COURSE STRUCTURE AND SYLLABUS

For

COMPUTER SCIENCE AND ENGINEERING

(Applicable for batches admitted from 2016-2017)

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

III Year - I Semester

S. No.	Subjects	L	T	P	Credits
1	Compiler Design	4	--	--	3
2	Unix Programming	4	--	--	3
3	Object Oriented Analysis and Design using UML	4	--	--	3
4	Database Management Systems	4	--	--	3
5	Operating Systems	4	--	--	3
6	Unified Modeling Lab	--	--	3	2
7	Operating System & Linux Programming Lab	--	--	3	2
8	Database Management System Lab	--	--	3	2
MC	Professional Ethics & Human Values	--	3	--	--
Total Credits					**21**

III Year - II Semester

S. No.	Subjects	L	T	P	Credits
1	Computer Networks	4	2	--	3
2	Data Warehousing and Mining	4	--	--	3
3	Design and Analysis of Algorithms	4	--	--	3
4	Software Testing Methodologies	4	--	--	3
5	**Open Elective:** i. Artificial Intelligence ii. Internet of Things iii Cyber Security iv.Digital Signal Processing v.Embbeded Systems vi. Robotics	4	--	--	3
6	Network Programming Lab	--	--	3	2
7	Software Testing Lab	--	--	3	2
8	Data Warehousing and Mining Lab	--	--	3	2
9	IPR & Patents	--	2	--	--
Total Credits					**21**

L	T	P	C
4	2	0	3

COMPUTER NETWORKS

OBJECTIVES:

- Understand state-of-the-art in network protocols, architectures, and applications.
- Process of networking research
- Constraints and thought processes for networking research
- Problem Formulation—Approach—Analysis—

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

UNIT – II:
Physical Layer – Fourier Analysis – Bandwidth Limited Signals – The Maximum Data Rate of a Channel - Guided Transmission Media, Digital Modulation and Multiplexing: Frequency Division Multiplexing, Time Division Multiplexing, Code Division Multiplexing
Data Link Layer Design Issues, Error Detection and Correction, Elementary Data Link Protocols, Sliding Window Protocols

UNIT – III:
The Data Link Layer - Services Provided to the Network Layer – Framing – Error Control – Flow Control, Error Detection and Correction – Error-Correcting Codes – Error Detecting Codes, Elementary Data Link Protocols- A Utopian Simplex Protocol-A Simplex Stop and Wait Protocol for an Error free channel-A Simplex Stop and Wait Protocol for a Noisy Channel, Sliding Window Protocols-A One Bit Sliding Window Protocol-A Protocol Using Go-Back-N-A Protocol Using Selective Repeat

UNIT – IV:
The Medium Access Control Sublayer-The Channel Allocation Problem-Static Channel Allocation-Assumptions for Dynamic Channel Allocation, Multiple Access Protocols-Aloha-Carrier Sense Multiple Access Protocols-Collision-Free Protocols-Limited Contention Protocols-Wireless LAN Protocols, Ethernet-Classic Ethernet Physical Layer-Classic Ethernet MAC Sublayer Protocol-Ethernet Performance-Fast Ethernet Gigabit Ethernet-10-Gigabit Ethernet-Retrospective on Ethernet, Wireless Lans-The 802.11 Architecture and Protocol Stack-The 802.11 Physical Layer-The802.11 MAC Sublayer Protocol-The 805.11 Frame Structure-Services

UNIT – V:
Design Issues-The Network Layer Design Issues – Store and Forward Packet Switching-Services Provided to the Transport layer- Implementation of Connectionless Service-Implementation of Connection Oriented Service-Comparison of Virtual Circuit and Datagram Networks, Routing Algorithms-The Optimality principle-Shortest path Algorithm, Congestion Control Algorithms-Approaches to Congestion Control-Traffic Aware Routing-Admission Control-Traffic Throttling-Load Shedding.

UNIT – VI:

Transport Layer – The Internet Transport Protocols: Udp, the Internet Transport Protocols: Tcp
Application Layer –The Domain Name System: The DNS Name Space, Resource Records, Name Servers, Electronic Mail: Architecture and Services, The User Agent, Message Formats, Message Transfer, Final Delivery

OUTCOMES:

- Understand OSI and TCP/IP models
- Analyze MAC layer protocols and LAN technologies
- Design applications using internet protocols
- Understand routing and congestion control algorithms
- Understand how internet works

TEXT BOOKS:
1. Tanenbaum and David J Wetherall, Computer Networks, 5th Edition, Pearson Edu, 2010
2. Computer Networks: A Top Down Approach, Behrouz A. Forouzan, FirouzMosharraf, McGraw Hill Education

REFERENCE BOOKS:
1. Larry L. Peterson and Bruce S. Davie, "Computer Networks - A Systems Approach" (5th ed), Morgan Kaufmann/ Elsevier, 2011

	L	**T**	**P**	**C**
III Year – II Semester	**4**	**0**	**0**	**3**

DATA WARE HOUSING AND DATA MINING

OBJECTIVES:
- Students will be enabled to understand and implement classical models and algorithms in data warehousing and data mining.
- They will learn how to analyze the data, identify the problems, and choose the relevant models and algorithms to apply.
- They will further be able to assess the strengths and weaknesses of various methods and algorithms and to analyze their behavior.

