

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

(Established by an Act No.30 of 2008 of A.P. State Legislature)

Kukatpally, Hyderabad – 500 085, Andhra Pradesh (India)

R 15 - ACADEMIC REGULATIONS (CBCS) FOR M. Tech. (REGULAR) DEGREE PROGRAMMES

Applicable for the students of M. Tech. (Regular) programme from the Academic Year **2015-16** and onwards

The M. Tech. Degree of Jawaharlal Nehru Technological University Hyderabad shall be conferred on candidates who are admitted to the programme and who fulfill all the requirements for the award of the Degree.

1.0 ELIGIBILITY FOR ADMISSIONS

Admission to the above programme shall be made subject to eligibility, qualification and specialization as prescribed by the University from time to time.

Admissions shall be made on the basis of merit/rank obtained by the candidates at the qualifying Entrance Test conducted by the University or on the basis of any other order of merit as approved by the University, subject to reservations as laid down by the Govt. from time to time.

2.0 AWARD OF M. Tech. DEGREE

- 2.1 A student shall be declared eligible for the award of the M. Tech. Degree, if he pursues a course of study in not less than two and not more than four academic years. However, he is permitted to write the examinations for two more years after four academic years of course work, failing which he shall forfeit his seat in M. Tech. programme.
- 2.2 The student shall register for all 88 credits and secure all the 88 credits.
- 2.3 The minimum instruction days in each semester are 90.

3.0 COURSES OF STUDY

The following specializations are offered at present for the M. Tech. programme of study.

- 1. Advanced Manufacturing Systems
- 2. Aerospace Engineering/ Aeronautical Engineering
- 3. Automation
- 4. Biomedical Signal Processing and Instrumentation
- 5. Bio-Technology
- 6. CAD/CAM
- 7. Chemical Engineering
- 8. Communication Systems
- 9. Computer Networks

10. Computer Networks and Information Security
11. Computer Science
12. Computer Science and Engineering
13. Computers and Communication Engineering.
14. Construction Management
15. Control Engineering
16. Control Systems
17. Cyber Forensic / Cyber Security & Information Technology
18. Design for Manufacturing/ Design and Manufacturing
19. Digital Electronics and Communication Engineering.
20. Digital Electronics and Communication Systems
21. Digital Systems and Computer Electronics
22. Electrical Power Engineering
23. Electrical Power Systems
24. Electronics & Instrumentation
25. Electronics and Communication Engineering
26. Embedded Systems
27. Embedded Systems and VLSI Design
28. Energy Systems
29. Engineering Design
30. Environmental Engineering
31. Geoinformatics and Surveying Technology
32. Geotechnical Engineering.
33. Heating Ventilation & Air Conditioning.
34. Highway Engineering
35. Image Processing
36. Industrial Engineering and Management
37. Information Technology
38. Infrastructure Engineering
39. Machine Design
40. Mechatronics.
41. Microwave & Radar Engineering
42. Nano Technology
43. Neural Networks
44. Parallel Computing
45. Power and Industrial Drives
46. Power Electronics
47. Power Electronics and Electrical Drives
48. Power Engineering and Energy Systems
49. Power Plant Engineering & Energy Management
50. Power System Control and Automation
51. Power System with Emphasis H.V. Engineering / H.V. Engineering
52. Production Engineering.
53. Real Time Systems
54. Software Engineering
55. Structural Engineering
56. Systems & Signal Processing
57. Thermal Engineering.
58. Transportation Engineering
59. VLSI
60. VLSI and Embedded System/ Electronics Design Technology
61. VLSI Design

62. VLSI System Design
 63. Web Technologies
 64. Wireless and Mobile Communication
 and any other programme as approved by the University from time to time.

3.1 Departments offering M. Tech. Programmes with specializations are noted below:

Civil Engg.	Construction Management Environmental Engineering Geoinformatics and Surveying Technology Geotechnical Engineering Highway Engineering Infrastructure Engineering Structural Engineering Transportation Engineering
EEE	Control Engineering Control Systems Electrical Power Engineering Electrical Power Systems Power and Industrial Drives Power Electronics Power Electronics and Electrical Drives Power Engineering and Energy Systems Power Plant Engineering & Energy Management Power System Control and Automation Power System with Emphasis H.V. Engineering / H.V. Engineering
ME	Energy Systems Engineering Design Heating Ventilation & Air Conditioning Machine Design Power Plant Engineering & Energy Management Thermal Engineering.
ME (Manufacturing)	Advanced Manufacturing Systems Automation CAD/CAM Design for Manufacturing/ Design and Manufacturing Industrial Engineering and Management Production Engineering
ME (MECHATRONICS)	Mechatronics.
BME & EIE	Biomedical Signal Processing and Instrumentation Electronics & Instrumentation
ECE	Communication Systems Computers and Communication Engineering. Digital Electronics and Communication Engineering. Digital Electronics and Communication Systems Digital Systems and Computer Electronics Electronics and Communication Engineering Embedded Systems Embedded Systems and VLSI Design Microwave & Radar Engineering

	Systems & Signal Processing VLSI VLSI and Embedded System/ Electronics Design Technology VLSI Design VLSI System Design Wireless and Mobile Communication
CSE	Computer Networks Computer Networks and Information Security Computer Science Computer Science and Engineering Cyber Forensic / Cyber Security & Information Technology Image Processing Information Technology Neural Networks Parallel Computing Real Time Systems Software Engineering Web Technologies
Aeronautical Engg.	Aerospace Engineering
Bio-technology	Bio-Technology
Chemical Engg.	Chemical Engineering
Nano Technology	Nano Technology

4 Course Registration

- 4.1 A 'Faculty Advisor or Counselor' shall be assigned to each student, who will advise him on the Post Graduate Programme (PGP), its Course Structure and Curriculum, Choice/Option for Subjects/ Courses, based on his competence, progress, pre-requisites and interest.
- 4.2 Academic Section of the College invites 'Registration Forms' from students with in 15 days from the commencement of classwork through 'ON-LINE SUBMISSIONS', ensuring 'DATE and TIME Stamping'. The ON-LINE Registration Requests for any 'CURRENT SEMESTER' shall be completed BEFORE the commencement of SEEs (Semester End Examinations) of the 'PRECEDING SEMESTER'.
- 4.3 A Student can apply for ON-LINE Registration, ONLY AFTER obtaining the 'WRITTEN APPROVAL' from his Faculty Advisor, which should be submitted to the College Academic Section through the Head of Department (a copy of it being retained with Head of Department, Faculty Advisor and the Student).
- 4.4 If the Student submits ambiguous choices or multiple options or erroneous entries - during ON-LINE Registration for the Subject(s) / Course(s) under a given/ specified Course Group/ Category as listed in the Course Structure, only the first mentioned Subject/ Course in that Category will be taken into consideration.
- 4.5 Subject/ Course Options exercised through ON-LINE Registration are final and CANNOT be changed, nor can they be inter-changed; further, alternate choices will also not be considered. However, if the Subject/ Course that has already been listed for Registration (by the Head of Department) in a Semester could not be offered due to any unforeseen or unexpected reasons, then the Student shall be allowed to have alternate choice - either for a new Subject (subject to offering of such a Subject), or for another existing Subject (subject to availability of seats), which may be considered. Such alternate

arrangements will be made by the Head of Department, with due notification and time-framed schedule, within the FIRST WEEK from the commencement of Class-work for that Semester.

5 ATTENDANCE

The programmes are offered on a unit basis with each subject being considered a unit.

- 5.1 Attendance in all classes (Lectures/Laboratories etc.) is compulsory. The minimum required attendance in each theory / Laboratory etc. is 75% including the days of attendance in sports, games, NCC and NSS activities for appearing for the End Semester examination. A student shall not be permitted to appear for the Semester End Examinations (SEE) if his attendance is less than 75%.
- 5.2 Condonation of shortage of attendance in each subject up to 10% (65% and above and below 75%) in each semester shall be granted by the College Academic Committee.
- 5.3 Shortage of Attendance below 65% in each subject shall not be condoned.
- 5.4 Students whose shortage of attendance is not condoned in any subject are not eligible to write their end semester examination of that subject and their registration shall stand cancelled.
- 5.5 A prescribed fee shall be payable towards condonation of shortage of attendance.
- 5.6 A Candidate shall put in a minimum required attendance at least three (3) theory subjects in I Year I semester for promoting to I Year II Semester. In order to qualify for the award of the M.Tech. Degree, the candidate shall complete all the academic requirements of the subjects, as per the course structure.
- 5.7 A student shall not be promoted to the next semester unless he satisfies the attendance requirement of the present Semester, as applicable. They may seek readmission into that semester when offered next. If any candidate fulfills the attendance requirement in the present semester, he shall not be eligible for readmission into the same class.

6 EVALUATION

The performance of the candidate in each semester shall be evaluated subject-wise, with a maximum of 100 marks for theory and 100 marks for practicals, on the basis of Internal Evaluation and End Semester Examination.

- 6.1 For the theory subjects 75 marks shall be awarded for the performance in the Semester End Examination and 25 marks shall be awarded for Continuous Internal Evaluation (CIE). The Continuous Internal Evaluation shall be made based on the average of the marks secured in the two Mid Term-Examinations conducted, one in the middle of the Semester and the other, immediately after the completion of Semester instructions. Each mid-term examination shall be conducted for a total duration of 120 minutes with Part A as compulsory question (10 marks) consisting of 5 sub-questions carrying 2 marks each, and Part B with 3 questions to be answered out of 5 questions, each question carrying 5 marks. The details of the Question Paper pattern for End Examination (Theory) are given below:

- The Semester End Examination will be conducted for 75 marks. It consists of two parts. i).Part-A for 25 marks, ii). Part-B for 50 marks.
 - Part-A is a compulsory question consisting of 5 questions, one from each unit and carries 5 marks each.
 - Part-B to be answered 5 questions carrying 10 marks each. There will be two questions from each unit and only one should be answered.
- 6.2 For practical subjects, 75 marks shall be awarded for performance in the Semester End Examinations and 25 marks shall be awarded for day-to-day performance as Internal Marks.
- 6.3 For conducting laboratory end examinations of all PG Programmes, one internal examiner and one external examiner are to be appointed by the Principal of the College and the same to be informed to the Director of Evaluation in two weeks before for commencement of the lab end examinations. The external examiner should be selected from outside the College concerned but within the cluster. No external examiner should be appointed from any other College in the same cluster/any other cluster which is run by the same Management.
- 6.4 There shall be two seminar presentations during I year I semester and II semester. For seminar, a student under the supervision of a faculty member, shall collect the literature on a topic and critically review the literature and submit it to the department in a report form and shall make an oral presentation before the Departmental Academic Committee consisting of Head of the Department, Supervisor and two other senior faculty members of the department. For each Seminar there will be only internal evaluation of 50 marks. A candidate has to secure a minimum of 50% of marks to be declared successful. If he fails to fulfill minimum marks, he has to reappear during the supplementary examinations.
- 6.5 There shall be a Comprehensive Viva-Voce in II year I Semester. The Comprehensive Viva-Voce is intended to assess the students' understanding of various subjects he has studied during the M. Tech. course of study. The Head of the Department shall be associated with the conduct of the Comprehensive Viva-Voce through a Committee. The Committee consisting of Head of the Department, one senior faculty member and an external examiner. The external examiner shall be appointed by the Director of Evaluation. For this, the Principal of the College shall submit a panel of 3 examiners. There are no internal marks for the Comprehensive Viva-Voce and evaluates for maximum of 100 marks. A candidate has to secure a minimum of 50% of marks to be declared successful. If he fails to fulfill minimum marks, he has to reappear during the supplementary examinations.
- 6.6 A candidate shall be deemed to have secured the minimum academic requirement in a subject if he secures a minimum of 40% of marks in the Semester End Examination and a minimum aggregate of 50% of the total marks in the Semester End Examination and Continuous Internal Evaluation taken together.
- 6.7 In case the candidate does not secure the minimum academic requirement in any subject (as specified in 6.6) he has to reappear for the Semester End Examination in that subject.
- 6.8 A candidate shall be given one chance to re-register for the subjects if the internal

marks secured by a candidate is less than 50% and failed in that subject for maximum of two subjects and should register within four weeks of commencement of the class work. In such a case, the candidate must re-register for the subjects and secure the required minimum attendance. The candidate's attendance in the re-registered subject(s) shall be calculated separately to decide upon his eligibility for writing the Semester End Examination in those subjects. In the event of the student taking another chance, his Continuous Internal Evaluation (internal) marks and Semester End Examination marks obtained in the previous attempt stands cancelled.

- 6.9 In case the candidate secures less than the required attendance in any subject, he shall not be permitted to write the Semester End Examination in that subject. He shall re-register for the subject when next offered.

7 Examinations and Assessment - The Grading System

- 7.1 Marks will be awarded to indicate the performance of each student in each Theory Subject, or Lab/Practicals, or Seminar, or Project, etc., based on the % marks obtained in CIE + SEE (Continuous Internal Evaluation + Semester End Examination, both taken together) as specified in Item 6 above, and a corresponding Letter Grade shall be given.
- 7.2 As a measure of the student's performance, a 10-point Absolute Grading System using the following Letter Grades (UGC Guidelines) and corresponding percentage of marks shall be followed:

<i>% of Marks Secured (Class Intervals)</i>	<i>Letter Grade (UGC Guidelines)</i>	<i>Grade Points</i>
80% and above ($\geq 80\%$, $\leq 100\%$)	O (Outstanding)	10
Below 80% but not less than 70% ($\geq 70\%$, $< 80\%$)	A ⁺ (Excellent)	9
Below 70% but not less than 60% ($\geq 60\%$, $< 70\%$)	A (Very Good)	8
Below 60% but not less than 55% ($\geq 55\%$, $< 60\%$)	B ⁺ (Good)	7
Below 55% but not less than 50% ($\geq 50\%$, $< 55\%$)	B (above Average)	6
Below 50% ($< 50\%$)	F (FAIL)	0
Absent	Ab	0

- 7.3 A student obtaining F Grade in any Subject shall be considered 'failed' and is be required to reappear as 'Supplementary Candidate' in the Semester End Examination (SEE), as and when offered. In such cases, his Internal Marks (CIE Marks) in those Subjects will remain the same as those he obtained earlier.
- 7.4 A student not appeared for examination then 'Ab' Grade will be allocated in any Subject shall be considered 'failed' and will be required to reappear as 'Supplementary Candidate' in the Semester End Examination (SEE), as and when offered.
- 7.5 A Letter Grade does not imply any specific Marks percentage and it will be the range of marks percentage.

- 7.6 In general, a student shall not be permitted to repeat any Subject/ Course (s) only for the sake of 'Grade Improvement' or 'SGPA/ CGPA Improvement'.
- 7.7 A student earns Grade Point (GP) in each Subject/ Course, on the basis of the Letter Grade obtained by him in that Subject/ Course. The corresponding 'Credit Points' (CP) are computed by multiplying the Grade Point with Credits for that particular Subject/ Course.

Credit Points (CP) = Grade Point (GP) x Credits For a Course

- 7.8 The Student passes the Subject/ Course only when he **gets GP \geq 6 (B Grade or above)**.
- 7.9 The Semester Grade Point Average (SGPA) is calculated by dividing the Sum of Credit Points (Σ CP) secured from ALL Subjects/ Courses registered in a Semester, by the Total Number of Credits registered during that Semester. SGPA is rounded off to TWO Decimal Places. SGPA is thus computed as

$SGPA = \{ \sum_{i=1}^N C_i G_i \} / \{ \sum_{i=1}^N C_i \}$ For each Semester,

where 'i' is the Subject indicator index (takes into account all Subjects in a Semester), 'N' is the no. of Subjects 'REGISTERED' for the Semester (as specifically required and listed under the Course Structure of the parent Department), C_i is the no. of Credits allotted to the i^{th} Subject, and G_i represents the Grade Points (GP) corresponding to the Letter Grade awarded for that i^{th} Subject.

- 7.10 The Cumulative Grade Point Average (CGPA) is a measure of the overall cumulative performance of a student over all Semesters considered for registration. The CGPA is the ratio of the Total Credit Points secured by a student in ALL registered Courses in ALL Semesters, and the Total Number of Credits registered in ALL the Semesters. CGPA is rounded off to TWO Decimal Places. CGPA is thus computed from the I Year Second Semester onwards, at the end of each Semester, as per the formula

$CGPA = \{ \sum_{j=1}^M C_j G_j \} / \{ \sum_{j=1}^M C_j \}$... for all S Semesters registered (ie., upto and inclusive of S Semesters, $S \geq 2$),

where 'M' is the TOTAL no. of Subjects (as specifically required and listed under the Course Structure of the parent Department) the Student has 'REGISTERED' from the 1st Semester onwards upto and inclusive of the Semester S (obviously $M > N$), 'j' is the Subject indicator index (takes into account all Subjects from 1 to S Semesters), C_j is the no. of Credits allotted to the j^{th} Subject, and G_j represents the Grade Points (GP) corresponding to the Letter Grade awarded for that j^{th} Subject. After registration and completion of I Year I Semester however, the SGPA of that Semester itself may be taken as the CGPA, as there are no cumulative effects.

- 7.11 For Calculations listed in Item 7.6 – 7.10, performance in failed Subjects/ Courses (securing F Grade) will also be taken into account, and the Credits of such Subjects/ Courses will also be included in the multiplications and summations.

8. EVALUATION OF PROJECT/DISSERTATION WORK

Every candidate shall be required to submit a thesis or dissertation on a topic approved by the Project Review Committee.

- 8.1 A Project Review Committee (PRC) shall be constituted with Head of the Department as Chairperson, Project Supervisor and one senior faculty member of the Departments offering the M. Tech. programme.
- 8.2 Registration of Project Work: A candidate is permitted to register for the project work after satisfying the attendance requirement of all the subjects, both theory and practical.
- 8.3 After satisfying 8.2, a candidate has to submit, in consultation with his Project Supervisor, the title, objective and plan of action of his project work to the PRC for approval. Only after obtaining the approval of the PRC the student can initiate the Project work.
- 8.4 If a candidate wishes to change his supervisor or topic of the project, he can do so with the approval of the PRC. However, the PRC shall examine whether or not the change of topic/supervisor leads to a major change of his initial plans of project proposal. If yes, his date of registration for the project work starts from the date of change of Supervisor or topic as the case may be.
- 8.5 A candidate shall submit his project status report in two stages at least with a gap of 3 months between them.
- 8.6 The work on the project shall be initiated at the beginning of the II year and the duration of the project is two semesters. A candidate is permitted to submit Project Thesis only after successful completion of all theory and practical courses with the approval of PRC not earlier than 40 weeks from the date of registration of the project work. For the approval of PRC the candidate shall submit the draft copy of thesis to the Head of the Department and make an oral presentation before the PRC.
- 8.7 After approval from the PRC, the soft copy of the thesis should be submitted to the University for ANTI-PLAGIARISM for the quality check and the plagiarism report should be included in the final thesis. If the copied information is less than 24%, then only thesis will be accepted for submission.
- 8.8 Three copies of the Project Thesis certified by the supervisor shall be submitted to the College/School/Institute.
- 8.9 For Project work Review I in II Year I Sem. there is an internal marks of 50, the evaluation should be done by the PRC for 25 marks and Supervisor will evaluate for 25 marks. The Supervisor and PRC will examine the Problem Definition, Objectives, Scope of Work, Literature Survey in the same domain. A candidate has to secure a minimum of 50% of marks to be declared successful for Project Work Review I. If he fails to fulfill minimum marks, he has to reappear during the supplementary examination.
- 8.10 For Project work Review II in II Year II Sem. there is an internal marks of 50, the evaluation should be done by the PRC for 25 marks and Supervisor will evaluate for 25 marks. The PRC will examine the overall progress of the Project Work and decide the Project is eligible for final submission or not. A candidate has to secure a minimum of 50% of marks to be declared successful for Project Work Review II. If he fails to fulfill minimum marks, he has to reappear during the supplementary examination.
- 8.11 For Project Evaluation (Viva Voce) in II Year II Sem. there is an external marks of 150 and the same evaluated by the External examiner appointed by the University. The

candidate has to secure minimum of 50% marks in Project Evaluation (Viva-Voce) examination.

- 8.12 If he fails to fulfill as specified in 8.11, he will reappear for the Viva-Voce examination only after three months. In the reappeared examination also, fails to fulfill, he will not be eligible for the award of the degree.
- 8.13 The thesis shall be adjudicated by one examiner selected by the University. For this, the Principal of the College shall submit a panel of 3 examiners, eminent in that field, with the help of the guide concerned and Head of the Department.
- 8.14 If the report of the examiner is not favourable, the candidate shall revise and resubmit the Thesis. If the report of the examiner is unfavourable again, the thesis shall be summarily rejected.
- 8.15 If the report of the examiner is favourable, Project Viva-Voce examination shall be conducted by a board consisting of the Supervisor, Head of the Department and the external examiner who adjudicated the Thesis.
- 8.16 The Head of the Department shall coordinate and make arrangements for the conduct of Project Viva- Voce examination.

9. AWARD OF DEGREE AND CLASS

- 9.1 A Student who registers for all the specified Subjects/ Courses as listed in the Course Structure, satisfies all the Course Requirements, and passes the examinations prescribed in the entire PG Programme (PGP), and secures the required number of **88** Credits (with CGPA ≥ 6.0), shall be declared to have 'QUALIFIED' for the award of the M.Tech. Degree in the chosen Branch of Engineering and Technology with specialization as he admitted.

9.2 Award of Class

After a student has satisfied the requirements prescribed for the completion of the programme and is eligible for the award of M. Tech. Degree, he shall be placed in one of the following three classes based on the CGPA:

Class Awarded	CGPA
First Class with Distinction	≥ 7.75
First Class	$6.75 \leq \text{CGPA} < 7.75$
Second Class	$6.00 \leq \text{CGPA} < 6.75$

- 9.3 A student with final CGPA (at the end of the PGP) < 6.00 will not be eligible for the Award of Degree.

10. WITHHOLDING OF RESULTS

If the student has not paid the dues, if any, to the University or if any case of indiscipline is pending against him, the result of the student will be withheld and he will not be allowed into the next semester. His degree will be withheld in such cases.

11. TRANSITORY REGULATIONS

- 11.1 If any candidate is detained due to shortage of attendance in one or more subjects, they are eligible for re-registration to maximum of two earlier or equivalent subjects at a time as and when offered.
- 11.2 The candidate who fails in any subject will be given two chances to pass the same subject; otherwise, he has to identify an equivalent subject as per R15 Academic Regulations.

12 GENERAL

- 12.1 **Credit:** A unit by which the course work is measured. It determines the number of hours of instructions required per week. One credit is equivalent to one hour of teaching (lecture or tutorial) or two hours of practical work/field work per week.
- 12.2 **Credit Point:** It is the product of grade point and number of credits for a course.
- 12.3 Wherever the words “he”, “him”, “his”, occur in the regulations, they include “she”, “her”.
- 12.4 The academic regulation should be read as a whole for the purpose of any interpretation.
- 12.5 In the case of any doubt or ambiguity in the interpretation of the above rules, the decision of the Vice-Chancellor is final.
- 12.6 The University may change or amend the academic regulations or syllabi at any time and the changes or amendments made shall be applicable to all the students with effect from the dates notified by the University.

MALPRACTICES RULES

DISCIPLINARY ACTION FOR / IMPROPER CONDUCT IN EXAMINATIONS

	Nature of Malpractices/Improper conduct	Punishment
	<i>If the candidate:</i>	
1. (a)	Possesses or keeps accessible in examination hall, any paper, note book, programmable calculators, Cell phones, pager, palm computers or any other form of material concerned with or related to the subject of the examination (theory or practical) in which he is appearing but has not made use of (material shall include any marks on the body of the candidate which can be used as an aid in the subject of the examination)	Expulsion from the examination hall and cancellation of the performance in that subject only.
(b)	Gives assistance or guidance or receives it from any other candidate orally or by any other body language methods or communicates through cell phones with any candidate or persons in or outside the exam hall in respect of any matter.	Expulsion from the examination hall and cancellation of the performance in that subject only of all the candidates involved. In case of an outsider, he will be handed over to the police and a case is registered against him.
2.	Has copied in the examination hall from any paper, book, programmable calculators, palm computers or any other form of material relevant to the subject of the examination (theory or practical) in which the candidate is appearing.	Expulsion from the examination hall and cancellation of the performance in that subject and all other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted to appear for the remaining examinations of the subjects of that Semester/year. The Hall Ticket of the candidate is to be cancelled and sent to the University.
3.	Impersonates any other candidate in connection with the examination.	The candidate who has impersonated shall be expelled from examination hall. The candidate is also debarred and forfeits the seat. The performance of the original candidate who has been impersonated, shall be cancelled in all the subjects of the examination (including practicals and project work) already appeared and shall not be allowed to appear for examinations of the remaining subjects of that semester/year. The candidate is also debarred for two consecutive semesters from class work and all University examinations. The continuation of the course by the candidate is subject to the academic regulations in connection with forfeiture of seat. If the imposter is an outsider, he will be handed over to the police and a case is registered against him.
4.	Smuggles in the Answer book or additional sheet or takes out or arranges to send out the question paper during the examination or answer book or additional sheet, during or after the examination.	Expulsion from the examination hall and cancellation of performance in that subject and all the other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted for the remaining examinations of the subjects of that semester/year. The candidate is also debarred for two consecutive semesters from class work and all University examinations. The continuation of the course by the candidate is subject to the academic regulations in connection with forfeiture of seat.
5.	Uses objectionable, abusive or offensive language in the answer paper or in letters to the examiners or writes to the examiner requesting him to award pass marks.	Cancellation of the performance in that subject.
6.	Refuses to obey the orders of the Chief Superintendent/Assistant – Superintendent / any officer on duty or misbehaves or creates disturbance of any kind in and around the examination hall or organizes a walk out or instigates others to walk out, or threatens the officer-in charge or any person on duty in or outside the examination hall of any injury to his person or to any of his relations whether by words, either spoken or written or by signs or by visible representation, assaults the officer-in- charge, or any person on duty in or outside the examination hall or any of his relations, or indulges in any other act of misconduct or mischief which result in damage to or destruction of property in the examination hall	In case of students of the college, they shall be expelled from examination halls and cancellation of their performance in that subject and all other subjects the candidate(s) has (have) already appeared and shall not be permitted to appear for the remaining examinations of the subjects of that semester/year. The candidates also are debarred and forfeit their seats. In case of outsiders, they will be handed over to the police and a police case is registered against them.

	or any part of the College campus or engages in any other act which in the opinion of the officer on duty amounts to use of unfair means or misconduct or has the tendency to disrupt the orderly conduct of the examination.	
7.	Leaves the exam hall taking away answer script or intentionally tears of the script or any part thereof inside or outside the examination hall.	Expulsion from the examination hall and cancellation of performance in that subject and all the other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted for the remaining examinations of the subjects of that semester/year. The candidate is also debarred for two consecutive semesters from class work and all University examinations. The continuation of the course by the candidate is subject to the academic regulations in connection with forfeiture of seat.
8.	Possess any lethal weapon or firearm in the examination hall.	Expulsion from the examination hall and cancellation of the performance in that subject and all other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted for the remaining examinations of the subjects of that semester/year. The candidate is also debarred and forfeits the seat.
9.	If student of the college, who is not a candidate for the particular examination or any person not connected with the college indulges in any malpractice or improper conduct mentioned in clause 6 to 8.	Student of the colleges expulsion from the examination hall and cancellation of the performance in that subject and all other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted for the remaining examinations of the subjects of that semester/year. The candidate is also debarred and forfeits the seat. Person(s) who do not belong to the College will be handed over to police and, a police case will be registered against them.
10.	Comes in a drunken condition to the examination hall.	Expulsion from the examination hall and cancellation of the performance in that subject and all other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted for the remaining examinations of the subjects of that semester/year.
11.	Copying detected on the basis of internal evidence, such as, during valuation or during special scrutiny.	Cancellation of the performance in that subject and all other subjects the candidate has appeared including practical examinations and project work of that semester/year examinations.
12.	If any malpractice is detected which is not covered in the above clauses 1 to 11 shall be reported to the University for further action to award suitable punishment.	

