JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

B.Tech. in ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING
II YEAR COURSE STRUCTURE & SYLLABUS (R18 Regulations)

Applicable from AY 2021-22 Admitted Batch.

II YEAR I SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	CS310PC	Discrete Mathematics	3	0	0	3
2	CS302PC	Data Structures	3	1	0	4
3	MA313BS	Mathematical and Statistical Foundations	3	0	0	3
4	CS304PC	Computer Organization and Architecture	3	0	0	3
5	CS311PC	Python Programming	2	0	0	2
6	SM306MS	Business Economics & Financial Analysis	3	0	0	3
7	CS307PC	Data Structures Lab	0	0	3	1.5
8	CS312PC	Python Programming Lab	0	0	3	1.5
9	*MC309	Gender Sensitization Lab	0	0	2	0
		Total Credits	**17**	**1**	**8**	**21**

II YEAR II SEMESTER

S. No.	Course Code	Course Title	L	T	P	Credits
1	CS416PC	Formal Languages and Automata Theory	3	0	0	3
2	CS417PC	Software Engineering	3	0	0	3
3	CS403PC	Operating Systems	3	0	0	3
4	CS404PC	Database Management Systems	3	1	0	4
5	CS412PC	Object Oriented Programming using Java	3	1	0	4
6	CS406PC	Operating Systems Lab	0	0	3	1.5
7	CS407PC	Database Management Systems Lab	0	0	3	1.5
8	CS408PC	Java Programming Lab	0	0	2	1
9	*MC409	Constitution of India	3	0	0	0
		Total Credits	**18**	**2**	**8**	**21**

*MC – Mandatory Course

CS301PC: DISCRETE MATHEMATICS

B.Tech. II Year I Sem.

L T P C
3 0 0 3

Prerequisites: An understanding of Mathematics in general is sufficient.

Course Objectives
- Introduces elementary discrete mathematics for computer science and engineering.
- Topics include formal logic notation, methods of proof, induction, sets, relations, graph theory, permutations and combinations, counting principles; recurrence relations and generating functions.

Course Outcomes:
- Ability to understand and construct precise mathematical proofs
- Ability to use logic and set theory to formulate precise statements
- Ability to analyze and solve counting problems on finite and discrete structures
- Ability to describe and manipulate sequences
- Ability to apply graph theory in solving computing problems

UNIT - I
The Foundations: Logic and Proofs: Propositional Logic, Applications of Propositional Logic, Propositional Equivalence, Predicates and Quantifiers, Nested Quantifiers, Rules of Inference, Introduction to Proofs, Proof Methods and Strategy.

UNIT - II
Basic Structures, Sets, Functions, Sequences, Sums, Matrices and Relations Sets, Functions, Sequences & Summations, Cardinality of Sets and Matrices Relations, Relations and Their Properties, n-ary Relations and Their Applications, Representing Relations, Closures of Relations, Equivalence Relations, Partial Orderings.

UNIT - III
Algorithms, Induction and Recursion: Algorithms, The Growth of Functions, Complexity of Algorithms
Induction and Recursion: Mathematical Induction, Strong Induction and Well-Ordering, Recursive Definitions and Structural Induction, Recursive Algorithms, Program Correctness

UNIT - IV
Discrete Probability and Advanced Counting Techniques: An Introduction to Discrete Probability, Probability Theory, Bayes' Theorem, Expected Value and Variance
Advanced Counting Techniques: Recurrence Relations, Solving Linear Recurrence Relations, Divide-and-Conquer Algorithms and Recurrence Relations, Generating Functions, Inclusion-Exclusion, Applications of Inclusion-Exclusion

UNIT - V
Graphs: Graphs and Graph Models, Graph Terminology and Special Types of Graphs, Representing Graphs and Graph Isomorphism, Connectivity, Euler and Hamilton Paths, Shortest-Path Problems, Planar Graphs, Graph Coloring.
Trees: Introduction to Trees, Applications of Trees, Tree Traversal, Spanning Trees, Minimum Spanning Trees

TEXT BOOK:
1. Discrete Mathematics and its Applications with Combinatorics and Graph Theory- Kenneth H Rosen, 7th Edition, TMH.

REFERENCE BOOKS:
1. Discrete Mathematical Structures with Applications to Computer Science-J.P. Tremblay and R. Manohar, TMH,
2. Discrete Mathematics for Computer Scientists & Mathematicians: Joe L. Mott, Abraham Kandel, Teodore P. Baker, 2nd ed, Pearson Education.
3. Discrete Mathematics- Richard Johnsonbaugh, 7ThEdn., Pearson Education.
4. Discrete Mathematics with Graph Theory- Edgar G. Goodaire, Michael M. Parmenter.
5. Discrete and Combinatorial Mathematics - an applied introduction: Ralph.P. Grimald, 5th edition, Pearson Education.

CS302PC: DATA STRUCTURES

B.Tech. II Year I Sem.

L	T	P	C
3	1	0	4

Prerequisites: A course on "Programming for Problem Solving".

Course Objectives:
- Exploring basic data structures such as stacks and queues.
- Introduces a variety of data structures such as hash tables, search trees, tries, heaps, graphs.
- Introduces sorting and pattern matching algorithms.

Course Outcomes:
- Ability to select the data structures that efficiently model the information in a problem.
- Ability to assess efficiency trade-offs among different data structure implementations or combinations.
- Implement and know the application of algorithms for sorting and pattern matching.
- Design programs using a variety of data structures, including hash tables, binary and general tree structures, search trees, tries, heaps, graphs, and AVL-trees.

UNIT - I
Introduction to Data Structures, abstract data types, Linear list – singly linked list implementation, insertion, deletion and searching operations on linear list, Stacks-Operations, array and linked representations of stacks, stack applications, Queues-operations, array and linked representations.

UNIT - II
Dictionaries: linear list representation, skip list representation, operations - insertion, deletion and searching.
Hash Table Representation: hash functions, collision resolution-separate chaining, open addressing-linear probing, quadratic probing, double hashing, rehashing, extendible hashing.

UNIT - III
Search Trees: Binary Search Trees, Definition, Implementation, Operations- Searching, Insertion and Deletion, AVL Trees, Definition, Height of an AVL Tree, Operations – Insertion, Deletion and Searching, Red –Black, Splay Trees.

UNIT - IV
Graphs: Graph Implementation Methods. Graph Traversal Methods.
Sorting: Heap Sort, External Sorting- Model for external sorting, Merge Sort.

UNIT - V
Pattern Matching and Tries: Pattern matching algorithms-Brute force, the Boyer –Moore algorithm, the Knuth-Morris-Pratt algorithm, Standard Tries, Compressed Tries, Suffix tries.

TEXT BOOKS:
1. Fundamentals of Data Structures in C, 2nd Edition, E. Horowitz, S. Sahni and Susan Anderson Freed, Universities Press.
2. Data Structures using C – A. S. Tanenbaum, Y. Langsam, and M.J. Augenstein, PHI/Pearson Education.

REFERENCE BOOK:
1. Data Structures: A Pseudocode Approach with C, 2nd Edition, R. F. Gilberg and B.A. Forouzan, Cengage Learning.