UNIT –I:
Introduction:Why Data Mining? What Is Data Mining?1.3 What Kinds of Data Can Be Mined?1.4 What Kinds of Patterns Can Be Mined?Which Technologies Are Used?Which Kinds of Applications Are Targeted?Major Issues in Data Mining.Data Objects and Attribute Types,Basic Statistical Descriptions of Data,Data Visualization, Measuring Data Similarity and Dissimilarity

UNIT –II:
Data Pre-processing: Data Preprocessing: An Overview,Data Cleaning,Data Integration,Data Reduction,Data Transformation and Data Discretization

UNIT –III:
Classification: Basic Concepts, General Approach to solving a classification problem, Decision Tree Induction: Working of Decision Tree, building a decision tree, methods for expressing an attribute test conditions, measures for selecting the best split, Algorithm for decision tree induction.

UNIT –IV:
Classification: Alterative Techniques, Bayes' Theorem, Naïve Bayesian Classification, Bayesian Belief Networks

UNIT –V
Association Analysis: Basic Concepts and Algorithms: Problem Defecation, Frequent Item Set generation, Rule generation, compact representation of frequent item sets, FP-Growth Algorithm. **(Tan &Vipin)**

UNIT –VI
Cluster Analysis: Basic Concepts and Algorithms:Overview: What Is Cluster Analysis? Different Types of Clustering, Different Types of Clusters; K-means: The Basic K-means Algorithm, K-means Additional Issues, Bisecting K-means, Strengths and Weaknesses; Agglomerative Hierarchical Clustering: Basic Agglomerative Hierarchical Clustering Algorithm DBSCAN: Traditional Density Center-Based Approach, DBSCAN Algorithm, Strengths and Weaknesses. **(Tan &Vipin)**

OUTCOMES:
- Understand stages in building a Data Warehouse
- Understand the need and importance of preprocessing techniques
- Understand the need and importance of Similarity and dissimilarity techniques
- Analyze and evaluate performance of algorithms for Association Rules.
- Analyze Classification and Clustering algorithms

TEXT BOOKS:
1. Introduction to Data Mining: Pang-Ning Tan & Michael Steinbach, Vipin Kumar, Pearson.
2. Data Mining concepts and Techniques, 3/e, Jiawei Han, Michel Kamber, Elsevier.

REFERENCE BOOKS:
1. Data Mining Techniques and Applications: An Introduction, Hongbo Du, Cengage Learning.
2. Data Mining : VikramPudi and P. Radha Krishna, Oxford.
3. Data Mining and Analysis - Fundamental Concepts and Algorithms; Mohammed J. Zaki, Wagner Meira, Jr, Oxford
4. Data Warehousing Data Mining & OLAP, Alex Berson, Stephen Smith, TMH.

	L	T	P	C
	4	0	0	3

DESIGN AND ANALYSIS OF ALGORITHMS

OBJECTIVES:

Upon completion of this course, students will be able to do the following:

- Analyze the asymptotic performance of algorithms.
- Write rigorous correctness proofs for algorithms.
- Demonstrate a familiarity with major algorithms and data structures.
- Apply important algorithmic design paradigms and methods of analysis.
- Synthesize efficient algorithms in common engineering design situations

UNIT-I:
Introduction: What is an Algorithm, Algorithm Specification, Pseudocode Conventions Recursive Algorithm, Performance Analysis, Space Complexity, Time Complexity, Amortized Complexity, Amortized Complexity, Asymptotic Notation, Practical Complexities, Performance Measurement.

UNIT-II:
Dived and Conquer: General Method, Defective Chessboard, Binary Search, Finding the Maximum and Minimum, Merge Sort, Quick Sort, Performance Measurement, Randomized Sorting Algorithms.

UNIT-III:
The Greedy Method: The General Method, Knapsack Problem, Job Sequencing with Deadlines, Minimum-cost Spanning Trees, Prim's Algorithm, Kruskal's Algorithms, An Optimal Randomized Algorithm, Optimal Merge Patterns, Single Source Shortest Paths.

UNIT-IV:
Dynamic Programming: All - Pairs Shortest Paths, Single – Source Shortest paths General Weights, String Edition, 0/1 Knapsack, Reliability Design,

UNIT-V:
Backtracking: The General Method, The 8-Queens Problem, Sum of Subsets, Graph Coloring , Hamiltonian Cycles.

