joint.
8. **Plumbing:** Demonstration and practice of Plumbing tools, Preparation of Pipe joints with coupling for same diameter and with reducer for different diameters.

Textbooks:

1. Basic Workshop Technology: Manufacturing Process, Felix W.; Independently Published,2019. Workshop Processes, Practices and Materials; Bruce J. Black, Routledge publishers, 5th Edn. 2015.
2. A Course in Workshop Technology Vol I. & II, B.S. Raghuwanshi, Dhanpath Rai & Co., 2015 & 2017.

Reference Books:

1. Elements of Workshop Technology, Vol. I by S. K. Hajra Choudhury & Others, Media Promoters and Publishers, Mumbai. 2007, 14th edition
2. Workshop Practice by H. S. Bawa, Tata-McGraw Hill, 2004.
3. Wiring Estimating, Costing and Contracting; Soni P.M. & Upadhyay P.A.; Atul Prakashan, 2021-22.

I Year B.Tech. CSD – II Semester

L	T	P	C
0	0	3	1.5

(23A05201P) DATA STRUCTURES LAB

(Common to CSE, IT & allied branches)

Course Objectives:

The course aims to strengthen the ability of the students to identify and apply the suitable data structure for the given real-world problem. It enables them to gain knowledge in practical applications of data structures.

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

CO1: Explain the role of linear data structures in organizing and accessing data efficiently in algorithms.
CO2: Design, implement, and apply linked lists for dynamic data storage, demonstrating understanding of memory allocation.
CO3: Develop programs using stacks to handle recursive algorithms, manage program states, and solve related problems.
CO4: Apply queue-based algorithms for efficient task scheduling and breadth-first traversal in graphs and distinguish between deques and priority queues and apply them appropriately to solve data management challenges.
CO5: Recognize scenarios where hashing is advantageous, and design hash-based solutions for specific problems.

List of Experiments:

Exercise 1: Array Manipulation

i) Write a program to reverse an array.
ii) C Programs to implement the Searching Techniques – Linear & Binary Search
iii) C Programs to implement Sorting Techniques – Bubble, Selection and Insertion Sort

Exercise 2: Linked List Implementation

i) Implement a singly linked list and perform insertion and deletion operations.
ii) Develop a program to reverse a linked list iteratively and recursively.
iii) Solve problems involving linked list traversal and manipulation.

Exercise 3: Linked List Applications

i) Create a program to detect and remove duplicates from a linked list.
ii) Implement a linked list to represent polynomials and perform addition.
iii) Implement a double-ended queue (deque) with essential operations.

Exercise 4: Double Linked List Implementation

i) Implement a doubly linked list and perform various operations to understand its properties and applications.
ii) Implement a circular linked list and perform insertion, deletion, and traversal.

Exercise 5: Stack Operations

i) Implement a stack using arrays and linked lists.
ii) Write a program to evaluate a postfix expression using a stack.
iii) Implement a program to check for balanced parentheses using a stack.

Exercise 6: Queue Operations

i) Implement a queue using arrays and linked lists.
ii) Develop a program to simulate a simple printer queue system.
iii) Solve problems involving circular queues.

Exercise 7: Stack and Queue Applications

i) Use a stack to evaluate an infix expression and convert it to postfix.
ii) Create a program to determine whether a given string is a palindrome or not.
iii) Implement a stack or queue to perform comparison and check for symmetry.

Exercise8: Binary Search Tree

i) Implementing a BST using Linked List.
ii) Traversing of BST.

Exercise 9: Hashing

i) Implement a hash table with collision resolution techniques.
ii) Write a program to implement a simple cache using hashing.

Textbooks:

1. Data Structures and algorithm analysis in C, Mark Allen Weiss, Pearson, 2nd Edition.
2. Fundamentals of data structures in C, Ellis Horowitz, Sartaj Sahni, Susan Anderson-Freed, Silicon Press, 2008

Reference Books:

1. Algorithms and Data Structures: The Basic Toolbox by Kurt Mehlhorn and Peter Sanders
2. C Data Structures and Algorithms by Alfred V. Aho, Jeffrey D. Ullman, and John E. Hopcroft
3. Problem Solving with Algorithms and Data Structures" by Brad Miller and David Ranum
4. Introduction to Algorithms by Thomas H. Cormen, Charles E. Leiserson, Ronald L. Rivest, and Clifford Stein
5. Algorithms in C, Parts 1-5 (Bundle): Fundamentals, Data Structures, Sorting, Searching, and Graph Algorithms by Robert Sedgewick.

I Year B.Tech. CSD – II Semester

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0	0	1	0.5

(23A99201) HEALTH AND WELLNESS, YOGA AND SPORTS

(Common to All branches of Engineering)

Course Objectives:

The main objective of introducing this course is to make the students maintain their mental and physical wellness by balancing emotions in their life. It mainly enhances the essential traits required for the development of the personality.

Course Outcomes: After completion of the course the student will be able to

CO1: Understand the importance of yoga and sports for Physical fitness and sound health.
CO2: Demonstrate an understanding of health-related fitness components.
CO3: Compare and contrast various activities that help enhance their health.
CO4: Assess current personal fitness levels.
CO5: Develop Positive Personality

UNIT I

Concept of health and fitness, Nutrition and Balanced diet, basic concept of immunity Relationship between diet and fitness, Globalization and its impact on health, Body Mass Index (BMI) of all age groups.

Activities:

i) Organizing health awareness programmes in community
ii) Preparation of health profile
iii) Preparation of chart for balance diet for all age groups

UNIT II

Concept of yoga, need for and importance of yoga, origin and history of yoga in Indian context, classification of yoga, Physiological effects of Asanas- Pranayama and meditation, stress management and yoga, Mental health and yoga practice.

Activities:

Yoga practices – Asana, Kriya, Mudra, Bandha, Dhyana, Surya Namaskar

UNIT III

Concept of Sports and fitness, importance, fitness components, history of sports, Ancient and Modern Olympics, Asian games and Commonwealth games.

Activities:

i) Participation in one major game and one individual sport viz., Athletics, Volleyball,

Basketball, Handball, Football, Badminton, Kabaddi, Kho-kho, Table tennis, Cricket etc.
Practicing general and specific warm up, aerobics

ii) Practicing cardio respiratory fitness, treadmill, run test, 9 min walk, skipping and running.

Reference Books:

1. Gordon Edlin, Eric Golanty. Health and Wellness, 14th Edn. Jones & Bartlett Learning, 2022
2. T.K.V.Desikachar. The Heart of Yoga: Developing a Personal Practice
3. Archie J.Bahm. Yoga Sutras of Patanjali, Jain Publishing Company, 1993
4. Wiseman, John Lofty, SAS Survival Handbook: The Ultimate Guide to Surviving Anywhere Third Edition, William Morrow Paperbacks, 2014
5. The Sports Rules Book/ Human Kinetics with Thomas Hanlon. -- 3rd ed. Human Kinetics, Inc.2014

General Guidelines:

1. Institutes must assign slots in the Timetable for the activities of Health/Sports/Yoga.
2. Institutes must provide field/facility and offer the minimum of five choices of as many as Games/Sports.
3. Institutes are required to provide sports instructor / yoga teacher to mentor the students.

Evaluation Guidelines:

- Evaluated for a total of 100 marks.
- A student can select 6 activities of his/her choice with a minimum of 01 activity per unit. Each activity shall be evaluated by the concerned teacher for 15 marks, totalling to 90 marks.

A student shall be evaluated by the concerned teacher for 10 marks by conducting viva voce on the subject.

II Year B.Tech. CSD–I Semester

L	T	P	C
3	0	0	3

(23A54301) DISCRETE MATHEMATICS & GRAPH THEORY
(Common to CSE and all CSE allied branches)

Course Outcomes: After successful completion of this course, the students should be able to:

COs	Statements	Blooms level
CO1	Apply mathematical logic to solve problems.	L2, L3
CO2	Understand the concepts and perform the operations related to sets, relations and functions. Gain the conceptual background needed and identify structures of algebraic nature.	L3, L5
CO3	Apply basic counting techniques to solve combinatorial problems.	L3
CO4	Formulate problems and solve recurrence relations.	L2, L3
CO5	Apply Graph Theory in solving computer science problems	L3, L5

UNIT I Mathematical Logic

Introduction, Statements and Notation, Connectives, Well-formed formulas, Tautology, Duality law, Equivalence, Implication, Normal Forms, Functionally complete set of connectives, Inference Theory of Statement Calculus, Predicate Calculus, Inference theory of Predicate Calculus.

UNIT II Set theory

The Principle of Inclusion- Exclusion, Pigeon hole principle and its application, Functions composition of functions, Inverse Functions, Recursive Functions, Lattices and its properties. Algebraic structures: Algebraic systems-Examples and General Properties, Semi groups and Monoids, groups, sub groups, homomorphism, Isomorphism.

UNIT III Elementary Combinatorics

Combinations and Permutations, Enumeration of Combinations and Permutations, Enumerating Combinations and Permutations with Repetitions, Enumerating Permutations with Constrained Repetitions, Binomial Coefficients, The Binomial and Multinomial Theorems.

UNITIV: Recurrence Relations

Generating Functions of Sequences, Calculating Coefficients of Generating Functions, Recurrence relations, Solving Recurrence Relations by Substitution and Generating functions, The Method of Characteristic roots, Solutions of Inhomogeneous, Recurrence Relations.

UNITV Graphs

Basic Concepts, Isomorphism and Subgraphs, Trees and their Properties, Spanning Trees, Directed Trees, Binary Trees, Planar Graphs, Euler's Formula, Multigraphs and Euler Circuits, Hamiltonian Graphs.

Textbooks:

1. J.P. Tremblay and R. Manohar, Discrete Mathematical Structures with Applications to Computer Science, Tata McGraw Hill, 2002.
2. Kenneth H. Rosen, Discrete Mathematics and its Applications with Combinatorics and Graph Theory, 7th Edition, McGraw Hill Education (India) Private Limited.

Reference Books:

1. Joe L. Mott, Abraham Kandel and Theodore P. Baker, Discrete Mathematics for Computer Scientists & Mathematicians, 2nd Edition, Pearson Education.

2. Narsingh Deo, Graph Theory with Applications to Engineering and Computer Science.

Online Learning Resources:

1. http://www.cs.yale.edu/homes/aspnes/classes/202/notes.pdf

II Year B.Tech. CSD –I Semester

L	T	P	C
2	1	0	3

(23A52301) UNIVERSAL HUMAN VALUES – UNDERSTANDING HARMONY AND ETHICAL HUMAN CONDUCT
Common to All Branches of Engineering)

Course Objectives:

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

COURSE OUTCOMES: At the end of the course, students will be able to		**Blooms Level**
CO1	Define the terms like Natural Acceptance, Happiness and Prosperity	L1, L2
CO2	Identify one's self, and one's surroundings (family, society nature)	L1, L2
CO3	Apply what they have learnt to their own self in different day-to-day settings in real life	L3
CO4	Relate human values with human relationship and human society.	L4
CO5	Justify the need for universal human values and harmonious existence	L5
CO6	Develop as socially and ecologically responsible engineers	L3, L6

Course Topics

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

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

UNIT I Introduction to Value Education (6 lectures and 3 tutorials for practice session)
Lecture 1: Right Understanding, Relationship and Physical Facility (Holistic Development and the Role of Education)
Lecture 2: Understanding Value Education
Tutorial 1: Practice Session PS1 Sharing about Oneself
Lecture 3: self-exploration as the Process for Value Education

Lecture4: Continuous Happiness and Prosperity – the Basic Human Aspirations
Tutorial 2: Practice Session PS2 Exploring Human Consciousness
Lecture 5: Happiness and Prosperity – Current Scenario
Lecture 6: Method to Fulfill the Basic Human Aspirations
Tutorial 3: Practice Session PS3 Exploring Natural Acceptance

UNIT II Harmony in the Human Being (6 lectures and 3 tutorials for practice session)
Lecture 7: Understanding Human being as the Co-existence of the self and the body.
Lecture 8: Distinguishing between the Needs of the self and the body
Tutorial 4: Practice Session PS4 Exploring the difference of Needs of self and body.
Lecture 9: The body as an Instrument of the self
Lecture 10: Understanding Harmony in the self
Tutorial 5: Practice Session PS5 Exploring Sources of Imagination in the self
Lecture 11: Harmony of the self with the body
Lecture 12: Programme to ensure self-regulation and Health
Tutorial 6: Practice Session PS6 Exploring Harmony of self with the body

UNIT III Harmony in the Family and Society (6 lectures and 3 tutorials for practice session)
Lecture 13: Harmony in the Family – the Basic Unit of Human Interaction
Lecture 14: 'Trust' – the Foundational Value in Relationship
Tutorial 7: Practice Session PS7 Exploring the Feeling of Trust
Lecture 15: 'Respect' – as the Right Evaluation
Tutorial 8: Practice Session PS8 Exploring the Feeling of Respect
Lecture 16: Other Feelings, Justice in Human-to-Human Relationship
Lecture 17: Understanding Harmony in the Society
Lecture 18: Vision for the Universal Human Order
Tutorial 9: Practice Session PS9 Exploring Systems to fulfil Human Goal

UNIT IV Harmony in the Nature/Existence (4 lectures and 2 tutorials for practice session)
Lecture 19: Understanding Harmony in the Nature
Lecture 20: Interconnectedness, self-regulation and Mutual Fulfilment among the Four Orders of Nature
Tutorial 10: Practice Session PS10 Exploring the Four Orders of Nature
Lecture 21: Realizing Existence as Co-existence at All Levels
Lecture 22: The Holistic Perception of Harmony in Existence
Tutorial 11: Practice Session PS11 Exploring Co-existence in Existence

UNIT V Implications of the Holistic Understanding – a Look at Professional Ethics (6 lectures and 3 tutorials for practice session)
Lecture 23: Natural Acceptance of Human Values
Lecture 24: Definitiveness of (Ethical) Human Conduct
Tutorial 12: Practice Session PS12 Exploring Ethical Human Conduct
Lecture 25: A Basis for Humanistic Education, Humanistic Constitution and Universal Human Order
Lecture 26: Competence in Professional Ethics

Tutorial 13: Practice Session PS13 Exploring Humanistic Models in Education
Lecture 27: Holistic Technologies, Production Systems and Management Models-Typical Case Studies
Lecture 28: Strategies for Transition towards Value-based Life and Profession
Tutorial 14: Practice Session PS14 Exploring Steps of Transition towards Universal Human Order

Practice Sessions for UNIT I – Introduction to Value Education
PS1 Sharing about Oneself
PS2 Exploring Human Consciousness
PS3 Exploring Natural Acceptance

Practice Sessions for UNIT II – Harmony in the Human Being
PS4 Exploring the difference of Needs of self and body
PS5 Exploring Sources of Imagination in the self
PS6 Exploring Harmony of self with the body

Practice Sessions for UNIT III – Harmony in the Family and Society
PS7 Exploring the Feeling of Trust
PS8 Exploring the Feeling of Respect
PS9 Exploring Systems to fulfil Human Goal

Practice Sessions for UNIT IV – Harmony in the Nature (Existence)
PS10 Exploring the Four Orders of Nature
PS11 Exploring Co-existence in Existence

Practice Sessions for UNIT V – Implications of the Holistic Understanding – a Look at Professional Ethics
PS12 Exploring Ethical Human Conduct
PS13 Exploring Humanistic Models in Education
PS14 Exploring Steps of Transition towards Universal Human Order

READINGS:

Textbook and Teachers Manual

a. The Textbook
R R Gaur, R Asthana, G P Bagaria, *A Foundation Course in Human Values and Professional Ethics*, 2nd Revised Edition, Excel Books, New Delhi, 2019. ISBN 978-93-87034-47-1
b. The Teacher's Manual
R R Gaur, R Asthana, G P Bagaria,*Teachers' Manual for A Foundation Course in Human Values and Professional Ethics,* 2nd Revised Edition, Excel Books, New Delhi, 2019. ISBN 978-93-87034-53-2

Reference Books

1. *JeevanVidya: EkParichaya*, A Nagaraj, JeevanVidyaPrakashan, Amarkantak, 1999.
2. *Human Values*, A.N. Tripathi, New Age Intl. Publishers, New Delhi, 2004.
3. *The Story of Stuff* (Book).
4. *The Story of My Experiments with Truth* - by Mohandas Karamchand Gandhi
5. *Small is Beautiful* - E. F Schumacher.
6. *Slow is Beautifu*l - Cecile Andrews
7. *Economy of Permanence* - J C Kumarappa

8. *Bharat Mein Angreji Raj* – PanditSunderlal
9. *Rediscovering India* - by Dharampal
10. *Hind Swaraj or Indian Home Rule* - by Mohandas K. Gandhi
11. *India Wins Freedom* - Maulana Abdul Kalam Azad
12. *Vivekananda* - Romain Rolland (English)
13. *Gandhi* - Romain Rolland (English)

Mode of Conduct:

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

Tutorials (experiments or practical) are important for the course. The difference is that the laboratory is everyday life, and practical are how you behave and work in real life. Depending on the nature of topics, worksheets, home assignment and/or activity are included. The practice sessions (tutorials) would also provide support to a student in performing actions commensurate to his/her beliefs. It is intended that this would lead to development of commitment, namely behaving and working based on basic human values.
It is recommended that this content be placed before the student as it is, in the form of a basic foundation course, without including anything else or excluding any part of this content. Additional content may be offered in separate, higher courses. This course is to be taught by faculty from every teaching department, not exclusively by any one department.
Teacher preparation with a minimum exposure to at least one 8-day Faculty Development Program on Universal Human Values is deemed essential.

Online Resources

1. https://fdp-si.aicte-india.org/UHV-II%20Class%20Notes%20&%20Handouts/UHV%20Handout%201-Introduction%20to%20Value%20Education.pdf

2. https://fdp-si.aicte-india.org/UHV-II%20Class%20Notes%20&%20Handouts/UHV%20Handout%202-Harmony%20in%20the%20Human%20Being.pdf

3. https://fdp-si.aicte-india.org/UHV-II%20Class%20Notes%20&%20Handouts/UHV%20Handout%203-Harmony%20in%20the%20Family.pdf

4. https://fdp-si.aicte-india.org/UHV%201%20Teaching%20Material/D3-S2%20Respect%20July%2023.pdf

5. https://fdp-si.aicte-india.org/UHV-II%20Class%20Notes%20&%20Handouts/UHV%20Handout%205-Harmony%20in%20the%20Nature%20and%20Existence.pdf

6. https://fdp-si.aicte-india.org/download/FDPTeachingMaterial/3-days%20FDP-SI%20UHV%20Teaching%20Material/Day%203%20Handouts/UHV%203D%20D3-S2A%20Und%20Nature-Existence.pdf

7. https://fdp-si.aicte-india.org/UHV%20II%20Teaching%20Material/UHV%20II%20Lecture%2023-25%20Ethics%20v1.pdf

8. https://www.studocu.com/in/document/kiet-group-of-institutions/universal-human-values/chapter-5-holistic-understanding-of-harmony-on-professional-ethics/62490385

https://onlinecourses.swayam2.ac.in/aic22_ge23/preview

II Year B.Tech. CSD– I Semester

L	T	P	C
3	0	0	3

(23A30402) DIGITAL LOGIC & COMPUTER ORGANIZATION

Course Objectives: The main objective of the course is to

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

Course Outcomes:

After completion of the course, students will be able to

- Differentiate between combinational and sequential circuits based on their characteristics and functionalities. (L2)
- Demonstrate an understanding of computer functional units. (L2)
- Analyze the design and operation of processors, including instruction execution, pipelining, and control unit mechanisms, to comprehend their role in computer systems.(L3)
- Describe memory hierarchy concepts, including cache memory, virtual memory, and secondary storage, and evaluate their impact on system performance and scalability. (L3)
- Explain input/output (I/O) systems and their interaction with the CPU, memory, and peripheral devices, including interrupts, DMA, and I/O mapping techniques. (L3)
- Design Sequential and Combinational Circuits (L6)

UNIT – I:

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

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

UNIT – II:

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

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

UNIT – III:

Computer Arithmetic : Addition and Subtraction of Signed Numbers, Design of Fast Adders, Multiplication of Positive Numbers, Signed-operand Multiplication, Fast Multiplication, Integer Division, Floating-Point Numbers and Operations

Processor Organization: Fundamental Concepts, Execution of a Complete Instruction, Multiple-Bus Organization, Hardwired Control and Multi programmed Control

UNIT – IV:

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

UNIT – V:

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

Textbooks:

1. Computer Organization, Carl Hamacher, ZvonkoVranesic, SafwatZaky, 6th edition, McGraw Hill, 2023.
2. Digital Design, 6th Edition, M. Morris Mano, Pearson Education, 2018.
3. Computer Organization and Architecture, William Stallings, 11thEdition, Pearson, 2022.

Reference Books:

1. Computer Systems Architecture, M.Moris Mano, 3rdEdition, Pearson, 2017.
2. Computer Organization and Design, David A. Paterson, John L. Hennessy, Elsevier, 2004.
3. Fundamentals of Logic Design, Roth, 5thEdition, Thomson, 2003.

Online Learning Resources:

https://nptel.ac.in/courses/106/103/106103068/

II Year B.Tech. CSD– I Semester

L	T	P	C
3	0	0	3

(23A05302T) ADVANCED DATA STRUCTURES & ALGORITHM ANALYSIS

Course Objectives: The main objectives of the course is to

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

Course Outcomes: After completion of the course, students will be able to

- Illustrate the working of the advanced tree data structures and their applications (L2)
- Understand the Graph data structure, traversals and apply them in various contexts. (L2)
- Use various data structures in the design of algorithms (L3)
- Recommend appropriate data structures based on the problem being solved (L5)
- Analyze algorithms with respect to space and time complexities (L4)
- Design new algorithms (L6)

UNIT – I:

Introduction to Algorithm Analysis, Space and Time Complexity analysis, Asymptotic Notations.

AVL Trees – Creation, Insertion, Deletion operations and Applications

B-Trees – Creation, Insertion, Deletion operations and Applications

UNIT – II:

Heap Trees (Priority Queues) – Min and Max Heaps, Operations and Applications

Graphs – Terminology, Representations, Basic Search and Traversals, Connected Components and Biconnected Components, applications

Divide and Conquer: The General Method, Quick Sort, Merge Sort, Strassen's matrix multiplication, Convex Hull

UNIT – III:

Greedy Method: General Method, Job Sequencing with deadlines, Knapsack Problem, Minimum cost spanning trees, Single Source Shortest Paths

Dynamic Programming: General Method, All pairs shortest paths, Single Source Shortest Paths – General Weights (Bellman Ford Algorithm), Optimal Binary Search Trees, 0/1 Knapsack, String Editing, Travelling Salesperson problem

UNIT – IV:

Backtracking: General Method, 8-Queens Problem, Sum of Subsets problem, Graph Coloring, 0/1 Knapsack Problem

Branch and Bound: The General Method, 0/1 Knapsack Problem, Travelling Salesperson problem

UNIT – V:

NP Hard and NP Complete Problems: Basic Concepts, Cook's theorem
NP Hard Graph Problems: Clique Decision Problem (CDP), Chromatic Number Decision Problem (CNDP), Traveling Salesperson Decision Problem (TSP)
NP Hard Scheduling Problems: Scheduling Identical Processors, Job Shop Scheduling

Textbooks:

1. Fundamentals of Data Structures in C++, Horowitz, Ellis; Sahni, Sartaj; Mehta, Dinesh 2nd Edition Universities Press
2. Computer Algorithms/C++ Ellis Horowitz, SartajSahni, SanguthevarRajasekaran2nd Edition University Press

Reference Books:

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

Online Learning Resources:

1. https://www.tutorialspoint.com/advanced_data_structures/index.asp
2. http://peterindia.net/Algorithms.html
3. Abdul Bari,1. Introduction to Algorithms (youtube.com)

II Year B.Tech. CSD– I Semester

L	T	P	C
3	0	0	3

(23A05303T) OBJECT-ORIENTED PROGRAMMING THROUGH JAVA

Course Objectives: The learning objectives of this course are to:

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

Course Outcomes: After completion of the course, students will be able to

- Analyze problems, design solutions using OOP principles, and implement them efficiently in Java. (L4)
- Design and implement classes to model real-world entities, with a focus on attributes, behaviors, and relationships between objects (L4)
- Demonstrate an understanding of inheritance hierarchies and polymorphic behaviour, including method overriding and dynamic method dispatch. (L3)
- Apply Competence in handling exceptions and errors to write robust and fault-tolerant code. (L3)
- Perform file input/output operations, including reading from and writing to files using Java I/O classes, graphical user interface (GUI) programming using JavaFX. (L3)
- Choose appropriate data structure of Java to solve a problem (L6)

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

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

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

UNIT II: Classes and Objects: Introduction, Class Declaration and Modifiers, Class Members, Declaration of Class Objects, Assigning One Object to Another, Access Control for Class Members, Accessing Private Members of Class, Constructor Methods for Class, Overloaded Constructor Methods, Nested Classes, Final Class and Methods, Passing Arguments by Value and by Reference, Keyword this.

Methods: Introduction, Defining Methods, Overloaded Methods, Overloaded Constructor Methods, Class Objects as Parameters in Methods, Access Control, Recursive Methods, Nesting of Methods, Overriding Methods, Attributes Final and Static.

UNIT III: Arrays: Introduction, Declaration and Initialization of Arrays, Storage of Array in Computer Memory, Accessing Elements of Arrays, Operations on Array Elements, Assigning Array to Another Array, Dynamic Change of Array Size, Sorting of Arrays, Search for Values in Arrays, Class Arrays, Two-dimensional Arrays, Arrays of Varying Lengths, Three-dimensional Arrays, Arrays as Vectors.
Inheritance: Introduction, Process of Inheritance, Types of Inheritances, Universal Super Class-Object Class, Inhibiting Inheritance of Class Using Final, Access Control and Inheritance, Multilevel Inheritance, Application of Keyword Super, Constructor Method and Inheritance, Method Overriding, Dynamic Method Dispatch, Abstract Classes, Interfaces and Inheritance.
Interfaces: Introduction, Declaration of Interface, Implementation of Interface, Multiple Interfaces, Nested Interfaces, Inheritance of Interfaces, Default Methods in Interfaces, Static Methods in Interface, Functional Interfaces, Annotations.

UNIT IV: Packages and Java Library: Introduction, Defining Package, Importing Packages and Classes into Programs, Path and Class Path, Access Control, Packages in Java SE, Java.lang Package and its Classes, Class Object, Enumeration, class Math, Wrapper Classes, Auto-boxing and Auto-unboxing, Java util Classes and Interfaces, Formatter Class, Random Class, Time Package, Class Instant (java.time.Instant), Formatting for Date/Time in Java, Temporal Adjusters Class, Temporal Adjusters Class.
Exception Handling: Introduction, Hierarchy of Standard Exception Classes, Keywords throws and throw, try, catch, and finally Blocks, Multiple Catch Clauses, Class Throwable, Unchecked Exceptions, Checked Exceptions.
Java I/O and File: Java I/O API, standard I/O streams, types, Byte streams, Character streams, Scanner class, Files in Java(Text Book 2)

UNIT V: String Handling in Java: Introduction, Interface Char Sequence, Class String, Methods for Extracting Characters from Strings, Comparison, Modifying, Searching; Class String Buffer.
Multithreaded Programming: Introduction, Need for Multiple Threads Multithreaded Programming for Multi-core Processor, Thread Class, Main Thread-Creation of New Threads, Thread States, Thread Priority-Synchronization, Deadlock and Race Situations, Inter-thread Communication - Suspending, Resuming, and Stopping of Threads.
Java Database Connectivity: Introduction, JDBC Architecture, Installing MySQL and MySQL Connector/J, JDBC Environment Setup, Establishing JDBC Database Connections, Result Set Interface
Java FX GUI: Java FX Scene Builder, Java FX App Window Structure, displaying text and image, event handling, laying out nodes in scene graph, mouse events (Text Book 3)

Textbooks:

1. JAVA one step ahead, Anitha Seth, B.L.Juneja, Oxford.
2. Joy with JAVA, Fundamentals of Object Oriented Programming, DebasisSamanta, MonalisaSarma, Cambridge, 2023.
3. JAVA 9 for Programmers, Paul Deitel, Harvey Deitel, 4th Edition, Pearson.

References Books:

1. The complete Reference Java, 11th edition, Herbert Schildt,TMH
2. Introduction to Java programming, 7th Edition, Y Daniel Liang, Pearson

Online Resources:

1. https://nptel.ac.in/courses/106/105/106105191/
2. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_012880464547618816347_shared/overview

II Year B.Tech. CSD–I Semester

L	T	P	C
0	0	3	1.5

(23A05302P) ADVANCED DATA STRUCTURES & ALGORITHM ANALYSIS LAB

Course Objectives: The objectives of the course is to

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

Course Outcomes: After completion of the course, students will be able to

- Design and develop programs to solve real world problems with the popular algorithm design methods. (L5)
- Demonstrate an understanding of Non-Linear data structures by developing implementing the operations on AVL Trees, B-Trees, Heaps and Graphs. (L2)
- Critically assess the design choices and implementation strategies of algorithms and data structures in complex applications. (L5)
- Utilize appropriate data structures and algorithms to optimize solutions for specific computational problems. (L3)
- Compare the performance of different of algorithm design strategies (L4)
- Design algorithms to new real world problems (L6)

Experiments covering the Topics:

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

Sample Programs:

1. Construct an AVL tree for a given set of elements which are stored in a file. And implement insert and delete operation on the constructed tree. Write contents of tree into a new file using in-order.
2. Construct B-Tree an order of 5 with a set of 100 random elements stored in array. Implement searching, insertion and deletion operations.
3. Construct Min and Max Heap using arrays, delete any element and display the content of the Heap.
4. Implement BFT and DFT for given graph, when graph is represented by
   a) Adjacency Matrix b) Adjacency Lists
5. Write a program for finding the bi-connected components in a given graph.
6. Implement Quick sort and Merge sort and observe the execution time for various input sizes (Average, Worst and Best cases).
7. Compare the performance of Single Source Shortest Paths using Greedy method when the graph is represented by adjacency matrix and adjacency lists.

8. Implement Job sequencing with deadlines using Greedy strategy.
9. Write a program to solve 0/1 Knapsack problem Using Dynamic Programming.
10. Implement N-Queens Problem Using Backtracking.
11. Use Backtracking strategy to solve 0/1 Knapsack problem.
12. Implement Travelling Sales Person problem using Branch and Bound approach.

Reference Books:

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

Online Learning Resources:

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

II Year B.Tech. CSD– I Semester

L	T	P	C
0	0	3	1.5

(23A05303P) OBJECT-ORIENTED PROGRAMMING THROUGH JAVA LAB

Course Objectives: The aim of this course is to

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

Course Outcomes: After completion of the course, students will be able to

- Demonstrate a solid understanding of Java syntax, including data types, control structures, methods, classes, objects, inheritance, polymorphism, and exception handling. (L2)
- Apply fundamental OOP principles such as encapsulation, inheritance, polymorphism, and abstraction to solve programming problems effectively. (L3)
- Familiar with commonly used Java libraries and APIs, including the Collections Framework, Java I/O, JDBC, and other utility classes. (L2)
- Develop problem-solving skills and algorithmic thinking, applying OOP concepts to design efficient solutions to various programming challenges. (L3)
- Proficiently construct graphical user interface (GUI) applications using JavaFX (L4)
- Develop new programs for solving typical computer science problems (L6)

Experiments covering the Topics:

- Object Oriented Programming fundamentals- data types, control structures
- Classes, methods, objects, Inheritance, polymorphism,
- Exception handling, Threads, Packages, Interfaces
- Files, I/O streams, JavaFX GUI

Sample Experiments:

Exercise – 1:

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

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

Exercise - 2

a) Write a JAVA program to search for an element in a given list of elements using binary search mechanism.

b) Write a JAVA program to sort for an element in a given list of elements using bubble sort

c) Write a JAVA program using StringBuffer to delete, remove character.

Exercise - 3

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

b) Write a JAVA program implement method overloading.

c) Write a JAVA program to implement constructor.

d) Write a JAVA program to implement constructor overloading.

Exercise - 4
a) Write a JAVA program to implement Single Inheritance
b) Write a JAVA program to implement multi level Inheritance
c) Write a JAVA program for abstract class to find areas of different shapes

Exercise - 5
a) Write a JAVA program give example for "super" keyword.
b) Write a JAVA program to implement Interface. What kind of Inheritance can be achieved?
c) Write a JAVA program that implements Runtime polymorphism

Exercise - 6
a) Write a JAVA program that describes exception handling mechanism
b) Write a JAVA program Illustrating Multiple catch clauses
- Write a JAVA program for creation of Java Built-in Exceptions
- Write a JAVA program for creation of User Defined Exception

Exercise - 7
a) Write a JAVA program that creates threads by extending Thread class. First thread display "Good Morning "every 1 sec, the second thread displays "Hello "every 2 seconds and the third display "Welcome" every 3 seconds, (Repeat the same by implementing Runnable)
b) Write a program illustrating **is Alive** and **join ()**
c) Write a Program illustrating Daemon Threads.
d) Write a JAVA program Producer Consumer Problem

Exercise – 8
8. Write a JAVA program that import and use the user defined packages
9. Without writing any code, build a GUI that display text in label and image in an ImageView (use JavaFX)
10. Build a Tip Calculator app using several JavaFX components and learn how to respond to user interactions with the GUI

Exercise – 9
4. Write a java program that connects to a database using JDBC
b)Write a java program to connect to a database using JDBC and insert values into it.
c) Write a java program to connect to a database using JDBC and delete values from it

Text Books:
1. JAVA one step ahead, Anitha Seth, B.L.Juneja, Oxford.
2. Joy with JAVA, Fundamentals of Object Oriented Programming, DebasisSamanta, MonalisaSarma, Cambridge, 2023.
3. JAVA 9 for Programmers, Paul Deitel, Harvey Deitel, 4th Edition, Pearson.

References Books:
1. The complete Reference Java, 11th edition, Herbert Schildt,TMH
2. Introduction to Java programming, 7th Edition, Y Daniel Liang, Pearson

Online Resources:
1. https://nptel.ac.in/courses/106/105/106105191/
2. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_012880464547618816

347_shared/overview

II Year B.Tech. CSD– I Semester

L	T	P	C
0	1	2	2

(23A05304) PYTHON PROGRAMMING (SKILL ENHANCEMENT COURSE)

Course Objectives: The main objectives of the course are to

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

Course Outcomes: After completion of the course, students will be able to

- Classify data structures of Python (L4)
- Apply Python programming concepts to solve a variety of computational problems (L3)
- Understand the principles of object-oriented programming (OOP) in Python, including classes, objects, inheritance, polymorphism, and encapsulation, and apply them to design and implement Python programs (L3)
- Become proficient in using commonly used Python libraries and frameworks such as JSON, XML, NumPy, pandas (L2)
- Exhibit competence in implementing and manipulating fundamental data structures such as lists, tuples, sets, dictionaries (L3)
- Propose new solutions to computational problems (L6)

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

Sample Experiments:

1. Write a program to find the largest element among three Numbers.
2. Write a Program to display all prime numbers within an interval
3. Write a program to swap two numbers without using a temporary variable.
4. Demonstrate the following Operators in Python with suitable examples.
   i) Arithmetic Operators ii) Relational Operators iii) Assignment Operatorsiv) Logical Operators v) Bit wise Operators vi) Ternary Operator vii) Membership Operators viii) Identity Operators
5. Write a program to add and multiply complex numbers
6. Write a program to print multiplication table of a given number.

UNIT-II: Functions: Built-In Functions, Commonly Used Modules, Function Definition and Calling the function, return Statement and void Function, Scope and Lifetime of Variables, Default Parameters, Keyword Arguments, *args and **kwargs, Command Line Arguments.
Strings: Creating and Storing Strings, Basic String Operations, Accessing Characters in String by Index Number, String Slicing and Joining, String Methods, Formatting Strings.
Lists: Creating Lists, Basic List Operations, Indexing and Slicing in Lists, Built-In Functions Used on Lists, List Methods, del Statement.

Sample Experiments:
7. Write a program to define a function with multiple return values.
8. Write a program to define a function using default arguments.
9. Write a program to find the length of the string without using any library functions.
10. Write a program to check if the substring is present in a given string or not.
11. Write a program to perform the given operations on a list:
    i. Addition ii. Insertion iii. slicing
12. Write a program to perform any 5 built-in functions by taking any list.

UNIT-III: Dictionaries: Creating Dictionary, Accessing and Modifying key:value Pairs in Dictionaries, Built-In Functions Used on Dictionaries, Dictionary Methods, del Statement.
Tuples and Sets: Creating Tuples, Basic Tuple Operations, tuple() Function, Indexing and Slicing in Tuples, Built-In Functions Used on Tuples, Relation between Tuples and Lists, Relation between Tuples and Dictionaries, Using zip() Function, Sets, Set Methods, Frozenset.
Sample Experiments:
13. Write a program to create tuples (name, age, address, college) for at least two members and concatenate the tuples and print the concatenated tuples.
14. Write a program to count the number of vowels in a string (No control flow allowed).
15. Write a program to check if a given key exists in a dictionary or not.
16. Write a program to add a new key-value pair to an existing dictionary.
17. Write a program to sum all the items in a given dictionary.

UNIT-IV:Files: Types of Files, Creating and Reading Text Data, File Methods to Read and Write Data, Reading and Writing Binary Files, Pickle Module, Reading and Writing CSV Files, Python os and os.path Modules.
Object-Oriented Programming: Classes and Objects, Creating Classes in Python, Creating Objects in Python, Constructor Method, Classes with Multiple Objects, Class Attributes Vs Data Attributes, Encapsulation, Inheritance, Polymorphism.
<Sample Experiments:
18. Write a program to sort words in a file and put them in another file. The output file should have only lower-case words, so any upper-case words from source must be lowered.
19. Python program to print each line of a file in reverse order.
20. Python program to compute the number of characters, words and lines in a file.
21. Write a program to create, display, append, insert and reverse the order of the items in the array.
22. Write a program to add, transpose and multiply two matrices.
23. Write a Python program to create a class that represents a shape. Include methods to calculate its area and perimeter. Implement subclasses for different shapes like circle, triangle, and square.

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

Sample Experiments:

24. Python program to check whether a JSON string contains complex object or not.
25. Python Program to demonstrate NumPy arrays creation using array () function.
26. Python program to demonstrate use of ndim, shape, size, dtype.
27. Python program to demonstrate basic slicing, integer and Boolean indexing.
28. Python program to find min, max, sum, cumulative sum of array
29. Create a dictionary with at least five keys and each key represent value as a list where this list contains at least ten values and convert this dictionary as a pandas data frame and explore the data through the data frame as follows:
    a) Apply head () function to the pandas data frame
    b) Perform various data selection operations on Data Frame
30. Select any two columns from the above data frame, and observe the change in one attribute with respect to other attribute with scatter and plot operations in matplotlib

Reference Books:

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

Online Learning Resources/Virtual Labs:

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

II Year B.Tech. CSD– I Semester

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2	0	0	0

(23A99301) ENVIRONMENTAL SCIENCE

Course Objectives:

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

UNIT I

Multidisciplinary Nature of Environmental Studies: – Definition, Scope and Importance – Need for Public Awareness.

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

UNIT II

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

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

Biodiversity and its Conservation : Introduction 0 Definition: genetic, species and ecosystem diversity – Bio-geographical classification of India – Value of biodiversity: consumptive use, Productive use, social, ethical, aesthetic and option values – Biodiversity at global, National and local levels – India as a mega-diversity nation – Hot-sports of biodiversity – Threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts – Endangered and endemic species of India – Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity.

UNIT III

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

a. Air Pollution.
b. Water pollution
c. Soil pollution
d. Marine pollution

e. Noise pollution
f. Thermal pollution
g. Nuclear hazards

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

UNIT IV

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

UNIT V

Human Population and the Environment: Population growth, variation among nations. Population explosion – Family Welfare Programmes. – Environment and human health – Human Rights – Value Education – HIV/AIDS – Women and Child Welfare – Role of information Technology in Environment and human health – Case studies.

Field Work: Visit to a local area to document environmental assets River/forest grassland/hill/mountain – Visit to a local polluted site-Urban/Rural/Industrial/Agricultural Study of common plants, insects, and birds – river, hill slopes, etc..

Textbooks:

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

References:

1. Deeksha Dave and E.Sai Baba Reddy, “Textbook of Environmental Science”, Cengage Publications.
2. M.Anji Reddy, “Text book of Environmental Sciences and Technology”, BS Publication.
3. J.P.Sharma, Comprehensive Environmental studies, Laxmi publications.
4. J. Glynn Henry and Gary W. Heinke, “Environmental Sciences and Engineering”, Prentice hall of India Private limited
5. G.R.Chatwal, “A Text Book of Environmental Studies” Himalaya Publishing House
6. Gilbert M. Masters and Wendell P. Ela, “Introduction to Environmental Engineering and Science, Prentice hall of India Private limited.

II Year B.Tech. CSD– II Semester

L	T	P	C
2	0	0	2

(23A52402a) MANAGERIAL ECONOMICS AND FINANCIAL ANALYSIS

Course Objectives:

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

Course Outcomes:

- Define the concepts related to Managerial Economics, financial accounting and management(L2)
- Understand the fundamentals of Economics viz., Demand, Production, cost, revenue and markets (L2)
- Apply the Concept of Production cost and revenues for effective Business decision (L3)
- Analyze how to invest their capital and maximize returns (L4)
- Evaluate the capital budgeting techniques. (L5)
- Develop the accounting statements and evaluate the financial performance of business entity (L5)

UNIT - I Managerial Economics

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

UNIT - II Production and Cost Analysis

Introduction – Nature, meaning, significance, functions and advantages. Production Function– Least- cost combination– Short run and long run Production Function- Isoquants and Is costs, Cost & Break-Even Analysis - Cost concepts and Cost behaviour- Break-Even Analysis (BEA) - Determination of Break-Even Point (Simple Problems).

UNIT - III Business Organizations and Markets

Introduction – Forms of Business Organizations- Sole Proprietary - Partnership - Joint Stock Companies - Public Sector Enterprises. Types of Markets - Perfect and Imperfect Competition - Features of Perfect Competition Monopoly- Monopolistic Competition– Oligopoly-Price-Output Determination - Pricing Methods and Strategies

UNIT - IV Capital Budgeting

Introduction – Nature, meaning, significance. Types of Working Capital, Components, Sources of Short-term and Long-term Capital, Estimating Working capital requirements. Capital Budgeting– Features, Proposals, Methods and Evaluation. Projects – Pay Back

Method, Accounting Rate of Return (ARR) Net Present Value (NPV) Internal Rate Return (IRR) Method (sample problems)

UNIT - V Financial Accounting and Analysis

Introduction – Concepts and Conventions- Double-Entry Bookkeeping, Journal, Ledger, Trial Balance- Final Accounts (Trading Account, Profit and Loss Account and Balance Sheet with simple adjustments). Introduction to Financial Analysis - Analysis and Interpretation of Liquidity Ratios, Activity Ratios, and Capital structure Ratios and Profitability.

Textbooks:

1. Varshney & Maheswari: Managerial Economics, Sultan Chand.
2. Aryasri: Business Economics and Financial Analysis, 4/e, MGH.

Reference Books:

1. Ahuja Hl Managerial economics Schand.
2. S.A. Siddiqui and A.S. Siddiqui: Managerial Economics and Financial Analysis, New Age International.
3. Joseph G. Nellis and David Parker: Principles of Business Economics, Pearson, 2/e, New Delhi.
4. Domnick Salvatore: Managerial Economics in a Global Economy, Cengage.

Online Learning Resources:

https://www.slideshare.net/123ps/managerial-economics-ppt
https://www.slideshare.net/rossanz/production-and-cost-45827016
https://www.slideshare.net/darkyla/business-organizations-19917607
https://www.slideshare.net/balarajbl/market-and-classification-of-market
https://www.slideshare.net/ruchi101/capital-budgeting-ppt-59565396
https://www.slideshare.net/ashu1983/financial-accounting

II Year B.Tech. CSD – II Semester

L	T	P	C
2	0	0	2

(23A52402b) ORGANISATIONAL BEHAVIOUR

Course Objectives:

- To enable student's comprehension of organizational behavior
- To offer knowledge to students on self-motivation, leadership and management
- To facilitate them to become powerful leaders
- To Impart knowledge about group dynamics
- To make them understand the importance of change and development

Course Outcomes:

- Define the Organizational Behaviour, its nature and scope. (L2)
- Understand the nature and concept of Organizational behaviour (L2)
- Apply theories of motivation to analyse the performance problems (L3)
- Analyse the different theories of leadership (L4)
- Evaluate group dynamics (L5)
- Develop as powerful leader (L5)

UNIT - I Introduction to Organizational Behavior

Meaning, definition, nature, scope and functions - Organizing Process – Making organizing effective -Understanding Individual Behaviour –Attitude -Perception - Learning – Personality.

UNIT - II Motivation and Leading

Theories of Motivation- Maslow's Hierarchy of Needs - Hertzberg's Two Factor Theory - Vroom's theory of expectancy – Mc Cleland's theory of needs–Mc Gregor's theory X and theory Y– Adam's equity theory.

UNIT - III Organizational Culture

Introduction – Meaning, scope, definition, Nature - Organizational Climate - Leadership - Traits Theory–Managerial Grid - Transactional Vs Transformational Leadership - Qualities of good Leader - Conflict Management -Evaluating Leader.

UNIT - IV Group Dynamics

Introduction – Meaning, scope, definition, Nature- Types of groups - Determinants of group behaviour - Group process – Group Development - Group norms - Group cohesiveness - Small Groups - Group decision making - Team building - Conflict in the organization– Conflict resolution

UNIT - V Organizational Change and Development

Introduction –Nature, Meaning, scope, definition and functions- Organizational Culture - Changing the Culture – Change Management – Work Stress Management - Organizational management – Managerial implications of organization's change and development

Textbooks:

1. Luthans, Fred, Organisational Behaviour, McGraw-Hill, 12 Th edition.
2. P Subba Ran, Organisational Behaviour, Himalya Publishing House.

3. Reference Books:
4. McShane, Organizational Behaviour, TMH
5. Nelson, Organisational Behaviour, Thomson.
6. Robbins, P. Stephen, Timothy A. Judge, Organisational Behaviour, Pearson.
7. Aswathappa, Organisational Behaviour, Himalaya.

Online Learning Resources:

https://www.slideshare.net/Knight1040/organizational-culture
9608857s://www.slideshare.net/AbhayRajpoot3/motivation-165556714
https://www.slideshare.net/harshrastogi1/group-dynamics-159412405
https://www.slideshare.net/vanyasingla1/organizational-change-development-26565951

II Year B.Tech. CSD – II Semester

L	T	P	C
2	0	0	2

(23A52402c)BUSINESS ENVIRONMENT

Course Objectives:

- To make the student to understand about the business environment
- To enable them in knowing the importance of fiscal and monitory policy
- To facilitate them in understanding the export policy of the country
- To Impart knowledge about the functioning and role of WTO
- To Encourage the student in knowing the structure of stock markets

Course Outcomes:

- Define Business Environment and its Importance. (L2)
- Understand various types of business environment. (L2)
- Apply the knowledge of Money markets in future investment (L3)
- Analyse India's Trade Policy (L4)
- Evaluate fiscal and monitory policy (L5)
- Develop a personal synthesis and approach for identifying business opportunities (L5)

UNIT - I Overview of Business Environment

Introduction – meaning Nature, Scope, significance, functions and advantages. Types- Internal &External, Micro and Macro. Competitive structure of industries -Environmental analysis- advantages & limitations of environmental analysis.

UNIT - II Fiscal & Monetary Policy

Introduction – Nature, meaning, significance, functions and advantages. Public Revenues - Public Expenditure - Evaluation of recent fiscal policy of GOI. Highlights of Budget- Monetary Policy - Demand and Supply of Money –RBI -Objectives of monetary and credit policy - Recent trends- Role of Finance Commission.

UNIT - III India's Trade Policy

Introduction – Nature, meaning, significance, functions and advantages. Magnitude and direction of Indian International Trade - Bilateral and Multilateral Trade Agreements - EXIM policy and role of EXIM bank -Balance of Payments– Structure & Major components - Causes for Disequilibrium in Balance of Payments - Correction measures.

UNIT - IV World Trade Organization

Introduction – Nature, significance, functions and advantages. Organization and Structure - Role and functions of WTO in promoting world trade - GATT -Agreements in the Uruguay Round –TRIPS, TRIMS - Disputes Settlement Mechanism - Dumping and Anti-dumping Measures.

UNIT - V Money Markets and Capital Markets

Introduction – Nature, meaning, significance, functions and advantages. Features and components of Indian financial systems - Objectives, features and structure of money markets and capital markets - Reforms and recent development – SEBI – Stock Exchanges - Investor protection and role of SEBI, Introduction to international finance.

Textbooks:

1. Francis Cherunilam, International Business: Text and Cases, Prentice Hall of India.
2. K. Aswathappa, Essentials of Business Environment: Texts and Cases & Exercises 13th Revised Edition.HPH

Reference Books:

1.K. V. Sivayya, V. B. M Das, Indian Industrial Economy, Sultan Chand Publishers, New Delhi, India.
2. Sundaram, Black, International Business Environment Text and Cases, Prentice Hall of India, New Delhi, India.
3. Chari. S. N, International Business, Wiley India.
4.E. Bhattacharya, International Business, Excel Publications, New Delhi.

Online Learning Resources:

https://www.slideshare.net/ShompaDhali/business-environment-53111245
https://www.slideshare.net/rbalsells/fiscal-policy-ppt
https://www.slideshare.net/aguness/monetary-policy-presentationppt
https://www.slideshare.net/DaudRizwan/monetary-policy-of-india-69561982
https://www.slideshare.net/ShikhaGupta31/indias-trade-policyppt
https://www.slideshare.net/viking2690/wto-ppt-60260883
https://www.slideshare.net/prateeknepal3/ppt-mo

II Year B.Tech. CSD– II Semester

L	T	P	C
3	0	0	3

(23A54404) MATHEMATICAL MODELLING & SIMULATION

Course Outcomes: After successful completion of this course, the students should be able to:

COs	Statements	Blooms level
CO1	Analyze, design and begin to control rigorous mathematical models in continuous and discrete approaches.	L2, L3
CO2	Use processes undertaken to arrive at a suitable mathematical model.	L3, L5
CO3	Apply the fundamental analytical techniques and simulation methods used to develop insight into system behavior.	L3
CO4	Be familiar with a range (e.g., industrial, biological, and environmental) of study cases, associated conceptual models and their solutions using graphical, numerical and analytical approaches	L2, L3
CO5	Apply master simulation techniques using Simulink\Matlab software.	L3, L5

UNITI Introduction to Mathematical Modeling Process:
Concept; Objectives; Methods and tools Mathematics is the natural modeling language; Definition of mathematical models.

UNIT II Modeling Continuous Systems:
Modeling with Differential Equations: Population dynamic; Electrical Circuits; Mechanical Systems; Biological models (Lotka-Volterra systems, Predator-Prey systems).

UNIT III: Modeling with Partial Differential Equations:
Linear Temperature Diffusion; One-dimensional Hydrodynamic model. Case Studies: Heat diffusion, Wave vibration, Laplace Equation.

UNIT IV Modeling Discrete Systems:
Modeling with difference equations; Modeling with data; Discrete Velocity Models; Continuous Vs. Discrete Models

UNIT V Simulation:
Block-Diagrams; State-Space Model; Transfer Functions, State-space Vs. transfer function. Stability and pole locations; Introduction to Matlab\Simulink (Starting Simulink, Basic Elements, Building a System, Running Simulations); Simulation of some models (case study models) and Analysis of Simulation results.

Textbooks:

1. Kai Veltn, Mathematical Modeling and Simulation: Introduction for Scientists and Engineers, Wiley 2009. (Main Reference 1)
2. Steven T. Karris, Introduction to Simulink® with Engineering Applications, Orchard Publications, 2006. (Main Reference 2)

References:

1. Averill Law, Simulation Modeling and Analysis with Expertfit Software, McGraw-Hill Science, 2007.
2. M. M. Gibbons, A Concrete Approach to Mathematical Modelling, Wiley-Interscience, 2007. Topics in Industrial Mathematics; H. Neunzert, A. Siddiqui; Kluwer Academic Publishers, 2000.
3. D. Basmadjian, Mathematical Modeling Physical systems: An Introduction; Oxford University Press, 2003.