Malpractices identified by squad or special invigilators

1. Punishments to the candidates as per the above guidelines.
2. Punishment for institutions: (if the squad reports that the college is also involved in encouraging malpractices)
 - (i) A show cause notice shall be issued to the college.
 - (ii) Impose a suitable fine on the college.
 - (iii) Shifting the examination centre from the college to another college for a specific period of not less than one year.



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Admissions shall be made on the basis of merit/rank obtained by the candidates at the qualifying Entrance Test conducted by the University or on the basis of any other order of merit as approved by the University, subject to reservations as laid down by the Govt. from time to time.

2.0 AWARD OF M. Tech. DEGREE

- 2.1 A student shall be declared eligible for the award of the M. Tech. Degree, if he pursues a course of study in not less than two and not more than four academic years. However, he is permitted to write the examinations for two more years after four academic years of course work, failing which he shall forfeit his seat in M. Tech. programme.
- 2.2 The student shall register for all 88 credits and secure all the 88 credits.
- 2.3 The minimum instruction days in each semester are 90.

3.0 COURSES OF STUDY

The following specializations are offered at present for the M. Tech. programme of study.

- 1. Advanced Manufacturing Systems
- 2. Aerospace Engineering/ Aeronautical Engineering
- 3. Automation
- 4. Biomedical Signal Processing and Instrumentation
- 5. Bio-Technology
- 6. CAD/CAM
- 7. Chemical Engineering
- 8. Communication Systems
- 9. Computer Networks



10. Computer Networks and Information Security
11. Computer Science
12. Computer Science and Engineering
13. Computers and Communication Engineering.
14. Construction Management
15. Control Engineering
16. Control Systems
17. Cyber Forensic / Cyber Security & Information Technology
18. Design for Manufacturing/ Design and Manufacturing
19. Digital Electronics and Communication Engineering.
20. Digital Electronics and Communication Systems
21. Digital Systems and Computer Electronics
22. Electrical Power Engineering
23. Electrical Power Systems
24. Electronics & Instrumentation
25. Electronics and Communication Engineering
26. Embedded Systems
27. Embedded Systems and VLSI Design
28. Energy Systems
29. Engineering Design
30. Environmental Engineering
31. Geoinformatics and Surveying Technology
32. Geotechnical Engineering.
33. Heating Ventilation & Air Conditioning.
34. Highway Engineering
35. Image Processing
36. Industrial Engineering and Management
37. Information Technology
38. Infrastructure Engineering
39. Machine Design
40. Mechatronics.
41. Microwave & Radar Engineering
42. Nano Technology
43. Neural Networks
44. Parallel Computing
45. Power and Industrial Drives
46. Power Electronics
47. Power Electronics and Electrical Drives
48. Power Engineering and Energy Systems
49. Power Plant Engineering & Energy Management
50. Power System Control and Automation
51. Power System with Emphasis H.V. Engineering / H.V. Engineering
52. Production Engineering.
53. Real Time Systems
54. Software Engineering
55. Structural Engineering
56. Systems & Signal Processing
57. Thermal Engineering.
58. Transportation Engineering
59. VLSI
60. VLSI and Embedded System/ Electronics Design Technology
61. VLSI Design



- 62. VLSI System Design
 - 63. Web Technologies
 - 64. Wireless and Mobile Communication
- and any other programme as approved by the University from time to time.

3.1 Departments offering M. Tech. Programmes with specializations are noted below:

Civil Engg.	Construction Management Environmental Engineering Geoinformatics and Surveying Technology Geotechnical Engineering Highway Engineering Infrastructure Engineering Structural Engineering Transportation Engineering
EEE	Control Engineering Control Systems Electrical Power Engineering Electrical Power Systems Power and Industrial Drives Power Electronics Power Electronics and Electrical Drives Power Engineering and Energy Systems Power Plant Engineering & Energy Management Power System Control and Automation Power System with Emphasis H.V. Engineering / H.V. Engineering
ME	Energy Systems Engineering Design Heating Ventilation & Air Conditioning Machine Design Power Plant Engineering & Energy Management Thermal Engineering.
ME (Manufacturing)	Advanced Manufacturing Systems Automation CAD/CAM Design for Manufacturing/ Design and Manufacturing Industrial Engineering and Management Production Engineering
ME (MECHATRONICS)	Mechatronics.
BME & EIE	Biomedical Signal Processing and Instrumentation Electronics & Instrumentation
ECE	Communication Systems Computers and Communication Engineering. Digital Electronics and Communication Engineering. Digital Electronics and Communication Systems Digital Systems and Computer Electronics Electronics and Communication Engineering Embedded Systems Embedded Systems and VLSI Design Microwave & Radar Engineering



	Systems & Signal Processing VLSI VLSI and Embedded System/ Electronics Design Technology VLSI Design VLSI System Design Wireless and Mobile Communication
CSE	Computer Networks Computer Networks and Information Security Computer Science Computer Science and Engineering Cyber Forensic / Cyber Security & Information Technology Image Processing Information Technology Neural Networks Parallel Computing Real Time Systems Software Engineering Web Technologies
Aeronautical Engg.	Aerospace Engineering
Bio-technology	Bio-Technology
Chemical Engg.	Chemical Engineering
Nano Technology	Nano Technology

4 Course Registration

- 4.1** A 'Faculty Advisor or Counselor' shall be assigned to each student, who will advise him on the Post Graduate Programme (PGP), its Course Structure and Curriculum, Choice/Option for Subjects/ Courses, based on his competence, progress, pre-requisites and interest.
- 4.2** Academic Section of the College invites 'Registration Forms' from students with in 15 days from the commencement of classwork through 'ON-LINE SUBMISSIONS', ensuring 'DATE and TIME Stamping'. The ON-LINE Registration Requests for any 'CURRENT SEMESTER' shall be completed BEFORE the commencement of SEEs (Semester End Examinations) of the 'PRECEDING SEMESTER'.
- 4.3** A Student can apply for ON-LINE Registration, ONLY AFTER obtaining the 'WRITTEN APPROVAL' from his Faculty Advisor, which should be submitted to the College Academic Section through the Head of Department (a copy of it being retained with Head of Department, Faculty Advisor and the Student).
- 4.4** If the Student submits ambiguous choices or multiple options or erroneous entries - during ON-LINE Registration for the Subject(s) / Course(s) under a given/ specified Course Group/ Category as listed in the Course Structure, only the first mentioned Subject/ Course in that Category will be taken into consideration.
- 4.5** Subject/ Course Options exercised through ON-LINE Registration are final and CANNOT be changed, nor can they be inter-changed; further, alternate choices will also not be considered. However, if the Subject/ Course that has already been listed for Registration (by the Head of Department) in a Semester could not be offered due to any unforeseen or unexpected reasons, then the Student shall be allowed to have alternate choice - either for a new Subject (subject to offering of such a Subject), or for another existing Subject (subject to availability of seats), which may be considered. Such alternate



arrangements will be made by the Head of Department, with due notification and time-framed schedule, within the FIRST WEEK from the commencement of Class-work for that Semester.

5 ATTENDANCE

The programmes are offered on a unit basis with each subject being considered a unit.

- 5.1 Attendance in all classes (Lectures/Laboratories etc.) is compulsory. The minimum required attendance in each theory / Laboratory etc. is 75% including the days of attendance in sports, games, NCC and NSS activities for appearing for the End Semester examination. A student shall not be permitted to appear for the Semester End Examinations (SEE) if his attendance is less than 75%.
- 5.2 Condonation of shortage of attendance in each subject up to 10% (65% and above and below 75%) in each semester shall be granted by the College Academic Committee.
- 5.3 Shortage of Attendance below 65% in each subject shall not be condoned.
- 5.4 Students whose shortage of attendance is not condoned in any subject are not eligible to write their end semester examination of that subject and their registration shall stand cancelled.
- 5.5 A prescribed fee shall be payable towards condonation of shortage of attendance.
- 5.6 A Candidate shall put in a minimum required attendance at least three (3) theory subjects in I Year I semester for promoting to I Year II Semester. In order to qualify for the award of the M.Tech. Degree, the candidate shall complete all the academic requirements of the subjects, as per the course structure.
- 5.7 A student shall not be promoted to the next semester unless he satisfies the attendance requirement of the present Semester, as applicable. They may seek readmission into that semester when offered next. If any candidate fulfills the attendance requirement in the present semester, he shall not be eligible for readmission into the same class.

6 EVALUATION

The performance of the candidate in each semester shall be evaluated subject-wise, with a maximum of 100 marks for theory and 100 marks for practicals, on the basis of Internal Evaluation and End Semester Examination.

- 6.1 For the theory subjects 75 marks shall be awarded for the performance in the Semester End Examination and 25 marks shall be awarded for Continuous Internal Evaluation (CIE). The Continuous Internal Evaluation shall be made based on the average of the marks secured in the two Mid Term-Examinations conducted, one in the middle of the Semester and the other, immediately after the completion of Semester instructions. Each mid-term examination shall be conducted for a total duration of 120 minutes with Part A as compulsory question (10 marks) consisting of 5 sub-questions carrying 2 marks each, and Part B with 3 questions to be answered out of 5 questions, each question carrying 5 marks. The details of the Question Paper pattern for End Examination (Theory) are given below:



- The Semester End Examination will be conducted for 75 marks. It consists of two parts.
i).Part-A for 25 marks, ii). Part-B for 50 marks.
 - Part-A is a compulsory question consisting of 5 questions, one from each unit and carries 5 marks each.
 - Part-B to be answered 5 questions carrying 10 marks each. There will be two questions from each unit and only one should be answered.
- 6.2 For practical subjects, 75 marks shall be awarded for performance in the Semester End Examinations and 25 marks shall be awarded for day-to-day performance as Internal Marks.
- 6.3 For conducting laboratory end examinations of all PG Programmes, one internal examiner and one external examiner are to be appointed by the Principal of the College and the same to be informed to the Director of Evaluation in two weeks before for commencement of the lab end examinations. The external examiner should be selected from outside the College concerned but within the cluster. No external examiner should be appointed from any other College in the same cluster/any other cluster which is run by the same Management.
- 6.4 There shall be two seminar presentations during I year I semester and II semester. For seminar, a student under the supervision of a faculty member, shall collect the literature on a topic and critically review the literature and submit it to the department in a report form and shall make an oral presentation before the Departmental Academic Committee consisting of Head of the Department, Supervisor and two other senior faculty members of the department. For each Seminar there will be only internal evaluation of 50 marks. A candidate has to secure a minimum of 50% of marks to be declared successful. If he fails to fulfill minimum marks, he has to reappear during the supplementary examinations.
- 6.5 There shall be a Comprehensive Viva-Voce in II year I Semester. The Comprehensive Viva-Voce is intended to assess the students' understanding of various subjects he has studied during the M. Tech. course of study. The Head of the Department shall be associated with the conduct of the Comprehensive Viva-Voce through a Committee. The Committee consisting of Head of the Department, one senior faculty member and an external examiner. The external examiner shall be appointed by the Director of Evaluation. For this, the Principal of the College shall submit a panel of 3 examiners. There are no internal marks for the Comprehensive Viva-Voce and evaluates for maximum of 100 marks. A candidate has to secure a minimum of 50% of marks to be declared successful. If he fails to fulfill minimum marks, he has to reappear during the supplementary examinations.
- 6.6 A candidate shall be deemed to have secured the minimum academic requirement in a subject if he secures a minimum of 40% of marks in the Semester End Examination and a minimum aggregate of 50% of the total marks in the Semester End Examination and Continuous Internal Evaluation taken together.
- 6.7 In case the candidate does not secure the minimum academic requirement in any subject (as specified in 6.6) he has to reappear for the Semester End Examination in that subject.
- 6.8 A candidate shall be given one chance to re-register for the subjects if the internal



marks secured by a candidate is less than 50% and failed in that subject for maximum of two subjects and should register within four weeks of commencement of the class work. In such a case, the candidate must re-register for the subjects and secure the required minimum attendance. The candidate's attendance in the re-registered subject(s) shall be calculated separately to decide upon his eligibility for writing the Semester End Examination in those subjects. In the event of the student taking another chance, his Continuous Internal Evaluation (internal) marks and Semester End Examination marks obtained in the previous attempt stands cancelled.

- 6.9 In case the candidate secures less than the required attendance in any subject, he shall not be permitted to write the Semester End Examination in that subject. He shall re-register for the subject when next offered.

7 Examinations and Assessment - The Grading System

- 7.1 Marks will be awarded to indicate the performance of each student in each Theory Subject, or Lab/Practicals, or Seminar, or Project, etc., based on the % marks obtained in CIE + SEE (Continuous Internal Evaluation + Semester End Examination, both taken together) as specified in Item 6 above, and a corresponding Letter Grade shall be given.
- 7.2 As a measure of the student's performance, a 10-point Absolute Grading System using the following Letter Grades (UGC Guidelines) and corresponding percentage of marks shall be followed:

<i>% of Marks Secured (Class Intervals)</i>	<i>Letter Grade (UGC Guidelines)</i>	<i>Grade Points</i>
80% and above ($\geq 80\%$, $\leq 100\%$)	O (Outstanding)	10
Below 80% but not less than 70% ($\geq 70\%$, $< 80\%$)	A ⁺ (Excellent)	9
Below 70% but not less than 60% ($\geq 60\%$, $< 70\%$)	A (Very Good)	8
Below 60% but not less than 55% ($\geq 55\%$, $< 60\%$)	B ⁺ (Good)	7
Below 55% but not less than 50% ($\geq 50\%$, $< 55\%$)	B (above Average)	6
Below 50% ($< 50\%$)	F (FAIL)	0
Absent	Ab	0

- 7.3 A student obtaining F Grade in any Subject shall be considered 'failed' and is be required to reappear as 'Supplementary Candidate' in the Semester End Examination (SEE), as and when offered. In such cases, his Internal Marks (CIE Marks) in those Subjects will remain the same as those he obtained earlier.
- 7.4 A student not appeared for examination then 'Ab' Grade will be allocated in any Subject shall be considered 'failed' and will be required to reappear as 'Supplementary Candidate' in the Semester End Examination (SEE), as and when offered.
- 7.5 A Letter Grade does not imply any specific Marks percentage and it will be the range of marks percentage.



- 7.6 In general, a student shall not be permitted to repeat any Subject/ Course (s) only for the sake of 'Grade Improvement' or 'SGPA/ CGPA Improvement'.
- 7.7 A student earns Grade Point (GP) in each Subject/ Course, on the basis of the Letter Grade obtained by him in that Subject/ Course. The corresponding 'Credit Points' (CP) are computed by multiplying the Grade Point with Credits for that particular Subject/ Course.

Credit Points (CP) = Grade Point (GP) x Credits For a Course

- 7.8 The Student passes the Subject/ Course only when he **gets GP ≥ 6 (B Grade or above)**.
- 7.9 The Semester Grade Point Average (SGPA) is calculated by dividing the Sum of Credit Points (ΣCP) secured from ALL Subjects/ Courses registered in a Semester, by the Total Number of Credits registered during that Semester. SGPA is rounded off to TWO Decimal Places. SGPA is thus computed as

$SGPA = \{ \sum_{i=1}^N C_i G_i \} / \{ \sum_{i=1}^N C_i \} \dots$ For each Semester,

where 'i' is the Subject indicator index (takes into account all Subjects in a Semester), 'N' is the no. of Subjects 'REGISTERED' for the Semester (as specifically required and listed under the Course Structure of the parent Department), C_i is the no. of Credits allotted to the i^{th} Subject, and G_i represents the Grade Points (GP) corresponding to the Letter Grade awarded for that i^{th} Subject.

- 7.10 The Cumulative Grade Point Average (CGPA) is a measure of the overall cumulative performance of a student over all Semesters considered for registration. The CGPA is the ratio of the Total Credit Points secured by a student in ALL registered Courses in ALL Semesters, and the Total Number of Credits registered in ALL the Semesters. CGPA is rounded off to TWO Decimal Places. CGPA is thus computed from the I Year Second Semester onwards, at the end of each Semester, as per the formula

$CGPA = \{ \sum_{j=1}^M C_j G_j \} / \{ \sum_{j=1}^M C_j \} \dots$ for all S Semesters registered (ie., upto and inclusive of S Semesters, $S \geq 2$),

where 'M' is the TOTAL no. of Subjects (as specifically required and listed under the Course Structure of the parent Department) the Student has 'REGISTERED' from the 1st Semester onwards upto and inclusive of the Semester S (obviously $M > N$), 'j' is the Subject indicator index (takes into account all Subjects from 1 to S Semesters), C_j is the no. of Credits allotted to the j^{th} Subject, and G_j represents the Grade Points (GP) corresponding to the Letter Grade awarded for that j^{th} Subject. After registration and completion of I Year I Semester however, the SGPA of that Semester itself may be taken as the CGPA, as there are no cumulative effects.

- 7.11 For Calculations listed in Item 7.6 – 7.10, performance in failed Subjects/ Courses (securing F Grade) will also be taken into account, and the Credits of such Subjects/ Courses will also be included in the multiplications and summations.

8. EVALUATION OF PROJECT/DISSERTATION WORK

Every candidate shall be required to submit a thesis or dissertation on a topic approved by the Project Review Committee.



- 8.1 A Project Review Committee (PRC) shall be constituted with Head of the Department as Chairperson, Project Supervisor and one senior faculty member of the Departments offering the M. Tech. programme.
- 8.2 Registration of Project Work: A candidate is permitted to register for the project work after satisfying the attendance requirement of all the subjects, both theory and practical.
- 8.3 After satisfying 8.2, a candidate has to submit, in consultation with his Project Supervisor, the title, objective and plan of action of his project work to the PRC for approval. Only after obtaining the approval of the PRC the student can initiate the Project work.
- 8.4 If a candidate wishes to change his supervisor or topic of the project, he can do so with the approval of the PRC. However, the PRC shall examine whether or not the change of topic/supervisor leads to a major change of his initial plans of project proposal. If yes, his date of registration for the project work starts from the date of change of Supervisor or topic as the case may be.
- 8.5 A candidate shall submit his project status report in two stages at least with a gap of 3 months between them.
- 8.6 The work on the project shall be initiated at the beginning of the II year and the duration of the project is two semesters. A candidate is permitted to submit Project Thesis only after successful completion of all theory and practical courses with the approval of PRC not earlier than 40 weeks from the date of registration of the project work. For the approval of PRC the candidate shall submit the draft copy of thesis to the Head of the Department and make an oral presentation before the PRC.
- 8.7 After approval from the PRC, the soft copy of the thesis should be submitted to the University for ANTI-PLAGIARISM for the quality check and the plagiarism report should be included in the final thesis. If the copied information is less than 24%, then only thesis will be accepted for submission.
- 8.8 Three copies of the Project Thesis certified by the supervisor shall be submitted to the College/School/Institute.
- 8.9 For Project work Review I in II Year I Sem. there is an internal marks of 50, the evaluation should be done by the PRC for 25 marks and Supervisor will evaluate for 25 marks. The Supervisor and PRC will examine the Problem Definition, Objectives, Scope of Work, Literature Survey in the same domain. A candidate has to secure a minimum of 50% of marks to be declared successful for Project Work Review I. If he fails to fulfill minimum marks, he has to reappear during the supplementary examination.
- 8.10 For Project work Review II in II Year II Sem. there is an internal marks of 50, the evaluation should be done by the PRC for 25 marks and Supervisor will evaluate for 25 marks. The PRC will examine the overall progress of the Project Work and decide the Project is eligible for final submission or not. A candidate has to secure a minimum of 50% of marks to be declared successful for Project Work Review II. If he fails to fulfill minimum marks, he has to reappear during the supplementary examination.
- 8.11 For Project Evaluation (Viva Voce) in II Year II Sem. there is an external marks of 150 and the same evaluated by the External examiner appointed by the University. The



candidate has to secure minimum of 50% marks in Project Evaluation (Viva-Voce) examination.

- 8.12 If he fails to fulfill as specified in 8.11, he will reappear for the Viva-Voce examination only after three months. In the reappeared examination also, fails to fulfill, he will not be eligible for the award of the degree.
- 8.13 The thesis shall be adjudicated by one examiner selected by the University. For this, the Principal of the College shall submit a panel of 3 examiners, eminent in that field, with the help of the guide concerned and Head of the Department.
- 8.14 If the report of the examiner is not favourable, the candidate shall revise and resubmit the Thesis. If the report of the examiner is unfavourable again, the thesis shall be summarily rejected.
- 8.15 If the report of the examiner is favourable, Project Viva-Voce examination shall be conducted by a board consisting of the Supervisor, Head of the Department and the external examiner who adjudicated the Thesis.
- 8.16 The Head of the Department shall coordinate and make arrangements for the conduct of Project Viva- Voce examination.

9. **AWARD OF DEGREE AND CLASS**

- 9.1 A Student who registers for all the specified Subjects/ Courses as listed in the Course Structure, satisfies all the Course Requirements, and passes the examinations prescribed in the entire PG Programme (PGP), and secures the required number of **88** Credits (with CGPA ≥ 6.0), shall be declared to have 'QUALIFIED' for the award of the M.Tech. Degree in the chosen Branch of Engineering and Technology with specialization as he admitted.

9.2 **Award of Class**

After a student has satisfied the requirements prescribed for the completion of the programme and is eligible for the award of M. Tech. Degree, he shall be placed in one of the following three classes based on the CGPA:

Class Awarded	CGPA
First Class with Distinction	≥ 7.75
First Class	$6.75 \leq \text{CGPA} < 7.75$
Second Class	$6.00 \leq \text{CGPA} < 6.75$

- 9.3 A student with final CGPA (at the end of the PGP) < 6.00 will not be eligible for the Award of Degree.

10. **WITHHOLDING OF RESULTS**

If the student has not paid the dues, if any, to the University or if any case of indiscipline is pending against him, the result of the student will be withheld and he will not be allowed into the next semester. His degree will be withheld in such cases.



11. TRANSITORY REGULATIONS

- 11.1 If any candidate is detained due to shortage of attendance in one or more subjects, they are eligible for re-registration to maximum of two earlier or equivalent subjects at a time as and when offered.
- 11.2 The candidate who fails in any subject will be given two chances to pass the same subject; otherwise, he has to identify an equivalent subject as per R15 Academic Regulations.

12 GENERAL

- 12.1 **Credit:** A unit by which the course work is measured. It determines the number of hours of instructions required per week. One credit is equivalent to one hour of teaching (lecture or tutorial) or two hours of practical work/field work per week.
- 12.2 **Credit Point:** It is the product of grade point and number of credits for a course.
- 12.3 Wherever the words "he", "him", "his", occur in the regulations, they include "she", "her".
- 12.4 The academic regulation should be read as a whole for the purpose of any interpretation.
- 12.5 In the case of any doubt or ambiguity in the interpretation of the above rules, the decision of the Vice-Chancellor is final.
- 12.6 The University may change or amend the academic regulations or syllabi at any time and the changes or amendments made shall be applicable to all the students with effect from the dates notified by the University.



MALPRACTICES RULES

DISCIPLINARY ACTION FOR / IMPROPER CONDUCT IN EXAMINATIONS

	Nature of Malpractices/Improper conduct	Punishment
	<i>If the candidate:</i>	
1. (a)	Possesses or keeps accessible in examination hall, any paper, note book, programmable calculators, Cell phones, pager, palm computers or any other form of material concerned with or related to the subject of the examination (theory or practical) in which he is appearing but has not made use of (material shall include any marks on the body of the candidate which can be used as an aid in the subject of the examination)	Expulsion from the examination hall and cancellation of the performance in that subject only.
(b)	Gives assistance or guidance or receives it from any other candidate orally or by any other body language methods or communicates through cell phones with any candidate or persons in or outside the exam hall in respect of any matter.	Expulsion from the examination hall and cancellation of the performance in that subject only of all the candidates involved. In case of an outsider, he will be handed over to the police and a case is registered against him.
2.	Has copied in the examination hall from any paper, book, programmable calculators, palm computers or any other form of material relevant to the subject of the examination (theory or practical) in which the candidate is appearing.	Expulsion from the examination hall and cancellation of the performance in that subject and all other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted to appear for the remaining examinations of the subjects of that Semester/year. The Hall Ticket of the candidate is to be cancelled and sent to the University.
3.	Impersonates any other candidate in connection with the examination.	The candidate who has impersonated shall be expelled from examination hall. The candidate is also debarred and forfeits the seat. The performance of the original candidate who has been impersonated, shall be cancelled in all the subjects of the examination (including practicals and project work) already appeared and shall not be allowed to appear for examinations of the remaining subjects of that semester/year. The candidate is also debarred for two consecutive semesters from class work and all University examinations. The continuation of the course by the candidate is subject to the academic regulations in connection with forfeiture of seat. If the imposter is an outsider, he will be handed over to the police and a case is registered against him.
4.	Smuggles in the Answer book or additional sheet or takes out or arranges to send out the question paper during the examination or answer book or additional sheet, during or after the examination.	Expulsion from the examination hall and cancellation of performance in that subject and all the other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted for the remaining examinations of the subjects of that semester/year. The candidate is also debarred for two consecutive semesters from class work and all University examinations. The continuation of the course by the candidate is subject to the academic regulations in connection with forfeiture of seat.
5.	Uses objectionable, abusive or offensive language in the answer paper or in letters to the examiners or writes to the examiner requesting him to award pass marks.	Cancellation of the performance in that subject.
6.	Refuses to obey the orders of the Chief Superintendent/Assistant – Superintendent / any officer on duty or misbehaves or creates disturbance of any kind in and around the examination hall or organizes a walk out or instigates others to walk out, or threatens the officer-in charge or any person on duty in or outside the examination hall of any injury to his person or to any of his relations whether by words, either spoken or written or by signs or by visible representation, assaults the officer-in- charge, or any person on duty in or outside the examination hall or any of his relations, or indulges in any other act of misconduct or mischief which result in damage to or destruction of property in the examination hall	In case of students of the college, they shall be expelled from examination halls and cancellation of their performance in that subject and all other subjects the candidate(s) has (have) already appeared and shall not be permitted to appear for the remaining examinations of the subjects of that semester/year. The candidates also are debarred and forfeit their seats. In case of outsiders, they will be handed over to the police and a police case is registered against them.



	or any part of the College campus or engages in any other act which in the opinion of the officer on duty amounts to use of unfair means or misconduct or has the tendency to disrupt the orderly conduct of the examination.	
7.	Leaves the exam hall taking away answer script or intentionally tears of the script or any part thereof inside or outside the examination hall.	Expulsion from the examination hall and cancellation of performance in that subject and all the other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted for the remaining examinations of the subjects of that semester/year. The candidate is also debarred for two consecutive semesters from class work and all University examinations. The continuation of the course by the candidate is subject to the academic regulations in connection with forfeiture of seat.
8.	Possess any lethal weapon or firearm in the examination hall.	Expulsion from the examination hall and cancellation of the performance in that subject and all other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted for the remaining examinations of the subjects of that semester/year. The candidate is also debarred and forfeits the seat.
9.	If student of the college, who is not a candidate for the particular examination or any person not connected with the college indulges in any malpractice or improper conduct mentioned in clause 6 to 8.	Student of the colleges expulsion from the examination hall and cancellation of the performance in that subject and all other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted for the remaining examinations of the subjects of that semester/year. The candidate is also debarred and forfeits the seat. Person(s) who do not belong to the College will be handed over to police and, a police case will be registered against them.
10.	Comes in a drunken condition to the examination hall.	Expulsion from the examination hall and cancellation of the performance in that subject and all other subjects the candidate has already appeared including practical examinations and project work and shall not be permitted for the remaining examinations of the subjects of that semester/year.
11.	Copying detected on the basis of internal evidence, such as, during valuation or during special scrutiny.	Cancellation of the performance in that subject and all other subjects the candidate has appeared including practical examinations and project work of that semester/year examinations.
12.	If any malpractice is detected which is not covered in the above clauses 1 to 11 shall be reported to the University for further action to award suitable punishment.	