UNIT-VI:
Branch and Bound: The Method, Least cost (LC) Search, The 15-Puzzle: an Example, Control Abstraction for LC-Search, Bounding, FIFO Branch-and-Bound, LC Branch and Bound, 0/1 Knapsack Problem, LC Branch-and Bound Solution, FIFO Branch-and-Bound Solution, Traveling Salesperson.

OUTCOMES:
Students who complete the course will have demonstrated the ability to do the following:

- Argue the correctness of algorithms using inductive proofs and invariants.
- Analyze worst-case running times of algorithms using asymptotic analysis.
- Describe the divide-and-conquer paradigm and explain when an algorithmic design situation calls for it. Recite algorithms that employ this paradigm. Synthesize divide-and-conquer algorithms. Derive and solve recurrences describing the performance of divide-and-conquer algorithms.
- Describe the dynamic-programming paradigm and explain when an algorithmic design situation calls for it. Recite algorithms that employ this paradigm. Synthesize dynamic-programming algorithms, and analyze them.
- Describe the greedy paradigm and explain when an algorithmic design situation calls for it. Recite algorithms that employ this paradigm. Synthesize greedy algorithms, and analyze them.

TEXT BOOKS:

1. Fundamentals of computer algorithms E. Horowitz S. Sahni, University Press
2. Introduction to AlgorithmsThomas H. Cormen, PHI Learning

REFERENCE BOOKS
1. The Design and Analysis of Computer Algorithms, Alfred V. Aho, John E. Hopcroft, Jeffrey D. Ullman
2. Algorithm Design, Jon Kleinberg, Pearson.

	L	T	P	C
III Year – II Semester	4	0	0	3

SOFTWARE TESTING METHODOLOGIES

OBJECTIVE:
Fundamentals for various testing methodologies.

- Describe the principles and procedures for designing test cases.
- Provide supports to debugging methods.
- Acts as the reference for software testing techniques and strategies.

UNIT-I:
Introduction: Purpose of Testing, Dichotomies, Model for Testing, Consequences of Bugs,Taxonomy of Bugs.
Flow graphs and Path testing: Basics Concepts of Path Testing, Predicates, Path Predicates andAchievable Paths, Path Sensitizing, Path Instrumentation, Application of Path Testing.

UNIT-II:
Transaction Flow Testing: Transaction Flows, Transaction Flow Testing Techniques.
Dataflow testing: Basics of Dataflow Testing, Strategies in Dataflow Testing, Application ofDataflow Testing.

UNIT-III:
Domain Testing: Domains and Paths, Nice & Ugly Domains, Domain testing, Domains andInterfaces Testing, Domain and Interface Testing, Domains and Testability.

Paths, Path products and Regular expressions: Path Products & Path Expression, Reduction Procedure, Applications, Regular Expressions & Flow Anomaly Detection.

UNIT-IV:
Syntax Testing: Why, What and How, A Grammar for formats, Test Case Generation, Implementation and Application and Testability Tips.
Logic Based Testing: Overview, Decision Tables, Path Expressions, KV Charts, and Specifications.

UNIT – V:
State, State Graphs and Transition Testing: State Graphs, Good & Bad State Graphs, State Testing, and Testability Tips.

Graph Matrices and Application:-Motivational overview, matrix of graph, relations, power of a matrix, node reduction algorithm.

UNIT -VI:
Software Testing Tools: Introduction to Testing, Automated Testing, Concepts of Test Automation, Introduction to list of tools like Win runner, Load Runner, Jmeter, About Win Runner ,Using Win runner, Mapping the GUI, Recording Test, Working with Test, Enhancing Test, Checkpoints, Test Script Language, Putting it all together, Running and Debugging Tests, Analyzing Results, Batch Tests, Rapid Test Script Wizard.

OUTCOME:
  - Understand the basic testing procedures.

  - Able to support in generating test cases and test suites.

  - Able to test the applications manually by applying different testing methods and automation tools.
  - Apply tools to resolve the problems in Real time environment.

TEXT BOOKS:
  1. Software testing techniques – Boris Beizer, Dreamtech, second edition.

  2. Software Testing- Yogesh Singh, Camebridge

REFERENCE BOOKS:

  1. The Craft of software testing - Brian Marick, Pearson Education.

  2. Software Testing, 3rd edition, P.C. Jorgensen, Aurbach Publications (Dist.by SPD).
  3. Software Testing, N.Chauhan, Oxford University Press.

  4. Introduction to Software Testing, P.Ammann&J.Offutt, Cambridge Univ.Press.

  5. Effective methods of Software Testing, Perry, John Wiley, 2nd Edition, 1999.
  6. Software Testing Concepts and Tools, P.NageswaraRao, dreamtech Press
  7. Win Runner in simple steps by Hakeem Shittu, 2007Genixpress.
  8. Foundations of Software Testing, D.Graham& Others, Cengage Learning.