II Year B.Tech. CSD– II Semester

L	T	P	C
3	0	0	3

(23A35401T) OPERATING SYSTEMS

Course Objectives: The main objectives of the course is to make student

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

Course Outcomes: After completion of the course, students will be able to

- Describe the basics of the operating systems, mechanisms of OS to handle processes, threads, and their communication. (L1)
- Understand the basic concepts and principles of operating systems, including process management, memory management, file systems, and Protection. (L2)
- Make use of process scheduling algorithms and synchronization techniques to achieve better performance of a computer system. (L3)
- Illustrate different conditions for deadlock and their possible solutions. (L2)
- Analyze the memory management and its allocation policies. (L4)

UNIT - I

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

UNIT - II

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

UNIT – III

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

UNIT - IV

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

UNIT - V

File System: File System Interface: File concept, Access methods, Directory Structure; File system Implementation: File-system structure, File-system Operations, Directory implementation, Allocation method, Free space management; File-System Internals: File-System Mounting, Partitions and Mounting, File Sharing. **Protection:** Goals of protection, Principles of protection, Protection Rings, Domain of protection, Access matrix.

Textbooks:

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

Reference Books:

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

Online Learning Resources:

1. https://nptel.ac.in/courses/106/106/106106144/
2. http://peterindia.net/OperatingSystems.html

II Year B.Tech. CSD– II Semester

L	T	P	C
3	0	0	3

(23A05402T) DATABASE MANAGEMENT SYSTEMS

Course Objectives: The main objectives of the course is to

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

Course Outcomes: After completion of the course, students will be able to

- Understand the basic concepts of database management systems (L2)
- Analyze a given database application scenario to use ER model for conceptual design of the database (L4)
- Utilize SQL proficiently to address diverse query challenges (L3).
- Employ normalization methods to enhance database structure (L3)
- Assess and implement transaction processing, concurrency control and database recovery protocols in databases. (L4)

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

UNIT II: Relational Model: Introduction to relational model, concepts of domain, attribute, tuple, relation, importance of null values, constraints (Domain, Key constraints, integrity constraints) and their importance, Relational Algebra, Relational Calculus. BASIC SQL: Simple Database schema, data types, table definitions (create, alter), different DML operations (insert, delete, update).

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

UNIT IV: Schema Refinement (Normalization): Purpose of Normalization or schema refinement, concept of functional dependency, normal forms based on functional dependency Lossless join and dependency preserving decomposition, (1NF, 2NF and 3 NF), concept of

surrogate key, Boyce-Codd normal form(BCNF), MVD, Fourth normal form(4NF), Fifth Normal Form (5NF).

UNIT V: Transaction Concept: Transaction State, ACID properties, Concurrent Executions, Serializability, Recoverability, Implementation of Isolation, Testing for Serializability, lock based, time stamp based, optimistic, concurrency protocols, Deadlocks, Failure Classification, Storage, Recovery and Atomicity, Recovery algorithm.

Introduction to Indexing Techniques: B+ Trees, operations on B+Trees, Hash Based Indexing:

Textbooks:

1. Database Management Systems, 3rd edition, Raghurama Krishnan, Johannes Gehrke, TMH (For Chapters 2, 3, 4)
2. Database System Concepts,5th edition, Silberschatz, Korth, Sudarsan,TMH (For Chapter 1 and Chapter 5)

Reference Books:

1. Introduction to Database Systems, 8thedition, C J Date, Pearson.
2. Database Management System, 6th edition, RamezElmasri, Shamkant B. Navathe, Pearson
3. Database Principles Fundamentals of Design Implementation and Management, Corlos Coronel, Steven Morris, Peter Robb, Cengage Learning.

Web-Resources:

1. https://nptel.ac.in/courses/106/105/106105175/
2. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_012758066672820224 56_shared/overview

II Year B.Tech. CSD– II Semester

L	T	P	C
3	0	0	3

(23A38401T) HUMAN COMPUTER INTERACTION

Course Objectives: The objectives of the course is to

- Facilitate communication between students of psychology, design, and computer science on user interface development projects,
- Provide the future user interface designer with concepts and strategies for making design decisions,
- Expose the future user interface designer to tools, techniques, and ideas for interface design,
- Introduce the student to the literature of human-computer interaction and to stress the importance of good user interface design.

Course outcomes: After completion of the course, students will be able to

- Describe the principles and importance of Human-Computer Interaction in designing interactive systems. (L1)
- Interpret cognitive frameworks and social interaction dynamics for designing effective user interfaces and interactive systems (L3)
- Understand, analyse, and integrate emotional aspects into interactive system design. (L2)
- Collect, analyse, and interpret user data to inform design decisions and evaluate the usability and effectiveness of interactive systems, fostering a data-driven approach to HCI design. (L4)
- Apply HCI concepts, theories, and frameworks to analyse, evaluate, and design interactive systems that meet user needs and enhance user experiences. (L3)

UNIT I: Introduction - Good and Poor Design, Interaction design, User experience, Understanding users, Accessibility and Inclusiveness, Usability and user Experience goals Conceptualization Interaction - Conceptual models, Interface metaphors, Interaction types, Paradigms, Visions, Theories, Models and Frameworks

UNIT II: Cognitive Aspects- Introduction, Cognition, Cognitive Frameworks
Social Interaction - Being social, Face to Face Conversations, Remote Conversations, Co-Presence, Social Engagement
UNIT III: Emotional Interaction- Introduction, Emotions and the user Experience, Expressive Interfaces and Emotional designs, Annoying Interfaces, Affective computing and Emotional AI, Persuasive Technologies and Behavioral Change, Anthropomorphism
Interfaces - Interface types, Natural User Interface and beyond.

UNIT IV: Data Analysis, Interpretation and Presentation- Introduction, Quantitative and Qualitative Analysis, Data at Scale- Introduction, Approaches to collecting and Analyzing data, Visualizing and Exploring data, Ethical design concerns

UNITV: Interactive Design Process- Introduction, Prototyping, Conceptual design, Concrete design, generating prototypes.

Evaluation- Introduction, Types of evaluation, Evaluation Case studies, Usability studies, Conducting Experiments.

Text Books:

1. Helen Sharp, Yvonne Rogers, Jennifer Preece, Interaction Design: Beyond Human Computer Interaction, 2019, 5th Edition, Wiley.

Reference Books:

1. Alan Dix, Janet Finlay, Gregory Abowd, Russell Beale, Human Computer Interaction, Third Edition, Pearson Education, 2004.
2. Brian Fling, Mobile Design and Development, First Edition , O'Reilly Media, 2009
3. Bill Scott and Theresa Neil, Designing Web Interfaces, First Edition, O'Reilly, 2009.

Online Learning Resources:

1. https://nptel.ac.in/courses/106103115

II Year B.Tech. CSD–II Semester

L	T	P	C
0	0	3	1.5

(23A38401P) HUMAN COMPUTER INTERACTION LAB

Course Objectives:

- To study the field of human-computer-interaction.
- To gain an understanding of the human part of human-computer-interactions.
- To learn to design and evaluate effective human-computer-interactions.

Course outcomes: After completion of the course, students will be able to

- Differentiate between good design and bad design. (L2)
- Analyze creative design in the surrounding. (L4)
- Assess design based on feedback and constraint. (L5)
- Design paper-based prototypes and use wire frame. (L3)
- Implement user-interface design using web technology. (L3)
- Evaluate user-interface design using HCI evaluation techniques. (L5)

List of Activities/Experiments:

1. **Identify and observe bad designs**
   Students are expected to submit minimum of 3 to 5 photographs of bad designs in their surrounding or home or any product or neighborhood and create a report mentioning why is it bad? They can submit word/pdf file having photos and description, source of photos and place and mention why is it bad and discuss the outcome during lab session.
2. **"The Jugad":**
   Humans are very creative and often use it to get work done with available set up and resources. Students are expected to identify Jugad (things used creatively but not meant for that) things and submit minimum of 3 to 5 photographs of Jugad in their surrounding or home or neighborhood. Prepare a report mentioning the Jugad and source of photos. Discuss the outcome during lab session.
3. **Feedback and Constraint:**
   Products or interfaces should offer useful feedback to understand the state and have constraints to avoid mistakes while using them. Students are expected to identify and analyze minimum of 5 interfaces or products offering feedback and constraint. Prepare a report clearly showcasing feedback and constraint and support it with minimum of 5 photographs taken in their surrounding or home or neighborhood. Discuss the outcome during lab session.
4. **Prototype and Wire frame:**
   Consider a virtual reality device which can be used by teachers and students for more realistic and immersive Online Classroom. Use wireframes for performing the following:
   a. Information and architecture design, b. Layout Design, and c. Functional Design.
   Do the tasks: static wireframe design and Dynamic wireframe design using tool of your choice.
5. Do all the tasks mentioned in the above experiment for design of a device which supports GPS and also Simultaneous localization and mapping.
6. **CSS:**

Students are expected to design minimum of 5 web pages using CSS for the problem statement chosen in assignment no. 4. Apply CSS properties Border, margins, Padding, Navigation, dropdown list to page.

7. **CMS tool:**
   Develop website using any CMS tool which falls into one of the categories blog, social networking, News updates, Wikipedia, E-commerce store. Website must include home page, and at least 5 forms. Use WordPress/ Joomla/ Drupal /PHP/ CSS/Bootstrap/ JavaScript.
8. **Evaluation of Interface:**
   Students are expected to evaluate minimum of two products / software interface against known HCI evaluation.
9. Do one of the following projects using all you have studied
   a. Gram Panchayat
   b. E-shopping
   c. E-Arogyasree
   d. E-voter system.

References:

1. AlanDix (2008).Human Computer Interaction. Pearson Education.
2. Ben Schneiderman; Catherine Plaisant; Maxine Cohen; Steven Jacobs (29 August 2013). Designing the User Interface: Strategies for Effective Human-Computer Interaction. Pearson Education Limited.

Online Learning Resources:

1. https://www.coursera.org/specializations/interaction-design
2. https://iitg.ac.in/cseweb/vlab/creative-design-prototyping/index.html

II Year B.Tech. CSD– II Semester

L	T	P	C
0	0	3	1.5

(23A05402P) DATABASE MANAGEMENT SYSTEMS LAB

Course Objectives: This Course will enable students to

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

Course Outcomes: After completion of the course, students will be able to

- Utilizing Data Definition Language (DDL), Data Manipulation Language (DML), and Data Control Language (DCL) commands effectively within a database environment (L3)
- Constructing and execute queries to manipulate and retrieve data from databases. (L3)
- Develop application programs using PL/SQL. (L3)
- Analyze requirements and design custom Procedures, Functions, Cursors, and Triggers, leveraging their capabilities to automate tasks and optimize database functionality (L4)
- Establish database connectivity through JDBC (Java Database Connectivity) (L3)

Experiments covering the topics:

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

Sample Experiments:

1. Creation, altering and droping of tables and inserting rows into a table (use constraints while creating tables) examples using SELECT command.
2. Queries (along with sub Queries) using ANY, ALL, IN, EXISTS, NOTEXISTS, UNION, INTERSET, Constraints. Example:- Select the roll number and name of the student who secured fourth rank in the class.
3. Queries using Aggregate functions (COUNT, SUM, AVG, MAX and MIN), GROUP BY, HAVING and Creation and dropping of Views.
4. Queries using Conversion functions (to_char, to_number and to_date), string functions (Concatenation, lpad, rpad, ltrim, rtrim, lower, upper, initcap, length, substr and instr), date functions (Sysdate, next_day, add_months, last_day, months_between, least, greatest, trunc, round, to_char, to_date)
5.
    i. Create a simple PL/SQL program which includes declaration section, executable section and exception –Handling section (Ex. Student marks can be selected from the table and printed for those who secured first class and an exception can be raised if no records were found)
    ii. Insert data into student table and use COMMIT, ROLLBACK and SAVEPOINT in PL/SQL block.

6. Develop a program that includes the features NESTED IF, CASE and CASE expression. The program can be extended using the NULLIF and COALESCE functions.
7. Program development using WHILE LOOPS, numeric FOR LOOPS, nested loops using ERROR Handling, BUILT –IN Exceptions, USE defined Exceptions, RAISE-APPLICATION ERROR.
8. Programs development using creation of procedures, passing parameters IN and OUT of PROCEDURES.
9. Program development using creation of stored functions, invoke functions in SQL Statements and write complex functions.
10. Develop programs using features parameters in a CURSOR, FOR UPDATE CURSOR, WHERE CURRENT of clause and CURSOR variables.
11. Develop Programs using BEFORE and AFTER Triggers, Row and Statement Triggers and INSTEAD OF Triggers
12. Create a table and perform the search operation on table using indexing and non-indexing techniques.
13. Write a Java program that connects to a database using JDBC
14. Write a Java program to connect to a database using JDBC and insert values into it
15. Write a Java program to connect to a database using JDBC and delete values from it

Text Books/Suggested Reading:

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

II Year B.Tech. CSD–II Semester

L	T	P	C
0	1	2	2

(23A52401) FULL STACK DEVELOPMENT – 1
(Skill Enhancement Course)

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

Course Outcomes:
- CO1: Design Websites. (L6)
- CO2: Apply Styling to web pages. (L4)
- CO3: Make Web pages interactive. (L6)
- CO4: Design Forms for applications. (L6)
- CO5: Choose Control Structure based on the logic to be implemented. (L3)
- CO6: Understand HTML tags, Attributes and CSS properties (L2)

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
- Node.js

Sample Experiments:

1. Lists, Links and Images

a. Write a HTML program, to explain the working of lists.
   Note: It should have an ordered list, unordered list, nested lists and ordered list in an 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

- Write a HTML program, to explain the working of tables. (use tags: <table>, <tr>, <th>, <td> and attributes: border, rowspan, colspan)

- 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.).
- 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).
- 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>, , 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:
    i. font-size ii. font-weight iii. font-style
    iv. text-decoration v. text-transformation vi. text-alignment
d. Write a program, to explain the importance of CSS Box model using
    i. Content ii. Border iii. Margin iv. padding

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

a. Write a program to embed internal and external 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.
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 aprogram 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.,13 + 53+ 33 = 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
   - Factorial of that number
   - Fibonacci series up to that number
   - Prime numbers up to that number
   - 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
   11. Factorial of that number
   12. Fibonacci series up to that number
   13. Prime numbers up to that number
   14. 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)

Textbooks:

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

Web Links:

1. https://www.w3schools.com/html
2. https://www.w3schools.com/css
3. https://www.w3schools.com/js/
4. https://www.w3schools.com/nodejs
5. https://www.w3schools.com/typescript

II Year B.Tech. CSD–II Semester

L	T	P	C
1	0	2	2

(23A99401) DESIGN THINKING FOR INNOVATION

Course Objectives:

The objective of this course is to familiarize students with design thinking process as a tool for breakthrough innovation. It aims to equip students with design thinking skills and ignite the minds to create innovative ideas, develop solutions for real-time problems.

Course Outcomes:

- Define the concepts related to design thinking. (L1, L2)
- Explain the fundamentals of Design Thinking and innovation (L1, L2)
- Apply the design thinking techniques for solving problems in various sectors. (L3)
- Analyse to work in a multidisciplinary environment (L4)
- Evaluate the value of creativity (L5)
- Formulate specific problem statements of real time issues (L3, L6)

UNIT I Introduction to Design Thinking

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

UNIT II Design Thinking Process

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

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

UNIT III Innovation

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

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

UNIT IV Product Design

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

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

UNIT V Design Thinking in Business Processes

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

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

Textbooks:

1. Tim Brown,Change by design, Harper Bollins (2009)
2. Idris Mootee, Design Thinking for Strategic Innovation, 2013, John Wiley & Sons.

Reference Books:

1. David Lee, Design Thinking in the Classroom, Ulysses press
2. Shrutin N Shetty, Design the Future, Norton Press
3. William Lidwell,Universal Principles of Design- Kritinaholden, Jill Butter.
4. Chesbrough.H, The Era of Open Innovation – 2013

Online Learning Resources:

https://nptel.ac.in/courses/110/106/110106124/
https://nptel.ac.in/courses/109/104/109104109/
https://swayam.gov.in/nd1_noc19_mg60/preview

COMMUNITY SERVICE PROJECT

……Experiential learning through community engagement

Introduction

- Community Service Project is an experiential learning strategy that integrates meaningful community service with instruction, participation, learning and community development.
- Community Service Project involves students in community development and service activities and applies the experience to personal and academic development.
- Community Service Project is meant to link the community with the college for mutual benefit. The community will benefit with the focused contribution of the college students for the village/ local development. The college finds an opportunity to develop social sensibility and responsibility among students and emerge as a socially responsible institution.

Objective

Community Service Project should be an integral part of the curriculum, as an alternative to the 2 months of Summer Internships / Apprenticeships / On the Job Training, whenever there is an exigency when students cannot pursue their summer internships. The specific objectives are;

- To sensitize the students to the living conditions of the people who are around them,
- To help students to realize the stark realities of society.
- To bring about an attitudinal change in the students and help them to develop societal consciousness, sensibility, responsibility and accountability
- To make students aware of their inner strength and help them to find new /out of box solutions to social problems.
- To make students socially responsible citizens who are sensitive to the needs of the disadvantaged sections.
- To help students to initiate developmental activities in the community in coordination with public and government authorities.
- To develop a holistic life perspective among the students by making them study culture, traditions, habits, lifestyles, resource utilization, wastages and its management, social problems, public administration system and the roles and responsibilities of different persons across different social systems.

Implementation of Community Service Project

- Every student should put in 6 weeks for the Community Service Project during the summer vacation.
- Each class/section should be assigned with a mentor.
- Specific Departments could concentrate on their major areas of concern. For example, Dept. of Computer Science can take up activities related to Computer Literacy to different sections of people like - youth, women, housewives, etc
- A logbook must be maintained by each of the students, where the activities undertaken/involved to be recorded.
- The logbook has to be countersigned by the concerned mentor/faculty in charge.
- An evaluation to be done based on the active participation of the student and grade could be awarded by the mentor/faculty member.

- The final evaluation to be reflected in the grade memo of the student.
- The Community Service Project should be different from the regular programs of NSS/NCC/Green Corps/Red Ribbon Club, etc.
- Minor project reports should be submitted by each student. An internal Viva shall also be conducted by a committee constituted by the principal of the college.
- Award of marks shall be made as per the guidelines of Internship/apprentice/ on the job training.

Procedure

- A group of students or even a single student could be assigned for a particular habitation or village or municipal ward, as far as possible, in the near vicinity of their place of stay, to enable them to commute from their residence and return back by evening or so.
- The Community Service Project is a twofold one –
    - First, the student/s could conduct a survey of the habitation, if necessary, in terms of their own domain or subject area. Or it can even be a general survey, incorporating all the different areas. A common survey format could be designed. This should not be viewed as a duplication of work by the Village or Ward volunteers, rather, it could be another primary source of data.
    - Secondly, the student/s could take up a social activity, concerning their domain or subject area. The different areas, could be like –
        - Agriculture
        - Health
        - Marketing and Cooperation
        - Animal Husbandry
        - Horticulture
        - Fisheries
        - Sericulture
        - Revenue and Survey
        - Natural Disaster Management
        - Irrigation
        - Law & Order
        - Excise and Prohibition
        - Mines and Geology
        - Energy
        - Internet
        - Free Electricity
        - Drinking Water

EXPECTED OUTCOMES

BENEFITS OF COMMUNITY SERVICE PROJECT TO STUDENTS

Learning Outcomes

- Positive impact on students' academic learning
- Improves students' ability to apply what they have learned in "the real world"
- Positive impact on academic outcomes such as demonstrated complexity of understanding, problem analysis, problem-solving, critical thinking, and cognitive development.

- Improved ability to understand complexity and ambiguity

Personal Outcomes

- Greater sense of personal efficacy, personal identity, spiritual growth, and moral development
- Greater interpersonal development, particularly the ability to work well with others, and build leadership and communication skills.

Social Outcomes

- Reduced stereotypes and greater inter-cultural understanding
- Improved social responsibility and citizenship skills
- Greater involvement in community service after graduation

Career Development

- Connections with professionals and community members for learning and career opportunities
- Greater academic learning, leadership skills, and personal efficacy can lead to greater opportunity.

Relationship with the Institution

- Stronger relationships with faculty
- Greater satisfaction with college
- Improved graduation rates

BENEFITS OF COMMUNITY SERVICE PROJECT TO FACULTY MEMBERS

- Satisfaction with the quality of student learning
- New avenues for research and publication via new relationships between faculty and community
- Providing networking opportunities with engaged faculty in other disciplines or institutions
- A stronger commitment to one's research.

BENEFITS OF COMMUNITY SERVICE PROJECT TO COLLEGES AND UNIVERSITIES

- Improved institutional commitment.
- Improved student retention
- Enhanced community relations

BENEFITS OF COMMUNITY SERVICE PROJECT TO COMMUNITY

- Satisfaction with student participation
- Valuable human resources needed to achieve community goals.
- New energy, enthusiasm and perspectives applied to community work.
- Enhanced community-university relations.

SUGGESTIVE LIST OF PROGRAMMES UNDER COMMUNITY SERVICE PROJECT

The following the recommended list of projects for Engineering students. The lists are not exhaustive and open for additions, deletions, and modifications. Colleges are expected to focus on specific local issues for this kind of project. The students are expected to carry out these projects with involvement, commitment, responsibility, and accountability. The mentors of a group of students should take the responsibility of motivating, facilitating, and guiding the students. They have to interact with local leadership and people and appraise the objectives and benefits of this kind of project. The project reports shall be placed in the college website for reference. Systematic, Factual, methodical and honest reporting should be ensured.

For Engineering Students

1. Water facilities and drinking water availability
2. Health and hygiene
3. Stress levels and coping mechanisms
4. Health intervention programmes
5. Horticulture
6. Herbal plants
7. Botanical survey
8. Zoological survey
9. Marine products
10. Aqua culture
11. Inland fisheries
12. Animals and species
13. Nutrition
14. Traditional health care methods
15. Food habits
16. Air pollution
17. Water pollution
18. Plantation
19. Soil protection
20. Renewable energy
21. Plant diseases
22. Yoga awareness and practice
23. Health care awareness programmes and their impact
24. Use of chemicals on fruits and vegetables
25. Organic farming
26. Crop rotation
27. Floury culture
28. Access to safe drinking water
29. Geographical survey
30. Geological survey
31. Sericulture
32. Study of species
33. Food adulteration
34. Incidence of Diabetes and other chronic diseases
35. Human genetics
36. Blood groups and blood levels
37. Internet Usage in Villages
38. Android Phone usage by different people
39. Utilisation of free electricity to farmers and related issues

40. Gender ration in schooling lvel- observation.

Complimenting the community service project the students may be involved to take up some awareness campaigns on social issues/special groups. The suggested list of programs

Programs for School Children

1. Reading Skill Program (Reading Competition)
2. Preparation of Study Materials for the next class.
3. Personality / Leadership Development
4. Career Guidance for X class students
5. Screening Documentary and other educational films
6. Awareness Program on Good Touch and Bad Touch (Sexual abuse)
7. Awareness Program on Socially relevant themes.

Programs for Women Empowerment

1. Government Guidelines and Policy Guidelines
2. Women's Rights
3. Domestic Violence
4. Prevention and Control of Cancer
5. Promotion of Social Entrepreneurship

General Camps

1. General Medical camps
2. Eye Camps
3. Dental Camps
4. Importance of protected drinking water
5. ODF awareness camp
6. Swatch Bharath
7. AIDS awareness camp
8. Anti Plastic Awareness
9. Programs on Environment
10. Health and Hygiene
11. Hand wash programmes
12. Commemoration and Celebration of important days

Programs for Youth Empowerment

1. Leadership
2. Anti-alcoholism and Drug addiction
3. Anti-tobacco
4. Awareness on Competitive Examinations
5. Personality Development

Common Programs

1. Awareness on RTI
2. Health intervention programmes
3. Yoga
4. Tree plantation
5. Programs in consonance with the Govt. Departments like –
    i. Agriculture
    ii. Health
    iii. Marketing and Cooperation

iv. Animal Husbandry
v. Horticulture
vi. Fisheries
vii. Sericulture
viii. Revenue and Survey
ix. Natural Disaster Management
x. Irrigation
xi. Law & Order
xii. Excise and Prohibition
xiii. Mines and Geology
xiv. Energy

Role of Students:

- Students may not have the expertise to conduct all the programmes on their own. The students then can play a facilitator role.
- For conducting special camps like Health related, they will be coordinating with the Governmental agencies.
- As and when required the College faculty themselves act as Resource Persons.
- Students can work in close association with Non-Governmental Organizations like Lions Club, Rotary Club, etc or with any NGO actively working in that habitation.
- And also, with the Governmental Departments. If the program is rolled out, the District Administration could be roped in for the successful deployment of the program.
- An in-house training and induction program could be arranged for the faculty and participating students, to expose them to the methodology of Service Learning.

Timeline for the Community Service Project Activity

Duration: 8 weeks

1. Preliminary Survey (One Week)

- A preliminary survey including the socio-economic conditions of the allotted habitation to be conducted.
- A survey form based on the type of habitation to be prepared before visiting the habitation with the help of social sciences faculty. (However, a template could be designed for different habitations, rural/urban.
- The Governmental agencies, like revenue administration, corporation and municipal authorities and village secreteriats could be aligned for the survey.

2. Community Awareness Campaigns (One Week)

- Based on the survey and the specific requirements of the habitation, different awareness campaigns and programmes to be conducted, spread over two weeks of time. The list of activities suggested could be taken into consideration.

3. Community Immersion Programme (Three Weeks)

Along with the Community Awareness Programmes, the student batch can also work with any one of the below-listed governmental agencies and work in tandem with them. This community involvement programme will involve the students in

exposing themselves to experiential learning about the community and its dynamics. Programs could be in consonance with the Govt. Departments.

4. Community Exit Report (One Week)

- During the last week of the Community Service Project, a detailed report of the outcome of the 8 weeks' works to be drafted and a copy shall be submitted to the local administration. This report will be a basis for the next batch of students visiting that habitation. The same report submitted to the teacher-mentor will be evaluated by the mentor and suitable marks are awarded for onward submission to the University.
  Throughout the Community Service Project, a daily logbook need to be maintained by the students batch, which should be countersigned by the governmental agency representative and the teacher-mentor, who is required to periodically visit the students and guide them.

III B.Tech I Semester

23A38501T	**VISUAL DESIGN & COMMUNICATION**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

- To understand the principles of the visual language and their semantic use.
- To communicate more concisely and in a visually appropriate manner, it is necessary to use commonly understood principles, perspective and design layout standards.
- To understand the fundamentals of Typography and Photography

Course Outcomes:

After completion of the course, students will be able to

- Create visual compositions using basic elements and apply appropriate principles of visual composition to communicate ideas.
- Develop the ability to perceive, visualize and communicate visual elements as visual narratives.
- Apply the visual dynamics of visual language in Typography, Photography and Videography.
- Develop the ability to address simple communication problems through a visualization process and construct mental imageries
- Execute design solutions using appropriate software programmes.

UNIT-I Introduction to Visual Design Lecture 8Hrs

Introduction to Visual Design: The importance of understanding visual language and its relation in context to nature and environment.

Elements of Visual Language: Exploring and understanding Dots, Lines, Forms, Space, Pattern, Texture and Colour as an elements of visual language.

UNIT-II Introduction to the Principles of Visual Language Lecture 8Hrs

Introduction to the Principles of Visual Language: Visual explorations and experiments with Form, Colour, and Space, Texture, in relation to the context and environments – Concepts of harmony, balance, contrast, proportion, order, symmetry, asymmetry, rhythm, tension, juxtaposition, proximity, size, scale, proportion, orientation, alignment, variety, gradation, dominance, subordination, transition etc.

UNIT-III Introduction to Fundamentals of Typography Lecture 9Hrs

Introduction to Fundamentals of Typography: Introduction to Type and its History-Type as a form and means of communication in our environment-Introduction to Indian type: Vernacular letterforms-Classification of types: Typefaces, type families and type designers-Anatomy of the type: xheight, ascenders, descenders, counter, cap-height, baseline, etc-Typographic variables: Kerning, tracking, leading, spacing etc.-Semantics of type: Legibility & readability issues in type and meaning attributed to type. 4h. Expressive Typography-Introduction to printing techniques.

UNIT-IV Introduction to Photography Lecture 9Hrs

Introduction to Photography: Introduction and Orientation: Art and Science of Photography. Drawing out parallels / differences between the EYE and the CAMERA-Camera: Understanding the various controls on a Digital SLR Camera Features and Details. Shooting Modes. Aperture and Depth of Field. Shutter Speed. Critical Shutter Speeds and Effects- Exposure: Exposure as function of Quantity of Light and Time. Getting used to shooting in Manual Mode and learning to measure light using the camera's built-in exposure meter-Film Speed/Sensor Sensitivity: Understanding the role of

sensitivity in Exposure. ISO/ASA and Digital Noise-Lenses: Different Types of Lenses. Classification of Lenses by Focal Lengths. Angle of View. Fixed Focal Length and Zoom Lenses.
Close up and Macro Lenses-Light and Color Temperature- Digital Post-Production: Introduction to File-Formats. RAW vs.JPG. Understanding resolution, resizing and basic image post processing using Photoshop. Exploring the software to visualize and create digital mosaics.

UNIT-V Introduction to Videography Lecture 9Hrs
Introduction to Videography:Concept development, Storyboarding-Video Shooting - Framing, Camera movement etcVideo Editing, Defining communication-Sender, Channel and ReceiverSemiotics - Study of sign process (semiosis), meaningmaking and meaningful communication. Sign,
Signifier, Signified-Denotation and Connotation-Story, narrative and see different perspectives-Identifying problems, opportunities and improvements. Differentiating problem, need and conflict Personastudy-Scenario study

Textbooks:

1. Wallschlaeger, Charles, &Busic-Synder, Cynthia, Basic Visual Concepts and Principles for Artists, Architects and Designers, McGraw-Hill, (1992).

Reference Books:

1. Buxton, Bill, Sketching User Experience: Getting the Design Right and the Right Design (Interactive Technologies), Morgan Kaufmann, (2007).
2. Caplin, Steve; Banks, Adam,The Complete Guide to Digital Illustration, Publisher: Watson - Guptill Publications, (2003).
3. Demers, Owen,Digital Texturing & Painting, Publisher: New Riders Press; Bk&CDRomEdition,(2001).
4. Cairo, Alberto, The Functional Art. New Riders. (2013).
5. Pogany, Willy,The Art of Drawing, Publisher: Madison Books, (1996).

Online Learning Resources:
https://nptel.ac.in/courses/124107002

III B.Tech I Semester

23A05501T	**COMPUTER NETWORKS & INTERNET PROTOCOLS**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

The course is designed to:

- Understand the basic concepts of Computer Networks.
- Introduce the layered approach for design of computer networks
- Expose the network protocols used in Internet environment
- Explain the format of headers of IP, TCP and UDP
- Familiarize with the applications of Internet
- Elucidate the design issues for a computer network

Course Outcomes:

After completion of the course, students will be able to:

- Identify the software and hardware components of a computer network
- Design software for a computer network
- Develop error, routing, and congestion control algorithms
- Assess critically the existing routing protocols
- Explain the functionality of each layer of a computer network
- Choose the appropriate transport protocol based on the application requirements

UNIT I:

Computer Networks and the Internet **Lecture: 8 Hrs**

What Is the Internet? Network Edge, The Network Core, Delay, Loss, and Throughput in Packet Switched Networks (Textbook 2), Reference Models, Multimedia Networks, Guided Transmission Media, Wireless Transmission (Textbook 1)

UNIT II:

The Data Link Layer, Access Networks, and LANs **Lecture: 10 Hrs**

Data Link Layer Design Issues, Error Detection and Correction, Elementary Data Link Protocols, Sliding Window Protocols (Textbook 1) Introduction to the Link Layer, Error-Detection and -Correction Techniques, Multiple Access Links and Protocols, Switched Local Area Networks, Link Virtualization: A Network as a Link Layer, Data Center Networking, Retrospective: A Day in the Life of a Web Page (Packet) (Textbook 2)

UNIT III:

The Network Layer **Lecture: 8 Hrs**
Routing Algorithms, Internetworking, The Network Layer in The Internet (Textbook 1)

UNIT IV:

The Transport Layer **Lecture: 9 Hrs**
Connectionless Transport: UDP (Textbook 2), The Internet Transport Protocols: TCP, Congestion Control (Textbook 1)

UNIT V:

The Application Layer **Lecture: 8 Hrs**
Principles of Network Applications, The Web and HTTP, Electronic Mail in the Internet, DNS—The Internet's Directory Service, Peer-to-Peer Applications, Video Streaming and Content Distribution Networks (Textbook 2)

Textbooks:

1. Andrew S. Tanenbaum, David J. Wetherall, *Computer Networks*, 6th Edition, PEARSON.
2. James F. Kurose, Keith W. Ross, *Computer Networking: A Top-Down Approach*, 6th Edition, Pearson, 2019.

Reference Books:

1. Forouzan, *Data Communications and Networking*, 5th Edition, McGraw Hill Publication.
2. Youlu Zheng, Shakil Akhtar, *Networks for Computer Scientists and Engineers*, Oxford Publishers, 2016.

Online Learning Resources:

1. https://nptel.ac.in/courses/106105183/25
2. https://www.nptelvideos.in/2012/11/computer-networks.html
3. https://nptel.ac.in/courses/106105183/3

III B.Tech – I Semester

23A05502	**AUTOMATA THEORY AND COMPILER DESIGN**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

1. Able to understand the concept of abstract machines, construct FA, Regular Expressions for the regular languages and equivalent FSMs.
2. Able to construct pushdown automata equivalent to Context free Grammars, construct Turing Machines and understand undecidability.
3. Emphasize the concepts learnt in phases of compiler, lexical analyser and Top-down parser.
4. Able to understand the concepts of Bottom-up parser, Intermediate Code Generation.
5. Able to understand the concepts of Code optimizer and Code Generation.

Course Outcomes:

1. Demonstrate knowledge on Automata Theory, Regular Expression and Analyze and Design of finite automata, and prove equivalence of various finite automata.
2. Demonstrate knowledge on context free grammar, Analyze and design of PDA and TM.
3. Understand the basic concept of compiler design, and its different phases which will be helpful to construct new tools like LEX, YACC, etc.
4. Ability to implement semantic rules into a parser that performs attribution while parsing and apply error detection and correction methods.
5. Apply the code optimization techniques to improve the space and time complexity of programs while programming and Ability to design a compiler.

Unit-I: Introduction to Automata and Regular Expressions 12 Hrs

Introduction, Alphabets, Strings and Languages, Chomsky Hierarchy, Automata and Grammars, Regular Grammar and Language, Finite Automata, Deterministic finite Automata (DFA), Nondeterministic finite Automata (NFA), Equivalence of NFA and DFA, Minimization of Finite Automata, Regular Expressions, Converting Regular Grammar and Expression into Finite Automata, Pumping lemma for regular sets, Closure properties of regular sets (Without proof).

UNIT-II: Context Free Grammars and Pushdown Automata 12 Hrs

Context Free Language, Context Free Grammar, Derivation and Parse tree, Ambiguity, Simplification of CFG's, Chomsky Normal Form, Greibach Normal Form, Push Down Automat (PDA), Design of PDA, Equivalence of PDA and CFL/CFG

UNIT-III: Turing Machines and Introduction to Compilers 12 Hrs

Turing Machine, TM Model, Language acceptance, Design of Turing Machine, Compilers, Phases of Compiler, The role of Lexical Analyzer, Input Buffering.

UNIT-IV: Parsers and Intermediate Code Generation 12 Hrs

Parser, Top-Down parsers: Recursive Descent Parsers, Predictive Parsers

Bottom–up Parsers: Shift-Reduce Parsing, LR parsers, Intermediate Code Generation: Three address codes.

UNIT-V: Code Optimization and Code Generation 12 Hrs

Code Optimization: Peephole optimization, Basic blocks and flow graphs, DAG, Principles of Source Code Optimization, Code Generation: Issues in Design of Code Generation, Simple Code Generator.

Text Books:

1. Introduction to Automata theory languages and Computation, Hopcroft H.E. and Ullman Jeffrey.D, 3/e, 2006, Pearson Education, New Delhi, India.
2. Mishra K L P and Chandrasekaran N, "Theory of Computer Science - Automata, Languages and Computation", 2/e, 2007, PHI, New Delhi, India.
3. Compilers: Principles, Techniques, and Tools, Updated 2e July 2023 Alfred V. Aho , Monica S. Lam, Ravi Sethi , Jeffrey D. Ullman , Sorav Bansal

Reference Books:

1. Introduction to Languages and Theory of Computation, John C Martin, 1/e, 2009, Tata McGraw Hill Education, Hyderabad, India.
2. Introduction to Theory of Computation, Sipser, 2/e, 2005, Thomson, Australia.
3. Compiler Construction: Principles And Practice, Kenneth C. Louden, Thomson/ Delmar Cengage Learning, 2006.
4. Lex &yacc, Doug Brown, John Levine and Tony Mason, 2 nd Edition, O'reilly Media
5. Engineering a compiler, Keith Cooper and Linda Torczon, 2 nd Edition, Morgan Kaufmann, 2011.

III B.Tech – I Semester

23A05503	**INTRODUCTION TO QUANTUM TECHNOLOGIES AND APPLICATIONS** (Qualitative Treatment)	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives (COBJ):

- Introduce fundamental quantum concepts like superposition and entanglement.
- Understand theoretical structure of qubits and quantum information.
- Explore conceptual challenges in building quantum computers.
- Explain principles of quantum communication and computing.
- Examine real-world applications and the future of quantum technologies.

Course Outcomes (CO):

- Explain core quantum principles in a non-mathematical manner.
- Compare classical and quantum information systems.
- Identify theoretical issues in building quantum computers.
- Discuss quantum communication and computing concepts.
- Recognize applications, industry trends, and career paths in quantum technology.

Unit 1: Introduction to Quantum Theory and Technologies

The transition from classical to quantum physics, Fundamental principles explained conceptually: Superposition, Entanglement, Uncertainty Principle, Wave-particle duality, Classical vs Quantum mechanics – theoretical comparison,Quantum states and measurement: nature of observation,Overview of quantum systems: electrons, photons, atoms,The concept of quantization: discrete energy levels,Why quantum? Strategic, scientific, and technological significance,A snapshot of quantum technologies: Computing, Communication, and Sensing,National and global quantum missions: India's Quantum Mission, EU, USA, China

Unit 2: Theoretical Structure of Quantum Information Systems

What is a qubit? Conceptual understanding using spin and polarization, Comparison: classical bits vs quantum bits, Quantum systems: trapped ions, superconducting circuits, photons (non-engineering view),Quantum coherence and decoherence – intuitive explanation, Theoretical concepts: Hilbert spaces, quantum states, operators – only interpreted in abstract,The role of entanglement and non-locality in systems, Quantum information vs classical information: principles and differences,Philosophical implications: randomness, determinism, and observer role

Unit 3: Building a Quantum Computer – Theoretical Challenges and Requirements

What is required to build a quantum computer (conceptual overview)?,Fragility of quantum systems: decoherence, noise, and control, Conditions for a functional quantum system: Isolation, Error management, Scalability, Stability, Theoretical barriers:

Why maintaining entanglement is difficult,Error correction as a theoretical necessity, Quantum hardware platforms (brief conceptual comparison),Superconducting circuits, Trapped ions, Photonics, Visionvs reality: what's working and what remains elusive,The role of quantum software in managing theoretical complexities

Unit 4: Quantum Communication and Computing – Theoretical Perspective

Quantum vs Classical Information, Basics of Quantum Communication, Quantum Key Distribution (QKD),Role of Entanglement in Communication,The Idea of the Quantum Internet – Secure Global Networking,Introduction to Quantum Computing,Quantum Parallelism (Many

States at Once),Classical vs Quantum Gates, Challenges: Decoherence and Error Correction,Real-World Importance and Future Potential

Unit 5: Applications, Use Cases, and the Quantum Future

Real-world application domains: Healthcare (drug discovery),Material science, Logistics and optimization, Quantum sensing and precision timing, Industrial case studies: IBM, Google, Microsoft, PsiQuantum,Ethical, societal, and policy considerations, Challenges to adoption: cost, skills, standardization,Emerging careers in quantum: roles, skillsets, and preparation pathways,Educational and research landscape – India's opportunity in the global quantum race

Textbooks**:**

1. Michael A. Nielsen, Isaac L. Chuang, *Quantum Computation and Quantum Information*, Cambridge University Press, 10th Anniversary Edition, 2010.
2. Eleanor Rieffel and Wolfgang Polak, *Quantum Computing: A Gentle Introduction*, MIT Press, 2011.
3. Chris Bernhardt, *Quantum Computing for Everyone*, MIT Press, 2019.

Reference Books**:**

1. David McMahon, *Quantum Computing Explained*, Wiley, 2008.
2. Phillip Kaye, Raymond Laflamme, Michele Mosca, *An Introduction to Quantum Computing*, Oxford University Press, 2007.
3. Scott Aaronson, *Quantum Computing Since Democritus*, Cambridge University Press, 2013.
4. **Alastair I.M. Rae**, *Quantum Physics: A Beginner's Guide*, Oneworld Publications, Revised Edition, 2005.
5. **Eleanor G. Rieffel, Wolfgang H. Polak**, *Quantum Computing: A Gentle Introduction*, MIT Press, 2011.
6. **Leonard Susskind, Art Friedman**, *Quantum Mechanics: The Theoretical Minimum*, Basic Books, 2014.
7. **Bruce Rosenblum, Fred Kuttner**, *Quantum Enigma: Physics Encounters Consciousness*, Oxford University Press, 2nd Edition, 2011.
8. **GiulianoBenenti, GiulioCasati, GiulianoStrini**, *Principles of Quantum Computation and Information, Volume I: Basic Concepts*, World Scientific Publishing, 2004.
9. **K.B. Whaley et al.**, *Quantum Technologies and Industrial Applications: European Roadmap and Strategy Document*, Quantum Flagship, European Commission, 2020.
10. **Department of Science & Technology (DST), Government of India**, *National Mission on Quantum Technologies & Applications – Official Reports and Whitepapers*, MeitY/DST Publications, 2020 onward.

Online Learning Resources**:**

- IBM Quantum Experience and Qiskit Tutorials
- Coursera – Quantum Mechanics and Quantum Computation by UC Berkeley
- edX – The Quantum Internet and Quantum Computers
- YouTube – Quantum Computing for the Determined by Michael Nielsen
- Qiskit Textbook – IBM Quantum

III B.Tech – I Semester

23A32502	**SOFTWARE ENGINEERING (Professional Elective-I)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives: The objectives of this course are to introduce

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

Course Outcomes: After completion of the course, students will be able to

- Perform various life cycle activities like Analysis, Design, Implementation, Testing and Maintenance (L3)
- Analyse various software engineering models and apply methods for design and development of software projects. (L4)
- Develop system designs using appropriate techniques. (L3)
- Understand various testing techniques for a software project. (L2)
- Apply standards, CASE tools and techniques for engineering software projects (L3)

UNIT I:

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

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

UNIT II:

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

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

UNIT III:

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

Agility: Agility and the Cost of Change, Agile Process, Extreme Programming (XP), Other Agile Process Models, Tool Set for the Agile Process (Text Book 2)

Function-Oriented Software Design: Overview of SA/SD methodology, Structured analysis, Developing the DFD model of a system, Structured design, Detailed design, and Design Review.

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

UNIT IV:

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

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

UNIT V:

Computer-Aided Software Engineering (Case): CASE and its scope, CASE environment, CASE support in the software life cycle, other characteristics of CASE tools, Towards second generation CASE Tool, and Architecture of a CASE Environment.

Software Maintenance: Characteristics of software maintenance, Software reverse engineering, Software maintenance process models and Estimation of maintenance cost. **Software Reuse:** reuse-definition, introduction, reason behind no reuse so far, Basic issues in any reuse program, A reuse approach, and Reuse at organization level.

Text Books:

1. Fundamentals of Software Engineering, Rajib Mall, 5th Edition, PHI.
2. Software Engineering A practitioner's Approach, Roger S. Pressman, 9th Edition, McGraw Hill International Edition.

Reference Books:

1. Software Engineering, Ian Sommerville,10th Edition, Pearson.
2. Software Engineering, Principles and Practices, Deepak Jain, Oxford University Press.

e-Resources:

1) https://nptel.ac.in/courses/106/105/106105182/
2) https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_012605895063871 48827_shared/overview
3) https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_013382690411003 904735_shared/overview

III B.Tech – I Semester

23A38502	**INTRODUCTION TO CYBER SECURITY (Professional Elective-I)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives

The course is designed to provide awareness on different cyber crimes, cyber offenses, tools and methods used in cybercrime.

Course Outcomes

After completion of the course, students will be able to

- Classify the cybercrimes and understand the Indian ITA 2000
- Analyse the vulnerabilities in any computing system and find the solutions
- Predict the security threats of the future
- Investigate the protection mechanisms
- Design security solutions for organizations

UNIT-I Introduction to Cybercrime **Lecture 8Hrs**

Introduction, Cybercrime, and Information Security, Who are Cybercriminals, Classifications of Cybercrimes, And Cybercrime: The legal Perspectives and Indian Perspective, Cybercrime and the Indian ITA 2000, A Global Perspective on Cybercrimes.

UNIT-II Cyber Offenses: How Criminals Plan Them **Lecture 9Hrs**

Introduction, How Criminals plan the Attacks, Social Engineering, Cyber stalking, Cyber cafe and Cybercrimes, Botnets: The Fuel for Cybercrime, Attack Vector, Cloud Computing.

UNIT-III Cybercrime: Mobile and Wireless Devices **Lecture 9Hrs**

Introduction, Proliferation of Mobile and Wireless Devices, Trends in Mobility, Credit card Frauds inMobile and Wireless Computing Era, Security Challenges Posed by Mobile Devices, Registry Settings for Mobile Devices, Authentication service Security, Attacks on Mobile/Cell Phones, Mobile Devices:

Security Implications for Organizations, Organizational Measures for Handling Mobile, OrganizationalSecurity Policies an Measures in Mobile Computing Era, Laptops.

UNIT-IV Tools and Methods Used in Cybercrime **Lecture 8Hrs**

Introduction, Proxy Servers and Anonymizers, Phishing, Password Cracking, Keyloggers and Spywares, Virus and Worms, Trojan Horse and Backdoors, Steganography, DoS and DDoS attacks, SQL Injection, Buffer Overflow.

UNIT-VCyber Security: Organizational Implications **Lecture 8Hrs**

Introduction, Cost of Cybercrimes and IPR issues, Web threats for Organizations, Security and Privacy

Implications, Social media marketing: Security Risks and Perils for Organizations, Social Computing and the associated challenges for Organizations.

Textbooks:

1. Cyber Security: Understanding Cyber Crimes, Computer Forensics and Legal Perspectives, NinaGodbole and Sunil Belapure, Wiley INDIA.

Reference Books:

1. Cyber Security Essentials, James Graham, Richard Howard and Ryan Otson, CRC Press.

2. Introduction to Cyber Security ,Chwan-Hwa(john) Wu,J.DavidIrwin.CRC Press T&F Group

Online Learning Resources:

http://nptel.ac.in/courses/106105031/40
http://nptel.ac.in/courses/106105031/39
http://nptel.ac.in/courses/106105031/38

III B.Tech – I Semester

23A32503T	**INTERNET OF THINGS**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

- Understand the basics of Internet of Things and protocols.
- Discuss the requirement of IoT technology
- Introduce some of the application areas where IoT can be applied.
- Understand the vision of IoT from a global perspective, understand its applications, determine its market perspective using gateways, devices and data management

Course Outcomes:

After completion of the course, students will be able to

- Understand general concepts of Internet of Things.
- Apply design concept to IoT solutions
- Analyze various M2M and IoT architectures
- Evaluate design issues in IoT applications
- Create IoT solutions using sensors, actuators and Devices

UNIT-I Introduction to IoT **Lecture 8Hrs**

Definition and Characteristics of IoT, physical design of IoT, IoT protocols, IoT communication models, IoT Communication APIs, Communication protocols, Embedded Systems, IoT Levels and Templates

UNIT-II Prototyping IoT Objects using Microprocessor/Microcontroller **Lecture 9Hrs**

Working principles of sensors and actuators, setting up the board – Programming for IoT, Reading from Sensors, Communication: communication through Bluetooth, Wi-Fi.

UNIT-III IoT Architecture and Protocols **Lecture 8Hrs**

Architecture Reference Model- Introduction, Reference Model and architecture, IoT reference Model, Protocols- 6LowPAN, RPL, CoAP, MQTT, IoT frameworks- Thing Speak.

UNIT-IV Device Discovery and Cloud Services for IoT **Lecture 8Hrs**

Device discovery capabilities- Registering a device, Deregister a device, Introduction to Cloud Storage models and communication APIs Web-Server, Web server for IoT.

UNIT-V UAV IoT **Lecture 10Hrs**

Introduction toUnmanned Aerial Vehicles/Drones, Drone Types, Applications: Defense, Civil, Environmental Monitoring; UAV elements and sensors- Arms, motors, Electronic Speed Controller(ESC), GPS, IMU, Ultra sonic sensors; UAV Software –Arudpilot, Mission Planner, Internet of Drones(IoD)- Case study FlytBase.

Textbooks:

1. Vijay Madisetti and ArshdeepBahga, " Internet of Things (A Hands-on-Approach)", 1st Edition, VPT, 2014.
2. Handbook of unmanned aerial vehicles, K Valavanis;George J Vachtsevanos, New York, Springer, Boston, Massachusetts : Credo Reference, 2014. 2016.

Reference Books:

1. Jan Holler, VlasiosTsiatsis, Catherine Mulligan, Stefan Avesand, Stamatis Karnouskos, David Boyle, " From Machine-to-Machine to the Internet of Things: Introduction to a New Age of Intelligence", 1st Edition, Academic Press, 2014.
2. ArshdeepBahga, Vijay Madisetti - Internet of Things: A Hands-On Approach, Universities Press, 2014.
3. The Internet of Things, Enabling technologies and use cases – Pethuru Raj, Anupama C. Raman, CRC Press.
4. Francis daCosta, "Rethinking the Internet of Things: A Scalable Approach to Connecting Everything", 1st Edition, Apress Publications, 2013
5. CunoPfister, Getting Started with the Internet of Things, O"Reilly Media, 2011, ISBN: 9781-4493- 9357-1
6. DGCA RPAS Guidance Manual, Revision 3 – 2020
7. Building Your Own Drones: A Beginners' Guide to Drones, UAVs, and ROVs, JohnBaichtal

Online Learning Resources:

1. https://www.arduino.cc/
2. https://www.raspberrypi.org/
3. https://nptel.ac.in/courses/106105166/5
4. https://nptel.ac.in/courses/108108098/4

III B.Tech I Semester

23A30503a	**DATA VISUALIZATION**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

- To understand the principles, techniques, and tools of data visualization.
- To develop the ability to transform data into visual insights using different types of charts and plots.
- To introduce the cognitive and perceptual foundations of effective data visualization.
- To apply tools and programming environments (like Python, Tableau, or Power BI) for creating interactive and dynamic visualizations.
- To analyze real-world datasets and effectively communicate data-driven findings visually.

Course Outcomes:

After completion of the course, students will be able to:

- CO1: Interpret different types of data and recognize the appropriate visualization methods.
- CO2: Design effective and interactive data visualizations using various tools.
- CO3: Apply visual encoding and perceptual principles in presenting complex data.
- CO4: Analyze and visualize real-world data sets using Python libraries and dashboards.
- CO5: Create visual stories and dashboards for effective communication of insights.

UNIT I: Introduction to Data Visualization & Perception

Introduction to Data Visualization, Importance and Scope of Data Visualization, Data Types and Sources, Visual Perception: Pre-attentive Processing, Gestalt Principles, Data-Ink Ratio, Data Density, Lie Factor, Visualization Process and Design Principles, Tools Overview: Tableau, Power BI, Python Libraries

UNIT II: Visualization Techniques for Categorical & Quantitative Data

Charts for Categorical Data: Bar Charts, Pie Charts, Column Charts, Charts for Quantitative Data: Histograms, Line Charts, Boxplots, Scatter Plots, Bubble Charts, Heatmaps, Choosing the Right Chart Type, Best Practices in Labeling, Coloring, and Scaling.

UNIT III: Multidimensional, Temporal and Hierarchical Data Visualization

Visualizing Multivariate Data: Parallel Coordinates, Radar Charts, Time-Series Visualization: Time Plots, Animation over Time, Geographic Data Visualization: Maps, Choropleths, Hierarchical Data: Treemaps, Sunburst Charts, Network and Graph Visualization.

UNIT IV: Data Visualization Using Python and Dashboards

Introduction to Matplotlib, Seaborn, and Plotly, Creating Static and Interactive Charts, Pandas Visualization Capabilities, Dashboards with Dash, Streamlit, Power BI, Case Studies: Real-world Dataset Visualization.