MA313BS: MATHEMATICAL AND STATISTICAL FOUNDATIONS

B.Tech. II Year I Sem.

L	T	P	C
3	0	0	3

Prerequisites: Mathematics courses of first year of study.

Course Objectives:
- The Number Theory basic concepts useful for cryptography etc
- The theory of Probability, and probability distributions of single and multiple random variables
- The sampling theory and testing of hypothesis and making inferences
- Stochastic process and Markov chains.

Course Outcomes: After learning the contents of this course, the student must be able to
- Apply the number theory concepts to cryptography domain
- Apply the concepts of probability and distributions to some case studies
- Correlate the material of one unit to the material in other units
- Resolve the potential misconceptions and hazards in each topic of study.

UNIT - I
Greatest Common Divisors and Prime Factorization: Greatest common divisors, The Euclidean algorithm, The fundamental theorem of arithmetic, Factorization of integers and the Fermat numbers
Congruences: Introduction to congruences, Linear congruences, The Chinese remainder theorem, Systems of linear congruences

UNIT - II
Simple Linear Regression and Correlation: Introduction to Linear Regression, The Simple Linear Regression Model, Least Squares and the Fitted Model, Properties of the Least Squares Estimators, Inferences Concerning the Regression Coefficients, Prediction, Simple Linear Regression Case Study
Random Variables and Probability Distributions: Concept of a Random Variable, Discrete Probability Distributions, Continuous Probability Distributions, Statistical Independence.
Discrete Probability Distributions: Binomial Distribution, Poisson distribution.

UNIT - III
Continuous Probability Distributions: Normal Distribution, Areas under the Normal Curve, Applications of the Normal Distribution, Normal Approximation to the Binomial
Fundamental Sampling Distributions: Random Sampling, Sampling Distributions, Sampling Distribution of Means and the Central Limit Theorem, Sampling Distribution of S2, t–Distribution, F-Distribution.

UNIT - IV
Estimation & Tests of Hypotheses: Introduction, Statistical Inference, Classical Methods of Estimation. Estimating the Mean, Standard Error of a Point Estimate, Prediction Intervals, Tolerance Limits, Estimating the Variance, Estimating a Proportion for single mean, Difference between Two Means, between Two Proportions for Two Samples and Maximum Likelihood Estimation.

UNIT - V
Stochastic Processes and Markov Chains: Introduction to Stochastic processes- Markov process. Transition Probability, Transition Probability Matrix, First order and Higher order Markov process, nstep transition probabilities, Markov chain, Steady state condition, Markov analysis.

TEXT BOOKS:
1. Kenneth H. Rosen, Elementary number theory & its applications, sixth edition, Addison-Wesley, ISBN 978 0-321-50031-1
2. Ronald E. Walpole, Raymond H. Myers, Sharon L. Myers, Keying Ye, Probability & Statistics for Engineers & Scientists, 9th Ed. Pearson Publishers.
3. S. D. Sharma, Operations Research, Kedarnath and Ramnath Publishers, Meerut, Delhi

REFERENCE BOOK:
1. S C Gupta and V K Kapoor, Fundamentals of Mathematical statistics, Khanna publications
2. T.T. Soong, Fundamentals of Probability And Statistics For Engineers, John Wiley & Sons Ltd, 2004.
3. Sheldon M Ross, Probability and statistics for Engineers and scientists, Academic Press.

CS304PC: COMPUTER ORGANIZATION AND ARCHITECTURE

B.Tech. II Year I Sem.   **L T P C**
                                                                 3 0 0 3

Co-requisite: A Course on "Digital Logic Design and Microprocessors".

Course Objectives:
- The purpose of the course is to introduce principles of computer organization and the basic architectural concepts.
- It begins with basic organization, design, and programming of a simple digital computer and introduces simple register transfer language to specify various computer operations.
- Topics include computer arithmetic, instruction set design, microprogrammed control unit, pipelining and vector processing, memory organization and I/O systems, and multiprocessors

Course Outcomes:
- Understand the basics of instructions sets and their impact on processor design.
- Demonstrate an understanding of the design of the functional units of a digital computer system.
- Evaluate cost performance and design trade-offs in designing and constructing a computer processor including memory.
- Design a pipeline for consistent execution of instructions with minimum hazards.
- Recognize and manipulate representations of numbers stored in digital computers

UNIT - I
Digital Computers: Introduction, Block diagram of Digital Computer, Definition of Computer Organization, Computer Design and Computer Architecture.
Register Transfer Language and Micro operations: Register Transfer language, Register Transfer, Bus and memory transfers, Arithmetic Micro operations, logic micro operations, shift micro operations, Arithmetic logic shift unit. **Basic Computer Organization and Design:** Instruction codes, Computer Registers Computer instructions, Timing and Control, Instruction cycle, Memory Reference Instructions, Input – Output and Interrupt.

UNIT - II
Microprogrammed Control: Control memory, Address sequencing, micro program example, design of control unit. **Central Processing Unit:** General Register Organization, Instruction Formats, Addressing modes, Data Transfer and Manipulation, Program Control.

UNIT - III
Data Representation: Data types, Complements, Fixed Point Representation, Floating Point Representation. **Computer Arithmetic:** Addition and subtraction, multiplication Algorithms, Division Algorithms, Floating – point Arithmetic operations. Decimal Arithmetic unit, Decimal Arithmetic operations.

UNIT - IV
Input-Output Organization: Input-Output Interface, Asynchronous data transfer, Modes of Transfer, Priority Interrupt Direct memory Access. **Memory Organization:** Memory Hierarchy, Main Memory, Auxiliary memory, Associate Memory, Cache Memory.

UNIT - V
Reduced Instruction Set Computer: CISC Characteristics, RISC Characteristics.
Pipeline and Vector Processing: Parallel Processing, Pipelining, Arithmetic Pipeline, Instruction Pipeline, RISC Pipeline, Vector Processing, Array Processor. **Multi Processors:** Characteristics of Multiprocessors, Interconnection Structures, Interprocessor arbitration, Interprocessor communication and synchronization, Cache Coherence.

TEXT BOOK:
1. Computer System Architecture – M. Moris Mano, Third Edition, Pearson/PHI.
REFERENCE BOOKS:
1. Computer Organization – Car Hamacher, Zvonks Vranesic, Safea Zaky, Vth Edition, McGraw Hill.
2. Computer Organization and Architecture – William Stallings Sixth Edition, Pearson/PHI.
3. Structured Computer Organization – Andrew S. Tanenbaum, 4th Edition, PHI/Pearson.

CS311PC: PYTHON PROGRAMMING

B.Tech. II Year I Sem.	**L**	**T**	**P**	**C**
	2	**0**	**0**	**2**

Prerequisites: A course on "Programming for Problem Solving using C".

Course Objectives:
● Learn Syntax and Semantics and create Functions in Python.
● Handle Strings and Files in Python.
● Understand Lists, Dictionaries and Regular expressions in Python.
● Implement Object Oriented Programming concepts in Python.
● Build Web Services and introduction to Network and Database Programming in Python.