Malpractices identified by squad or special invigilators

1. Punishments to the candidates as per the above guidelines.
2. Punishment for institutions: (if the squad reports that the college is also involved in encouraging malpractices)
 - (i) A show cause notice shall be issued to the college.
 - (ii) Impose a suitable fine on the college.
 - (iii) Shifting the examination centre from the college to another college for a specific period of not less than one year



JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

(Established by Andhra Pradesh Act No. 30 of 2008)

Kukatpally, Hyderabad – 500 085, Telangana (India)

R 15 - COURSE STRUCTURE (CBCS) FOR P.G. PROGRAMMES

I Year

I Semester		Course Title	Int. marks	Ext. marks	L	P	C
1.	Core Course I		25	75	4	--	4
2.	Core Course II		25	75	4	--	4
3.	Core Course III		25	75	4	--	4
4.	Core Elective I		25	75	4	--	4
5.	Core Elective II		25	75	4	--	4
6.	Open Elective I		25	75	4	--	4
7.	Laboratory I		25	75	--	4	2
8.	Seminar I		50	--	--	4	2
Total Credits					24	8	28

II Semester		Course Title	Int. marks	Ext. marks	L	P	C
1.	Core Course IV		25	75	4	--	4
2.	Core Course V		25	75	4	--	4
3.	Core Course VI		25	75	4	--	4
4.	Core Elective III		25	75	4	--	4
5.	Core Elective IV		25	75	4	--	4
6.	Open Elective II		25	75	4	--	4
7.	Laboratory II		25	75	--	4	2
8.	Seminar II		50	--	--	4	2
Total Credits					24	8	28

II Year

I Semester		Int. marks	Ext. marks	L	P	C
1.	Comprehensive Viva-Voce	--	100	--	--	4
2.	Project work Review I	50	--	--	24	12
Total Credits				--	24	16

II Semester		Int. marks	Ext. marks	L	P	C
1	Project work Review II	50	--	--	8	4
2	Project Evaluation (Viva-Voce)	--	150	--	16	12
Total Credits				--	24	16



JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

(Established by Andhra Pradesh Act No. 30 of 2008)

Kukatpally, Hyderabad – 500 085, Telangana (India)

R 15 - COURSE STRUCTURE (CBCS) FOR P.G. PROGRAMMES

I Year

I Semester		Course Title	Int. marks	Ext. marks	L	P	C
1.	Core Course I		25	75	4	--	4
2.	Core Course II		25	75	4	--	4
3.	Core Course III		25	75	4	--	4
4.	Core Elective I		25	75	4	--	4
5.	Core Elective II		25	75	4	--	4
6.	Open Elective I		25	75	4	--	4
7.	Laboratory I		25	75	--	4	2
8.	Seminar I		50	--	--	4	2
Total Credits					24	8	28

II Semester		Course Title	Int. marks	Ext. marks	L	P	C
1.	Core Course IV		25	75	4	--	4
2.	Core Course V		25	75	4	--	4
3.	Core Course VI		25	75	4	--	4
4.	Core Elective III		25	75	4	--	4
5.	Core Elective IV		25	75	4	--	4
6.	Open Elective II		25	75	4	--	4
7.	Laboratory II		25	75	--	4	2
8.	Seminar II		50	--	--	4	2
Total Credits					24	8	28

II Year

I Semester		Int. marks	Ext. marks	L	P	C
1.	Comprehensive Viva-Voce	--	100	--	--	4
2.	Project work Review I	50	--	--	24	12
Total Credits				--	24	16

II Semester		Int. marks	Ext. marks	L	P	C
1	Project work Review II	50	--	--	8	4
2	Project Evaluation (Viva-Voce)	--	150	--	16	12
Total Credits				--	24	16

Dr. T. Kishen Kumar Reddy

Dr. A. Damodaram

Dr. N. Yadaiah

Dr. N.V. Ramana Rao



Dr. B. Sudheer Prem Kumar

Dr. G. Krishna Mohan

Dr. D. Sreenivasa Rao

Dr. A. Chennakesava Reddy

Dr. S. Durga Bhavani

Dr. B. Anjaneya Prasad

Dr. AVSSKS Gupta

Dr. B. Balu Naik

Dr. M. Madhavi Latha

Dr. P. Srinivasa Rao

Dr. Lakshmi Narasu

Dr. K. Vijaya Kumar Reddy

Dr. D. Raghunatha Reddy

Dr. M. Chandra Mohan



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R 15 - COURSE STRUCTURE (CBCS) FOR MBA. PROGRAM

I Year

I Semester		Course Title	Int. marks	Ext. marks	L	P	C
1.	Core Course I		25	75	4	--	4
2.	Core Course II		25	75	4	--	4
3.	Core Course III		25	75	4	--	4
4.	Core Elective I		25	75	4	--	4
5.	Core Elective II		25	75	4	--	4
6.	Open Elective I		25	75	4	--	4
7.	Laboratory I		25	75	--	4	2
8.	Seminar I		50	--	--	4	2
Total Credits					24	8	28

II Semester		Course Title	Int. marks	Ext. marks	L	P	C
1.	Core Course IV		25	75	4	--	4
2.	Core Course V		25	75	4	--	4
3.	Core Course VI		25	75	4	--	4
4.	Core Elective III		25	75	4	--	4
5.	Core Elective IV		25	75	4	--	4
6.	Open Elective II		25	75	4	--	4
7.	Laboratory II		25	75	--	4	2
8.	Seminar II		50	--	--	4	2
Total Credits					24	8	28

II Year

I Semester		Int. marks	Ext. marks	L	P	C
1.	Comprehensive Viva-Voce	--	100	--	--	4
2.	Project work Review I	50	--	--	24	12
Total Credits				--	24	16

II Semester		Int. marks	Ext. marks	L	P	C
1	Project work Review II	50	--	--	8	4
2	Project Evaluation (Viva-Voce)	--	150	--	16	12
Total Credits				--	24	16

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
M.TECH. (COMPUTER SCIENCE AND ENGINEERING)
COURSE STRUCTURE AND SYLLABUS

I Year – I Semester

	Course Title	Int. marks	Ext. marks	L	P	C
Core Course I	Data Structures and Algorithms	25	75	4	--	4
Core Course II	Database Internals	25	75	4	--	4
Core Course III	Distributed Systems	25	75	4	--	4
Core Elective I	1. Network Security 2. Android Application Development 3. Cloud Computing 4. Internet of Things	25	75	4	--	4
Core Elective II	1. Machine Learning 2. Parallel and Distributed Algorithms 3. Software Architecture and Design Patterns 4. Embedded Systems	25	75	4	--	4
Open Elective I	Open Elective – 1	25	75	4	--	4
Laboratory I	Data Structures and Algorithms Lab	25	75	--	4	2
Seminar I	Seminar	50	--	--	4	2
Total Credits				24	8	28

I Year – II Semester

	Course Title	Int. marks	Ext. marks	L	P	C
Core Course IV	Network Programming	25	75	4	--	4
Core Course V	Information Retrieval Systems	25	75	4	--	4
Core Course VI	Internet Technologies and Services	25	75	4	--	4
Core Elective III	Core Elective– 3 1. Data Mining 2. Storage Area Networks 3. Semantic Web and Social Networks 4. Cyber Security	25	75	4	--	4
Core Elective IV	Core Elective– 4 1. Big Data Analytics 2. Soft Computing 3. Software Process and Project Management 4. Distributed Computing	25	75	4	--	4
Open Elective II	Open Elective – 2	25	75	4	--	4
Laboratory II	Internet Technologies and Services Lab	25	75	--	4	2
Seminar II	Seminar	50	--	--	4	2
Total Credits			24	8	28	

II Year - I Semester

	Course Title	Int. marks	Ext. marks	L	P	C
Comprehensive Viva-Voce		--	100	--	--	4
Project work Review I		50	--	--	24	12
Total Credits				--	24	16

II Year - II Semester

	Course Title	Int. marks	Ext. marks	L	P	C
Project work Review II		50	--	--	8	4
Project Evaluation (Viva-Voce)		--	150	--	16	12
Total Credits				--	24	16

Open Electives

1. Basic Computer Programming skills are required for all open electives. Additionally, knowledge on the specified area mentioned in prerequisites is required for opting the open elective
2. Note: A student can register for any open elective subject provided that he has not already registered for the same subject

S.NO	Open Electives	Prerequisites
1.	"R" Programming	Maths, Statistics
2.	Android Application Development	Java
3.	Algorithmics	----
4.	Big Data Analytics	Data Bases , Maths
5.	Bioinformatics	Data Structures
6.	Biometrics	----
7.	Cyber Security	Internet Technologies
8.	Computer Forensics	Maths, Data Structures
9.	Distributed Systems Security	Information Security
10.	E-Commerce	Internet Technologies
11.	Embedded Systems	Digital logic
12.	Information Security	Maths
13.	Intellectual Property Rights	---
14.	Internet of Things	Java
15.	Java Programming	---
16.	Linux Programming	---
17.	Mobile Computing	Java
18.	Mobile Application Security	Mobile Application Development
19.	OpenStack cloud computing	Linux Programming
20.	Operations Research	Maths, Data Structures
21.	Principles of Information Security	-----
22.	Scripting Languages	---
23.	Social Media Intelligence	---
24.	Software Engineering	---
25.	Storage Area Networks	Computer Networks
26.	Web Usability	-----

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

M. Tech-CSE – I Year – I Sem

DATA STRUCTURES AND ALGORITHMS

Objectives:

- The fundamental design, analysis, and implementation of basic data structures.
- Basic concepts in the specification and analysis of programs.
- Principles for good program design, especially the uses of data abstraction.
- Significance of algorithms in the computer field
- Various aspects of algorithm development
- Qualities of a good solution

UNIT I

Algorithms, Performance analysis- time complexity and space complexity, Asymptotic Notation-Big Oh, Omega and Theta notations, Complexity Analysis Examples.

Data structures-Linear and non linear data structures, ADT concept, Linear List ADT, Array representation, Linked representation, Vector representation, singly linked lists -insertion, deletion, search operations, doubly linked lists-insertion, deletion operations, circular lists. Representation of single, two dimensional arrays, Sparse matrices and their representation.

UNIT II

Stack and Queue ADTs, array and linked list representations, infix to postfix conversion using stack, implementation of recursion, Circular queue-insertion and deletion, Dequeue ADT, array and linked list representations, Priority queue ADT, implementation using Heaps, Insertion into a Max Heap, Deletion from a Max Heap, java.util package-ArrayList, Linked List, Vector classes, Stacks and Queues in java.util, Iterators in java.util.

UNIT III

Searching-Linear and binary search methods, Hashing-Hash functions, Collision Resolution methods-Open Addressing, Chaining, Hashing in java.util-HashMap, HashSet, Hashtable.

Sorting –Bubble sort, Insertion sort, Quick sort, Merge sort, Heap sort, Radix sort, comparison of sorting methods.

UNIT IV

Trees- Ordinary and Binary trees terminology, Properties of Binary trees, Binary tree ADT, representations, recursive and non recursive traversals, Java code for traversals, Threaded binary trees.

Graphs- Graphs terminology, Graph ADT, representations, graph traversals/search methods-dfs and bfs, Java code for graph traversals, Applications of Graphs-Minimum cost spanning tree using Kruskal's algorithm, Dijkstra's algorithm for Single Source Shortest Path Problem.

UNIT V

Search trees- Binary search tree-Binary search tree ADT, insertion, deletion and searching operations, Balanced search trees, AVL trees-Definition and examples only, Red Black trees –Definition and examples only, B-Trees-definition, insertion and searching operations, Trees in java.util- TreeSet, Tree Map Classes, Tries(examples only),Comparison of Search trees.

Text compression-Huffman coding and decoding, Pattern matching-KMP algorithm.

TEXT BOOKS:

1. Data structures, Algorithms and Applications in Java, S.Sahni, Universities Press.
2. Data structures and Algorithms in Java, Adam Drozdek, 3rd edition, Cengage Learning.
3. Data structures and Algorithm Analysis in Java, M.A.Weiss, 2nd edition, Addison-Wesley (Pearson Education).

REFERENCE BOOKS:

1. Java for Programmers, Deitel and Deitel, Pearson education.
2. Data structures and Algorithms in Java, R.Lafore, Pearson education.
3. Java: The Complete Reference, 8th edition, Herbert Schildt, TMH.
4. Data structures and Algorithms in Java, M.T.Goodrich, R.Tomassia, 3rd edition, Wiley India Edition.
5. Data structures and the Java Collection Frame work,W.J.Collins, Mc Graw Hill.
6. Classic Data structures in Java, T.Budd, Addison-Wesley (Pearson Education).
7. Data structures with Java, Ford and Topp, Pearson Education.
8. Data structures using Java, D.S.Malik and P.S.Nair, Cengage learning.
9. Data structures with Java, J.R.Hubbard and A.Huray, PHI Pvt. Ltd.
10. Data structures and Software Development in an Object-Oriented Domain, J.P.Tremblay and G.A.Cheston, Java edition, Pearson Education.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

M. Tech-CSE – I Year – I Sem

DATABASE INTERNALS

Objectives:

By the end of the course, you will know:

- History and Structure of databases
- How to design a database
- How to convert the design into the appropriate tables
- Handling Keys appropriately
- Enforcing Integrity Constraints to keep the database consistent
- Normalizing the tables to eliminate redundancies
- Querying relational data
- and processing the queries
- Storage Optimizing Strategies for easy retrieval of data through index
- Triggers, Procedures and Cursors, Transaction Management
- Distributed databases management system concepts and Implementation

UNIT I

Database System Applications, Purpose of Database Systems, View of Data – Data Abstraction, Instances and Schemas, Data Models – the ER Model, Relational Model, Other Models – Database Languages – DDL, DML, Database Access from Applications Programs, Transaction Management, Data Storage and Querying, Database Architecture, Database Users and Administrators, ER diagrams, Relational Model: Introduction to the Relational Model – Integrity Constraints Over Relations, Enforcing Integrity constraints, Querying relational data, Logical data base Design, Introduction to Views – Altering Tables and Views, Relational Algebra, Basic SQL Queries, Nested Queries, Complex Integrity Constraints in SQL, Triggers

UNIT II

Introduction to Schema Refinement – Problems Caused by redundancy, Decompositions – Problem related to decomposition, Functional Dependencies - Reasoning about FDS, Normal Forms – FIRST, SECOND, THIRD Normal forms – BCNF – Properties of Decompositions- Loss less- join Decomposition, Dependency preserving Decomposition, Schema Refinement in Data base Design – Multi valued Dependencies – FOURTH Normal Form, Join Dependencies, FIFTH Normal form.

UNIT III

Transaction Management: The ACID Properties, Transactions and Schedules, Concurrent Execution of Transactions – Lock Based Concurrency Control, Deadlocks – Performance of Locking – Transaction Support in SQL.

Concurrency Control: Serializability, and recoverability – Introduction to Lock Management – Lock Conversions, Dealing with Deadlocks, Specialized Locking Techniques – Concurrency Control without Locking.

Crash recovery: Introduction to Crash recovery, Introduction to ARIES, the Log, and Other Recovery related Structures, the Write-Ahead Log Protocol, Check pointing, recovering from a System Crash, Media recovery

UNIT IV

Overview of Storage and Indexing: Data on External Storage, File Organization and Indexing – Clustered Indexes, Primary and Secondary Indexes, Index data Structures – Hash Based Indexing, Tree based Indexing

Storing data: Disks and Files: -The Memory Hierarchy – Redundant Arrays of Independent Disks.

Tree Structured Indexing: Intuitions for tree Indexes, Indexed Sequential Access Methods (ISAM)

B+ Trees: A Dynamic Index Structure, Search, Insert, Delete.

Hash Based Indexing: Static Hashing, Extendable hashing, Linear Hashing, Extendable Vs Linear Hashing.

UNIT V

Distributed databases: Introduction to distributed databases, Distributed DBMS architectures, Storing data in a distributed DBMS, Distributed catalog management, Distributed query processing Updating distributed data, Distributed transactions, Distributed concurrency control, Distributed recovery

TEXT BOOKS:

1. Data base Management Systems, Raghu Ramakrishnan, Johannes Gehrke, TMH, 3rd Edition, 2003.
2. Data base System Concepts, A.Silberschatz, H.F. Korth, S.Sudarshan, McGraw hill, VI edition, 2006.

3. Fundamentals of Database Systems 5th edition, Ramez Elmasri, Shamkant B.Navathe, Pearson Education, 2008.

REFERENCE BOOKS:

1. Introduction to Database Systems, C.J.Date, Pearson Education.
2. Database Management System Oracle SQL and PL/SQL, P.K.Das Gupta, PHI.
3. Database System Concepts, Peter Rob & Carlos Coronel, Cengage Learning, 2008.
4. Database Systems, A Practical approach to Design Implementation and Management Fourth edition, Thomas Connolly, Carolyn Begg, Pearson education.
5. Database-Principles, Programming, and Performance, P.O'Neil & E.O'Neil, 2nd ed, ELSEVIER
6. Fundamentals of Relational Database Management Systems, S.Sumathi, S.Esakkirajan, Springer.
7. Introduction to Database Management, M.L.Gillenson and others, Wiley Student Edition.
8. Database Development and Management, Lee Chao, Auerbach publications, Taylor & Francis Group.
9. Distributed Databases Principles & Systems, Stefano Ceri, Giuseppe Pelagatti, TMH.
10. Principles of Distributed Database Systems, M. Tamer Ozsu, Patrick Valduriez, Pearson Education, 2nd Edition.
11. Distributed Database Systems, Chhanda Ray, Pearson.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

M. Tech-CSE – I Year – I Sem

DISTRIBUTED SYSTEMS

Objectives:

- Understand the need for distributed systems and their applications.
- Understand the concepts of remote procedure calls, remote file systems, distributed agreement, clock synchronization, and security.

UNIT I

Characterization of Distributed Systems-Introduction, Examples of Distributed systems, Resource sharing and web, challenges, System models-Introduction, Architectural and Fundamental models, Networking and Internetworking, Interprocess Communication.

Distributed objects and Remote Invocation-Introduction, Communication between distributed objects, RPC, Events and notifications, Case study-Java RMI.

UNIT II

Operating System Support- Introduction, OS layer, Protection, Processes and Threads, Communication and Invocation, Operating system architecture, Distributed File Systems-Introduction, File Service architecture, case study- SUN network file systems.

Name Services-Introduction, Name Services and the Domain Name System, Case study of the Global Name Service, Case study of the X.500 Directory Service.

UNIT III

Peer to Peer Systems-Introduction, Napster and its legacy, Peer to Peer middleware, Routing overlays, Overlay case studies-Pastry, Tapestry, Application case studies-Squirrel, OceanStore, Time and Global States-Introduction, Clocks, events and Process states, Synchronizing physical clocks, logical time and logical clocks, global states, distributed debugging.

Coordination and Agreement-Introduction, Distributed mutual exclusion, Elections, Multicast communication, consensus and related problems.

UNIT IV

Transactions and Concurrency control-Introduction, Transactions, Nested Transactions, Locks, Optimistic concurrency control, Timestamp ordering, Comparison of methods for concurrency control. Distributed Transactions-Introduction, Flat and Nested Distributed Transactions, Atomic commit protocols, Concurrency control in distributed transactions, Distributed deadlocks, Transaction recovery. Replication-Introduction, System model and group communication, Fault tolerant services, Transactions with replicated data.

UNIT V

Security-Introduction, Overview of Security techniques, Cryptographic algorithms, Digital signatures, Case studies-Kerberos, TLS, 802.11 Wi-Fi.

Distributed shared memory, Design and Implementation issues, Sequential consistency and Ivy case study, Release consistency and Munin case study, Other consistency models, CORBA case study-Introduction, CORBA RMI, CORBA Services.

TEXT BOOKS:

1. Distributed Systems Concepts and Design, G Coulouris, J Dollimore and T Kindberg, Fourth Edition, Pearson Education.
2. Distributed Systems, S.Ghosh, Chapman& Hall/CRC, Taylor & Francis Group, 2010.

REFERENCE BOOKS:

1. Distributed Computing, S.Mahajan and S.Shah, Oxford University Press.
2. Distributed Operating Systems Concepts and Design, Pradeep K.Sinha, PHI.
3. Advanced Concepts in Operating Systems, M Singhal, N G Shivarathri, TMH.
4. Reliable Distributed Systems, K.P.Birman, Springer.
5. Distributed Systems – Principles and Paradigms, A.S. Tanenbaum and M.V. Steen, Pearson Education.
6. Distributed Operating Systems and Algorithm Analysis, R.Chow, T.Johnson, Pearson.
7. Distributed Operating Systems, A.S.Tanenbaum, Pearson education.
8. Distributed Computing, Principles, Algorithms and Systems, Ajay D.Kshemakalyani and Mukesh Singhal, Cambridge, rp 2010.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

M. Tech-CSE – I Year – I Sem

NETWORK SECURITY (CORE ELECTIVE-I)

Objectives:

- Understand the basic categories of threats to computers and networks
- Understand various cryptographic algorithms.
- Describe public-key cryptosystem.
- Describe the enhancements made to IPv4 by IPSec
- Understand Intrusions and intrusion detection
- Discuss the fundamental ideas of public-key cryptography.
- Generate and distribute a PGP key pair and use the PGP package to send an encrypted e-mail message.
- Discuss Web security and Firewalls

UNIT – I

Attacks on Computers and Computer Security: Introduction, The need for security, Security approaches, Principles of security, Types of Security attacks, Security services, Security Mechanisms, A model for Network Security **Cryptography: Concepts and Techniques:** Introduction, plain text and cipher text, substitution techniques, transposition techniques, encryption and decryption, symmetric and asymmetric key cryptography, steganography, key range and key size, possible types of attacks.

UNIT – II

Symmetric key Ciphers: Block Cipher principles & Algorithms(DES, AES,Blowfish), Differential and Linear Cryptanalysis, Block cipher modes of operation, Stream ciphers, RC4,Location and placement of encryption function, Key distribution **Asymmetric key Ciphers:** Principles of public key cryptosystems, Algorithms(RSA, Diffie-Hellman,ECC), Key Distribution

UNIT – III

Message Authentication Algorithms and Hash Functions: Authentication requirements, Functions, Message authentication codes, Hash Functions, Secure hash algorithm, Whirlpool, HMAC, CMAC, Digital signatures, knapsack algorithm **Authentication Applications:** Kerberos, X.509 Authentication Service, Public – Key Infrastructure, Biometric Authentication

UNIT – IV

E-Mail Security: Pretty Good Privacy, S/MIME **IP Security:** IP Security overview, IP Security architecture, Authentication Header, Encapsulating security payload, combining security associations, key management

UNIT – V

Web Security: Web security considerations, Secure Socket Layer and Transport Layer Security, Secure electronic transaction **Intruders, Virus and Firewalls:** Intruders, Intrusion detection, password management, Virus and related threats, Countermeasures, Firewall design principles, Types of firewalls **Case Studies on Cryptography and security:** Secure Inter-branch Payment Transactions, Cross site Scripting Vulnerability, Virtual Elections.