UNIT V: Storytelling with Data and Ethical Visualization

Storytelling and Narrative Techniques in Visualization, Dashboards and Reporting, Misleading Visualizations and Bias, Ethical Principles in Data Visualization, Final Project: Create a Storytelling Dashboard with Real Data.

Textbooks:

1. Tamara Munzner, Visualization Analysis and Design, CRC Press, 2014.
2. Nathan Yau, Data Points: Visualization That Means Something, Wiley, 2013.

Reference Books:

1. Alberto Cairo, The Truthful Art: Data, Charts, and Maps for Communication, New Riders, 2016.
2. Cole Nussbaumer Knaflic, Storytelling with Data: A Data Visualization Guide for Business Professionals, Wiley, 2015.
3. Claus O. Wilke, Fundamentals of Data Visualization, O'Reilly, 2019.
4. Rohan Chopra, Hands-On Data Visualization with Bokeh, Packt Publishing, 2019.

Online Learning Resources:

1. NPTEL: Data Visualization - IIT Madras
2. *Coursera: Data Visualization with Python by IBM*

III B.Tech – I Semester

		L	T	P	C
23A38501P	**VISUAL DESIGN & COMMUNICATION LAB**	**0**	**0**	**3**	**1.5**

Course Objectives:

- To learn fundamental techniques (drawing, painting, working in volume).
- To discover the basic techniques of graphic designing and visual communication and their implementation.
- To master the principles of narration through visuals and written words.
- To develop one's creative personality

Course Outcomes:

After completion of the course, students will be able to

- Create visual compositions using basic elements and apply appropriate principles of visual composition to communicate ideas.
- Develop the ability to perceive, visualize and communicate visual elements as visual narratives.
- Apply the visual dynamics of visual language in Typography, Photography and Videography.
- Develop the ability to address simple communication problems through a visualization process and construct mental imageries

List of Experiments:

1. Exploring various elements of visual language such as Dot, Line, Form, Space, Texture & Pattern, and Colour.
2. Exploring the principles of the visual language using various elements and understanding their relationships: Movement with Dots, Rhythm with Lines, Balance with Letter Forms, Emphasis with Natural Forms, Proportion with Letter Forms, Order with Pattern, Symmetry & Asymmetry with Geometric Forms, Contrast with Abstract Forms, Harmony with Colours, etc.
3. Typography for print and digital media: Poster Design, Brochure Design, Infographics Design, Website Design, Application Design, Wayfinding
4. Introduction and Orientation: Art and Science of Photography.
    - Drawing out parallels / differences between the EYE and the CAMERA. O Understanding the various controls on a Digital SLR Camera Features and Details, Shooting Modes, Aperture and Depth of Field, Critical Shutter Speeds and Effects oExposure: Exposure as function of Quantity of Light and Time. Getting used to shooting in Manual Mode and learning to measure light using the camera's built-in exposure meter.
    - Film Speed/Sensor Sensitivity: Understanding the role of sensitivity in Exposure. ISO/ASA and Digital Noise.
    - Lenses : Different Types of Lenses. Classification of Lenses by Focal Lengths. Angle of View. Fixed Focal Length and Zoom Lenses. Close up and Macro Lenses.
    - Light and Color Temperature: Understanding the nature and directions of light, their applications. Introduction to Color Temperature and White Balance. Images capturing light and shade. oExploring Individual Camera Controls: Images exploring Aperture, Shutter Speed and Focal Length.
    - Composition: Elements of Composition and their relationship to the frame. Exploring composition through exercises built around the elements but coupled with an understanding / application of light / camera controls.
    - Digital Post-Production: Introduction to File-Formats. RAW vs.JPG. Understanding resolution, resizing and basic image post processing using Photoshop. Exploring the software to visualize and create digital mosaics.

- Review and critique: Individual Critique after every assignment and a final critique on Portfolio submission (10 images).

5. Identifying Theme/Subject/Topic/Story/Pont of View & Research.
   - Planning the Shots. oSelecting final shots and photo editing.
   - Layout for a double spread magazine.

6. Concept development, Storyboarding, Video Shooting - Framing, Camera movement etc, Video Editing

7. Defining communication

   - Sender, Channel and Receiver
   - Semiotics - Study of sign process (semiosis), meaning-making and meaningful communication.
   - Sign, Signifier, Signified oDenotation and Connotation
   - Communicating through visual messages
   - Introduction to Gestalt laws of perception
   - Understanding figure and ground phenomenon

Softwares - Adobe Indesign, Adobe Ilustrator& Adobe Photoshop Open Source - Inkscape, Svg-Edit, Gimp, Paint.net, Pixlr, Scribus

References:

1. Wallschlaeger, Charles, &Busic-Synder, Cynthia, Basic Visual Concepts and Principles for Artists, Architects and Designers, McGraw-Hill, (1992).
2. Buxton, Bill, Sketching User Experience: Getting the Design Right and the Right Design (Interactive Technologies), Morgan Kaufmann, (2007).
3. Caplin, Steve; Banks, Adam,The Complete Guide to Digital Illustration, Publisher: Watson - Guptill Publications, (2003).
4. Demers, Owen,Digital Texturing & Painting, Publisher: New Riders Press; Bk&CDRomEdition,(2001).
5. Cairo, Alberto, The Functional Art. New Riders. (2013).
6. Pogany, Willy,The Art of Drawing, Publisher: Madison Books, (1996).

Online Learning Resources/Virtual Labs:

https://nptel.ac.in/courses/124107002

III B.Tech – I Semester

23A05501P	COMPUTER NETWORKS & INTERNET PROTOCOLS LAB	**L**	**T**	**P**	**C**
		0	**0**	**3**	**1.5**

Course Objectives:

• To understand the working principle of various communication protocols.
• To understand the network simulator environment and visualize a network topology and
• observe its performance
• To analyze the traffic flow and the contents of protocol frames.
• Familiarize with the applications of Internet.

Course Outcomes:

• To understand the working principle of various communication protocols.
• To understand the network simulator environment and visualize a network topologyand
• observe its performance.
• To analyze the traffic flow and the contents of protocol frames.
• Critique the existing routing protocols

List of Experiments:

1. Implement the data link layer framing methods such as character, character-stuffing and bit stuffing.
2. Write a program to compute CRC code for the polynomials CRC-12, CRC-16 and CRC CCIP
3. Develop a simple data link layer that performs the flow control using the sliding window protocol, and loss recovery using the Go-Back-N mechanism.
4. Implement Dijkastra's algorithm to compute the shortest path through a network
5. Take an example subnet of hosts and obtain a broadcast tree for the subnet.
6. Implement distance vector routing algorithm for obtaining routing tables at each node.
7. Implement data encryption and data decryption
8. Write a program for congestion control using Leaky bucket algorithm.
9. Write a program for frame sorting technique used in buffers.
10. Programs using Wireshark
    i. Packet Capture Using Wire shark
    ii. Starting Wire shark
    iii. Viewing Captured Traffic
    iv. Analysis and Statistics & Filters.
    11. How to run Nmap scan
12. Operating System Detection using Nmap
13. 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.
vi. Simulate to Plot Congestion for Different Source/Destination
vii. Simulate to Determine the Performance with respect to transmission of Packets

Text Books:

1. Andrew S.Tanenbaum, David j.wetherall, Computer Networks, 6th Edition, PEARSON.
2. James F.Kurose, Keith W. Ross, Computer Networking: A Top-Down 6th edition, Pearson, 2019.
2. Computer Networks: A Systems Approach-Bruce Davie, VMware-Larry Peterson, Princeton University-2019.

Reference Books:

1.Computer Networks–B. K. MathanNagan, T. Mahalakshmi- Charulatha Publications PrivateLimited-2019.
2. Computer Networks-Dr.Amol V. Dhumane Nitin N. Sakhare-NiraliPrakashan Publishers-2024
3. Data Communications and Networking with TCPIP Protocol Suite-Behrouz A. Forouzan-McGraw Hill-6th Edition

III B.Tech – I Semester

23A05506	**FULL STACK DEVELOPMENT – II (Skill Enhancement Course)**	**L**	**T**	**P**	**C**
		0	**1**	**2**	**2**

Course Objectives: The main objectives of the course are to

- Make use of Modern- day JavaScript with ES6 standards for designing Dynamic web pages
- Building robust & responsive User Interfaces using popular JavaScript library '**React.js**'. Building robust backend APIs using '**Express. js**'
- Establishing the connection between frontend (React) User interfaces and backend APIs (Express) with Data Bases(My SQL)
- Familiarize students with GitHub for remote repository hosting and collaborative development.

Course Outcomes:

- CO1: Building fast and interactive UIs
- CO2: Applying Declarative approach for developing web apps
- CO3: Understanding ES6 features to embrace modern JavaScript
- CO4: Building reliable APIs with Express. Js
- CO5: Create and manage Git repositories, track changes, and push code to GitHub.

Experiments covering the Topics:

- Introduction to DOM (Document Object Model), Ecma Script (ES6) standards and features like Arrow functions, Spread operator, Rest operator, Type coercion, Type hoisting, String literals, Array and Object Destructuring.
- Basics of React. js like React Components, JSX, Conditional rendering
  Differences between Real DOM and Virtual DOM.
- Important React.js concepts like React hooks, Props, React forms, Fetch API, Iterative rendering using JavaScript map() function.
- JavaScript runtime environment node. js and its uses, Express. js and Routing, Micro-Services architecture and MVC architecture, database connectivity using (My SQL)
- Introduction to My SQL, setting up MySQL and configuring, Databases, My SQL queries, subqueries, creating My SQL driver for database connectivity to Express. js server.
- Introduction to Git and GitHub and upload project& team collaboration

Sample Experiments:

1. **Introduction to Modern JavaScript and DOM**
   - **a.** Write a JavaScript program to link JavaScript file with the HTML page
   - **b.** Write a JavaScript program to select the elements in HTML page using selectors
   - **c.** Write a JavaScript program to implement the event listeners
   - **d.** Write a JavaScript program to handle the click events for the HTML button elements
   - **e.** Write a JavaScript program to With three types of functions
     - **i.** Function declaration
     - **ii.** Function definition
     - **iii.** Arrow functions

2. **Basics of React. js**
   - **a.** Write a React program to implement a counter button using react class components
   - **b.** Write a React program to implement a counter button using react functional components
   - **c.** Write a React program to handle the button click events in functional component
   - **d.** Write a React program to conditionally render a component in the browser
   - **e.** Write a React program to display text using String literals
3. **Important concepts of React. js**
   - **a.** Write a React program to implement a counter button using React use State hook
   - **b.** Write a React program to fetch the data from an API using React use Effect hook
   - **c.** Write a React program with two react components sharing data using Props.
   - **d.** Write a React program to implement the forms in react
   - **e.** Write a React program to implement the iterative rendering using map() function.
4. **Introduction to Git and GitHub**

a. **Setup**
- Install Git on local machine.
- Configure Git (user name, email).
- Create GitHub account and generate a personal access token.

b. **Basic Git Workflow**
- Create a local repository using git init
- Create and add files → git add .
- Commit files → git commit -m "Initial commit"
- Connect to GitHub remote → git remote add origin <repo_url>
- Push to GitHub → git push -u origin main

c. **Branching and Collaboration**
- Create a branch → git checkout -b feature1
- Merge branch to main → git merge feature1
- Resolve merge conflicts (guided)

5. **Upload React Project to GitHub**

- Create a new React app using npx create-react-app myapp
- Initialize a git repo and push to GitHub
- Use .gitignore to exclude node_modules
- Create multiple branches: feature/navbar, feature/form
- Practice merge and pull requests (can use GitHub GUI)

6. **Introduction to Node. js and Express. js**
   - **a.** Write a program to implement the 'hello world' message in the route through the browser using Express
   - **b.** Write a program to develop a small website with multiple routes using Express. js
   - **c.** Write a program to print the 'hello world' in the browser console using Express. js
   - **d.** Write a program to implement the CRUD operations using Express. js
   - **e.** Write a program to establish the connection between API and Database using Express – My SQL driver
7. **Introduction to My SQL**
   - **a.** Write a program to create a Database and table inside that database using My SQL Command line client

- **b.** Write a My SQL queries to create table, and insert the data, update the data in the table
- **c.** Write a My SQL queries to implement the subqueries in the My SQL command line client
- **d.** Write a My SQL program to create the script files in the My SQL workbench
- **e.** Write a My SQL program to create a database directory in Project and initialize a database. sql file to integrate the database into API

8. Team Collaboration Using GitHub

- Form groups of 2–3 students
- Create a shared GitHub repo
- Assign tasks and work in branches
- Use Issues, Pull Requests, and Code Reviews
- Document code with README.md

Textbooks:

1. Web Design with HTML, CSS, JavaScript and JQuery Set Book by Jon Duckett Professional JavaScript for Web Developers Book by Nicholas C. Zakas
2. John Dean, Web Programming with HTML5, CSS and JavaScript, Jones & Bartlett Learning, 2019.
3. Pro MERN Stack: Full Stack Web App Development with Mongo, Express, React, and Node, Vasan Subramanian, 2nd edition, APress, O'Reilly.
4. Learning PHP, MySQL, JavaScript, CSS & HTML5: A Step-by-Step Guide to Creating Dynamic Websites by Robin Nixon
5. AZAT MARDAN, Full Stack Java Script: Learn Back bone. js, Node.jsand Mongo DB.2015

Reference Books:

1. Full-Stack JavaScript Development by Eric Bush.
2. Programming the World Wide Web, 7th Edition, Robet W Sebesta, Pearson, 2013.
3. Tomasz Dyl ,KamilPrzeorski , MaciejCzarnecki, Mastering Full Stack React Web Development 2017

Online Learning Resources:

1. https://ict.iitk.ac.in/product/full-stack-developer-html5-css3-js-bootstrap-php-4/
2. https://www.w3schools.com/html
3. https://www.w3schools.com/css
4. https://www.w3schools.com/js/
5. https://www.w3schools.com/nodejs
6. https://www.w3schools.com/typescript
7. https://docs.github.com/
8. https://education.github.com/git-cheat-sheet-education.pdf

III B.Tech – I Semester

23A03508	**TINKERING LAB**	**L**	**T**	**P**	**C**
		0	**0**	**2**	**1**

The aim of tinkering lab for engineering students is to provide a hands-on learning environment where students can explore, experiment, and innovate by building and testing prototypes. These labs are designed to demonstrate practical skills that complement theoretical knowledge.

	Course objectives: The objectives of the course are to
1	**Encourage Innovation and Creativity**
2	**Provide Hands-on Learning and Impart Skill Development**
3	**Foster Collaboration and Teamwork**
4	**Enable Interdisciplinary Learning, Prepare for Industry and Entrepreneurship**
5	**Impart Problem-Solving mind-set**

These labs bridge the gap between academia and industry, providing students with the practical experience. Some students may also develop entrepreneurial skills, potentially leading to start-ups or innovation-driven careers. Tinkering labs aim to cultivate the next generation of engineers by giving them the tools, space, and mind-set to experiment, innovate, and solve real-world challenges.

List of experiments:

1) Make your own parallel and series circuits using breadboard for any application of your choice.
2) Design and 3D print a Walking Robot
3) Design and 3D Print a Rocket.
4) Temperature & Humidity Monitoring System (DHT11 + LCD)
5) Water Level Detection and Alert System
6) Automatic Plant Watering System
7) Bluetooth-Based Door Lock System
8) Smart Dustbin Using Ultrasonic Sensor
9) Fire Detection and Alarm System
10) RFID-Based Attendance System
11) Voice-Controlled Devices via Google Assistant
12) Heart Rate Monitoring Using Pulse Sensor
13) Soil Moisture-Based Irrigation
14) Smart Helmet for Accident Detection
15) Milk Adulteration Detection System
16) Water Purification via Activated Carbon
17) Solar Dehydrator for Food Drying
18) Temperature-Controlled Chemical Reactor
19) Ethanol Mini-Plant Using Biomass
20) Smart Fluid Flow Control (Solenoid + pH Sensor)
21) Portable Water Quality Tester
22) AI Crop Disease Detection
23) AI-based Smart Irrigation
24) ECG Signal Acquisition and Plotting
25) AI-Powered Traffic Flow Prediction
26) Smart Grid Simulation with Load Monitoring

27) Smart Campus Indoor Navigator
28) Weather Station Prototype
29) Firefighting Robot with Sensor Guidance
30) Facial Recognition Dustbin
31) Barcode-Based Lab Inventory System
32) Growth Chamber for Plants
33) Biomedical Waste Alert System
34) Soil Classification with AI
35) Smart Railway Gate
36) Smart Bin Locator via GPS and Load Sensors
37) Algae-Based Water Purifier
38) Contactless Attendance via Face Recognition

- **Note:** The students can also design and implement their own ideas, apart from the list of experiments mentioned above.
- **Note:** A minimum of 8 to 10 experiments must be completed by the students.

III B.Tech – II Semester

		L	T	P	C
23A05701c	**AUGMENTED REALITY AND VIRTUAL REALITY**	**3**	**0**	**0**	**3**

Course Objectives:

To provide students with a foundational and practical understanding of Virtual Reality (VR) and Augmented Reality (AR) technologies, including their core concepts, input/output devices, modeling techniques, human perception factors, interaction methods, and audio-visual rendering, enabling them to analyze, design, and develop immersive virtual and augmented environments.

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

CO1: Describe the concept of virtual reality and Communication Media.

CO2: Understand current virtual reality hardware and software.

CO3: Understand various modeling approaches.

CO4: Illustrate the concepts of Human Factors and Applications of VR.

CO5: Build a Virtual Reality Application.

UNIT - I **(10 Lectures)**

INTRODUCTION TO VIRTUAL REALITY (VR): Defining Virtual Reality, Key elements of virtual reality experience, Virtual Reality, Telepresence, Augmented Reality and Cyberspace. **Bird's-Eye View:** Hardware, Software, Human Physiology and Perception.

UNIT-II **(10 Lectures)**

Input Devices: (Trackers, Navigation, and Gesture Interfaces): Three-dimensional position trackers, navigation and manipulation, interfaces and gesture interfaces**.**

Output Devices: Graphics displays, sound displays & haptic feedback.

UNIT-III **(10 Lectures)**

Modeling: Geometric modeling, Kinematics modeling, Physical modeling, Behaviour modeling, Model management.

UNIT-IV **(10 Lectures)**

Augmented Reality (AR): Taxonomy, Technology and Features of Augmented Reality, AR Vs VR, Challenges with AR, AR systems and functionality, Augmented Reality Methods, Visualization Techniques for Augmented Reality, Enhancing interactivity in AR Environments, Evaluating AR systems

AR software development :AR software, Camera parameters and camera calibration, Marker-based augmented reality, AR Toolkit.

UNIT-V **(10 Lectures)**

Interaction & Audio:

Interaction - Motor Programs and Remapping, Locomotion, Manipulation, Social Interaction. Audio -The Physics of Sound, The Physiology of Human Hearing, Auditory Perception, Auditory Rendering.

Interaction - Motor Programs and Remapping, Locomotion, Manipulation, Social Interaction.

Audio -The Physics of Sound, The Physiology of Human Hearing, Auditory Perception, Auditory Rendering. (from Text Book2)

TEXT BOOKS:

1. Virtual Reality Technology, Second Edition, Gregory C. Burdea& Philippe Coiffet, John Wiley & Sons, Inc, 2017.
2. Virtual Reality, Steven M. LaValle, Cambridge University Press, 2016.

REFERENCES:

1. RajeshK.Maurya,*Computer Graphics with Virtual Reality System*, 3rd Edition, Wiley Publication, 2018.
2. William R. Sherman and Alan B. Craig, *Understanding Virtual Reality Interface, Application, and Design*, 2nd Edition, Morgan Kaufmann Publishers, Elsevier, 2019.
3. GrigoreC.Burdea,PhilippeCoiffet,*Virtual Reality Technology*, 2nd Edition, Wiley,2017.
4. K.S. Hale and K. M. Stanney, *Handbook on Virtual Environments*, 2nd Edition, CRC Press, 2015.

WEB REFERENCES:

1. http://vr.cs.uiuc.edu/vrbook.pdf
2. https://nptel.ac.in/courses/106/106/106106138/

III B.Tech – II Semester

23A38601T	**MULTIMEDIA APPLICATIONS & DEVELOPMENT**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

- Understand the hardware and software needed to create projects using creativity and organization to create them.
- To know working with all aspects of images, Sound, video.
- Learn copyright laws associated with multimedia.
- Learn the cost involved in multimedia planning, designing, and producing.

Course Outcomes:

- Students will understand multimedia in respect to many application including business, schools, home, education, and virtual reality.
- Able to work with audio, video files and create animations
- Develop multimedia skills understanding the principal players of individual players in multimedia teams in developing projects.
- Learn ways to present their multimedia projects.

UNIT-I Introduction: Various facets of multimedia- audio, text, graphics, animation, video Classification of multimedia technology Multimedia - hardware/software essentials, different categories of multimedia software.

UNIT-II Working with Audio, Text and Graphics: Multimedia audio: Introduction, digital audio and sound card fundamentals, sound card functionalities, audio jacks, connectors, digital audio playback, audio editing, Multimedia text : introduction, designing text for multimedia, hypermedia, hypertext Multimedia graphics : introduction, basic concepts of colour displays, monitor video modes, colour monitors and their parameters, graphics in multimedia projects

UNIT-III Working with Video and Animation: Multimedia video : introduction, video in multimedia projects, digital video fundamental, full motion and full screen videos, digital video files sizes, digital video production techniques – video production in multimedia, shooting the sequences, video capture techniques, video capture boards, video capture software, editing video, embedding sound clips

UNIT-IV Multimedia Animation: introduction, classifications, two- dimensional animation and three-dimensional animation technology, animation development process, names of animation software tools for 2D and 3D.

UNIT-V Multimedia Project: Multimedia project design concepts – introduction, concept and design,various facets, media content design and development, interface design and development process, Multimedia authoring: introduction, multimedia programming vs. multimedia authoring, selection between authoring and programming tool, authoring methodologies, characteristics of authoring tools.

Textbooks:

1.Introduction to Multimedia: By Ana Weston Solomon, Tata McGraw-Hill Publishing Company Limited, 2005

Reference Books:

1.Multimedia Magic. By S. Gokul, BPB Publications, 1998.

III B.Tech – II Semester

23A38602T	**DESIGN OF INTERACTIVE SYSTEMS**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives

- To learn all the aspects of design and development of interactive systems, which are now an important part of our lives.
- To understand the range of requirements generation techniques.
- To understand different types of interaction, command languages and graphical user interfaces (GUIs).
- Understand the main characteristics of people that are relevant to designing interactive systems

Course Outcomes

After completion of the course, students will be able to

- Understand the innovative features of interactive system and be able to improve existing interfaces by considering these features.
- Explain the foundation of designing interactive systems
- Design Interaction design approaches in different contexts, e.g., web, social media, multimedia applications.
- Use techniques for understanding people and their activities in context.
- To evaluate mobile systems, applications and services.

UNIT-I Essentials of designing interactive systems Lecture 9 Hrs

Designing interactive systems: a fusion of skills, PACT: a framework for designing interactive systems, The process of human-centered interactive systems design, Usability, Experience Design, The Home Information Centre (HIC): a case study in designing interactive systems.

UNIT-II Techniques for designing interactive systems Lecture 8Hrs

Understanding, Envisionment, Design, Evaluation, Task analysis, Visual interface design, Multimodal interface design.

UNIT-III Contexts for designing interactive systems Lecture 8 Hrs

Designing websites: Website Development, The Information Architecture of Websites, Navigation Design for Websites.

Social Media: Background Ideas, Social Networking, The Developing Web.

Collaborative Environments: Issues for Cooperative Working, Technologies to Support Cooperative Working, Collaborative Virtual Environments,

Agents and avatars: Agents, Adaptive Systems, An Architecture for Agents, Application of Agent based Interaction, Avatars and Conversational Agents.

UNIT-IV Contexts for designing interactive systems Lecture 9 Hrs

Ubiquitous computing: Information Spaces, Blended Spaces, Home Environments, Navigating in Wireless Sensor Networks

Mobile Computing: Context Awareness, Understanding in Mobile Computing, Designing for Mobiles, Evaluation for Mobile Computing

Wearable computing: Introduction, Smart Materials, Material Design, From Materials to Implants.

UNIT V Foundations of designing interactive systems **Lecture 9 Hrs**

Memory, Attention and Human Error, Psychological Theories of Emotion, Detecting and Recognizing Emotions, Expressing Emotion, Human Information Processing, Situated Action, Distributed Cognition, Embodied Cognition, Activity Theory,Human Communication, People in Groups, Presence, Culture and Identity, Visual and Non-visual Perception, Navigation.

Textbooks:

1. Designing Interactive Systems: A Comprehensive Guide to HCI, UX & Interaction Design, 3rd ed by David Benyon

Reference Books:

1. Interactive System Design by Michael Lamming and William Newman
2. The Human Interface: New Directions for Designing Interactive Systems by JefRaskin

Online Learning Resources:

http://www.dcs.gla.ac.uk/~johnson/teaching/isd/course.html

III B.Tech – II Semester

23A05602a	**SOFTWARE TESTING METHODOLOGIES (Professional Elective-II)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

CourseObjectives:
To equip students with the theoretical foundations and practical techniques of software testing, including path, transaction flow, data flow, domain, and state-based testing methods, while fostering the ability to model software behavior, detect anomalies, evaluate testability, and apply graph-based and logic-based approaches to improve software reliability and quality.

Course Outcomes:

- To learn and understand the tools and techniques of software testing and its practice in the industry.
- To be aware of the differences between the various testing strategies.
- To know the taxonomy and purpose of software testing tools.
- Ability to apply graph-based and logic-based approaches to improve software reliability and quality.

UNIT-I: Introduction: Purpose of testing, Dichotomies, model for testing, consequences of bugs,taxonomy of bugs .

UNIT-II: Flow graphs and Path testing: Basics concepts of path testing, predicates, path predicates andachievable paths, path sensitizing, path instrumentation, application of path testing. Transaction Flow Testing: Transaction flows, transaction flow testing techniques. Dataflow testing: Basics of dataflow testing, strategies in dataflow testing, application of dataflowtesting.

UNIT-III: Domain Testing: domains and paths, Nice & ugly domains, domain testing, domains andinterfaces testing, domains and testability.

UNIT-IV: Paths, Path products and Regular expressions : Path products & path expression, reductionprocedure, applications, regular expressions & flow anomaly detection.

Logic Based Testing: Overview, decision tables, path expressions, kv charts, specifications.

UNIT-V: State, State Graphs and Transition testing : State graphs, good & bad state graphs, state testing, Testability tips. Graph Matrices and Applications: Motivational overview, matrix of graph, relations, power of a matrix, node reduction algorithm, building tools.

TEXT BOOKS:
1. Software Testing techniques - Boris Beizer, Dreamtech, secondedition.
2. Software Testing Tools – Dr.K.V.K.K.Prasad,Dreamtech.

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

III B.Tech – II Semester

23A05601T	**CRYPTOGRAPHY & NETWORK SECURITY (Professional Elective-II)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

Thiscourseaimsat trainingstudentstomasterthe:

- Theconceptsofclassicalencryptiontechniquesandconceptsoffinitefieldsandnumbertheory
- Workingprinciplesandutilitiesofvariouscryptographical lgorithmsincludingsecretkeycryptography, hashes,andmessagedigests,andpublickeyalgorithms
- Designissuesandworkingprinciplesofvarious authenticationprotocols,PKIstandards
- VariousecurecommunicationstandardsincludingKerberos,IPsec,TLS andemail
- Conceptsofcryptographicutilitiesandauthenticationmechanismsto designsecureapplications

Course Outcomes:

- Aftercompletionof thecourse,studentswill beableto
- Identifyinformationsecuritygoals,classicalencryptiontechniquesandacquirefundamentalkno wledgeonthe conceptsoffinitfieldsandnumbertheory
- Compare andapplydifferentencryptionanddecryptiontechniquestosolveproblemsrelatedtoconfidentialit yandauthentication
- Applytheknowledgeofcryptographicchecksumsandevaluatetheperformanceofdifferentmessa gedigestalgorithmsforverifyingtheintegrityof varyingmessagesizes.
- Applydifferentdigitalsignaturealgorithmsto achieveauthenticationandcreatesecureapplications
- Applynetworksecurity basics,analysedifferentattackson networksand evaluatetheperformanceoffirewallsandsecurityprotocolslikeTLS,IPSec,andPGP
- Applytheknowledgeofcryptographicutilitiesandauthenticationmechanismstodesignsecureap plications

UNIT-I **Lecture9Hrs**

ComputerandNetworkSecurityConcepts:ComputerSecurityConcepts,TheOSISecurityArchitecture,Se curityAttacks,SecurityServices,SecurityMechanisms,AModelforNetworkSecurity,ClassicalEncryptio nTechniques: SymmetricCipherModel,SubstitutionTechniques, TranspositionTechniques,Steganography,BlockCiphers:TraditionalBlockCipherStructure,TheDataEn cryptionStandard,AdvancedEncryptionStandard:AESStructure,AESTransformationFunctions

UNIT-II **Lecture9Hrs**

NumberTheory:
TheEuclideanAlgorithm,Modular
Arithmetic,Fermat'sandEuler'sTheorems,TheChineseRemainderTheorem,DiscreteLogarithms,Finite Fields:FiniteFieldsoftheFormGF(p),FiniteFields of theFormGF(2^n).PublicKeyCryptography:Principles,PublicKeyCryptographyAlgorithms,RSAAlgorit hm,DiffieHellmanKeyExchange,Elliptic CurveCryptography.

UNIT-III **Lecture9Hrs**

CryptographicHashFunctions:ApplicationofCryptographicHashFunctions,Requirements&Security,S ecureHashAlgorithm,MessageAuthenticationFunctions,Requirements&Security,HMAC&CMAC.Di gitalSignatures:NISTDigitalSignatureAlgorithm,DistributionofPublicKeys,X.509Certificates,Public-

KeyInfrastructure

UNIT-IV **Lecture9Hrs**

UserAuthentication:RemoteUserAuthenticationPrinciples,Kerberos.ElectronicMailSecurity:PrettyGoodPrivacy(PGP)AndS/MIME.IPSecurity:IP SecurityOverview, IP SecurityPolicy,EncapsulatingSecurityPayload,CombiningSecurityAssociations,InternetKeyExchange.

UNIT-V **Lecture8Hrs**

TransportLevelSecurity:WebSecurityRequirements,TransportLayerSecurity(TLS),HTTPS,SecureShell(SSH)Firewalls:FirewallCharacteristicsandAccessPolicy,TypesofFirewalls,FirewallLocationandConfigurations.

Textbooks:

1) CryptographyandNetworkSecurity-Principles and PracticeWilliamStallings, PearsonEducation,8th Edition.
2) Cryptography,NetworkSecurityandCyberLaws– BernardMenezes,CengageLearning,2010edition.

Reference Books:

1) CryptographyandNetworkSecurity-BehrouzAForouzan,DebdeepMukhopadhyaya,Mc-GrawHill,3rd Edition,2015.
2) NetworkSecurityIllustrated,JasonAlbaneseandWesSonnenreich,MGHPublishers,2003.

Online Learning Resources:

3) https://nptel.ac.in/courses/106/105/106105031/lecture
4) https://nptel.ac.in/courses/106/105/10105162/lecture by Dr.SouravMukhopadhyay IIT Kharagpur [VideoLecture]
5) https://www.mitel.com/articles/web-communication-cryptography-and-network- securityweb articles by MitelPowerConnections.

III B.Tech – II Semester

23A37501T	**CLOUDCOMPUTING (Professional Elective-II)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

CourseObjectives:

- Toexplainthe evolvingcomputermodel calledcloudcomputing.
- Tointroducethevariouslevelsofservicesthatcanbeachievedbycloud.
- Todescribethesecurityaspectsincloud.

CourseOutcomes(CO):

Aftercompletionof thecourse,studentswill beableto

- Abilitytocreatecloudcomputingenvironment
- AbilitytodesignapplicationsforCloudenvironment
- Design&developbackupstrategiesforclouddatabasedonfeatures.
- UseandExaminedifferentcloudcomputingservices.
- Apply differentcloudprogrammingmodel asperneed.

UNIT-IBasics ofCloud computing Lecture8Hrs

Introductiontocloudcomputing: Introduction,Characteristicsofcloudcomputing,CloudModels,Cloud ServicesExamples,CloudBasedservicesandapplications.

CloudconceptsandTechnologies: Virtualization,Loadbalancing,ScalabilityandElasticity,Deployment ,Replication,Monitoring,Softwaredefined,Networkfunctionvirtualization,MapReduce,IdentityandAcc essManagement,services levelAgreements,Billing.

CloudServicesandPlatforms: ComputeServices,StorageServices,DatabaseServices,Applicationservi ces,Contentdeliveryservices,AnalyticsServices,DeploymentandManagementServices,IdentityandAcc essManagementservices,OpenSourcePrivateCloudsoftware.

UNITI-IIHadoopand Python Lecture9Hrs

HadoopMapReduce: ApacheHadoop,HadoopMapReduceJobExecution,HadoopSchedulers,Hadoop Clustersetup.

CloudApplicationDesign:ReferenceArchitectureforCloudApplications,CloudApplicationDesignMet hodologies,Data StorageApproaches.

Python Basics: Introduction,InstallingPython,PythondataTypes&Data Structures,Controlflow,Function, Modules,Packages,Filehandling,Date/TimeOperations,Classes.

UNIT-IIIPythonforCloud computing Lecture8Hrs

PythonforCloud: PythonforAmazonwebservices,PythonforGoogleCloudPlatform,Pythonforwindows Azure,PythonforMapReduce,PythonpackagesofInterest,PythonwebApplicationFramework,Designing aRESTfulwebAPI.

CloudApplicationDevelopmentinPython:Design Approaches,Image ProcessingAPP,DocumentStorageApp,MapReduceApp,Social MediaAnalyticsApp.

UNIT-IVBigdata,multimediaand Tuning Lecture8Hrs

BigDataAnalytics: Introduction,ClusteringBigData, Classification of BigdataRecommendationofSystems.

MultimediaCloud: Introduction,CaseStudy:LivevideoStreamingApp,StreamingProtocols,caseStudy: VideoTranscodingApp.

CloudApplicationBenchmarkingandTuning: Introduction,WorkloadCharacteristics,ApplicationPer formanceMetrics,DesignConsiderationsforaBenchmarkingMethodology,BenchmarkingTools,Deploy ment Prototyping,LoadTesting&BottleneckDetectioncaseStudy,HadoopbenchmarkingcaseStudy.

UNIT-VApplicationsand IssuesinCloud

Lecture9Hrs

CloudSecurity: Introduction,CSACloudSecurityArchitecture, Authentication,Authorization,IdentityAccessManagement,Data Security,KeyManagement,Auditing.
CloudforIndustry, Healthcare&Education: CloudComputingforHealthcare,CloudcomputingforEnergySystems,CloudComputingorTransportationSystems,CloudComputingforManufacturingIndustry,Cloudcomputing forEducation.

MigratingintoaCloud: Introduction,BroadApproachestomigratingintothecloud,theseven–stepmodel ofmigrationintoacloud.

OrganizationareadinessandChangeManagementinTheCloudAge: Introduction,BasicconceptsofOrganizationalReadiness,Driversforchanges:Aframeworktocomprehend, commonchangemanagementmodels,changemanagementmaturitymodels,Organizationalreadinessself –assessment.

LegalIssuesinCloudComputing:Introduction,DataPrivacyandsecurityIssues,cloudcontractingmodels,Jurisdictionalissuesraisedbyvirtualization and at location,commercialandbusinessconsiderations,Special Topics.

Textbooks:

1. Cloudcomputing
2. Ahands-on Approach‖ByArshdeepBahga,VijayMadisetti,Universities Press,2016
3. CloudComputingPrinciplesandParadigms:ByRajKumarBuyya,JamesBroberg,AndrzejGoscinski, Wiley,2016

ReferenceBooks:

1. MasteringCloudComputingbyRajkumarBuyya,ChristianVecchiola,SThamaraiSelvi,TMH
2. CloudcomputingAHands-OnApproachbyArshdeepBahgaandVijayMadisetti.
3. CloudComputing:APracticalApproach,AnthonyT.Velte,TobyJ.Velte,RobertElsenpeter,TataMcGrawHill,rp2011.
4. EnterpriseCloudComputing,GautamShroff,CambridgeUniversityPress,2010.
5. CloudApplicationArchitectures:BuildingApplicationsandInfrastructure in the Cloud, GeorgeReese,O'Reilly,SPD, rp2011.
6. EssentialsofCloudComputingbyK.Chandrasekaran. CRCPress.

OnlineLearningResources:

Cloudcomputing –Course(nptel.ac.in)

III B.Tech – II Semester

23A38603	**USABILITY STUDIES AND EVALUATION (Professional Elective-II)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

- To develop an understanding of usability testing and evaluation concepts and techniques.
- To gain experience conducting both formal and informal usability evaluations.
- To develop skills as a usability testing moderator.
- To understand trade-offs in applying different evaluation techniques.
- To gain hands-on experience with the details of designing, planning, conducting, and reporting results of a usability evaluation.

Course Outcomes:

After completion of the course, students will be able to

- Describe the human centered design process and usability engineering process and their roles in system design and development.
- Discuss usability design guidelines, their foundations, assumptions, advantages, and weaknesses.
- Describe basics of human subject's research.
- Design a user interface based on analysis of human needs and prepare a prototype system.
- Assess user interfaces using different usability engineering techniques. Make a final report that justifies design decisions.

UNIT-I Overview of Usability **Lecture 8Hrs**

Introduction: Usability and Other Considerations, Definition of Usability, Example: Measuring the Usability of Icons, Usability Trade-Offs, Categories of Users and Individual User Differences.
Generations of User Interfaces: Batch Systems, Line-Oriented Interfaces, Full-Screen Interfaces, Graphical User Interfaces, Next-Generation Interfaces, Long-Term Trends in Usability.

UNIT-II Usability Engineering Lifecycle **Lecture 9Hrs**

Scenario-Based Usability Engineering: Design by Scenario-Marissa's Gravity Project, Managing Software Development, Usability in Software Development, Doing Scenario-Based Usability Engineering, Example-Based Learning of SBD.
The Usability Engineering Lifecycle: Know the User, Competitive Analysis, Goal Setting, Parallel Design, Participatory Design, Coordinating the Total Interface, Guidelines and Heuristic Evaluation, Prototyping, Interface Evaluation, Iterative Design, Follow-Up Studies of Installed Systems, MetaMethods, Prioritizing, Usability Activities.

UNIT III Usability Heuristics and Testing **Lecture 9Hrs**

Usability Heuristics: Simple and Natural Dialogue, Speak the Users' Language, Minimize User Memory Load, Consistency, Feedback, Clearly Marked Exits, Shortcuts, Good Error Messages, Prevent Errors, Help and Documentation, Heuristic Evaluation.
Usability Testing: Test Goals and Test Plans, Getting Test Users, Choosing Experimenters, Ethical Aspects of Tests with Human, Subjects, Test Tasks, Stages of a Test, Performance Measurement, Thinking Aloud, Usability Laboratories.

UNIT-IV Usability Assessment Methods and Interface Standard Lecture 8Hrs

Usability Assessment Methods beyond Testing: Observation, Questionnaires and Interviews, Focus Groups, Logging, Actual Use, User Feedback, Choosing Usability Methods.
Interface Standards: National, International and Vendor Standards, Producing Usable In-House Standards.

UNIT-V International User Interfaces and Future Developments Lecture 8Hrs

International User Interfaces: International Graphical Interfaces, International Usability Engineering, Guidelines for Internationalization, Resource Separation, Multilocale Interfaces.
Future Developments: Theoretical Solutions, Technological Solutions, CAUSE Tools: ComputerAided Usability Engineering, Technology Transfer

Textbooks:

1. J. Nielsen, Usability Engineering, Morgan Kaufmann, San Francisco, 1993.
2. Mary Beth Rosson and John M. Carroll, Usability Engineering: Scenario-Based Development of Human-Computer Interaction, Morgan Kaufmann.

Reference Books:

1. J. Preece, Y.Rogers and H. Sharp, Interaction Design: Beyond Human – Computer
Interaction, John Wiley and Sons, Delhi, 2003.
2. W. O Galitz, The Essential Guide to User Interface Design, John Wiley and Sons –
Dream Tech India Pvt.Ltd, Delhi, 2002.
3. Developing User Interfaces - Ensuring Usability through Product & Process by Deborah Hix, Rex Hartson, Wiley.

Online Learning Resources:

https://onlinecourses.nptel.ac.in/noc22_de03/preview

III B.Tech – II Semester

23A05504a	**OBJECT ORIENTED ANALYSIS AND DESIGN (Professional Elective-III)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

1. Describe the activities in the different phases of the object-oriented development lifecycle.
2. Understand the concepts of object-oriented model with the E-R and EER models.
3. Model a real-world application by using UML diagram.
4. Design architectural modelling.
5. Describing an application of UML.

Course Outcomes:

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

1. The importance of modelling in UML.
2. Compare and contrast the object-oriented model with the E-R and EER models.
3. Design use case diagram.
4. Design an application using deployment diagram.
5. Apply UML diagrams to build library application.

UNIT – I **9 Hrsm**

Introduction to UML: Importance of modelling, principles of modelling, object-oriented modelling, conceptual model of the UML, Architecture, Software Development Life Cycle.

UNIT – II **9 Hrs**

Basic Structural Modelling: Classes, Relationships, common Mechanisms, and diagrams.

Advanced Structural Modelling: Advanced classes, advanced relationships, Interfaces, Types and Roles, Packages. Class & Object Diagrams: Terms, concepts, modelling techniques for Class & Object Diagrams.

UNIT – III **9 Hrs**

Basic Behavioural Modelling-I: Interactions, Interaction diagrams.
Basic Behavioural Modelling-II: Use cases, Use case Diagrams, Activity Diagrams.

UNIT – IV **9 Hrs**

Advanced Behavioral Modelling: Events and signals, state machines, processes and Threads, time and space, state chart diagrams. Architectural Modelling: Component, Deployment, Component diagrams and Deployment diagrams.

UNIT – V **9 Hrs**

Patterns and Frameworks, Artifact Diagrams. Case Study: The Unified Library application.

Text Books:

1. Grady Booch, James Rumbaugh, Ivar Jacobson: The Unified Modelling Language User Guide,
Pearson Education 2nd Edition.
2. Object-Oriented Analysis and Design with the Unified Process By John W. Satzinger, Robert B Jackson and Stephen D Burd, Cengage Learning.

Reference Books:

1. Meilir Page-Jones: Fundamentals of Object-Oriented Design in UML, Pearson Education.
2. Pascal Roques: Modelling Software Systems Using UML2, WILEY-Dreamtech India Pvt. Ltd.
3. AtulKahate: Object Oriented Analysis & Design, The McGraw-Hill Companies.
4. Mark Priestley: Practical Object-Oriented Design with UML, TMH.
5. Appling UML and Patterns: An introduction to Object – Oriented Analysis and Design and Unified Process, Craig Larman, Pearson Education

III B.Tech – II Semester

23A05603b	**MOBILE ADHOC NETWORKS (Professional Elective-II)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objective:

- Knowledge of mobile ad hoc networks, design and implementation issues, and available solutions.
- Knowledge of routing mechanisms and the three classes of approaches: proactive, on-demand, and hybrid.
- Knowledge of clustering mechanisms and the different schemes that have been employed, e.g., hierarchical, flat, and leaderless.
- Knowledge of the 802.11 Wireless Lan (WiFi) and Bluetooth standards.

Course Outcomes:

- Describe the unique issues in ad-hoc/sensor networks.
- Describe current technology trends for the implementation and deployment of wireless ad-hoc/sensor networks.
- Discuss the challenges in designing MAC, routing and transport protocols for wireless ad-hoc/sensor networks.
- Discuss the challenges in designing routing and transport protocols for wireless Adhoc/sensor networks.
- Comprehend the various sensor network Platforms, tools and applications.

UNIT-I Introduction to Ad Hoc Networks:

Characteristics of MANETs, Applications of MANETs and challenges of MANETs -Routing in MANETs: Criteria for classification, Taxonomy of MANET routing algorithms, Topology based routing algorithms, Position based routing algorithms, Other routing algorithms.

UNIT-II Data Transmission:

Broadcast storm problem, Broadcasting, Multicasting and Geocasting -TCPover Ad Hoc: TCP protocol overview, TCP and MANETs, Solutions for TCP over Ad hoc.

UNIT-III Basics of Wireless, Sensors and Applications:

Applications, Classification of sensor networks, Architecture of sensor network, Physical layer, MAC layer, Link layer.

UNIT-IV Data Retrieval in Sensor Networks:

Routing layer, Transport layer, High-level application layer support, Adapting to theinherent dynamic nature of WSNs, Sensor Networks and mobile robots-Security: Security in Ad Hoc networks, Key management, Secure routing, Cooperation in MANETs, Intrusion Detection systems.

UNIT-V

Sensor Network Platforms and Tools: Sensor Network Hardware, Berkeley motes, Sensor Network Programming Challenges, Node-Level Software Platforms -Operating System:TinyOS -

Imperative Language:nesC, Dataflow style language: TinyGALS,NodeLevel Simulators, ns-2 and its sensor network extension.

TEXT BOOKS:

1. Ad Hoc and Sensor Networks –Theory and Applications, Carlos CorderioDharma

P.Aggarwal,World Scientific Publications, March 2006,ISBN –981-256-681-3

2. Wireless Sensor Networks: An Information Processing Approach, Feng Zhao, Leonidas Guibas,

Elsevier Science, ISBN –978-1-55860-914-3 (Morgan Kauffman)

III B.Tech – II Semester

23A05504c	**DATA WAREHOUSING&DATAMINING (Professional Elective-III)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

COURSE OBJECTIVES:

This course is designed to:

- Familiarize with mathematical foundations of data mining tools.
- Introduce classical models and algorithms in data warehouses and data mining.
- Investigate the kinds of patterns that can be discovered by association rule mining, classification and clustering.
- Explore data mining techniques in various applications like social, scientific and environmental context.

Course Outcomes:

Upon completion of the course, the students should be able to:

- Design a Data warehouse system and perform business analysis with OLAP tools (L6).
- Apply suitable pre-processing and visualization techniques for data analysis (L3)
- Apply frequent pattern and association rule mining techniques for data analysis (L3)
- Design appropriate classification and clustering techniques for data analysis (L6)
- Infer knowledge from raw data (L4)

UNIT-I:

Basic Concepts – Data Warehousing Components – Building a Data Warehouse – Database Architectures for Parallel Processing – Parallel DBMS Vendors – Multidimensional Data Model – Data Warehouse Schemas for Decision Support, Concept Hierarchies -Characteristics of OLAP Systems – Typical OLAP Operations, OLAP and OLTP.

UNIT-II:

Introduction to Data Mining Systems – Knowledge Discovery Process – Data Mining Techniques – Issues – applications- Data Objects and attribute types, Statistical description of data, Data Preprocessing – Cleaning, Integration, Reduction, Transformation and discretization, Data Visualization, Data similarity and dissimilarity measures.

UNIT-III:

Mining Frequent Patterns, Associations and Correlations – Mining Methods- Pattern Evaluation Method – Pattern Mining in Multilevel, Multi Dimensional Space – Constraint Based Frequent Pattern Mining, Classification using Frequent Patterns.

UNIT-IV:

Decision Tree Induction – Bayesian Classification – Rule Based Classification – Classification by Back Propagation – Support Vector Machines — Lazy Learners – Model Evaluation and Selection-Techniques to improve Classification Accuracy. Clustering Techniques – Cluster analysis-Partitioning Methods – Hierarchical Methods – Density Based Methods – Grid Based Methods – Evaluation of

clustering – Clustering high dimensional data- Clustering with constraints, Outlier analysis-outlier detection methods.

UNIT-V: WEKA TOOL

Datasets – Introduction, Iris plants database, Breast cancer database, Auto imports database – Introduction to WEKA, The Explorer – Getting started, Exploring the explorer, Learning algorithms, Clustering algorithms, Association–rule learners.

TEXT BOOK:

1.Jiawei Han and MichelineKamber, ―Data Mining Concepts and Techniques, Third Edition, Elsevier, 2012.

REFERENCES:

1.Alex Berson and Stephen J.Smith, ―Data Warehousing, Data Mining & OLAP‖, Tata McGraw – Hill Edition, 35th Reprint 2016.

2.K.P. Soman, ShyamDiwakar and V. Ajay, ―Insight into Data Mining Theory and Practice, Eastern Economy Edition, Prentice Hall of India, 2006.

3.Ian H.Witten and Eibe Frank, ―Data Mining: Practical Machine Learning Tools and Techniques, Elsevier, Second Edition.

III B.Tech – II Semester

23A38604	**COMPUTER GRAPHICS & ANIMATION (Professional Elective-III)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

- To introduce the use of the components of a graphics system and become familiar with the building approach of graphics system components and related algorithms.
- To provide insights on how to scan, convert the basic geometrical primitives, how to transform the shapes to fit them as per the picture definition.
- To provide an understanding of mapping from world coordinates to device coordinates, clipping, and projections.
- To discuss the application of computer graphics concepts in the development of computer games, information visualization, and business applications.
- To familiarize the students with various approaches, methods and techniques of Animation Technology.

Course Outcomes: After completion of the course, students will be able to

Implement line, circle and ellipse drawing algorithms.

- Design applications that display graphic images to given specifications
- Inspect various algorithms to scan, convert the basic geometrical primitives, transformations, area filling, clipping.
- Apply simple and composite transformations on graphics objects/elements.
- Implement filling algorithms, line and polygon clipping algorithms and create animations.

UNIT-I **Lecture 8Hrs**

Introduction to Computer Graphics and Raster Scan Graphics

Introduction to Computer Graphics: Overview of Computer Graphics, Raster Refresh Graphics Displays, Cathode Ray Tube Basics, Video Basics, Flat Panel Displays, Hardcopy Output devices, Interactive Devices, Data Generation Devices, Graphical User Interfaces.

Raster Scan Graphics: Line drawing algorithms, DDA, Bresenham's Algorithm, Circle GenerationBresenham's Algorithm, Filled Area Algorithms: Scan line: Polygon Filling Algorithm, Boundary Fill Algorithm.

UNIT-II Two Dimensional Transformations &Viewing Lecture 9Hrs

Two-Dimensional transformations: transformations, translation, scaling, rotation, reflection, composite transformation.

Two-Dimensional Viewing: The viewing pipeline, Window-to-Viewport Coordinate Transformation, Point Clipping, Line Clipping: - 4-bit code algorithm, Sutherland-Cohen algorithm, parametric line clipping algorithm (Cyrus Beck), Polygon clipping algorithm: Sutherland-Hodgeman polygon clipping algorithm.

UNIT-III Three Dimensional Transformations &Viewing Lecture 8Hrs

Three-Dimensional Transformations: Three-dimensional graphics concept, Matrix representation of 3 D Transformations, Composition of 3-D transformation.

Three-Dimensional Viewing: Projections, types of projections, mathematics of planner geometric projections, coordinate systems. Hidden surface removal: Introduction to hidden surface removal. Z- buffer algorithm, scanline algorithm, area subdivision algorithm

UNIT-IV Representing Curves and Surfaces Lecture 8Hrs

Representing Curves and Surfaces: Parametric representation of curves: Bezier curves, B-Spline curves. Parametric representation of surfaces; Interpolation method.

Rendering: Illumination Models, Shading Models for Polygons, Shadows, Transparency, Displaying Light Intensities, Polygon-Rendering Methods.

UNIT-V Computer Animation Lecture 9 Hrs

Fundamentals of computer animation, Animation Techniques. Raster Animations, ComputerAnimation Languages, Key Frame Systems, Motion Specifications.

Textbooks:

1. Hearn, D. and Pauline Baker,M., Computer Graphics, 2nd Edition, Pearson Education, 2002.
2. Procedural Elements for Computer Graphics – David F. Rogers, 2001, T.M.H Second Edition.
3. "Computer Graphics Second edition", Zhigandxiang, Roy Plastock, Schaum's outlines, Tata Mc Graw hill edition.
4. Computer Graphics, R. K. Maurya, John Wiley
5.

Reference Books:

1. Neuman, W.M., and Sproull, R.F., Principles of Interactive Computer Graphics, McGraw Hill Book Co., 1979.
2. Fundamentals of 3Dimensional Computer Graphics by Alan Watt, 1999, Addision Wesley.
3. Computer Graphics: Secrets and Solutions by Corrign John, BPB 4
4. M.C. Trivedi, NN Jani, Computer Graphics, Jaico Publications
5. RishabhAnand, Computer Graphics- A practical Approach, Khanna Publishing House

Online Learning Resources:

https://nptel.ac.in/courses/106106090

III B.Tech – II Semester

		L	T	P	C
23A38601P	**MULTIMEDIA APPLICATION DEVELOPMENT LAB**	**0**	**0**	**3**	**1.5**

Course Objectives:

- Describe different realizations of multimedia tools and the way in which they are used.
- Compare various data compression schemes.
- Analyze user interface for a given application

Course Outcomes:

- Demonstrate editing and integration of graphic images, animation, video and audio files
- Design a short films and teaching material for better understanding.
- Apply different multimedia development tools to produce web based and stand-alone user interfaces.