Course Outcomes:
● Examine Python syntax and semantics and be fluent in the use of Python flow control and functions.
● Demonstrate proficiency in handling Strings and File Systems.
● Create, run and manipulate Python Programs using core data structures like Lists, Dictionaries and use Regular Expressions.
● Interpret the concepts of Object-Oriented Programming as used in Python.
● Implement exemplary applications related to Network Programming, Web Services and Databases in Python.

UNIT - I
Python Basics, Objects- Python Objects, Standard Types, Other Built-in Types, Internal Types, Standard Type Operators, Standard Type Built-in Functions, Categorizing the Standard Types, Unsupported Types
Numbers - Introduction to Numbers, Integers, Floating Point Real Numbers, Complex Numbers, Operators, Built-in Functions, Related Modules
Sequences - Strings, Lists, and Tuples, Mapping and Set Types

UNIT - II
FILES: File Objects, File Built-in Function [open()], File Built-in Methods, File Built-in Attributes, Standard Files, Command-line Arguments, File System, File Execution, Persistent Storage Modules, Related Modules
Exceptions: Exceptions in Python, Detecting and Handling Exceptions, Context Management, *Exceptions as Strings, Raising Exceptions, Assertions, Standard Exceptions, *Creating Exceptions, Why Exceptions (Now)?, Why Exceptions at All?, Exceptions and the sys Module, Related Modules
Modules: Modules and Files, Namespaces, Importing Modules, Importing Module Attributes, Module Built-in Functions, Packages, Other Features of Modules

UNIT - III
Regular Expressions: Introduction, Special Symbols and Characters, Res and Python
Multithreaded Programming: Introduction, Threads and Processes, Python, Threads, and the Global Interpreter Lock, Thread Module, Threading Module, Related Modules

UNIT - IV
GUI Programming: Introduction, Tkinter and Python Programming, Brief Tour of Other GUIs, Related Modules and Other GUIs
WEB Programming: Introduction, Wed Surfing with Python, Creating Simple Web Clients, Advanced Web Clients, CGI-Helping Servers Process Client Data, Building CGI Application Advanced CGI, Web (HTTP) Servers

UNIT - V
Database Programming: Introduction, Python Database Application Programmer's Interface (DB-API),
Object Relational Managers (ORMs), Related Modules

TEXT BOOK:
1. Core Python Programming, Wesley J. Chun, Second Edition, Pearson.

REFERENCE BOOKS:
1. Think Python, Allen Downey, Green Tea Press
2. Introduction to Python, Kenneth A. Lambert, Cengage
3. Python Programming: A Modern Approach, Vamsi Kurama, Pearson
4. Learning Python, Mark Lutz, O'Really.

SM306MS: BUSINESS ECONOMICS AND FINANCIAL ANALYSIS

B.Tech. II Year I Sem.   L   T   P   C
                                                                                 3   0   0   3

Prerequisites: None

Course Objective: To learn the basic Business types, impact of the Economy on Business and Firms specifically. To analyze the Business from the Financial Perspective.

Course Outcome: The students will understand the various Forms of Business and the impact of economic variables on the Business. The Demand, Supply, Production, Cost, Market Structure, Pricing aspects are learnt. The Students can study the firm's financial position by analysing the Financial Statements of a Company.

UNIT – I
Introduction to Business and Economics:
Business: Structure of Business Firm, Theory of Firm, Types of Business Entities, Limited Liability Companies, Sources of Capital for a Company, Non-Conventional Sources of Finance.
Economics: Significance of Economics, Micro and Macro Economic Concepts, Concepts and Importance of National Income, Inflation, Money Supply in Inflation, Business Cycle, Features and Phases of Business Cycle. Nature and Scope of Business Economics, Role of Business Economist, Multidisciplinary nature of Business Economics.

UNIT - II
Demand and Supply Analysis:
Elasticity of Demand: Elasticity, Types of Elasticity, Law of Demand, Measurement and Significance of Elasticity of Demand, Factors affecting Elasticity of Demand, Elasticity of Demand in decision making, Demand Forecasting: Characteristics of Good Demand Forecasting, Steps in Demand Forecasting, Methods of Demand Forecasting.
Supply Analysis: Determinants of Supply, Supply Function & Law of Supply.

UNIT - III
Production, Cost, Market Structures & Pricing:
Production Analysis: Factors of Production, Production Function, Production Function with one variable input, two variable inputs, Returns to Scale, Different Types of Production Functions.
Cost analysis: Types of Costs, Short run and Long run Cost Functions.
Market Structures: Nature of Competition, Features of Perfect competition, Monopoly, Oligopoly, Monopolistic Competition.
Pricing: Types of Pricing, Product Life Cycle based Pricing, Break Even Analysis, Cost Volume Profit Analysis.

UNIT - IV
Financial Accounting: Accounting concepts and Conventions, Accounting Equation, Double-Entry system of Accounting, Rules for maintaining Books of Accounts, Journal, Posting to Ledger, Preparation of Trial Balance, Elements of Financial Statements, Preparation of Final Accounts.

UNIT - V
Financial Analysis through Ratios: Concept of Ratio Analysis, Liquidity Ratios, Turnover Ratios, Profitability Ratios, Proprietary Ratios, Solvency, Leverage Ratios (simple problems).
Introduction to Fund Flow and Cash Flow Analysis (simple problems).

TEXT BOOKS:
1. D.D. Chaturvedi, S.L. Gupta, Business Economics - Theory and Applications, International Book House Pvt. Ltd. 2013.
2. Dhanesh K Khatri, Financial Accounting, Tata McGraw Hill, 2011.
3. Geethika Ghosh, Piyali Gosh, Purba Roy Choudhury, Managerial Economics, 2e, Tata McGraw Hill Education Pvt. Ltd. 2012.

REFERENCE BOOKS:
1. Paresh Shah, Financial Accounting for Management 2e, Oxford Press, 2015.
2. S.N. Maheshwari, Sunil K Maheshwari, Sharad K Maheshwari, Financial Accounting, 5e, Vikas Publications, 2013.

CS307PC: DATA STRUCTURES LAB

B.Tech. II Year I Sem.   L   T   P   C
                                                                                      0   0   3   1.5

Prerequisites: A Course on "Programming for problem solving".

Course Objectives:
- It covers various concepts of C programming language
- It introduces searching and sorting algorithms
- It provides an understanding of data structures such as stacks and queues.

Course Outcomes:
- Ability to develop C programs for computing and real-life applications using basic elements like control statements, arrays, functions, pointers and strings, and data structures like stacks, queues and linked lists.
- Ability to Implement searching and sorting algorithms

List of Experiments
1. Write a program that uses functions to perform the following operations on singly linked list.:
   i) Creation   ii) Insertion   iii) Deletion   iv) Traversal
2. Write a program that uses functions to perform the following operations on doubly linked list.:
   i) Creation   ii) Insertion   iii) Deletion   iv) Traversal
3. Write a program that uses functions to perform the following operations on circular linked list.:
   i) Creation   ii) Insertion   iii) Deletion   iv) Traversal
4. Write a program that implement stack (its operations) using
   i) Arrays   ii) Pointers
5. Write a program that implement Queue (its operations) using
   i) Arrays   ii) Pointers
6. Write a program that implements the following sorting methods to sort a given list of integers in ascending order
   i) Bubble sort   ii) Selection sort   iii) Insertion sort
7. Write a program that use both recursive and non-recursive functions to perform the following searching operations for a Key value in a given list of integers:
   i) Linear search ii) Binary search
8. Write a program to implement the tree traversal methods.