	L	T	P	C
III Year – II Semester	4	0	0	3

ARTIFICIAL INTELLIGENCE
(Open Elective)

OBJECTIVES:

- To have a basic proficiency in a traditional AI language including an ability to write simple to intermediate programs and an ability to understand code written in that language.
- To have an understanding of the basic issues of knowledge representation and blind and heuristic search, as well as an understanding of other topics such as minimax, resolution, etc. that play an important role in AI programs.
- To have a basic understanding of some of the more advanced topics of AI such as learning, natural language processing, agents and robotics, expert systems, and planning

UNIT-I:
Introduction to artificial intelligence: Introduction ,history, intelligent systems, foundations of AI, applications, tic-tac-tie game playing, development of ai languages, current trends in AI

UNIT-II:
Problem solving: state-space search and control strategies : Introduction, general problem solving, characteristics of problem, exhaustive searches, heuristic search techniques, iterative-deepening a*, constraint satisfaction
Problem reduction and game playing: Introduction, problem reduction, game playing, alpha-beta pruning, two-player perfect information games

UNIT-III:
Logic concepts: Introduction, propositional calculus, proportional logic, natural deduction system, axiomatic system, semantic tableau system in proportional logic, resolution refutation in proportional logic, predicate logic

UNIT-IV:
Knowledge representation: Introduction, approaches to knowledge representation, knowledge representation using semantic network, extended semantic networks for KR, knowledge representation using frames **advanced knowledge representation techniques:** Introduction, conceptual dependency theory, script structure, cyc theory, case grammars, semantic web

UNIT-V:
Expert system and applications: Introduction phases in building expert systems, expert system versus traditional systems, rule-based expert systems blackboard systems truth maintenance systems, application of expert systems, list of shells and tools

UNIT-VI:
Uncertainty measure: probability theory: Introduction, probability theory, Bayesian belief networks, certainty factor theory, dempster-shafer theory
Fuzzy sets and fuzzy logic: Introduction, fuzzy sets, fuzzy set operations, types of membership functions, multi valued logic, fuzzy logic, linguistic variables and hedges, fuzzy propositions, inference rules for fuzzy propositions, fuzzy systems.

OUTCOMES:
- Identify problems that are amenable to solution by AI methods, and which AI methods may be suited to solving a given problem.
- Formalize a given problem in the language/framework of different AI methods (e.g., as a search problem, as a constraint satisfaction problem, as a planning problem, as a Markov decision process, etc).
- Implement basic AI algorithms (e.g., standard search algorithms or dynamic programming).
- Design and carry out an empirical evaluation of different algorithms on problem formalization, and state the conclusions that the evaluation supports.

TEXT BOOKS:
1. Artificial Intelligence- Saroj Kaushik, CENGAGE Learning,
2. Artificial intelligence, A modern Approach , 2nded, Stuart Russel, Peter Norvig, PEA
3. Artificial Intelligence- Rich, Kevin Knight, Shiv Shankar B Nair, 3rded, TMH
4. Introduction to Artificial Intelligence, Patterson, PHI

REFERNCE BOOKS:
1. Atificial intelligence, structures and Strategies for Complex problem solving, -George F Lugar, 5thed, PEA
2. Introduction to Artificial Intelligence, Ertel, Wolf Gang, Springer
3. Artificial Intelligence, A new Synthesis, Nils J Nilsson, Elsevier

INTERNET OF THINGS
(Open Elective)

OBJECTIVES:
- Identify problems that are amenable to solution by AI methods, and which AI methods may be suited to solving a given problem.
- Formalize a given problem in the language/framework of different AI methods (e.g., as a search problem, as a constraint satisfaction problem, as a planning problem, as a Markov decision process, etc).
- Implement basic AI algorithms (e.g., standard search algorithms or dynamic programming).
- Design and carry out an empirical evaluation of different algorithms on problem formalization, and state the conclusions that the evaluation supports.

UNIT - I:
The Internet of Things: An Overview of Internet of things,Internet of Things Technology, behind IoTs Sources of the IoTs, M2M Communication, Examples OF IoTs, Design Principles For Connected Devices

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

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

UNIT– IV:
Internet Connectivity Principles, Internet connectivity, Application Layer Protocols: HTTP, HTTPS, FTP, Telnet.

UNIT– V:
Data Acquiring, Organizing and Analytics in IoT/M2M, Applications/Services/Business Processes, IOT/M2M Data Acquiring and Storage, Business Models for Business Processes in

the Internet Of Things, Organizing Data, Transactions, Business Processes, Integration and Enterprise Systems.

UNIT – VI

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

OUTCOMES:
- Demonstrate knowledge and understanding of the security and ethical issues of the Internet of Things
- Conceptually identify vulnerabilities, including recent attacks, involving the Internet of Things
- Develop critical thinking skills
- Compare and contrast the threat environment based on industry and/or device type

TEXTBOOKS:

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

REFERNCE BOOKS:

1. Designingthe Internet of Things, Adrian McEwen and Hakim Cassimally, Wiley
2. Getting Started with the Internet of Things CunoPfister , Oreilly

CYBER SECURITY
(Open Elective)

OBJECTIVES:
- The Cyber security Course will provide the students with foundational Cyber Security principles, Security architecture, risk management, attacks, incidents, and emerging IT and IS technologies.
- Students will gain insight into the importance of Cyber Security and the integral role of Cyber Security professionals.