TEXT BOOKS:

1. Cryptography and Network Security : William Stallings, Pearson Education,5th Edition
2. Cryptography and Network Security: Atul Kahate, Mc Graw Hill, 2nd Edition.
3. Network Security and Cryptography: Bernard Menezes, CENGAGE Learning

REFERENCE BOOKS:

1. Cryptography and Network Security: C K Shyamala, N Harini, Dr T R Padmanabhan, Wiley India, 1st Edition.
2. Cryptography and Network Security : Forouzan Mukhopadhyay, Mc Graw Hill, 2nd Edition
3. Information Security, Principles and Practice : Mark Stamp, Wiley India.
4. Principles of Computer Security: WM.Arthur Conklin, Greg White, TMH
5. Introduction to Network Security: Neal Krawetz, CENGAGE Learning.
6. Principles of Information security by Michael E Whitman and Herbert J.Mattord.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

M. Tech-CSE – I Year – I Sem

ANDROID APPLICATION DEVELOPMENT (CORE ELECTIVE-I)

Objectives:

- To demonstrate their understanding of the fundamentals of Android operating systems
- To demonstrate their skills of using Android software development tools
- To demonstrate their ability to develop software with reasonable complexity on mobile platform
- To demonstrate their ability to deploy software to mobile devices
- To demonstrate their ability to debug programs running on mobile devices

Unit I:

Introduction to Android Operating System: Android OS design and Features – Android development framework, SDK features, Installing and running applications on Eclipse platform, Creating AVDs, Types of Android applications, Best practices in Android programming, Android tools
Android application components – Android Manifest file, Externalizing resources like values, themes, layouts, Menus etc, Resources for different devices and languages, Runtime Configuration Changes
Android Application Lifecycle – Activities, Activity lifecycle, activity states, monitoring state changes

Unit II:

Android User Interface: Measurements – Device and pixel density independent measuring units
Layouts – Linear, Relative, Grid and Table Layouts
User Interface (UI) Components – Editable and non editable TextViews, Buttons, Radio and Toggle Buttons, Checkboxes, Spinners, Dialog and pickers
Event Handling – Handling clicks or changes of various UI components
Fragments – Creating fragments, Lifecycle of fragments, Fragment states, Adding fragments to Activity, adding, removing and replacing fragments with fragment transactions, interfacing between fragments and Activities, Multi-screen Activities

Unit III

Intents and Broadcasts: Intent – Using intents to launch Activities, Explicitly starting new Activity, Implicit Intents, Passing data to Intents, Getting results from Activities, Native Actions, using Intent to dial a number or to send SMS
Broadcast Receivers – Using Intent filters to service implicit Intents, Resolving Intent filters, finding and using Intents received within an Activity
Notifications – Creating and Displaying notifications, Displaying Toasts

Unit IV

Persistent Storage: Files – Using application specific folders and files, creating files, reading data from files, listing contents of a directory
Shared Preferences – Creating shared preferences, saving and retrieving data using Shared Preference
Database – Introduction to SQLite database, creating and opening a database, creating tables, inserting retrieving and deleting data, Registering Content Providers, Using content Providers (insert, delete, retrieve and update)

Unit V

Advanced Topics: Alarms – Creating and using alarms
Using Internet Resources – Connecting to internet resource, using download manager
Location Based Services – Finding Current Location and showing location on the Map, updating location

TEXT BOOKS:

1. Professional Android 4 Application Development, Reto Meier, Wiley India, (Wrox) , 2012
2. Android Application Development for Java Programmers, James C Sheusi, Cengage Learning, 2013

REFERENCE:

1. Beginning Android 4 Application Development, Wei-Meng Lee, Wiley India (Wrox), 2013

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

M. Tech-CSE – I Year – I Sem

CLOUD COMPUTING (CORE ELECTIVE-I)

Objectives:

- To learn the new computing model which enables shared resources on demand over the network.
- To learn about the pay-per-use scenarios.
- To learn about the new kind of service models and deployment models.
- To learn about the virtualization technology.
- To learn the python programming or various services and models.
- To develop cloud applications in Python

UNIT-I

Principles of Parallel and Distributed Computing, Introduction to cloud computing, Cloud computing Architecture, cloud concepts and technologies, cloud services and platforms, Cloud models, cloud as a service, cloud solutions, cloud offerings, introduction to Hadoop and Mapreduce.

UNIT –II

Cloud Platforms for Industry, Healthcare and education, Cloud Platforms in the Industry, cloud applications. Virtualization, cloud virtualization technology, deep dive: cloud virtualization, Migrating in to cloud computing, Virtual Machines Provisioning and Virtual Machine Migration Services, On the Management of Virtual Machines for cloud Infrastructure, Comet cloud, T-Systems,

UNIT-III

Cloud computing Applications: Industry, Health, Education, Scientific Applications, Business and Consumer Applications, Understanding Scientific Applications for Cloud Environments, Impact of Cloud computing on the role of corporate IT. Enterprise cloud computing Paradigm, Federated cloud computing Architecture, SLA Management in Cloud Computing, Developing the cloud: cloud application Design.

UNIT-IV

Python Basics, Python for cloud, cloud application development in python, Cloud Application Development in Python. Programming Google App Engine with Python: A first real cloud Application, Managing Data in the cloud, Google app engine Services for Login Authentication, Optimizing UI and Logic, Making the UI Pretty: Templates and CSS, Getting Interactive. Map Reduce Programming Model and Implementations.

UNIT-V

Cloud management, Organizational Readiness and change management in the cloud age ,Cloud Security ,Data security in the cloud, Legal Issues in the Cloud , Achieving Production Readiness for the cloud Services

TEXT BOOKS:

2. Cloud Computing: Raj Kumar Buyya , James Broberg, andrzej Goscinski, 2013 Wiley
3. Mastering Cloud Computing: Raj Kumar buyya, Christian Vecchiola,selvi-2013.
4. Cloud Computing: Arshdeep Bahga, Vijay Madiseti, 2014, University Press.
5. Cloud computing: Dr Kumar Saurab Wiley India 2011.

REFERENCES;

1. Code in the Cloud: Mark C.Chu-Carroll 2011, SPD.(Second part of IV UNIT)
2. Essentials of cloud computing : K Chandrasekharan CRC Press.
3. Cloud Computing: John W. Rittinghouse, James Ransome, CRC Press.
4. Virtualization Security: Dave shackleford 2013. SYBEX a wiley Brand.
5. Cloud computing and Software Services: Ahson , Ilyas.2011.
6. Cloud Computing Bible: Sosinsky 2012. Wiley India .
7. Cloud Computing: Dan C. Marinescu-2013, Morgan Kaufmann.
8. Distributed and Cloud Computing, Kai Hwang, Geoffery C.Fox, Jack J.Dongarra, Elsevier, 2012.
- 9 . Fundamentals of Python Kenneth A.Lambert | B.L.Juneja

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

M. Tech-CSE – I Year – I Sem

INTERNET OF THINGS (CORE ELECTIVE-I)

Objectives:

To introduce the terminology, technology and its applications
To introduce the concept of M2M (machine to machine) with necessary protocols
To introduce the Python Scripting Language which is used in many IoT devices
To introduce the Raspberry PI platform, that is widely used in IoT applications
To introduce the implementation of web based services on IoT devices

Unit I

Introduction to Internet of Things –Definition and Characteristics of IoT,
Physical Design of IoT – IoT Protocols, IoT communication models, IoT Communication APIs
IoT enabled Technologies – Wireless Sensor Networks, Cloud Computing, Big data analytics,
Communication protocols, Embedded Systems, IoT Levels and Templates
Domain Specific IoTs – Home, City, Environment, Energy, Retail, Logistics, Agriculture, Industry, health and Lifestyle

Unit II

IoT and M2M – Software defined networks, network function virtualization, difference between SDN and NFV for IoT
Basics of IoT System Management with NETCOZF, YANG- NETCONF, YANG, SNMP NETOPEER

Unit III

Introduction to Python - Language features of Python, Data types, data structures, Control of flow, functions, modules, packaging, file handling, data/time operations, classes, Exception handling
Python packages - JSON, XML, HTTPLib, URLLib, SMTPLib

Unit IV

IoT Physical Devices and Endpoints - Introduction to Raspberry PI-Interfaces (serial, SPI, I2C)
Programming – Python program with Raspberry PI with focus of interfacing external gadgets, controlling output, reading input from pins.

Unit V

IoT Physical Servers and Cloud Offerings – Introduction to Cloud Storage models and communication APIs
Webserver – Web server for IoT, Cloud for IoT, Python web application framework
Designing a RESTful web API

TEXT BOOK:

Internet of Things - A Hands-on Approach, Arshdeep Bahga and Vijay Madisetti, Universities Press, 2015, ISBN: 9788173719547
Getting Started with Raspberry Pi, Matt Richardson & Shawn Wallace, O'Reilly (SPD), 2014, ISBN: 9789350239759

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

M. Tech-CSE – I Year – I Sem

MACHINE LEARNING (CORE ELECTIVE-II)

Objectives:

- To be able to formulate machine learning problems corresponding to different applications.
- To understand a range of machine learning algorithms along with their strengths and weaknesses.
- To understand the basic theory underlying machine learning.
- To be able to apply machine learning algorithms to solve problems of moderate complexity.
- To be able to read current research papers and understands the issues raised by current research.

UNIT I

INTRODUCTION - Well-posed learning problems, Designing a learning system, Perspectives and issues in machine learning

Concept learning and the general to specific ordering – Introduction, A concept learning task, Concept learning as search, Find-S: finding a maximally specific hypothesis, Version spaces and the candidate elimination algorithm, Remarks on version spaces and candidate elimination, Inductive bias

UNIT II

Decision Tree learning – Introduction, Decision tree representation, Appropriate problems for decision tree learning, The basic decision tree learning algorithm, Hypothesis space search in decision tree learning, Inductive bias in decision tree learning, Issues in decision tree learning

Artificial Neural Networks – Introduction, Neural network representation, Appropriate problems for neural network learning, Perceptions, Multilayer networks and the back propagation algorithm, Remarks on the back propagation algorithm, An illustrative example face recognition

Advanced topics in artificial neural networks

Evaluation Hypotheses – Motivation, Estimation hypothesis accuracy, Basics of sampling theory, A general approach for deriving confidence intervals, Difference in error of two hypotheses, Comparing learning algorithms

UNIT III

Bayesian learning – Introduction, Bayes theorem, Bayes theorem and concept learning, Maximum likelihood and least squared error hypotheses, Maximum likelihood hypotheses for predicting probabilities, Minimum description length principle, Bayes optimal classifier, Gibbs algorithm, Naïve Bayes classifier, An example learning to classify text, Bayesian belief networks The EM algorithm

Computational learning theory – Introduction, Probability learning an approximately correct hypothesis, Sample complexity for Finite Hypothesis Space, Sample Complexity for infinite Hypothesis Spaces, The mistake bound model of learning - **Instance-Based Learning**- Introduction, k -Nearest Neighbour Learning, Locally Weighted Regression, Radial Basis Functions, Case-Based Reasoning, Remarks on Lazy and Eager Learning

Genetic Algorithms – Motivation, Genetic Algorithms, An illustrative Example, Hypothesis Space Search, Genetic Programming, Models of Evolution and Learning, Parallelizing Genetic Algorithms

UNIT IV

Learning Sets of Rules – Introduction, Sequential Covering Algorithms, Learning Rule Sets: Summary, Learning First Order Rules, Learning Sets of First Order Rules: FOIL, Induction as Inverted Deduction, Inverting Resolution

Analytical Learning - Introduction, Learning with Perfect Domain Theories: Prolog-EBG Remarks on Explanation-Based Learning, Explanation-Based Learning of Search Control Knowledge

UNIT V

Combining Inductive and Analytical Learning – Motivation, Inductive-Analytical Approaches to Learning, Using Prior Knowledge to Initialize the Hypothesis, Using Prior Knowledge to Alter the Search Objective, Using Prior Knowledge to Augment Search Operators,

Reinforcement Learning – Introduction, The Learning Task, Q Learning, Non-Deterministic, Rewards and Actions, Temporal Difference Learning, Generalizing from Examples, Relationship to Dynamic Programming

TEXT BOOKS:

1. Machine Learning – Tom M. Mitchell, - MGH
2. Machine Learning: An Algorithmic Perspective, Stephen Marsland, Taylor & Francis (CRC)

REFERENCE BOOKS:

1. Machine Learning Methods in the Environmental Sciences, Neural Networks, William W Hsieh, Cambridge Univ Press.
2. Richard o. Duda, Peter E. Hart and David G. Stork, pattern classification, John Wiley & Sons Inc., 2001
3. Chris Bishop, Neural Networks for Pattern Recognition, Oxford University Press, 1995
4. Machine Learning by Peter Flach , Cambridge.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

M. Tech-CSE – I Year – I Sem

**PARALLEL AND DISTRIBUTED ALGORITHMS
(CORE ELECTIVE –II)**

Objectives:

- To learn parallel and distributed algorithms development techniques for shared memory and message passing models.
- To study the main classes of parallel algorithms.
- To study the complexity and correctness models for parallel algorithms.

UNIT-I

Basic Techniques, Parallel Computers for increase Computation speed, Parallel & Cluster Computing

UNIT-II

Message Passing Technique- Evaluating Parallel programs and debugging, Portioning and Divide and Conquer strategies examples

UNIT-III

Pipelining- Techniques computing platform, pipeline programs examples

UNIT-IV

Synchronous Computations, load balancing, distributed termination examples, programming with shared memory, shared memory multiprocessor constructs for specifying parallel sharing data parallel programming languages and constructs, open MP

UNIT-V

Distributed shared memory systems and programming achieving constant memory distributed shared memory programming primitives, algorithms – sorting and numerical algorithms.

TEXT BOOK:

1. Parallel Programming, Barry Wilkinson, Michael Allen, Pearson Education, 2nd Edition.

REFERENCE BOOK:

1. Introduction to Parallel algorithms by Jaja from Pearson, 1992.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

M. Tech-CSE – I Year – I Sem

SOFTWARE ARCHITECTURE AND DESIGN PATTERNS (CORE ELECTIVE –II)

Objectives:

After completing this course, the student should be able to:

- To understand the concept of patterns and the Catalog.
- To discuss the Presentation tier design patterns and their affect on: sessions, client access, validation and consistency.
- To understand the variety of implemented bad practices related to the Business and Integration tiers.
- To highlight the evolution of patterns.
- To how to add functionality to designs while minimizing complexity
- To understand what design patterns really are, and are not
- To learn about specific design patterns.
- To learn how to use design patterns to keep code quality high without overdesign.

UNIT I

Envisioning Architecture

The Architecture Business Cycle, What is Software Architecture, Architectural patterns, reference models, reference architectures, architectural structures and views.

Creating an Architecture

Quality Attributes, Achieving qualities, Architectural styles and patterns, designing the Architecture, Documenting software architectures, Reconstructing Software Architecture.

UNIT II

Analyzing Architectures

Architecture Evaluation, Architecture design decision making, ATAM, CBAM.

Moving from one system to many

Software Product Lines, Building systems from off the shelf components, Software architecture in future.

UNIT III

Patterns

Pattern Description, Organizing catalogs, role in solving design problems, Selection and usage.

Creational and Structural patterns

Abstract factory, builder, factory method, prototype, singleton, adapter, bridge, composite, façade, flyweight.

UNIT IV

Behavioral patterns

Chain of responsibility, command, Interpreter, iterator, mediator, memento, observer, state, strategy, template method, visitor.

UNIT V

Case Studies

A-7E – A case study in utilizing architectural structures, The World Wide Web - a case study in interoperability, Air Traffic Control – a case study in designing for high availability, Celsius Tech – a case study in product line development,

TEXT BOOKS:

1. Software Architecture in Practice, second edition, Len Bass, Paul Clements & Rick Kazman, Pearson Education, 2003.
2. Design Patterns, Erich Gamma, Pearson Education, 1995.

REFERENCE BOOKS:

1. Beyond Software architecture, Luke Hohmann, Addison wesley, 2003.
2. Software architecture, David M. Dikel, David Kane and James R. Wilson, Prentice Hall PTR, 2001
3. Software Design, David Budgen, second edition, Pearson education, 2003
4. Head First Design patterns, Eric Freeman & Elisabeth Freeman, O'REILLY, 2007.
5. Design Patterns in Java, Steven John Metsker & William C. Wake, Pearson education, 2006
6. J2EE Patterns, Deepak Alur, John Crupi & Dan Malks, Pearson education, 2003.
7. Design Patterns in C#, Steven John metsker, Pearson education, 2004.
8. Pattern Oriented Software Architecture, F.Buschmann & others, John Wiley & Sons.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

M. Tech-CSE – I Year – I Sem

EMBEDDED SYSTEMS (CORE ELECTIVE-II)

Objectives:

- To explain various embedded system applications and design requirements.
- To construct embedded system hardware.
- To develop software programs to control embedded system.
- To generate product specification for embedded system.

UNIT I

Introduction to Embedded Systems: Embedded Systems, Processor Embedded into a System, Embedded Hardware Units and Devices in a System, Embedded Software, Complex System Design, Design Process in Embedded System, Formalization of System Design, Classification of Embedded Systems

UNIT II

8051 and Advanced Processor Architecture: 8051 Architecture, 8051 Micro controller Hardware, Input/output Ports and Circuits, External Memory, Counter and Timers, Serial data Input/output, Interrupts, Introduction to Advanced Architectures, Real World Interfacing, Processor and Memory organization - **Devices and Communication Buses for Devices Network:** Serial and parallel Devices & ports, Wireless Devices, Timer and Counting Devices, Watchdog Timer, Real Time Clock, Networked Embedded Systems, Internet Enabled Systems, Wireless and Mobile System protocols

UNIT III

Embedded Programming Concepts: Software programming in Assembly language and High Level Language, Data types, Structures, Modifiers, Loops and Pointers, Macros and Functions, object oriented Programming, Embedded Programming in C++ & JAVA

UNIT IV

Real – Time Operating Systems: OS Services, Process and Memory Management, Real – Time Operating Systems, Basic Design Using an RTOS, Task Scheduling Models, Interrupt Latency, Response of Task as Performance Metrics - **RTOS Programming:** Basic functions and Types of RTOSes, RTOS VxWorks, Windows CE

UNIT V

Embedded Software Development Process and Tools: Introduction to Embedded Software Development Process and Tools, Host and Target Machines, Linking and Locating Software, Getting Embedded Software into the Target System, Issues in Hardware-Software Design and Co-Design - **Testing, Simulation and Debugging Techniques and Tools:** Testing on Host Machine, Simulators, Laboratory Tools

TEXT BOOK:

1. Embedded Systems, Raj Kamal, Second Edition TMH.

REFERENCE BOOKS:

1. Embedded/Real-Time Systems, Dr.K.V.K.K.Prasad, dreamTech press
2. The 8051 Microcontroller and Embedded Systems, Muhammad Ali Mazidi, Pearson.
3. The 8051 Microcontroller, Third Edition, Kenneth J.Ayala, Thomson.
4. An Embedded Software Primer, David E. Simon, Pearson Education.
5. Micro Controllers, Ajay V Deshmukhi, TMH.
6. Microcontrollers, Raj kamal, Pearson Education.
7. Introduction to Embedded Systems,Shibu K.V,TMH.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

M. Tech-CSE – I Year – I Sem

DATA STRUCTURES AND ALGORITHMS LAB

Objectives:

- The fundamental design, analysis, and implementation of basic data structures.
- Basic concepts in the specification and analysis of programs.
- Principles for good program design, especially the uses of data abstraction.

Sample Problems on Data structures:

1. Write Java programs that use both recursive and non-recursive functions for implementing the following searching methods:
 - a) Linear search
 - b) Binary search
2. Write Java programs to implement the following using arrays and linked lists
 - a) List ADT
3. Write Java programs to implement the following using an array.
 - a) Stack ADT
 - b) Queue ADT
4. Write a Java program that reads an infix expression and converts the expression to postfix form. (Use stack ADT).
5. Write a Java program to implement circular queue ADT using an array.
6. Write a Java program that uses both a stack and a queue to test whether the given string is a palindrome or not.
7. Write Java programs to implement the following using a singly linked list.
 - a) Stack ADT
 - b) Queue ADT
8. Write Java programs to implement the deque (double ended queue) ADT using
 - a) Array
 - b) Singly linked list
 - c) Doubly linked list.
9. Write a Java program to implement priority queue ADT.
10. Write a Java program to perform the following operations:
 - a) Construct a binary search tree of elements.
 - b) Search for a key element in the above binary search tree.
 - c) Delete an element from the above binary search tree.
11. Write a Java program to implement all the functions of a dictionary (ADT) using Hashing.
12. Write a Java program to implement Dijkstra's algorithm for Single source shortest path problem.
13. Write Java programs that use recursive and non-recursive functions to traverse the given binary tree in
 - a) Preorder
 - b) Inorder
 - c) Postorder.
14. Write Java programs for the implementation of bfs and dfs for a given graph.
15. Write Java programs for implementing the following sorting methods:
 - a) Bubble sort
 - b) Insertion sort
 - c) Quick sort
 - d) Merge sort
 - e) Heap sort
 - f) Radix sort
 - g) Binary tree sort
16. Write a Java program to perform the following operations:
 - a) Insertion into a B-tree
 - b) Searching in a B-tree
17. Write a Java program that implements Kruskal's algorithm to generate minimum cost spanning tree.
18. Write a Java program that implements KMP algorithm for pattern matching.

REFERENCE BOOKS:

1. Data Structures and Algorithms in java, 3rd edition, A.Drozdek, Cengage Learning.
 2. Data Structures with Java, J.R.Hubbard, 2nd edition, Schaum's Outlines, TMH.
 3. Data Structures and algorithms in Java, 2nd Edition, R.Lafore, Pearson Education.
 4. Data Structures using Java, D.S.Malik and P.S. Nair, Cengage Learning.
 5. Data structures, Algorithms and Applications in java, 2nd Edition, S.Sahani, Universities Press.
 6. Design and Analysis of Algorithms, P.H.Dave and H.B.Dave, Pearson education.
 7. Data Structures and java collections frame work, W.J.Collins, Mc Graw Hill.
 8. Java: the complete reference, 7th editon, Herbert Schildt, TMH.
 9. Java for Programmers, P.J.Deitel and H.M.Deitel, Pearson education / Java: How to Program P.J.Deitel and H.M.Deitel , 8th edition, PHI.
 10. Java Programming, D.S.Malik,Cengage Learning.
 11. A Practical Guide to Data Structures and Algorithms using Java, S.Goldman & K.Goldman, Chapman & Hall/CRC, Taylor & Francis Group.
- (Note: Use packages like java.io, java.util, etc)

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

R15 - CBCS

M. TECH. COMPUTER SCIENCE AND ENGINEERING COURSE STRUCTURE

I YEAR - I Semester			Course Title	Int. Marks	Ext. Marks	L	P	C
1	CSE11CO1	Core Course I	Data Structures and Algorithms	25	75	4	--	4
2	CSE11CO2	Core Course II	Database Internals	25	75	4	--	4
3	CSE11CO3	Core Course III	Distributed Systems	25	75	4	--	4
4	CSE11CE1	Core Elective I	Core Elective– 1 1. Network Security 2. Android Application Development 3. Cloud Computing 4. Internet of Things	25	75	4	--	4
5	CSE11CE2	Core Elective II	Core Elective– 2 1. Machine Learning 2. Parallel and Distributed Algorithms 3. Software Architecture and Design Patterns 4. Embedded Systems	25	75	4	--	4
6	CSE11OE1	Open Elective I	Open Elective – 1	25	75	4	--	4
7	CSE11LB1	Laboratory	Data Structures and Algorithms Lab	25	75	--	4	2
8	CSE11SE1	Seminar	Seminar	50	50	--	4	2
			Total			24	8	28

I YEAR - II Semester			Course Title	Int. Marks	Ext. Marks	L	P	C
1	CSE12CO1	Core Course IV	Network Programming	25	75	4	--	4
2	CSE12CO2	Core Course V	Information Retrieval Systems	25	75	4	--	4
3	CSE12CO3	Core Course VI	Internet Technologies and Services	25	75	4	--	4
4	CSE12CE1	Core Elective III	Core Elective– 3 1. Data Mining 2. Storage Area Networks 3. Semantic Web and Social Networks 4. Cyber Security	25	75	4	--	4
5	CSE12CE2	Core Elective IV	Core Elective– 4 1. Big Data Analytics 2. Soft Computing 3. Software Process and Project Management 4. Distributed Computing	25	75	4	--	4
6	CSE12OE1	Open Elective II	Open Elective – 2	25	75	4	--	4
7	CSE12LB1	Laboratory	Internet Technologies and Services Lab	25	75	--	4	2
8	CSE12SE1	Seminar	Seminar	50	50	--	4	2
			Total			24	8	28

II YEAR - I Semester				Int. Marks	Ext. Marks	L	P	C
1	CSE21CV1		Comprehensive Viva	0	100	--	--	4
2	CSE21SEM		Seminar - I on Project work	25	75	--	--	12
			Total			--	--	16

II YEAR - II Semester				Int. Marks	Ext. Marks	L	P	C
1	CSE22SEM		Seminar – II on Project work	25	0	--	--	
2	CSE22PEV		Project Evaluation	0	75	--	--	
			Total			--	--	16

- ❖ Basic Computer Programming skills are required for all open electives. Additionally, knowledge on the specified area mentioned in prerequisites is required for opting the open elective
- ❖ Note: A student can register for any open elective subject provided that he has not already registered for the same subject

S.NO	Open Electives	Prerequisites
1.	“R” Programming	Maths, Statistics
2.	Android Application Development	Java
3.	Algorithmics	----
4.	Big Data Analytics	Data Bases , Maths
5.	Bioinformatics	Data Structures
6.	Biometrics	----
7.	Cyber Security	Internet Technologies
8.	Computer Forensics	Maths, Data Structures
9.	Distributed Systems Security	Information Security
10.	E-Commerce	Internet Technologies
11.	Embedded Systems	Digital logic
12.	Information Security	Maths
13.	Intellectual Property Rights	---
14.	Internet of Things	Java
15.	Java Programming	---
16.	Linux Programming	---
17.	Mobile Computing	Java
18.	Mobile Application Security	Mobile Application Development
19.	OpenStack cloud computing	Linux Programming
20.	Operations Research	Maths, Data Structures
21.	Principles of Information Security	-----
22.	Scripting Languages	---
23.	Social Media Intelligence	---
24.	Software Engineering	---
25.	Storage Area Networks	Computer Networks
26.	Web Usability	-----

DATA STRUCTURES AND ALGORITHMS**Objectives:**

- The fundamental design, analysis, and implementation of basic data structures.
- Basic concepts in the specification and analysis of programs.
- Principles for good program design, especially the uses of data abstraction.
- Significance of algorithms in the computer field
- Various aspects of algorithm development
- Qualities of a good solution

UNIT I

Algorithms, Performance analysis- time complexity and space complexity, Asymptotic Notation-Big Oh, Omega and Theta notations, Complexity Analysis Examples.

Data structures-Linear and non linear data structures, ADT concept, Linear List ADT, Array representation, Linked representation, Vector representation, singly linked lists -insertion, deletion, search operations, doubly linked lists-insertion, deletion operations, circular lists. Representation of single, two dimensional arrays, Sparse matrices and their representation.

UNIT II

Stack and Queue ADTs, array and linked list representations, infix to postfix conversion using stack, implementation of recursion, Circular queue-insertion and deletion, Dequeue ADT, array and linked list representations, Priority queue ADT, implementation using Heaps, Insertion into a Max Heap, Deletion from a Max Heap, java.util package-ArrayList, Linked List, Vector classes, Stacks and Queues in java.util, Iterators in java.util.

UNIT III

Searching-Linear and binary search methods, Hashing-Hash functions, Collision Resolution methods-Open Addressing, Chaining, Hashing in java.util-HashMap, HashSet, Hashtable.

Sorting –Bubble sort, Insertion sort, Quick sort, Merge sort, Heap sort, Radix sort, comparison of sorting methods.

UNIT IV

Trees- Ordinary and Binary trees terminology, Properties of Binary trees, Binary tree ADT, representations, recursive and non recursive traversals, Java code for traversals, Threaded binary trees.