9. Write a program to implement the graph traversal methods.

TEXT BOOKS:
1. Fundamentals of Data Structures in C, 2nd Edition, E. Horowitz, S. Sahni and Susan Anderson Freed, Universities Press.
2. Data Structures using C – A. S. Tanenbaum, Y. Langsam, and M. J. Augenstein, PHI/Pearson Education.

REFERENCE BOOK:
1. Data Structures: A Pseudocode Approach with C, 2nd Edition, R. F. Gilberg and B. A. Forouzan, Cengage Learning.

CS312PC: PYTHON PROGRAMMING LAB

B.Tech. II Year I Sem.	**L**	**T**	**P**	**C**
	0	**0**	**3**	**1.5**

Prerequisites: A course on "Programming for Problem Solving".

Course Objectives
- To be able to introduce core programming basics and program design with functions using Python programming language.
- To understand a range of Object-Oriented Programming, as well as in-depth data and information processing techniques.
- To understand the high-performance programs designed to strengthen the practical expertise.

Course Outcome
- Student should be able to understand the basic concepts scripting and the contributions of scripting language
- Ability to explore python especially the object-oriented concepts, and the built in objects of Python.
- Ability to create practical and contemporary applications such as TCP/IP network programming, Web applications, discrete event simulations

List of Experiments:
1. Write a program to demonstrate different number data types in Python.
2. Write a program to perform different Arithmetic Operations on numbers in Python.
3. Write a program to create, concatenate and print a string and accessing sub-string from a given string.
4. Write a python script to print the current date in the following format "Sun May 29 02:26:23 IST 2017"
5. Write a program to create, append, and remove lists in python.
6. Write a program to demonstrate working with tuples in python.
7. Write a program to demonstrate working with dictionaries in python.
8. Write a python program to find largest of three numbers.
9. Write a Python program to convert temperatures to and from Celsius, Fahrenheit. [Formula : c/5 = f-32/9]
10. Write a Python program to construct the following pattern, using a nested for loop

    ```
    *
    * *
    * * *
    * * * *
    * * * * *
    * * * *
    * * *
    * *
    *
    ```

11. Write a Python script that prints prime numbers less than 20.
12. Write a python program to find factorial of a number using Recursion.
13. Write a program that accepts the lengths of three sides of a triangle as inputs. The program output should indicate whether or not the triangle is a right triangle (Recall from the Pythagorean Theorem that in a right triangle, the square of one side equals the sum of the squares of the other two sides).

14. Write a python program to define a module to find Fibonacci Numbers and import the module to another program.
15. Write a python program to define a module and import a specific function in that module to another program.
16. Write a script named copyfile.py**.** This script should prompt the user for the names of two text files. The contents of the first file should be input and written to the second file.
17. Write a program that inputs a text file. The program should print all of the unique words in the file in alphabetical order.
18. Write a Python class to convert an integer to a roman numeral.
19. Write a Python class to implement pow(x, n)
20. Write a Python class to reverse a string word by word.

<div align="center">

*MC309: GENDER SENSITIZATION LAB
(An Activity-based Course)

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B.Tech. II Year I Sem.   **L T P C**
                                                                            0 0 2 0

COURSE DESCRIPTION

        This course offers an introduction to Gender Studies, an interdisciplinary field that asks critical questions about the meanings of sex and gender in society. The primary goal of this course is to familiarize students with key issues, questions and debates in Gender Studies, both historical and contemporary. It draws on multiple disciplines – such as literature, history, economics, psychology, sociology, philosophy, political science, anthropology and media studies – to examine cultural assumptions about sex, gender, and sexuality.

        This course integrates analysis of current events through student presentations, aiming to increase awareness of contemporary and historical experiences of women, and of the multiple ways that sex and gender interact with race, class, caste, nationality and other social identities. This course also seeks to build an understanding and initiate and strengthen programmes combating gender-based violence and discrimination. The course also features several exercises and reflective activities designed to examine the concepts of gender, gender-based violence, sexuality, and rights. It will further explore the impact of gender-based violence on education, health and development.

Objectives of the Course:
   ● To develop students' sensibility with regard to issues of gender in contemporary India.
   ● To provide a critical perspective on the socialization of men and women.
   ● To introduce students to information about some key biological aspects of genders.
   ● To expose the students to debates on the politics and economics of work.
   ● To help students reflect critically on gender violence.
   ● To expose students to more egalitarian interactions between men and women.

Learning Outcomes:
   ● Students will have developed a better understanding of important issues related to gender in contemporary India.
   ● Students will be sensitized to basic dimensions of the biological, sociological, psychological and legal aspects of gender. This will be achieved through discussion of materials derived from research, facts, everyday life, literature and film.
   ● Students will attain a finer grasp of how gender discrimination works in our society and how to counter it.
   ● Students will acquire insight into the gendered division of labour and its relation to politics and economics.
   ● Men and women students and professionals will be better equipped to work and live together as equals.
   ● Students will develop a sense of appreciation of women in all walks of life.
   ● Through providing accounts of studies and movements as well as the new laws that provide protection and relief to women, the textbook will empower students to understand and respond to gender violence.

UNIT - I: UNDERSTANDING 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 – II: GENDER 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: Beyond the Binary

UNIT – III: GENDER 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 – IV: GENDER - BASED VIOLENCE
The Concept of Violence- Types of Gender-based Violence-Gender-based Violence from a Human Rights Perspective-Sexual Harassment: Say No! -Sexual Harassment, not Eve-teasing- Coping with Everyday Harassment- Further Reading: "*Chupulu".*
Domestic Violence: Speaking OutIs Home a Safe Place? -When Women Unite [Film]. Rebuilding Lives. Thinking about Sexual Violence Blaming the Victim-"I Fought for my Life…."

UNIT – V: GENDER AND CULTURE
Gender and Film-Gender and Electronic Media-Gender and Advertisement-Gender and Popular Literature- Gender Development Issues-Gender Issues-Gender Sensitive Language-Gender and Popular Literature - Just Relationships: Being Together as Equals
Mary Kom and Onler. Love and Acid just do not Mix. Love Letters. Mothers and Fathers. Rosa Parks-The Brave Heart.