UNIT- I: Introduction to Cybercrime:

Introduction, Cybercrime: Definition and Origins of the Word, Cybercrime and Information Security ,Who are Cybercriminals? , Classifications of Cybercrimes, Cybercrime: The Legal Perspectives, Cybercrimes: An Indian Perspective, Cybercrime and the Indian ITA 2000, A Global Perspective on Cybercrimes, Cybercrime Era: Survival Mantra for the Netizens

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 and Measures in Mobile Computing Era, Laptops.

UNIT -IV: Tools and Methods Used in Cybercrime:

Introduction, Proxy Servers and Anonymizers, Phishing, Password Cracking, Key loggers and Spywares, Virus and Worms, Trojan Horses and Backdoors, Steganography, DoS and DDoS Attacks, SQL Injection, Buffer Overflow, Attacks on Wireless Networks, Phishing and Identity Theft:Introduction,Phishing,IdentityTheft(IDTheft)

UNIT -V: Cybercrimes and Cyber security:

Why Do We Need Cyber laws: The Indian Context, The Indian IT Act, Challenges to Indian Law and Cybercrime Scenario in India, Consequences of Not Addressing the Weakness in Information Technology Act, Digital Signatures and the Indian IT Act, Information Security Planning and Governance, Information Security Policy Standards, Practices, The information Security Blueprint, Security education, Training and awareness program, Continuing Strategies.

UNIT -VI: Understanding Computer Forensics:

Introduction, Historical Background of Cyber forensics, Digital Forensics Science, The Need for Computer Forensics, Cyber forensics and Digital Evidence, Forensics Analysis of E-Mail, Digital Forensics Life Cycle, Chain of Custody Concept, Network Forensics, Approaching a Computer Forensics Investigation, Computer Forensics and Steganography, Relevance of the OSI 7 Layer Model to Computer Forensics, Forensics and Social Networking Sites: The Security/Privacy Threats, Computer Forensics from Compliance Perspective, Challenges in Computer Forensics, Special Tools and Techniques, Forensics Auditing, Antiforensics

OUTCOMES:
- Cyber Security architecture principles
- Identifying System and application security threats and vulnerabilities
- Identifying different classes of attacks
- Cyber Security incidents to apply appropriate response
- Describing risk management processes and practices
- Evaluation of decision making outcomes of Cyber Security scenarios

TEXT BOOKS:
1. Cyber Security: Understanding Cyber Crimes, Computer Forensics and Legal Perspectives, Nina Godbole, SunitBelapure, Wiley.
2. Principles of Information Security, MichealE.Whitman and Herbert J.Mattord, Cengage Learning.

REFERENCES:
1. Information Security, Mark Rhodes, Ousley, MGH.

DIGITAL SIGNAL PROCESSING
(Open Elective)

OBJECTIVES:
- To study DFT and its computation
- To study the design techniques for digital filters
- To study the finite word length effects in signal processing
- To study the non-parametric methods of power spectrum estimations
- To study the fundamentals of digital signal processors.

UNIT -I
Discrete Fourier Transform
DFT and its properties, Relation between DTFT and DFT, FFT computations using Decimation in time and Decimation in frequency algorithms, Overlap-add and save methods

UNIT -II
Infinite Impulse Response Digital Filters
Review of design of analogue Butterworth and Chebyshev Filters, Frequency transformation in analogue domain - Design of IIR digital filters using impulse invariance technique - Design of digital filters using bilinear transform - pre warping - Realization using direct, cascade and parallel forms.

UNIT- III
Finite Impulse Response Digital Filters
Symmetric and Ant symmetric FIR filters - Linear phase FIR filters - Design using Hamming, Henning and Blackman Windows - Frequency sampling method - Realization of FIR filters - Transversal, Linear phase and Polyphasestructures.

UNIT -IV
Finite Word Length Effects
Fixed point and floating point number representations - Comparison - Truncation and Rounding errors - Quantization noise - derivation for quantization noise power - coefficient quantization error - Product quantization error –

UNIT -V
Overflow error - Round off noise power - limit cycle oscillations due to product round off and overflow errors - signal scaling

UNIT -VI
Multirate Signal Processing
Introduction to Multirate signal processing-Decimation-Interpolation-Polyphase implementation of FIR filters for interpolator and decimator -Multistage implementation of sampling rate conversion- Design of narrow band filters - Applications of Multirate signal processing.