Graphs- Graphs terminology, Graph ADT, representations, graph traversals/search methods-dfs and bfs, Java code for graph traversals, Applications of Graphs-Minimum cost spanning tree using Kruskal's algorithm, Dijkstra's algorithm for Single Source Shortest Path Problem.

UNIT V

Search trees- Binary search tree-Binary search tree ADT, insertion, deletion and searching operations, Balanced search trees, AVL trees-Definition and examples only, Red Black trees –Definition and examples only, B-Trees-definition, insertion and searching operations, Trees in java.util- TreeSet, Tree Map Classes, Tries(examples only),Comparison of Search trees.

Text compression-Huffman coding and decoding, Pattern matching-KMP algorithm.

TEXT BOOKS:

1. Data structures, Algorithms and Applications in Java, S.Sahni, Universities Press.
2. Data structures and Algorithms in Java, Adam Drozdek, 3rd edition, Cengage Learning.
3. Data structures and Algorithm Analysis in Java, M.A.Weiss, 2nd edition, Addison-Wesley (Pearson Education).

REFERENCE BOOKS:

1. Java for Programmers, Deitel and Deitel, Pearson education.
2. Data structures and Algorithms in Java, R.Lafore, Pearson education.
3. Java: The Complete Reference, 8th editon, Herbert Schildt, TMH.
4. Data structures and Algorithms in Java, M.T.Goodrich, R.Tomassia, 3rd edition, Wiley India Edition.
5. Data structures and the Java Collection Frame work,W.J.Collins, Mc Graw Hill.
6. Classic Data structures in Java, T.Budd, Addison-Wesley (Pearson Education).
7. Data structures with Java, Ford and Topp, Pearson Education.
8. Data structures using Java, D.S.Malik and P.S.Nair, Cengage learning.
9. Data structures with Java, J.R.Hubbard and A.Huray, PHI Pvt. Ltd.
10. Data structures and Software Development in an Object-Oriented Domain, J.P.Tremblay and G.A.Cheston, Java edition, Pearson Education.

DATABASE INTERNALS**Objectives:**

By the end of the course, you will know:

- History and Structure of databases
- How to design a database
- How to convert the design into the appropriate tables
- Handling Keys appropriately
- Enforcing Integrity Constraints to keep the database consistent
- Normalizing the tables to eliminate redundancies
- Querying relational data
- and processing the queries
- Storage Optimizing Strategies for easy retrieval of data through index
- Triggers, Procedures and Cursors, Transaction Management
- Distributed databases management system concepts and Implementation

UNIT I

Database System Applications, Purpose of Database Systems, View of Data – Data Abstraction, Instances and Schemas, Data Models – the ER Model, Relational Model, Other Models – Database Languages – DDL, DML, Database Access from Applications Programs, Transaction Management, Data Storage and Querying, Database Architecture, Database Users and Administrators, ER diagrams,. Relational Model: Introduction to the Relational Model – Integrity Constraints Over Relations, Enforcing Integrity constraints, Querying relational data, Logical data base Design, Introduction to Views – Altering Tables and Views, Relational Algebra, Basic SQL Queries, Nested Queries, Complex Integrity Constraints in SQL, Triggers

UNIT II

Introduction to Schema Refinement – Problems Caused by redundancy, Decompositions – Problem related to decomposition, Functional Dependencies - Reasoning about FDS, Normal Forms – FIRST, SECOND, THIRD Normal forms – BCNF – Properties of Decompositions- Loss less- join Decomposition, Dependency preserving Decomposition, Schema Refinement in Data base Design – Multi valued Dependencies – FOURTH Normal Form, Join Dependencies, FIFTH Normal form.

UNIT III

Transaction Management: The ACID Properties, Transactions and Schedules, Concurrent Execution of Transactions – Lock Based Concurrency Control, Deadlocks – Performance of Locking – Transaction Support in SQL.

Concurrency Control: Serializability, and recoverability – Introduction to Lock Management – Lock Conversions, Dealing with Deadlocks, Specialized Locking Techniques – Concurrency Control without Locking.

Crash recovery: Introduction to Crash recovery, Introduction to ARIES, the Log, and Other Recovery related Structures, the Write-Ahead Log Protocol, Check pointing, recovering from a System Crash, Media recovery

UNIT IV

Overview of Storage and Indexing: Data on External Storage, File Organization and Indexing – Clustered Indexes, Primary and Secondary Indexes, Index data Structures – Hash Based Indexing, Tree based Indexing

Storing data: Disks and Files: -The Memory Hierarchy – Redundant Arrays of Independent Disks.

Tree Structured Indexing: Intuitions for tree Indexes, Indexed Sequential Access Methods (ISAM)

B+ Trees: A Dynamic Index Structure, Search, Insert, Delete.

Hash Based Indexing: Static Hashing, Extendable hashing, Linear Hashing, Extendable Vs Linear Hashing.

UNIT V

Distributed databases: Introduction to distributed databases, Distributed DBMS architectures, Storing data in a distributed DBMS, Distributed catalog management, Distributed query processing Updating distributed data, Distributed transactions, Distributed concurrency control, Distributed recovery

TEXT BOOKS:

1. Data base Management Systems, Raghu Ramakrishnan, Johannes Gehrke, TMH, 3rd Edition, 2003.
2. Data base System Concepts, A.Silberschatz, H.F. Korth, S.Sudarshan, McGraw hill, VI edition, 2006.
3. Fundamentals of Database Systems 5th edition, Ramez Elmasri, Shamkant B.Navathe, Pearson Education, 2008.

REFERENCE BOOKS:

1. Introduction to Database Systems, C.J.Date, Pearson Education.
2. Database Management System Oracle SQL and PL/SQL, P.K.Das Gupta, PHI.
3. Database System Concepts, Peter Rob & Carlos Coronel, Cengage Learning, 2008.
4. Database Systems, A Practical approach to Design Implementation and

- Management Fourth edition, Thomas Connolly, Carolyn Begg, Pearson education.
5. Database-Principles, Programming, and Performance, P.O'Neil & E.O'Neil, 2nd ed, ELSEVIER
 6. Fundamentals of Relational Database Management Systems, S.Sumathi, S.Esakkirajan, Springer.
 7. Introduction to Database Management, M.L.Gillenson and others, Wiley Student Edition.
 8. Database Development and Management, Lee Chao, Auerbach publications, Taylor & Francis Group.
 9. Distributed Databases Principles & Systems, Stefano Ceri, Giuseppe Pelagatti, TMH.
 10. Principles of Distributed Database Systems, M. Tamer Ozsu, Patrick Valduriez , Pearson Education, 2nd Edition.
 11. Distributed Database Systems, Chhanda Ray, Pearson.

DISTRIBUTED SYSTEMS**Objectives:**

- Understand the need for distributed systems and their applications.
- Understand the concepts of remote procedure calls, remote file systems, distributed agreement, clock synchronization, and security.

UNIT I

Characterization of Distributed Systems-Introduction, Examples of Distributed systems, Resource sharing and web, challenges, System models-Introduction, Architectural and Fundamental models, Networking and Internetworking, Interprocess Communication.

Distributed objects and Remote Invocation-Introduction, Communication between distributed objects, RPC, Events and notifications, Case study-Java RMI.

UNIT II

Operating System Support- Introduction, OS layer, Protection, Processes and Threads, Communication and Invocation, Operating system architecture, Distributed File Systems-Introduction, File Service architecture, case study- SUN network file systems.

Name Services-Introduction, Name Services and the Domain Name System, Case study of the Global Name Service, Case study of the X.500 Directory Service.

UNIT III

Peer to Peer Systems-Introduction, Napster and its legacy, Peer to Peer middleware, Routing overlays, Overlay case studies-Pastry, Tapestry, Application case studies-Squirrel, OceanStore, Time and Global States-Introduction, Clocks, events and Process states, Synchronizing physical clocks, logical time and logical clocks, global states, distributed debugging.

Coordination and Agreement-Introduction, Distributed mutual exclusion, Elections, Multicast communication, consensus and related problems.

UNIT IV

Transactions and Concurrency control-Introduction, Transactions, Nested Transactions, Locks, Optimistic concurrency control, Timestamp ordering, Comparison of methods for concurrency control. Distributed Transactions-Introduction, Flat and Nested Distributed Transactions, Atomic commit protocols, Concurrency control in distributed transactions, Distributed deadlocks, Transaction recovery. Replication-Introduction, System model and group communication, Fault tolerant services, Transactions with replicated data.

UNIT V

Security-Introduction, Overview of Security techniques, Cryptographic algorithms, Digital signatures, Case studies-Kerberos, TLS, 802.11 Wi-Fi.

Distributed shared memory, Design and Implementation issues, Sequential consistency and Ivy case study, Release consistency and Munin case study, Other consistency models, CORBA case study-Introduction, CORBA RMI, CORBA Services.

TEXT BOOKS:

1. Distributed Systems Concepts and Design, G Coulouris, J Dollimore and T Kindberg, Fourth Edition, Pearson Education.
2. Distributed Systems, S.Ghosh, Chapman& Hall/CRC, Taylor & Francis Group, 2010.

REFERENCE BOOKS:

1. Distributed Computing, S.Mahajan and S.Shah, Oxford University Press.
2. Distributed Operating Systems Concepts and Design, Pradeep K.Sinha, PHI.
3. Advanced Concepts in Operating Systems, M Singhal, N G Shivarathri, TMH.
4. Reliable Distributed Systems, K.P.Birman, Springer.
5. Distributed Systems – Principles and Paradigms, A.S. Tanenbaum and M.V. Steen, Pearson Education.
6. Distributed Operating Systems and Algorithm Analysis, R.Chow, T.Johnson, Pearson.
7. Distributed Operating Systems, A.S.Tanenbaum, Pearson education.
8. Distributed Computing, Principles, Algorithms and Systems, Ajay D.Kshemakalyani and Mukesh Singhal, Cambridge, rp 2010.

NETWORK SECURITY
(CORE ELECTIVE-I)**Objectives:**

- Understand the basic categories of threats to computers and networks
- Understand various cryptographic algorithms.
- Describe public-key cryptosystem.
- Describe the enhancements made to IPv4 by IPSec
- Understand Intrusions and intrusion detection
- Discuss the fundamental ideas of public-key cryptography.
- Generate and distribute a PGP key pair and use the PGP package to send an encrypted e-mail message.
- Discuss Web security and Firewalls

UNIT – I

Attacks on Computers and Computer Security: Introduction, The need for security, Security approaches, Principles of security, Types of Security attacks, Security services, Security Mechanisms, A model for Network Security **Cryptography: Concepts and Techniques:** Introduction, plain text and cipher text, substitution techniques, transposition techniques, encryption and decryption, symmetric and asymmetric key cryptography, steganography, key range and key size, possible types of attacks.

UNIT – II

Symmetric key Ciphers: Block Cipher principles & Algorithms(DES, AES, Blowfish), Differential and Linear Cryptanalysis, Block cipher modes of operation, Stream ciphers, RC4, Location and placement of encryption function, Key distribution **Asymmetric key Ciphers:** Principles of public key cryptosystems, Algorithms(RSA, Diffie-Hellman, ECC), Key Distribution

UNIT – III

Message Authentication Algorithms and Hash Functions: Authentication requirements, Functions, Message authentication codes, Hash Functions, Secure hash algorithm, Whirlpool, HMAC, CMAC, Digital signatures, knapsack algorithm **Authentication Applications:** Kerberos, X.509 Authentication Service, Public – Key Infrastructure, Biometric Authentication

UNIT – IV

E-Mail Security: Pretty Good Privacy, S/MIME **IP Security:** IP Security overview, IP Security architecture, Authentication Header, Encapsulating security payload, combining security associations, key management

UNIT – V

Web Security: Web security considerations, Secure Socket Layer and Transport Layer Security, Secure electronic transaction **Intruders, Virus and Firewalls:** Intruders, Intrusion detection, password management, Virus and related threats, Countermeasures, Firewall design principles, Types of firewalls **Case Studies on Cryptography and security:** Secure Inter-branch Payment Transactions, Cross site Scripting Vulnerability, Virtual Elections.

TEXT BOOKS:

1. Cryptography and Network Security : William Stallings, Pearson Education, 5th Edition
2. Cryptography and Network Security: Atul Kahate, Mc Graw Hill, 2nd Edition.
3. Network Security and Cryptography: Bernard Menezes, CENGAGE Learning

REFERENCE BOOKS:

1. Cryptography and Network Security: C K Shyamala, N Harini, Dr T R Padmanabhan, Wiley India, 1st Edition.
2. Cryptography and Network Security : Forouzan Mukhopadhyay, Mc Graw Hill, 2nd Edition
3. Information Security, Principles and Practice : Mark Stamp, Wiley India.
4. Principles of Computer Security: WM.Arthur Conklin, Greg White, TMH
5. Introduction to Network Security: Neal Krawetz, CENGAGE Learning.
6. Principles of Information security by Michael E Whitman and Herbert J.Mattord.

ANDROID APPLICATION DEVELOPMENT
(CORE ELECTIVE-I)

Objectives:

To demonstrate their understanding of the fundamentals of Android operating systems
To demonstrate their skills of using Android software development tools
To demonstrate their ability to develop software with reasonable complexity on mobile platform
To demonstrate their ability to deploy software to mobile devices
To demonstrate their ability to debug programs running on mobile devices

Unit I:**Introduction to Android Operating System:**

Android OS design and Features – Android development framework, SDK features, Installing and running applications on Eclipse platform, Creating AVDs, Types of Android applications, Best practices in Android programming, Android tools

Android application components – Android Manifest file, Externalizing resources like values, themes, layouts, Menus etc, Resources for different devices and languages, Runtime Configuration Changes

Android Application Lifecycle – Activities, Activity lifecycle, activity states, monitoring state changes

Unit II:**Android User Interface:**

Measurements – Device and pixel density independent measuring units

Layouts – Linear, Relative, Grid and Table Layouts

User Interface (UI) Components – Editable and non editable TextViews, Buttons, Radio and Toggle Buttons, Checkboxes, Spinners, Dialog and pickers

Event Handling – Handling clicks or changes of various UI components

Fragments – Creating fragments, Lifecycle of fragments, Fragment states, Adding fragments to Activity, adding, removing and replacing fragments with fragment transactions, interfacing between fragments and Activities, Multi-screen Activities

Unit III**Intents and Broadcasts:**

Intent – Using intents to launch Activities, Explicitly starting new Activity, Implicit Intents, Passing data to Intents, Getting results from Activities, Native Actions, using Intent to dial a number or to send SMS

Broadcast Receivers – Using Intent filters to service implicit Intents, Resolving Intent filters, finding and using Intents received within an Activity

Notifications – Creating and Displaying notifications, Displaying Toasts

Unit IV**Persistent Storage:**

Files – Using application specific folders and files, creating files, reading data from files, listing contents of a directory Shared Preferences – Creating shared preferences, saving and retrieving data using Shared Preference

Database – Introduction to SQLite database, creating and opening a database, creating tables, inserting retrieving and deleting data, Registering Content Providers, Using content Providers (insert, delete, retrieve and update)

Unit V**Advanced Topics:** Alarms – Creating and using alarms

Using Internet Resources – Connecting to internet resource, using download manager

Location Based Services – Finding Current Location and showing location on the Map, updating location

Text Books:

1. Professional Android 4 Application Development, Reto Meier, Wiley India, (Wrox) , 2012
2. Android Application Development for Java Programmers, James C Sheusi, Cengage Learning, 2013

References:

1. Beginning Android 4 Application Development, Wei-Meng Lee, Wiley India (Wrox), 2013

CLOUD COMPUTING (CORE ELECTIVE-I)

Objectives:

- To learn the new computing model which enables shared resources on demand over the network.
- To learn about the pay-per-use scenarios.
- To learn about the new kind of service models and deployment models.
- To learn about the virtualization technology.
- To learn the python programming or various services and models.
- To develop cloud applications in Python

UNIT-I

Principles of Parallel and Distributed Computing, Introduction to cloud computing, Cloud computing Architecture, cloud concepts and technologies, cloud services and platforms, Cloud models, cloud as a service, cloud solutions, cloud offerings, introduction to Hadoop and Mapreduce.

UNIT –II

Cloud Platforms for Industry, Healthcare and education, Cloud Platforms in the Industry, cloud applications. Virtualization, cloud virtualization technology, deep dive: cloud virtualization, Migrating in to cloud computing, Virtual Machines Provisioning and Virtual Machine Migration Services, On the Management of Virtual Machines for cloud Infrastructure, Comet cloud, T-Systems,

UNIT-III

Cloud computing Applications: Industry, Health, Education, Scientific Applications, Business and Consumer Applications, Understanding Scientific Applications for Cloud Environments, Impact of Cloud computing on the role of corporate IT.

Enterprise cloud computing Paradigm, Federated cloud computing Architecture, SLA Management in Cloud Computing, Developing the cloud: cloud application Design.

UNIT-IV

Python Basics, Python for cloud, cloud application development in python, Cloud Application Development in Python.

Programming Google App Engine with Python: A first real cloud Application, Managing Data in the cloud, Google app engine Services for Login Authentication, Optimizing UI and Logic, Making the UI Pretty: Templates and CSS, Getting Interactive. Map Reduce Programming Model and Implementations.

UNIT-V

Cloud management, Organizational Readiness and change management in the cloud age ,Cloud Security ,Data security in the cloud, Legal Issues in the Cloud , Achieving Production Readiness for the cloud Services

Text Books:

2. Cloud Computing: Raj Kumar Buyya , James Broberg, andrzej Goscinski, 2013 Wiley
3. Mastering Cloud Computing: Raj Kumar buyya, Christian Vecchiola,selvi-2013.
4. Cloud Computing: Arshdeep Bahga, Vijay Madisetti, 2014, University Press.
5. Cloud computing: Dr Kumar Saurab Wiley India 2011.

References;

1. Code in the Cloud: Mark C.Chu-Carroll 2011, SPD.(Second part of IV UNIT)
2. Essentials of cloud computing : K Chandrasekharan CRC Press.
3. Cloud Computing: John W. Rittinghouse, James Ransome, CRC Press.
4. Virtualization Security: Dave shackleford 2013. SYBEX a wiley Brand.
5. Cloud computing and Software Services: Ahson , Ilyas.2011.
6. Cloud Computing Bible: Sosinsky 2012. Wiley India .
7. Cloud Computing: Dan C. Marinescu-2013, Morgan Kaufmann.
8. Distributed and Cloud Computing, Kai Hwang, Geoffery C.Fox, Jack J.Dongarra, Elsevier, 2012.
- 9 . Fundamentals of Python Kenneth A.Lambert | B.L.Juneja

**INTERNET OF THINGS
(CORE ELECTIVE-I)****Objectives:**

To introduce the terminology, technology and its applications
To introduce the concept of M2M (machine to machine) with necessary protocols
To introduce the Python Scripting Language which is used in many IoT devices
To introduce the Raspberry PI platform, that is widely used in IoT applications
To introduce the implementation of web based services on IoT devices

Unit I

Introduction to Internet of Things –Definition and Characteristics of IoT,
Physical Design of IoT – IoT Protocols, IoT communication models, Iot Communication APIs
IoT enabled Technologies – Wireless Sensor Networks, Cloud Computing, Big data analytics,
Communication protocols, Embedded Systems, IoT Levels and Templates
Domain Specific IoTs – Home, City, Environment, Energy, Retail, Logistics, Agriculture, Industry, health and Lifestyle

Unit II

IoT and M2M – Software defined networks, network function virtualization, difference between SDN and NFV for IoT

Basics of IoT System Management with NETCOZF, YANG- NETCONF, YANG, SNMP NETOPEER

Unit III

Introduction to Python - Language features of Python, Data types, data structures, Control of flow, functions, modules, packaging, file handling, data/time operations, classes, Exception handling
Python packages - JSON, XML, HTTPLib, URLLib, SMTPLib

Unit IV

IoT Physical Devices and Endpoints - Introduction to Raspberry PI-Interfaces (serial, SPI, I2C)

Programming – Python program with Raspberry PI with focus of interfacing external gadgets, controlling output, reading input from pins.

Unit V

IoT Physical Servers and Cloud Offerings – Introduction to Cloud Storage models and communication APIs

Webserver – Web server for IoT, Cloud for IoT, Python web application framework

Designing a RESTful web API

Text Book:

Internet of Things - A Hands-on Approach, Arshdeep Bahga and Vijay Madisetti, Universities Press, 2015, ISBN: 9788173719547

Getting Started with Raspberry Pi, Matt Richardson & Shawn Wallace, O'Reilly (SPD), 2014, ISBN: 9789350239759

**MACHINE LEARNING
(CORE ELECTIVE-II)****Objectives:**

- To be able to formulate machine learning problems corresponding to different applications.
- To understand a range of machine learning algorithms along with their strengths and weaknesses.
- To understand the basic theory underlying machine learning.
- To be able to apply machine learning algorithms to solve problems of moderate complexity.
- To be able to read current research papers and understands the issues raised by current research.

UNIT I

INTRODUCTION - Well-posed learning problems, Designing a learning system, Perspectives and issues in machine learning

Concept learning and the general to specific ordering – Introduction, A concept learning task, Concept learning as search, Find-S: finding a maximally specific hypothesis, Version spaces and the candidate elimination algorithm, Remarks on version spaces and candidate elimination, Inductive bias

UNIT II

Decision Tree learning – Introduction, Decision tree representation, Appropriate problems for decision tree learning, The basic decision tree learning algorithm, Hypothesis space search in decision tree learning, Inductive bias in decision tree learning, Issues in decision tree learning

Artificial Neural Networks – Introduction, Neural network representation, Appropriate problems for neural network learning, Perceptions, Multilayer networks and the back propagation algorithm, Remarks on the back propagation algorithm, An illustrative example face recognition

Advanced topics in artificial neural networks

Evaluation Hypotheses – Motivation, Estimation hypothesis accuracy, Basics of sampling theory, A general approach for deriving confidence intervals, Difference in error of two hypotheses, Comparing learning algorithms

UNIT III

Bayesian learning – Introduction, Bayes theorem, Bayes theorem and concept learning, Maximum likelihood and least squared error hypotheses, Maximum likelihood hypotheses for predicting probabilities, Minimum description length principle, Bayes optimal classifier, Gibbs algorithm, Naïve Bayes classifier, An example learning to classify text, Bayesian belief networks The EM algorithm

Computational learning theory – Introduction, Probability learning an approximately correct hypothesis, Sample complexity for Finite Hypothesis Space, Sample Complexity for infinite Hypothesis Spaces, The mistake bound model of learning - **Instance-Based Learning**- Introduction, k -Nearest Neighbour Learning, Locally Weighted Regression, Radial Basis Functions, Case-Based Reasoning, Remarks on Lazy and Eager Learning

Genetic Algorithms – Motivation, Genetic Algorithms, An illustrative Example, Hypothesis Space Search, Genetic Programming, Models of Evolution and Learning, Parallelizing Genetic Algorithms

UNIT IV

Learning Sets of Rules – Introduction, Sequential Covering Algorithms, Learning Rule Sets: Summary, Learning First Order Rules, Learning Sets of First Order Rules: FOIL, Induction as Inverted Deduction, Inverting Resolution

Analytical Learning - Introduction, Learning with Perfect Domain Theories: Prolog-EBG Remarks on Explanation-Based Learning, Explanation-Based Learning of Search Control Knowledge

UNIT V

Combining Inductive and Analytical Learning – Motivation, Inductive-Analytical Approaches to Learning, Using Prior Knowledge to Initialize the Hypothesis, Using Prior Knowledge to Alter the Search Objective, Using Prior Knowledge to Augment Search Operators,

Reinforcement Learning – Introduction, The Learning Task, Q Learning, Non-Deterministic, Rewards and Actions, Temporal Difference Learning, Generalizing from Examples, Relationship to Dynamic Programming

TEXT BOOKS:

1. Machine Learning – Tom M. Mitchell, - MGH
2. Machine Learning: An Algorithmic Perspective, Stephen Marsland, Taylor & Francis (CRC)

REFERENCE BOOKS:

1. Machine Learning Methods in the Environmental Sciences, Neural Networks, William W Hsieh, Cambridge Univ Press.
2. Richard o. Duda, Peter E. Hart and David G. Stork, pattern classification, John Wiley & Sons Inc., 2001
3. Chris Bishop, Neural Networks for Pattern Recognition, Oxford University Press, 1995
4. Machine Learning by Peter Flach , Cambridge.

**PARALLEL AND DISTRIBUTED ALGORITHMS
(CORE ELECTIVE –II)**

Objectives:

- To learn parallel and distributed algorithms development techniques for shared memory and message passing models.
- To study the main classes of parallel algorithms.
- To study the complexity and correctness models for parallel algorithms.

UNIT-I

Basic Techniques, Parallel Computers for increase Computation speed, Parallel & Cluster Computing

UNIT-II

Message Passing Technique- Evaluating Parallel programs and debugging, Portioning and Divide and Conquer strategies examples

UNIT-III

Pipelining- Techniques computing platform, pipeline programs examples

UNIT-IV

Synchronous Computations, load balancing, distributed termination examples, programming with shared memory, shared memory multiprocessor constructs for specifying parallelism sharing data parallel programming languages and constructs, open MP

UNIT-V

Distributed shared memory systems and programming achieving constant memory distributed shared memory programming primitives, algorithms – sorting and numerical algorithms.

TEXT BOOK:

1. Parallel Programming, Barry Wilkinson, Michael Allen, Pearson Education, 2nd Edition.

REFERENCE BOOK:

1. Introduction to Parallel algorithms by Jaja from Pearson, 1992.

**SOFTWARE ARCHITECTURE AND DESIGN PATTERNS
(CORE ELECTIVE –II)**

Objectives:

After completing this course, the student should be able to:

- To understand the concept of patterns and the Catalog.
- To discuss the Presentation tier design patterns and their affect on: sessions, client access, validation and consistency.
- To understand the variety of implemented bad practices related to the Business and Integration tiers.
- To highlight the evolution of patterns.
- To how to add functionality to designs while minimizing complexity
- To understand what design patterns really are, and are not
- To learn about specific design patterns.
- To learn how to use design patterns to keep code quality high without overdesign.

UNIT I**Envisioning Architecture**

The Architecture Business Cycle, What is Software Architecture, Architectural patterns, reference models, reference architectures, architectural structures and views.

Creating an Architecture

Quality Attributes, Achieving qualities, Architectural styles and patterns, designing the Architecture, Documenting software architectures, Reconstructing Software Architecture.

UNIT II**Analyzing Architectures**

Architecture Evaluation, Architecture design decision making, ATAM, CBAM.

Moving from one system to many

Software Product Lines, Building systems from off the shelf components, Software architecture in future.

UNIT III**Patterns**

Pattern Description, Organizing catalogs, role in solving design problems, Selection and usage.

Creational and Structural patterns

Abstract factory, builder, factory method, prototype, singleton, adapter, bridge, composite, façade, flyweight.