List of Experiments:

Basic Multimedia programs using PHOTOSHOP

01. Write a program to visualize a given image in different forms using features like brightness, contrast, blur etc.

02. Write a program to design a visiting card containing at least one Graphic and Text information.

03. Write a program to prepare a cover page for any book in your subject area.

04. Write a program to use appropriate tools from the tool box to cut the objects from three files

(F1.jpg, F2.jpg, F3.jpg) ; Organize them in a single file and apply feather effects.

Multimedia Programs developed using FLASH

01. Write a Program to perform motion tweening operation using flash

02. Write a Program to create a 24 spokes on a wheel using flash.

03. Write a Program to change and object shape using a shape tweening concept.

04. Write a program to create an animated e-card using adobe Flash.

05. Write a Program to create an animation to represent the Growing Moon.

06. Write a Program to create an animation to indicate a ball bouncing on Steps.

07. Write a Program to simulate a ball hitting another ball.

08. Write a Program to change a circle into a square using Flash.

Rich Internet Applications (RIA) using Adobe Flex and Ajax

1. Write an MXML code to display HelloWorld using Flex.
2. Create a Flex Project using Flash Builder IDE to run HelloWorld Application.
3. Implement an AJAX program to fetch RSS feeds from a well-known RSS feed site.
4. Provide a scrolling display of latest news on your page. You can use xparser.js if you like.
5. Implement an RSS-based search feature. Have a text box and a button in your page for the same. Show the results in a separate which has the results as hyperlinks, which the user can click.
6. Use the Reverse AJAX technique to build a web-based chat application. The application is one-way browser-based. That is, we have a window in which one user types his messages. From other other side, the second user directly updates a file on the server (instead of a browser area).
7. A file on a server has information about cricket players. The fields represent name, country, matches, runs and centuries. The fields are separated by colons (:). The front end screen has a text field in which the user can enter a country. The server returns details of all players belonging to that country in the form of one big JSON object. The client parses the JSON object and builds an HTML table to print the results. Implement the server side script and the client code.
8. Write an Ajax enabled address book web application that interacts with a webservice to obtain data and to modify data in a server-side database.
9. Write a Calender web application built using Dojo toolkit.

References:

1. Professional Adobe Flex 3, Joseph Balderson, Peter Ent, et al, WroxPublications,Wiley
India, 2009.
2. Multimedia Communications: Applications, Networks, Protocols and Standards, Fred Halsall, Pearson Education, 2001, RP 2005.
3. Multimedia making it work, Tay Vaughan, 7th edition, TMH, 2008.
4. Introduction to multimedia communications and Applications, Middleware,Networks, K. R. Rao, Zoran, Dragored, Wiley India, 2006, RP. 2009.
5. Multimedia Computing, Communications & Applications, Ralf Steinmetz and KlaraNahrstedt, earson Education, 2004
6. Principles of Multimedia, Ranjan Parekh, TMH, 2006.
7. Multimedia in Action, James E. Shuman, Cengage Learning, 198, RP 2008.
8. Multimedia Systems design, Prabhat K. Andleigh, KiranThakrar, PHI, 1986.
9. Multimedia and Communications Technology, Steve Heath, Elsevier, 1999, RP 2003.
10. Adobe Flash CS3 Professional, Adobe press, Pearson Education, 2007.
11. Flash CS3 Professional Advanced, Russel Chun, Pearson Education, 2007.
12. Flash CS5, Chris Grover, O'Reilly, SPD, 2010.
13. SAMS Teach yourself Adobe flash CS3, Pearson Education, 2007.
14. Flex 4 Cookbook, Joshua Noble, et. al, O'Reilly, SPD 2010.
15. Flex3 – A beginner's guide, Michele E. Davis, Jon A. Phillips, TMH, 2008.
16. Mastering Dojo, R. Gill, C. Riecke and A. Russell, SPD, 2008.

III B.Tech – II Semester

23A38602P	**DESIGN OF INTERACTIVE SYSTEMS LAB**	**L**	**T**	**P**	**C**
		0	**0**	**3**	**1.5**

Course Objectives:

- To understand Importance of Good Design
- To understand Advantages of Graphical Interface

Course Outcomes:

After completion of the course, students will be able to

1. Choose a proper screen based control and Develop system menus and navigation schemes.
2. Develop end-user interfaces incorporating problem solving solutions in HCI.
3. Apply Information Systems tools to prototype the end-user design.
4. Effectively design items within toolbar / menus/ control panel as per the context and use.
5. Compare different keypad designs based on the results obtained and graphs.
6. Verify the effects of inconsistencies in interface which cause increase in errors and time taken to perform a task.

List of Experiments:

1)Design an user interface for the following:

i) Assigning a grade to students based on the subjects marks.

ii) For registration of a student for admissions,

2) Design an user interface for the following:

i) to check whether the B.Tech is leap B.Tech or not
ii) for simple sort program

3) Design a prototype of a TV Remote Control using the standard buttons provided.
4) Effect of different font types and sizes on readability.
5) Design user interface screens for an online shopping website. You are required to design interaction screens that should clearly indicate usage of the good design principles.
6) Considering online shopping user interface screens as a sample, design Visually appealing interface by using i) meaningful contrast between screen elements, ii) Grouping and Aligning screen elements, and iii) Using colors and graphics effectively.
7) Design user interface by selecting the best and appropriate screens elements (e.g. Textboxes, combo box, icons, labels etc.) suitable for online shopping website. Present these elements on the screen to increase the usability, clarity, predictability of your interface.
8) Design user interface by choosing proper background and foreground color that is suitable for your application. Also appropriate color should be selected for highlighting selection. You are required to design TWO interaction screens, one without using colors and one with the use of appropriate colors. The second version should clearly indicate its advantages over the first version.

9) Design menu and navigational scheme for your project. You are required to submit two versions of menu and navigational scheme design. One without using principles of menu design and another by following menu design guidelines
10) Provide proper feedback, documentation and assistance for your project. You are required to submit two versions of the system. One without using principles of UI design and another by following principles and guidelines of UI design.
11) **Usability Measurement Tool for E-Learning (UMTEL)**: This online measurement tool consists of six simple checklists that could be used by a novice evaluator to evaluate usability level of an e-learning. (**https://hci-iitg.vlabs.ac.in/)**
12) Apply Fitt's Law in designing and placing widgets on computer interface. **(https://hciiitg.vlabs.ac.in/)**

References:

1. Alan Dix, Janet Finlay, Gregory Abowd, Russell Beale, Human Computer Interaction, Third Edition, Pearson Education, 2004.
2. Brian Fling, Mobile Design and Development, First Edition , O'Reilly Media, 2009 3.Bill Scott and Theresa Neil, Designing Web Interfaces, First Edition, O'Reilly, 2009.
4. 3D User Interfaces: Theory and Practice (2nd Edition) *(Usability)* by Joseph J. LaViola Jr., Ernst Kruijff, Ryan P. McMahan, Doug Bowman, Ivan P. Poupyrev.
5. Interaction Design: Beyond Human-Computer Interaction *(4th Edition)* by Jenny Preece, Helen Sharp, Yvonne Rogers (Wiley).Article - Atkinson, R. C., & Shiffrin, R. M. (1968). Human memory: A proposed system and its control processes. *Psychology of learning and motivation: II, 249.*
6. Designing the User Interface, 3rd Ed By Ben Shneiderman
7. Hiroshi Ishii, Minoru Kobayashi, KazuhoArita. Iterative design of seamless collaboration media. Communications of the ACM, August 1994/Vol. 37, No.8.
8. Jakob Nielsen. "Card Sorting to Discover the Users' Model of the InformationSpace".Useit.1995.[online] http://www.useit.com/papers/sun/cardsort.html [Accessed on 10 Oct 2011] .
9. Minimalistic and intuitive interface design guidelines for consumer electronicsdevices http://www.jot.fm/issues/issue_2007_03/column5.pdf
10. http://www.yuiblog.com/blog/2007/10/02/challenges-of-interface-design-for-mobile-devices/
11. http://www.usabilityfirst.com/usability-methods/hci-design-approaches/

Online Learning Resources/Virtual Labs:

https://hci-iitg.vlabs.ac.in/

III B.Tech II Semester

		L	T	P	C
23A52501	**SOFTSKILLS**	**0**	**1**	**2**	**2**

Course Objectives:

- To encourage all round development of the students by focusing on soft skills
- To make the students aware of critical thinking and problem-solving skills
- To enhance healthy relationship and understanding within and outside an organization
- To function effectively with heterogeneous teams

Course Outcomes (CO):

COs	Statements	Blooms level
CO1	List out various elements of soft skills	L1, L2,
CO2	Describe methods for building professional image	L1, L2
CO3	Apply critical thinking skills in problem solving	L3
CO4	Analyse the needs of an individual and team for well-being	L4
CO5	Assess the situation and take necessary decisions	L5
CO6	Create a productive work place atmosphere using social and work-life skills ensuring personal and emotional well-being	L6

SYLLABUS

UNIT – I	**Soft Skills & Communication Skills**	Lecture Hrs

Soft Skills - Introduction, Need - Mastering Techniques of Soft Skills – Communication Skills - Significance, process, types - Barriers of communication - Improving techniques

Activities:

Intrapersonal Skills- Narration about self- strengths and weaknesses- clarity of thought – self-expression – articulating with felicity

(The facilitator can guide the participants before the activity citing examples from the lives of the great, anecdotes and literary sources)

Interpersonal Skills- Group Discussion – Debate – Team Tasks - Book and film Reviews by groups - Group leader presenting views (non- controversial and secular) on contemporary issues or on a given topic.

Verbal Communication- Oral Presentations- Extempore- brief addresses and speeches- convincing- negotiating- agreeing and disagreeing with professional grace.

Non-verbal communication – Public speaking – Mock interviews – presentations with an objective to identify non- verbal clues and remedy the lapses on observation

UNIT – II	**Critical Thinking**	Lecture Hrs

Active Listening – Observation – Curiosity – Introspection – Analytical Thinking – Open-mindedness – Creative Thinking - Positive thinking - Reflection

Activities:

Gathering information and statistics on a topic - sequencing – assorting – reasoning – critiquing issues – placing the problem – finding the root cause - seeking viable solution – judging with rationale – evaluating the views of others - Case Study, Story Analysis

UNIT – III	**Problem Solving & Decision Making**	Lecture Hrs

Meaning & features of Problem Solving – Managing Conflict – Conflict resolution –
Team building - Effective decision making in teams – Methods & Styles

Activities:

Placing a problem which involves conflict of interests, choice and views – formulating the problem –

exploring solutions by proper reasoning – Discussion on important professional, career and organizational decisions and initiate debate on the appropriateness of the decision.
Case Study & Group Discussion

UNIT – IV	**Emotional Intelligence & Stress Management**	Lecture Hrs

Managing Emotions – Thinking before Reacting – Empathy for Others – Self-awareness – Self-Regulation – Stress factors – Controlling Stress – Tips

Activities:
Providing situations for the participants to express emotions such as happiness, enthusiasm, gratitude, sympathy, and confidence, compassion in the form of written or oral presentations.
Providing opportunities for the participants to narrate certain crisis and stress –ridden situations caused by failure, anger, jealousy, resentment and frustration in the form of written and oral presentation, Organizing Debates

UNIT – V	**Corporate Etiquette**	Lecture Hrs

Etiquette- Introduction, concept, significance - Corporate etiquette - meaning, modern etiquette, benefits - Global and local culture sensitivity - Gender Sensitivity - Etiquette in interaction- Cell phone etiquette - Dining etiquette - Netiquette - Job interview etiquette -Corporate grooming tips - Overcoming challenges

Activities
Providing situations to take part in the Role Plays where the students will learn about bad and good manners and etiquette - Group Activities to showcase gender sensitivity, dining etiquette etc. - Conducting mock job interviews - Case Study - Business Etiquette Games

NOTE-:
1.The facilitator can guide the participants before the activity citing examples from the lives of the great, anecdotes, epics, scriptures, autobiographies and literary sources which bear true relevance to the prescribed skill.
2. Case studies may be given wherever feasible for example for Decision Making- The decision of King Lear.

Prescribed Books:

1. Mitra Barun K, *Personality Development and Soft Skills*, Oxford University Press, Pap/Cdr edition 2012
2. Dr Shikha Kapoor, *Personality Development and Soft Skills: Preparing for Tomorrow,* K I 2018 ,esuoH gnihsilbuP lanoitanretnI

Reference Books

1. Sharma, Prashant, *Soft Skills: Personality Development for Life Success*, BPB Publications 2018.
2. Alex K,*Soft Skills*S.Chand& Co, 2012 (Revised edition)
3. Gajendra Singh Chauhan& Sangeetha Sharma,*Soft Skills: An Integrated Approach to Maximise Personality*Published by Wiley, 2013
4. Pillai, Sabina & Fernandez Agna, *Soft Skills and Employability Skills*, Cambridge University Press, 2018
5. Dr. Rajiv Kumar Jain, Dr. Usha Jain,*Life Skills*(Paperback English)Publisher : Vayu Education of India, 2014

Online Learning Resources:

1. **https://youtu.be/DUlsNJtg2L8?list=PLLy_2iUCG87CQhELCytvXh0E_y-bOO1_q**

2. **https://youtu.be/xBaLgJZ0t6A?list=PLzf4HHlsQFwJZel_j2PUy0pwjVUgj7KlJ**
3. **https://youtu.be/-Y-R9hDl7lU**
4. **https://youtu.be/gkLsn4ddmTs**
5. **https://youtu.be/2bf9K2rRWwo**
6. **https://youtu.be/FchfE3c2jzc**
7. **https://www.businesstrainingworks.com/training-resource/five-free-business-etiquette-training-games/**
8. **https://onlinecourses.nptel.ac.in/noc24_hs15/preview**
9. **https://onlinecourses.nptel.ac.in/noc21_hs76/preview**

III B.Tech II Semester

		L	T	P	C
23A52601	**TECHNICAL REPORT WRITING & IPR**	**2**	**0**	**0**	**-**

Course Objectives:·

1. To enable the students to practice the basic skills of research paper writing
2. To make the students understand the importance of IP and to educate them on the basic concepts of Intellectual Property Rights.
3. To practice the basic skills of performing quality literature review
4. To help them in knowing the significance of real life practice and procedure of Patents.
5. To enable them learn the procedure of obtaining Patents, Copyrights, & Trade Marks

Course Outcomes: On successful completion of this course, the students will be able to:

COURSE OUTCOMES: At the end of the course, students will be able to		**Blooms Level**
CO1	Identify key secondary literature related to their proposed technical pape writing	L1, L2
CO2	Explain various principles and styles in technical writing	L1, L2
CO3	Use the acquired knowledge in writing a research/technical paper	L3
CO4	Analyse rights and responsibilities of holder of Patent, Copyright, Trademark, International Trademark etc.	L4
CO5	Evaluate different forms of IPR available at national & nternational level	L5
CO6	Develop skill of making search of various forms of IPR by using modern tools and techniques.	L3, L6

UNIT – I:

Principles of Technical Writing: styles in technical writing; clarity, precision, coherence andlogical sequence in writing-avoiding ambiguity- repetition, and vague language - highlighting your findings-discussing your limitations -hedging and criticizing -plagiarism and paraphrasing .

UNIT – II:

Technical Research Paper Writing: Abstract- Objectives-Limitations-Review of Literature-Problemsand Framing Research Questions- Synopsis

UNIT – III:

Process of research: publication mechanism: types of journals- indexing-seminars- conferences- proof reading –plagiarism style; seminar & conference paper writing; Methodology-discussion-results- citation rules

IT – IV: Introduction to Intellectual property: Introduction, types of intellectual property, International anizations, agencies and treaties, importance of intellectual property rights Trade Marks: Purpose and function trademarks, acquisition of trade mark rights, protectable matter, selecting and evaluating trade mark, trade mark istration processes.

UNIT – V:

Law of copy rights: Fundamentals of copy right law, originality of material, rights of reproduction, rights to perform the work publicly, copy right ownership issues, copy right registration, notice of copy right, international copy right law

Law of patents: Foundation of patent law, patent searching process, ownership rights and transfer.Patent law, intellectual property audits.

Textbooks:

1. Deborah. E. Bouchoux, *Intellectual Property Rights*, Cengage Learning India, 2013
2. Meenakshi Raman, Sangeeta Sharma. *Technical Communication:Principles and practices.*Oxford.

Reference Books:

1. R.Myneni, *Law of Intellectual Property*, 9th Ed, Asia law House, 2019.
2. Prabuddha Ganguli,*Intellectual Property Rights* Tata Mcgraw Hill, 2001
3. P.Naryan,*Intellectual Property Law*, 3rd Ed ,Eastern Law House, 2007.
4. Adrian Wallwork. *English for Writing Research Papers*Second Edition. Springer Cham Heidelberg New York ,2016
5. Dan Jones, Sam Dragga, *Technical Writing Style*

Online Resources

1. https://theconceptwriters.com.pk/principles-of-technical-writing/
2. https://www.ewh.ieee.org/soc/emcs/acstrial/newsletters/summer10/TechPaperWriting.html
3. https://www.ewh.ieee.org/soc/emcs/acstrial/newsletters/summer10/TechPaperWriting.html
4. https://www.manuscriptedit.com/scholar-hangout/process-publishing-research-paper-journal/
5. https://www.icsi.edu/media/website/IntellectualPropertyRightLaws&Practice.pdf
6. https://lawbhoomi.com/intellectual-property-rights-notes/
7. https://www.extension.purdue.edu/extmedia/ec/ec-723.pdf

IV B.Tech – I Semester

23A38701	**ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING FOR CSD**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

- To provide a strong foundation of fundamental concepts in Artificial Intelligence.
- To provide a basic exposition to the goals and methods of Artificial Intelligence.
- To provide fundamentals of machine learning

Course Outcomes:

Upon successful completion of the course, the student will be able to:

- Enumerate the history and foundations of Artificial Intelligence
- Apply the basic principles of AI in problem solving
- Choose the appropriate representation of Knowledge
- Enumerate the Perspectives and Issues in Machine Learning
- Identify issues in Decision Tree Learning

UNIT I

Introduction: What Is AI?, The Foundations of Artificial Intelligence, The History of Artificial Intelligence, The State of the Art, Agents and Environments, Good Behavior: The Concept of Rationality, The Nature of Environments, The Structure of Agents.

UNIT II

Problem Solving: Problem-Solving Agents, Example Problems, Searching for Solutions, Uninformed Search Strategies, Informed (Heuristic) Search Strategies, Local Search Algorithms and Optimization Problems, Searching with Nondeterministic Actions.

UNIT III

Robotics: Introduction, Robot Hardware, Robotic Perception, planning to move, planning uncertain movements, Moving, Robotic software architectures, application domains

UNIT IV

Introduction to Machine Learning &Preparing to Model

Introduction: What is Human Learning? Types of Human Learning, what is Machine Learning?Types of Machine Learning, Problems Not to Be Solved Using Machine Learning, Applications of Machine Learning, State-of-The-Art Languages/Tools in Machine Learning, Issues in Machine Learning

Preparing to Model: Introduction, Machine Learning Activities, Basic Types of Data in Machine Learning, Exploring Structure of Data, Data Quality and Remediation, Data Pre-Processing

UNIT V

Supervised Learning: Classification: Introduction**,** Example of Supervised Learning**,** Classification Model**,** Classification Learning Steps**,** Common Classification Algorithms-*k*-Nearest Neighbour(*k*NN), Decision tree, Random forest model, Support vector machines.

Unsupervised Learning : Introduction, Unsupervised vs Supervised Learning, Application of Unsupervised Learning, Clustering – Clustering as a machine learning task, Different types of

clustering techniques, Partitioning methods, *K*-Medoids: a representative object-based technique, Hierarchical clustering, Density-based methods-DBSCAN**.**

Text Books:

1) Stuart Russell and Peter Norvig, "Artificial Intelligence: A Modern Approach" , 3rd Edition, Pearson
2) Tom M. Mitchell, *Machine Learning*, McGraw Hill Edition, 2013

Reference Books:

1) Saroj Kaushik, "Artificial Intelligence", Cengage Learning India, 2011
2) Elaine Rich and Kevin Knight, "Artificial Intelligence", Tata McGraw Hill
3) David Poole and Alan Mackworth, "Artificial Intelligence: Foundations for Computational Agents", Cambridge University Press 2010.
4) Trivedi, M.C., "A Classical Approach to Artifical Intelligence", Khanna Publishing House, Delhi.
5)Christopher Bishop, Pattern Recognition and Machine Learning (PRML) , Springer, 2007.
6)ShaiShalev-Shwartz and Shai Ben-David, Understanding Machine Learning: From Theory to Algorithms (UML) , Cambridge University Press, 2014.

Web Resources:

1) https://nptel.ac.in/courses/106105077
2) https://nptel.ac.in/courses/106106126
3) https://aima.cs.berkeley.edu
4) https://ai.berkeley,edu/project_overview.html
5) http://www.zuj.edu.jo/download/machine-learning-tom-mitchell-pdf/
6) http://www.ntu.edu.sg/home/egbhuang/pdf/ieee-is-elm.pdf
7) https://swayam.gov.in/nd1_noc20_cs73/preview

IV B.Tech I Semester

23A52701a	**BUSINESS ETHICS AND CORPORATE GOVERNANCE** **Management Course- II**	**L**	**T**	**P**	**C**
		2	**0**	**0**	**2**

COURSE OBJECTIVES : The objectives of this course are	
1	To make the student understand the principles of business ethics
2	To enable them in knowing about the ethics in management
3	To facilitate the student' role in corporate culture
4	To impart knowledge about the fair-trade practices
5	To encourage the student in knowing about the corporate governance

UNIT-I: Ethics

Introduction – Meaning – Nature, Scope, significance, Loyalty, and ethical behavior.. Value systems - Business Ethics - Types, Characteristics, Factors, Contradictions and Ethical Practices in Management -Corporate Social Responsibility – Issues of Management – Crisis Management.

LEARNING OUTCOMES:- After completion of this unit student will

- Understand the meaning of loyalty and ethical Behavior
- Explain various types of Ethics
- Analyze issues & crisis of management

UNIT-II: ETHICS IN MANAGEMENT

Introduction- Ethics in production, finance, Human resource management and Marketing Management - The Ethical Value System – Universalism, Utilitarianism, Distributive Justice, Social Contracts, Individual Freedom of Choice, Professional Codes; Culture and Ethics – Ethical Values in different Cultures - Culture and Individual Ethics – professional ethics and technical ethics.

LEARNING OUTCOMES:- After completion of this unit student will

- Understand the meaning of Ethics in various areas of management
- Compare and contrast professional ethics and technical ethics
- Develop ethical values in self and organization

UNIT-III : CORPORATE CULTURE

Introduction - Meaning, definition, Nature, and significance – Key elements of corporate culture, shared values, beliefs and norms, rituals, symbols and language - Types of corporate culture, hierarchical culture, market driven culture – Organization leadership and corporate culture, leadership styles and their impact on culture, transformational leadership and culture change.

LEARNING OUTCOMES:- After completion of this unit student will

- Define corporate culture
- Understand the key elements of corporate culture
- Analyze organization leadership and corporate culture

UNIT- IV: LEGAL FRAME WORK

Law and Ethics -Agencies enforcing Ethical Business Behavior - Legal Impact – Environmental Protection, Fair Trade Practices, legal Compliances, Safeguarding Health and wellbeing of Customers – Corporate law, Securities and financial regulations, corporate governance codes and principles.

LEARNING OUTCOMES:- After completion of this unit student will

- Understand Law and Ethics
- Analyze Different fair trade practices
- Make use of Environmental Protection and Fair Trade Practices

UNIT -V: CORPORATE GOVERNANCE

Introduction - Meaning – Corporate governance code, transparency & disclosure -Role of auditors, board of directors and shareholders. Global issues, accounting and regulatory frame work - Corporate scams - Committees in India and abroad, corporate social responsibility. BoDs composition, Cadbury Committee - Various committees - Reports - Benefits and Limitations.

LEARNING OUTCOMES:- After completion of this unit student will

- Understand corporate governance code
- Analyze role of auditors, board of directors and shareholders in corporate governance
- Implementing corporate social responsibility in India.

Text books.

1. Murthy CSV: Business Ethics and Corporate Governance, HPH July 2017

2. Bholananth Dutta, S.K. Podder – Corporation Governance, VBH. June 2010

Reference books

1. Dr. K. Nirmala, KarunakaraReaddy. *Business Ethics and Corporate Governance*, HPH

2. H.R.Machiraju: *Corporate Governance*, HPH, 2013

3. K. Venkataramana, *Corporate Governance*, SHBP.

4. N.M.Khandelwal. *Indian Ethos and Values for Managers*

COURSE OUTCOMES: At the end of the course, students will be able to		**BTL**
CO1	Understand the Ethics and different types of Ethics.	L2
CO2	Understand business ethics and ethical practices in management	L2
CO3	Understand the role of ethics in management	L2
CO4	Apply the knowledge of professional ethics & technical ethics	L3
CO5	Analyze corporate law, ethics, codes & principles	L4
CO6	Evaluate corporate governance & corporate scams	L5

BTL = Bloom's Taxonomy Level

ONLINE RESOURCES:

1. https://onlinecourses.nptel.ac.in/noc21_mg46/
2. https://archive.nptel.ac.in/courses/110/105/110105138/
3. https://onlinecourses.nptel.ac.in/noc21_mg54/
4. https://onlinecourses.nptel.ac.in/noc22_mg54/
5. https://archive.nptel.ac.in/courses/109/106/109106117/

IV B.Tech I Semester

23A52701b	E-Business	**L**	**T**	**P**	**C**
		2	0	0	2

Course Objectives: The Objectives of this course are	
1	To provide knowledge on emerging concept on E-Business related aspect.
2	To understand various electronic markets & business models.
3	To impart the information about electronic payment systems & banking.
4	To create awareness on security risks and challenges in E-commerce.
5	To the students aware on different e-marketing channels & strategies.

Unit-I: Electronic Business

Introduction – Nature, meaning, significance, functions and advantages - Definition of Electronic Business - Functions of Electronic Commerce (EC)-Advantages & Disadvantages of E-Commerce – E-Commerce and E-Business, Internet Services, Online Shopping- E-Commerce Opportunities for Industries.

Learning Outcomes: -After completion of this unit student

- Understand the concept of E-Business
- Contrast and compare E-Commerce & E-Business
- Evaluate opportunities of E-commerce for industry

Unit-II: Electronic Markets and Business Models

Introduction –E-Shops-E-Malls E-Groceries - Portals - Vertical Portals-Horizontal Portals - Advantages of Portals -Business Models- Business to Business (B2B)-Business to Customers(B2C) - Business to Government(B2G)-Auctions-B2B Portals in India

Learning Outcomes: -After completion of this unit student will

- Understand the concept of business models
- Contrast and compare Vertical portal and Horizontal portals
- Analyze the B2B,B2C and B2G model

Unit-III: Electronic Payment Systems:

Introduction to electronic payment systems (EPS) -Types of electronic payments - Credit/debit cards, e-wallets, UPI, and crypto currencies -Smart cards and digital wallets: Features and usage -Electronic Fund Transfer (EFT): Role in business transactions -Infrastructure requirements and regulatory aspects of e-payments

Learning Outcomes: -After completion of this unit student will

- Understand the Electronic payment system
- Contrast and compare EFT and smart cards
- Analyze debit card and credit cards

Unit-IV:E-Security

Security risks and challenges in electronic commerce - Cyber threats - Phishing, hacking, identity theft, and malware - Digital Signatures & Certificates - Security protocols over public networks (HTTP, SSL, TLS) -Firewalls in securing e-business platforms.

Learning Outcomes: -After completion of this unit student will

- Understand E-Security
- Contrast and compare security protocols and public network
- Evaluate on Digital signature

Unit-V:E-Marketing:

Introduction – Online Marketing – Advantages of Online Marketing – Internet Advertisement – Advertisement Methods – Conducting Online Market Research– – E-marketing planning: Online branding, social media marketing, and email marketing - E-business strategies: Digital advertising, content marketing, and analytics – E-Customer Relationship Management (eCRM) E-supply chain management (e-SCM)

Learning Outcomes: -After completion of this unit student will

- Understand the concept of online marketing
- Apply the knowledge of online marketing
- Compare e-CRM and e-SCM

Text Books:

1. Arati Oturkar&Sunil Khilari. *E-Business*. Everest Publishing House, 2022
2. P.T.S Joseph. *E-Commerce*, Fourth Edition, Prentice Hall of India, 2011

References:

1. Debjani, Kamalesh K Bajaj. *E-Commerce*, Second Edition Tata McGraw-Hill's, 2005
2. Dave Chaffey.*E-Commerce E-Management*, Second Edition, Pearson, 2012.
3. Henry Chan. *E-Commerce Fundamentals and Application*, RaymondLeathamWiley India 2007
4. S. Jaiswal. *E-Commerce* GalgotiaPublication Pvt Ltd., 2003.

COURSE OUTCOMES: At the end of the course student will be able to		**BTL**
CO1	Remember E-Business & its nature, scope and functions.	L1
CO2	Understand E-market-Models which are practicing by the organizations	L2
CO3	Apply the concepts of E-Commerce in the present globalized world.	L3
CO4	Analyze the various E-payment systems & importance of net banking.	L4
CO5	Evaluate market research strategies & E-advertisements.	L5
CO6	Understand importance of E-security & control	L2

BTL = Bloom's Taxonomy Level

Online Resources:

https://www.slideshare.net/fatimahAlkreem/e-businessppt-67935771

https://www.slideshare.net/VikramNani/e-commerce-business-models

https://www.slideshare.net/RiteshGoyal/electronic-payment-system

https://www.slideshare.net/WelingkarDLP/electronic-security

https://www.slideshare.net/Ankitha2404/emarketing-ppt

IV B.Tech I Semester

		L	T	P	C
23A52701c	MANAGEMENT SCIENCE	2	0	0	2

COURSE OBJECTIVES : The objectives of this course are	
1	To provide fundamental knowledge on Management, Administration, Organization & its concepts.
2	To make the students understand the role of management in Production
3	To impart the concept of HRM in order to have an idea on Recruitment, Selection, Training & Development, job evaluation and Merit rating concepts
4	To create awareness on identify Strategic Management areas & the PERT/CPM for better Project Management
5	To make the students aware of the contemporary issues in modern management

UNIT- I INTRODUCTION TO MANAGEMENT

Management - Concept and meaning - Nature-Functions - Management as a Science and Art and both. Schools of Management Thought - Taylor's Scientific Theory-Henry Fayol's principles - Elton Mayo's Human relations - **Organizational Designs** - Line organization - Line & Staff Organization - Functional Organization - Matrix Organization - Project Organization - Committee form of Organization - Social responsibilities of Management.

LEARNING OUTCOMES: At the end of the Unit, the students will be able to

- Understand the concept of management and organization
- Apply the concepts & principles of management in real life industry.
- Analyze the organization chart & structure of an enterprise.

UNIT - II OPERATIONS MANAGEMENT

Principles and Types of Plant Layout - Methods of Production (Job, batch and Mass Production), Work Study - Statistical Quality Control- **Material Management** - Objectives - Inventory-Functions - Types, Inventory Techniques - EOQ-ABC Analysis - **Marketing Management** - Concept - Meaning - Nature-Functions of Marketing - Marketing Mix - Channels of Distribution - Advertisement and Sales Promotion - Marketing Strategies based on Product Life Cycle.

LEARNING OUTCOMES: At the end of the Unit, the students will be able to

- Understand the core concepts of Operations Management
- Apply the knowledge of Quality Control, Work-study principles in real life industry.
- Evaluate Materials departments & Determine EOQ
- Analyze Marketing Mix Strategies for an enterprise.
- Create and design advertising and sales promotion

UNIT - III HUMAN RESOURCES MANAGEMENT (HRM)

HRM - Definition and Meaning – Nature - Managerial and Operative functions - Job Analysis - Human Resource Planning(HRP) - Employee Recruitment-Sources of Recruitment - Employee Selection - Process - Employee Training and Development - methods - Performance Appraisal Concept - Methods of Performance Appraisal – Placement - Employee Induction - Wage and Salary Administration

LEARNING OUTCOMES: At the end if the Unit, the students will be able to

- Understand the concepts of HRM, Recruitment, Selection, Training & Development
- Analyze the need of training
- Evaluate performance appraisal
- Design the basic structure of salaries and wages

UNIT - IV STRATEGIC & PROJECT MANAGEMENT

Definition& Meaning - Setting of Vision - Mission - Goals - Corporate Planning Process - Environmental Scanning - Steps in Strategy Formulation and Implementation - SWOT Analysis - **Project Management -** Network Analysis - Programme Evaluation and Review Technique (PERT) - Critical Path Method (CPM) Identifying Critical Path - Probability of Completing the project within given time - Project Cost- Analysis - Project Crashing (Simple problems).

LEARNING OUTCOMES: At the end of the Unit, the students will be able to

- Understand Mission, Objectives, Goals & strategies for an enterprise
- Apply SWOT Analysis to strengthen the project
- Analyze Strategy formulation and implementation
- Evaluate PERT and CPM Techniques

UNIT - V CONTEMPORARY ISSUES IN MANAGEMENT

Customer Relations Management(CRM) - Total Quality Management (TQM) - Six Sigma Concept - Supply Chain Management(SCM) - Enterprise Resource Planning (ERP) - Performance Management – employee engagement and retention - Business Process Re-engineering and Bench Marking - Knowledge Management – change management –sustainability and corporate social responsibility.

LEARNING OUTCOMES At the end if the Unit, the students will be able to

- Understand modern management techniques
- Apply Knowledge in Understanding in TQM, SCM
- Analyze CRM, BPR
- Evaluate change management & sustainability

Text Books:

1. Frederick S. Hillier, Mark S. Hillier. ***Introduction to Management Science,*** October 26, 2023
2. A.R Aryasri, *Management Science*, TMH, 2019

References:

1. Stoner, Freeman, Gilbert.*Management*, Pearson Education, New Delhi, 2019.
2. Koontz & Weihrich, *Essentials of Management*, 6/e, TMH, 2005.
3. Thomas N.Duening & John M.Ivancevich, *Management Principles and Guidelines*, Biztantra.
4. Kanishka Bedi, Production and Operations Management, Oxford University Press, 2004.
5. Samuel C.Certo, *Modern Management*, 9/e, PHI, 2005

COURSE OUTCOMES: At the end of the course, students will be able to		**BTL**
CO1	Remember the concepts & principles of management and designs of organization in a practical world	**L1**
CO2	Understand the knowledge of Work-study principles & Quality Control techniques in industry	**L2**
CO3	Apply the process of Recruitment & Selection in organization.	**L3**
CO4	Analyze the concepts of HRM & different training methods.	**L4**
CO5	Evaluate PERT/CPM Techniques for projects of an enterprise and estimate time & cost of project & to analyze the business through SWOT.	**L5**
CO6	Create awareness on contemporary issues in modern management & technology.	**L3**

BTL = Blooms Taxonomy Level

ONLINE RESOUECES:

1. https://www.slideshare.net/slideshow/introduction-to-management-and-organization-231308043/231308043
2. https://nptel.ac.in/courses/112107238
3. https://archive.nptel.ac.in/courses/110/104/110104068/
4. https://archive.nptel.ac.in/courses/110/105/110105069/
5. https://onlinecourses.nptel.ac.in/noc24_mg112/

IV B.Tech I Semester

23A05701a	**SOFTWARE ARCHITECTURE AND DESIGN PATTERNS (Professional Elective-IV)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

After completing this course, the student should be able to:

- To understand the concept of patterns and the Catalog.
- To discuss the Presentation tier design patterns and their affect on: sessions, client access, validation and consistency.
- To understand the variety of implemented bad practices related to the Business and Integration tiers.

Course Outcomes:

- To highlight the evolution of patterns.
- To learn how to add functionality to designs while minimizing complexity
- To learn what design patterns really are, and are not
- To know about specific design patterns.
- To learn how to use design patterns to keep code quality high without over design.

UNIT I

Envisioning Architecture: The Architecture Business Cycle, What is Software Architecture, Architectural patterns, reference models, reference architectures, architectural structures and views. Creating an Architecture: Quality Attributes, Achieving qualities, Architectural styles and patterns, designing the Architecture, Documenting software architectures, Reconstructing Software Architecture.

UNIT II

Analyzing Architectures: Architecture Evaluation, Architecture design decision making, ATAM, CBAM. Moving from one system to many: Software Product Lines, Building systems from off the shelf components, Software architecture in future.

UNIT III

Patterns: Pattern Description, Organizing catalogs, role in solving design problems, Selection andusage.Creational and Structural patterns: Abstract factory, builder, factory method, prototype, singleton, adapter, bridge, composite, façade, flyweight.

UNIT IV

Behavioural patterns: Chain of responsibility, command, Interpreter, iterator, mediator, observer, state, strategy. template method, visitor.

UNIT V

Case Studies: A-7E – A case study in utilizing architectural structures, The World Wide Web - a case study in interoperability, Air Traffic Control – a case study in designing for high availability, Celsius Tech – a case study in product line development

TEXT BOOKS:

1. Software Architecture in Practice, second edition, Len Bass, Paul Clements & Rick Kazman, Pearson Education, 2003.
2. Design Patterns, Erich Gamma, Pearson Education.

REFERENCES:

1. Beyond Software architecture, Luke Hohmann, Addison wesley, 2003.
2. Software architecture, David M. Dikel, David Kane and James R. Wilson, Prentice Hall PTR, 2001
3. Software Design, David Budgen, second edition, Pearson education, 2003
4. Head First Design patterns, Eric Freeman & Elisabeth Freeman, O'REILLY, 2007.
5. Design Patterns in Java, Steven John Metsker& William C. Wake, Pearson education, 2006 6. J2EE Patterns, Deepak Alur, John Crupi& Dan Malks, Pearson education, 2003.
7. Design Patterns in C#, Steven John metsker, Pearson education, 2004.
8. Pattern Oriented Software Architecture, F.Buschmann&others, John Wiley & Sons.

IV B.Tech I Semester

23A05701b	**BLOCKCHAIN TECHNOLOGY (Professional Elective-IV)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:
- Understand how block chain systems (mainly Bit coin and Ethereum) work and to securely interact with them.
- Design, build, and deploy smart contracts and distributed applications.
- Integrate ideas from block chain technology into their own projects.

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

UNIT - I Introduction **Lecture 8Hrs**
Introduction, Scenarios, Challenges Articulated, Blockchain, Blockchain Characteristics, Opportunities Using Blockchain, History of Blockchain. Evolution of Blockchain: Evolution of Computer Applications, Centralized Applications, Decentralized Applications, Stages in Blockchain Evolution, Consortia, Forks, Public Blockchain Environments, Type of Players in Blockchain Ecosystem, Players in Market.

UNIT - II Blockchain Concepts **Lecture 9Hrs**
Blockchain Concepts: Introduction, Changing of Blocks, Hashing, Merkle-Tree, Consensus, Mining and Finalizing Blocks, Currency aka tokens, security on blockchain, data storage on blockchain, wallets, coding on blockchain: smart contracts, peer-to-peer network, types of blockchain nodes, risk associated with blockchain solutions, life cycle of blockchain transaction.

UNIT - III Architecting Blockchain solutions **Lecture 9Hrs**
Architecting Blockchain solutions: Introduction, Obstacles for Use of Blockchain, Blockchain Relevance Evaluation Framework, Blockchain Solutions Reference Architecture, Types of Blockchain Applications. Cryptographic Tokens, Typical Solution Architecture for Enterprise Use Cases, Types of Blockchain Solutions, Architecture Considerations, Architecture with Blockchain Platforms, Approach for Designing Blockchain Applications.

UNIT - IV Ethereum Block chain Implementation **Lecture 8Hrs**
Ethereum Block chain Implementation: Introduction, Tuna Fish Tracking Use Case, Ethereum Ecosystem, Ethereum Development, Ethereum Tool Stack, Ethereum Virtual Machine, Smart Contract Programming, Integrated Development Environment, Truffle Framework, Ganache, Unit Testing, Ethereum Accounts, My Ether Wallet, Ethereum Networks/Environments, Infura, Ether scan, Ethereum Clients, Decentralized Application, Metamask, Tuna Fish Use Case Implementation, Open Zeppel in Contracts

UNIT - V Hyper ledger Block chain Implementation **Lecture 8Hrs**
Hyperledger Blockchain Implementation: Introduction, Use Case – Car Ownership Tracking, Hyperledger Fabric, Hyperledger Fabric Transaction Flow, FabCar Use Case Implementation, Invoking Chain code Functions Using Client Application.
Advanced Concepts in Blockchain: Introduction, Inter Planetary File System (IPFS), Zero Knowledge Proofs, Oracles, Self-Sovereign Identity, Blockchain with IoT and AI/ML Quantum

Computing and Blockchain, Initial Coin Offering, Blockchain Cloud Offerings, Blockchain and its Future Potential.

Textbooks:

1. Ambadas, Arshad SarfarzAriff, Sham "Blockchain for Enterprise Application Developers", Wiley, 2020
2. Andreas M. Antonopoulos, "Mastering Bitcoin: Programming the Open Blockchain", O'Reilly, 2017

Reference Books:

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

Online Learning Resources:

https://github.com/blockchainedindia/resources

IV B.Tech I Semester

23A30604a	**COMPUTER VISION (Professional Elective-IV)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Objectives:

The objective of this course is to understand the basic issues in computer vision and major approaches to address the methods to learn the Linear Filters, segmentation by clustering, Edge detection, Texture.

Course Outcomes:

After completing the course, you will be able to:

- Identify basic concepts, terminology, theories, models and methods in the field of computer vision,
- Describe known principles of human visual system,
- Describe basic methods of computer vision related to multi-scale representation, edge detection and detection of other primitives, stereo, motion and object recognition,
- Suggest a design of a computer vision system for a specific problem.

UNIT-I LINEAR FILTERS **Lecture 8Hrs**

Introduction to Computer Vision, Linear Filters and Convolution, Shift Invariant Linear Systems, Spatial Frequency and Fourier Transforms, Sampling and Aliasing Filters as Templates, Technique: Normalized Correlation and Finding Patterns, Technique: Scale and Image Pyramids.

UNIT-II EDGE DETECTION **Lecture 9Hrs**

Noise- Additive Stationary Gaussian Noise, Why Finite Differences Respond to Noise, Estimating Derivatives - Derivative of Gaussian Filters, Why Smoothing Helps, Choosing a Smoothing Filter, Why Smooth with a Gaussian? Detecting Edges-Using the Laplacian to Detect Edges, Gradient-Based Edge Detectors, Technique: Orientation Representations and Corners.

UNIT-III TEXTURE **Lecture 9Hrs**

Representing Texture –Extracting Image Structure with Filter Banks, Representing Texture using the Statistics of Filter Outputs, Analysis (and Synthesis) Using Oriented Pyramids –The Laplacian Pyramid, Filters in the Spatial Frequency Domain, Oriented Pyramids, Application: Synthesizing Textures for Rendering, Homogeneity, Synthesis by Sampling Local Models, Shape from Texture, Shape from Texture for Planes.

UNIT-IV SEGMENTATION BY CLUSTERING **Lecture 8Hrs**

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. The Hough Transform, Fitting Lines, Fitting Curves

UNIT-V RECOGNIZATION BY RELATIONS BETWEEN TEMPLATES **Lecture 8Hrs**

Finding Objects by Voting on Relations between Templates, Relational Reasoning Using Probabilistic Models and Search, Using Classifiers to Prune Search, Hidden Markov Models, Application: HMM and Sign Language Understanding, Finding People with HMM.

Text books:

a. David A. Forsyth, Jean Ponce, Computer Vision – A modern Approach, PHI, 2003.

Reference Books:

1. Geometric Computing with Clifford Algebras: Theoretical Foundations and Applications in Computer Vision and Robotics, Springer;1 edition,2001by Sommer.
2. Digital Image Processing and Computer Vision,1/e, by Sonka.
3. Computer Vision and Applications: Concise Edition (With CD) by Jack Academy Press, 2000.

Online Learning Resources:

https://nptel.ac.in/courses/106105216https://nptel.ac.in/courses/108103174

IV B.Tech I Semester

23A38702	**ANIMATION PRINCIPLES AND DESIGN (Professional Elective-IV)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

- To understand the concept of 2D animation, cycles, and scenes.
- To understand basic concepts of animation, different types/ style and their workflow.
- To explain tools and techniques for 2D animation.
- To examine various processes of animation techniques that are developed with various equipment.

Course Outcomes:

After completion of the course, students will be able to

- Identify and apply various Animation Principles.
- Relate knowledge of various animation history and techniques.
- Determine various animation techniques with basic principles of animation.
- Create a 2D animation short movie.
- Create a complete promotional campaign using Animation and Graphics technique.
- Demonstrate skills in the use of industry standard tools.

UNIT-I Drawing Techniques Lecture 8Hrs

What is Animation, History of Animation – Starting from Early approaches to motion in art, Animation before film, Traditional Animation – The silent era, Walt Disney & Warner Bros., Snow White & the seven dwarfs, The Television era, Stop-motion, CGI Animation - till date. Different Types of Animation, Basic Drawing Concepts of Visualization Illustration and Sketching Basic Shapes and Sketching Techniques

UNIT-II Script Writing and Character Enhancement Lecture 9Hrs

Basic Script and Story Board, Concepts of 2D, Cel Animation, Character Design and Development, Traditional animation, key frame animation, key poses and time stretch, character design development, facial expressions and walk cycles.

UNIT-III Animation Tools Processing Lecture 8Hrs

Scripting & Storyboarding with Toon Boom Pro, Animation Process Development, Usage of tools for Digital Painting and vector drawings, How to develop a character and background creation, Usage of timeline and its purpose.

UNIT-IV Principles, Storytelling & Editing Lecture 8Hrs

Animation Concept Acting and Direction for Animation Timing for Animation Storytelling Techniques Script Writing Concept Design and Development Storyboarding and Anima tics,Audio and Video Streaming and Editing, Previsualization

UNIT-V Advanced Techniques of Production, Digital Animation Lecture 9 Hrs

Advanced 2D Production and Post Production, Digital Animation Scene Planning, Digital Animation Ink and Paint, and Digital Animation Composting and Effects

Textbooks:

1. Edoux, Trish, Ranney, “Complete Anime Guide: Japanese Animation Film Directory and Resource Guide”, ‘Tiger Mountain Press, 1997.

2. Kevin Hedgpeth (Author), Stephen Missal, “Exploring Drawing for Animation ,Design Concepts,1st Edition, march 15, 2004.
3. The Illusion of Life: Disney Animation - Frank Thomas and Ollie Johnston

Reference Books:

1. Pakhira Malay K, "Computer Graphics, Multimedia and Animation”, Second Edition, 2010.
2. Preston Blair, "Cartooning: Animation 1 with Preston Blair: Learn to animate cartoons step by step (How to Draw & Paint)", Walter Foster Publishing, 2003

Online Learning Resources:

https://onlinecourses.swayam2.ac.in/cec20_cs08/preview

IV B.Tech I Semester

23A05702a	**AGILE METHODOLOGIES (Professional Elective-V)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

- To provide students with a theoretical as well as practical understanding of agile software development practices and how small teams can apply them to create high-quality software.
- To provide good understanding of software design and a set of software technologies and APIs.
- To carry out detailed examination and demonstration of Agile development and testing techniques.
- To discuss Agile software development

Course Outcomes:

After completion of the course, students will be able to

- Realize the importance of interacting with business stakeholders in determining the requirements for a software system
- Perform iterative software development processes: how to plan them, how to execute them.
- Point out the impact of social aspects on software development success.
- Develop techniques and tools for improving team collaboration and software quality.
- Perform Software process improvement as an ongoing task for development teams.
- Show how agile approaches can be scaled up to the enterprise level.

UNIT-I AGILE METHODOLOGY Lecture 9 Hrs

Theories for Agile Management – Agile Software Development – Traditional Model vs. Agile Model - Classification of Agile Methods – Agile Manifesto and Principles – Agile Project Management – Agile Team Interactions – Ethics in Agile Teams - Agility in Design, Testing – Agile Documentations – Agile Drivers, Capabilities and Values

UNIT-II AGILE PROCESSES Lecture 8Hrs

Lean Production - SCRUM, Crystal, Feature Driven Development- Adaptive Software Development - Extreme Programming: Method Overview – Lifecycle – Work Products, Roles and Practices.

UNIT-III AGILITY AND KNOWLEDGE MANAGEMENT Lecture 8 Hrs

Agile Information Systems – Agile Decision Making - Earl_S Schools of KM – Institutional Knowledge Evolution Cycle – Development, Acquisition, Refinement, Distribution, Deployment, Leveraging – KM in Software Engineering – Managing Software Knowledge – Challenges of Migrating to Agile Methodologies – Agile Knowledge Sharing – Role of Story-Cards – Story-Card Maturity Model (SMM).

UNIT-IV AGILITY AND REQUIREMENTS ENGINEERING Lecture 9 Hrs

Impact of Agile Processes in RE–Current Agile Practices – Variance – Overview of RE Using Agile Managing Unstable Requirements – Requirements Elicitation – Agile Requirements Abstraction Model – Requirements Management in Agile Environment, Agile Requirements Prioritization – Agile Requirements Modeling and Generation – Concurrency in Agile Requirements Generation.

UNIT-V AGILITY AND QUALITY ASSURANCE **Lecture 9 Hrs**

Agile Product Development – Agile Metrics – Feature Driven Development (FDD) – Financial and Production Metrics in FDD – Agile Approach to Quality Assurance - Test Driven Development – Agile Approach in Global Software Development.

Textbooks:

1. David J. Anderson and Eli Schragenheim, ―Agile Management for Software Engineering: Applying the Theory of Constraints for Business Results‖, Prentice Hall, 2003.
2. Hazza and Dubinsky, ―Agile Software Engineering, Series: Undergraduate Topics in Computer Science‖, Springer, 2009.

Reference Books:

1. Craig Larman, ―Agile and Iterative Development: A Manager_s Guide‖, Addison-Wesley, 2004.
2. Kevin C. Desouza, ―Agile Information Systems: Conceptualization, Construction, and Management‖, Butterworth-Heinemann, 2007.

Online Learning Resources:

https://www.nptelvideos.com/video.php?id=904

IV B.Tech I Semester

23A05702b	**METAVERSE (Professional Elective-V)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

The main objectives of the course are to:

1. Present and discuss Metaverse characteristics, concepts and layers.
2. Explain and analyse Metaverse technologies, tools, platforms, and applications.
3. Discuss design theories and practices relevant to the Metaverse.
4. Explore cybersecurity and cybercrime in the Metaverse.
5. Examine open challenges in the Metaverse.

Learning Outcomes:

After completion of the course students are expected to be able to:
1. Understand the characteristics, and interdisciplinary nature of the Metaverse, the opportunities and risks it presents.
2. Analyze Metaverse layers, the technologies used in creating them, as well as design theories and practices for Metaverse.
3. Examine and discuss Metaverse platforms, applications and the latest technological developments in this area.
4. Identify cyber security issues, understand cybercrime, and discuss the open challenges.
5. Building Metaverse Applications

Unit-1
Metaverse fundamentals:Metaverse evolution, Metaverse importance and characteristics, the interdisciplinary nature of the Metaverse, Metaverse opportunities and risks, Computer-mediated communication (social presence theory, social information processing theory, media richness theory, cyborg theory), Avatar-mediated communication.

Unit-2
The seven layers of Metaverse: Experience
Discovery, Creator economy, Spatial computing, Decentralization, Human interface, Infrastructure
Metaverse Technologies part I: AR/VR/MR/XR, 3D reconstruction, Game engines, Smart glasses, wearables, haptic devices, headsets and headwear.

Unit-3
Metaverse technologies part II: Blockchain, smart contracts, tokens, NFTs, Cryptography, Artificial Intelligence (AI), Internet of Things (IoT), Edge computing and 5G, 6G.Design theories and practices: Social presence and co-presence, Motion sickness and cybersickness, Uncanny valley, Sense of self-location, sense of agency and sense of body ownership, Universal simulation principle, Prototyping, Evaluation techniques (qualitative and quantitative).