OUTCOMES:
- an ability to apply knowledge of Mathematics, science, and engineering
- an ability to design and conduct experiments and interpret data
- an ability to design a system, component or process to meet desired needs within realistic constraints such as economic, environmental, social, political, ethical, health and safety, manufacturability, and sustainability
- an ability to function as part of a multi-disciplinary team

TEXT BOOKS:
1. John G Proakis and Manolakis, "Digital Signal Processing Principles, Algorithms and Applications", Pearson, Fourth Edition, 2007.
2. S.Salivahanan, A. Vallavaraj, C. Gnanapriya, Digital Signal Processing, TMH/McGraw HillInternational, 2007

REFERENCE BOOKS:
1. E.C. Ifeachor and B.W. Jervis, " Digital signal processing - A practical approach", Second edition, Pearson, 2002.
2. S.K. Mitra, Digital Signal Processing, A Computer Based approach, Tata Mc GrawHill, 1998.
3. P.P.Vaidyanathan, Multirate Systems & Filter Banks, Prentice Hall, Englewood cliffs, NJ, 1993.
4. Johny R. Johnson, Introduction to Digital Signal Processing, PHI, 2006.
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EMBEDDED SYSTEMS
(Open Elective)

OBJECTIVES:
- Technology capabilities and limitations of the hardware, software components
- Methods to evaluate design tradeoffs between different technology choices.
- Design Methodologies

UNIT-I:
Introduction to Embedded systems: What is an embedded system Vs. General computing system, history, classification, major application areas, and purpose of embedded systems. Core of embedded system, memory, sensors and actuators, communication interface, embedded firmware, other system components, PCB and passive components.

UNIT-II:
8—bit microcontrollers architecture: Characteristics, quality attributes application specific, domain specific, embedded systems. Factors to be considered in selecting a controller, 8051 architecture, memory organization, registers, oscillator unit, ports, source current, sinking current, design examples.

UNIT-III:
RTOS and Scheduling, Operating basics, types, RTOS, tasks, process and threads, multiprocessing and multitasking, types of multitasking, non preemptive, preemptive scheduling.

UNIT-IV:
Task communication of RTOS, Shared memory, pipes, memory mapped objects, message passing, message queue, mailbox, signaling, RPC and sockets, task communication/synchronization issues, racing, deadlock, live lock, the dining philosopher's problem.

UNIT-V:
The producer-consumer problem, Reader writers problem, Priority Inversion, Priority ceiling, Task Synchronization techniques, busy waiting, sleep and wakery, semaphore, mutex, critical section objects, events, device, device drivers, how to clause an RTOS, Integration and testing of embedded hardware and fire ware.

UNIT-VI:
Simulators, emulators, Debuggers, Embedded Product Development life cycle (EDLC), Trends in embedded Industry, Introduction to ARM family of processor.

OUTCOMES:

Understand the basics of an embedded system
- Program an embedded system
- Design, implement and test an embedded system.

Identify the unique characteristics of real-time systems
- Explain the general structure of a real-time system
- Define the unique design problems and challenges of real-time systems

TEXT BOOK:

1. Introduction to embedded systems Shibu. K.V, TMH, 2009.

REFERENCE BOOKS:

1. Ayala &Gadre: The 8051 Microcontroller & Embedded Systems using Assembly and C, CENGAGE
2. Embedded Systems, Rajkamal, TMH, 2009.
3. Embedded Software Primer, David Simon, Pearson.
4. The 8051 Microcontroller and Embedded Systems, Mazidi, Mazidi, Pearson,.

ROBOTICS
(Open Elective)

OBJECTIVES:
- To introduce the basic concepts, parts of robots and types of robots.
- To make the student familiar with the various drive systems for robot, sensors and their applications in robots and programming of robots.
- To discuss about the various applications of robots, justification and implementation of robot.

UNIT- I:
Introduction
Specifications of Robots- Classifications of robots – Work envelope - Flexible automation versus Robotic technology – Applications of Robots ROBOT KINEMATICS AND DYNAMICS Positions,

UNIT-II:
Orientations and frames, Mappings
Changing descriptions from frame to frame, Operators: Translations, Rotations and Transformations - Transformation Arithmetic - D-H Representation - Forward and inverse Kinematics Of Six Degree of Freedom Robot Arm – Robot Arm dynamics

UNIT- III:
Robot Drives and Power Transmission Systems
Robot drive mechanisms, hydraulic – electric – servomotor- stepper motor - pneumatic drives, Mechanical transmission method - Gear transmission, Belt drives, cables, Roller chains, Link - Rod systems - Rotary-to-Rotary motion conversion, Rotary-to-Linear motion conversion, Rack and Pinion drives, Lead screws, Ball Bearing screws,

UNIT -IV:
Manipulators
Construction of Manipulators, Manipulator Dynamic and Force Control, Electronic and Pneumatic manipulators

UNIT- V:
Robot End Effectors
Classification of End effectors – Tools as end effectors. Drive system for grippers-Mechanical adhesive-vacuum-magnetic-grippers. Hooks&scoops. Gripper force analysis and gripper design. Active and passive grippers.