UNIT IV**Behavioral patterns**

Chain of responsibility, command, Interpreter, iterator, mediator, memento, observer, state, strategy, template method, visitor.

UNIT V**Case Studies**

A-7E – A case study in utilizing architectural structures, The World Wide Web - a case study in interoperability, Air Traffic Control – a case study in designing for high availability, Celsius Tech – a case study in product line development,

TEXT BOOKS:

1. Software Architecture in Practice, second edition, Len Bass, Paul Clements & Rick Kazman, Pearson Education, 2003.
2. Design Patterns, Erich Gamma, Pearson Education, 1995.

REFERENCE BOOKS:

1. Beyond Software architecture, Luke Hohmann, Addison wesley, 2003.
2. Software architecture, David M. Dikel, David Kane and James R. Wilson, Prentice Hall PTR, 2001
3. Software Design, David Budgen, second edition, Pearson education, 2003
4. Head First Design patterns, Eric Freeman & Elisabeth Freeman, O'REILLY, 2007.
5. Design Patterns in Java, Steven John Metsker & William C. Wake, Pearson education, 2006
6. J2EE Patterns, Deepak Alur, John Crupi & Dan Malks, Pearson education, 2003.
7. Design Patterns in C#, Steven John metsker, Pearson education, 2004.
8. Pattern Oriented Software Architecture, F.Buschmann & others, John Wiley & Sons.

**EMBEDDED SYSTEMS
(CORE ELECTIVE-II)****Objectives:**

- To explain various embedded system applications and design requirements.
- To construct embedded system hardware.
- To develop software programs to control embedded system.
- To generate product specification for embedded system.

UNIT I

Introduction to Embedded Systems: Embedded Systems, Processor Embedded into a System, Embedded Hardware Units and Devices in a System, Embedded Software, Complex System Design, Design Process in Embedded System, Formalization of System Design, Classification of Embedded Systems

UNIT II

8051 and Advanced Processor Architecture: 8051 Architecture, 8051 Micro controller Hardware, Input/output Ports and Circuits, External Memory, Counter and Timers, Serial data Input/output, Interrupts, Introduction to Advanced Architectures, Real World Interfacing, Processor and Memory organization - **Devices and Communication Buses for Devices Network:** Serial and parallel Devices & ports, Wireless Devices, Timer and Counting Devices, Watchdog Timer, Real Time Clock, Networked Embedded Systems, Internet Enabled Systems, Wireless and Mobile System protocols

UNIT III

Embedded Programming Concepts: Software programming in Assembly language and High Level Language, Data types, Structures, Modifiers, Loops and Pointers, Macros and Functions, object oriented Programming, Embedded Programming in C++ & JAVA

UNIT IV

Real – Time Operating Systems: OS Services, Process and Memory Management, Real – Time Operating Systems, Basic Design Using an RTOS, Task Scheduling Models, Interrupt Latency, Response of Task as Performance Metrics - **RTOS Programming:** Basic functions and Types of RTOSes, RTOS VxWorks, Windows CE

UNIT V

Embedded Software Development Process and Tools: Introduction to Embedded Software Development Process and Tools, Host and Target Machines, Linking and Locating Software, Getting Embedded Software into the Target System, Issues in Hardware-Software Design and Co-Design - **Testing, Simulation and Debugging Techniques and Tools:** Testing on Host Machine, Simulators, Laboratory Tools

TEXT BOOK:

1. Embedded Systems, Raj Kamal, Second Edition TMH.

REFERENCE BOOKS:

1. Embedded/Real-Time Systems, Dr.K.V.K.K.Prasad, dreamTech press
2. The 8051 Microcontroller and Embedded Systems, Muhammad Ali Mazidi, Pearson.
3. The 8051 Microcontroller, Third Edition, Kenneth J.Ayala, Thomson.
4. An Embedded Software Primer, David E. Simon, Pearson Education.
5. Micro Controllers, Ajay V Deshmukhi, TMH.
6. Microcontrollers, Raj kamal, Pearson Education.
7. Introduction to Embedded Systems,Shibu K.V,TMH.

Objectives:

- The fundamental design, analysis, and implementation of basic data structures.
- Basic concepts in the specification and analysis of programs.
- Principles for good program design, especially the uses of data abstraction.

Sample Problems on Data structures:

1. Write Java programs that use both recursive and non-recursive functions for implementing the following searching methods:
 - a) Linear search
 - b) Binary search
2. Write Java programs to implement the following using arrays and linked lists
 - a) List ADT
3. Write Java programs to implement the following using an array.
 - a) Stack ADT
 - b) Queue ADT
4. Write a Java program that reads an infix expression and converts the expression to postfix form. (Use stack ADT).
5. Write a Java program to implement circular queue ADT using an array.
6. Write a Java program that uses both a stack and a queue to test whether the given string is a palindrome or not.
7. Write Java programs to implement the following using a singly linked list.
 - a) Stack ADT
 - b) Queue ADT
8. Write Java programs to implement the deque (double ended queue) ADT using
 - a) Array
 - b) Singly linked list
 - c) Doubly linked list.
9. Write a Java program to implement priority queue ADT.
10. Write a Java program to perform the following operations:
 - a) Construct a binary search tree of elements.
 - b) Search for a key element in the above binary search tree.
 - c) Delete an element from the above binary search tree.
11. Write a Java program to implement all the functions of a dictionary (ADT) using Hashing.
12. Write a Java program to implement Dijkstra's algorithm for Single source shortest path problem.
13. Write Java programs that use recursive and non-recursive functions to traverse the given binary tree in
 - a) Preorder
 - b) Inorder
 - c) Postorder.
14. Write Java programs for the implementation of bfs and dfs for a given graph.
15. Write Java programs for implementing the following sorting methods:
 - a) Bubble sort
 - b) Insertion sort
 - c) Quick sort
 - d) Merge sort
 - e) Heap sort
 - f) Radix sort
 - g) Binary tree sort
16. Write a Java program to perform the following operations:
 - a) Insertion into a B-tree
 - b) Searching in a B-tree
17. Write a Java program that implements Kruskal's algorithm to generate minimum cost spanning tree.
18. Write a Java program that implements KMP algorithm for pattern matching.

REFERENCE BOOKS:

1. Data Structures and Algorithms in java, 3rd edition, A.Drozdek, Cengage Learning.
2. Data Structures with Java, J.R.Hubbard, 2nd edition, Schaum's Outlines, TMH.
3. Data Structures and algorithms in Java, 2nd Edition, R.Lafore, Pearson Education.
4. Data Structures using Java, D.S.Malik and P.S. Nair, Cengage Learning.
5. Data structures, Algorithms and Applications in java, 2nd Edition, S.Sahani, Universities Press.
6. Design and Analysis of Algorithms, P.H.Dave and H.B.Dave, Pearson education.
7. Data Structures and java collections frame work, W.J.Collins, Mc Graw Hill.
8. Java: the complete reference, 7th editon, Herbert Schildt, TMH.
9. Java for Programmers, P.J.Deitel and H.M.Deitel, Pearson education / Java: How to Program P.J.Deitel and H.M.Deitel , 8th edition, PHI.
10. Java Programming, D.S.Malik,Cengage Learning.
11. A Practical Guide to Data Structures and Algorithms using Java, S.Goldman & K.Goldman, Chapman & Hall/CRC, Taylor & Francis Group.

(Note: Use packages like java.io, java.util, etc)

NETWORK PROGRAMMING**Objectives:**

- To understand to Linux utilities
- To understand file handling, signals
- To understand IPC, network programming in Java
- To understand processes to communicate with each other across a Computer Network.

UNIT – I

Linux Utilities- File handling utilities, Security by file permissions, Process utilities, Disk utilities, Networking utilities, Filters, Text processing utilities and Backup utilities.

Bourne again shell(bash) - Introduction, pipes and redirection, here documents, running a shell script, the shell as a programming language, shell meta characters, file name substitution, shell variables, command substitution, shell commands, the environment, quoting, test command, control structures, arithmetic in shell, shell script examples. Review of C programming concepts-arrays, strings (library functions), pointers, function pointers, structures, unions, libraries in C.

UNIT - II

Files- File Concept, File types File System Structure, Inodes, File Attributes, file I/O in C using system calls, kernel support for files, file status information-stat family, file and record locking-lockf and fcntl functions, file permissions-chmod, fchmod, file ownership-chown, lchown, fchown, links-soft links and hard links – symlink, link, unlink.

File and Directory management – Directory contents, Scanning Directories- Directory file APIs.

Process- Process concept, Kernel support for process, process attributes, process control – process creation, replacing a process image, waiting for a process, process termination, zombie process, orphan process.

UNIT - III

Signals- Introduction to signals, Signal generation and handling, Kernel support for signals, Signal function, unreliable signals, reliable signals, kill, raise, alarm, pause, abort, sleep functions.

Interprocess Communication - Introduction to IPC mechanisms, Pipes- creation, IPC between related processes using unnamed pipes, FIFOs-creation, IPC between unrelated processes using FIFOs(Named pipes), differences between unnamed and named pipes, popen and pclose library functions, Introduction to message queues, semaphores and shared memory.

Message Queues- Kernel support for messages, UNIX system V APIs for messages, client/server example.

Semaphores-Kernel support for semaphores, UNIX system V APIs for semaphores.

UNIT – IV

Shared Memory- Kernel support for shared memory, UNIX system V APIs for shared memory, client/server example.

Network IPC - Introduction to Unix Sockets, IPC over a network, Client-Server model, Address formats(Unix domain and Internet domain), Socket system calls for Connection Oriented - Communication, Socket system calls for Connectionless-Communication, Example-Client/Server Programs- Single Server-Client connection, Multiple simultaneous clients, Socket options – setsockopt, getsockopt, fcntl.

UNIT-V

Network Programming in Java-Network basics, TCP sockets, UDP sockets (datagram sockets), Server programs that can handle one connection at a time and multiple connections (using multithreaded server), Remote Method Invocation (Java RMI)-Basic RMI Process, Implementation details-Client-Server Application.

TEXT BOOKS:

1. Unix System Programming using C++, T.Chan, PHI.(Units II,III,IV)
2. Unix Concepts and Applications, 4th Edition, Sumitabha Das, TMH.(Unit I)
3. An Introduction to Network Programming with Java, Jan Graba, Springer, rp 2010.(Unit V)
4. Unix Network Programming, W.R. Stevens, PHI.(Units II,III,IV)
5. Java Network Programming, 3rd edition, E.R. Harold, SPD, O'Reilly.(Unit V)

REFERENCE BOOKS:

1. Linux System Programming, Robert Love, O'Reilly, SPD.
2. Advanced Programming in the UNIX environment, 2nd Edition, W.R.Stevens, Pearson Education.
3. UNIX for programmers and users, 3rd Edition, Graham Glass, King Ables, Pearson Education.
4. Beginning Linux Programming, 4th Edition, N.Matthew, R.Stones, Wrox, Wiley India Edition.
5. Unix Network Programming The Sockets Networking API, Vol.-I,W.R.Stevens, Bill Fenner, A.M.Rudoff, Pearson Education.
6. Unix Internals, U.Vahalia, Pearson Education.
7. Unix shell Programming, S.G.Kochan and P.Wood, 3rd edition, Pearson Education.
8. C Programming Language, Kernighan and Ritchie, PHI

INFORMATION RETRIEVAL SYSTEMS

Objectives:

On completion of this course you should have gained a good understanding of the foundation concepts of information retrieval techniques and be able to apply these concepts into practice. Specifically, you should be able to:

- To use different information retrieval techniques in various application areas
- To apply IR principles to locate relevant information large collections of data
- To analyze performance of retrieval systems when dealing with unmanaged data sources
- To implement retrieval systems for web search tasks.

UNIT I

Boolean retrieval. The term vocabulary and postings lists. Dictionaries and tolerant retrieval. Index construction. Index compression.

UNIT II

Scoring, term weighting and the vector space model. Computing scores in a complete search system. Evaluation in information retrieval. Relevance feedback and query expansion.

UNIT III

XML retrieval. Probabilistic information retrieval. Language models for information retrieval. Text classification. Vector space classification.

UNIT IV

Support vector machines and machine learning on documents, Flat clustering, Hierarchical clustering, Matrix decompositions and latent semantic indexing.

UNIT V

Web search basics. Web crawling and indexes, Link analysis.

TEXT BOOK:

1. Introduction to Information Retrieval , Christopher D. Manning and Prabhakar Raghavan and Hinrich Schütze, Cambridge University Press, 2008.

REFERENCE BOOKS:

1. Information Storage and Retrieval Systems: Theory and Implementation, Kowalski, Gerald, Mark T Maybury, Springer.
2. Modern Information Retrieval, Ricardo Baeza-Yates, Pearson Education, 2007.
3. Information Retrieval: Algorithms and Heuristics, David A Grossman and Ophir Frieder, 2nd Edition, Springer, 2004.
4. Information Retrieval Data Structures and Algorithms, William B Frakes, Ricardo Baeza-Yates, Pearson Education, 1992.
5. Information Storage & Retrieval, Robert Korfhage, John Wiley & Sons.

INTERNET TECHNOLOGIES AND SERVICES**Objective:**

The student who has knowledge of programming with java should be able to develop web based solutions using multi-tier architecture. S/he should have good understanding of different technologies on client and server side components as Follows:

Client Side: HTML5, CSS3, Javascript, Ajax, JQuery and JSON

Server Side: Servlets, JSP

Database: MySQL with Hibernate and Connection Pooling

Framework: Struts with validation framework, Internationalization (I18N)

SOA: Service Oriented Architecture, Web services fundamentals, Axis framework for WS

UNIT I**Client Side Technologies:**

Overview of HTML - Common tags, XHTML, capabilities of HTML5

Cascading Style sheets, CSS3 enhancements, linking to HTML Pages, Classes in CSS

Introduction to JavaScripts, variables, arrays, methods and string manipulation, BOM/DOM (Browser/Document Object Model), accessing elements by ID, Objects in JavaScript

Dynamic HTML with JavaScript and with CSS, form validation with JavaScript, Handling Timer Events

Simplifying scripting with JQuery, JASON for Information exchange.

UNIT II**Introduction to Java Servlets:**

Introduction to Servlets: Lifecycle of a Servlet, Reading request and initialization parameters, Writing output to response, MIME types in response, Session Tracking: Using Cookies and Sessions

Steps involved in Deploying an application

Database Access with JDBC and Connection Pooling

Introduction to XML, XML Parsing with DOM and SAX Parsers in Java

Ajax - Ajax programming with JSP/Servlets, creating XML Http Object for various browsers, Sending request, Processing response data and displaying it.

Introduction to Hibernate

UNIT III**Introduction to JSP:**

JSP Application Development: Types of JSP Constructs (Directives, Declarations, Expressions, Code Snippets), Generating Dynamic Content, Exception Handling, Implicit JSP Objects, Conditional Processing, Sharing Data Between JSP pages, Sharing Session and Application Data, Using user defined classes with jsp:useBean tag, Accessing a Database from a JSP

UNIT IV**Introduction to Struts Framework:**

Introduction to MVC architecture, Anatomy of a simple struts2 application, struts configuration file, Presentation layer with JSP, JSP bean, html and logic tag libraries, Struts Controller class, Using form data in Actions, Page Forwarding, validation frame work, Internationalization

UNIT V**Service Oriented Architecture and Web Services**

Overview of Service Oriented Architecture – SOA concepts, Key Service Characteristics, Technical Benefits of a SOA Introduction to Web Services– The definition of web services, basic operational model of web services, basic steps of implementing web services.

Core fundamentals of SOAP – SOAP Message Structure, SOAP encoding, SOAP message exchange models,

Describing Web Services –Web Services life cycle, anatomy of WSDL

Introduction to Axis– Installing axis web service framework, deploying a java web service on axis.

Web Services Interoperability – Creating java and .Net client applications for an Axis Web Service

(Note: The Reference Platform for the course will be open source products Apache Tomcat Application Server, MySQL database, Hibernate and Axis)

TEXT BOOKS:

1. Web Programming, building internet applications, Chris Bates 3rd edition, WILEY Dreamtech .
2. The complete Reference Java 7th Edition , Herbert Schildt., TMH.
3. Java Server Pages,Hans Bergsten, SPD, O'Reilly.
4. Professional Jakarta Struts - James Goodwill, Richard Hightower, Wrox Publishers.
5. Developing Java Web Services, R. Nagappan, R. Skoczylas, R.P. Sriganesh, Wiley India, rp – 2008.
6. Understanding SOA with Web Services, Eric Newcomer and Greg Lomow, Pearson Edition – 2009
7. Java Web Service Architecture, James McGovern, Sameer Tyagi et al., Elsevier - 2009

REFERENCE BOOKS:

1. Programming the world wide web,4th edition,R.W.Sebesta,Pearson
2. Core SERVLETS ANDJAVASERVER PAGES VOLUME 1: CORE
3. TECHNOLOGIES , Marty Hall and Larry Brown Pearson
4. Internet and World Wide Web – How to program , Dietel and Nieto PHI/Pearson.
5. Jakarta Struts Cookbook , Bill Siggelkow, S P D O'Reilly.
6. Professional Java Server Programming,S.Allamaraju & othersApress(dreamtech).
7. Java Server Programming ,Ivan Bayross and others,The X Team,SPD
8. Web Warrior Guide to Web Programmimg-Bai/Ekedaw-Cengage Learning.
9. Beginning Web Programming-Jon Duckett ,WROX.

M. Tech-CSE – I Year – II Sem.
SUBJECT CODE: CSE12CE1.1

R-15

DATA MINING
(CORE ELECTIVE –III)

Objectives:

- To develop the abilities of critical analysis to data mining systems and applications.
- To implement practical and theoretical understanding of the technologies for data mining
- To understand the strengths and limitations of various data mining models;

UNIT-I

Data mining Overview and Advanced Pattern Mining

Data mining tasks – mining frequent patterns, associations and correlations, classification and regression for predictive analysis, cluster analysis, outlier analysis; advanced pattern mining in multilevel, multidimensional space – mining multilevel associations, mining multidimensional associations, mining quantitative association rules, mining rare patterns and negative patterns.

UNIT-II

Advance Classification

Classification by back propagation, support vector machines, classification using frequent patterns, other classification methods – genetic algorithms, roughset approach, fuzzy set approach;

UNIT-III

Advance Clustering

Density - based methods – DBSCAN, OPTICS, DENCLUE; Grid-Based methods – STING, CLIQUE; Exception – maximization algorithm; clustering High- Dimensional Data; Clustering Graph and Network Data.

UNIT-IV

Web and Text Mining

Introduction, web mining, web content mining, web structure mining, web usage mining, Text mining – unstructured text, episode rule discovery for texts, hierarchy of categories, text clustering.

UNIT-V

Temporal and Spatial Data Mining

Introduction; Temporal Data Mining – Temporal Association Rules, Sequence Mining, GSP algorithm, SPADE, SPIRIT Episode Discovery, Time Series Analysis, Spatial Mining – Spatial Mining Tasks, Spatial Clustering. Data Mining Applications.

TEXT BOOKS:

1. Data Mining Concepts and Techniques, Jiawei Han, Micheline Kamber, Jian Pei, Morgan Kaufmann.
2. Data Mining Techniques – Arun K. Pujari, Universities Press.

REFERENCE BOOKS:

1. Introduction to Data Mining – Pang-Ning Tan, Vipin Kumar, Michael Steinbach, Pearson.
2. Data Mining Principles & Applications – T.V. Suresh Kumar, B. Esware Reddy, Jagadish S. Kalmani, Elsevier.

**STORAGE AREA NETWORKS
(CORE ELECTIVE-III)**

Objectives:

- To understand Storage Area Networks characteristics and components.
- To become familiar with the SAN vendors and their products
- To learn Fibre Channel protocols and how SAN components use them to communicate with each other
- To become familiar with Cisco MDS 9000 Multilayer Directors and Fabric Switches Thoroughly learn Cisco SAN-OS features.
- To understand the use of all SAN-OS commands. Practice variations of SANOS features

UNIT I: Introduction to Storage Technology

Review data creation and the amount of data being created and understand the value of data to a business, challenges in data storage and data management, Solutions available for data storage, Core elements of a data center infrastructure, role of each element in supporting business activities

UNIT II: Storage Systems Architecture

Hardware and software components of the host environment, Key protocols and concepts used by each component ,Physical and logical components of a connectivity environment ,Major physical components of a disk drive and their function, logical constructs of a physical disk, access characteristics, and performance Implications, Concept of RAID and its components , Different RAID levels and their suitability for different application environments: RAID 0, RAID 1, RAID 3, RAID 4, RAID 5, RAID 0+1, RAID 1+0, RAID 6, Compare and contrast integrated and modular storage systems ,High-level architecture and working of an intelligent storage system

UNIT III: Introduction to Networked Storage

Evolution of networked storage, Architecture, components, and topologies of FC-SAN, NAS, and IP-SAN, Benefits of the different networked storage options, understand the need for long-term archiving solutions and describe how CAS fulfills the need, understand the appropriateness of the different networked storage options for different application environments

UNIT IV: Information Availability & Monitoring & Managing Datacenter

List reasons for planned/unplanned outages and the impact of downtime, Impact of downtime, Differentiate between business continuity (BC) and disaster recovery (DR) ,RTO and RPO, Identify single points of failure in a storage infrastructure and list solutions to mitigate these failures , Architecture of backup/recovery and the different backup/recovery topologies , replication technologies and their role in ensuring information availability and business continuity, Remote replication technologies and their role in providing disaster recovery and business continuity capabilities

Identify key areas to monitor in a data center, Industry standards for data center monitoring and management, Key metrics to monitor for different components in a storage infrastructure, Key management tasks in a data center

UNIT V: Securing Storage and Storage Virtualization

Information security, Critical security attributes for information systems, Storage security domains, List and analyzes the common threats in each domain, Virtualization technologies, block-level and file-level virtualization technologies and processes

Case Studies

The technologies described in the course are reinforced with EMC examples of actual solutions.

Realistic case studies enable the participant to design the most appropriate solution for given sets of criteria.

TEXT BOOK:

1. EMC Corporation, Information Storage and Management, Wiley.

REFERENCE BOOKS:

1. Robert Spalding, "Storage Networks: The Complete Reference", Tata McGraw Hill, Osborne, 2003.
2. Marc Farley, "Building Storage Networks", Tata McGraw Hill ,Osborne, 2001.
3. Meeta Gupta, Storage Area Network Fundamentals, Pearson Education Limited, 2002.

M. Tech-CSE – I Year – II Sem.
SUBJECT CODE: CSE12CE1.3

R-15

**SEMANTIC WEB AND SOCIAL NETWORKS
(CORE ELECTIVE –III)**

Objectives:

- To learn Web Intelligence
- To learn Knowledge Representation for the Semantic Web
- To learn Ontology Engineering
- To learn Semantic Web Applications, Services and Technology
- To learn Social Network Analysis and semantic web

UNIT –I: Web Intelligence

Thinking and Intelligent Web Applications, The Information Age ,The World Wide Web, Limitations of Today's Web, The Next Generation Web, Machine Intelligence, Artificial Intelligence, Ontology, Inference engines, Software Agents, Berners-Lee www, Semantic Road Map, Logic on the semantic Web.

UNIT -II: Knowledge Representation for the Semantic Web

Ontologies and their role in the semantic web, Ontologies Languages for the Semantic Web –Resource Description Framework(RDF) / RDF Schema, Ontology Web Language(OWL), UML, XML/XML Schema.

UNIT-III: Ontology Engineering

Ontology Engineering, Constructing Ontology, Ontology Development Tools, Ontology Methods, Ontology Sharing and Merging, Ontology Libraries and Ontology Mapping, Logic, Rule and Inference Engines.

UNIT-IV: Semantic Web Applications, Services and Technology

Semantic Web applications and services, Semantic Search, e-learning, Semantic Bioinformatics, Knowledge Base ,XML Based Web Services, Creating an OWL-S Ontology for Web Services, Semantic Search Technology, Web Search Agents and Semantic Methods,

UNIT-V: .Social Network Analysis and semantic web

What is social Networks analysis, development of the social networks analysis, Electronic Sources for Network Analysis – Electronic Discussion networks, Blogs and Online Communities, Web Based Networks. Building Semantic Web Applications with social network features.

TEXT BOOKS:

1. Thinking on the Web - Berners Lee, Godel and Turing, Wiley inter science, 2008.
2. Social Networks and the Semantic Web, Peter Mika, Springer, 2007.

REFERENCE BOOKS:

1. Semantic Web Technologies, Trends and Research in Ontology Based Systems, J.Davies, R.Studer, P.Warren, John Wiley & Sons.
2. Semantic Web and Semantic Web Services -Liyang Lu Chapman and Hall/CRC Publishers,(Taylor & Francis Group)
3. Information Sharing on the semantic Web - Heiner Stuckenschmidt; Frank Van Harmelen, Springer Publications.
4. Programming the Semantic Web, T.Segaran, C.Evans, J.Taylor, O'Reilly, SPD.

CYBER SECURITY
(CORE ELECTIVE-III)

Objectives:

- To learn about cyber crimes and how they are planned
- To learn the vulnerabilities of mobile and wireless devices
- To learn about the crimes in mobile and wireless devices

UNIT-I

Introduction to Cybercrime:

Introduction, Cybercrime and Information security, who are cybercriminals, Classifications of Cybercrimes, Cybercrime: The legal Perspectives and Indian Perspective, Cybercrime and the Indian ITA 2000, A Global Perspective on Cybercrimes.

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-II

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 III

Cybercrimes and Cyber security: the Legal Perspectives

Introduction

Cyber Crime and Legal Landscape around the world, Why Do We Need Cyber laws: The Indian Context, The Indian IT Act, Challenges to Indian Law and Cybercrime Scenario In India, Digital signatures and the Indian IT Act, Amendments to the Indian IT Act, Cybercrime and Punishment
Cyber law, Technology and Students: Indian Scenario.

UNIT IV

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 Email, Digital Forensics Lifecycle, Chain of Custody concept, Network Forensics, Approaching a computer, Forensics Investigation, Challenges in Computer Forensics, Special Tools and Techniques
Forensics Auditing

UNIT V

Cyber Security: Organizational Implications

Introduction, Cost of Cybercrimes and IPR issues, Web threats for Organizations, Security and Privacy Implications, Social media marketing: Security Risks and Perils for Organizations, Social Computing and the associated challenges for Organizations.