Note: **Since it is an Interdisciplinary Course, Resource Persons can be drawn from the fields of English Literature or Sociology or Political Science or any other qualified faculty who has expertise in this field from engineering departments.**

> ➤ *Classes will consist of a combination of activities: dialogue-based lectures, discussions, collaborative learning activities, group work and in-class assignments. Apart from the above prescribed book, Teachers can make use of any authentic materials related to the topics given in the syllabus on "Gender".*

☞ **ESSENTIAL READING**: The Textbook, "*Towards a World of Equals: A Bilingual Textbook on Gender" written* by A. Suneetha, Uma Bhrugubanda, Duggirala Vasanta, Rama Melkote, Vasudha Nagaraj, Asma Rasheed, Gogu Shyamala, Deepa Sreenivas and Susie Tharu **published by Telugu Akademi, Telangana Government in 2015.**

ASSESSMENT AND GRADING:
- Discussion & Classroom Participation: 20%
- Project/Assignment: 30%
- End Term Exam: 50%

CS416PC: FORMAL LANGUAGES AND AUTOMATA THEORY

B.Tech. II Year I Sem.   **L   T   P   C**
                                                                                              3   0   0   3

Course Objectives:
- To provide introduction to some of the central ideas of theoretical computer science from the perspective of formal languages.
- To introduce the fundamental concepts of formal languages, grammars and automata theory.
- Classify machines by their power to recognize languages.
- Employ finite state machines to solve problems in computing.
- To understand deterministic and non-deterministic machines.
- To understand the differences between decidability and undecidability.

Course Outcomes:
- Able to understand the concept of abstract machines and their power to recognize the languages.
- Able to employ finite state machines for modeling and solving computing problems.
- Able to design context free grammars for formal languages.
- Able to distinguish between decidability and undecidability.
- Able to gain proficiency with mathematical tools and formal methods.

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

UNIT - II
Regular Expressions: Finite Automata and Regular Expressions, Applications of Regular Expressions, Algebraic Laws for Regular Expressions, Conversion of Finite Automata to Regular Expressions.
Pumping Lemma for Regular Languages, Statement of the pumping lemma, Applications of the Pumping Lemma.
Closure Properties of Regular Languages: Closure properties of Regular languages, Decision Properties of Regular Languages, Equivalence and Minimization of Automata.

UNIT - III
Context-Free Grammars: Definition of Context-Free Grammars, Derivations Using a Grammar, Leftmost and Rightmost Derivations, the Language of a Grammar, Sentential Forms, Parse Tress, Applications of Context-Free Grammars, Ambiguity in Grammars and Languages.
Push Down Automata: Definition of the Pushdown Automaton, the Languages of a PDA, Equivalence of PDA's and CFG's, Acceptance by final state, Acceptance by empty stack, Deterministic Pushdown Automata. From CFG to PDA, From PDA to CFG.

UNIT - IV
Normal Forms for Context- Free Grammars: Eliminating useless symbols, Eliminating €-Productions. Chomsky Normal form Griebech Normal form.
Pumping Lemma for Context-Free Languages: Statement of pumping lemma, Applications
Closure Properties of Context-Free Languages: Closure properties of CFL's, Decision Properties of CFL's

Turing Machines: Introduction to Turing Machine, Formal Description, Instantaneous description, The language of a Turing machine

UNIT - V
Types of Turing machine: Turing machines and halting
Undecidability: Undecidability, A Language that is Not Recursively Enumerable, An Undecidable Problem That is RE, Undecidable Problems about Turing Machines, Recursive languages, Properties of recursive languages, Post's Correspondence Problem, Modified Post Correspondence problem, Other Undecidable Problems, Counter machines.

TEXT BOOKS:
1. Introduction to Automata Theory, Languages, and Computation, 3nd Edition, John E. Hopcroft, Rajeev Motwani, Jeffrey D. Ullman, Pearson Education.
2. Theory of Computer Science – Automata languages and computation, Mishra and Chandrashekaran, 2nd edition, PHI.

REFERENCE BOOKS:
1. Introduction to Languages and The Theory of Computation, John C Martin, TMH.
2. Introduction to Computer Theory, Daniel I.A. Cohen, John Wiley.
3. A Text book on Automata Theory, P. K. Srimani, Nasir S. F. B, Cambridge University Press.
4. Introduction to the Theory of Computation, Michael Sipser, 3rd edition, Cengage Learning.
5. Introduction to Formal languages Automata Theory and Computation Kamala Krithivasan, Rama R, Pearson.

CS417PC: SOFTWARE ENGINEERING

B.Tech. II Year II Sem.   **L   T   P   C**
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Course Objectives
- The aim of the course is to provide an understanding of the working knowledge of the techniques for estimation, design, testing and quality management of large software development projects.
- Topics include process models, software requirements, software design, software testing, software process/product metrics, risk management, quality management and UML diagrams

Course Outcomes
- Ability to translate end-user requirements into system and software requirements, using e.g. UML, and structure the requirements in a Software Requirements Document (SRD).
- Identify and apply appropriate software architectures and patterns to carry out high level design of a system and be able to critically compare alternative choices.
- Will have experience and/or awareness of testing problems and will be able to develop a simple testing report

UNIT - I
Introduction to Software Engineering: The evolving role of software, changing nature of software, software myths.
A Generic view of process: Software engineering- a layered technology, a process framework, the capability maturity model integration (CMMI), process patterns, process assessment, personal and team process models.
Process models: The waterfall model, incremental process models, evolutionary process models, the unified process.

UNIT - II
Software Requirements: Functional and non-functional requirements, user requirements, system requirements, interface specification, the software requirements document.
Requirements engineering process: Feasibility studies, requirements elicitation and analysis, requirements validation, requirements management.
System models: Context models, behavioral models, data models, object models, structured methods.

UNIT - III
Design Engineering: Design process and design quality, design concepts, the design model.
Creating an architectural design: software architecture, data design, architectural styles and patterns, architectural design, conceptual model of UML, basic structural modeling, class diagrams, sequence diagrams, collaboration diagrams, use case diagrams, component diagrams.

UNIT - IV
Testing Strategies: A strategic approach to software testing, test strategies for conventional software, black-box and white-box testing, validation testing, system testing, the art of debugging.
Product metrics: Software quality, metrics for analysis model, metrics for design model, metrics for source code, metrics for testing, metrics for maintenance.

UNIT - V
Metrics for Process and Products: Software measurement, metrics for software quality.
Risk management: Reactive Vs proactive risk strategies, software risks, risk identification, risk projection, risk refinement, RMMM, RMMM plan.

Quality Management: Quality concepts, software quality assurance, software reviews, formal technical reviews, statistical software quality assurance, software reliability, the ISO 9000 quality standards.

TEXT BOOKS:
1. Software Engineering, A practitioner's Approach- Roger S. Pressman, 6th edition, Mc Graw Hill International Edition.
2. Software Engineering- Sommerville, 7th edition, Pearson Education.
3. The unified modeling language user guide Grady Booch, James Rambaugh, Ivar Jacobson, Pearson Education.

REFERENCE BOOKS:
1. Software Engineering, an Engineering approach- James F. Peters, Witold Pedrycz, John Wiley.
2. Software Engineering principles and practice- Waman S Jawadekar, The Mc Graw-Hill Companies.
3. Fundamentals of object-oriented design using UML Meiler page-Jones: Pearson Education.

CS403PC: OPERATING SYSTEMS

B.Tech. II Year II Sem.	L	T	P	C
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Prerequisites:
- A course on "Computer Programming and Data Structures".
- A course on "Computer Organization and Architecture".