Unit-4
Tools and technologies for Metaverse UX and UI: Tools and services for avatar systems, Spatial user interface design, Cross-platform user experience design, Multimodal user interface, Technologies and devices for human computer interaction in Metaverse, Metaverse platforms: Decentraland, SANDBOX, Roblox, Axie Infinity, uHive, Hyper Nation, Nakamoto (NAKA), Metahero (HERO), Star Atlas (ATLAS), Bloktopia (BLOK), Stageverse, Spatial, PalkaCity, Viverse, Sorare, Illuvium, Upland, Second Life, Sansar, Sensorium Galaxy

Unit-5

Metaverse applications - part I: Gaming and entertainment, Travel and tourism, Education and learning, Remote working, Commerce and business, Metaverse applications - part II: Real estate, Banking and Finance, Healthcare, Social media, Fashion, Metaverse and cybersecurity: Cybersecurity concerns in Metaverse: Social engineering attacks, Data theft, Decentralization vs vulnerabilities, Cybersecurity risks in Metaverse: process, people, technology, Metaverse and cybercrime: Scam and theft, Rug pull, Money manipulation and wash trading, Money laundering, Metaverse challenges and open issues: Persistency, Interoperability and scalability, Maturity, Regulation, Usefulness and ease-of-use, Privacy and data security, Content creation, NFTs and creator economy, Social, legal and ethical issues in the Metaverse

Textbooks

The Metaverse, Terry Winters, Independently published, 2021, ISBN: 979-8450959283

Reference Books:

1. Ball, M., 2022, "The Metaverse and How It Will Revolutionize Everything", Liveright, ISBN: 978-1324092032

2. Damar, M. (2021). Metaverse shape of your life for future: A bibliometric snapshot. Journal of Metaverse, 1(1), 1–8.

3. Day, J. (2022) Metaverse will see cyberwarfare attacks unlike anything before:'Massivelyelevated',February28, https://www.express.co.uk/news/science/1570844/metaverse-news-cyber-warfare-attacks-virtual-worlds-russia-china-spt.

4. Polyviou, A., Sharma K., Pappas, I.O.(2023). Training in the metaverse: Employing physiologicaldata to improve how we build metaverses for businesses. The next generation internet: The role ofmetaverses, AR, VR, MR, and digital twins, Temple University Institute for Business and Information Technology Link: https://ibit.temple.edu/nextgenerationinternet

5. QuHarrisonT. , Keeney, S., 2022, "The Metaverse Handbook: Innovating for the Internet's NextTectonic Shift", Wiley, ISBN: 978-1119892526

6. Themistocleous, M., Christodoulou, K., &Katelaris, L. (2023). An Educational Metaverse Experiment: The first on-chain and in-Metaverse academic course. Information Systems. EMCIS 2022. Lecture Notes in Business Information Processing, Springer, Cham.

7. Stephenson, N., 1992, "Snow Crash", ISBN: 978-055338

IV B.Tech I Semester

23A05702c	**CYBER PHYSICAL SYSTEMS (Professional Elective-V)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objective:

To develop a deep understanding of the foundational principles and advanced methodologies for designing, analyzing, and securing Cyber-Physical Systems, with emphasis on symbolic synthesis, system security, distributed synchronization, real-time scheduling, and semantic model integration, thereby enabling students to engineer reliable, efficient, and secure CPS solutions across diverse application domains.

Course Outcomes: Upon the Successful Completion of the Course, the Students would be able to:

1. Understand the core principles behind CPS
2. Identify Security mechanisms of Cyber physical systems
3. Understand Synchronization in Distributed Cyber-Physical Systems
4. Explore real-time scheduling algorithms to manage timing, resource constraints, and uncertainty in CPS across single and multiprocessor environments.
5. Demonstrate the ability to model, integrate, and formalize semantics for heterogeneous components and domain-specific languages used in CPS development.

UNIT - I

Symbolic Synthesis for Cyber-Physical Systems

Introduction and Motivation, Basic Techniques - Preliminaries, Problem Definition, Solving the Synthesis Problem, Construction of Symbolic Models, Advanced Techniques: Construction of Symbolic Models, Continuous-Time Controllers, Software Tools

UNIT - II

Security of Cyber-Physical Systems

Introduction and Motivation, Basic Techniques - Cyber Security Requirements, Attack Model, Countermeasures, Advanced Techniques: System Theoretic Approaches

UNIT - III

Synchronization in Distributed Cyber-Physical Systems: Challenges in Cyber-Physical Systems, A Complexity-Reducing Technique for Synchronization, Formal Software Engineering, Distributed Consensus Algorithms, Synchronous Lockstep Executions, Time-Triggered Architecture, Related Technology, Advanced Techniques

UNIT - IV

Real-Time Scheduling for Cyber-Physical Systems

Introduction and Motivation, Basic Techniques - Scheduling with Fixed Timing Parameters, Memory Effects, Multiprocessor/Multicore Scheduling, Accommodating Variability and Uncertainty

UNIT - V

Model Integration in Cyber-Physical Systems

Introduction and Motivation, Causality, Semantic Domains for Time, Interaction Models for Computational Processes, Semantics of CPS DSMLs, Advanced Techniques, ForSpec, The Syntax of CyPhyML, Formalization of Semantics, Formalization of Language Integration.

TEXT BOOKS:

1. Raj Rajkumar, Dionisio De Niz, and Mark Klein, Cyber-Physical Systems, Addison-Wesley Professional.
2. Rajeev Alur, Principles of Cyber-Physical Systems, MIT Press, 2015

IV B.Tech I Semester

		L	T	P	C
23A38703	**DIGITAL AUDIO DESIGN AND SYNTHESIS (Professional Elective-V)**	**3**	**0**	**0**	**3**

Course Objectives:
- To learn about discrete time sampling, quantization, and signal processing.
- To understand and utilize general digital audio processing theory.
- Describe and demonstrate an understanding of the digital to analog and analog to digital conversion process (using PCM), and how digital audio files are created, stored, and processed.

Course Outcomes:

After completion of the course, students will be able to
- Examine the role of and the creative expectations of the sound designer.
- Learn the typical workflow for audio post production.
- Apply physical properties of sound in future projects.
- Articulate strengths and weaknesses of film, video, and web based sound design.
- Demonstrate technical proficiency in basic sound recording and live studio set-ups.

UNIT-I **Lecture 8Hrs**

Sound and Numbers: Physics of Sound, Digital Basics, Binary Codes, Boolean Algebra, Analog versus Digital. Fundamentals of Digital Audio: Discrete Time Sampling, The Sampling Theorem, Aliasing, Quantization, Dither. Digital Audio Recording: Pulse-Code Modulation, Dither Generator, Input Lowpass Filter, Sampleand-Hold Circuit, Analog-to-Digital Converter, Record Processing, Channel Codes.

UNIT-II **Lecture 9Hrs**

Digital Audio Reproduction: Reproduction Processing, Digital-to-Analog Converter, Output Sampleand-Hold Circuit, Output Lowpass Filter, Impulse Response, Digital Filters, Noise Shaping, Output Processing, Alternate Coding Architectures, Timebase Correction.

UNIT-III **Lecture 8Hrs**

Error Correction: Sources of Errors, Quantifying Errors, Objectives of Error Correction, Error Detection, Error-Correction Codes, Reed-Solomon Codes, CIRC, Product Codes, Error Concealment.

UNIT-IV **Lecture 8Hrs**

Digital Sound Synthesis: Introduction to Digital Sound Synthesis, Sampling and Additive Synthesis, Multiple Wavetable, Wave Terrain, Granular, and Subtractive Synthesis.

UNIT-V **Lecture 9 Hrs**

Digital Sound Synthesis: Modulation Synthesis, Physical Modelling and Format Synthesis, Waveform Segment, Graphic, and Stochastic Synthesis.

Textbooks:

1. Ken C. Pohlmann, Principles of Digital Audio, Sixth Edition, O'Reilly.
2. The Computer Music Tutorial by Curtis Roads.

Reference Books:

1. On Sonic Art by Trever Wishart.
2. Andy Farnell, Designing Sound, 2010, ISBN: 9780262014410

Online Learning Resources:

https://www.my-mooc.com/en/mooc/digitalsounddesign/

IV B.Tech I Sem

23A05703	**PROMPT ENGINEERING (Skill Enhancement Course)**	**L**	**T**	**P**	**C**
		0	**1**	**2**	**2**

Course Objective:

This course delves into prompt engineering principles, strategies, and best practices, a crucial aspect in shaping AI models' behaviour and performance. Understanding Prompt Engineering is a comprehensive course designed to equip learners with the knowledge and skills to effectively generate and utilize prompts in natural language processing (NLP) and machine learning (ML) applications. This course delves into prompt engineering principles, strategies, and best practices, a crucial aspect in shaping AI models' behaviour and performance.

Course Outcomes:

- Understanding the fundamentals and evolution of prompt engineering.
- Gaining the ability to craft effective closed-ended, open-ended, and role-based prompts.
- Learning to probe and stress-test AI models for bias and robustness.
- Applying prompt optimization techniques and performance evaluation methods.
- Mitigating bias and promoting ethical prompting practices in NLP/ML systems.

Module 1: Introduction to Prompt Engineering

- Lesson 1: Foundations of Prompt Engineering
    - Overview of prompt engineering and its significance in NLP and ML.
    - Historical context and evolution of prompt-based approaches.

Module 2: Types of Prompts and Their Applications

- Lesson 2: Closed-Ended Prompts
    - Understanding and creating prompts for specific answers.
    - Applications in question-answering systems.
- Lesson 3: Open-Ended Prompts
    - Crafting prompts for creative responses.
    - Applications in language generation models.

Module 3: Strategies for Effective Prompting

- Lesson 4: Probing Prompts
    - Designing prompts to reveal model biases.
    - Ethical considerations in using probing prompts.
- Lesson 5: Adversarial Prompts
    - Creating prompts to stress-test models.
    - Enhancing robustness through adversarial prompting.

Module 4: Fine-Tuning and Optimizing with Prompts

- Lesson 6: Fine-Tuning Models with Prompts
    - Techniques for incorporating prompts during model training.
    - Balancing prompt influence and generalization.
- Lesson 7: Optimizing Prompt Selection
    - Methods for selecting optimal prompts for specific tasks.

- Customizing prompts based on model behavior.

Module 5: Evaluation and Bias Mitigation

- Lesson 8: Evaluating Prompt Performance
  - Metrics and methodologies for assessing model performance with prompts.
  - Interpreting and analyzing results.
- Lesson 9: Bias Mitigation in Prompt Engineering
  - Strategies to identify and address biases introduced by prompts.
  - Ensuring fairness and inclusivity in prompt-based models.

Sample Experiments: Detecting and Reducing Bias in Prompts

- Design prompts to reveal biases and propose strategies for mitigation.
- Implement ethical guidelines for responsible prompt engineering.

Primary Textbooks:

1. **"Prompt Engineering in Action"** – *Danny D. Sullivan*
2. **"The Art of Prompt Engineering with ChatGPT: A Hands-On Guide"** – *Nathan Hunter.*

Reference Books:

1. **"Prompt Engineering in Practice"** – *Michael F. Lewis*
2. **"Mastering AI Prompt Engineering: The Ultimate Guide for ChatGPT Users"** – *Adriano Damiao*
3. **"Writing AI Prompts For Dummies"** – *Stephanie Diamond and Jeffrey Allan*
4. **"Prompt Engineering Guide"** (Online Resource) – *promptingguide.ai*

Online Resource link :

5. https://www.udemy.com/course/understanding-prompt-engineering/?couponCode=NVDINCTA35TRT

IV B.Tech I Sem

23A52702	**GENDER SENSITIZATION**	**L**	**T**	**P**	**C**
		0	**0**	**2**	**0**

Course Objectives:

- To enable students to understand the gender related issues, vulnerability of women and men
- To familiarize them about constitutional safeguard for gender equality
- To expose the students to debates on the politics and economics of work
- To help students reflect critically on gender violence
- To make them understand that gender identities and gender relations are part of culture as they shape the way daily life is lived in the family as well as wider community and the workplace.

Course Outcomes (CO):

COs	**Statements**	**Blooms level**
CO1	Understand the basic concepts of gender and its related terminology	L1, L2,
CO2	Identify the biological, sociological, psychological and legal aspects of gender.	L1, L2
CO3	Use the knowledge in understanding how gender discrimination works in our society and how to counter it.	L3
CO4	Analyzethe gendered division of labour and its relation to politics and economics.	L4
CO5	Appraise how gender-role beliefs and sharing behaviour are associated with more well-being in all culture and gender groups	L5
CO6	Develop students' sensibility with regard to issues of gender in contemporary India	L3

Unit-1UNDERSTANDING GENDER

Introduction: Definition of Gender-Basic Gender Concepts and Terminology-Exploring Attitudes towards Gender-Construction of Gender-Socialization: Making Women, Making Men - Preparing for Womanhood. Growing up Male. First lessons in Caste.

Unit-2GENDER ROLES AND RELATIONS

Two or Many? -Struggles with Discrimination-Gender Roles and Relations-Types of Gender Roles- Gender Roles and Relationships Matrix-Missing Women-Sex Selection and its Consequences- Declining Sex Ratio- Demographic Consequences-Gender Spectrum -

Unit-3GENDER AND LABOUR

Division and Valuation of Labour-Housework: The Invisible Labor- "My Mother doesn't Work." "Share the Load."-Work: Its Politics and Economics -Fact and Fiction- Unrecognized and Unaccounted work -Gender Development Issues-Gender, Governance and Sustainable Development-Gender and Human Rights-Gender and Mainstreaming

Unit-4GENDER-BASED VIOLENCE

The Concept of Violence- Types of Gender-based Violence-Gender-based Violence from a Human Rights Perspective-Sexual Harassment - Domestic Violence - Different forms of violence against women - Causes of violence, impact of violence against women - Consequences of gender-based violence

Unit-5GENDER AND CULTURE

Gender and Film-Gender and Electronic Media-Gender and Advertisement-Gender and Popular Literature- Gender Development Issues-Gender Issues-Gender Sensitive Language-Just Relationships

Prescribed Books

1. A.Suneetha, Uma Bhrugubanda, et al. *Towards a World of Equals: A Bilingual Textbook on Gender*", Telugu Akademi, Telangana, 2015.
2. Butler, Judith. *Gender Trouble: Feminism and the Subversion of Identity.* UK Paperback Edn. March 1990

Reference Books

1. Wtatt, Robin and Massood, Nazia, *Broken Mirrors: The dowry Problems in India,*London : Sage Publications, 2011
2. Datt, R. and Kornberg, J.(eds), *Women in Developing Countries, Assessing Strategies for Empowerment*, London: Lynne Rienner Publishers, 2002
3. Brush, Lisa D., *Gender and Governance*, New Delhi, Rawat Publication, 2007
4. Singh, Direeti, *Women and Politics World Wide*, New Delhi, Axis Publications, 2010
5. Raj Pal Singh, Anupama Sihag, *Gender Sensitization: Issues and Challenges* (English, Hardcover), Raj Publications, 2019
6. A.Revathy& Murali, Nandini, *A Life in Trans Activism*(Lakshmi Narayan Tripathi). The University of Chicago Press, 2016

Online Resources:

1. Understanding Gender

chrome-extension://kdpelmjpfafjppnhbloffcjpeomlnpah/https://www.arvindguptatoys.com/arvindgupta/kamla-gender1.pdf

https://onlinecourses.swayam2.ac.in/nou24_hs53/preview

2. Gender Roles and Relations

https://www.plannedparenthood.org/learn/gender-identity/sex-gender-identity/what-are-gender-roles-and-stereotypes

https://www.verywellmind.com/understanding-gender-roles-and-their-effect-on-our-relationships-7499408

https://onlinecourses.swayam2.ac.in/cec23_hs29/preview

3. Gender and Labour

https://www.economicsobservatory.com/what-explains-the-gender-division-of-labour-and-how-can-it-be-redressed

https://onlinecourses.nptel.ac.in/noc23_mg67/preview

4. **GENDER-BASED VIOLENCE**
https://eige.europa.eu/gender-based-violence/what-is-gender-based-violence?language_content_entity=en

https://www.worldbank.org/en/topic/socialsustainability/brief/violence-against-women-and-girls

https://onlinecourses.swayam2.ac.in/nou25_ge38/preview

5. **GENDER AND CULTURE**
https://gender.study/psychology-of-gender/culture-impact-gender-roles-identities/

https://sociology.iresearchnet.com/sociology-of-culture/gender-and-culture/

https://archive.nptel.ac.in/courses/109/106/109106136/

Abdulali Sohaila. “I Fought For My Life…and Won.”Available online (at: http://www.thealternative.in/lifestyle/i-fought-for-my-lifeand-won-sohaila-abdulal/

OPEN ELECTIVES

III B.Tech I Semester

Course Code	**GREEN BUILDINGS**	L	T	P	C
23A01505a	**(OPEN ELECTIVE - I)**	3	0	0	3

Course Objectives :

The objectives of this course are to make the student:

1. **To understand** the fundamental concepts of green buildings, their necessity, and sustainable features.
2. **To analyze** green building concepts, rating systems, and their benefits in India.
3. **To apply** green building design principles, energy efficiency measures, and renewable energy sources.
4. **To evaluate** air conditioning systems, HVAC designs, and energy modeling for sustainable buildings.
5. **To assess** material conservation strategies, waste management, and indoor environmental quality in green buildings.

Course Outcomes (COs)

Upon successful completion of the course, students will be able to:

1. **Understand** the importance of green buildings, their necessity, and sustainable features.
2. **Analyze** various green building practices, rating systems, and their impact on environmental sustainability.
3. **Apply** principles of green building design to enhance energy efficiency and incorporate renewable energy sources.
4. **Evaluate** HVAC systems, energy-efficient air conditioning techniques, and their role in sustainable building design.
5. **Assess** material conservation techniques, waste reduction strategies, and indoor air quality management in green buildings.

CO - PO Articulation Matrix

Course Outcomes	**PO 1**	**PO 2**	**PO 3**	**PO 4**	**PO 5**	**PO 6**	**PO 7**	**PO 8**	**PO 9**	**PO 10**	**PO 11**	**PO 12**	**PSO1**	**PSO2**
CO -1	3	-	-	-	-	2	3	-	-	-	-	-	3	3
CO -2	-	3	-	-	2	-	3	-	-	-	-	2	3	3
CO -3	-	-	3	3	3	-	3	-	-	-	-	-	3	3
CO -4	-	-	3	3	3	-	3	-	-	-	-	-	3	3
CO -5	-	-	-	-	-	3	3	3	2	-	-	-	-	3

UNIT – I

Introduction to Green Building– Necessity of Green Buildings, Benefits of Green Buildings, Green Building Materials and Equipment in India, Key Requisites for Constructing A Green Building, Important Sustainable Features for Green Buildings.

UNIT – II

Green Building Concepts and Practices– Indian Green Building Council, Green Building Movement in India, Benefits Experienced in Green Buildings, Launch of Green Building Rating Systems, Residential Sector, Market Transformation; Green Building Opportunities and Benefits: Opportunities of Green Buildings, Green Building Features, Material and

Resources, Water Efficiency, Optimum Energy Efficiency, Typical Energy-Saving Approaches in Buildings, LEED India Rating System, and Energy Efficiency.

UNIT – III

Green Building Design– Introduction, Reduction in Energy Demand, Onsite Sources and Sinks, Maximizing System Efficiency, Steps to Reduce Energy Demand and Use Onsite Sources and Sinks, Use of Renewable Energy Sources, Eco-Friendly Captive Power Generation for Factories, Building Requirements.

UNIT – IV

Air Conditioning– Introduction, CII Godrej Green Business Centre, Design Philosophy, Design Interventions, Energy Modeling, HVAC System Design, Chiller Selection, Pump Selection, Selection of Cooling towers, Selection of Air Handling Units, Pre-Cooling of Fresh Air, Interior Lighting Systems, Key Features of The Building, Eco-Friendly Captive Power Generation for Factories, Building Requirements.

UNIT – V

Material Conservation– Handling of Non-Process Waste, Waste Reduction During Construction, Materials With Recycled Content, Local Materials, Material Reuse, Certified Wood, Rapidly Renewable Building Materials and Furniture. Indoor Environment Quality and Occupational Health– Air Conditioning, Indoor Air Quality, Sick Building Syndrome, tobacco Smoke.

TEXT BOOKS:

1. Handbook on Green Practices published by Indian Society of Heating Refrigerating and Air conditioning Engineers, 2009.
2. Green Building Hand Book by tom woolley and Sam kimings, 2009.

REFRENCE BOOKS:

1. Complete Guide to Green Buildings by Trish riley
2. Standard for the design for High Performance Green Buildings by Kent Peterson, 2009
3. Energy Conservation Building Code –ECBC-2020, published by BEE

Online Learning Resources:

https://archive.nptel.ac.in/courses/105/102/105102195/

III B.Tech – I Semester

Course Code	**CONSTRUCTION TECHNOLOGY AND MANAGEMENT (OPEN ELECTIVE – I)**	L	T	P	C
23A01505b		3	0	0	3

Course Objectives:

The objectives of this course are to make the student :

1. To understand project management fundamentals, organizational structures, and leadership principles in construction.
2. To analyze manpower planning, equipment management, and cost estimation in civil engineering projects.
3. To apply planning, scheduling, and project management techniques such as CPM and PERT.
4. To evaluate various contract types, contract formation, and legal aspectsin construction management.
5. To assess safety management practices, accident prevention strategies, and quality management systemsin construction.

Course Outcomes (COs):

Upon successful completion of the course, students will be able to:

1. Understand (Cos)project management fundamentals, organizational structures, and leadership principles in construction.
2. Analyze manpower planning, equipment management, and cost estimationin civil engineering projects.
3. Apply planning, scheduling, and project management techniques such as CPM and PERT.
4. Evaluate various contract types, contract formation, and legal aspectsin construction management.
5. Assess safety management practices, accident prevention strategies, and quality management systems in construction.

CO – PO Articulation Matrix

Course Outcomes	**PO 1**	**PO 2**	**PO 3**	**PO 4**	**PO 5**	**PO 6**	**PO 7**	**PO 8**	**PO 9**	**PO 10**	**PO 11**	**PO 12**	**PSO1**	**PSO2**
CO -1	3	-	-	-	-	2	-	2	2	-	-	-	3	3
CO -2	-	3	-	-	2	-	-	-	-	-	-	2	3	3
CO -3	-	-	3	3	3	-	-	-	-	2	-	-	3	3
CO -4	-	-	3	3	3	-	-	2	-	-	-	-	3	3
CO -5	-	-	-	-	-	3	3	3	2	-	-	-	-	3

UNIT – I

Introduction: Project forms, Management Objectives and Functions; Organizational Chart of A Construction Company; Manager's Duties and Responsibilities; Public Relations; Leadership and Team - Work; Ethics, Morale, Delegation and Accountability.

UNIT – II

Man and Machine: Man-Power Planning, Training, Recruitment, Motivation, Welfare Measures and Safety Laws; Machinery for Civil Engineering., Earth Movers and Hauling Costs, Factors Affecting Purchase, Rent, and Lease of Equipment, and Cost Benefit Estimation.

UNIT – III		
Planning, Scheduling andProject Management: Planning Stages, Construction Schedules and Project Specification, Monitoring and Evaluation; Bar-Chart, CPM, PERT, Network-formulation and Time Computation.		
UNIT – IV		
Contracts: Types of Contracts, formation of Contract – Contract Conditions – Contract forLabour, Material, Design, Construction – Drafting of Contract Documents Based On IBRD/ MORTH Standard Bidding Documents – Construction Contracts – Contract Problems – Arbitration and Legal Requirements Computer Applications in Construction Management: Software for Project Planning, Scheduling and Control.		
UNIT – V		
Safety Management – Implementation and Application of QMS in Safety Programs, ISO 9000 Series, Accident Theories, Cost of Accidents, Problem Areas in Construction Safety, Fall Protection, Incentives, Zero Accident Concepts, Planning for Safety, Occupational Health and Ergonomics.		
TEXT BOOKS:		
1. Construction Project Management, SK. Sears, GA. Sears, RH. Clough, John Wiley and Sons, 6th Edition, 2016. 2. Construction Project Scheduling and Control by Saleh Mubarak, 4th Edition, 2019 3. Pandey, I.M (2021) Financial Management 12th edition. Pearson India Education Services Pvt. Ltd.		
REFRENCE BOOKS:		
1. Brien, J.O. andPlotnick, F.L., CPMin Construction Management, Mcgraw Hill, 2010. 2. Punmia, B.C., andKhandelwal, K.K., Project Planning and control with PERT and CPM, Laxmi Publications, 2002. 3. Construction Methods and Management: Pearson New International Edition 8 th Edition Stephens Nunnally. 4. Rhoden, M and Cato B, Construction Management andOrganisational Behaviour, Wiley-Blackwell, 2016.		
Online Learning Resources:		
https://archive.nptel.ac.in/courses/105/104/105104161/ **https://archive.nptel.ac.in/courses/105/103/105103093/**		

III B.TechISemester

L	T	P	C
3	0	0	3

23AA0505 ELECTRICAL SAFETY PRACTICES AND STANDARDS
(Open Elective-I)

Course Outcomes:

CO1: Understanding the Fundamentals of Electrical Safety -L2
CO2: Identifying and Applying Safety Components -L3
CO3: Analyzing Grounding Practices and Electrical Bonding
CO4: Applying Safety Practices in Electrical Installations and Environments- L4
CO5: Evaluating Electrical Safety Standards and Regulatory Compliance -L5

UNIT I IntroductionToElectricalSafety:
Fundamentals ofElectricalsafety-ElectricShock-physiologicaleffects of electric current-Safetyrequirements–Hazardsofelectricity-Arc-Blast-Causesforelectricalfailure.

UNIT II Safety Components:
Introduction to conductors and insulators- voltage classification -safety against over voltages- safety againststaticelectricity-Electricalsafetyequipment's-Fireextinguishersforelectricalsafety.

UNIT III Grounding:
General requirements for grounding and bonding- Definitions- System grounding-Equipment grounding -The Earth-Earthingpractices-Determiningsafeapproachdistance-Determiningarchazardcategory.

UNIT IVSafetyPractices:
Generalfirstaid-Safetyinhandlinghandheldelectricalappliancestools-Electricalsafetyintrain stations-swimmingpools,externallightinginstallations,medicallocations-Casestudies.

UNIT V Standards For Electrical Safety:
Electricity Acts- Rules & regulations- Electrical standards-NFPA 70 E-OSHA standards-IEEE standards-National Electrical Code 2005 – National Electric Safety code NESC-Statutory requirements from electricalinspectorate

TEXTBOOKS:

1. MassimoA.G.Mitolo,"ElectricalSafetyofLow-VoltageSystems",McGrawHill,USA,2009.
2. MohamedEl-Sharkawi,"ElectricSafety-PracticeandStandards",CRCPress,USA,2014

REFERENCES:

1. KennethG.Mastrullo, RayA.Jones,"TheElectricalSafetyProgramBook",Jones andBartlettPublishers,London, 2nd Edition, 2011.
2. PalmerHickman,"ElectricalSafety-RelatedWorkPractices",Jones&BartlettPublishers,London,2009.
3. FordhamCooper,W.,"ElectricalSafetyEngineering",ButterworthandCompany,London,1986.
4. JohnCadick,MaryCapelli-Schellpfeffer,DennisK.Neitzel,"ElectricalSafetyHandbook,McGraw-Hill,NewYork,USA, 4th edition, 2012.

III B.Tech – I Sem **L T P C**
3 0 0 3

23A03505 SUSTAINBLE ENERGY TECHNOLOGIES
(Open Elective-I)

Course objectives: Theobjectives of the courseareto	
1	To demonstrate the importance the impact of solar radiation, solar PVmodules
2	To understand the principles of storage in PV systems
3	To discuss solar energy storage systems and their applications.
4	To get knowledge in wind energy and bio-mass
5	To gain insights in geothermal energy, ocean energy and fuel cells.

COURSE OUTCOMES On successful completion of this course the student will be able to		
CO1	Illustrate the importance of solar radiation and solar PV modules.	L1, L2
CO2	Discuss the storage methods in PV systems	L2,L3
CO3	Explain the solar energy storage for different applications	L2,L3
CO4	Understand the principles of wind energy, and bio-mass energy.	L2, L3
CO5	Attain knowledge in geothermal energy, ocean energy and fuel cells.	L1, L2,L3, L4

UNIT – 1

SOLAR RADIATION: Role and potential of new and renewable sources, the solar energy option, Environmental impact of solar power, structure of the sun, the solar constant, sun-earth relationships, coordinate systems and coordinates of the sun, extraterrestrial and terrestrial solar radiation, solar radiation on titled surface, instruments for measuring solar radiation and sun shine, solar radiation data, numerical problems.

SOLAR PV MODULES AND PV SYSTEMS:

PV Module Circuit Design, Module Structure, Packing Density, Interconnections, Mismatch and Temperature Effects, Electrical and Mechanical Insulation, Lifetime of PV Modules, Degradation and Failure, PV Module Parameters, Efficiency of PV Module, Solar PV Systems-Design of Off Grid Solar Power Plant. Installation and Maintenance.

UNIT – 2

STORAGE IN PV SYSTEMS:

Battery Operation, Types of Batteries, Battery Parameters, Application and Selection of Batteries for Solar PV System, Battery Maintenance and Measurements, Battery Installation for PV System.

UNIT – 3

SOLAR ENERGY COLLECTION: Flat plate and concentrating collectors, classification of concentrating collectors, orientation.

SOLAR ENERGY STORAGE AND APPLICATIONS: Different methods, sensible, latent heat and stratified storage, solar ponds, solar applications- solar heating/cooling technique, solar distillation and drying, solar cookers, central power tower concept and solar chimney.

UNIT – 4

WIND ENERGY: Sources and potentials, horizontal and vertical axis windmills, performance characteristics, betz criteria, types of winds, wind data measurement.

BIO-MASS: Principles of bio-conversion, anaerobic/aerobic digestion, types of bio-gas digesters, gas yield, utilization for cooking, bio fuels, I.C. engine operation and economic aspects.

UNIT – 5

GEOTHERMAL ENERGY: Origin, Applications, Types of Geothermal Resources, Relative Merits

OCEAN ENERGY: Ocean Thermal Energy; Open Cycle & Closed Cycle OTEC Plants, Environmental Impacts, Challenges

FUEL CELLS: Introduction, Applications, Classification, Different Types of Fuel Cells Such as Phosphoric Acid Fuel Cell, Alkaline Fuel Cell, PEM Fuel Cell, MC Fuel Cell.

Text Books:

1. Solar Energy – Principles of Thermal Collection and Storage/Sukhatme S.P. and J.K.Nayak/TMH

2. Non-Conventional Energy Resources- Khan B.H/ Tata McGraw Hill, New Delhi, 2006

References:

1. Principles of Solar Engineering - D.Yogi Goswami, Frank Krieth& John F Kreider / Taylor &Francis

2. Non-Conventional Energy - Ashok V Desai /New Age International (P) Ltd

3. Renewable Energy Technologies -Ramesh & Kumar /Narosa

4. Non-conventional Energy Source- G.D Roy/Standard Publishers

Online Learning Resources:

https://nptel.ac.in/courses/112106318

https://youtube.com/playlist?list=PLyqSpQzTE6M-ZgdjYukayF6QevPv7WE-r&si=-mwIa2X-SuSiNy13

https://youtube.com/playlist?list=PLyqSpQzTE6M-ZgdjYukayF6QevPv7WE-r&si=Apfjx6oDfz1Rb_N3

https://youtu.be/zx04Kl8y4dE?si=VmOvp_OgqisILTAF

III B.Tech I Sem **L – T – P – C**
3 – 0 – 0 – 3

23A04505 **ELECTRONIC CIRCUITS**
(Open Elective –I)

Course Objectives:

1. To understand semiconductor diodes, their characteristics and applications.
2. To explore the operation, configurations, and biasing of BJTs.
3. To study the operation, analysis, and coupling techniques of BJT amplifiers.
4. To learn the operation, applications and uses of feedback amplifiers and oscillators.
5. To analyze the characteristics, configurations, and applications of operational amplifiers.

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

1. Understand semiconductor diodes, their characteristics and applications.
2. Explore the operation, configurations, and biasing of BJTs.
3. Gain knowledge about the operation, analysis, and coupling techniques of BJT amplifiers.
4. Learn the operation, applications and uses of feedback amplifiers and oscillators.
5. Analyze the characteristics, configurations, and applications of operational amplifiers.

UNIT-I

Semiconductor Diode and Applications: Introduction, PN junction diode – structure, operation and VI characteristics, Half-wave, Full-wave and Bridge Rectifiers with and without Filters, Positive and Negative Clipping and Clamping circuits (Qualitative treatment only).

Special Diodes: Zener and Avalanche Breakdowns, VI Characteristics of Zener diode, Zener diode as voltage regulator, Construction, operation and VI characteristics of Tunnel Diode, LED, Varactor Diode, Photo Diode .

UNIT-II

Bipolar Junction Transistor (BJT): Principle of Operation, Common Emitter, Common Base and Common Collector Configurations, Transistor as a switch and Amplifier, Transistor Biasing and Stabilization - Operating point, DC & AC load lines, Biasing - Fixed Bias, Self Bias, Bias Stability, Bias Compensation using Diodes.

UNIT-III

Single stage amplifiers: Classification of Amplifiers - Distortion in amplifiers, Analysis of CE, CC and CB configurations with simplified hybrid model.

Multistage amplifiers: Different Coupling Schemes used in Amplifiers - RC coupled amplifiers, Transformer Coupled Amplifier, Direct Coupled Amplifier; Multistage RC coupled BJT amplifier (Qualitative treatment only).

UNIT-IV

Feedback amplifiers: Concepts of feedback, Classification of feedback amplifiers, Effect of feedback on amplifier characteristics, Voltage Series, Voltage Shunt, Current Series and Current Shunt Feedback Configurations (Qualitative treatment only).

Oscillators: Classification of oscillators, Condition for oscillations, RC Phase shift Oscillators, Generalized analysis of LC Oscillators-Hartley and Colpitts Oscillators, Wien Bridge Oscillator.

UNIT-V

Op-amp: Classification of IC'S, basic information of Op-amp, ideal and practical Op-amp, 741 op-amp and its features, modes of operation-inverting, non-inverting, differential.

Applications of op-amp : Summing, scaling and averaging amplifiers, Integrator, Differentiator, phase shift oscillator and comparator.

TEXT BOOKS:

1. Electronics Devices and Circuits, J.Millman and Christos. C. Halkias, 3rd edition, Tata McGraw Hill, 2006.
2. Electronics Devices and Circuits Theory, David A. Bell, 5th Edition, Oxford University press. 2008.

REFERENCE BOOKS:

1. Electronics Devices and Circuits Theory, R.L.Boylestad, LousisNashelsky and K.Lal Kishore, 12th edition, 2006, Pearson, 2006.
2. Electronic Devices and Circuits, N.Salivahanan, and N.Suresh Kumar, 3rd Edition, TMH, 2012
3. Microelectronic Circuits, S.Sedra and K.C.Smith, 5th Edition, Oxford University Press.

III B.Tech I Sem

23A05505a	JAVA PROGRAMMING (Open Elective-I)	L	T	P	C
		3	0	0	3

Course Objectives: The main objective of the course is to Identify Java language components and how they work together in applications

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

Course Outcomes: After completion of the course, students will be able to
CO1: Analyze problems, design solutions using OOP principles, and implement them efficiently in Java.
CO2: Design and implement classes to model real-world entities, with a focus on attributes, behaviors, and relationships between objects
CO3: Demonstrate an understanding of inheritance hierarchies and polymorphic behaviour, including method overriding and dynamic method dispatch.
CO4: Apply Competence in handling exceptions and errors to write robust and fault-tolerant code.
CO5: Perform file input/output operations, including reading from and writing to files using Java I/O classes, graphical user interface (GUI) programming using JavaFX.

Unit – I: Object Oriented Programming: Basic concepts, Principles, Program Structure in Java: Introduction, Writing Simple Java Programs, Elements or Tokens in Java Programs, Java Statements, Command Line Arguments, User Input to Programs, Escape Sequences Comments, Programming Style. Data Types, **Variables, and Operators :**Introduction, Data Types in Java, Declaration of Variables, Data Types, Type Casting, Scope of Variable Identifier, Literal Constants, Symbolic Constants, Formatted Output with printf() Method, Static Variables and Methods, Attribute Final, **Introduction to Operators**, Precedence and Associativity of Operators, Assignment Operator (=), Basic Arithmetic Operators, Increment (++) and Decrement (- -) Operators, Ternary Operator, Relational Operators, Boolean Logical Operators, Bitwise Logical Operators.
Control Statements: Introduction, if Expression, Nested if Expressions, if–else Expressions, Ternary Operator?:, Switch Statement, Iteration Statements, while Expression, do–while Loop, for Loop, Nested for Loop, For–Each for Loop, Break Statement, Continue Statement.

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

Unit III: Arrays: Introduction, Declaration and Initialization of Arrays, Storage of Array in Computer Memory, Accessing Elements of Arrays, Operations on Array Elements, Assigning Array to Another Array, Dynamic Change of Array Size, Sorting of Arrays, Search for Values in Arrays, Class Arrays, Two-dimensional Arrays, Arrays of Varying Lengths, Three-dimensional Arrays, Arrays as Vectors.
Inheritance: Introduction, Process of Inheritance, Types of Inheritances, Universal Super ClassObject Class, Inhibiting Inheritance of Class Using Final, Access Control and Inheritance, Multilevel Inheritance, Application of Keyword Super, Constructor Method and Inheritance, Method Overriding, Dynamic Method Dispatch, Abstract Classes, Interfaces and Inheritance.
Interfaces: Introduction, Declaration of Interface, Implementation of Interface, Multiple Interfaces, Nested Interfaces, Inheritance of Interfaces, Default Methods in Interfaces, Static Methods in Interface, Functional Interfaces, Annotations.

Unit IV: Packages and Java Library: Introduction, Defining Package, Importing Packages and Classes into Programs, Path and Class Path, Access Control, Packages in Java SE, Java.lang Package and its Classes, Class Object, Enumeration, class Math, Wrapper Classes, Auto-boxing and Autounboxing, Java util Classes and Interfaces, Formatter Class, Random Class, Time Package, Class Instant (java.time.Instant), Formatting for Date/Time in Java, Temporal Adjusters Class, Temporal Adjusters Class.
Exception Handling: Introduction, Hierarchy of Standard Exception Classes, Keywords throws and throw, try, catch, and finally Blocks, Multiple Catch Clauses, Class Throwable, Unchecked Exceptions, Checked Exceptions.
Java I/O and File: Java I/O API, standard I/O streams, types, Byte streams, Character streams, Scanner class, Files in Java(Text Book 2)

Unit V: String Handling in Java: Introduction, Interface Char Sequence, Class String, Methods for Extracting Characters from Strings,Comparison, Modifying, Searching; Class String Buffer.
Multithreaded Programming: Introduction, Need for Multiple Threads Multithreaded Programming for Multi-core Processor, Thread Class, Main Thread Creation of New Threads, Thread States, Thread Priority-Synchronization, Deadlock and Race Situations, Inter thread Communication - Suspending, Resuming, and Stopping of Threads. Java Database Connectivity: Introduction, JDBC Architecture, Installing MySQL and MySQL Connector/J, JDBC Environment Setup, Establishing JDBC Database Connections, ResultSet Interface
Java FX GUI: Java FX Scene Builder, Java FX App Window Structure, displaying text and image, event handling, laying out nodes in scene graph, mouse events (Text Book 3)

Learning Resources:
Textbooks:

1. JAVA one step ahead, Anitha Seth, B.L.Juneja, Oxford.
2. Joy with JAVA, Fundamentals of Object Oriented Programming, DebasisSamanta, MonalisaSarma, Cambridge, 2023.
3. JAVA 9 for Programmers, Paul Deitel, Harvey Deitel, 4th Edition, Pearson.

Reference Books:

1. The complete Reference Java, 11thedition, Herbert Schildt,TMH
2. Introduction to Java programming, 7th Edition, Y Daniel Liang, Pearson

Online Learning Resources:

1. *https://nptel.ac.in/courses/106/105/106105191/*
2. *https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_012880464547618816347_shared/overv*iew

III B.Tech I Sem

23A05505b	FUNDAMENTALS OF ARTIFICIAL INTELLIGENCE (Open Elective-I)	L	T	P	C
		3	0	0	3

Course Objectives:

- To learn the distinction between optimal reasoning Vs. human like reasoning.
- To understand the concepts of state space representation, exhaustive search, heuristic
- search together with the time and space complexities.

- To learn different knowledge representation techniques.
- To understand the applications of AI, namely game playing, theorem proving, and machine learning.

Course Outcomes:

- Learn the distinction between optimal reasoning Vs human like reasoning and formulate an efficient problem space for a problem expressed in natural language. Also select a search algorithm for a problem and estimate its time and space complexities.
- Apply AI techniques to solve problems of game playing, theorem proving, and machine learning.
- Learn different knowledge representation techniques.
- Understand the concepts of state space representation, exhaustive search, heuristic search together with the time and space complexities.
- Comprehend the applications of Probabilistic Reasoning and Bayesian Networks.
- Analyze Supervised Learning Vs. Learning Decision Trees

UNIT - I

Introduction to AI - Intelligent Agents, Problem-Solving Agents,

Searching for Solutions - Breadth-first search, Depth-first search, Hill-climbing search, Simulated annealing search, Local Search in Continuous Spaces.

UNIT-II

Games - Optimal Decisions in Games, Alpha–Beta Pruning, Defining Constraint Satisfaction Problems, Constraint Propagation, Backtracking Search for CSPs, Knowledge-Based Agents, **Logic-** Propositional Logic, Propositional Theorem Proving: Inference and proofs, Proof by resolution, Horn clauses and definite clauses.

UNIT-III

First-Order Logic - Syntax and Semantics of First-Order Logic, Using First Order Logic, Knowledge Engineering in First-Order Logic. Inference in First-Order Logic: Propositional vs. First-Order Inference, Unification, Forward Chaining, Backward Chaining, Resolution.

Knowledge Representation: Ontological Engineering, Categories and Objects, Events.

UNIT-IV

Planning - Definition of Classical Planning, Algorithms for Planning with State Space Search, Planning Graphs, other Classical Planning Approaches, Analysis of Planning approaches. Hierarchical Planning.

UNIT-V

ProbabilisticReasoning:

Acting under Uncertainty, Basic Probability Notation Bayes' Rule and Its Use, Probabilistic Reasoning, Representing Knowledge in an Uncertain Domain, The Semantics of Bayesian Networks, Efficient Representation of Conditional Distributions, Approximate Inference in Bayesian Networks, Relational and First- Order Probability.

TEXT BOOK:

1. Artificial Intelligence: A Modern Approach, Third Edition, Stuart Russell and Peter Norvig, Pearson Education.

REFERENCE BOOKS:

1. Artificial Intelligence, 3rd Edn., E. Rich and K. Knight (TMH)
2. Artificial Intelligence, 3rd Edn., Patrick Henny Winston, Pearson Education.
3. Artificial Intelligence, Shivani Goel, Pearson Education.
4. Artificial Intelligence and Expert systems – Patterson, Pearson Education.

23A05505c	**QUANTUM TECHNOLOGIES AND APPLICATIONS** **Open Elective – I**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

- To introduce the fundamentals of quantum mechanics relevant to quantum technologies.
- To explain key quantum phenomena and their role in enabling novel technologies.
- To explore applications in quantum computing, communication, and sensing.
- To encourage understanding of emerging quantum-based technologies and innovations.

Syllabus

UNIT I: Fundamentals of Quantum Mechanics (7 Hours)

- Classical vs Quantum Paradigm
- Postulates of Quantum Mechanics
- Wavefunction and Schrödinger Equation (Time-independent)
- Quantum states, Superposition, Qubits
- Measurement, Operators, and Observables
- Entanglement and Non-locality

UNIT II: Quantum Computing

- Qubits and Bloch Sphere
- Quantum Logic Gates: Pauli, Hadamard, CNOT, and Universal Gates
- Quantum Circuits
- Basic Algorithms: Deutsch-Jozsa. Gover's, Shor's (conceptual)
- Error Correction and Decoherence

UNIT III: Quantum Communication and Cryptography (7 Hours)

- Teleportation & No-Cloning
- BB84 Protocol
- Quantum Networks & Repeaters
- Classical vs Quantum Cryptography
- Challenges in Implementation

UNIT IV: Quantum Sensors and Metrology

- Quantum Sensing: Principles and Technologies
- Quantum-enhanced Measurements
- Atomic Clocks, Gravimeters
- Magnetometers, NV Centers
- Industrial Applications
-

UNIT V: Quantum Materials and Emerging Technologies

- Quantum Materials: Superconductors, Topological Insulators
- Quantum Devices: Qubits, Josephson Junctions
- National Quantum Missions (India, EU, USA, China)
- Quantum Careers and Industry Initiatives

Textbooks and References

Primary Textbooks:

- "Quantum Computation and Quantum Information" by Michael A. Nielsen and Isaac L. Chuang (Cambridge University Press)

- "Quantum Mechanics: The Theoretical Minimum" by Leonard Susskind and Art Friedman (Basic Books)

Supplementary Reading:

- "Quantum Computing for Everyone" by Chris Bernhardt (MIT Press)
- "Quantum Physics: A Beginner's Guide" by Alastair I.M. Rae
- "An Introduction to Quantum Computing" by Phillip Kaye, Raymond Laflamme, and Michele Mosca
- IBM Quantum Experience and Qiskit Documentation (https://qiskit.org/)

Course Outcomes

- Understand key quantum mechanical concepts and phenomena.
- Comprehend the structure and function of quantum algorithms and circuits.
- Explore applications in quantum communication and cryptography.
- Appreciate the role of quantum technologies in modern engineering systems.

III B.Tech I Sem

L	T	P	C
3	0	0	3

23A54501 MATHEMATICS FOR MACHINE LEARNING AND AI

(Open Elective 1)

Course Objectives:

- To provide a strong mathematical foundation for understanding and developing AI/ML algorithms.
- To enhance the ability to apply linear algebra, probability, and calculus in AI/ML models.
- To equip students with optimization techniques and graph-based methods used in AI applications.
- To develop critical problem-solving skills for analysing mathematical formulations in AI/ML.

Course Outcomes:

After successful completion of this course, the students should be able to:

COs	Statements	Blooms level
CO1	Apply linear algebra concepts to ML techniques like PCA and regression.	L3 (Apply)
CO2	Analyze probabilistic models and statistical methods for AI applications.	L4 (Analyze)
CO3	Implement optimization techniques for machine learning algorithms.	L3 (Apply)
CO4	Utilize vector calculus and transformations in AI-based models.	L3 (Apply)
CO5	Develop graph-based AI models using mathematical representations.	L5 (Evaluate)

Course Articulation Matrix:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	2	1	-	-	-	-	-	-	1
CO2	3	3	2	3	2	-	-	-	-	-	-	2
CO3	3	3	3	3	2	1	-	-	-	-	-	2
CO4	3	3	2	2	1	-	-	-	-	-	-	1
CO5	3	3	3	3	2	-	-	-	-	-	-	2

• **3** = Strong Mapping, **2** = Moderate Mapping, **1** = Slight Mapping, **-** = No Mapping

UNIT I: Linear Algebra for Machine Learning(08)

Review of Vector spaces, basis, linear independence, Vector and matrix norms, Matrix factorization techniques, Eigenvalues, eigenvectors, diagonalization, Singular Value Decomposition (SVD) and Principal Component Analysis (PCA).

UNIT II: Probability and Statistics for AI(08)

Probability distributions: Gaussian, Binomial, Poisson. Bayes' Theorem, Maximum Likelihood Estimation (MLE), and Maximum a Posteriori (MAP).Entropy and Kullback-Leibler (KL) Divergence in AI, Cross entropy loss, Markov chains.

UNIT III: Optimization Techniques for ML(08)

Multivariable calculus: Gradients, Hessians, Jacobians. Constrained optimization: Lagrange multipliers and KKT conditions.Gradient Descent and its variants (Momentum, Adam) Newton's method, BFGS method.

UNIT IV: Vector Calculus & Transformations(08)

Vector calculus: Gradient, divergence, curl. Fourier Transform & Laplace Transform in ML applications.

UNIT V: Graph Theory for AI(08)

Graph representations: Adjacency matrices, Laplacian matrices. Bayesian Networks & Probabilistic Graphical Models. Introduction to Graph Neural Networks (GNNs).

Textbooks:

1. Mathematics for Machine Learning by Marc Peter Deisenroth, A. Aldo Faisal, Cheng Soon Ong, Cambridge University Press, 2020.
2. Pattern Recognition and Machine Learningby Christopher Bishop, Springer.

Reference Books:

1. Gilbert Strang, Linear Algebra and Its Applications, Cengage Learning, 2016.
2. Jonathan Gross, Jay Yellen, Graph Theory and Its Applications, CRC Press, 2018.

Web References:

- MIT– Mathematics for Machine Learning https://ocw.mit.edu
- Stanford CS229 – Machine Learning Course https://cs229.stanford.edu/

DeepAI – Mathematical Foundations for AI https://deepai.org

III B.Tech I Sem

23A56501	**MATERIALS CHARACTERIZATION TECHNIQUES** (Common to all branches) (Open Elective-Interdisciplinary) **(Open Elective-I)**	Credits 3-0-0:3

COURSE OBJECTIVES	
1	To provide exposure to different characterization techniques.
2	To explain the basic principles and analysis of different spectroscopic techniques.
3	To elucidate the working of Scanning electron microscope - Principle, limitations and applications.
4	To illustrate the working of the Transmission electron microscope (TEM) - SAED patterns and its applications.
5	To educate the uses of advanced electric and magnetic instruments for characterization.

UNIT I Structure analysis by Powder X-Ray Diffraction 9H

Introduction, Bragg's law of diffraction, Intensity of Diffracted beams, Factors affecting Diffraction, Intensities, Structure of polycrystalline Aggregates, Determination of crystal structure, Crystallite size by Scherer and Williamson-Hall (W-H) Methods, Small angle X-ray scattering (SAXS) (in brief).

UNIT II Microscopy technique -1 –Scanning Electron Microscopy (SEM) 9H

Introduction, Principle, Construction and working principle of Scanning Electron Microscopy, Specimen preparation, Different types of modes used (Secondary Electron and Backscatter Electron), Advantages, limitations and applications of SEM.

UNIT III Microscopy Technique -2 - Transmission Electron Microscopy (TEM) 9H

Construction and Working principle, Resolving power and Magnification, Bright and dark fields, Diffraction and image formation, Specimen preparation, Selected Area Diffraction, Applications of Transmission Electron Microscopy, Difference between SEM and TEM, Advantage and Limitations of Transmission Electron Microscopy

UNIT IV Spectroscopy techniques 9H

Principle, Experimental arrangement, Analysis and advantages of the spectroscopic techniques – (i) UV-Visible spectroscopy (ii) Raman Spectroscopy, (iii) Fourier Transform infrared (FTIR) spectroscopy, (iv) X-ray photoelectron spectroscopy (XPS).

UNIT V Electrical & Magnetic Characterization techniques 9H

Electrical Properties analysis techniques (DC conductivity, AC conductivity) Activation Energy, Effect of Magnetic field on the electrical properties (Hall Effect). Magnetization measurement by induction method, Vibrating sample Magnetometer (VSM) and SQUID.

Textbooks:

1. Material Characterization: Introduction to Microscopic and Spectroscopic Methods – Yang Leng – John Wiley & Sons (Asia) Pvt. Ltd. 2013.
2. Microstructural Characterization of Materials - David Brandon, Wayne D Kalpan, John Wiley & Sons Ltd., 2008

Reference Books:

1. Fundamentals of Molecular Spectroscopy – IV Ed. – Colin Neville BanwellandElaine M. McCash, Tata McGraw-Hill, 2008.
2. Elements of X-ray diffraction – Bernard Dennis Cullity& Stuart R Stocks, Prentice Hall , 2001 – Science.
3. Practical Guide to Materials Characterization: Techniques and Applications - Khalid Sultan – Wiley – 2021.
4. **Materials Characterization Techniques -**Sam Zhang, Lin Li, Ashok Kumar -CRC Press - 2008

NPTEL courses link :

1. **https://nptel.ac.in/courses/115/103/115103030/**
2. **https://nptel.ac.in/content/syllabus_pdf/113106034.pdf**
3. **https://nptel.ac.in/noc/courses/noc19/SEM1/noc19-mm08/**

	Course Outcomes	Blooms Level
CO1	Analyze the crystal structure and crystallite size by various methods	L1,L2, L3, L4
CO2	Analyze the morphology of the sample by using a Scanning Electron Microscope	L1,L2, L4
CO3	Analyze the morphology and crystal structure of the sample by using Transmission Electron Microscope	L1,L2, L3
CO4	Explain the principle and experimental arrangement of various spectroscopic techniques	L1,L2
CO5	Identify the construction and working principle of various Electrical & Magnetic Characterization technique	L1,L2

Course Articulation Matrix:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	2	1							
CO2	3	3	2	1	1							
CO3	3	3	2	1	1							
CO4	3	2	1	1	-							
CO5	3	3	1	1	-							

1-Slightly, 2-Moderately, 3-Substantially.