Text book:

1. **Cyber Security: Understanding Cyber Crimes, Computer Forensics and Legal Perspectives**, Nina Godbole and Sunil Belapure, Wiley INDIA.
2. **Introduction to Cyber Security**, Chwan-Hwa(john) Wu, J. David Irwin. CRC Press T&F Group

Reference book:

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

BIG DATA ANALYTICS
(CORE ELECTIVE –IV)

Objectives:

- To understand about big data
- To learn the analytics of Big Data
- To Understand the MapReduce fundamentals

Unit I

Big Data Analytics : What is big data, History of Data Management ; Structuring Big Data ; Elements of Big Data ; Big Data Analytics; Distributed and Parallel Computing for Big Data;
Big Data Analytics:What is Big Data Analytics, What Big Data Analytics Isn't, Why this sudden Hype Around Big Data Analytics, Classification of Analytics, Greatest Challenges that Prevent Business from Capitalizing Big Data; Top Challenges Facing Big Data; Why Big Data Analytics Important; Data Science; Data Scientist; Terminologies used in Big Data Environments; Basically Available Soft State Eventual Consistency (BASE); Open source Analytics Tools;

Unit- II

Understanding Analytics and Big Data: Comparing Reporting and Analysis, Types of Analytics; Points to Consider during Analysis; Developing an Analytic Team; Understanding Text Analytics;
Analytical Approach and Tools to Analyze Data: Analytical Approaches; History of Analytical Tools; Introducing Popular Analytical Tools; Comparing Various Analytical Tools.

Unit III

Understanding MapReduce Fundamentals and HBase : The MapReduce Framework; Techniques to Optimize MapReduce Jobs; Uses of MapReduce; Role of HBase in Big Data Processing; Storing Data in Hadoop : Introduction of HDFS, Architecture, HDFS Files, File system types, commands, org.apache.hadoop.io package, HDFS High Availability; Introducing HBase, Architecture, Storing Big Data with HBase , Interacting with the Hadoop Ecosystem; HBase in Operations-Programming with HBase; Installation, Combining HBase and HDFS;

Unit IV

Big Data Technology Landscape and Hadoop : NoSQL, Hadoop; RDBMS versus Hadoop; Distributed Computing Challenges; History of Hadoop; Hadoop Overview; Use Case of Hadoop; Hadoop Distributors; HDFS (Hadoop Distributed File System), HDFS Daemons, read,write, Replica Processing of Data with Hadoop; Managing Resources and Applications with Hadoop YARN.

Unit V

Social Media Analytics and Text Mining: Introducing Social Media; Key elements of Social Media; Text mining; Understanding Text Mining Process; Sentiment Analysis, Performing Social Media Analytics and Opinion Mining on Tweets;
Mobile Analytics: Introducing Mobile Analytics; Define Mobile Analytics; Mobile Analytics and Web Analytics; Types of Results from Mobile Analytics; Types of Applications for Mobile Analytics; Introducing Mobile Analytics Tools;

TEXT BOOKS

1. BIG DATA and ANALYTICS, Seema Acharya, Subhasinin Chellappan, Wiley publications.
2. BIG DATA, Black Book™ , DreamTech Press, 2015 Edition.
3. BUSINESS ANALYTICS 5e , BY Albright |Winston

REFERENCE BOOKS:

1. Rajiv Sabherwal, Irma Becerra- Fernandez,” Business Intelligence –Practice, Technologies and Management”, John Wiley 2011.
2. Lariss T. Moss,ShakuAtre, “ Business Intelligence Roadmap”, Addison-Wesley It Service.
3. Yuli Vasiliev, “ Oracle Business Intelligence : The Condensed Guide to Analysis and Reporting”, SPD Shroff, 2012.

M. Tech-CSE – I Year – II Sem.
SUBJECT CODE: CSE12CE2.2

R-15

**SOFT COMPUTING
(CORE ELECTIVE –IV)**

Objectives:

To give students knowledge of soft computing theories fundamentals, i.e. Fundamentals of artificial and neural networks, fuzzy sets and fuzzy logic and genetic algorithms.

UNIT-I

AI Problems and Search: AI problems, Techniques, Problem Spaces and Search, Heuristic Search Techniques- Generate and Test, Hill Climbing, Best First Search Problem reduction, Constraint Satisfaction and Means End Analysis. Approaches to Knowledge Representation- Using Predicate Logic and Rules.

UNIT-II

Artificial Neural Networks: Introduction, Basic models of ANN, important terminologies, Supervised Learning Networks, Perceptron Networks, Adaptive Linear Neuron, Back propagation Network. Associative Memory Networks. Traing Algorithms for pattern association, BAM and Hopfield Networks.

UNIT-III

Unsupervised Learning Network- Introduction, Fixed Weight Competitive Nets, Maxnet, Hamming Network, Kohonen Self-Organizing Feature Maps, Learning Vector Quantization, Counter Propagation Networks, Adaptive Resonance Theory Networks. Special Networks-Introduction to various networks.

UNIT-IV

Introduction to Classical Sets (crisp Sets)and Fuzzy Sets- operations and Fuzzy sets. Classical Relations -and Fuzzy Relations- Cardinality, Operations, Properties and composition. Tolerance and equivalence relations. Membership functions- Features, Fuzzification, membership value assignments, Defuzzification.

UNIT-V

Fuzzy Arithmetic and Fuzzy Measures, Fuzzy Rule Base and Approximate Reasoning Fuzzy Decision making Fuzzy Logic Control Systems, Genetic Algorithm- Introduction and basic operators and terminology. Applications: Optimization of TSP, Internet Search Technique.

TEXT BOOKS:

1. Principles of Soft Computing- S N Sivanandam, S N Deepa, Wiley India, 2007
2. Soft Computing and Intelligent System Design -Fakhreddine O Karray, Clarence D Silva,. Pearson Edition, 2004.

REFERENCE BOOKS:

1. Artificial Intelligence and SoftComputing- Behavioural and Cognitive Modeling of the Human Brain- Amit Konar, CRC press, Taylor and Francis Group.
2. Artificial Intelligence – Elaine Rich and Kevin Knight, TMH, 1991, rp2008.
3. Artificial Intelligence – Patric Henry Winston – Third Edition, Pearson Education.
4. A first course in Fuzzy Logic-Hung T Nguyen and Elbert A Walker, CRC. Press Taylor and Francis Group.

**SOFTWARE PROCESS AND PROJECT MANAGEMENT
(CORE ELECTIVE – IV)**

Objectives:

- Describe and determine the purpose and importance of project management from the perspectives of planning, tracking and completion of project.
- Compare and differentiate organization structures and project structures.
- Implement a project to manage project schedule, expenses and resources with the application of suitable project management tools.

UNIT I**Software Process Maturity**

Software maturity Framework, Principles of Software Process Change, Software Process Assessment, The Initial Process, The Repeatable Process, The Defined Process, The Managed Process, The Optimizing Process.

Process Reference Models

Capability Maturity Model (CMM), CMMI, PCMM, PSP, TSP.

UNIT II**Software Project Management Renaissance**

Conventional Software Management, Evolution of Software Economics, Improving Software Economics, The old way and the new way.

Life-Cycle Phases and Process artifacts

Engineering and Production stages, inception phase, elaboration phase, construction phase, transition phase, artifact sets, management artifacts, engineering artifacts and pragmatic artifacts, model based software architectures.

UNIT III**Workflows and Checkpoints of process**

Software process workflows, Iteration workflows, Major milestones, Minor milestones, Periodic status assessments.

Process Planning

Work breakdown structures, Planning guidelines, cost and schedule estimating process, iteration planning process, Pragmatic planning.

UNIT IV**Project Organizations**

Line-of- business organizations, project organizations, evolution of organizations, process automation.

Project Control and process instrumentation

The seven core metrics, management indicators, quality indicators, life-cycle expectations, Pragmatic software metrics, and metrics automation.

UNIT V**CCPDS-R Case Study and Future Software Project Management Practices**

Modern Project Profiles, Next-Generation software Economics, Modern Process Transitions.

TEXT BOOKS:

1. Managing the Software Process, *Watts S. Humphrey*, Pearson Education.
2. Software Project Management, *Walker Royce*, Pearson Education.

REFERENCE BOOKS:

1. Effective Project Management: Traditional, Agile, Extreme, Robert Wysocki, Sixth edition, Wiley India, rp2011.
2. An Introduction to the Team Software Process, Watts S. Humphrey, Pearson Education, 2000
3. Process Improvement essentials, James R. Persse, O'Reilly, 2006
3. Software Project Management, Bob Hughes & Mike Cotterell, fourth edition, TMH, 2006
4. Applied Software Project Management, Andrew Stellman & Jennifer Greene, O'Reilly, 2006.
5. Head First PMP, Jennifer Greene & Andrew Stellman, O'Reilly, 2007
6. Software Engineering Project Management, Richard H. Thayer & Edward Yourdon, 2nd edition, Wiley India, 2004.
7. The Art of Project Management, Scott Berkun, SPD, O'Reilly, 2011.
8. Applied Software Project Management, Andrew Stellman & Jennifer Greene, SPD, O'Reilly, rp2011.
9. Agile Project Management, Jim Highsmith, Pearson education, 2004.

**DISTRIBUTED COMPUTING
(CORE ELECTIVE-IV)**

Objectives:

- Foundation of cooperative distributed systems engineering
- Supporting technologies with a special attention to agent-oriented paradigm
- Service-oriented computing and grid computing
- The implementation component includes a term-project

UNIT I

Introduction

The different forms of computing, The strengths and weaknesses of Distributed computing, Operating system concepts relevant to distributed computing, the architecture of distributed applications. Paradigms for Distributed Applications, choosing a Paradigm for an application (trade-offs).

UNIT II

Cluster Computing

Parallel computing overview, cluster computing – Introduction, Cluster Architecture, parallel programming models and Paradigms, Applications of Clusters.

UNIT III

Grid Computing

Introduction, Grid Computing Anatomy – Architecture, Architecture and relationship to other Distributed Technologies, Grid computing road map. Merging the Grid services Architecture with the Web Services Architecture.

UNIT IV

Open Grid Service Architecture – Introduction, Architecture and Goal, Sample Use cases: Commercial Data Center, National Fusion Collaboratory, Online Media and Entertainment. OGSA platform Components, Open Grid Services Infrastructure.

UNIT V

Globus GT 3 Toolkit – Architecture, Programming Model, A sample implementation, High Level services, OGSI.NET Middleware Solutions.

TEXT BOOKS:

1. Grid Computing, Joshy Joseph & Craig Fellenstein, Pearson education, 2004
2. Distributed Computing, Principles and Applications, M.L.Liu, Pearson Education, 2004
3. High Performance Cluster Computing, Rajkumar Buyya, Pearson education.

REFERENCE BOOKS:

1. Grid Computing – Making the global infrastructure a reality, Fran Berman, Geoffrey C Fox, Anthony J G Hey, Wiley India, 2010.
2. A Networking Approach to Grid Computing, D.Minoli, Wiley & sons, 2006.
3. Grid Computing: A Practical Guide to Technology and Applications, A.Abbas, Firewall Media, 2008.

INTERNET TECHNOLOGIES AND SERVICES LAB**Objectives:**

- Write syntactically correct HTTP messages and describe the semantics of common HTTP methods and header fields
- Discuss differences between URIs, URNs, and URLs, and demonstrate a detailed understanding of http-scheme URLs, both relative and absolute
- Describe the actions, including those related to the cache, performed by a browser in the process of visiting a Web address
- Install a web server and perform basic administrative procedures, such as tuning communication parameters, denying access to certain domains, and interpreting an access log
- Write a valid standards-conformant HTML document involving a variety of element types, including hyperlinks, images, lists, tables, and forms
- Use CSS to implement a variety of presentation effects in HTML and XML documents, including explicit positioning of elements
- Demonstrate techniques for improving the accessibility of an HTML document

List of Sample Problems:**i) Internet Technologies**

1. Develop static pages (using Only HTML) of an online Book store. The pages should resemble: www.amazon.com the website should consist the following pages.
Home page, Registration and user Login
User Profile Page, Books catalog
Shopping Cart, Payment By credit card
Order Conformation
2. Validate the Registration, user login, user profile and payment by credit card pages using JavaScript.
3. Create and save an XML document at the server, which contains 10 users information. Write a program, which takes User Id as an input and returns the user details by taking the user information from the XML document.
4. Install TOMCAT web server. Convert the static web pages of assignments 2 into dynamic web pages using Servlets and cookies. Hint: Users information (user id, password, credit card number) would be stored in web.xml. Each user should have a separate Shopping Cart.
5. Redo the previous task using JSP by converting the static web pages of assignments 2 into dynamic web pages. Create a database with user information and books information. The books catalogue should be dynamically loaded from the database. Follow the MVC architecture while doing the website.
6. Implement the "Hello World!" program using JSP Struts Framework.

ii) Additional Assignment Problems

Write an HTML page including any required Javascript that takes a number from one text field in the range of 0 to 999 and shows it in another text field in words. If the number is out of range, it should show "out of range" and if it is not a number, it should show "not a number" message in the result box.

Write a java swing application that takes a text file name as input and counts the characters, words and lines in the file. Words are separated with white space characters and lines are separated with new line character.

Write a simple calculator servlet that takes two numbers and an operator (+, -, /, * and %) from an HTML page and returns the result page with the operation performed on the operands. It should check in a database if the same expression is already computed and if so, just return the value from database. Use MySQL or PostgreSQL.

Write an HTML page that contains a list of 5 countries. When the user selects a country, its capital should be printed next to the list. Add CSS to customize the properties of the font of the capital (color, bold and font size).

Write a servlet that takes name and age from an HTML page. If the age is less than 18, it should send a page with "Hello <name>, you are not authorized to visit this site" message, where <name> should be replaced with the entered name. Otherwise it should send "Welcome <name> to this site" message.

Write a calculator program in HTML that performs basic arithmetic operations (+, -, /, * and %). Use

CSS to change the foreground and background color of the values, buttons and result display area separately. Validate the input strings using JavaScript regular expressions. Handle any special cases like division with zero reasonably. The screen may look similar to the following:

Value 1	Operator	Value 2	=	Result
<input type="text"/>	<input type="text" value="+"/>	<input type="text"/>	<input type="text" value=""/>	<input type="text"/>

Write a Java program that creates a calculator GUI, as shown in figure. Extra components may be added for convenience:

The Color Scheme may be Black on White or Blue on Yellow (selectable) and accordingly all components colors must be changed. The values can be either entered or increased or decreased by a step of 10. The operators are +, -, / and * (selectable). Once any change takes place, the result

must be automatically computed by the program.

Write a Java Application that will read an XML file that contains personal information (Name, Mobile Number, age and place). It reads the information using SAX parser. After reading the information, it shows two input Text Fields in a window, one for tag name and the other for value. Once these two values are given, it should list all the records in the XML file that match the value of the given field in a text area (result box). For example, if the two text boxes are entered with "name" and "ABCD" then it should show all the records for which name is "ABCD"? An Illustration is given below that takes a mobile number and lists all the records that have the same mobile number.

Field	<input type="text" value="mobile"/>	
Value	<input type="text" value="9449449449"/>	<input type="button" value="OK"/>
Result	abc, 22, Hyd def, 23, Delhi xxx, 44, Chennai	

Consider the following web application for implementation:

The user is first served a login page which takes user's name and password. After submitting the details the server checks these values against the data from a database and takes the following decisions.

If name and password matches, serves a welcome page with user's full name.

If name matches and password doesn't match, then serves "password mismatch" page

If name is not found in the database, serves a registration page, where users full name, present user name (used to login) and password are collected. Implement this application in:

1. Pure JSP
2. Pure Servlets
3. Struts Framework

Implement a simple arithmetic calculator with +, -, /, *, % and = operations using Struts Framework

The number of times the calculator is used should be displayed at the bottom (use session variable).

iii)Internet Technologies and Services Lab - Additional Problems

Create a web Service in Java that takes two city names from the user and returns the distance between these two from data available from a table in MySql.

Write a java and a C# client which use the above service

Write a Java program that takes a file as input and encrypts it using DES encryption. The program should check if the file exists and its size is not zero.

Write a Java program that generates a key pair and encrypts a given file using RSA algorithm.

Write a Java program that finds digest value of a given string.

Consider the following xml file for encryption

```
<?xml version="1.0"> <transaction> <from>12345</from> <to>54321</to> <amount>10000</amount>
<secretcode>abc123</secretcode> <checksum></checksum> </transaction>
```

Replace <from> and <to> values with the RSA encrypted values represented with base64 encoding assuming

that the public key is available in a file in local directory "pubkey.dat". Encrypt <secretcode> with AES algorithm with a password 'secret'. The checksum of all the field values concatenated with a delimiter character '+' will be inserted in the checksum and the xml file is written to encrypted.xml file.
<p>Assume that a file 'config.xml', which has the following information:</p> <pre><users> <user> <name>abc</name> <pwd>pwd123</pwd> <role>admin</role> <md5>xxx</md5> </user> <user> <name>def</name> <pwd>pwd123</pwd> <role>guest</role> <md5>xxx</md5> </user> </users></pre> <p>Replace name and role with DES encrypted values and pwd with RSA encrypted values (represent the values with base64 encoding). The public key is available in "public.key" file in current directory. Replace xxx with respective MD5 values of all the fields for each user. Write the resulting file back to config.xml.</p>
Write an HTML page that gives 3 multiple choice (a,b,c and d) questions from a set of 5 preloaded questions randomly. After each question is answered change the color of the question to either green or blue using CSS. Finally on clicking OK button that is provided, the score should be displayed as a pop-up window. Use Java Script for dynamic content.
Write an HTML page that has 3 countries on the left side ("USA", "UK" and "INDIA") and on the right side of each country, there is a pull-down menu that contains the following entries: ("Select Answer", "New Delhi", "Washington" and "London"). The user will match the Countries with their respective capitals by selecting an item from the menu. The user chooses all the three answers (whether right or wrong). Then colors of the countries should be changed either to green or to red depending on the answer. Use CSS for changing color.
Write an HTML Page that can be used for registering the candidates for an entrance test. The fields are: name, age, qualifying examination (diploma or 10+2), stream in qualifying examination. If qualifying examination is "diploma", the stream can be "Electrical", "Mechanical" or "Civil". If the qualifying examination is 10+2, the stream can be "MPC" or "BPC". Validate the name to accept only characters and spaces.
Write an HTML page that has two selection menus. The first menu contains the states ("AP", "TN" and "KN") and depending on the selection the second menu should show the following items: "Hyderabad", "Vijayawada", "Kurnool" for AP, "Chennai", "Salem", "Madurai" for TN and "Bangalore", "Bellary", "Mysore" for KN.
Write an HTML page that has phone buttons 0 to 9 and a text box that shows the dialed number. If 00 is pressed at the beginning, it should be replaced with a + symbol in the text box. If the number is not a valid international number (+ followed by country code and 10 digit phone number) the color of the display should be red and it should turn to green when the number is valid. Consider only "+91, +1 and +44 as valid country codes. Use CSS for defining colors.
Write an HTML page that has a text box for phone number or Name. If a number is entered in the box the name should be displayed next to the number. If 00 is pressed at the beginning, it should be replaced with a + symbol in the text box. If a name is entered in the text box, it should show the number next to the name. If the corresponding value is not found, show it in red and show it in green otherwise. Use CSS for colors. Store at least 5 names and numbers in the script for testing.
<p>A library consists of 10 titles and each title has a given number of books initially. A student can take or return a book by entering his/her HTNo as user ID and a given password. If there are at least two books, the book is issued and the balance is modified accordingly.</p> <p>(a) Use RDBMS and implement it with JSP. (b) Use XML File for data and Implement it with JSP (c) Use RDBMS and implement it with Servlets (d) Use XML File for data and Implement it with Servlets</p>
<p>A Bus Reservation System contains the details of a bus seat plan for 40 seats in 2x2 per row arrangement, where the seats are numbered from 1 to 40 from first row to last row. The customer can visit the website and can reserve a ticket of his choice if available by entering his details (Name, Address, Gender and Age). The customer can cancel the ticket by entering the seat number and his name as entered for reservation.</p> <p>(a) Use RDBMS and implement it with JSP. (b) Use XML File for data and Implement it with JSP (c) Use RDBMS and implement it with Servlets (d) Use XML File for data and Implement it with Servlets.</p>
<p>Implement a simple messaging system with the following details:</p> <p>When a student logs in with his/her HTNO and a given password, they should get all the messages posted to him/her giving the ID of sender and the actual message. Each message may be separated with a ruler. There should be a provision for the user to send a message to any number of users by giving the IDs separated with commas in the "To" text box.</p> <p>(a) Use RDBMS and implement it with JSP. (b) Use XML File for data and Implement it with JSP (c) Use RDBMS and implement it with Servlets (d) Use XML File for data and Implement it with Servlets.</p>
<p>There is an image of 600x100 size which can be logically divided into 12 button areas with labels (0-9, +, =).</p> <p>Write a javascript calculator program that uses this image as input virtual keyboard and three text areas for two input numbers and result of sum of these numbers. Add a CSS that can be used to change the colors of text and background of text areas and the page. The input numbers can be up to 4 digits each.</p>

Develop a web application that takes user name and password as input and compares them with those available in an xml user database. If they match, it should display the welcome page that contains the user's full name and last used date and time retrieved from a client cookie. On logout it stores new time to the cookie and displays a goodbye page. If authentication fails, it should store the attempt number to the client cookie and displays an error page. Add necessary CSS that takes care of the font, color of foreground and background.

A web application has the following specifications:

The first page (Login page) should have a login screen where the user gives the login name and password. Both fields must be validated on client side for a minimum length of 4 characters, name should be lower case a-z characters only and password should contain at least one digit. On submitting these values, the server should validate them with a MySQL database and if failed, show the login page along with a message saying "Login Name or Password Mismatch" in Red color below the main heading and above the form. If successful, show a welcome page with the user's full name (taken from database) and a link to Logout. On logout, a good bye page is displayed with the total time of usage (Logout time – login time). Specify the Schema details of table and web.xml file contents.

Implement it using (a) JSP Pages (b) Servlets (c) Struts

Design a struts based web portal for an international conference with following specifications:

The welcome page should give the details of the conference and a link to login. If login fails, direct them back for re-login and also provide a link for registration. On successful registration/login, the user will be directed to a page where s/he can see the status (accepted/rejected) of their already submitted papers followed by a form for submitting a doc file to the conference. Provide a logout button on all pages including the home page, once the user logs in. Implement validation framework to check that the user name is in the form of CCDDCC and password is in the form of (CCSDDD) (C for character, S for special character (one of @, #, \$, %, ^, & and !)) and D for digit)., Database should be accessed through Connection Pool for MySql for user information. Provide scope for internationalization in future. Assume any missing information and mention it first.

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R-PROGRAMMING

Objectives:

To Learn the fundamentals of R

To Understand performing operations on complex data types

To understanding how to use the four object systems in R

To Enable the students to use existing functional programming tools

Explains how to create functions that use non-standard evaluation in a principled way

Shows how to use profiling to pinpoint performance bottlenecks and how to convert slow R functions to fast C++ equivalents.

UNIT - I

Introduction to R programming, Introduction to Functions, Preview of Important R Data Structures, Vectors, Recycling, Common Vector Operations, Vectorized Operations, Filtering Matrices and Arrays

UNIT – II

Lists, Creating Lists, General List Operations Accessing List Components and Values, Applying Functions to Lists, Recursive Lists, Data Frames, Creating Data Frames, Other Matrix-Like Operations, Merging Data Frames, Applying Functions to Data Frames, Factors and Tables, Factors and Levels, Common Functions Used with Factors, Working with Table, Table-Related Functions

UNIT - III

R Programming Structures, Control Statements, Arithmetic and Boolean Operators and Values, Default Values for Arguments, Environment and Scope Issues, Recursion Replacement Functions, Anonymous Functions Data Frames, Creating Data Frames, Other Matrix-Like Operations, Merging Data Frames, Applying Functions to Data Frames, Factors and Tables Factors and Levels, Common Functions Used with Factors, Working with Table, Table-Related Functions, R Programming Structures, Control Statements Arithmetic and Boolean Operators and Values, Default Values for Arguments, Environment and Scope Issues, Recursion Replacement Functions, Anonymous Functions Corporate Digital Library - Document Library, digital Document types, corporate Data Warehouses.

UNIT- IV

Math and Simulations in R, Math Functions, Functions for Statistical Distributions, Sorting, Linear Algebra Operations on Vectors and Matrices, Set Operations, Simulation Programming in R, Object-Oriented Programming, S3 Classes, S4 Classes, S3 Versus S4, Managing Your Objects

UNIT - V

Input/Output, Accessing the Keyboard and Monitor, Reading and Writing Files, Accessing the Internet, String Manipulation, String-Manipulation Functions, Regular Expressions, Use of String Utilities in the edtdbg Debugging Tool, Creating Graphs, Customizing Graphs, Saving Graphs to Files Creating Three-Dimensional Plots

TEXT BOOK:

1. Art of R programming by Norman Matloff, safari books online Publisher: No Starch Press

REFERENCE BOOKS:

1. Beginning R: The Statistical Programming Language by mark gardener wrox publication
2. Beginning R by lary pace Publishers appress publishing
3. R Programming for Dummies by Andrie De Vries and Joris Meys, Wiley India Private Limited; 1st edition

ANDROID APPLICATION DEVELOPMENT

Objectives:

To demonstrate their understanding of the fundamentals of Android operating systems
To demonstrate their skills of using Android software development tools
To demonstrate their ability to develop software with reasonable complexity on mobile platform
To demonstrate their ability to deploy software to mobile devices
To demonstrate their ability to debug programs running on mobile devices

Unit I:

Introduction to Android Operating System:

Android OS design and Features – Android development framework, SDK features, Installing and running applications on Eclipse platform, Creating AVDs, Types of Android applications, Best practices in Android programming, Android tools

Android application components – Android Manifest file, Externalizing resources like values, themes, layouts, Menus etc, Resources for different devices and languages, Runtime Configuration Changes

Android Application Lifecycle – Activities, Activity lifecycle, activity states, monitoring state changes

Unit II:

Android User Interface:

Measurements – Device and pixel density independent measuring units

Layouts – Linear, Relative, Grid and Table Layouts

User Interface (UI) Components – Editable and non editable TextViews, Buttons, Radio and Toggle Buttons, Checkboxes, Spinners, Dialog and pickers

Event Handling – Handling clicks or changes of various UI components

Fragments – Creating fragments, Lifecycle of fragments, Fragment states, Adding fragments to Activity, adding, removing and replacing fragments with fragment transactions, interfacing between fragments and Activities, Multi-screen Activities

Unit III

Intents and Broadcasts:

Intent – Using intents to launch Activities, Explicitly starting new Activity, Implicit Intents, Passing data to Intents, Getting results from Activities, Native Actions, using Intent to dial a number or to send SMS

Broadcast Receivers – Using Intent filters to service implicit Intents, Resolving Intent filters, finding and using Intents received within an Activity

Notifications – Creating and Displaying notifications, Displaying Toasts

Unit IV

Persistent Storage:

Files – Using application specific folders and files, creating files, reading data from files, listing contents of a directory

Shared Preferences – Creating shared preferences, saving and retrieving data using Shared Preference

Database – Introduction to SQLite database, creating and opening a database, creating tables, inserting retrieving and deleting data, Registering Content Providers, Using content Providers (insert, delete, retrieve and update)

Unit V

Advanced Topics: Alarms – Creating and using alarms

Using Internet Resources – Connecting to internet resource, using download manager

Location Based Services – Finding Current Location and showing location on the Map, updating location

TEXT BOOKS:

1. Professional Android 4 Application Development, Reto Meier, Wiley India, (Wrox) , 2012
2. Android Application Development for Java Programmers, James C Sheusi, Cengage Learning, 2013

REFERENCES:

1. Beginning Android 4 Application Development, Wei-Meng Lee, Wiley India (Wrox), 2013

ALGORITHMICS

UNIT – I

Relevant Mathematics: Existential and Universal Quantifiers, Logarithms and Exponentials, The Time (and Space) Complexity of an Algorithm, Asymptotic Notations and Their Properties, Adding More easy Approximations, Recurrence Relations,
Abstractions: Different representations of Algorithms, Abstract Data Types (ADTs),

UNIT – II

Iterative Algorithms and Loop Invariants: Iterative algorithms: Measures of Progress and Loop Invariants, Examples Using More –Of- the – Input Loop Invariants,

UNIT – III

Narrowing the Search Space: Binary Search, Iterative Searching Algorithm Euclid's GCD Algorithm, The Loop Invariant for Lower Bound,

UNIT – IV

Recursion: Abstractions, Techniques and theory, Some Sample Algorithms of Recursive Algorithms, Recursion on trees, Recursive Images, Parsing with Context-free Grammars.