Course Objectives:
- Introduce operating system concepts (i.e., processes, threads, scheduling, synchronization, deadlocks, memory management, file and I/O subsystems and protection)
- Introduce the issues to be considered in the design and development of operating system
- Introduce basic Unix commands, system call interface for process management, interprocess communication and I/O in Unix

Course Outcomes:
- Will be able to control access to a computer and the files that may be shared
- Demonstrate the knowledge of the components of computer and their respective roles in computing.
- Ability to recognize and resolve user problems with standard operating environments.
- Gain practical knowledge of how programming languages, operating systems, and architectures interact and how to use each effectively.

UNIT - I
Operating System - Introduction, Structures - Simple Batch, Multiprogrammed, Time-shared, Personal Computer, Parallel, Distributed Systems, Real-Time Systems, System components, Operating System services, System Calls

UNIT - II
Process and CPU Scheduling - Process concepts and scheduling, Operations on processes, Cooperating Processes, Threads, and Interposes Communication, Scheduling Criteria, Scheduling Algorithms, Multiple -Processor Scheduling.
System call interface for process management-fork, exit, wait, waitpid, exec

UNIT - III
Deadlocks - System Model, Deadlocks Characterization, Methods for Handling Deadlocks, Deadlock Prevention, Deadlock Avoidance, Deadlock Detection, and Recovery from Deadlock
Process Management and Synchronization - The Critical Section Problem, Synchronization Hardware, Semaphores, and Classical Problems of Synchronization, Critical Regions, Monitors
Interprocess Communication Mechanisms: IPC between processes on a single computer system, IPC between processes on different systems, using pipes, FIFOs, message queues, shared memory.

UNIT - IV
Memory Management and Virtual Memory - Logical versus Physical Address Space, Swapping, Contiguous Allocation, Paging, Segmentation, Segmentation with Paging, Demand Paging, Page Replacement, Page Replacement Algorithms.

UNIT - V
File System Interface and Operations -Access methods, Directory Structure, Protection, File System Structure, Allocation methods, Free-space Management. Usage of open, create, read, write, close, lseek, stat, ioctl system calls.

TEXT BOOKS:
1. Operating System Principles- Abraham Silberchatz, Peter B. Galvin, Greg Gagne 7th Edition, John Wiley
2. Advanced programming in the UNIX environment, W.R. Stevens, Pearson education.

REFERENCE BOOKS:
1. Operating Systems – Internals and Design Principles Stallings, Fifth Edition–2005, Pearson Education/PHI
2. Operating System A Design Approach- Crowley, TMH.
3. Modern Operating Systems, Andrew S. Tanenbaum 2nd edition, Pearson/PHI
4. UNIX programming environment, Kernighan and Pike, PHI/ Pearson Education
5. UNIX Internals -The New Frontiers, U. Vahalia, Pearson Education.

CS404PC: DATABASE MANAGEMENT SYSTEMS

B.Tech. II Year II Sem.   **L   T   P   C**
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Prerequisites: A course on "Data Structures".

Course Objectives
- To understand the basic concepts and the applications of database systems.
- To master the basics of SQL and construct queries using SQL.
- Topics include data models, database design, relational model, relational algebra, transaction control, concurrency control, storage structures and access techniques.

Course Outcomes:
- Gain knowledge of fundamentals of DBMS, database design and normal forms
- Master the basics of SQL for retrieval and management of data.
- Be acquainted with the basics of transaction processing and concurrency control.
- Familiarity with database storage structures and access techniques

UNIT - I
Database System Applications: A Historical Perspective, File Systems versus a DBMS, the Data Model, Levels of Abstraction in a DBMS, Data Independence, Structure of a DBMS
Introduction to Database Design: Database Design and ER Diagrams, Entities, Attributes, and Entity Sets, Relationships and Relationship Sets, Additional Features of the ER Model, Conceptual Design With the ER Model

UNIT - II
Introduction to the Relational Model: Integrity constraint over relations, enforcing integrity constraints, querying relational data, logical data base design, introduction to views, destroying/altering tables and views.
Relational Algebra**,** Tuple relational Calculus, Domain relational calculus.

UNIT - III
SQL: Queries, Constraints, Triggers: form of basic SQL query, UNION, INTERSECT, and EXCEPT, Nested Queries, aggregation operators, NULL values, complex integrity constraints in SQL, triggers and active data bases.
Schema Refinement: Problems caused by redundancy, decompositions, problems related to decomposition, reasoning about functional dependencies, FIRST, SECOND, THIRD normal forms, BCNF, lossless join decomposition, multi-valued dependencies, FOURTH normal form, FIFTH normal form.

UNIT - IV
Transaction Concept, Transaction State, Implementation of Atomicity and Durability, Concurrent Executions, Serializability, Recoverability, Implementation of Isolation, Testing for serializability, Lock Based Protocols, Timestamp Based Protocols, Validation- Based Protocols, Multiple Granularity, Recovery and Atomicity, Log–Based Recovery, Recovery with Concurrent Transactions.

UNIT – V
Data on External Storage, File Organization and Indexing, Cluster Indexes, Primary and Secondary Indexes, Index data Structures, Hash Based Indexing, Tree base Indexing, Comparison of File Organizations, Indexes and Performance Tuning, Intuitions for tree Indexes, Indexed Sequential Access Methods (ISAM), B+ Trees: A Dynamic Index Structure.

TEXT BOOKS:
1. Database Management Systems, Raghurama Krishnan, Johannes Gehrke, *Tata Mc Graw Hill* 3rd Edition
2. Database System Concepts, Silberschatz, Korth, *Mc Graw hill*, V edition.

REFERENCE BOOKS:
1. Database Systems design, Implementation, and Management, Peter Rob & Carlos Coronel 7th Edition.
2. Fundamentals of Database Systems, Elmasri Navrate, *Pearson Education*
3. Introduction to Database Systems, C. J. Date, *Pearson Education*
4. Oracle for Professionals, The X Team, S.Shah and V. Shah, *SPD*.
5. Database Systems Using Oracle: A Simplified guide to SQL and PL/SQL,Shah, *PHI*.
6. Fundamentals of Database Management Systems, M. L. Gillenson, *Wiley Student* Edition.

CS412PC: OBJECT ORIENTED PROGRAMMING USING JAVA

B.TECH II Year II Sem.   L T P C
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Course Objectives:
- To introduce the object-oriented programming concepts.
- To understand object-oriented programming concepts, and apply them in solving problems.
- To introduce the principles of inheritance and polymorphism; and demonstrate how they relate to the design of abstract classes
- To introduce the implementation of packages and interfaces
- To introduce the concepts of exception handling and multithreading.
- To introduce the design of Graphical User Interface using applets and swing controls.