UNIT -VI:
Path planning & Programming
Trajectory planning and avoidance of obstacles, path planning, skew motion, joint integrated motion – straight line motion-Robot languages-computer control and Robot software.

OUTCOMES:
- The Student must be able to design automatic manufacturing cells with robotic control using
- The principle behind robotic drive system, end effectors, sensor, machine vision robot Kinematics and programming.

TEXT BOOKS:
1. Deb S. R. and Deb S., "Robotics Technology and Flexible Automation", Tata McGraw HillEducation Pvt. Ltd, 2010.
2. John J.Craig, "Introduction to Robotics", Pearson, 2009.
3. Mikell P. Grooveret. al., "Industrial Robots - Technology, Programming and Applications", McGraw Hill, New York, 2008.

REFERENCE BOOKS:
1. Richard D Klafter, Thomas A Chmielewski, Michael Negin, "Robotics Engineering – An Integrated Approach", Eastern Economy Edition, Prentice Hall of India Pvt. Ltd., 2006.
2. Fu K S, Gonzalez R C, Lee C.S.G, "Robotics: Control, Sensing, Vision and Intelligence", McGraw Hill, 1987

	L	T	P	C
III Year – II Semester	0	0	3	2

NETWORK PROGRAMMING LAB

OBJECTIVES:
- To write, execute and debug c programs which use Socket API.
- To understand the use of client/server architecture in application development
- To understand how to use TCP and UDP based sockets and their differences.
- To get acquainted with unix system internals like Socket files, IPC structures.
- To Design reliable servers using both TCP and UDP sockets

Prerequisites:

Knowledge of C Programming, Basic commands of UNIX.

List of Programs

1. Understanding and using of commands like ifconfig, netstat, ping, arp, telnet, ftp, finger, traceroute, whoisetc. Usage of elementary socket system calls (socket (), bind(), listen(), accept(),connect(),send(),recv(),sendto(),recvfrom()).

2. Implementation of Connection oriented concurrent service (TCP).

3. Implementation of Connectionless Iterative time service (UDP).

4. Implementation of Select system call.

5. Implementation of gesockopt (), setsockopt () system calls.

6. Implementation of getpeername () system call.

7. Implementation of remote command execution using socket system calls.

8. Implementation of Distance Vector Routing Algorithm.

9. Implementation of SMTP.

10. Implementation of FTP.

11. Implementation of HTTP.

12. Implementation of RSA algorithm.

Note: Implement programs 2 to 7 in C and 8 to 12 in JAVA.

OUTCOMES:
- Understand and explain the basic concepts of Grid Computing;
- Explain the advantages of using Grid Computing within a given environment;
- Prepare for any upcoming Grid deployments and be able to get started with a potentially available Grid setup.
- Discuss some of the enabling technologies e.g. high-speed links and storage area networks.
- Build computer grids.

SUGGESTED READING:

L	T	P	C
0	0	3	2

SOFTWARE TESTING LAB

OBJECTIVES:
- Demonstrate the UML diagrams with ATM system descriptions.
- Demonstrate the working of software testing tools with c language.
- Study of testing tools- win runner, selenium etc.
- Writing test cases for various applications

1 Write programs in 'C' Language to demonstrate the working of the following constructs:

        i)   do...while

        ii)   while….do

        iii)   if…else

        iv)   switch

        v)   for

2 "A program written in 'C' language for Matrix Multiplication fails" Introspect the causes for its failure and write down the possible reasons for its failure.

3 Take any system (e.g. ATM system) and study its system specifications and report the various bugs.

4 Write the test cases for any known application (e.g. Banking application)

5 Create a test plan document for any application (e.g. Library Management System)

6 Study of Win Runner Testing Tool and its implementation

    a) Win runner Testing Process and Win runner User Interface.

    b) How Win Runner identifies GUI(Graphical User Interface) objects in an application and describes the two modes for organizing GUI map files.

    c) How to record a test script and explains the basics of Test Script Language (TSL).

    d) How to synchronize a test when the application responds slowly.

    e) How to create a test that checks GUI objects and compare the behaviour of GUI objects in different versions of the sample application.

    f) How to create and run a test that checks bitmaps in your application and run the test on different versions of the sample application and examine any differences, pixel by pixel.

g) How to Create Data-Driven Tests which supports to run a single test on several sets of data from a data table.

h) How to read and check text found in GUI objects and bitmaps.

i) How to create a batch test that automatically runs the tests.

j) How to update the GUI object descriptions which in turn supports test scripts as the application changes.

7 Apply Win Runner testing tool implementation in any real time applications.

OUTCOMES:
- Find practical solutions to the problems
- Solve specific problems alone or in teams
- Manage a project from beginning to end
- Work independently as well as in teams

Define, formulate and analyze a problem

	L	T	P	C
III Year – II Semester	**0**	**0**	**3**	**2**

DATA WARE HOUSING AND DATA MINING LAB

OBJECTIVES:
- Practical exposure on implementation of well known data mining tasks.
- Exposure to real life data sets for analysis and prediction.
- Learning performance evaluation of data mining algorithms in a supervised and an unsupervised setting.
- Handling a small data mining project for a given practical domain.