III B.Tech I Sem

Course Code	Title of the Subject	L	T	P	C
23A51501	**CHEMISTRY OF ENERGY SYSTEMS**	3		-	3

COURSE OBJECTIVES	
1	To make the student understand basic electrochemical principles such as standard electrode potentials, emf and applications of electrochemical principles in the design of batteries.
2	To understand the basic concepts of processing and limitations of Fuel cells & their applications.
3	To impart knowledge to the students about fundamental concepts of photo chemical cells, reactions and applications
4	Necessarily of harnessing alternate energy resources such as solar energy and its basic concepts.
5	To impart knowledge to the students about fundamental concepts of hydrogen storage in different materials and liquification method.

COURSE OUTCOMES	
CO1	➢ Solve the problems based on electrode potential, Describe the Galvanic Cell ➢ Differentiate between Lead acid and Lithium ion batteries, Illustrate the electrical double layer
CO2	➢ Describe the working Principle of Fuel cell, Explain the efficiency of the fuel cell ➢ Discuss about the Basic design of fuel cells, Classify the fuel cell
CO3	➢ Differentiate between Photo and Photo electrochemical Conversions, Illustrate the photochemical cells, Identify the applications of photochemical reactions, ➢ Interpret advantages of photoelectron catalytic conversion.
CO4	➢ Apply the photo voltaic technology, Demonstrate about solar energy and prospects ➢ Illustrate the Solar cells, Discuss about concentrated solar power
CO5	➢ Differentiate Chemical and Physical methods of hydrogen storage, Discuss the metal organic frame work, Illustrate the carbon and metal oxide porous structures ➢ Describe the liquification methods.

Mapping between Course Outcomes and Programme Outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2												
CO3												
CO4												
CO5												

UNIT-1: Electrochemical Systems: Galvanic cell, Nernst equation, standard electrode potential, application of EMF, electrical double layer, polarization, Batteries- Introduction ,Lead-acid ,Nickel- cadmium, Lithium ion batteries and their applications**.**

UNIT-2: Fuel Cells: Fuel cell- Introduction, Basic design of fuel cell, working principle, Classification of fuel cells, Polymer electrolyte membrane (PEM) fuel cells, Solid-oxide fuel cells (SOFC), Fuel cell efficiency and applications.

UNIT-3: Photo and Photo electrochemical Conversions: Photochemical cells Introduction and applications of photochemical reactions, specificity of photo electrochemical cell, advantage of photoelectron catalytic conversions and their applications.

UNIT-4: Solar Energy: Introduction and prospects, photovoltaic (PV) technology, concentrated solar power (CSP), Solar cells and applications. .

UNIT-5: Hydrogen Storage: Hydrogen storage and delivery: State-of-the art, Established technologies, Chemical and Physical methods of hydrogen storage, Compressed gas storage, Liquid hydrogen storage, Other storage methods, Hydrogen storage in metal hydrides, metal organic frameworks (MOF), Metal oxide porous structures, hydrogel , and Organic hydrogen carriers.

Text books

1. Physical chemistry by Ira N. Levine
2. Essentials of Physical Chemistry, Bahl and Bahl and Tuli.
3. Inorganic Chemistry, Silver and Atkins

Reference Books:

1. Fuel Cell Hand Book 7th Edition, by US Department of Energy (EG&G technical services And corporation)
2. Hand book of solar energy and applications by ArvindTiwari and Shyam.
3. Solar energy fundamental, technology and systems by Klaus Jagar et.al.
4.Hydrogen storage by Levine Klebonoff

III B.Tech I Sem

Course Code	**ENGLISH FOR COMPETITIVE EXAMINATIONS**	L	T	P	C
23A52502a	**(Open Elective-I)** (Common to All Branches of Engineering)	3	0	0	3

Course Objectives:

1. To enable the students to learn about the structure of competitive English
2. To understand the grammatical aspects and identify the errors
3. To enhance verbal ability and identify the errors
4. To improve word power to answer competitive challenges
5. To make them ready to crack competitive exams

Course Outcomes (CO):	Blooms Level
By the end of the program students will be able to	
▪ Identify the basics of English grammar and its importance	L1, L2
▪ Explain the use of grammatical structures in sentences	L1, L2
▪ Demonstrate the ability to use various concepts in grammar and vocabulary and their applications in everyday use and in competitive exams	L3
▪ Analyze an unknown passage and reach conclusions about it.	L4
▪ Choose the appropriate form of verbs in framing sentences	L5
▪ Develop speed reading and comprehending ability thereby perform better in competitive exams	L3

UNIT - I	**GRAMMAR-1**	Lecture Hrs

Nouns-classification-errors-Pronouns-types-errors-Adjectives-types-errors-Articles-definite-indefinite-Degrees of Comparison-Adverbs-types- errors-Conjunctions-usage-Prepositions-usage-Tag Questions, types-identifying errors- Practice

UNIT - II	**GRAMMAR-2**	Lecture Hrs

Verbs-tenses- structure-usages- negatives- positives- time adverbs-Sequence of tenses--If Clause-Voice-active voice and passive voice- reported Speech-Agreement- subject and verb-Modals-Spotting Errors-Practices

UNIT - III	**VERBAL ABILITY**	Lecture Hrs

Sentence completion-Verbal analogies-Word groups-Instructions-Critical reasoning-Verbal deduction-Select appropriate pair-Reading Comprehension-Paragraph-Jumbles-Selecting the proper statement by reading a given paragraph.

UNIT - IV	**READING COMPREHENSION AND VOCUBULARY**	Lecture Hrs

Competitive Vocabulary :Word Building – Memory techniques-Synonyms, Antonyms, Affixes-Prefix &Suffix-One word substitutes-Compound words-Phrasal Verbs-Idioms and Phrases-Homophones-Linking Words-Modifiers-Intensifiers - Mastering Competitive Vocabulary- Cracking the unknowing passage-speed reading techniques- Skimming & Scanning-types of answering–Elimination methods

UNIT - V	**WRITING FOR COMPETITIVE EXAMINATIONS**	Lecture Hrs

Punctuation- Spelling rules- Word order-Sub Skills of Writing- Paragraph meaning-salient features-types - Note-making, Note-taking, summarizing-precise writing- Paraphrasing-Expansion of proverbs-Essay writing-types

Textbooks:

1. **Wren & Martin,** ***English for Competitive Examinations,*** **S.Chand & Co, 2021**
2. *Objective English for Competitive Examination***,** Tata McGraw Hill, New Delhi, 2014.

Reference Books:

1. Hari Mohan Prasad, *Objective English for Competitive Examination,* Tata McGraw Hill, New Delhi, 2014.
2. Philip Sunil Solomon, *English for Success in Competitive Exams*, Oxford 2016
3. Shalini Verma , *Word Power Made Handy*, S Chand Publications
4. Neira, Anjana Dev & Co. *Creative Writing: A Beginner's Manual.* Pearson Education India, 2008.
5. Abhishek Jain,Vocabulary Learning Techniques Vol.I&II,RR Global Publishers 2013.
6. Michel Swan, *Practical English Usage*,Oxford,2006.

Online Resources

1. **https://www.grammar.cl/english/parts-of-speech.htm**
2. **https://academicguides.waldenu.edu/writingcenter/grammar/partsofspeech**
3. **https://learnenglish.britishcouncil.org/grammar/english-grammar-reference/active-passive-voice**
4. **https://languagetool.org/insights/post/verb-tenses/**
5. **https://www.britishcouncil.in/blog/best-free-english-learning-resources-british-council**
6. **https://www.careerride.com/post/social-essays-for-competitive-exams-586.aspx**

Course Code	ENTREPRENEURSHIP AND NEW VENTURE CREATION (Open Elective-I)	L	T	P	C
23A52502b		3	0	0	3

COURSE OBJECTIVES: The objectives of this course are	
1	To foster an entrepreneurial mind-set for venture creation and intrapreneurial leadership.
2	To encourage creativity and innovation
3	To enable them to learn pitching and presentation skills
4	To make the students understand MVP development and validation techniques to determine Product-Market fit and Initiate Solution design, Prototype for Proof of Concept.
5	To enhance the ability of analyzing Customer and Market segmentation, estimate Market size, develop and validate Customer Persona

UNIT-I: Entrepreneurship Fundamentals and context

Meaning and concept, attributes and mindset of entrepreneurial and intrapreneurial leadership, role models in each and their role in economic development. An understanding of how to build entrepreneurial mindset, skill sets, attributes and networks while on campus.

Core Teaching Tool: Simulation, Game, Industry Case Studies (Personalized for students – 16industries to choose from), Venture Activity

LEARNING OUTCOMES

At the end of the Unit, the learners will be able to

- Understand theconcept of Entrepreneur and Entrepreneurship in India
- Analyze recent trends in Entrepreneurship role in economic development
- Develop a creative mind set and personality in starting a business.

Unit II: Problem & Customer Identification

Understanding and analysing the macro-Problem and Industry perspective - technological, socioeconomic and urbanization trends and their implication on new opportunities - Identifying passion - identifying and defining problem using Design thinking principles - Analysing problem and validating with the potential customer - Understanding customer segmentation, creating and validating customer personas.

Core Teaching Tool: Several types of activities including Class, game, Gen AI, 'Get out of the Building' and Venture Activity.

LEARNING OUTCOMES

At the end of the Unit, the learners will be able to

- Understand the problem and Customer identification.
- Analyze problem and validating with potential customer
- Evaluate customer segmentation and customer personas

Unit III: Solution design, Prototyping & Opportunity Assessment and Sizing

Understanding Customer Jobs-to-be-done and crafting innovative solution design to map to customer's needs and create a strong value proposition - Understanding prototyping and Minimum Viable product (MVP) - Developing a feasibility prototype with differentiating value, features and benefits - Assess relative market position via competition analysis - Sizing the market and assess scope and potential scale of the opportunity.

Core Teaching Tool: Venture Activity, no-code Innovation tools, Class activity

LEARNING OUTCOMES

At the end if the Unit, the learners will be able to

- Analyze jobs-to-be-done
- Evaluate customer needs to create a strong value proposition
- Design and draw prototyping and MVP

UNIT-IV: Business & Financial Model, Go-to-Market Plan

Introduction to Business model and types, Lean approach, 9 block lean canvas model, riskiest assumptions to Business models. Importance of Build - Measure – Lean approach.

Business planning: components of Business plan- Sales plan, People plan and financial plan.
Financial Planning: Types of costs, preparing a financial plan for profitability using financial template, understanding basics of Unit economics and analysing financial performance.

Introduction to Marketing and Sales, Selecting the Right Channel, creating digital presence, building customer acquisition strategy.

Choosing a form of business organization specific to your venture, identifying sources of funds: Debt& Equity, Map the Start-up Life-cycle to Funding Options.

Core Teaching Tool: Founder Case Studies – Sama and Securely Share; Class activity and discussions; Venture Activities.

LEARNING OUTCOMES

At the end of the Unit, the learners will be able to:

- Understand lean approach in business models
- Apply business plan, sales plan and financial plan
- Analyze financial planning, marketing channels of distribution.
- Design their own venture and source of funds.

UNIT-V: Scale Outlook and Venture Pitch readiness

Understand and identify potential and aspiration for scale vis-a-vis your venture idea.
Persuasive Storytelling and its key components. Build an Investor ready pitch deck.

Core Teaching Tool: Expert talks; Cases; Class activity and discussions; Venture Activities.

LEARNING OUTCOMES

At the end of the Unit, the learners will be able to

- Understand aspiration for scale
- Analyze venture idea and its key components

- Evaluate and build investors ready pitch

TEXT BOOKS

1. Robert D. Hisrich, Michael P. Peters, Dean A. Shepherd, Sabyasachi Sinha . *Entrepreneurship*, McGrawHill, 11th Edition.(2020)
2. Ries, E. *The Lean Startup: How Today's Entrepreneurs Use Continuous Innovation to Create Radically Successful Businesses*. Crown Business,(2011).
3. Osterwalder, A., & Pigneur, Y. *Business Model Generation: A Handbook for Visionaries, Game Changers, and Challengers.* John Wiley & Sons. (2010).

REFERENCES

1. Simon Sinek,*Start with Why*, Penguin Books limited. (2011)
2. Brown Tim,*Change by Design Revised & Updated: How Design Thinking*
3. *Transforms Organizations and Inspires Innovation,* Harper Business.(2019)
4. Namita Thapar (2022) The Dolphin and the Shark: Stories on Entrepreneurship, Penguin Books Limited
5. Saras D. Sarasvathy, (2008) Effectuation: Elements of Entrepreneurial Expertise, Elgar Publishing Ltd.

E-RESOURCES

Learning resource- Ignite 5.0 Course Wadhwani platform (Includes 200+ components of custom created modular content + 500+ components of the most relevant curated content)

COURSE OUTCOMES: At the end of the course, students will be able to		**BTL**
CO1	Develop an entrepreneurial mindset and appreciate the concept of entrepreneurship	L3
CO2	Comprehend the process of problem-opportunity identification through design thinking, identify market potential and customers while developing a compelling value proposition solution	L3
CO3	Analyze and refine business models to ensure sustainability and profitability	L3
CO4	Build Prototype for Proof of Concept and validate MVP of their practice venture idea	L4
CO5	Create business plan, conduct financial analysis and feasibility analysis to assess the financial viability of a venture	L5
CO6	Prepare and deliver an investible pitch deck of their practice venture to attract stakeholders	L6

BTL: Bloom’s Taxonomy Level

III B.Tech.II Semester

Course Code	**DISASTER MANAGEMENT**	L	T	P	C
23A01606a	**(Open Elective – II)**	3	0	0	3

Course Objectives:

The objectives of this course are to make the student :

1. To understand the fundamental concepts of natural disasters, their occurrence, and disaster risk reduction strategies.
2. To analyze the impact of cyclones on structures and explore retrofitting techniques for adaptive reconstruction.
3. To apply wind engineering principles and computational techniques in designing wind-resistant structures.
4. To evaluate earthquake effects on buildings and develop strategies for seismic retrofitting.
5. To assess seismic safety planning, design considerations, and innovative construction materials for disaster-resistant structures.

Course Outcomes:

After successful completion of this course, students will be able to:

1. Understand the fundamental concepts of natural disasters, their occurrence, and disaster risk reduction strategies.
2. Analyze the impact of cyclones on structures and explore retrofitting techniques for adaptive reconstruction.
3. Apply wind engineering principles and computational techniques in designing wind-resistant structures.
4. Evaluate earthquake effects on buildings and develop strategies for seismic retrofitting.
5. Assess seismic safety planning, design considerations, and innovative construction materials for disaster-resistant structures.

CO – PO Articulation Matrix

Course Outcomes	**PO 1**	**PO 2**	**PO 3**	**PO 4**	**PO 5**	**PO 6**	**PO 7**	**PO 8**	**PO 9**	**PO 10**	**PO 11**	**PO 12**	**PSO1**	**PSO2**
CO -1	3	-	-	-	-	2	-	2	2	-	-	-	3	3
CO -2	-	3	-	-	2	-	-	-	-	-	-	2	3	-
CO -3	3	-	-	3	-	-	3	-	-	2	-	-	-	3
CO -4	-	-	3	-	3	-	-	2	-	-	-	-	3	-
CO -5	-	-	-	3	-	3	3	3	2	-	-	-	-	3

UNIT – I

Introduction to Natural Disasters– Brief Introduction to Different Types of Natural Disasters, Occurrence of Disasters in Different Climatic and Geographical Regions, Hazard Maps (Earthquake and Cyclone) of The World and India, Regulations for Disaster Risk Reduction, Post-Disaster Recovery and Rehabilitation (Socioeconomic Consequences).

UNIT – II

Cyclones and Their Impact– Climate Change and Its Impact On Tropical Cyclones, Nature of Cyclonic Wind, Velocities and Pressure, Cyclone Effects, Storm Surges, Floods, and Landslides. Behavior of Structuresin Past Cyclones and Windstorms, Case Studies. Cyclonic Retrofitting, Strengthening of Structures, and Adaptive Sustainable Reconstruction. Life-Line

Structures Such as Temporary Cyclone Shelters.

UNIT – III

Wind Engineering and Structural Response– Basic Wind Engineering, Aerodynamics of Bluff Bodies, Vortex Shedding, and Associated Unsteadiness Along and Across Wind forces. Lab: Wind Tunnel Testing and Its Salient Features. Introduction to Computational Fluid Dynamics (CFD). General Planning and Design Considerations Under Windstorms and Cyclones. Wind Effects On Buildings, towers, Glass Panels, Etc., and Wind-Resistant Features in Design. Codal Provisions, Design Wind Speed, Pressure Coefficients. Coastal Zoning Regulations for Construction and Reconstruction in Coastal Areas. Innovative Construction Materials and Techniques, Traditional Construction Techniques in Coastal Areas.

UNIT – IV

Seismology and Earthquake Effects– Causes of Earthquakes, Plate Tectonics, Faults, Seismic Waves; Magnitude, Intensity, Epicenter, Energy Release, and Ground Motions. Earthquake Effects– On Ground, Soil Rupture, Liquefaction, Landslides. Performance of Ground and Buildings in Past Earthquakes– Behavior of Various Types of Buildings and Structures, Collapse Patterns; Behavior of Non-Structural Elements Such as Services, Fixtures, and Mountings – Case Studies. Seismic Retrofitting– Weakness in Existing Buildings, Aging, Concepts in Repair, Restoration, and Seismic Strengthening.

UNIT – V

Planning and Design Considerations for Seismic Safety– General Planning and Design Considerations; Building forms, Horizontal and Vertical Eccentricities, Mass and Stiffness Distribution, Soft Storey Effects, Etc.; Seismic Effects Related to Building Configuration. Plan and Vertical Irregularities, Redundancy, and Setbacks. Construction Details– Various Types of Foundations, Soil Stabilization, Retaining Walls, Plinth Fill, Flooring, Walls, Openings, Roofs, Terraces, Parapets, Boundary Walls, Underground and Overhead Tanks, Staircases, and Isolation of Structures. Innovative Construction Materials and Techniques. Local Practices– Traditional Regional Responses. Computational Investigation Techniques.

TEXT BOOKS:

1. David Alexander, *Natural Disasters*, 1st Edition, CRC Press, 2017.
2. Edward A. Keller and Duane E. DeVecchio, *Natural Hazards: Earth's Processes as Hazards, Disasters, and Catastrophes*, 5th Edition, Routledge, 2019.

REFRENCE BOOKS:

1. Ben Wisner, J.C. Gaillard, andIlanKelman (Editors), *Handbook of Hazards and Disaster Risk Reduction and Management*, 2nd Edition, Routledge, 2012.
2. Damon P. Coppola, *Introduction to International Disaster Management*, 4th Edition, Butterworth-Heinemann, 2020.
3. BimalKanti Paul, *Environmental Hazards and Disasters: Contexts, Perspectives and Management*, 2nd Edition, Wiley-Blackwell, 2020.

Online Learning Resources:

https://nptel.ac.in/courses/124107010
https://onlinecourses.swayam2.ac.in/cec19_hs20/preview

III B.Tech – II Semester

Course Code	**SUSTAINABILITY IN ENGINEERING PRACTICES (OE – II)**	L	T	P	C
23A01606b		3	0	0	3

Course Objectives:

The objectives of this course are to make the student :

1. To understand the fundamentals of sustainability, the carbon cycle, and the environmental impact of construction materials.
2. To analyze sustainable construction materials, their durability, and life cycle assessment.
3. To apply energy calculations in construction materials and assess their embodied energy.
4. To evaluate green building standards, energy codes, and performance ratings.
5. To assess the environmental effects of energy use, climate change, and global warming.

Course Outcomes:

After successful completion of this course, students will be able to:

1. Understand the fundamentals of sustainability, the carbon cycle, and the environmental impact of construction materials.
2. Analyze sustainable construction materials, their durability, and life cycle assessment.
3. Apply energy calculations in construction materials and assess their embodied energy.
4. Evaluate green building standards, energy codes, and performance ratings.
5. Assess the environmental effects of energy use, climate change, and global warming.

CO – PO Articulation Matrix

Course Outcomes	**PO 1**	**PO 2**	**PO 3**	**PO 4**	**PO 5**	**PO 6**	**PO 7**	**PO 8**	**PO 9**	**PO 10**	**PO 11**	**PO 12**	**PSO1**	**PSO2**
CO -1	3	-	-	-	-	2	3	2	-	-	-	-	3	3
CO -2	-	3	-	-	2	-	3	-	-	-	-	2	3	3
CO -3	-	-	3	3	3	-	2	-	-	2	-	-	3	3
CO -4	-	-	3	3	3	-	3	2	-	-	-	-	3	3
CO -5	-	-	-	-	-	3	3	3	-	-	-	-	-	3

UNIT – I

INTRODUCTION

Introduction and Definition of Sustainability - Carbon Cycle - Role of Construction Material: Concrete and Steel, Etc. - CO_2Contribution From Cement and Other Construction Materials.

UNIT – II

MATERIALS USED in SUSTAINABLE CONSTRUCTION

Construction Materials and Indoor Air Quality - No/Low Cement Concrete - Recycled and Manufactured Aggregate - Role of QC and Durability - Life Cycle and Sustainability.

UNIT – III

ENERGY CALCULATIONS

Components of Embodied Energy - Calculation of Embodied Energy for Construction Materials - Energy Concept and Primary Energy - Embodied Energy Via-A-Vis Operational Energy in Conditioned Building - Life Cycle Energy Use

UNIT – IV

GREEN BUILDINGS

Control of Energy Use in Building - ECBC Code, Codes in Neighboring Tropical Countries - OTTV Concepts and Calculations – Features of LEED and TERI – GRIHA Ratings - Role of Insulation and Thermal Properties of Construction Materials - Influence of Moisture Content and Modeling - Performance Ratings of Green Buildings - Zero Energy Building

UNIT – V

ENVIRONMENTAL EFFECTS

Non-Renewable Sources of Energy and Environmental Impact– Energy Norm, Coal, Oil, Natural Gas - Nuclear Energy - Global Temperature, Green House Effects, Global Warming - Acid Rain: Causes, Effects and Control Methods - Regional Impacts of Temperature Change.

TEXT BOOKS:

1. Charles J Kibert, Sustainable Construction: Green Building Design & Delivery, 4th Edition , Wiley Publishers 2016.
2. Steve Goodhew, Sustainable Construction Process, Wiley Blackwell,UK, 2016.

REFRENCE BOOKS:

1. Craig A. Langston & Grace K.C. Ding, Sustainable Practicesin the Built Environment, Butterworth Heinemann Publishers, 2011.
2. William P Spence, Construction Materials, Methods & Techniques (3e), Yesdee Publication Pvt. Ltd, 2012.

Online Learning Resources:

https://archive.nptel.ac.in/courses/105/105/105105157/

III B.Tech.II Semester

L	T	P	C
3	0	0	3

23A02605 RENEWABLE ENERGY SOURCES (Open Elective-II)

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

CO 1: Understand principle operation of various renewable energy sources. L1
CO 2: Identify site selection of various renewable energy sources. L2
CO 3: Analyze various factors affecting on solar energy measurements, wind energy conversion techniques, Geothermal, Biomasss, Tidal Wave and Fuel cell energies L3
CO 4: Design of Solar PV modules and considerations of horizontal and vertical axis Wind energy systems. L5
CO 5: Apply the concepts of Geo Thermal Energy, Ocean Energy, Bio mass and Fuel Cells for generation of power. L4

UNIT I Solar Energy:

Solar radiation - beam and diffuse radiation, solar constant, Sun at Zenith, attenuation and measurement of solar radiation, local solar time, derived solar angles, sunrise, sunset and day length. flat plate collectors, concentrating collectors, storage of solar energy-thermal storage.

UNIT II PV Energy Systems:

Introduction, The PV effect in crystalline silicon basic principles, the film PV, Other PV technologies, Solar PV modules from solar cells, mismatch in series and parallel connections design and structure of PV modules, Electrical characteristics of silicon PV cells and modules, Stand-alone PV system configuration, Grid connected PV systems.

UNIT III Wind Energy:

Principle of wind energy conversion; Basic components of wind energy conversion systems; wind mill components, various types and their constructional features; design considerations of horizontal and vertical axis wind machines: analysis of aerodynamic forces acting on wind mill blades; wind data and energy estimation and site selection considerations.

UNIT IV Geothermal Energy:

Estimation and nature of geothermal energy, geothermal sources and resources like hydrothermal, geo-pressured hot dry rock, magma. Advantages, disadvantages and application of geothermal energy, prospects of geothermal energy in India.

UNIT – V Miscellaneous Energy Technologies:

Ocean Energy: Tidal Energy-Principle of working, Operation methods, advantages and limitations. Wave Energy-Principle of working, energy and power from waves, wave energy conversion devices, advantages and limitations.
Bio mass Energy: Biomass conversion technologies, Biogas generation plants, Classification, advantages and disadvantages, constructional details, site selection, digester design consideration
Fuel cell: Principle of working of various types of fuel cells and their working, performance and limitations.

Text books:

1.G. D. Rai, “Non-Conventional Energy Sources”, 4th Edition, Khanna Publishers, 2000.

2.Chetan Singh Solanki “Solar Photovoltaics fundamentals, technologies and applications” 2nd Edition PHI Learning Private Limited. 2012.

Reference Books:

1.Stephen Peake, “Renewable Energy Power for a Sustainable Future”, Oxford International Edition, 2018.

2.S. P. Sukhatme, “Solar Energy”,3rd Edition, Tata Mc Graw Hill Education Pvt. Ltd, 2008.

3.B H Khan , “ Non-Conventional Energy Resources”, 2nd Edition, Tata Mc Graw Hill Education Pvt Ltd, 2011.

4.S. Hasan Saeed and D.K.Sharma,“Non-Conventional Energy Resources”,3rd Edition, S.K.Kataria& Sons, 2012.

5.G. N. Tiwari and M.K.Ghosal, “Renewable Energy Resource: Basic Principles and Applications”, Narosa Publishing House, 2004.

Online Learning Resources:

1. https://nptel.ac.in/courses/103103206

2. https://nptel.ac.in/courses/108108078

III B. Tech -II Sem

L	T	P	C
3	0	0	3

23A030606 AUTOMATION AND ROBOTICS

(Open Elective – II)

Course objectives: Theobjectives of the courseareto	
1	Fundamentals of industrial automation, production types, automation strategies, and hardware elements used in modern manufacturing processes.
2	Understanding of automated manufacturing systems, and strategies for improving productivity and flexibility in industrial automation.
3	Knowledge of industrial automation and robotics, sensors, and end-effector design for modern manufacturing environments.
4	Explain industrial automation and robotics, and trajectory planning for intelligent and efficient manufacturing applications.
5	Familiarity of industrial automation and robotics, and practical applications in manufacturing processes.

COURSE OUTCOMES On successful completion of this course the student will be able to		
1	Understand and analyze the structure and functions of automated manufacturing systems, and evaluate hardware components for efficient production.	*L2,L4,L5*
2	Analyze and design automated flow lines with or without buffer storage, perform quantitative evaluations, apply assembly line balancing techniques.	L4,L5,L6
3	Classify robot configurations, select suitable actuators and sensors, analyze and apply automation and robotics principles to optimize production efficiency and flexibility.	L2,L3,L4
4	Apply kinematic and dynamic modeling using D-H notation and select appropriate hardware and control strategies for real-world industrial scenario to analyze and design automated and robotic systems.	L3,L4,L5
5	Design, program, and implement robotic systems, understand and apply robotics technology to manufacturing tasks.	L1,L3,L6

UNIT-I

Introduction to Automation:

Introduction to Automation, Need, Types, Basic elements of an automated system, Manufacturing Industries, Types of production, Functions in manufacturing, Organization and information processing in manufacturing, Automation strategies and levels of automation, Hardware components for automation and process control, mechanical feeders, hoppers, orienters, high speed automatic insertion devices.

UNIT–II

Automated flow lines:

Automated flow lines, Part transfer methods and mechanisms, types of Flow lines, flow line with/without buffer storage, Quantitative analysis of flow lines. Assembly line balancing: Assembly process and systems assembly line, line balancing methods, ways of improving line balance, flexible assembly lines.

UNIT-III

Introduction to Industrial Robotics:

Introduction to Industrial Robotics,Classification of Robot Configurations, functional line diagram, degrees of freedom. Components common types of arms, joints grippers, factors to be considered in the design of grippers.

Robot actuators and Feedback components: Actuators, Pneumatic, Hydraulic actuators, Electric & Stepper motors, comparison. Position sensors - potentiometers, resolvers, encoders - velocity sensors, Tactile sensors, Proximity sensors.

UNIT-IV

Manipulator Kinematics:

Manipulator Kinematics, Homogenous transformations as applicable to rotation and transition - D-H notation, Forward inverse kinematics.

Manipulator Dynamics: Differential transformations, Jacobians, Lagrange - Euler and Newton – Euler formations. Trajectory Planning: Trajectory Planning and avoidance of obstacles path planning, skew motion, joint integrated motion - straight line motion.

UNIT-V

Robot Programming:

Robot Programming, Methods of programming - requirements and features of programming languages, software packages. Problems with programming languages.

Robot Application in Manufacturing: Material Transfer - Material handling, loading and unloading - Process - spot and continuous arc welding & spray painting - Assembly and Inspection.

Text Books:

1. Automation,ProductionsystemsandCIM,M.P.Groover/PearsonEdu.
2. IndustrialRobotics -M.P.Groover,TMH.
3.

References:

1. Robotics,FuKS, McGrawHill,4thedition,2010.
2. AnIntroductiontoRobotTechnology,P.CoiffetandM.Chaironze,KogamPageLtd. 1983 London.
3. RoboticEngineering,RichardD.Klafter,PrenticeHall
4. Robotics,FundamentalConceptsandanalysis–AshitaveGhosal,OxfordPress,1/e,2006
5. RoboticsandControl, MittalRK&NagrathIJ,TMH.

OnlineLearningResources:

https://www.youtube.com/watch?v=yxZm9WQJUA0&list=PLRLB5WCqU54UJG45UnazSYmnmhl-gt76o

https://www.youtube.com/watch?v=6f3bvIhSWyM&list=PLRLB5WCqU54X5Vy4DwjfSODT3ZJgwEjyE

III B.Tech II Sem

L – T – P – C 3 – 0 – 0 – 3

23A04606 DIGITAL ELECTRONICS
(Open Elective –II)

Course Objectives:

1. To Learn Boolean algebra, logic simplification techniques, and combinational circuit design.
2. To analyze combinational circuits like adders, subtractors, and code converters.
3. To explore combinational logic circuits and their applications in digital design.
4. To understand sequential logic circuits, including latches, flip-flops, counters, and shift registers.
5. To gain knowledge about programmable logic devices and digital IC's.

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

1. Learn Boolean algebra, logic simplification techniques, and combinational circuit design.
2. Analyze combinational circuits like adders, subtractors, and code converters.
3. Explore combinational logic circuits and their applications in digital design.
4. Understand sequential logic circuits, including latches, flip-flops, counters, and shift registers.
5. Gain knowledge about programmable logic devices and digital IC's.

UNIT-I

Logic Simplification and Combinational Logic Design: Review of Boolean Algebra and De Morgan's Theorem, SOP & POS forms, Canonical forms, Introduction to Logic Gates, Ex-OR, Ex-NOR operations, Minimization of Switching Functions: Karnaugh map method, Logic function realization: AND-OR, OR-AND and NAND/NOR realizations.

UNIT-II
Introduction to Combinational Design 1: Binary Adders, Subtractors and BCD adder, Code converters - Binary to Gray, Gray to Binary, BCD to excess3, BCD to Seven Segment display.
UNIT-III
Combinational Logic Design 2: Decoders, Encoders, Priority Encoder, Multiplexers, Demultiplexers, Comparators, Implementations of Logic Functions using Decoders and Multiplexers.
UNIT-IV
Sequential Logic Design: Latches, Flip-flops, S-R, D, T, JK and Master-Slave JK FF, Edge triggered FF, set up and hold times, Ripple counters, Shift registers.
UNIT-V
Programmable Logic Devices:ROM, Programmable Logic Devices (PLA and PAL).
Digital IC's: Decoder (74x138), Priority Encoder (74x148), multiplexer (74x151) and de-multiplexer (74x155), comparator (74x85).

TEXT BOOKS:

1. Digital Design, M.Morris Mano & Michel D. Ciletti, 5th Edition, Pearson Education, 1999.
2. Switching theory and Finite Automata Theory, ZviKohavi and NirahK.Jha, 2nd Edition, Tata McGraw Hill, 2005.

REFERENCE BOOKS:

1. Fundamentals of Logic Design, Charles H Roth,Jr., 5th Edition, Brooks/cole Cengage Learning, 2004.

III B.Tech II Sem

23A32501T	**OPERATING SYSTEMS (Open Elective-II)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives: The main objectives of the course is to make student

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

Course Outcomes: After completion of the course, students will be able to

CO1: Describe the basics of the operating systems, mechanisms of OS to handle processes, threads, and their communication. (L1)

CO2: Understand the basic concepts and principles of operating systems, including process management, memory management, file systems, and Protection. (L2)

CO3: Make use of process scheduling algorithms and synchronization techniques to achieve better performance of a computer system. (L3)

CO4: Illustrate different conditions for deadlock and their possible solutions. (L2) Analyze the memory management and its allocation policies. (L4)

CO5: Able to design and implement file systems, focusing on file access methods, directory structure, free space management, and also explore various protection mechanisms,

UNIT - I Operating Systems Overview, System Structures Lecture 8Hrs

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

UNIT - II Process Concept, Multithreaded Programming, Process Scheduling, Inter-process Communication Lecture 10Hrs

Process Concept: Process scheduling, Operations on processes, Inter-process communication, Communication in client server systems. Multithreaded Programming: Multithreading models, Thread libraries, Threading issues, Examples. Process Scheduling: Basic concepts, Scheduling criteria, Scheduling algorithms, Multiple processor scheduling, Thread scheduling, Examples. Inter-process Communication: Race conditions, Critical Regions, Mutual exclusion with busy waiting, Sleep and wakeup, Semaphores, Mutexes, Monitors, Message passing, Barriers, Classical IPC Problems - Dining philosophers problem, Readers and writers problem.

UNIT - III Memory-Management Strategies, Virtual Memory Management Lecture 8Hrs

Memory-Management Strategies: Introduction, Swapping, Contiguous memory allocation, Paging, Segmentation, Examples. Virtual Memory Management: Introduction, Demand paging, Copy on-write, Page replacement, Frame allocation, Thrashing, Memory-mapped files, Kernel memory allocation, Examples.

UNIT - IV Deadlocks, File Systems Lecture 9Hrs

Deadlocks: Resources, Conditions for resource deadlocks, Ostrich algorithm, Deadlock detection And recovery, Deadlock avoidance, Deadlock prevention. File Systems: Files, Directories, File system implementation, management and optimization. Secondary-Storage Structure: Overview of disk structure, and attachment, Disk scheduling, RAID structure, Stable storage implementation.

UNIT - V System Protection, System Security Lecture 8Hrs

System Protection: Goals of protection, Principles and domain of protection, Access matrix, Access control, Revocation of access rights. System Security: Introduction, Program threats, System and network threats, Cryptography as a security, User authentication, implementing security defenses, firewalling to protect systems and networks, Computer security classification. Case Studies: Linux, Microsoft Windows.

Textbooks:

1. Silberschatz A, Galvin P B, and Gagne G, Operating System Concepts, 9th edition, Wiley, 2016.
2. Tanenbaum A S, Modern Operating Systems, 3rd edition, Pearson Education, 2008. (Topics: Inter-process Communication and File systems.)

Reference Books:

1. Tanenbaum A S, Woodhull A S, Operating Systems Design and Implementation, 3rd edition, PHI, 2006.
2. Dhamdhere D M, Operating Systems A Concept Based Approach, 3rd edition, Tata McGraw Hill, 2012.
3. Stallings W, Operating Systems -Internals and Design Principles, 6th edition, Pearson Education, 2009
4. Nutt G, Operating Systems, 3rd edition, Pearson Education, 2004

Online Learning Resources:

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

III B.Tech – II Sem

23A31401T	**MACHINE LEARNING (Open Elective-II)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives: The objectives of the course are

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

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Course Outcomes:

- CO1: Identify machine learning techniques suitable for a given problem. (L3)
- CO2: Solve real-world problems using various machine learning techniques. (L3)
- CO3: Apply Dimensionality reduction techniques for data preprocessing. (L3)
- CO4: Explain what is learning and why it is essential in the design of intelligent machines. (L2)
- CO5: Evaluate Advanced learning models for language, vision, speech, decision making etc. (L5)

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.

Textbooks:

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, 7th Edition, 2019.

III B.Tech II Sem

L	T	P	C
3	0	0	3

23A54601a OPTIMIZATION TECHNIQUES
(Open Elective -II)

Course Outcomes:

After successful completion of this course, the students should be able to:

COs	Statements	Blooms level
CO1	Understand the meaning, purpose, tools of Operations Research and linear programming in solving practical problems in industry.	L2, L3
CO2	Interpret the transportation models' solutions and infer solutions to the real-world problems.	L3, L5
CO3	Develop mathematical skills to analyze and solve nonlinear programming models arising from a wide range of applications.	L3
CO4	Apply the concept of non-linear programming for solving the problems involving non-linear constraints and objectives	L2, L3
CO5	Apply the concept of unconstrained geometric programming for solving the problems involving non-linear constraints and objectives.	L3,L5

Course Articulation Matrix:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	2	-	-	-	-	-	-	-	1
CO2	3	2	2	2	-	-	-	-	-	-	-	1
CO3	3	2	2	1	-	-	-	-	-	-	-	1
CO4	2	2	2	1	-	-	-	-	-	-	-	1
CO5	3	3	2	1	-	-	-	-	-	-	-	1

1-Slightly, 2-Moderately, 3-Substantially.

UNIT – I: Linear programming I (08)

Introduction, Applications of Linear Programming, Standard form of a Linear Programming Problem, Geometry of Linear Programming Problems, Basic Definitions in Linear Programming. Simplex Method, Simplex Algorithm and Two phase Simplex Method, Big-M method.

UNIT – II Linear programming II: Duality in Linear Programming (08)

Symmetric Primal-Dual Relations, General Primal-Dual Relations, Duality Theorem, Dual Simplex Method, Transportation Problem and assignment problem, Complementary slackness Theorem

UNIT – III Non-linear programming: Unconstrained optimization techniques (08)

Introduction: Classification of Unconstrained minimization methods,

Direct Search Methods: Random Search Methods: Descent Method and Fletcher Powell Method, Grid Search Method

UNIT – IV Non-linear programming: Constrained optimization techniques (08)

Introduction, Characteristics of a constrained problem, Random Search Methods, complex method, Sequential linear programming, Basic approach in methods of Feasible directions, Zoutendijk's method of feasible directions: direction finding problem, determination of step length, Termination criteria.

UNIT-V Geometric Programming (08)

Unconstrained Minimization Problems: solution of unconstrained geometric programming using differential calculus and arithmetic-geometric inequality.

Constrained minimization Problems: Solution of a constrained geometric programming problem, primal-dual programming in case of less-than inequalities, geometric programming with mixed inequality constraints.

TEXT BOOK:

1. Singiresu S Rao., Engineering Optimization: Theory and Practices, New Age Int. (P) Ltd. Publishers, New Delhi.
2. J. C. Panth, Introduction to Optimization Techniques, (7-e) Jain Brothers, New Delhi.

REFERENCES:

1. Harvey M. Wagner, Principles of Operation Research, Printice-Hall of India Pvt. Ltd. New Delhi.
2. Peressimi A.L., Sullivan F.E., Vhl, J. J. Mathematics of Non-linear Programming, Springer – Verlag.

Web Reference:

- https://onlinecourses.nptel.ac.in/noc24_ee122/preview
- https://archive.nptel.ac.in/courses/111/105/111105039/
- https://onlinecourses.nptel.ac.in/noc21_ce60/preview

23A54601b	MATHEMATICAL FOUNDATION OF QUANTUM TECHNOLOGIES Open Elective – II	L	T	P	C
		3	0	0	3

Course Objectives:

- To provide students with essential linear algebra foundations including vector spaces, inner products, and operators for quantum mechanical applications.
- To develop understanding of the transition from finite-dimensional systems to infinite-dimensional function spaces and Hilbert space concepts.
- To establish quantum mechanical formalism including measurement theory, uncertainty relations, and time evolution principles.
- To enable students to apply quantum mechanical principles to solve problems in simple quantum systems and understand statistical interpretation.
- To introduce advanced concepts in composite systems, measurement processes, and modern perspectives in quantum mechanics.

Course Outcomes:

After successful completion of this course, the students should be able to:

COs	Statements	Blooms level
CO1	Understand vector spaces, inner products, and linear operators with applications to quantum systems.	L1, L2 (Understand, Comprehend)
CO2	Apply linear algebra concepts to function spaces and analyze the transition from finite to infinite dimensional systems.	L3, L4 (Apply, Analyze)
CO3	Analyze quantum mechanical formalism including measurement theory, uncertainty relations, and time evolution.	L4 (Analyze)
CO4	Apply quantum mechanical principles to solve problems in simple quantum systems and evaluate statistical interpretations.	L3, L5 (Apply, Evaluate)
CO5	Evaluate advanced concepts in composite systems and synthesize understanding of measurement processes and modern quantum theory.	L5, L6 (Evaluate, Create)

Course Articulation Matrix:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	2	1	-	-	-	-	-	-	2
CO2	3	3	2	3	2	-	-	-	-	-	-	2
CO3	3	3	3	3	2	-	-	-	-	-	-	2
CO4	3	3	3	3	2	-	-	-	-	-	-	2
CO5	3	3	3	3	2	1	-	-	-	-	-	3

• **3** = Strong Mapping, **2** = Moderate Mapping, **1** = Slight Mapping, **-** = No Mapping

UNIT I: Linear Algebra Foundation for Quantum Mechanics (10 hours)

Vector spaces definition and examples (R^2, R^3, function spaces), Inner products (dot product, orthogonality, normalization), Linear operators (matrices, eigenvalues, eigenvectors), Finite-

dimensional examples (2×2 matrices, spin-1/2 systems), Dirac notation introduction ($|\psi\rangle$, $\langle\varphi|$, $\langle\varphi|\psi\rangle$), Change of basis (transformations, unitary matrices).

UNIT II: From Finite to Infinite Dimensions (08 hours)

Function spaces (L^2 space, square-integrable functions), Inner products for functions ($\int\psi^*\varphi\, dx$), Orthogonal function sets (Fourier series, basis functions), Introduction to Hilbert space concept (complete inner product spaces), Position and momentum representations (wave functions), Operators on functions (d/dx, multiplication by x).

UNIT III: Quantum Mechanical Formalism (08 hours)

Mathematical formulation (states as vectors, observables as operators), Measurement theory (Born rule, expectation values, probabilities), Uncertainty relations (mathematical derivation from commutators), Time evolution (Schrödinger equation, unitary evolution).

UNIT IV: Applications and Statistical Interpretation (06 hours)

Simple applications (infinite square well, harmonic oscillator), Statistical interpretation (ensembles, pure vs mixed states), Measurement process (von Neumann measurement scheme).

UNIT V: Advanced Topics (08 hours)

Composite systems (tensor products basic introduction), Reversibility and irreversibility (unitary evolution vs measurement), Thermodynamic connections (equilibrium states, entropy), Modern perspectives (decoherence, measurement problem conceptual).

Textbooks:

1. David J. Griffiths, Darrell F. Schroeter, "Introduction to Quantum Mechanics", 3rd Edition, Cambridge University Press (2018).
2. R. Shankar, Principles of Quantum Mechanics, 2nd Edition, Kluwer Academy/Plenum Publishers (1994).

Reference Books:

1. George. F. Simmons, "Introduction to Topology and Modern Analysis",MedTech Science Press.
2. Gilbert Strang, Linear Algebra and Its Applications, 4th Edition, Cengage Learning (2006).
3. John von Neumann and Robert T Beyer, Mathematical Foundations of Quantum Mechanics,Princeton Univ. Press (1996).

Web Resources

1. https://eclass.uoa.gr/modules/document/file.php/CHEM248/Griffiths%20-%20Introduction%20to%20Quantum%20Mechanics%203rd%20ed%202018.pdf
2. https://fisica.net/mecanica-quantica/Shankar%20-%20Principles%20of%20quantum%20mechanics.pdf

III B.Tech II Sem

23A56601	**PHYSICS OF ELECTRONIC MATERIALS AND DEVICES** (Common to all branches) Open Elective-II	Credits 3-0-0:3

Course Objectives	
1	To make the students to understand the concept of crystal growth, defects in crystals and thin films.
2	To provide insight into various semiconducting materials and their properties.
3	To develop a strong foundation in semiconductor physics and device engineering.
4	To elucidate excitonic and luminescent processes in solid-state materials.
5	To understand the principles, technologies, and applications of modern display systems.

Syllabus:

UNIT-I Fundamentals of Materials Science **9H**

Introduction, Phase rule, Phase Diagram, Elementary idea of Nucleation and Growth, Methods of crystal growth. The basic idea of point, line, and planar defects. Concept of thin films, preparation of thin films, Deposition of thin film using sputtering methods (RF and glow discharge).

UNIT II Semiconductors **9H**

Introduction, charge carriers in semiconductors, effective mass, Diffusion and drift, Diffusion and recombination, Diffusion length. The Fermi level & Fermi-Dirac distribution, Electron and Hole in quantum well, Change of electron-hole concentration- Qualitative analysis, Temperature dependency of carrier concentration, Conductivity and mobility, Effects of temperature and doping on mobility, High field effects.

UNIT III Physics of Semiconductor Devices: **9H**

Introduction, Band structure, PN junctions and their typical characteristics under equilibrium and under bias, Heterojunctions, Transistors, MOSFETs.

UNIT IV Excitons and Luminescence: **9H**

Luminescence: Different types of luminescence, basic definitions, Light emission in solids, Inter-band luminescence, Direct and indirect gap materials.

Photoluminescence : General Principles of photoluminescence, Excitation and relaxation, OLED, Quantum-dot.

Electro-luminescence : General Principles of electroluminescence, light emitting diode, diode laser.

UNIT V Display devices : **9H**

LCD, three-dimensional display: Holographic display, light-field displays: Head-mounted display, MOEMS (Micro-Opto-Electro-Mechanical Systems) and MEMS displays.

Textbooks:

1. Principles of Electronic Materials and Devices-S.O. Kasap, McGraw-Hill Education (India) Pvt. Ltd.,4th edition, 2021.
2. Semiconductor physics & devices: basic principles, 4th Edition, McGraw-Hill, 2012.

Reference Books:

1. Solid State Electronic Devices -B.G. Streetman and S. Banerjee, PHI Learning,6th edition
2. Electronic Materials Science- Eugene A. Irene, Wiley, 2005
3. Electronic Components and Materials, Grover and Jamwal, DhanpatRai and Co., New Delhi., 2012.
4. An Introduction to Electronic Materials for Engineers-Wei Gao, Zhengwei Li, Nigel Sammes, World Scientific Publishing Co. Pvt. Ltd. 2nd Edition,2011

NPTEL course links:
https://nptel.ac.in/courses/113/106/113106062/

https://onlinecourses.nptel.ac.in/noc20_ph24/preview

	Course Outcomes	Blooms Level
CO1	Understand crystal growth and thin film preparation	L1,L2
CO2	Summarize the basic concepts of semiconductors	L1,L2
CO3	Illustrate the working of various semiconductor devices	L1,L2, L3
CO4	Analyze various luminescent phenomena and the devices based on these concepts	L1,L2, L3
CO5	Explain the working of different display devices	L1,L2

Course Articulation Matrix:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	2	1							
CO2	3	3	2	1	1							
CO3	3	3	2	1	1							
CO4	3	2	1	1	-							
CO5	3	3	1	1	-							

1-Slightly, 2-Moderately,3-Substantially.

III B.Tech –II Sem

23A51601	**CHEMISTRY OF POLYMERS AND APPLICATIONS** (Common to all branches) Open Elective-II	Credits 3-0-0:3

Course Objectives	
1	To understand the basic principles of polymers
2	To understand natural polymers and their applications.
3	To impart knowledge to the students about synthetic polymers, their preparation and importance.
4	To enumerate the applications of hydogel polymers
5	To enumerate applications of conducting and degradable polymers in engineering.

Course Outcomes	
CO1	Classify the polymers, Explain polymerization mechanism, Differentiate addition, condensation polymerizations, Describe measurement of molecular weight of polymer
CO2	Describe the physical and chemical properties of natural polymers and Modified cellulosics.
CO3	Differentiate Bulk, solution, Suspension and emulsion polymerization, Describe fibers and elastomers, Identify the thermosetting and thermo polymers.
CO4	Identify types of polymer networks, Describe methods involve in hydrogel preparation, Explain applications of hydrogels in drug delivery,
CO5	Explain classification and mechanism of conducting and degradable polymers.

Mapping between Course Outcomes and Programme Outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2												
CO3												
CO4												
CO5												

Unit – I: Polymers-Basics and Characterization:-

Basic concepts: monomers, repeating units, degree of polymerization, linear, branched and network polymers, classification of polymers, Polymerization: addition, condensation, copolymerization and coordination polymerization. Average molecular weight concepts: number, weight and viscosity average molecular weights, polydispersity and molecular weight distribution. Measurement of molecular weight: End group, viscosity, light scattering, osmotic and ultracentrifugation methods, analysis and testing of polymers.

Unit – II: Natural Polymers & Modified cellulosics

Natural Polymers: Chemical & Physical structure, properties, source, important chemical modifications, applications of polymers such as cellulose, lignin, starch, rosin, shellac, latexes, vegetable oils and gums, proteins.

Modified cellulosics: Cellulose esters and ethers such as Ethyl cellulose, CMC, HPMC, cellulose acetals, Liquid crystalline polymers; specialty plastics- PES, PAES, PEEK, PEA.

Unit – III: Synthetic Polymers

Addition and condensation polymerization processes– Bulk, Solution, Suspension and Emulsion polymerization. Preparation and significance, classification of polymers based on physical properties. Thermoplastics, Thermosetting plastics, Fibers and elastomers, General Applications. Preparation of Polymers based on different types of monomers, Olefin polymers(PE,PVC), Butadiene polymers(BUNA-S,BUNA-N), nylons, Urea-formaldehyde, phenol – formaldehyde, Melamine Epoxy and Ion exchange resins.

Unit-IV: Hydrogels of Polymer networks

Definitions of Hydrogel, polymer networks, Types of polymer networks, Methods involved in hydrogel preparation, Classification, Properties of hydrogels**,** Applications of hydrogels in drug delivery.

Unit – V: Conducting and Degradable Polymers:

Conducting polymers: Introduction, Classification, Mechanism of conduction in Poly Acetylene, Poly Aniline, Poly Thiophene, Doping,Applications.

Degradable polymers: Introduction, Classifications, Examples, Mechanism of degradation, poly lactic acid, Nylon-6, Polyesters, applications.