Course Outcomes:
- Able to solve real world problems using OOP techniques.
- Able to understand the use of abstract classes.
- Able to solve problems using java collection framework and I/o classes.
- Able to develop multithreaded applications with synchronization.
- Able to develop applets for web applications.
- Able to design GUI based applications

UNIT - I
Object-Oriented Thinking- A way of viewing the world – Agents and Communities, messages and methods, Responsibilities, Classes and Instances, Class Hierarchies- Inheritance, Method binding, Overriding and Exceptions, Summary of Object-Oriented concepts. Java buzzwords, An Overview of Java, Data types, Variables and Arrays, operators, expressions, control statements, Introducing classes, Methods and Classes, String handling.
Inheritance– Inheritance concept, Inheritance basics, Member access, Constructors, Creating Multilevel hierarchy, super uses, using final with inheritance, Polymorphism-ad hoc polymorphism, pure polymorphism, method overriding, abstract classes, Object class, forms of inheritance- specialization, specification, construction, extension, limitation, combination, benefits of inheritance, costs of inheritance.

UNIT - II
Packages- Defining a Package, CLASSPATH, Access protection, importing packages.
Interfaces- defining an interface, implementing interfaces, Nested interfaces, applying interfaces, variables in interfaces and extending interfaces.
Stream based I/O (java.io)– The Stream classes-Byte streams and Character streams, Reading console Input and Writing Console Output, File class, Reading and writing Files, Random access file operations, The Console class, Serialization, Enumerations, auto boxing, generics.

UNIT - III
Exception handling - Fundamentals of exception handling, Exception types, Termination or resumptive models, Uncaught exceptions, using try and catch, multiple catch clauses, nested try statements, throw, throws and finally, built- in exceptions, creating own exception sub classes.
Multithreading- Differences between thread-based multitasking and process-based multitasking, Java thread model, creating threads, thread priorities, synchronizing threads, inter thread communication.

UNIT - IV
The Collections Framework (java.util)- Collections overview, Collection Interfaces, The Collection classes- Array List, Linked List, Hash Set, Tree Set, Priority Queue, Array Deque. Accessing a Collection via an Iterator, Using an Iterator, The For-Each alternative, Map Interfaces and Classes,

Comparators, Collection algorithms, Arrays, The Legacy Classes and Interfaces- Dictionary, Hashtable, Properties, Stack, Vector
More Utility classes, String Tokenizer, Bit Set, Date, Calendar, Random, Formatter, Scanner

UNIT - V
GUI Programming with Swing – Introduction, limitations of AWT, MVC architecture, components, containers. Understanding Layout Managers, Flow Layout, Border Layout, Grid Layout, Card Layout, Grid Bag Layout.
Event Handling- The Delegation event model- Events, Event sources, Event Listeners, Event classes, Handling mouse and keyboard events, Adapter classes, Inner classes, Anonymous Inner classes.
A Simple Swing Application, Applets – Applets and HTML, Security Issues, Applets and Applications, passing parameters to applets. Creating a Swing Applet, Painting in Swing, A Paint example, Exploring Swing Controls- JLabel and Image Icon, JText Field, **The Swing Buttons**- JButton, JToggle Button, JCheck Box, JRadio Button, JTabbed Pane, JScroll Pane, JList, JCombo Box, Swing Menus, Dialogs.

TEXT BOOKS:
1. Java The complete reference, 9th edition, Herbert Schildt, McGraw Hill Education (India) Pvt. Ltd.
2. Understanding Object-Oriented Programming with Java, updated edition, T. Budd, Pearson Education.

REFERENCE BOOKS:
1. An Introduction to programming and OO design using Java, J. Nino and F.A. Hosch, John Wiley & sons
2. Introduction to Java programming, Y. Daniel Liang, Pearson Education.
3. Object Oriented Programming through Java, P. Radha Krishna, University Press.
4. Programming in Java, S. Malhotra, S. Chudhary, 2nd edition, Oxford Univ. Press.
5. Java Programming and Object-oriented Application Development, R. A. Johnson, Cengage Learning.

CS406PC: OPERATING SYSTEMS LAB
(Using UNIX/LINUX)

B.Tech. II Year II Sem.   **L T P C**
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Prerequisites:
   ● A course on "Programming for Problem Solving".
   ● A course on "Computer Organization and Architecture".

Co-requisite:
   ● A course on "Operating Systems".

Course Objectives:
   ● To provide an understanding of the design aspects of operating system concepts through simulation
   ● Introduce basic Unix commands, system call interface for process management, interprocess communication and I/O in Unix

Course Outcomes:
   ● Simulate and implement operating system concepts such as scheduling, deadlock management, file management and memory management.
   ● Able to implement C programs using Unix system calls

List of Experiments:
   1. Write C programs to simulate the following CPU Scheduling algorithms
        a) FCFS   b) SJF   c) Round Robin   d) priority
   2. Write programs using the I/O system calls of UNIX/LINUX operating system (open, read, write, close, fcntl, seek, stat, opendir, readdir)
   3. Write a C program to simulate Bankers Algorithm for Deadlock Avoidance and Prevention.
   4. Write a C program to implement the Producer – Consumer problem using semaphores using UNIX/LINUX system calls.
   5. Write C programs to illustrate the following IPC mechanisms
        a)   Pipes   b) FIFOs   c) Message Queues   d) Shared Memory
   6. Write C programs to simulate the following memory management techniques
        a) Paging   b) Segmentation

TEXT BOOKS:
   1. Operating System Principles- Abraham Silberchatz, Peter B. Galvin, Greg Gagne 7th Edition, John Wiley.
   2. Advanced programming in the Unix environment, W. R. Stevens, *Pearson* education.

REFERENCE BOOKS:
   1. Operating Systems – Internals and Design Principles, William Stallings, Fifth Edition–2005, Pearson Education/PHI.
   2. Operating System - A Design Approach-Crowley, TMH.
   3. Modern Operating Systems, Andrew S Tanenbaum, 2nd edition, Pearson/PHI.
   4. UNIX Programming Environment, Kernighan and Pike, PHI/Pearson Education.
   5. UNIX Internals: The New Frontiers, U. Vahalia, Pearson Education.

CS407PC: DATABASE MANAGEMENT SYSTEMS LAB

B.Tech. II Year II Sem.   **L T P C**
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Co-requisites:
- Database Management Systems.

Course Objectives
- Introduce ER data model, database design and normalization
- Learn SQL basics for data definition and data manipulation

Course Outcomes
- Design database schema for a given application and apply normalization
- Acquire skills in using SQL commands for data definition and data manipulation.
- Develop solutions for database applications using procedures, cursors and triggers

List of Experiments
1. Concept design with E-R Model
2. Relational Model
3. Normalization
4. Practicing DDL commands
5. Practicing DML commands
6. Querying (using ANY, ALL, IN, Exists, NOT EXISTS, UNION, INTERSECT, Constraints etc.)
7. Queries using Aggregate functions, GROUP BY, HAVING and Creation and dropping of Views.
8. Triggers (Creation of insert trigger, delete trigger, update trigger)
9. Procedures
10. Usage of Cursors

TEXT BOOKS:
1. Database Management Systems, Raghurama Krishnan, Johannes Gehrke, Tata Mc Graw Hill, 3rd Edition.
2. Database System Concepts, Silberschatz, Korth, McGraw Hill, V edition.