System/Software Requirements:

- **Intel based desktop PC**
- **WEKA TOOL**

1. Demonstration of preprocessing on dataset student.arff

2. Demonstration of preprocessing on dataset labor.arff

3. Demonstration of Association rule process on dataset contactlenses.arff using apriori algorithm

4. Demonstration of Association rule process on dataset test.arff using apriori algorithm

5. Demonstration of classification rule process on dataset student.arff using j48 algorithm

6. Demonstration of classification rule process on dataset employee.arff using j48 algorithm

7. Demonstration of classification rule process on dataset employee.arff using id3 algorithm

8. Demonstration of classification rule process on dataset employee.arff using naïve bayes algorithm

9. Demonstration of clustering rule process on dataset iris.arff using simple k-means

10. Demonstration of clustering rule process on dataset student.arff using simple k- means.

OUTCOMES:

- The data mining process and important issues around data cleaning, pre-processing and integration.
- The principle algorithms and techniques used in data mining, such as clustering, association mining, classification and prediction..

	L	T	P	C

III Year - II Semester
L T P C
0 2 0 0

INTELLECTUAL PROPERTY RIGHTS AND PATENTS

Objectives:
*To know the importance of Intellectual property rights, which plays a vital role in advanced Technical and Scientific disciplines.
*Imparting IPR protections and regulations for further advancement, so that the students can familiarize with the latest developments.

Unit I: Introduction to Intellectual Property Rights (IPR)
Concept of Property - Introduction to IPR – International Instruments and IPR - WIPO - TRIPS – WTO -Laws Relating to IPR - IPR Tool Kit - Protection and Regulation - Copyrights and Neighboring Rights – Industrial Property – Patents - Agencies for IPR Registration – Traditional Knowledge –Emerging Areas of IPR - Layout Designs and Integrated Circuits – Use and Misuse of Intellectual Property Rights.

Unit II: Copyrights and Neighboring Rights
Introduction to Copyrights – Principles of Copyright Protection – Law Relating to Copyrights - Subject Matters of Copyright – Copyright Ownership – Transfer and Duration – Right to Prepare Derivative Works –Rights of Distribution – Rights of Performers **–** Copyright Registration – Limitations – Infringement of Copyright – Relief and Remedy – Case Law - Semiconductor Chip Protection Act.

UNIT III: Patents
Introduction to Patents - Laws Relating to Patents in India – Patent Requirements – Product Patent and Process Patent - Patent Search - Patent Registration and Granting of Patent - Exclusive Rights – Limitations - Ownership and Transfer –– Revocation of Patent – Patent Appellate Board - Infringement of Patent – Compulsory Licensing –– Patent Cooperation Treaty – New developments in Patents – Software Protection and Computer related Innovations.

UNIT IV: Trademarks
Introduction to Trademarks – Laws Relating to Trademarks – Functions of Trademark – Distinction between Trademark and Property Mark – Marks Covered under Trademark Law - Trade Mark Registration – Trade Mark Maintenance – Transfer of rights - Deceptive Similarities - Likelihood of Confusion - Dilution of Ownership – Trademarks Claims and Infringement – Remedies – Passing Off Action.

UNIT V: Trade Secrets
Introduction to Trade Secrets – General Principles - Laws Relating to Trade Secrets - Maintaining Trade Secret – Physical Security – Employee Access Limitation – Employee Confidentiality Agreements – Breach of Contract –Law of Unfair Competition – Trade Secret Litigation – Applying State Law.

UNIT VI: Cyber Law and Cyber Crime

Introduction to Cyber Law – Information Technology Act 2000 - Protection of Online and Computer Transactions - E-commerce - Data Security – Authentication and Confidentiality - Privacy - Digital Signatures – Certifying Authorities - Cyber Crimes - Prevention and Punishment – Liability of Network Providers.

- Relevant Cases Shall be dealt where ever necessary.

Outcome:

* **IPR Laws and patents pave the way for innovative ideas which are instrumental for inventions to seek Patents.**

*Student get an insight on Copyrights, Patents and Software patents which are instrumental for further advancements.**

References:

1. Intellectual Property Rights (Patents & Cyber Law), Dr. A. Srinivas. Oxford University Press, New Delhi.
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4. Richard Stim: Intellectual Property, Cengage Learning, New Delhi.
5. Kompal Bansal &Parishit Bansal Fundamentals of IPR for Engineers, B. S. Publications (Press).
6. Cyber Law - Texts & Cases, South-Western's Special Topics Collections.
7. R.Radha Krishnan, S.Balasubramanian: Intellectual Property Rights, Excel Books. New Delhi.
8. M.Ashok Kumar and MohdIqbal Ali: Intellectual Property Rights, Serials Pub.