Text Books:

1. A Text book of Polymer science, Billmayer
2. Polymer Chemistry – G.S.Mishra
3. Polymer Chemistry – Gowarikar

References Books:

1. Organic polymer Chemistry, K.J.Saunders, Chapman and Hall

2.Advanced Organic Chemistry, B.Miller, Prentice Hall

3. Polymer Science and Technology by Premamoy Ghosh, 3rd edition, McGraw-Hill, 2010.

III B.Tech –II Sem

23A52602	**ACADEMIC WRITING AND PUBLIC SPEAKING (Common to All Branches of Engineering) OPEN ELECTIVE - II**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

- To encourage all round development of the students by focusing on writing skills
- To make the students aware of non-verbal skills
- To develop analytical skills
- To deliver effective public speeches

Course Outcomes (CO):	Blooms Level
By the end of the program students will be able to	
• Understand various elements of Academic Writing	L1, L2
• Identify sources and avoid plagiarism	L1, L2
• Demonstrate the knowledge in writing a Research paper	L3
• Analyse different types of essays	L4
• Assess the speeches of others and know the positive strengths of speakers	L5
• Build confidence in giving an impactful presentation to the audience	L3

UNIT - I	Introduction to Academic Writing	Lecture Hrs

Introduction to Academic Writing – Essential Features of Academic Writing – Courtesy – Clarity – Conciseness – Correctness – Coherence – Completeness – Types – Descriptive, Analytical, Persuasive, Critical writing

UNIT - II	**Academic Journal Article**	Lecture Hrs

Art of condensation- summarizing and paraphrasing - Abstract Writing, writing Project Proposal, writing application for internship, Technical/Research/Journal Paper Writing – Conference Paper writing - Editing, Proof Reading - Plagiarism

UNIT - III	**Essay & Writing Reviews**	Lecture Hrs

Compare and Contrast – Argumentative Essay – Exploratory Essay – Features and Analysis of Sample Essays – Writing Book Report, Summarizing, Book/film Review- SoP

UNIT - IV	Public Speaking	Lecture Hrs

Introduction, Nature, characteristics, significance of Public Speaking – Presentation – 4 Ps of Presentation – Stage Dynamics – Answering Strategies –Analysis of Impactful Speeches- Speeches for Academic events

UNIT - V	Public Speaking and Non-Verbal Delivery	Lecture Hrs

Body Language – Facial Expressions-Kinesics – Oculesics – Proxemics – Haptics – Chronomics - Paralanguage - Signs

Textbooks:

1. *Critical Thinking, Academic Writing and Presentation Skills*: MG University Edition Paperback – 1 January 2010 Pearson Education; First edition (1 January 2010)
2. Pease, Allan & Barbara. *The Definitive Book of Body Language*RHUS Publishers, 2016

Reference Books:

1. Alice Savage, Masoud Shafiei *Effective Academic Writing,**2Ed.,***2014 .sserP ytisrevinU drofxO
2. Shalini Verma, *Body Language*, S Chand Publications 2011.
3. Sanjay Kumar and Pushpalata,*Communication Skills* 2E 2015, Oxford.
4. Sharon Gerson, Steven Gerson,*Technical Communication Process and Product,* Pearson, New Delhi, 2014
5. *Elbow, Peter. Writing with Power. OUP USA, 1998*

Online Learning Resources:

1. https://youtu.be/NNhTIT81nH8
2. phttps://www.youtube.com/watch?v=478ccrWKY-A

3. https://www.youtube.com/watch?v=nzGo5ZC1gMw
4. https://www.youtube.com/watch?v=Qve0ZBmJMh4
5. https://courses.lumenlearning.com/publicspeakingprinciples/chapter/chapter-12-nonverbal-aspects-of-delivery/
6. https://onlinecourses.nptel.ac.in/noc21_hs76/preview
7. https://archive.nptel.ac.in/courses/109/107/109107172/#
8. https://archive.nptel.ac.in/courses/109/104/109104107/

IV B.Tech – I Semester

Course Code	**BUILDING MATERIALS AND SERVICES (OPEN ELECTIVE – III)**	L	T	P	C
23A01704a		3	0	0	3

Course Objectives:

The objectives of this course are to make the student :

1. To understand the properties, classifications, and applications of building materials like stones, bricks, tiles, wood, aluminum, glass, paints, and plastics.
2. To analyze the composition, manufacturing process, and properties of cement and admixtures.
3. To apply knowledge of building components such as lintels, arches, walls, stairs, floors, roofs, foundations, and joinery.
4. To evaluate masonry, mortars, finishing techniques, and formwork systems.
5. To assess various building services including plumbing, ventilation, air conditioning, acoustics, and fire protection.

Course Outcomes:

Upon successful completion of the course, students will be able to:

1. Understand the properties, classifications, and applications of building materials like stones, bricks, tiles, wood, aluminum, glass, paints, and plastics.
2. Analyze the composition, manufacturing process, and properties of cement and admixtures.
3. Apply knowledge of building components such as lintels, arches, walls, stairs, floors, roofs, foundations, and joinery.
4. Evaluate masonry, mortars, finishing techniques, and formwork systems.
5. Assess various building services including plumbing, ventilation, air conditioning, acoustics, and fire protection.

CO – PO Articulation Matrix

Course Outcomes	**PO 1**	**PO 2**	**PO 3**	**PO 4**	**PO 5**	**PO 6**	**PO 7**	**PO 8**	**PO 9**	**PO 10**	**PO 11**	**PO 12**	**PSO1**	**PSO2**
CO -1	3	-	-	-	2	-	-	-	-	-	-	-	3	3
CO -2	3	3	-	-	2	-	-	-	-	-	-	2	3	3
CO -3	3	-	3	2	3	-	-	-	-	-	-	-	3	3
CO -4	-	-	3	3	3	-	2	-	-	-	-	-	3	3
CO -5	-	-	-	-	-	3	3	2	-	-	-	-	-	3

UNIT – I

StonesandBricks, Tiles: Building Stones – Classifications and Quarrying – Properties – Structural Requirements – Dressing. Bricks – CompositionofBrick Earth – Manufacture and Structural Requirements, Fly Ash, Ceramics. Timber, Aluminum, Glass, PaintsandPlastics: Wood - Structure – Types and Properties – Seasoning – Defects; Alternate Materials for Timber – GI / Fibre – Reinforced Glass Bricks, Steel & Aluminum, Plastics.

UNIT – II

Cement &Admixtures: Types of Cement - Ingredients of Cement – Manufacture – Chemical Composition – Hydration - Field & Lab Tests – Fineness – Consistency – Initial &Final Setting – Soundness . Admixtures – Mineral & Chemical Admixtures – Uses

UNIT – III		
Building Components: Lintels, Arches, Walls, Vaults – Stair Cases – Types of Floors, Types of Roofs – Flat, Curved, Trussed; Foundations – Types; Damp Proof Course; Joinery – Doors – Windows – Materials – Types.		
UNIT – IV		
Mortars, MasonryandFinishing's Mortars: Lime and Cement Mortars Brick Masonry – Types – Bonds; Stone Masonry – Types; Composite Masonry – Brick-Stone Composite; Concrete, Reinforced Brick. Finishers: Plastering, Pointing, Painting, Claddings – Types – Tiles – ACP.form Work: Types: Requirements – Standards – Scaffolding – Design; Shoring, Underpinning.		
UNIT – V		
Building Services: Plumbing Services: Water Distribution, Sanitary – Lines &Fittings; Ventilations: Functional Requirements Systems of Ventilations. Air-Conditioning - Essentials andTypes; Acoustics – Characteristic – Absorption – Acoustic Design; Fire Protection – Fire Hazards – Classification of Fire Resistant Materials and Constructions.		
TEXT BOOKS:		
1. Building Materials and Construction – Arora&Bindra, Dhanpat Roy Publications. 2. Building Materials and Construction by G C Sahu, Joygopal Jena McGraw hill Pvt Ltd 2015.		
REFRENCE BOOKS:		
1. Building Construction by B. C. Punmia, Ashok Kumar Jain andArun Kumar Jain - Laxmi Publications (P) ltd., New Delh 2. P. C. Varghese, Building Materials, Prentice Hall of India, 2015. 3. N.Subramanian ,"Building Materials Testing and Sustainability", Oxford Higher Education, 2019. 4. R. Chudley, Construction Technology, Longman Publishing Group, 1973. 5. S. K. Duggal, Building Materials, Oxford & IBH Publishing Co. Ltd., New Delhi, 2019		
Online Learning Resources:		
https://archive.nptel.ac.in/courses/105/102/105102088/		

IV B.Tech – I Semester

Course Code	**ENVIRONMENTAL IMPACT ASSESSMENT (OPEN ELECTIVE – III)**	L	T	P	C
23A01704b		3	0	0	3

Course Objectives:

The objectives of this course are to make the student to:

1. Understand the principles, methodologies, and significance of Environmental Impact Assessment (EIA).
2. Analyze the impact of developmental activities on land use, soil, and water resources.
3. Evaluate the impact of development on vegetation, wildlife, and assess environmental risks.
4. Develop environmental audit procedures and assess compliance with environmental regulations.
5. Understand and apply environmental acts, notifications, and legal frameworks in EIA studies.

Course Outcomes (COs):

Upon successful completion of the course, students will be able to:

1. Apply various methodologies for conducting Environmental Impact Assessments.
2. Analyze the impact of land-use changes on soil, water, and air quality.
3. Evaluate the environmental impact on vegetation, wildlife, and conduct risk assessments.
4. Develop environmental audit reports and assess compliance with environmental policies.
5. Interpret and apply environmental acts and regulations related to EIA.

CO – PO Articulation Matrix

Course Outcomes	**PO 1**	**PO 2**	**PO 3**	**PO 4**	**PO 5**	**PO 6**	**PO 7**	**PO 8**	**PO 9**	**PO 10**	**PO 11**	**PO 12**	**PSO1**	**PSO2**
CO -1	3	2	2	2	2	3	-	-	-	-	-	1	2	2
CO -2	3	3	3	2	2	3	-	-	-	-	-	1	3	2
CO -3	3	3	3	2	2	3	3	-	-	-	-	1	3	3
CO -4	3	3	3	3	2	3	3	-	-	-	-	1	3	3
CO -5	2	2	2	2	2	3	3	3	-	-	-	1	2	2

UNIT – I

Concepts and methodologies of EIA

Initial Environmental Examination, Elements of EIA, - Factors Affecting E-I-A Impact Evaluation and Analysis, Preparation of Environmental Base Map, Classification of Environmental Parameters- Criteria for The Selection of EIA Methodology, E I A Methods, Ad-Hoc Methods, Matrix Methods, Network Method Environmental Media Quality Index Method, Overlay Methods and Cost/Benefit Analysis.

UNIT – II

Impact of Developmental Activities and Land Use

Introduction and Methodology for The Assessment of Soil and Ground Water, Delineation of Study Area, Identification of Actives. Procurement of Relevant Soil Quality, Impact Prediction, Assessment of Impact Significance, Identification and Incorporation of Mitigation Measures. E I Ain Surface Water, Air and Biological Environment: Methodology for The Assessment of Impacts On Surface Water Environment, Air Pollution Sources, Generalized

Approach for Assessment of Air Pollution Impact.

UNIT – III

Assessment of Impact On Vegetation, Wildlife and Risk Assessment

Introduction - Assessment of Impact of Development Activities On Vegetation and Wildlife, Environmental Impact of Deforestation – Causes and Effects of Deforestation - Risk Assessment and Treatment of Uncertainty-Key Stages in Performing An Environmental Risk Assessment- Advantages of Environmental Risk Assessment.

UNIT – IV

Environmental Audit

Introduction - Environmental Audit & Environmental Legislation Objectives of Environmental Audit, Types of Environmental Audit, Audit Protocol, Stages of Environmental Audit, Onsite Activities, Evaluation of Audit Data and Preparation of Audit Report

UNIT – V

Environmental Acts and Notifications

The Environmental Protection Act, The Water Preservation Act, The Air (Prevention &Control of Pollution Act), Wild Life Act - Provisions in The EIA Notification, Procedure for Environmental Clearance, Procedure for Conducting Environmental Impact Assessment Report- Evaluation of EIA Report. Environmental Legislation Objectives, Evaluation of Audit Data and Preparation of Audit Report. Post Audit Activities, ConceptofISO and ISO 14000.

TEXT BOOKS:

1. Environmental Impact Assessment Methodologies, by Y. Anjaneyulu, B. S. Publication, Hyderabad 2nd edition 2011
2. Environmental Impact Assessment, by Canter Larry W., McGraw-Hill education Edi (1996)

REFRENCE BOOKS:

1. Environmental Engineering, by Peavy, H. S, Rowe, D. R, Tchobanoglous, G.Mc-Graw Hill International Editions, New York 1985.
2. Environmental Science and Engineering, by Suresh K. Dhaneja, S.K., Katania& Sons Publication, New Delhi
3. Environmental Science and Engineering, by J. Glynn and Gary W. Hein Ke, Prentice Hall Publishers.
4. Environmental Pollution and Control, by H. S. Bhatia, Galgotia Publication (P) Ltd, Delhi

Online Learning Resources:

https://archive.nptel.ac.in/courses/124/107/124107160/

IV B.Tech I Sem **L – T – P – C** **3 – 0 – 0 – 3**

23A02704 SMART GRID TECHNOLOGIES
(Open Elective- III)

Course Outcomes:
CO1: Understanding the Concept and Evolution of Smart Grids. L2
CO2: Analyzing Wide Area Monitoring System and Synchrophasor Technology. L4
CO3: Applying Smart Metering and Advanced Metering Infrastructure (AMI) Concepts. L3
CO4: Evaluating Information and Communication Technology (ICT) Systems in Smart Grids. L5
CO5: Designing Smart Grid Applications and Cybersecurity Measures. L6

UNIT I Introduction to Smart Grid :
Evolution of Electric Grid – Need for Smart Grid – Difference between conventional & smart grid – Overview of enabling technologies – International experience in Smart Grid deployment efforts – Smart Grid road map for India – Smart Grid Architecture.

UNIT II Wide Area Monitoring System :
Fundamentals of Synchro phasor Technology – concept and benefits of Wide Area Monitoring System – Structure and functions of Phasor Measuring Unit (PMU) and Phasor Data Concentrator (PDC) – Road Map for Synchrophasor applications (NAPSI) – Operational experience and Blackout analysis using PMU - Case study on PMU.

UNIT III Smart Meters:
Features and functions of Smart Meters – Functional specification – category of Smart Meters – Automatic Meter Reading (AMR) and Advanced Metering Infrastructure (AMI) drivers and benefits – AMI protocol – Demand Side Integration: Peak load, Outage and Power Quality management.

UNIT IV Information and Communication Technology:
Overview of Smart Grid Communication system – Modulation and Demodulation Techniques: Radio Communication – Mobile Communication – Power Line Communication – Optical Fibre Communication – Communication Protocol for Smart Grid.

UNIT V**Smart Grid Applications and Cyber Security**:
Applications : Overview and concept of Renewable Integration – Introduction to distributed generation - Role of Protective Relaying in Smart Grid – House Area Network – Advanced Energy Storage Technology: Flow battery – Fuel cell – SMES – Super capacitors – Plug – in Hybrid electric Vehicles - Cyber Security: Security issues in DG, Distribution Automation, AMI, Electric Vehicle Management Systems – Approach to assessment of smart grid cyber security risks – Methodologies. Cyber Security requirements – Smart Grid Information Model.

TEXT BOOKS:
1. James Momoh, "SMART GRID : Fundamentals of Design and Analysis", John Wiley and Sons, New York, 2012.
2. Janaka Ekanayake, Nick Jenkins, Kithsiri Liyanage, Jianzhong Wu, Akihiko Yokoyama, "Smart Grid: Technology and Applications", John Wiley & Sons, New Jersey, 2012.

REFERENCES:

1. Power Grid Corporation of India Limited, "Smart Grid Primer", 1st Edition, Power Grid Corporation of India Limited, Bangalore, India, 2013.

2. Fereidoon.P.Sioshansi, "Smart Grid – Integrating Renewable, Distributed and Efficient Energy", 1st Edition, Academic Press, USA, 2011.

3. Stuart Borlase, "Smart Grids: Infrastructure, Technology and Solutions", 1st Edition, CRC Press Publication, England, 2013.

4. Phadke A G, Thorp J S, "Synchronized Phasor Measurements and Their Applications", 1st Edition, Springer, Newyork, 2012.

IV B.Tech I Sem **L – T – P – C** **3 – 0 – 0 – 3**

23A03704 3D PRINTING TECHNOLOGIES
(Open Elective-III)

Course objectives: Theobjectives of the courseareto	
1	**Understand** the fundamental concepts of prototyping and distinguish between traditional and rapid prototyping methods.
2	**Demonstrate** the working principles, materials, and applications of solid-, liquid-, and powder-based RP systems.
3	**Define** the processes and classifications of rapid tooling and reverse engineering techniques.
4	**Identify** common errors in 3D printing and evaluate pre-processing, processing, and post-processing issues.
5	**Familiarize** RP-related software and its role in applications such as design, manufacturing, and medical fields.

Course Outcomes: Onsuccessfulcompletionofthecourse, thestudentwillbeable to,		
1	Define and explain the evolution and need for rapid prototyping in modern product development.	L1,L2,L6
2	Compare and contrast various 3D printing technologies based on working principles, materials, and limitations.	L2,L4
3	Apply knowledge of rapid tooling and reverse engineering techniques for industrial and design applications.	L3,L5,L6
4	Diagnose and interpret different types of errors encountered in 3D printing processes and recommend solutions.	L2,L3,L5,
5	Use RP-specific software tools to manipulate STL files and prepare models for printing in real-world scenarios.	L1,L3,L6

UNIT I Introduction to 3D Printing
Introduction to Prototyping, Traditional Prototyping Vs. Rapid Prototyping (RP), Need for time compression in product development, Usage of RP parts, Generic RP process, Distinction between RP and CNC, other related technologies, Classification of RP.

UNIT II Solid and Liquid Based RP Systems
Working Principle, Materials, Advantages, Limitations and Applications of Fusion Deposition Modelling (FDM), Laminated Object Manufacturing (LOM), Stereo lithography (SLA), Direct Light Projection System (DLP) and Solid Ground Curing (SGC).

UNIT III Powder Based & Other RP Systems
Powder Based RP Systems: Working Principle, Materials, Advantages, Limitations and Applications of Selective Laser Sintering (SLS), Direct Metal Laser Sintering (DMLS), Laser Engineered Net Shaping (LENS) and Electron Beam Melting (EBM).
Other RP Systems: Working Principle, Materials, Advantages, Limitations and Applications of Three Dimensional Printing (3DP), Ballastic Particle Manufacturing (BPM) and Shape Deposition Manufacturing (SDM).

UNIT IV Rapid Tooling & Reverse Engineering
Rapid Tooling: Conventional Tooling Vs. Rapid Tooling, Classification of Rapid Tooling, Direct and Indirect Tooling Methods, Soft and Hard Tooling methods.
Reverse Engineering (RE): Meaning, Use, RE – The Generic Process, Phases of RE Scanning, Contact Scanners and Noncontact Scanners, Point Processing, Application Geometric Model, Development

UNIT V

Errors in 3D Printing and Applications:
Pre-processing, processing and post-processing errors, Part building errors in SLA, SLS, etc. Software: Need for software, MIMICS, Magics, SurgiGuide, 3-matic, 3D-Doctor, Simplant, Velocity2, VoXim, Solid View, 3DView, etc., software, Preparation of CAD models, Problems with STL files, STL file manipulation, RP data formats: SLC, CLI, RPI, LEAF, IGES, HP/GL, CT, STEP. Applications: Design, Engineering Analysis and planning applications, Rapid Tooling, Reverse Engineering, Medical Applications of RP.

Textbooks:
1. Chee Kai Chua and Kah Fai Leong, "3D Printing and Additive Manufacturing Principles and Applications" 5/e, World Scientific Publications, 2017.
2. Ian Gibson, David W Rosen, Brent Stucker, "Additive Manufacturing Technologies: 3D Printing, Rapid Prototyping, and Direct Digital Manufacturing", Springer, 2/e, 2010.

Reference Books:
1. Frank W.Liou, "Rapid Prototyping & Engineering Applications", CRC Press, Taylor & Francis Group, 2011.
2. Rafiq Noorani, "Rapid Prototyping: Principles and Applications in Manufacturing", John Wiley&Sons, 2006.

Online Learning Resources:
- NPTEL Course on Rapid Manufacturing.
- https://nptel.ac.in/courses/112/104/112104265/
- https://www.hubs.com/knowledge-base/introduction-fdm-3d-printing/
- https://slideplayer.com/slide/6927137/
- https://www.mdpi.com/2073-4360/12/6/1334
- https://www.centropiaggio.unipi.it/sites/default/files/course/material/2013-11-29%20-
- %20FDM.pdf
- https://lecturenotes.in/subject/197
- https://www.cet.edu.in/noticefiles/258_Lecture%20Notes%20on%20RP-ilovepdfcompressed.pdf
- https://www.vssut.ac.in/lecture_notes/lecture1517967201.pdf
- https://www.youtube.com/watch?v=NkC8TNts4B4.

IV B.Tech I Sem **L – T – P – C** **3 – 0 – 0 – 3**

23A04503T MICROPROCESSORS AND MICROCONTROLLERS
(Open Elective –III)

Course Objectives:

1. To comprehend the architecture, operation, and configurations of the 8086 microprocessors.
2. To get familiar with 8086 programming concepts, instruction set, and assembly language development tools.
3. To study the interfacing of 8086 with memory, peripherals, and controllers for various applications.
4. To learn the architecture, instruction set, and programming of the 8051 microcontrollers.
5. To understand microcontroller interfacing techniques, peripheral programming, and processor comparisons.

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

1. Gain knowledge on the architecture, operation, and configurations of the 8086 microprocessors.
2. Get familiar with 8086 programming concepts, instruction set, and assembly language development tools.
3. Know the interfacing of 8086 with memory, peripherals, and controllers for various applications.
4. Learn the architecture, instruction set, and programming of the 8051 microcontrollers.
5. Understand microcontroller interfacing techniques, peripheral programming, and processor comparisons.

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, 3rdEdition,1994.
2. K M Bhurchandi, A K Ray, Advanced Microprocessors and Peripherals, 3rd edition, McGraw Hill Education, 2017.
3. Raj Kamal, Microcontrollers: Architecture, Programming, Interfacing and System Design, 2nd edition, Pearson, 2012.

References:

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

IV B.Tech-I Sem

23A05402T	**DATA BASE MANAGEMENT SYSTEM (Open Elective-III)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives: The main objective of the course is to

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

Course Outcomes: After completion of the course, students will be able to

- Understand the basic concepts of database management systems (L2)
- Analyze a given database application scenario to use ER model for conceptual design of the database (L4)
- Utilize SQL proficiently to address diverse query challenges (L3).
- Employ normalization methods to enhance database structure (L3)
- Assess and implement transaction processing, concurrency control and database recovery protocols in databases. (L4)

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

Unit II: Relational Model: Introduction to relational model, concepts of domain, attribute, tuple, relation, importance of null values, constraints (Domain, Key constraints, integrity constraints) and their importance, Relational Algebra, Relational Calculus. BASIC SQL: Simple Database schema, data types, table definitions (create, alter), different DML operations (insert, delete, update).

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

UNIT IV: Schema Refinement (Normalization): Purpose of Normalization or schema refinement, concept of functional dependency, normal forms based on functional dependency Lossless join and dependency preserving decomposition, (1NF, 2NF and 3 NF), concept of surrogate key, Boyce-Codd normal form(BCNF), MVD, Fourth normal form(4NF), Fifth Normal Form (5NF).

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

Textbooks:

1. Database Management Systems, 3rd edition, Raghurama Krishnan, Johannes Gehrke, TMH (For Chapters 2, 3, 4)
2. Database System Concepts,5th edition, Silberschatz, Korth, Sudarsan,TMH (For Chapter 1 and Chapter 5)

Reference Books:

1. Introduction to Database Systems, 8thedition, C J Date, Pearson.
2. Database Management System, 6th edition, RamezElmasri, Shamkant B. Navathe, Pearson
3. Database Principles Fundamentals of Design Implementation and Management, Corlos Coronel, Steven Morris, Peter Robb, Cengage Learning.

Web-Resources:

1. https://nptel.ac.in/courses/106/105/106105175/
2. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_012758066672820224 56_shared/overview

IV B.Tech-I Sem

		L	T	P	C
23A38502	**INTRODUCTION TO CYBER SECURITY (Open Elective-III)**	**3**	**0**	**0**	**3**

Course Objectives:

1. To introduce the concept of cybercrime and its impact on information security, and provide an overview of cybercriminal behavior and various classifications of cybercrimes.
2. To explore the methodologies used by cybercriminals to plan and execute attacks, including techniques like social engineering, botnets, and cloud-related threats.
3. To understand the security risks associated with mobile and wireless devices, and examine countermeasures for securing mobile computing in organizational environments.
4. To familiarize students with the tools and techniques used in committing cybercrimes, such as phishing, malware, DoS/DDoS attacks, and code-based exploits.
5. To analyze the implications of cybercrime for organizations, including the cost of cyber attacks, intellectual property issues, and challenges posed by social computing and web-based threats.

Course Outcomes:

After completion of the course, students will be able to

1. Understand the fundamentals of cybercrime and information security, and explain the legal and global perspectives, especially with reference to Indian IT Act 2000.
2. Analyze how cybercriminals plan and execute cyber offenses using techniques like social engineering, cyber stalking, and botnets, including threats posed by cloud computing.
3. Evaluate the security challenges of mobile and wireless devices and formulate measures to secure mobile environments within an organization.
4. Identify and explain various cyber attack tools and methods such as phishing, keyloggers, Trojans, and SQL injection used in committing cybercrimes.
5. Assess the organizational implications of cybercrimes, including IPR issues, social media risks, and formulate strategies to mitigate security and privacy challenges.

UNIT I Introduction to Cybercrime

Introduction, Cybercrime, and Information Security, Who are Cybercriminals, Classifications of Cybercrimes, And Cybercrime: The legal Perspectives and Indian Perspective, Cybercrime and the Indian ITA 2000, A Global Perspective on Cybercrimes.

UNIT II Cyber Offenses: How Criminals Plan Them

Introduction, How Criminals plan the Attacks, Social Engineering, Cyber stalking, Cyber cafe and Cybercrimes, Botnets: The Fuel for Cybercrime, Attack Vector, Cloud Computing

UNIT III Cybercrime: Mobile and Wireless Devices

Introduction, Proliferation of Mobile and Wireless Devices, Trends in Mobility, Credit card Frauds in Mobile and Wireless Computing Era, Security Challenges Posed by Mobile Devices, Registry Settings for Mobile Devices, Authentication service Security, Attacks on Mobile/Cell Phones,

Mobile Devices:

Security Implications for Organizations, Organizational Measures for Handling Mobile, Organizational Security Policies an Measures in Mobile Computing Era, Laptops.

UNIT IV Tools and Methods Used in Cybercrime

Introduction, Proxy Servers and Anonymizers, Phishing, Password Cracking, Keyloggers and Spywares, Virus and Worms, Trojan Horse and Backdoors, Steganography, DoS and DDoS attacks, SQL Injection, Buffer Overflow.

UNIT V Cyber Security: Organizational Implications

Introduction, Cost of Cybercrimes and IPR issues, Web threats for Organizations, Security and Privacy Implications, Social media marketing: Security Risks and Perils for Organizations, Social Computing and the associated challenges for Organizations.

Textbooks:

1. Cyber Security: Understanding Cyber Crimes, Computer Forensics and Legal Perspectives, Nina Godbole and Sunil Belapure, Wiley INDIA.

Reference Books:

1. Cyber Security Essentials, James Graham, Richard Howard and Ryan Otson, CRC Press.

2. Introduction to Cyber Security, Chwan-Hwa(john) Wu,J.DavidIrwin.CRC Press T&F Group

Online Learning Resources:

http://nptel.ac.in/courses/106105031/40

http://nptel.ac.in/courses/106105031/39

http://nptel.ac.in/courses/106105031/38

IV B.Tech I Sem

L	T	P	C
3	0	0	3

23A54701 WAVELET TRANSFORMS AND ITS APPLICATIONS
(Open Elective-III)

Course Outcomes:
After successful completion of this course, the students should be able to:

COs	Statements	Blooms level
CO1	Understand wavelets and wavelet basis and characterize continuous and discrete wavelet transforms	L2, L3
CO2	Illustrate the multi resolution analysis ad scaling functions	L3, L5
CO3	Implement discrete wavelet transforms with multirate digital filters	L3
CO4	Understand multi resolution analysis and identify various wavelets and evaluate their time- frequency resolution properties.	L2, L3
CO5	Design certain classes of wavelets to specification and justify the basis of the application of wavelet transforms to different fields	L3,L5

Course Articulation Matrix:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	2	-	-	-	-	-	-	-	1
CO2	3	2	2	2	-	-	-	-	-	-	-	1
CO3	3	2	2	1	-	-	-	-	-	-	-	1
CO4	2	2	2	1	-	-	-	-	-	-	-	1
CO5	3	3	2	1	-	-	-	-	-	-	-	1

1-Slightly, 2-Moderately, 3-Substantially.

UNIT – I: Wavelets (08)

Wavelets and Wavelet Expansion Systems - Wavelet Expansion- Wavelet Transform- Wavelet System- More Specific Characteristics of Wavelet Systems -Haar Scaling Functions and Wavelets - effectiveness of Wavelet Analysis -The Discrete Wavelet Transform- The Discrete-Time and Continuous Wavelet Transforms.

UNIT – II: A Multiresolution Formulation of Wavelet Systems (08)

Signal Spaces -The Scaling Function -Multiresolution Analysis - The Wavelet Functions - The Discrete Wavelet Transform- A Parseval's Theorem - Display of the Discrete Wavelet Transform and the Wavelet Expansion.

UNIT – III Filter Banks and the Discrete Wavelet Transform (08)

Analysis - From Fine Scale to Coarse Scale- Filtering and Down-Sampling or Decimating -Synthesis - From Coarse Scale to Fine Scale -Filtering and Up-Sampling or Stretching - Input Coefficients - Lattices and Lifting - -Different Points of View.

UNIT – IV Time-Frequency and Complexity (08)

Multiresolution versus Time-Frequency Analysis- Periodic versus Nonperiodic Discrete Wavelet Transforms -The Discrete Wavelet Transform versus the Discrete-Time Wavelet Transform-Numerical Complexity of the Discrete Wavelet Transform.

UNIT-V Bases and Matrix Examples (08)

Bases, Orthogonal Bases, and Biorthogonal Bases -Matrix Examples - Fourier Series Example - Sine Expansion Example - Frames and Tight Frames - Matrix Examples -Sine Expansion as a Tight Frame Example.

TEXT BOOK:

1. C. Sidney Burrus, Ramesh A. Gopinath, "Introduction to Wavelets and Wavelets Transforms", Prentice Hall, (1997).
2. James S. Walker, "A Primer on Wavelets and their Scientific Applications", CRC Press, (1999)..

REFERENCES:

1. RaghuveerRao, "Wavelet Transforms", Pearson Education, Asia
2. C. S. Burrus, Ramose and A. Gopinath, Introduction to Wavelets and Wavelet Transform, Prentice Hall Inc.

1. http://users.rowan.edu/~polikar/WAVELETS/WTtutorial.html
2. http://www.wavelet.org/
3. http://www.math.hawaii.edu/~dave/Web/Amara's%20Wavelet%20Page.htm
4. https://jqichina.wordpress.com/wp-content/uploads/2012/02/ten-lectures-of-waveletsefbc88e5b08fe6b3a2e58d81e8aeb2efbc891.pdf

IV B.Tech I Sem

23A56701a	**SMART MATERIALS AND DEVICES** (Common to all branches) **Open Elective-III**	Credits 3-0-0:3

	Course Objectives
1	To provide exposure to smart materials and their engineering applications.
2	To impart knowledge on the basics and phenomenon behind the working of smart materials
3	To explain the properties exhibited by smart materials
4	To educate various techniques used to synthesize and characterize smart materials
5	To identify the required smart material for distinct applications/devices

UNIT I Introduction to Smart Materials **9H**

Historical account of the discovery and development of smart materials, Shape memory materials, chromoactive materials, magnetorheological materials, photoactive materials, Polymers and polymer composites (Basics).

UNIT II Properties of Smart Materials **9H**

Optical, Electrical, Dielectric, Piezoelectric, Ferroelectric, Pyroelectric and Magnetic properties of smart materials.

UNIT III Synthesis of Smart Materials **9H**

Chemical route: Chemical vapour deposition, Sol-gel technique, Hydrothermal method, Mechanical alloying and Thin film deposition techniques: Chemical etching, Spray pyrolysis.

UNIT IV Characterization Techniques **9H**

Powder X-ray diffraction, Raman spectroscopy (RS), UV-Visible spectroscopy, Scanning electron microscopy (SEM), Transmission electron microscopy (TEM), Atomic force microscopy (AFM).

UNIT V Smart Materials based Devices **9H**

Devices based on smart materials: Shape memory alloys in robotic hands, piezoelectric based devices, MEMS and intelligent devices.

Textbooks:

1. YaserDahman, Nanotechnology and Functional Materials for Engineers-, Elsevier, 2017
2. E. Zschech,C. Whelan, T. Mikolajick, Materials for Information Technology: Devices, Interconnects and Packaging Springer-Verlag London Limited 2005.

Reference Books:

1. Gauenzi,P.,Smart Structures, Wiley, 2009.
2. MahmoodAliofkhazraei, Handbook of functional nanomaterials, Vol (1&2), Nova Publishers, 2014
3. **Handbook of Smart Materials, Technologies, and Devices: Applications of Industry,4.0,**Chaudhery MustansarHussain, Paolo Di Sia, Springer,2022.
4.**Fundamentals of Smart Materials,**Mohsen Shahinpoor, Royal Society of Chemistry, 2020

NPTEL course link: https://onlinecourses.nptel.ac.in/noc22_me17/preview

	Course Outcomes	**Blooms**

		Level
CO1	Identify key discoveries that led to modern applications of shape memory materials, describe the two phases in shape memory alloys.	L1,L2, L3, L4
CO2	Describe how different external stimuli (light, electricity, heat, stress, and magnetism) influence smart material properties.	L1,L2, L3
CO3	Summarize various types of synthesis of smart materials	L1,L2, L3
CO4	Analyze various characterization techniques used for smart materials	L1,L2, L3
CO5	Interpret the importance of smart materials in various devices	L1,L2

Course Articulation Matrix:

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PO12**
CO1	3	3	2	2	1							
CO2	3	3	2	1	1							
CO3	3	3	1	1	1							
CO4	3	2	1	1	1							
CO5	3	3	1	1	-							

1-Slightly, 2-Moderately, 3-Substantially.

23A56701b	INTRODUCTON TO QUANTUM MECHANICS Open Elective – III	L	T	P	C
		3	0	0	3

COURSE OBJECTIVES	
1	To understand the fundamental differences between classical and quantum mechanics.
2	To study wave-particle duality, uncertainty principle, and their implications.
3	To learn and apply Schrödinger equations to basic quantum systems.
4	To use operator formalism and mathematical tools in quantum mechanics.
5	To explore angular momentum, spin and their quantum mechanical representations.

UNIT- I: PRINCIPLES OF QUANTUM MECHANICS

Introduction: Limitations of classical Mechanics, Difficulties with classical theories of black body radiation and origin of quantum theory of radiation.Wave-particle duality: de Broglie wavelength, Heisenberg uncertainty principle.Schrödinger time independent and time dependent wave equation, Solution of the time dependent Schrödinger equation, Concept of stationary states, Physical significance of wave function (ψ), Orthogonal, Normalized and Orthonormal functions

UNIT- II: ONE DIMENSIONAL PROBLEMS AND SOLUTIONS

Potential step – Reflection and Transmission at the interface. Potential well: Square well potential with rigid walls, Square well potential with finite walls. Potential barrier: Penetration of a potential barrier (tunneling effect). Periodic potential and Harmonic oscillator, Energy eigen functions and eigen values.

UNIT-III: OPERATOR FORMALISM

Operators, Operator Algebra, Eigen values and Eigen vectors, Postulates of quantum mechanics, Matrix representation of wave functions and linear operators.

UNIT- IV: MATHEMATICAL TOOLS FOR QUANTUM MECHANICS

The concept of row and column matrices, Matrix algebra,Hermitian operators – definition. Dirac's bra and ket notation, Expectation values, Heisenberg (operator) representation of harmonic oscillator, Ladder operators and their significance.

UNIT- V : ANGULAR MOMENTUM AND SPIN

Angular momentum operators: Definition. Eigen functions and Eigen values of AM operators. Matrix representation of angular momentum operators, System with spin half(1/2), Spin angular momentum, Pauli's spin matrices. Clebsch-Gordon coefficients. Rigid Rotator: Eigen functions and Eigen values.

BOOKS FOR STUDY:

1. Quantum Mechanics. Vol 1, A. MessaiaNoth-Holland Pub. Co., Amsterdam,(1961).
2. A Text Book of Quantum Mechanics. P.M.Mathews and K.Venkatesam, Tata McGraw Hill, New Delhi,(1976).
3. Introduction to Quantum Mechanics. R.H.Dicke and J.P.Witke, Addison-Wisley Pub.Co.Inc.,London, (1960).
4. Quantum Mechanics. S.L.Gupta, V.Kumar, H.V.Sarama and R.C.Sharma, Jai PrakashNath& Co, Meerut, (1996).

REFERENCE BOOKS:

1. Quantum Mechanics. L.I. Schiff, McGraw Hill Book Co., Tokyo, (1968).
2. Introduction to Quantum Mechanics. Richard L. Liboff, Pearson Education Ltd (Fourth Edn.) 2003.

	CourseOutcomes After completing this course, students will be able to:	**Blooms Level**
CO1	Explain the key principles of quantum mechanics and wave-particle duality	L1, L2
CO2	Apply Schrödinger equations to solve one-dimensional quantum problems	L3, L4
CO3	Solve quantum mechanical problems using operator and matrix methods.	L2, L4
CO4	Evaluate quantum states using Dirac notation and expectation values.	L5
CO5	Analyze angular momentum and spin systems using Pauli matrices and operators.	L4, L5

NPTEL courses link :

4. https://archive.nptel.ac.in/courses/115/101/115101107/
5. https://archive.nptel.ac.in/courses/122/106/122106034/
6. https://nptel.ac.in/courses/115106066

CourseArticulationMatrix:

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PO12**
CO1	3	3	2	2	2							
CO2	3	2	2	1	1							
CO3	3	3	2	1	1							
CO4	3	3	3	2	3							
CO5	3	3	1	1	1							

1-Slightly, 2-Moderately, 3-Substantially.

IV B.Tech I Sem

23A51701	**GREEN CHEMISTRY AND CATALYSIS FOR SUSTAINABLE ENVIRONMENT** (Common to all branches) **Open Elective-III**	Credits 3-0-0:3

Course Objectives	
1	**To Understand Principle And Concepts Of Green Chemistry.**
2	**To Understand The Types Of Catalysis And Industrial Applications.**
3	**To Apply Green Solvents In Chemical Synthesis.**
4	**To Enumerate Different Sourced Of Green Energy.**
5	**To Apply Alternative Greener Methods Foe Chemical Reactions**

Course Outcomes	
CO1	Apply the Green chemistry Principles for day to day life as well as synthesis, describe the sustainable development and green chemistry, Explain economic and un-economic reactions, Demonstrate Polymer recycling.
CO2	Explain Heterogeneous catalyst and its applications in Chemical and Pharmaceutical Industries, Differentiate Homogeneous and Heterogeneous catalysis, Identify the importance of Bio and Photo Catalysis, Discuss Transition metal and Phase transfer Catalysis
CO3	Demonstrate Green solvents and importance, Discuss Supercritical carbondioxide, Explain Supercritical water, recycling of green solvents.
CO4	Describe importance of Biomass and Solar Power, Illustrate Sonochemistry, Apply Green Chemistry for Sustainable Development; discuss the importance of Renewable resources, mechanochemical synthesis.
CO5	Discuss Alternative green methods like Photoredox catalysis, single electron transfer reactions (SET), Photochemical Reactions, Microwave-assisted Reactions and Sonochemical reactions, examples and applications.

Mapping between Course Outcomes and Programme Outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2												
CO3												
CO4												
CO5												

UNIT 1: PRINCIPLES AND CONCEPTS OF GREEN CHEMISTRY

Introduction, Green chemistry Principles, sustainable development and green chemistry, E factor, atom economy, atom economic Reactions: Rearrangement and addition reactions and atom un-economic reactions: Substitution, elimination and Wittig reactions, Reducing Toxicity. Waste - problems and Prevention: Design for degradation, Polymer recycling

UNIT 2: CATALYSIS AND GREEN CHEMISTRY

Introduction, Types of catalysis, Heterogeneous catalysis: Basics of Heterogeneous Catalysis, Zeolite and the Bulk Chemical Industry, Heterogeneous Catalysis in the Fine Chemical and Pharmaceutical Industries, Catalytic Converters, Homogeneous catalysis: Transition Metal Catalysts with Phosphine Ligands, Greener Lewis Acids, and Phase transfer catalysis, Bio-catalysis and Photo-catalysis with examples.

UNIT 3: GREEN SOLVENTS IN CHEMICAL SYNTHESIS

Green Solvents: Concept, Tools and techniques for solvent selection, supercritical fluids: Super critical carbondioxide, super critical water, Polyethylene glycol (PEG), Ionic liquids, Recyling of green solvents.

UNIT 4: EMERGING GREENER TECHNOLOGIES

Biomass as renewable resource, Energy: Energy from Biomass, Solar Power, Chemicals from Renewable Feedstock's, Chemicals from Fatty Acids, Polymers from Renewable Resources, Alternative Economies: The Syngas Economy, The Biorefinery, Design for energy efficiency, Mechanochemical synthesis.

UNIT 5: ALTERNATIVE GREENER METHODS

Photochemical Reactions - Examples, Advantages and Challenges, Photoredox catalysis, single electron transfer reactions (SET), Examples of Photochemical Reactions, Microwave-assisted Reactions and Sonochemical reactions, examples and applications.

Text Books :

1. **M. Lancaster, Green Chemistry An Introductory Text, Royal Society Of Chemistry, 2002.**

2. **Paul T. Anastas And John C. Warner, Green Chemistry Theory And Practice, 4th Edition,**

Oxford University Press, Usa

References :

1. **Green Chemistry for Environmental Sustainability, First Edition, Sanjay K. Sharma and AckmezMudhoo, CRC Press, 2010.**
2. **Edited by AlvisePerosa and Maurizio Selva , Hand Book of Green chemistry Volume 8:**

Green Nanoscience, wiley-VCH, 2013.

IV B.Tech I Sem

Course Code	EMPLOYABILITY SKILLS	L	T	P	C
23A52703	OPEN ELECTIVE-III	3	0	0	3

Course Objectives:

- To encourage all round development of the students by focusing on productive skills
- To make the students aware of Goal setting and writing skills
- To enable them to know the importance of presentation skills in achieving desired goals.
- To help them develop organizational skills through group activities

To function effectively with heterogeneous teams

Course Outcomes (CO):	**Blooms Level**
CO1: Understand the importance of goals and try to achieve them	L1, L2
CO2: Explain the significance of self-management	L1, L2
CO3: Apply the knowledge of writing skills in preparing eye-catchy resumes	L3
CO4: Analyse various forms of Presentation skills	L4
CO5: Judge the group behaviour appropriately	L5
CO6: Develop skills required for employability.	L3, L6

UNIT - I	**Goal Setting and Self-Management**	Lecture Hrs

Definition, importance, types of Goal Setting – SMART Goal Setting – Advantages-Motivation – Intrinsic and Extrinsic Motivation – Self-Management - Knowing about self – SWOC Analysis

UNIT - II	**Writing Skills**	Lecture Hrs

Definition, significance, types of writing skills – Resume writing Vs CV Writing - E-Mail writing, Cover Letters - E-Mail Etiquette -SoP (Statement of Purpose)

UNIT - III	**Technical Presentation Skills**	Lecture Hrs

Nature, meaning & significance of Presentation Skills – Planning, Preparation, Presentation, Stage Dynamics –Anxiety in Public speaking (Glossophobia)- PPT & Poster Presentation

UNIT - IV	**Group Presentation Skills**	Lecture Hrs

Body Language – Group Behaviour - Team Dynamics – Leadership Skills – Personality Manifestation-Group Discussion-Debate –Corporate Etiquette

UNIT - V	**Job Cracking Skills**	Lecture Hrs

Nature, characteristics, importance & types of Interviews – Job Interviews – Skills for success – Job searching skills - STAR method - FAQs- Answering Strategies – Mock Interviews

Textbooks:

1. Sabina Pillai, Agna Fernandez. *Soft Skills & Employability Skills***,**2014.Cambridge Publisher.

2.Alka Wadkar. Life Skills for Success, Sage Publications, 2016.

Reference Books:

1. **Gangadhar Joshi. *Campus to Corporate Paperback* , Sage Publications. 2015**
2. Sherfield Montogomery Moody,*Cornerstone Developing Soft Skills*, Pearson Publications. 4 Ed. 2008
3. Shikha Kapoor. *Personality Development and Soft Skills - Preparing for Tomorrow* .1 Edition, Wiley, 2017.
4. M. Sen Gupta, *Skills for Employability,* Innovative Publication, 2019.
5. Steve Duck and David T McMahan*, The Basics f Communication Skills A Relational Perspective,* Sage press, 2012.

Online Learning Resources:

1. https://youtu.be/gkLsn4ddmTs
2. https://youtu.be/2bf9K2rRWwo
3. https://youtu.be/FchfE3c2jzc
4. https://youtu.be/xBaLgJZ0t6A?list=PLzf4HHlsQFwJZel_j2PUy0pwjVUgj7KlJ
5. https://www.youtube.com/c/skillopedia/videos
6. https://onlinecourses.nptel.ac.in/noc25_hs96/preview
7. https://onlinecourses.nptel.ac.in/noc21_hs76/preview
8. https://archive.nptel.ac.in/courses/109/107/109107172/#
9. https://archive.nptel.ac.in/courses/109/104/109104107/

IV B.Tech – I Semester

Course Code	**GEO-SPATIAL TECHNOLOGIES**	L	T	P	C
23A01705a	**(OPEN ELECTIVE – IV)**	3	0	0	3

Course Objectives:

The objectives of this course are to make the student :

1. To understand raster-based spatial analysis techniques, including query, overlay, and cost-distance analysis.
2. To analyze vector-based spatial analysis techniques such as topology, overlay, and proximity analysis.
3. To apply network analysis techniques for geocoding, shortest path analysis, and location-allocation problems.
4. To evaluate surface and geostatistical analysis methods, including terrain modeling, watershed analysis, and spatial interpolation.
5. To assess GIS customization, Web GIS, and mobile mapping techniques for real-world applications.

Course Outcomes:

Upon successful completion of the course, students will be able to:

1. Understand raster-based spatial analysis techniques, including query, overlay, and cost-distance analysis.
2. Analyze vector-based spatial analysis techniques such as topology, overlay, and proximity analysis.
3. Apply network analysis techniques for geocoding, shortest path analysis, and location-allocation problems.
4. Evaluate surface andgeostatistical analysis methods, including terrain modeling, watershed analysis, and spatial interpolation.
5. Assess GIS customization, Web GIS, and mobile mapping techniques for real-world applications.

CO – PO Articulation Matrix

Course Outcomes	**PO 1**	**PO 2**	**PO 3**	**PO 4**	**PO 5**	**PO 6**	**PO 7**	**PO 8**	**PO 9**	**PO 10**	**PO 11**	**PO 12**	**PSO1**	**PSO2**
CO -1	3	-	-	-	2	-	-	-	-	-	-	-	3	3
CO -2	3	3	-	-	2	-	-	-	-	-	-	2	3	3
CO -3	3	-	3	2	3	-	-	-	-	-	-	-	3	3
CO -4	-	-	3	3	3	-	2	-	-	-	-	-	3	3
CO -5	-	-	-	-	3	3	3	2	-	-	-	-	3	3

UNIT – I

RASTER ANALYSIS

Raster Data Exploration: Query Analysis - Local Operations: Map Algebra, Reclassification, Logical and Arithmetic Overlay Operations—Neighborhood - Operations: Aggregation, Filtering – Extended Neighborhood-Operations- Zonal Operations - Statistical Analysis – Cost-Distance Analysis-Least Cost Path.

UNIT – II		
VECTOR ANALYSIS Non-Topological Analysis: Attribute Database Query, Structured Query Language, Co-Ordinate Transformation, Summary Statistics, Calculation of Area, Perimeter and Distance – topological Analysis: Reclassification, Aggregation, Overlay Analysis: Point-In-Polygon, Line-In-Polygon, Polygon-On-Polygon: Clip, Erase, Identity, Union, Intersection – Proximity Analysis: Buffering		
UNIT – III		
NETWORK ANALYSIS Network – Introduction - Network Data Model – Elements of Network - Building A Network Database - Geocoding – Address Matching - Shortest Path in A Network – Time and Distance Based Shortest Path Analysis – Driving Directions – Closest Facility Analysis – Catchment / Service Area Analysis-Location-Allocation Analysis		
UNIT – IV		
SURFACE and GEOSTATISTICAL ANALYSIS Surface Data – Sources of X,Y, Z Data – DEM, TIN – Terrain Analysis – Slope, Aspect, Viewshed, Watershed Analysis: Watershed Boundary, Flow Direction, Flow Accumulation, Drainage Network, Spatial Interpolation: IDW, Spline, Kriging, Variogram.		
UNIT – V		
CUSTOMISATION, WEB GIS, MOBILE MAPPING Customisation of GIS: Need, Uses, Scripting Languages –Embedded Scripts – Use of Python Script - Web GIS: Web GIS Architecture, Advantages of Web GIS, Web Applications-Location Based Services: Emergency and Business Solutions - Big Data Analytics.		
TEXT BOOKS:		
1. Kang – Tsung Chang, Introduction to Geographical Information System, 4th Ed., Tata McGraw Hill Edition, 2008. 2. Lo, C.P. andYeung, Albert K.W., Concepts and Techniques of Geographic Information Systems Prentice Hall, 2002.		
REFRENCE BOOKS:		
1. Michael N. Demers, Fundamentals of Geographic Information Systems, Wiley,2009 2. Ian Heywood, Sarah Cornelius, Steve Carver, Srinivasaraju, "An Introduction to Geographical Information Systems, Pearson Education, 2nd Edition, 2007. 3. John Peter Wilson, The Handbook of Geographic Information Science, Blackwell Pub.,2008		
Online Learning Resources:		
https://archive.nptel.ac.in/courses/105/105/105105202/ **https://onlinecourses.nptel.ac.in/noc19_cs76/preview**		

IV B.Tech – I Semester

Course Code	**SOLID WASTE MANAGEMENT (OPEN ELECTIVE – IV)**	L	T	P	C
23A01705b		3	0	0	3

Course Objectives:

The objectives of this course are to make the student :

1. To understand the types, sources, and characteristics of solid waste, along with regulatory frameworks.
2. To analyze engineering systems for solid waste collection, storage, and transportation.
3. To apply resource and energy recovery techniques for sustainable solid waste management.
4. To evaluate landfill design, construction, and environmental impact mitigation strategies.
5. To assess hazardous waste management techniques, including biomedical and e-waste disposal.

Course Outcomes:

1. Understand the types, sources, and characteristics of solid waste, along with regulatory frameworks.
2. Analyze engineering systems for solid waste collection, storage, and transportation.
3. Apply resource and energy recovery techniques for sustainable solid waste management.
4. Evaluate landfill design, construction, and environmental impact mitigation strategies.
5. Assess hazardous waste management techniques, including biomedical and e-waste

CO – PO Articulation Matrix

Course Outcomes	**PO 1**	**PO 2**	**PO 3**	**PO 4**	**PO 5**	**PO 6**	**PO 7**	**PO 8**	**PO 9**	**PO 10**	**PO 11**	**PO 12**	**PSO1**	**PSO2**
CO -1	3	-	-	-	2	-	2	-	-	-	-	-	3	3
CO -2	3	3	-	-	2	-	3	-	-	-	-	2	3	3
CO -3	3	-	3	2	3	-	3	-	-	-	-	-	3	3
CO -4	-	-	3	3	3	-	3	2	-	-	-	-	3	3
CO -5	-	-	-	-	3	3	3	3	-	-	-	-	3	3

UNIT – I

Solid Waste: Definitions, Types of Solid Wastes, Sources of Solid Wastes, Characteristics, and Perspectives; Properties of Solid Wastes, Sampling of Solid Wastes, Elements of Solid Waste Management - Integrated Solid Waste Management, Solid Waste Management Rules 2016.

UNIT – II

Engineering SystemsforSolid Waste Management: Solid Waste Generation; On-Site Handling, Storage and Processing; Collection of Solid Wastes; Stationary Container System and Hauled Container Systems – Route Planning - Transfer and Transport; Processing Techniques;

UNIT – III

Engineering Systems for Resource and Energy Recovery: Processing Techniques; Materials Recovery Systems; Recovery of Biological Conversion Products – Composting, Pre and Post Processing, Types of Composting, Critical Parameters, Problems With Composing - Recovery

of Thermal Conversion Products; Pyrolisis, Gasification, RDF - Recovery of Energy From Conversion Products; Materials and Energy Recovery Systems.

UNIT – IV

Landfills: Evolution of Landfills – Types and Construction of Landfills – Design Considerations – Life of Landfills- Landfill Problems – Lining of Landfills – Types of Liners – Leachate Pollution and Control – Monitoring Landfills – Landfills Reclamation.

UNIT – V

Hazardous Waste Management: – Sources and Characteristics, Effects On Environment, Risk Assessment – Disposal of Hazardous Wastes – Secured Landfills, Incineration - Monitoring – Biomedical Waste Disposal, E-Waste Management, Nuclear Wastes, Industrial Waste Management

TEXT BOOKS:

1. Tchobanoglous G, Theisen H and Vigil SA 'Integrated Solid Waste Management, Engineering Principles and Management Issues' McGraw-Hill, 1993.
2. Vesilind PA, Worrell W and Reinhart D, 'Solid Waste Engineering' Brooks/Cole Thomson Learning Inc., 2002.