REFERENCES BOOKS:
1. Database Systems design, Implementation, and Management, Peter Rob & Carlos Coronel 7th Edition.
2. Fundamentals of Database Systems, Elmasri Navrate, *Pearson Education*
3. Introduction to Database Systems, C.J. Date, *Pearson Education*
4. Oracle for Professionals, The X Team, S. Shah and V. Shah, *SPD*.
5. Database Systems Using Oracle: A Simplified guide to SQL and PL/SQL, Shah, *PHI.*
6. Fundamentals of Database Management Systems, M. L. Gillenson, *Wiley Student Edition.*

CS408PC: JAVA PROGRAMMING LAB

B.Tech. II Year II Sem.   **L T P C**
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Course Objectives:
- To write programs using abstract classes.
- To write programs for solving real world problems using java collection frame work.
- To write multithreaded programs.
- To write GUI programs using swing controls in Java.
- To introduce java compiler and eclipse platform.
- To impart hands-on experience with java programming.

Course Outcomes:
- Able to write programs for solving real world problems using java collection frame work.
- Able to write programs using abstract classes.
- Able to write multithreaded programs.
- Able to write GUI programs using swing controls in Java.

Note:
1. Use LINUX and MySQL for the Lab Experiments. Though not mandatory, encourage the use of Eclipse platform.
2. The list suggests the minimum program set. Hence, the concerned staff is requested to add more problems to the list as needed.

List of Experiments:
1. Use Eclipse or Net bean platform and acquaint with the various menus. Create a test project, add a test class, and run it. See how you can use auto suggestions, auto fill. Try code formatter and code refactoring like renaming variables, methods, and classes. Try debug step by step with a small program of about 10 to 15 lines which contains at least one if else condition and a for loop.

2. Write a Java program that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the +, -,*, % operations. Add a text field to display the result. Handle any possible exceptions like divided by zero.

3. a) Develop an applet in Java that displays a simple message.
   b) Develop an applet in Java that receives an integer in one text field, and computes its factorial Value and returns it in another text field, when the button named "Compute" is clicked.

4. Write a Java program that creates a user interface to perform integer divisions. The user enters two numbers in the text fields, Num1 and Num2. The division of Num1 and Num 2 is displayed in the Result field when the Divide button is clicked. If Num1 or Num2 were not an integer, the program would throw a Number Format Exception. If Num2 were Zero, the program would throw an Arithmetic Exception. Display the exception in a message dialog box.

5. Write a Java program that implements a multi-thread application that has three threads. First thread generates random integer every 1 second and if the value is even, second thread computes the square of the number and prints. If the value is odd, the third thread will print the value of cube of the number.

6. Write a Java program for the following:
   Create a doubly linked list of elements.
   Delete a given element from the above list.
   Display the contents of the list after deletion.

7. Write a Java program that simulates a traffic light. The program lets the user select one of three lights: red, yellow, or green with radio buttons. On selecting a button, an appropriate message with "Stop" or "Ready" or "Go" should appear above the buttons in selected color. Initially, there is no message shown.

8. Write a Java program to create an abstract class named Shape that contains two integers and an empty method named print Area (). Provide three classes named Rectangle, Triangle, and Circle such that each one of the classes extends the class Shape. Each one of the classes contains only the method print Area () that prints the area of the given shape.

9. Suppose that a table named Table.txt is stored in a text file. The first line in the file is the header, and the remaining lines correspond to rows in the table. The elements are separated by commas. Write a java program to display the table using Labels in Grid Layout.

10. Write a Java program that handles all mouse events and shows the event name at the center of the window when a mouse event is fired (Use Adapter classes).

11. Write a Java program that loads names and phone numbers from a text file where the data is organized as one line per record and each field in a record are separated by a tab (\t). It takes a name or phone number as input and prints the corresponding other value from the hash table (hint: use hash tables).

12. Write a Java program that correctly implements the producer – consumer problem using the concept of interthread communication.

13. Write a Java program to list all the files in a directory including the files present in all its subdirectories.

14. Write a Java program that implements Quick sort algorithm for sorting a list of names in ascending order

15. Write a Java program that implements Bubble sort algorithm for sorting in descending order and also shows the number of interchanges occurred for the given set of integers.

REFERENCE BOOKS:
1. Java for Programmers, P. J. Deitel and H. M. Deitel, 10th Edition *Pearson* education.
2. Thinking in Java, Bruce Eckel, *Pearson* Education.
3. Java Programming, D. S. Malik and P. S. Nair, *Cengage* Learning.
4. Core Java, Volume 1, 9th edition, Cay S. Horstmann and G Cornell, *Pearson*.

*MC409: CONSTITUTION OF INDIA

B.Tech. II Year II Sem.   **L T P C**
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The Constitution of India is the supreme law of India. Parliament of India cannot make any law which violates the Fundamental Rights enumerated under the Part III of the Constitution. The Parliament of India has been empowered to amend the Constitution under Article 368, however, it cannot use this power to change the "basic structure" of the constitution, which has been ruled and explained by the Supreme Court of India in its historical judgments. The Constitution of India reflects the idea of "Constitutionalism" – a modern and progressive concept historically developed by the thinkers of "liberalism" – an ideology which has been recognized as one of the most popular political ideology and result of historical struggles against arbitrary use of sovereign power by state. The historic revolutions in France, England, America and particularly European Renaissance and Reformation movement have resulted into progressive legal reforms in the form of "constitutionalism" in many countries. The Constitution of India was made by borrowing models and principles from many countries including United Kingdom and America.

The Constitution of India is not only a legal document but it also reflects social, political and economic perspectives of the Indian Society. It reflects India's legacy of "diversity". It has been said that Indian constitution reflects ideals of its freedom movement; however, few critics have argued that it does not truly incorporate our own ancient legal heritage and cultural values. No law can be "static" and therefore the Constitution of India has also been amended more than one hundred times. These amendments reflect political, social and economic developments since the year 1950. The Indian judiciary and particularly the Supreme Court of India has played an historic role as the guardian of people. It has been protecting not only basic ideals of the Constitution but also strengthened the same through progressive interpretations of the text of the Constitution. The judicial activism of the Supreme Court of India and its historic contributions has been recognized throughout the world and it gradually made it "as one of the strongest court in the world".

Course content
1. Meaning of the constitution law and constitutionalism
2. Historical perspective of the Constitution of India
3. Salient features and characteristics of the Constitution of India
4. Scheme of the fundamental rights
5. The scheme of the Fundamental Duties and its legal status
6. The Directive Principles of State Policy – Its importance and implementation
7. Federal structure and distribution of legislative and financial powers between the Union and the States
8. Parliamentary Form of Government in India – The constitution powers and status of the President of India
9. Amendment of the Constitutional Powers and Procedure
10. The historical perspectives of the constitutional amendments in India
11. Emergency Provisions: National Emergency, President Rule, Financial Emergency
12. Local Self Government – Constitutional Scheme in India
13. Scheme of the Fundamental Right to Equality
14. Scheme of the Fundamental Right to certain Freedom under Article 19
15. Scope of the Right to Life and Personal Liberty under Article 21