REFRENCE BOOKS:

1. Peavy, H.S, Rowe, D.R., and G. Tchobanoglous, 'Environmental Engineering', McGraw Hill Inc., New York, 1985.
2. Qian X, Koerner RM and Gray DH, 'Geotechnical Aspects of Landfill Design and Construction' Prentice Hall, 2002.

Online Learning Resources:

https://archive.nptel.ac.in/courses/105/103/105103205/
https://archive.nptel.ac.in/courses/120/108/120108005/

IV B.Tech I Sem **L – T – P – C** **3 – 0 – 0 – 3**

23A02705 ELECTRIC VEHICLES
(Open Elective -IV)

Course Objectives: To make the student
- Remember and understand the differences between conventional Vehicle and Electric Vehicles, electro mobility and environmental issues of EVs.
- Analyze various EV configurations, parameters of EV systems and Electric vehicle dynamics.
- Analyze the basic construction, operation and characteristics of fuel cells and battery charging techniques in HEV systems.
- Design and analyze the various control structures for Electric vehicle.

Course Outcomes (CO): Student will be able to
CO 1: To understand and differentiate between Conventional Vehicle and Electric Vehicles, electro mobility and environmental issues of EVs. -L2
CO 2: Understand Various dynamics of Electric Vehicles. -L2
CO 3: To remember and understand various configurations in parameters of EV system and dynamic aspects of EV. -L1
CO 4: To analyze fuel cell technologies in EV and HEV systems. -L3
CO 5: To analyze the battery charging and controls required of EVs. -L3

UNIT I Introduction to EV Systems and Energy Sources:
Past, Present and Future of EV - EV Concept- EV Technology- State-of-the Art of EVs- EV configuration- EV system- Fixed and Variable gearing- Single and multiple motor drive- In-wheel drives- EV parameters: Weight, size, force and energy, performance parameters. Electro mobility and the environment- History of Electric power trains- Carbon emissions from fuels- Green houses and pollutants- Comparison of conventional, battery, hybrid and fuel cell electric systems.

UNIT II EV Propulsion and Dynamics:
Choice of electric propulsion system- Block diagram- Concept of EV Motors- Single and multi-motor configurations- Fixed and variable geared transmission- In-wheel motor configuration- Classification - Electric motors used in current vehicle applications - Recent EV Motors- Vehicle load factors- Vehicle acceleration.

UNIT III Fuel Cells:
Introduction of fuel cells- Basic operation- Model - Voltage, power and efficiency- Power plant system – Characteristics- Sizing - Example of fuel cell electric vehicle - Introduction to HEV- Brake specific fuel consumption - Comparison of Series-Parallel hybrid systems- Examples.

UNIT IV Battery Charging and Control:
Battery charging: Basic requirements- Charger architecture- Charger functions- Wireless charging- Power factor correction.
Control: Introduction- Modeling of electro mechanical system- Feedback controller design approach- PI controller's designing- Torque-loop, Speed control loop compensation- Acceleration of battery electric vehicle.

UNIT V Energy Storage Technologies:
Role of Energy Storage Systems- Thermal- Mechanical-Chemical- Electrochemical- Electrical - Efficiency of energy storage systems- Super capacitors-Superconducting Magnetic Energy Storage (SMES)- SOC- SoH -fuel cells - G2V- V2G- Energy storage in Micro-grid and Smart grid- Energy Management with storage systems- Battery SCADA
Textbooks:

1.C.C Chan, K.T Chau: Modern Electric Vehicle Technology, Oxford University Press Inc., New York 2001,1st Edition

2.Ali Emadi, "Advanced Electric Drive Vehicles", CRC Press, 2017,1st Edition

Reference Books:

1.Electric and Hybrid Vehicles Design Fundamentals, Iqbal Husain, CRC Press 2021, 3rd Edition.

2.Francisco Díaz-González, Andreas Sumper, Oriol Gomis-Bellmunt," Energy Storage in Power Systems" Wiley Publication, ISBN: 978-1-118-97130-7, Mar 2016,1st Edition

3.A.G.Ter-Gazarian, "Energy Storage for Power Systems", the Institution of Engineering and Technology (IET) Publication, UK, (ISBN – 978-1-84919-219-4), Second Edition, 2011.

4.Mehrdad Ehsani, Yimi Gao, Sebastian E. Gay, Ali Emadi, "Modern Elelctric, Hybrid Elelctric and Fuel Cell Vehicles: Fundamentals, Theory and Design", CRC Press, 2004,1st Edition

5.James Larminie, John Lowry, "Electric Vehicle Technology Explained", Wiley, 2003,2nd Edition.

Online Learning Resources:

1. https://nptel.ac.in/courses/108/102/108102121/
2. https://nptel.ac.in/syllabus/108103009

IV B.Tech I Sem **L – T – P – C** **3 – 0 – 0 – 3**

23A03705 TOTAL QUALITY MANAGEMENT (Open Elective-IV).

Course objectives: Theobjectives of the courseareto	
1	Familiarize the basic concepts of Total Quality Management.
2	Expose with various quality issues in Inspection.
3	Gain Knowledge on quality control and its applications to real time..
4	Understand the extent of customer satisfaction by the application of various quality concepts.
5	Demonstrate the importance of Quality standards in Production

Course Outcomes: Onsuccessfulcompletionofthecourse, thestudentwillbeable to,		
1	Define and develop on quality Management philosophies and analyze quality costs frameworks.	L1,L3,L4
2	Understanding of the historical development of Total Quality Management (TQM), implementation, and real-world applications through case studies.	L2, L3,L6
3	Evaluate the cost of poor quality, process effectiveness and efficiency to analyze areas for improvement.	L2,L4,L5
4	Apply benchmarking and business process reengineering to improve management processes.	L3,L5,L6
5	Demonstrate the set of indications to evaluate performance excellence of an organization	L1,L2,L5

UNIT – I Introduction:
Definition of Quality, Dimensions of Quality, Definition of Total quality management, Quality Planning, Quality costs – Analysis, Techniques for Quality costs, Basic concepts of Total Quality Management.

UNIT - II Historical Review:
Historical Review: Quality council, Quality statements, Strategic Planning, Deming Philosophy, Barriers of TQM Implementation, Benefits of TQM, Characteristics of successful quality leader, Contributions of Gurus of TQM, Case studies.

UNIT – III TQM Principles:
Customer Satisfaction – Customer Perception of Quality, Customer Complaints, Service Quality, Customer Retention, Employee Involvement – Motivation, Empowerment teams, Continuous Process Improvement – Juran Trilogy, PDSA Cycle, Kaizen, Supplier Partnership – Partnering, sourcing, Supplier Selection, Supplier Rating, Relationship Development, Performance Measures Basic Concepts, Strategy, Performance Measure Case studies.

UNIT - IV TQM Tools:
Benchmarking – Reasons to Benchmark, Benchmarking Process, Quality Function Deployment (QFD) – House of Quality, QFD Process, Benefits, Taguchi Quality Loss Function, Total Productive Maintenance (TPM) – Concept, Improvement Needs, FMEA – Stages of FMEA, The seven tools of quality, Process capability, Concept of Six Sigma, New Seven management tools, Case studies.

UNIT – V Quality Systems:
Need for ISO 9000 and Other Quality Systems, ISO 9000: 2000 Quality System – Elements, Implementation of Quality System, Documentation, Quality Auditing, QS 9000, ISO 14000 – Concept, Requirements and Benefits, Case Studies.

Text Books:

1.Dale H Besterfield, Total Quality Management, Fourth Edition, Pearson Education, 2015.

2.Subburaj Ramaswamy, Total Quality Management, Tata Mcgraw Hill Publishing Company Ltd., 2005.
3.Joel E.Ross , Total Quality Management, Third Eition, CRC Press, 2017.

Reference Books:

1.Narayana V and Sreenivasan N.S, Quality Management – Concepts and Tasks, New Age International, 1996.
2.Robert L.Flood, Beyond TQM, First Edition, John Wiley & Sons Ltd, 1993.
3.Richard S. Leavenworth & Eugene Lodewick Grant, Statistical Quality Control, Seventh Edition, Tata Mcgraw Hill, 2015
4.Samuel Ho , TQM – An Integrated Approach, Kogan Page Ltd, USA, 1995.

Online Learning Resources:

- https://www.youtube.com/watch?v=VD6tXadibk0
- https://www.investopedia.com/terms/t/total-quality-management-tqm.asp
- https://blog.capterra.com/what-is-total-quality-management/
- https://nptel.ac.in/courses/110/104/110104080/
- https://onlinecourses.nptel.ac.in/noc21_mg03/preview
- https://nptel.ac.in/courses/110/104/110104085/
- https://nptel.ac.in/noc/courses/noc18/SEM2/noc18-mg39/

IV B.Tech I Sem **L – T – P – C** **3 – 0 – 0 – 3**

23A04704 **TRANSDUCERS AND SENSORS**
(Open Elective –IV)

Course Objectives:

1. To understand characteristics of Instrumentation System and the operating principle of motion transducers.
2. To explore working principles, and applications of different temperature transducers and Piezo-electric sensors.
3. To provide knowledge on flow transducers and their applications.
4. To study the working principles of pressure transducers.
5. To introduce working principle and applications of force and sound transducers.

Course Outcomes:

After completing the course, the student will be able to,

1. Understand characteristics of Instrumentation System and the operating principle of motion transducers.
2. Explore working principles, and applications of different temperature transducers and Piezo-electric sensors.
3. Gain knowledge on flow transducers and their applications.
4. Learn the working principles of pressure transducers.
5. Understand the working principle and applications of force and sound transducers.

UNIT I

Introduction: General Configuration and Functional Description of measuring instruments, Static and Dynamic Characteristics of Instrumentation System, Errors in Instrumentation System, Active and Passive Transducers and their Classification.

Motion Transducers: Resistive strain gauge, LVDT, RVDT, Capacitive transducers, Piezo-electric transducers, seismic displacement pick-ups, vibrometers and accelerometers.

UNIT II

Temperature Transducers: Standards and calibration, fluid expansion and metal expansion type transducers - bimetallic strip, Thermometer, Thermistor, RTD, Thermocouple and their characteristics.

Hall effect transducers, Digital transducers, Proximity devices, Bio-sensors, Smart sensors, Piezo-electric sensors.

UNIT III

Flow Transducers: Bernoulli's principle and continuity, Orifice plate, Nozzle plate, Venture tube, Rotameter, Anemometers, Electromagnetic flow meter, Impeller meter and Turbid flow meter.

UNIT IV

Pressure Transducers: Standards and calibration, different types of manometers, elastic transducers, diaphragm bellows, bourdon tube, capacitive and resistive pressure transducers, high and low pressure measurement.

UNIT V

Force and Sound Transducers: Proving ring, hydraulic and pneumatic load cell, dynamometer and gyroscopes. Sound level meter, sound characteristics, Microphone**.**

TEXT BOOKS

1. A.K. Sawhney, "A course in Electrical and Electronics Measurements and Instrumentation", Dhanpat Rai& Co. 3rd edition Delhi, 2010.
2. Rangan C.S, Sarma G.R and Mani V S V, "Instrumentation Devices and Systems", TATA McGraw Hill publications, 2007.

REFERENCE BOOKS

1. Doebelin. E.O, "Measurement Systems Application and Design",McGraw Hill International, New York, 2004.
2. Nakra B.C andChaudharyK.K , "Instrumentation Measurement and Analysis", Second Edition, Tata McGraw-Hill Publication Ltd.2006.

IV B.Tech I Sem

23A05502T	**INTRODUCTION TO COMPUTER NETWORKS (Open Elective-IV)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

The course is designed to:

- Understand the basic concepts of Computer Networks.
- Introduce the layered approach for design of computer networks
- Expose the network protocols used in Internet environment
- Explain the format of headers of IP, TCP and UDP
- Familiarize with the applications of Internet
- Elucidate the design issues for a computer network

Course Outcomes:

After completion of the course, students will be able to:

- Identify the software and hardware components of a computer network
- Design software for a computer network
- Develop error, routing, and congestion control algorithms
- Assess critically the existing routing protocols
- Explain the functionality of each layer of a computer network
- Choose the appropriate transport protocol based on the application requirements

UNIT I:

Computer Networks and the Internet **Lecture: 8 Hrs**

What Is the Internet? Network Edge, The Network Core, Delay, Loss, and Throughput in Packet Switched Networks (Textbook 2), Reference Models, Multimedia Networks, Guided Transmission Media, Wireless Transmission (Textbook 1)

UNIT II:

The Data Link Layer, Access Networks, and LANs **Lecture: 10 Hrs**

Data Link Layer Design Issues, Error Detection and Correction, Elementary Data Link Protocols, Sliding Window Protocols (Textbook 1)
Introduction to the Link Layer, Error-Detection and -Correction Techniques, Multiple Access Links and Protocols, Switched Local Area Networks, Link Virtualization: A Network as a Link Layer, Data Center Networking, Retrospective: A Day in the Life of a Web Page (Packet) (Textbook 2)

UNIT III:

The Network Layer **Lecture: 8 Hrs**
Routing Algorithms, Internetworking, The Network Layer in The Internet (Textbook 1)

UNIT IV:

The Transport Layer **Lecture: 9 Hrs**
Connectionless Transport: UDP (Textbook 2), The Internet Transport Protocols: TCP, Congestion Control (Textbook 1)

UNIT V:

The Application Layer **Lecture: 8 Hrs**
Principles of Network Applications, The Web and HTTP, Electronic Mail in the Internet, DNS—The Internet's Directory Service, Peer-to-Peer Applications, Video Streaming and Content Distribution Networks (Textbook 2)

Textbooks:

1. Andrew S. Tanenbaum, David J. Wetherall, *Computer Networks*, 6th Edition, PEARSON.
2. James F. Kurose, Keith W. Ross, *Computer Networking: A Top-Down Approach*, 6th Edition, Pearson, 2019.

Reference Books:

1. Forouzan, *Data Communications and Networking*, 5th Edition, McGraw Hill Publication.
2. Youlu Zheng, Shakil Akhtar, *Networks for Computer Scientists and Engineers*, Oxford Publishers, 2016.

Online Learning Resources:

1. https://nptel.ac.in/courses/106105183/25
2. https://www.nptelvideos.in/2012/11/computer-networks.html
3. https://nptel.ac.in/courses/106105183/3

IV B.Tech I Sem

23A35501T	**INTERNET OF THINGS (Open Elective-IV)**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

- Understand the basics of Internet of Things and protocols.
- Discuss the requirement of IoT technology
- Introduce some of the application areas where IoT can be applied.
- Understand the vision of IoT from a global perspective, understand its applications, determine its market perspective using gateways, devices and data management

Course Outcomes:
After completion of the course, students will be able to

- Understand general concepts of Internet of Things.
- Apply design concept to IoT solutions
- Analyze various M2M and IoT architectures
- Evaluate design issues in IoT applications
- Create IoT solutions using sensors, actuators and Devices

UNIT I Introduction to IoT
Definition and Characteristics of IoT, physical design of IoT, IoT protocols, IoT communication models, IoT Communication APIs, Communication protocols, Embedded Systems, IoT Levels and Templates

UNIT II Prototyping IoT Objects using Microprocessor/Microcontroller
Working principles of sensors and actuators, setting up the board – Programming for IoT, Reading from Sensors, Communication: communication through Bluetooth, Wi-Fi.

UNIT III IoT Architecture and Protocols
Architecture Reference Model- Introduction, Reference Model and architecture, IoT reference Model, Protocols- 6LowPAN, RPL, CoAP, MQTT, IoT frameworks- Thing Speak.

UNIT IV Device Discovery and Cloud Services for IoT
Device discovery capabilities- Registering a device, Deregister a device, Introduction to Cloud Storage models and communication APIs Web-Server, Web server for IoT.

UNIT V UAV IoT
Introduction toUnmanned Aerial Vehicles/Drones, Drone Types, Applications: Defense, Civil, Environmental Monitoring; UAV elements and sensors- Arms, motors, Electronic Speed Controller(ESC), GPS, IMU, Ultra sonic sensors; UAV Software –Arudpilot, Mission Planner, Internet of Drones(IoD)- Case study FlytBase.

Textbooks:

1. Vijay Madisetti and ArshdeepBahga, " Internet of Things (A Hands-on-Approach)", 1st Edition, VPT, 2014.
2. Handbook of unmanned aerial vehicles, K Valavanis;George J Vachtsevanos, New York, Springer, Boston, Massachusetts : Credo Reference, 2014. 2016.

Reference Books:

1. Jan Holler, VlasiosTsiatsis, Catherine Mulligan, Stefan Avesand, Stamatis Karnouskos, David Boyle, " From Machine-to-Machine to the Internet of Things: Introduction to a New Age of Intelligence", 1st Edition, Academic Press, 2014.
2. ArshdeepBahga, Vijay Madisetti - Internet of Things: A Hands-On Approach, Universities Press, 2014.
3. The Internet of Things, Enabling technologies and use cases – Pethuru Raj, Anupama C. Raman, CRC Press.
4. Francis daCosta, "Rethinking the Internet of Things: A Scalable Approach to Connecting Everything", 1st Edition, Apress Publications, 2013
5. Cuno Pfister, Getting Started with the Internet of Things, O"Reilly Media, 2011, ISBN: 9781-4493- 9357-1
6. DGCA RPAS Guidance Manual, Revision 3 – 2020
7. Building Your Own Drones: A Beginners' Guide to Drones, UAVs, and ROVs, John Baichtal

Online Learning Resources:

1. *https://www.arduino.cc/*
2. *https://www.raspberrypi.org/*
3. *https://nptel.ac.in/courses/106105166/5*
4. *https://nptel.ac.in/courses/108108098/*4

23A32603	**INTRODUCTION TO QUANTUM COMPUTING** **Open Elective – IV**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

- To introduce the principles and mathematical foundations of quantum computation.
- To understand quantum gates, circuits, and computation models.
- To explore quantum algorithms and their advantages over classical ones.
- To develop the ability to simulate and write basic quantum programs.
- To understand real-world applications and the future of quantum computing in AI, cryptography, and optimization.

***Course Outcomes*:**

Upon successful completion of this course, students will be able to:

- Explain the fundamental concepts of quantum mechanics used in computing.
- Construct and analyze quantum circuits using standard gates.
- Apply quantum algorithms like Deutsch-Jozsa, Grover's, and Shor's.
- Develop simple quantum programs using Qiskit or similar platforms.
- Analyze applications and challenges of quantum computing in real-world domains.

UNIT I: Fundamentals of Quantum Mechanics and Linear Algebra

Classical vs Quantum Computation, Complex Numbers, Vectors, and Matrices, Hilbert Spaces and Dirac Notation, Quantum States and Qubits, Superposition and Measurement, Tensor Products and Multi-Qubit Systems.

UNIT II: Quantum Gates and Circuits

Quantum Logic Gates: Pauli, Hadamard, Phase, Controlled Gates and CNOT, Unitary Operations and Reversibility, Quantum Circuit Representation, Quantum Teleportation, Simulation of Quantum Circuits.

UNIT III: Quantum Algorithms and Complexity

Quantum Parallelism and Interference, Deutsch and Deutsch-Jozsa Algorithms, Grover's Search Algorithm, Shor's Factoring Algorithm, Quantum Fourier Transform, Complexity Classes: BQP, P, NP, and QMA.

UNIT IV: Quantum Programming and Simulation Platforms

Introduction to Qiskit and IBM Quantum Experience, Writing Quantum Circuits in Qiskit, Measuring Qubits and Results, Classical-Quantum Hybrid Programs, Noisy Intermediate-Scale Quantum (NISQ) Systems, Limitations and Current State of Quantum Hardware.

UNIT V: Applications and Future of Quantum Computing

Quantum Machine Learning: Basics and Models, Quantum Cryptography and Quantum Key Distribution, Quantum Algorithms in AI and Optimization, Quantum Advantage and Supremacy, Ethical and Societal Impact of Quantum Technologies, Future Trends and Research Directions.

***Textbooks*:**

1. Michael A. Nielsen, Isaac L. Chuang, Quantum Computation and Quantum Information, Cambridge University Press, 10th Anniversary Edition, 2010.
2. Eleanor Rieffel and Wolfgang Polak, Quantum Computing: A Gentle Introduction, MIT Press, 2011.
3. Chris Bernhardt, Quantum Computing for Everyone, MIT Press, 2019.

***Reference Books*:**

1. David McMahon, Quantum Computing Explained, Wiley, 2008.
2. Phillip Kaye, Raymond Laflamme, Michele Mosca, An Introduction to Quantum Computing, Oxford University Press, 2007.
3. Scott Aaronson, Quantum Computing Since Democritus, Cambridge University Press, 2013.

***Online Learning Resources*:**

1. **IBM Quantum Experience and Qiskit Tutorials**
2. **Coursera – Quantum Mechanics and Quantum Computation by UC Berkeley**
3. edX – The Quantum Internet and Quantum Computers
4. **YouTube – Quantum Computing for the Determined by Michael Nielsen**
5. Qiskit Textbook – IBM Quantum

IV B.Tech I Sem

L	T	P	C
3	0	0	3

23A54702 FINANCIAL MATHEMATICS

(Open Elective-IV)

Course Objectives:

1. To provide mathematical foundations for financial modelling, risk assessment and asset pricing.
2. To introduce stochastic models and their applications in pricing derivatives and interest rate modelling.
3. To develop analytical skills for fixed-income securities, credit risk, and investment strategies.
4. To equip students with computational techniques for pricing financial derivatives.

Course Outcomes:

After successful completion of this course, the students should be able to:

COs	Statements	Blooms level
CO1	Explain fundamental financial concepts, including arbitrage, valuation, and risk.	L2 (Understand)
CO2	Apply stochastic models, including Brownian motion and Stochastic Differential Equations (SDEs), in financial contexts.	L3 (Apply)
CO3	Analyze mathematical techniques for pricing options and financial derivatives.	L4 (Analyze)
CO4	Evaluate interest rate models and bond pricing methodologies.	L5 (Evaluate)
CO5	Utilize computational techniques such as Monte Carlo simulations for financial modeling.	L3 (Apply)

Course Articulation Matrix:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	-	-	1	-	-	-	-	-	2	1
CO2	3	3	2	2	2	-	-	-	-	-	1	1
CO3	3	3	3	3	2	1	-	-	-	-	3	2
CO4	3	3	3	3	1	-	-	-	-	-	2	1
CO5	3	3	3	3	3	-	-	-	-	-	2	2

• **3** = Strong Mapping, **2** = Moderate Mapping, **1** = Slight Mapping, **-** = No Mapping

UNIT-I: Asset Pricing and Risk Management (08)

Fundamental financial concepts: Returns, arbitrage, valuation, and pricing. Asset/Liability management, investment income, capital budgeting, and contingent cash flows. One-period model:

Securities, payoffs, and the no-arbitrage principle. Option contracts: Speculation and hedging strategies, CAP Model, Efficient market hypothesis.

UNIT-II: Stochastic Models in Finance (08)

Random Walks and Brownian Motion. Introduction to Stochastic Differential Equations (SDEs): Drift and diffusion. Ito calculus: Ito's Lemma, Ito Integral, and Ito Isometry.

UNIT-III: Interest Rate and Credit Modelling (08)

Interest rate models and bond markets. Short-rate models: Vasicek, Cox-Ingersoll-Ross (CIR), Hull & White models, Credit risk modelling: Hazard function and hazard rate.

UNIT-IV: Fixed-Income Securities and Bond Pricing (08)

Characteristics of fixed-income products: Yield, duration, and convexity. Yield curves, forward rates, and zero-coupon bonds. Stochastic interest rate models and bond pricing PDE. Yield curve fitting and calibration techniques, Mortgage Backed Securities.

UNIT-V: Exotic Options and Computational Finance (08)

Stochastic volatility models and the Feynman-Kac theorem.Exotic options: Barriers, Asians, and Look backs. Monte Carlo methods for derivative pricing, Black-Scholes-Merton model: Derivation and applications.

Textbooks:

1. Ales Cerny, *Mathematical Techniques in Finance: Tools for Incomplete Markets*, Princeton University Press.
2. S.R. Pliska, *Introduction to Mathematical Finance: Discrete-Time Models*, Cambridge University Press.

Reference Books:

1. IoannisKaratzas& Steven E. Shreve, *Methods of Mathematical Finance*, Springer, New York.
2. John C. Hull, *Options, Futures, and Other Derivatives*, Pearson.

Web References:

- MIT– Mathematics for Machine Learning https://ocw.mit.edu
- Coursera – Financial Engineering and Risk Management (Columbia University) https://www.coursera.org/
- National Stock Exchange (NSE) India – Financial Derivatives https://www.nseindia.com/

IV B.Tech I Sem

23A56702	**SENSORS AND ACTUATORS FOR ENGINEERING APPLICATIONS (Open Elective-IV)** (Common to all branches)	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

COURSE OBJECTIVES	
1	To provide exposure to various kinds of sensors and actuators and their engineering applications.
2	To impart knowledge on the basic laws and phenomenon behind the working of sensors and actuators
3	To explain the operating principles of various sensors and actuators
4	To educate the fabrication of sensors
5	To explain the required sensor and actuator for interdisciplinary application

UNIT I Introduction to Sensors and Actuators 9H

Sensors: Types of sensors: temperature, pressure, strain, active and passive sensors, General characteristics of sensors (Principles only), Deposition: Chemical Vapor Deposition, Pattern: photolithography and Etching: Dry and Wet Etching.

Actuators: Functional diagram of actuators, Types of actuators and their basic principle of working: Pneumatic, Electromagnetic, Piezo-electric and Piezo-resistive actuators, Applications of Actuators.

UNIT II Temperature and Mechanical Sensors 9H

Temperature Sensors: Types of temperature sensors and their basic principle of working: Thermo-resistive sensors: Thermistors, Thermo-electric sensors: Thermocouples, PN junction temperature sensors

Mechanical Sensors: Types of Mechanical sensors and their basic principle of working: Force sensors: Strain gauges, Tactile sensors, Pressure sensors: Piezoresistive, Variable Reluctance Sensor (VRP).

UNIT III Optical and Acoustic Sensors 9H

Optical Sensors: Basic principle and working of: Photodiodes, Phototransistors and Photo resistors based sensors, Photomultipliers, Infrared sensors: thermal, Passive Infra-Red, Fiber based sensors and Thermopiles

Acoustic Sensors: Principle and working of Ultrasonic sensors, Piezo-electric resonators, Microphones

UNIT IV Magnetic and Electromagnetic Sensors 9H

Motors as actuators (linear, rotational, stepping motors), magnetic valves, inductive sensors (LVDT, RVDT, and Proximity), Hall Effect sensors, Magneto-resistive sensors, Magnetostrictive sensors and actuators.

UNIT V Chemical and Radiation Sensors 9H

Chemical Sensors: Principle and working of Electro-chemical, Thermo-chemical, Gas, pH, Humidity and moisture sensors.

Radiation Sensors: Principle and working of Ionization detectors, Scintillation detectors, Semiconductor radiation detectors and Microwave sensors (resonant, reflection, transmission)

Textbooks:
1. Sensors and Actuators – Clarence W. de Silva, CRC Press, 2nd Edition, 2015
2. Sensors and Actuators, D.A.Hall and C.E.Millar, CRC Press, 1999

Reference Books:
1. Sensors and Transducers- D.Patranabhis, Prentice Hall of India (Pvt) Ltd. 2003
2. Measurement, Instrumentation, and Sensors Handbook-John G.Webster, CRC press 1999
3. Sensors – A Comprehensive Sensors- Henry Bolte, John Wiley.
4. Handbook of modern sensors, Springer, Stefan Johann Rupitsch.

NPTEL course link: https://onlinecourses.nptel.ac.in/noc21_ee32/preview

	Course Outcomes	**Blooms Level**
CO1	Classify different types of Sensors and Actuators along with their characteristics	L1,L2
CO2	Summarize various types of Temperature and Mechanical sensors	L1,L2
CO3	Illustrates various types of optical and mechanical sensors	L1,L2
CO4	Analyze various types of Optical and Acoustic Sensors	L1,L2, L3
CO5	Interpret the importance of smart materials in various devices	L1,L2

Course Articulation Matrix:

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PO12**
CO1	3	3	2	2	1							
CO2	3	3	2	1	1							
CO3	3	3	1	1	1							
CO4	3	2	1	1	-							
CO5	3	3	1	1	-							

1-Slightly, 2-Moderately, 3-Substantially.

IV B.Tech I Sem

23A51702	**CHEMISTRY OF NANOMATERIALS AND APPLICATIONS (Open Elective-IV)** (Common to all branches)	**L**	**T**	**P**	**C**
		3	0	0	3

Course Objectives	
1	To understand basics and characterization of nanomaterials.
2	To understand synthetic methods of nanomatrials.
3	To apply various techniques for charterization of nanomaterials.
4	To understand Studies of Nano-structured Materials
5	To enumerate the applications of advanced nanomaterials in engineering

Course Outcomes	
CO1	Classify the nanostructure materials; describe scope of nanoscience and importance technology.
CO2	Describe the top-down approach, Explain aerosol synthesis and plasma arc technique, Differentiate chemical vapor deposition method and electrode position method, Discuss about highenergy ball milling.
CO3	Discuss different technique for characterization of nanomaterial, Explain electron microscopy techniques for characterization of nanomaterial, Describe BET method for surface area analysis.
CO4	Explain synthesis and properties and applications of nanaomaterials, Discuss about fullerenes and carbon nanotubes, Differentiate nanomagnetic materials and thermoelectric materials, nonlinear optical materials.
CO5	Illustrate advance engineering applications of Water treatment, sensors, electronic devices, medical domain, civil engineering, chemical engineering, metallurgy and mechanical engineering, food science, agriculture, pollutants degradation.

Mapping between Course Outcomes and Programme Outcomes

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1												
CO2												
CO3												
CO4												
CO5												

Unit – I

Basics and Characterization of Nanomaterials: Introduction**,** Scope of nanoscience and nanotecnology, nanoscience in nature, classification of nanostructured materials, importance of nanomaterials.

Unit – II

Synthesis of nanomaterials : Top-Down approach**,** Inert gas condensation, arc discharge method, aerosol synthesis, plasma arc technique, ion sputtering, laser ablation, laser pyrolysis, and chemical vapour deposition method, electrodeposition method, highenergy ball milling method.

Synthetic Methods**:** Bottom-Up approach**,** Sol-gel synthesis, microemulsions or reverse micelles, co-precipitation method, solvothermal synthesis, hydrothermal synthesis, microwave heating synthesis and sonochemical synthesis.

UNIT-III

Techniques for characterization: Diffraction technique, spectroscopy techniques, electron microscopy techniques for the characterization of nanomaterials, BET method for surface area analysis, dynamic light scattering for particle size determination.

UNIT-IV

Studies of Nano-structured Materials: Synthesis, properties and applications of the following nanomaterials -fullerenes, carbon nanotubes, 2D-nanomaterial (Graphene), core-shell, magnetic nanoparticles, thermoelectric materials, non-linear optical materials.

UNIT-V

Advanced Engineering Applications of Nanomaterials: Applications of Nano Particle, nanorods, nano wires, Water treatment, sensors, electronic devices, medical domain, civil engineering, chemical engineering, metallurgy and mechanical engineering, food science, agriculture, pollutants degradation.

TEXT BOOKS:

1. **NANO: The Essentials:** T Pradeep, MaGraw-Hill, 2007.
2. **Textbook of Nanoscience and nanotechnology:** B S Murty, P Shankar, BaldevRai, BB Rath and James Murday, Univ. Press, 2012.

REFERENCE BOOKS:

1. Concepts of Nanochemistry; LudovicoCademrtiri and Geoffrey A. Ozin& Geoffrey A. Ozin, Wiley-VCH, 2011.
2. **Nanostructures &Nanomaterials; Synthesis, Properties & Applications:** Guozhong Cao, Imperial College Press, 2007.

Nanomaterials

IV B.Tech I Sem

23A52704	**LITERARY VIBES (Open Elective-IV)**	**L**	**T**	**P**	**C**

Course Objectives	
1	To inculcate passion for aesthetic sense and reading skills
2	To encourage respecting others' experiences and creative writing
3	To explore emotions, communication skills and critical thinking
4	To educate how books serve as the reflection of history and society
5	To provide practical wisdom and duty of responding to events of the times

Course Outcomes		**Blooms Level**
CO1	Identify genres, literary techniques and creative uses of language in literary texts.	L1, L2
CO2	Explain the relevance of themes found in literary texts to contemporary, personal and cultural values and to historical forces	L1, L2
CO3	Apply knowledge and understanding of literary texts when responding to others' problems and their own and make evidence-based arguments	L3
CO4	Analyze the underlying meanings of the text by using the elements of literary texts	L4
CO5	Evaluate their own work and that of others critically	L5
CO6	Develop as creative, effective, independent and reflective students who are able to make informed choices in process and performance	L3

UNIT I: Poetry

1. Ulysses- Alfred Lord Tennyson
2. Ain't I woman?-Sojourner Truth
3. The Second Coming-W.B. Yeats
4. Where the Mind is Without Fear-Rabindranath Tagore

UNIT II: Drama: *Twelfth Night*- William Shakespeare

1. Shakespeare -life and works
1. Plot & sub-plot and Historical background of the play
2. Themes and Criticism
3. Style and literary elements
4. Characters and characterization

UNIT III: Short Story

1. The Luncheon - Somerset Maugham
2. The Happy Prince-Oscar Wild
3. Three Questions – Leo Tolstoy
4. Grief –Antony Chekov

UNIT IV: Prose: Essay and Autobiography

1. My struggle for an Education-Booker T Washington
2. The Essentials of Education-Richard Livingston
3. The story of My Life-Helen Keller
4. Student Mobs-JB Priestly

UNIT V: Novel: *Hard Times*- Charles Dickens

1. Charles Dickens-Life and works
2. Plot and Historical background of the novel
3. Themes and criticism
4. Style and literary elements
5. Characters and characterization

Text Books:

1. Charles Dickens**.***Hard Times.*(Sangam Abridged Texts) Vantage Press, 1983
2. DENT JC.*William Shakespeare. Twelfth Night***.** Oxford University Press,2016.

References:

1. WJ Long.*History of English Literature***,** Rupa Publications India; First Edition (4 October 2015)
2. RK Kaushik And SC Bhatia. *Essays, Short Stories and One Act Plays*, Oxford University Press .2018.

3. Dhanvel, SP. *English and Soft Skills*, Orient Blackswan,2017.
4. *New Horizon*, Pearson publications, New Delhi 2014
5. Vimala Ramarao, *Explorations Volume*-II, Prasaranga Bangalore University,2014**.**
6. Dev Neira, Anjana & Co. *Creative Writing: A Beginner's Manual.*Pearson India, 2008.

Online Resources

https://www.litcharts.com/poetry/alfred-lord-tennyson/ulysses
https://www.litcharts.com/lit/ain-t-i-a-woman/summary-and-analysis
https://englishliterature.education/articles/poetry-analysis/the-second-coming-by-w-b-yeats-critical-analysis-summary-and-line-by-line-explanation/#google_vignette
https://sirjitutorials.com/where-the-mind-is-without-fear-poem-notes-explanation/
https://www.litcharts.com/lit/twelfth-night/themes
https://smartenglishnotes.com/2021/11/28/the-luncheon-summary-characters-themes-and-irony/

HONOURS

23A38H01	**SPATIAL AND MULTIMEDIA DATABASE**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

- Introduce the basic concepts, data models and indexing structures for spatial data, multimedia data.

Course Outcomes:

- Understand data models, storage, indexing and design of spatial databases.
- Represent image database with R-tree
- Store and retrieve multimedia data.

UNIT-I **Lecture 8Hrs**

Introduction to Spatial Databases: Overview, beneficiaries, GIA and SDBMS, users, Space taxonomy, query language, query processing, query optimization.

Spatial Concepts and Data Models: Models of Spatial information, three step database design, Extending the ER model with spatial concept, object-oriented data modeling.Spatial Query Languages.

UNIT-II **Lecture 9Hrs**

Spatial Storage and Indexing: Storage-disks and files, spatial indexing, TR*, spatial join index. Query processing and optimization – Evaluation of Spatial operations, query optimization, Analysis of Spatial index structures, distributed and parallel spatial database system.

Multidimensional Data Structures: k-d Trees, Point Quadtrees, The MX-Quadtree, R-Trees, comparison of Different Data Structures.

UNIT-III **Lecture 9Hrs**

Image Databases: Raw Images, Compressed Image Representations, Image Processing: Segmentation,

Similarity-Based Retrieval, Alternative Image DB Paradigms, Representing Image DBs with Relations, Representing Image DBs with R-Trees, Retrieving Images By Spatial Layout, Implementations.

Text/Document Databases: Precision and Recall, Stop Lists, Word Stems, and Frequency Tables,

Latent Semantic Indexing, TV-Trees, Other Retrieval Techniques

UNIT-IV **Lecture 9Hrs**

Video Databases: Organizing Content of a Single Video, Querying Content of Video Libraries, Video Segmentation, video Standards

Audio Databases: A General Model of Audio Data, Capturing Audio Content through Discrete Transformation, Indexing Audio Data

Multimedia Databases: Design and Architecture of a Multimedia Database, Organizing Multimedia Data Based on The Principle of Uniformity, Media Abstractions, Query Languages for Retrieving Multimedia Data, Indexing SMDSs with Enhanced Inverted Indices, Query Relaxation/Expansion.

UNIT-V **Lecture 8Hrs**

Creating Distributed Multimedia Presentations: Objects in Multimedia Presentations, Specifying Multimedia Documents with Temporal Constraints, Efficient Solution of Temporal Presentation Constraints, Spatial Constraints.Distributed Media Servers: Distributed multimedia server architecture, distributed retrieval plans, optimal distributed retrieval plans**.**

Textbooks:

1. Shashi Shekhar, SanjivChawla ,Spatial Databases-A Tour, Pearson Education.
2. V.S. Subrahmanian , Principles of Multimedia Database Systems, Morgan Kauffman.
3. **Reference Books:**
1. Multimedia Databases: An object relational approach, Lynne Dunckley, Pearson Education.
2. Multimedia Database Systems, Prabhakaram, Springer.

Online Learning Resources:

https://www.e-education.psu.edu/spatialdb/node/1776, https://www.coursera.org/lecture/spatial-data-science/spatial-database-management-system-sdbmstAenr

23A38H02	**DESIGN FOR USER EXPERIENCE**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

- To teach the fundamental concepts, techniques, practices, workflows, and tools associated with the practice of user experience design in web and mobile experiences.
- To achieve a deep understanding of the entire life-cycle of design—the process, purpose, and tools.

Course Outcomes:

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

- Understand iterative user-centered design of graphical user interfaces
- Apply the user Interfaces to different devices and requirements,
- Create high quality professional documents and artifacts related to the design process.
- **Discover** the industry-standard tools and specific project deliverables in UI/UX.
- Identify the root causes for strengths and weaknesses of interfaces and provide suggestions of how to improve them

UNIT-I **Lecture 8Hrs**

User Experience and Why it Matters: Everyday Miseries, Introducing User Experience, From Product Design to User Experience Design, Designing for Experience: Use Matters, User Experience and the Web, Good User Experience is Good Business, Minding your Users, Understanding Users.

UNIT-II **Lecture 8Hrs**

Meet the Elements: The Five Planes, Building from Bottom to Top, A Basic Duality, The Elements of User Experience, Using the Elements.

UNIT-III **Lecture 8Hrs**

The Strategy Plane: Defining the Strategy, Product Objectives, User Needs, Team Roles and Process.

The Scope Plane: Defining the Scope, Functionality and Content, Defining Requirements, Functional Specification, Content Requirements, Prioritizing Requirements.

UNIT-IV **Lecture 9Hrs**

The Structure Plane: Defining the Structure, Interaction Design, Information Architecture, Team Roles and Process.

The Skeleton Plane: Defining the Skeleton, Convention and Metaphor, Interface Design, Navigation Design, Information Design, Wireframes.

UNIT-V **Lecture 9Hrs**

The Surface Plane: Defining the Surface, Making Sense of the Senses, Follow the Eye, Contrast and Uniformity, Internal and External Consistency, Color Palettes and Typography, Design Comps and Style Guides, Usability Testing.

The Elements Applied: Asking the Right Questions, The Marathon and the Sprint.

Textbooks:

1. The Elements of User Experience: User-Centered Design for the Web and Beyond, Second Edition Jesse James Garrett, Pearson Education. 2011.

2. *Don't Make Me Think*, Steve Krug, ISBN: 0321344758
3. A Project Guide to UX Design: For user experience designers in the field or in the making (2nd. ed.). Russ Unger and Carolyn Chandler. New Riders Publishing, USA, 2012.

Reference Books:

1. The Essential Guide to User Interface Design: An Introduction to GUI Design Principles and Techniques, Third Edition Wilbert O. Galitz , Wiley Publishing, 2007.
2. The UX Book Process and Guidelines for Ensuring a Quality User Experience, Rex Hartson and Pardha S. Pyla, Elsevier, 2012.
3. Designing for the Digital Age, by Kim Goodwin, ISBN: 0470229101.

Online Learning Resources:

https://www.udemy.com/course/user-experience-design-fundamentals/

23A38H03	**DIGITAL AUDIO AND VIDEO PRODUCTION WORKFLOW**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

To provide students with foundational knowledge and practical skills in digital sound synthesis, audio production, MIDI programming, and video production workflows, enabling them to effectively create, manipulate, and integrate audio-visual content using professional tools and techniques across multimedia and communication platforms.

Course Outcomes:

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

- To understand and utilize general digital audio processing theory.
- To practice active listening & audio analysis & Mixing Multitracks sessions using a DAW.
- To Understand and utilize pre-production Video Shooting techniques
- To practice Post production techniques for video production

UNIT-I **Lecture 9Hrs**

Sound Synthesis: Digital Audio Concepts, Music Systems Programming, Introduction to Digital Sound Synthesis, Sampling and Additive Synthesis, Multiple Wavetable,Wave Terrain, Grannular, and Subtractive Synthesis, Modulation Synthesis, Physical Modeling and Format Synthesis

UNIT-II **Lecture 9Hrs**

Introduction to Digital Audio Workstation, Recording Audio for Voice Overs & Music, Audio Mixing using Reaper & Protocols, Introduction to Midi Programming for Sound Synthesis and Control Change, Understanding Compressing, Introduction to Foley Sounds & Designing Techniques, Mixing Multitrack Audio.

UNIT-III **Lecture 9Hrs**

Overview of Video Production, First Step in Video Production, Technicalities, Production Crew, Video Production Crew Job Descriptions, Professional Crew, Organizing the Production, Production Techniques, Writing for Video, The Camera, Camera Features, Controlling the Camera, Using the Camera.

UNIT-IV **Lecture 8Hrs**

Shooting People and Objects, Shooting Instructional Productions, Working with the Talent, Audio for Video, Supporting the Microphone, Controlling Dynamics.

UNIT-V **Lecture 8Hrs**

Lighting for Video, Lightweight Light Supports, Lighting Instruments, Practical Lighting, The Background, Television Graphics, Recording and Viewing the Video, Editing.

Textbooks:

1. The Computer Music Tutorial by Curtis Roads
2. On Sonic Art by Trever Wishart

Reference Books:

1.Video Production Handbook by Gerald Millerson, Jim Owens, Asbury College

Online Learning Resources: https://www.udemy.com/course/video-production/

23A38H04	**INFORMATION SECURITY**	**L**	**T**	**P**	**C**
		3	**0**	**0**	**3**

Course Objectives:

Develop an understanding of information security, gain familiarity with prevalentattacks, defenses against systems, and forensics to investigate the aftermath, develop a basic understanding ofcryptography, how it has evolved, have a knowledge of information security planning and maintenance.

Course Outcomes:

- Enumerate the key terms and basics of Information Security along with Sec SDLC.
- Understand how risk is identified and managed.
- Identify management's role in development, maintenance and enforcement of Information Security policies.
- Plan for and respond to intruders in an information system, understand the basicprinciples of cryptography.
- Analyze the organizations information security blue print, discuss the need ofmaintaining information security program.

UNIT-I **Lecture 8Hrs**

Introduction: History, critical characteristics of information, NSTISSC security model, Components of an information system, Securing the components, balancing security and access, The SDLC, The security SDLC

Need for Security: Business needs, Threats, Attacks-secure software development

UNIT-II **Lecture 9Hrs**

Legal, Ethical and Professional Issues: Law and ethics in information security, relevant U.S lawsinternational laws and legal bodies, Ethics and information security Risk Management: Overview, Risk Identification, risk assessment, Risk Control strategies, selecting a risk control strategy, Quantitative versus qualitative risk control practices, Risk management discussion points, recommended risk control practices

UNIT-III **Lecture 8Hrs**

Planning for Security: Security policy, Standards and practices, Security blue print, Security education, Continuity strategies.

Security Technology: Firewalls and VPNs: Physical design, firewalls, protecting remote connections.

UNIT-IV **Lecture 9Hrs**

Security Technology: Intrusion detection, Access control and other security tools: Intrusion detection and prevention systems, Scanning and analysis tools, Access control devices.

Cryptography: Foundations of cryptology, cipher methods, cryptographic Algorithms, Cryptographic tools, Protocols for secure communications, Attacks on cryptosystems

UNIT-V **Lecture 9Hrs**

Implementing Information Security: information security project management, technical topics of implementation,Non- technical aspects of implementation, Security certification and accreditation Security and Personnel: Positioning and staffing security function, Employment policies and practices, internal control strategies. Information security Maintenance:Security management models. The maintenance model, Digital forensics.

Textbooks:

1. Michael E. Whitman and Hebert J Mattord, Principles of Information Security, 4th edition, Ed. Cengage Learning 2011
2. Thomas R Peltier, Justing Peltier, John Blackley, Information Security. Fundamentals, Auerbacj Publications 2010

Reference Books:

1. Detmar W Straub, Seymor Goodman, Richard L Baskerville, Information Security. Policy proceses and practices PHI 2008
2. Marks Merkow and Jim Breithaupt, Information Security. Principle and Practices, Pearson Education, 2007.

Online Learning Resources:

1. https://onlinecourses.nptel.ac.in/noc17_cs08/preview
2. http://nptel.ac.in/courses/106106129/

		L	T	P	C
23A38H05	**ADVANCED OPERATING SYSTEMS**	**3**	**0**	**0**	**3**

Course Objectives

- To study, learn, and understand the main concepts of advanced operating systems (parallel processing systems, distributed systems, real time systems, network operating systems, and open source operating systems)
- Hardware and software features that support these systems.

Course Outcomes

- Understand the design approaches of advanced operating systems
- Analyze the design issues of distributed operating systems.
- Evaluate design issues of multiprocessor operating systems.
- Identify the requirements Distributed File System and Distributed Shared Memory.
- Formulate the solutions to schedule the real time applications.

UNIT - I

Architectures of Distributed Systems: System Architecture Types, Distributed Operating Systems, Issues in Distributed Operating Systems, Communication Primitives. **Theoretical Foundations:** Inherent Limitations of a Distributed System, Lamport's Logical Clocks, Vector Clocks, Causal Ordering of Messages, Termination Detection.

UNIT - II

Distributed Mutual Exclusion: The Classification of Mutual Exclusion Algorithms, **Non-Token – Based Algorithms:** Lamport's Algorithm, The Ricart-Agrawala Algorithm, Maekawa's Algorithm, **Token-Based Algorithms:** Suzuki-Kasami's Broadcast Algorithm, Singhal'sHeurisric Algorithm, Raymond's Heuristic Algorithm.

UNIT - III

Distributed Deadlock Detection: Preliminaries, Deadlock Handling Strategies in Distributed Systems, Issues in Deadlock Detection and Resolution, Control Organizations for Distributed Deadlock Detection, Centralized- Deadlock – Detection Algorithms, Distributed Deadlock Detection Algorithms, Hierarchical Deadlock Detection Algorithms

UNIT - IV

Multiprocessor System Architectures: Introduction, Motivation for multiprocessor Systems, Basic Multiprocessor System Architectures **Multi Processor Operating Systems**: Introduction, Structures of Multiprocessor Operating Systems, Operating Design Issues, Threads, Process Synchronization, Processor Scheduling.

Distributed File Systems: Architecture, Mechanisms for Building Distributed File Systems, Design Issues

UNIT - V

Distributed Scheduling: Issues in Load Distributing, Components of a Load Distributed Algorithm, Stability, Load Distributing Algorithms, Requirements for Load Distributing, Task Migration, Issues in task Migration

Distributed Shared Memory: Architecture and Motivation, Algorithms for Implementing DSM, Memory Coherence, Coherence Protocols, Design Issues

TEXT BOOK:

1. Advanced Concepts in Operating Systems, MukeshSinghal, Niranjan G. Shivaratri, Tata McGraw-Hill Edition 2001

REFERENCE BOOK:

1. Distributed Systems: Andrew S. Tanenbaum, Maarten Van Steen, Pearson Prentice Hall, Edition – 2, 2007

23A38H06	**INFORMATION SECURITY LAB**	**L**	**T**	**P**	**C**
		0	**0**	**3**	**1.5**

Course Objectives

- To understand the fundamentals of Cryptography
- To understand various key distribution and management schemes
- To understand how to deploy encryption techniques to secure data in transit across data networks
- To apply algorithms used for secure transactions in real world applications

Course Outcomes

- Demonstrate the knowledge of cryptography, network security concepts and applications.
- Ability to apply security principles in system design.
- Ability to identify and investigate vulnerabilities and security threats and mechanisms to counter them.

List of Experiments:

1. Implementation of symmetric cipher algorithm (AES and RC4)
2. Random number generation using a subset of digits and alphabets.
3. Implementation of RSA based signature system
4. Implementation of Subset sum
5. Authenticating the given signature using the MD5 hash algorithm.
6. Implementation of Diffie-Hellman algorithm
7. Implementation of the ELGAMAL cryptosystem.
8. Implementation of Goldwasser-Micali probabilistic public key system
9. Implementation of Rabin Cryptosystem. (Optional).
10. Implementation of Kerberos cryptosystem
11. Implementation of a trusted secure web transaction.
12. Digital Certificates and Hybrid (ASSY/SY) encryption, PKI.
13. Message Authentication Codes.
14. Elliptic Curve cryptosystems (Optional)

TEXT BOOK:

1. Cryptography and Network Security (principles and approaches) by William Stallings Pearson Education, 4thEdition.

REFERENCE BOOKS:

1. Network Security Essentials (Applications and Standards) by William Stallings Pearson Education.
2. Principles of Information Security, Whitman, Thomson.

23A38H07	**ADVANCED OPERATING SYSTEMS LAB**	**L**	**T**	**P**	**C**
		0	**0**	**3**	**1.5**

Course Outcomes:

After completing this lab, students will be able to:

1. Implement and analyze synchronization mechanisms in distributed environments.
2. Develop and evaluate distributed deadlock detection techniques.
3. Design and implement distributed shared memory models and scheduling algorithms.
4. Apply security and cryptographic techniques to distributed systems.
5. Implement concurrency control algorithms in database operating systems.
6. Gain hands-on experience in developing efficient multiprocessor operating system components.

List of Experiments

Unit I: Architectures & Synchronization

1. **Implementation of Lamport's Logical Clocks** – Simulate logical clock updates in a distributed system.
2. **Vector Clocks and Causal Ordering** – Implement vector clocks and analyze message ordering.
3. **Distributed Mutual Exclusion Algorithms** – Implement Ricart-Agrawala and Maekawa's mutual exclusion algorithms.

Unit II: Deadlock Detection & Resource Management

4. **Simulation of Distributed Deadlock Detection Algorithms** – Implement centralized and distributed deadlock detection techniques.
5. **Hierarchical Deadlock Detection** – Implement a hierarchical approach to detecting deadlocks in a distributed system.

Unit III: Shared Memory, Scheduling & Fault Tolerance

6. **Implementation of Load Balancing Algorithms** – Compare load balancing techniques (static and dynamic).
7. **Task Migration Mechanism** – Implement and analyze task migration in a distributed system.

Unit IV: Security & Cryptography

8. **Access Matrix Model Implementation** – Simulate access control using an access matrix.
9. **Implementation of Data Encryption Standard (DES) Algorithm** – Encrypt and decrypt messages using DES.
10. **Public Key Cryptography using RSA** –

    Implement RSA encryption and authentication mechanisms.

Unit V: Multiprocessor & Database OS

11. **Process Synchronization in Multiprocessor Systems** – Implement and analyze thread synchronization.
12. **Concurrency Control using Lock-Based Algorithms** – Implement two-phase locking protocol.
13. **Timestamp-Based Concurrency Control** – Develop a timestamp-based concurrency control mechanism.
14. **Optimistic Concurrency Control Algorithm** – Implement an optimistic concurrency control protocol.