UNIT – V

Optimization Problems: Definition, Graph Search Algorithms, Network Flow and Linear programming, Greedy Algorithms, Recursive backtracking, Dynamic Programming Algorithms, Examples of Dynamic Programs, Reduction and NP-Completeness, Randomized Algorithms.

TEXT BOOKS:

1. How to think about Algorithms by Jeff Edmonds Cambridge 2003 and 2008.

BIG DATA ANALYTICS

Objectives:

To understand about big data
To learn the analytics of Big Data
To Understand the MapReduce fundamentals

Unit I

Big Data Analytics: What is big data, History of Data Management; Structuring Big Data ; Elements of Big Data ; Big Data Analytics; Distributed and Parallel Computing for Big Data;
Big Data Analytics: What is Big Data Analytics, What Big Data Analytics Isn't, Why this sudden Hype Around Big Data Analytics, Classification of Analytics, Greatest Challenges that Prevent Business from Capitalizing Big Data; Top Challenges Facing Big Data; Why Big Data Analytics Important; Data Science; Data Scientist; Terminologies used in Big Data Environments; Basically Available Soft State Eventual Consistency (BASE); Open source Analytics Tools;

Unit- II

Understanding Analytics and Big Data: Comparing Reporting and Analysis, Types of Analytics; Points to Consider during Analysis; Developing an Analytic Team; Understanding Text Analytics;
Analytical Approach and Tools to Analyze Data: Analytical Approaches; History of Analytical Tools; Introducing Popular Analytical Tools; Comparing Various Analytical Tools.

Unit III

Understanding MapReduce Fundamentals and HBase : The MapReduce Framework; Techniques to Optimize MapReduce Jobs; Uses of MapReduce; Role of HBase in Big Data Processing; Storing Data in Hadoop : Introduction of HDFS, Architecture, HDFS Files, File system types, commands, org.apache.hadoop.io package, HDFS High Availability; Introducing HBase, Architecture, Storing Big Data with HBase , Interacting with the Hadoop Ecosystem; HBase in Operations-Programming with HBase; Installation, Combining HBase and HDFS;

Unit IV

Big Data Technology Landscape and Hadoop : NoSQL, Hadoop; RDBMS versus Hadoop; Distributed Computing Challenges; History of Hadoop; Hadoop Overview; Use Case of Hadoop; Hadoop Distributors; HDFS (Hadoop Distributed File System), HDFS Daemons, read,write, Replica Processing of Data with Hadoop; Managing Resources and Applications with Hadoop YARN.

Unit V

Social Media Analytics and Text Mining: Introducing Social Media; Key elements of Social Media; Text mining; Understanding Text Mining Process; Sentiment Analysis, Performing Social Media Analytics and Opinion Mining on Tweets;
Mobile Analytics: Introducing Mobile Analytics; Define Mobile Analytics; Mobile Analytics and Web Analytics; Types of Results from Mobile Analytics; Types of Applications for Mobile Analytics; Introducing Mobile Analytics Tools;

TEXT BOOKS:

1. BIG DATA and ANALYTICS, Seema Acharya, Subhasinin Chellappan, Wiley publications.
2. BIG DATA, Black Book™, DreamTech Press, 2015 Edition.

REFERENCE BOOKS:

1. Rajiv Sabherwal, Irma Becerra- Fernandez, " Business Intelligence –Practice, Technologies and Management", John Wiley 2011.
2. Lariss T. Moss, ShakuAtre, " Business Intelligence Roadmap", Addison-Wesley It Service.
3. Yuli Vasiliev, " Oracle Business Intelligence : The Condensed Guide to Analysis and Reporting", SPD Shroff, 2012.

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BIOINFORMATICS

UNIT-I

Introduction to Bioinformatics and Biological Databases, Sequence alignment, Pairwise Sequence alignment, multiple sequence alignment, database Similarities.

UNIT-II

Molecular phylogenetics: Basics, gene phylogene Vs Systems Phylogene, Tree construction methods and programs, advanced Statistical approaches, profiles and Hidden markow models.

UNIT-III

Gene and promoter prediction: Gene Prediction, promoter and regulatory element pridiction, RNA structure prediction, protine motives and domain prediction

UNIT-IV

Structural Bioinformatics: Basics, Protine structure Visualization, comparision, classofication, protein secondary structure prediction, protein tertiary structure prediction.

UNIT-V

Genomics and Proteomics: Genome Mapping, Assembly, comparison, functional genomics, proteomics.

TEXT BOOKS:

1. Essential Bioinformatics: Jin Xiong 2006, Cambridge University Press.

BIOMETRICS.

Objectives:

To learn the biometric technologies

To learn the computational methods involved in the biometric systems.

To learn methods for evaluation of the reliability and quality of the biometric systems.

Unit – 1.

INTRODUCTION & HANDWRITTEN CHARACTER RECOGNITION

Introduction – history – type of Biometrics – General Architecture of Biometric Systems – Basic Working of biometric Matching – Biometric System Error and performance Measures – Design of Biometric Systems – Applications of Biometrics – Benefits of Biometrics Versus Traditional Authentication Methods – character Recognition – System Overview – Geature Extraction for character Recognition – Neura; Network for handwritten Charater Recognition – Multilayer Neural Network for Handwritten Character Recognition – Devanagari Numeral Recognition – Isolated Handwritten Devanagari Charater Recognition suing Fourier Descriptor and Hidden markov Model.

Unit – 2.

FACE BIOMETRICS & RETINA AND IRIS BIOMETRICS

Introduction –Background of Face Recognition – Design of Face Recognition System – Neural Network for Face Recognition – Face Detection in Video Sequences – Challenges in Face Biometrics – Face Recognition Methods – Advantages and Disadvantages – Performance of Biometrics – Design of Retina Biometrics – Iris Segmentation Method – Determination of Iris Region – Experimental Results of Iris Localization – Applications of Iris Biometrics – Advantages and Disadvantages. VEIN AND FINGERPRINT BIOMETRICS & BIOMETRIC HAND GESTURE RECOGNITION FOR INDIAN SIGN LANGUAGE. Biometrics Using Vein Pattern of Palm – Fingerprint Biometrics – Fingerprint Recognition System – Minutiae Extraction – Fingerprint Indexing – Experimental Results – Advantages and Disadvantages – Basics of Hand Geometry – Sign Language – Indian Sign Language – SIFT Algorithms-Practical Approach Advantages and Disadvantages.

Unit –3.

PRIVACY ENHANCEMENT USING BIOMETRICS & BIOMETRIC CRYPTOGRAPHY AND MULTIMODAL BIOMETRICS

Introduction – Privacy Concerns Associated with Biometric Developments – Identity and Privacy – Privacy Concerns – Biometrics with Privacy Enhancement – Comparison of Various Biometrics in Terms of Privacy – Soft Biometrics - Introduction to Biometric Cryptography – General Purpose Cryptosystem – Modern Cryptography and Attacks – Symmetric Key Ciphers – Cryptographic Algorithms – Introduction to Multimodal Biometrics – Basic Architecture of Multimodal Biometrics – Multimodal Biometrics Using Face and Ear – Characteristics and Advantages of Multimodal Biometrics Characters – AADHAAR : An Application of Multimodal Biometrics.

Unit – 4.

WATERMARKING TECHNIQUES & BIOMETRICS : SCOPE AND FUTURE

Introduction – Data Hiding Methods – Basic Framework of Watermarking – Classification of Watermarking – Applications of Watermarking – Attacks on Watermarks – Performance Evaluation – Characteristics of Watermarks – General Watermarking Process – Image Watermarking Techniques – Watermarking Algorithm – Experimental Results – Effect of Attacks on Watermarking Techniques – Scope and Future Market of Biometrics – Biometric Technologies – Applications of Biometrics -Biometrics – and Information Technology Infrastructure – Role of Biometrics in Enterprise Security – Role of Biometrics in Border Security – Smart Card Technology and Biometric – Radio Frequency Identification Biometrics – DNA Biometrics – Comparative Study of Various Biometrics Techniques.

Unit – 5.

IMAGE ENHANCEMENT TECHNIQUES & BIOMETRICS STANDS

Introduction – current Research in image Enhancement Techniques – Image Enhancement – Frequency Domain Filters – Databases and Implementation – Standard Development Organizations – Application Programming Interface – Information Security and Biometric Standards – Biometric Template Interoperability.

TEXT BOOK:

1. BIOMETRICS: CONCEPTS AND APPLICATIONS by G R SINHA and SANDEEP B. PATIL, Wiely, 2013.
2. Biometrics for Network Security – Paul Reid, Pearson Education.

REFERENCE BOOKS:

1. Biometrics – Identity verification in a networked world – Samir Nanavathi, Micheal Thieme, Raj Nanavathi, Wiley – dream Tech.
2. Biometrics – The Ultimate Reference – John D. Woodward, Jr.Wiley Dreamtech.

COMPUTER FORENSICS

Objectives:

- To understand the cyberspace
- To understand the forensics fundamentals
- To understand the evidence capturing process.
- To understand the preservation of digital evidence.

UNIT I :

Computer Forensics Fundamentals: Introduction to Computer Forensics, Use of Computer Forensics in Law Enforcement, Computer Forensics Assistance to Human Resources/Employment Proceedings, Computer Forensics Services, Benefits of Professional Forensics Methodology, Steps Taken by Computer Forensics Specialists, Who Can Use Computer Forensic Evidence?. Types of Computer Forensics Technology : Types of Military Computer Forensic Technology, Types of Law Enforcement Computer Forensic Technology, Types of Business Computer Forensics Technology.

UNIT II :

Computer Forensics Evidence and Capture: Data Recovery: Data Recovery Defined, Data Backup and Recovery, The Role of Backup in Data Recovery, The Data-Recovery Solution, Case Histories. **Evidence Collection and Data Seizure:** Why Collect Evidence?, Collection Options, Obstacles, Types of Evidence, The Rules of Evidence, Volatile Evidence, General Procedure, Collecting and Archiving, Methods of Collection, Artifacts, Collection Steps, Controlling Contamination: The Chain of Custody.

UNIT III

Duplication and Preservation of Digital Evidence: Preserving the Digital Crime Scene, Computer Evidence Processing Steps, Legal Aspects of Collecting And Preserving Computer Forensic Evidence. **Computer Image Verification and Authentication :** Special Needs of Evidential Authentication, Practical Considerations, Practical Implementation.

UNIT IV:

Computer Forensics Analysis: Discovery of Electronic Evidence: Electronic Document Discovery: A Powerful New Litigation Tool, **Identification of Data:** Timekeeping, Time Matters, Forensic Identification and Analysis of Technical Surveillance Devices. **Reconstructing Past Events:** How to Become a Digital Detective, Useable File Formats, Unusable File Formats, Converting Files. **Networks:** Network Forensics Scenario, A Technical Approach, Destruction of Email, Damaging Computer Evidence, International Principles Against Damaging of Computer Evidence, Tools Needed for Intrusion Response to the Destruction of Data, Incident Reporting and Contact Forms.

UNIT V:

Current Computer Forensics Tools: Evaluating Computer Forensics Tool Needs, Computer Forensics Software Tools, Computer Forensics Hardware Tools, Validating and Testing Forensics Software.

TEXT BOOKS:

1. "Computer Forensics: Computer Crime Scene Investigation", JOHN R. VACCA, Firewall Media.
2. "Guide to Computer Forensics and Investigations" 4e, Nelson, Phillips Enfinger, Stuart, Cengage Learning.

REFERENCES:

1. "Computer Forensics and Cyber Crime", Marjie T Britz, Pearson Education.
2. "Computer Forensics", David Cowen, Mc Graw Hill.
3. Brian Carrier, "File System Forensic Analysis", Addison Wesley, 2005
4. Dan Farmer & Wietse Venema, "Forensic Discovery", Addison Wesley, 2005
5. Eoghan Casey, —Digital Evidence and Computer Crime —, Edition 3, Academic Press, 2011
6. Chris Pogue, Cory Altheide, Todd Haverkos, Unix and Linux Forensic Analysis DVD ToolKit, Syngress Inc. , 2008
7. Harlan Carvey, Windows Forensic Analysis DVD Toolkit, Edition 2, Syngress Inc. , 2009
8. Harlan Carvey, Windows Registry Forensics: Advanced Digital Forensic Analysis of the Windows Registry , Syngress Inc, Feb 2011
9. Eoghan Casey, Handbook of Digital Forensics and Investigation, Academic Press, 2009
10. Gonzales/ Woods/ Eddins, Digital Image Processing using MATLAB, 2nd edition, Gatesmark Publishing, ISBN 9780982085400
11. N.Efford, Digital Image Processing, Addison Wesley 2000, ISBN 0-201-59623-7
12. M Sonka, V Hlavac and R Boyle, Image Processing, Analysis and Machine Vision, PWS
13. 1999, ISBN 0-534-95393-
14. Pratt.W.K., Digital Image Processing, John Wiley and Sons, New York, 1978

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E – COMMERCE

Objectives:

Identify the major categories and trends of e-commerce applications.
Identify the essential processes of an e-commerce system.
Identify several factors and web store requirements needed to succeed in e-commerce.
Discuss the benefits and trade-offs of various e-commerce clicks and bricks alternatives.
Understand the main technologies behind e-commerce systems and how these technologies interact.
Discuss the various marketing strategies for an online business.
Define various electronic payment types and associated security risks and the ways to protect against them.

UNIT - I

Electronic Commerce-Frame work, anatomy of E-Commerce applications, E-Commerce Consumer applications, E-Commerce organization applications.
Consumer Oriented Electronic commerce - Mercantile Process models.

UNIT - II

Electronic payment systems - Digital Token-Based, Smart Cards, Credit Cards, Risks in Electronic Payment systems.
Inter Organizational Commerce - EDI, EDI Implementation, Value added networks.

UNIT - III

Intra Organizational Commerce - work Flow, Automation Customization and internal Commerce, Supply chain Management.
Corporate Digital Library - Document Library, digital Document types, corporate Data Warehouses.

UNIT- IV

Advertising and Marketing - Information based marketing, Advertising on Internet, on-line marketing process, market research.
Consumer Search and Resource Discovery - Information search and Retrieval, Commerce Catalogues, Information Filtering.

UNIT - V

Multimedia - key multimedia concepts, Digital Video and electronic Commerce, Desktop video processing, Desktop video conferencing.

TEXT BOOK:

1. Frontiers of electronic commerce – Kalakata, Whinston, Pearson.

REFERENCES BOOKS:

1. E-Commerce fundamentals and applications Hendry Chan, Raymond Lee, Tharam Dillon, Ellizabeth Chang, John Wiley.
2. E-Commerce, S.Jaiswal – Galgotia.
3. E-Commerce, Efrain Turbon, Jae Lee, David King, H.Michael Chang.
4. Electronic Commerce – Gary P.Schneider – Thomson.

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INFORMATION SECURITY AND AUDIT

Objective:

To introduce the fundamental concepts and techniques in computer and network security, giving students an overview of information security and auditing, and to expose students to the latest trend of computer attack and defense. Other advanced topics on information security such as mobile computing security, security and privacy of cloud computing, as well as secure information system development will also be discussed.

UNIT I

A model for Internetwork security, Conventional Encryption Principles & Algorithms (DES, AES, RC4, Blowfish), Block Cipher Modes of Operation, Location of Encryption Devices, Key Distribution. Public key cryptography principles, public key cryptography algorithms (RSA, Diffie-Hellman, ECC), public Key Distribution.

UNIT II

Approaches of Message Authentication, Secure Hash Functions (SHA-512, MD5) and HMAC, Digital Signatures, Kerberos, X.509 Directory Authentication Service, Email Security: Pretty Good Privacy (PGP) IP Security: Overview, IP Security Architecture, Authentication Header, Encapsulating Security Payload, Combining Security Associations and Key Management.

UNIT III

Web Security: Requirements, Secure Socket Layer (SSL) and Transport Layer Security (TLS), Secure Electronic Transaction (SET).
Firewalls: Firewall Design principles, Trusted Systems, Intrusion Detection Systems

UNIT IV

Auditing For Security: Introduction, Basic Terms Related to Audits, Security audits, The Need for Security Audits in Organization, Organizational Roles and Responsibilities for Security Audit, Auditors Responsibility In Security Audits, Types Of Security Audits.

UNIT V

Auditing For Security: Approaches to Audits, Technology Based Audits Vulnerability Scanning And Penetration Testing, Resistance to Security Audits, Phase in security audit, Security audit Engagement Costs and other aspects, Budgeting for security audits, Selecting external Security Consultants, Key Success factors for security audits.

TEXT BOOKS:

1. Cryptography and Network Security by William Stallings, Fourth Edition, Pearson Education 2007.
2. Network Security Essentials (Applications and Standards) by William Stallings Pearson Education, 2008.
3. Cryptography & Network Security by Behrouz A. Forouzan, TMH 2007.
4. Information Systems Security by Nina Godbole, WILEY 2008.

REFERENCE BOOKS:

1. Information Security by Mark Stamp, Wiley – INDIA, 2006.
2. Fundamentals of Computer Security, Springer.
3. Network Security: The complete reference, Robert Bragg, Mark Rhodes, TMH
4. Computer Security Basics by Rick Lehtinen, Deborah Russell & G.T.Gangemi Sr., SPD O'REILLY 2006.
5. Modern Cryptography by Wenbo Mao, Pearson Education 2007.
6. Principles of Information Security, Whitman, Thomson.

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INTELLECTUAL PROPERTY RIGHTS

Unit-I

Introduction to Intellectual Property Law – The Evolutionary Past - The IPR Tool Kit- Para -Legal Tasks in Intellectual Property Law Ethical obligations in Para Legal Tasks in Intellectual Property Law - Introduction to Cyber Law – Innovations and Inventions Trade related Intellectual Property Right

Unit-II

Introduction to Trade mark – Trade mark Registration Process – Post registration Procedures – Trade mark maintenance - Transfer of Rights - Inter partes Proceeding – Infringement - Dilution Ownership of Trade mark – Likelihood of confusion - Trademarks claims – Trademarks Litigations – International Trade mark Law

Unit-III

Introduction to Copyrights – Principles of Copyright Principles -The subjects Matter of Copy right – The Rights Afforded by Copyright Law – Copy right Ownership, Transfer and duration – Right to prepare Derivative works – Rights of Distribution – Rights of Perform the work Publicity Copyright Formalities and Registrations - Limitations - Copyright disputes and International Copyright Law – Semiconductor Chip Protection Act

Unit -IV

The law of patents-patent searches –Patent ownership and transfer-Patent infringement-International Patent Law

Unit-V

Introduction to Trade Secret – Maintaining Trade Secret – Physical Security – Employee Limitation - Employee confidentiality agreement - Trade Secret Law - Unfair Competition – Trade Secret Litigation – Breach of Contract – Applying State Law

TEXT BOOKS:

1. Debirag E.Bouchoux: “Intellectual Property” 4e . Cengage learning, New Delhi
2. M.Ashok Kumar and Mohd.Iqbal Ali: “Intellectual Property Right” Serials Pub.
3. Cyber Law. Texts & Cases, South-Western’s Special Topics Collections
4. Prabhuddha Ganguli: ‘ Intellectual Property Rights” Tata Mc-Graw –Hill, New Delhi
5. J Martin and C Turner “Intellectual Property” CRC Press
6. Richard Stimm “ Intellectual Property” Cengage Learning

JAVA PROGRAMMING

Objectives:

Understand the concept of OOP as well as the purpose and usage s of inheritance, polymorphism, and encapsulation principles.

Identify classes, objects, members of a class and the relationships among them needed for a specific problem.

Develop Java application programs using sound OOP practices(ex. Interfaces and APIs)

Develop programs using the Java collection APIs as well as Java standard class library.

UNIT I

Java Basics - History of Java, Java buzzwords, comments, data types, variables, constants, scope and life time of variables, operators, operator hierarchy, expressions, type conversion and casting, enumerated types, control flow-block scope, conditional statements, loops, break and continue statements, simple java program, arrays, input and output, formatting output, Review of OOP concepts, encapsulation, inheritance, polymorphism, classes, objects, constructors, methods, parameter passing, static fields and methods, access control, this reference, overloading methods and constructors, recursion, garbage collection, building strings, exploring string class, Enumerations, autoboxing and unboxing, Generics.

UNIT II

Inheritance – Inheritance concept, benefits of inheritance, Super classes and Sub classes, Member access rules, Inheritance hierarchies, super uses, preventing inheritance: final classes and methods, casting, polymorphism-dynamic binding, method overriding, abstract classes and methods, the Object class and its methods. Interfaces – Interfaces vs. Abstract classes, defining an interface, implementing interfaces, accessing implementations through interface references, extending interface. Inner classes– Uses of inner classes, local inner classes, anonymous inner classes, static inner classes, examples.

Packages-Defining, Creating and Accessing a Package, Understanding CLASSPATH, importing packages.

UNIT III

Data structures creation and manipulation in java – Introduction to Java Collections, Overview of Java Collection frame work, Commonly used Collection classes– ArrayList, LinkedList, HashSet, HashMap, TreeMap, Collection Interfaces – Collection, Set, List, Map, Legacy Collection classes – Vector, Hashtable, Stack, Dictionary(abstract), Enumeration interface, Iteration over Collections – Iterator interface, ListIterator interface. Other Utility classes – String Tokenizer, Formatter, Random, Scanner, Observable, java.util. Files – streams- byte streams, character streams, text Input/output, binary input/output, random access file operations, File management using File class, java.io. Networking – Introduction, Manipulating URLs, Ex. Client/Server Interaction with Stream Socket Connections, Connectionless Client/Server Interaction with Datagrams, java.net.

UNIT IV

Exception handling – Dealing with errors, benefits of exception handling, the classification of exceptions- exception hierarchy, checked exceptions and unchecked exceptions, usage of try, catch, throw, throws and finally, rethrowing exceptions, exception specification, built in exceptions, creating own exception sub classes.

Guide lines for proper use of exceptions. Multithreading - Differences between multiple processes and multiple threads, thread states, creating threads, interrupting threads, thread priorities, synchronizing threads, interthread communication, thread groups, daemon threads.

UNIT V

GUI Programming with Java - The AWT class hierarchy, Introduction to Swing, Swing vs. AWT, MVC architecture, Hierarchy for Swing components, Containers – Top-level containers – JFrame, JApplet, JWindow, JDialog, Lightweight containers – JPanel, A simple swing application, Overview of several swing components- JButton, JToggleButton, JCheckBox, JRadioButton, JLabel, JTextField, JTextArea, JList, JComboBox, JMenu, Java's Graphics capabilities – Introduction, Graphics contexts and Graphics objects, color control, Font control, Drawing lines, rectangles and ovals, Drawing arcs, Layout management - Layout manager types – border, grid, flow, box. Event Handling - Events, Event sources, Event classes, Event Listeners, Relationship between Event sources and Listeners, Delegation event model, Semantic and Low-level events, Examples: handling a button click, handling mouse and keyboard events, Adapter classes.

Applets – Inheritance hierarchy for applets, differences between applets and applications, life cycle of an applet - Four methods of an applet, Developing applets and testing, passing parameters to applets, applet security issues..

TEXT BOOKS:

1. Java: the complete reference, 8th edition, Herbert Schildt, TMH.
2. Java for Programmers, P.J.Deitel and H.M.Deitel, Pearson education / Java: How to Program P.J.Deitel and H.M.Deitel, 8th edition, PHI.

REFERENCE BOOKS:

1. Java Programming, D.S.Malik, Cengage Learning.
2. Core Java, Volume 1-Fundamentals, eighth edition, Cay S.Horstmann and Gary Cornell, Pearson Education.
3. An introduction to Java programming and object oriented application development, R.A. Johnson-Cengage Learning.
4. Advanced Programming in Java2, K.Somasundaram, Jaico Publishing House.
5. Programming in Java, S.Malhotra and S.Choudhary, Oxford Univ. Press.
6. Object Oriented Programming with Java, R.Buyya, S.T.Selvi, X.Chu, TMH.
7. Object Oriented Programming through Java, P. Radha Krishna, Universities Press.
8. An introduction to programming and OO design using Java, J.Nino, F.A.Hosch, John Wiley & Sons.
9. Java and Object Orientation, an introduction, John Hunt, second edition, Springer.
10. Maurach's Beginning Java2, D.Lowe, J.Murach, A.Steelman, SPD.

LINUX PROGRAMMING

Objectives: To understand the LINUX system structure.

To understand and use command line shell.

To make effective use of Unix utilities and Shell scripting language such as bash.

To produce programs similar to standard unix utilities such as ls, mv, cp etc. using Unix system calls.

To develop the skills necessary for Unix systems programming including file system programming, process and signal management, and interprocess communication.

To develop the basic skills required to write network programs using Sockets.

UNIT I

Linux Utilities-File handling utilities, Security by file permissions, Process utilities, Disk utilities, Networking commands, Filters, Text processing utilities and Backup utilities.

Sed-Scripts, Operation, Addresses, Commands, Applications, awk- Execution, Fields and Records, Scripts, Operation, Patterns, Actions, Associative Arrays, String and Mathematical functions, System commands in awk, Applications..

Introduction, shell responsibilities, pipes and Redirection, here documents, running a shell script, the shell as a programming language, shell meta characters, file name substitution, shell variables, command substitution, shell commands, the environment, quoting, test command, control structures, arithmetic in shell, shell script examples, interrupt processing, functions, debugging shell scripts.

Review of C programming concepts-arrays, strings (library functions), pointers, function pointers, structures, unions, libraries in C.

UNIT II

Files and Directories- File Concept, File types, File System Structure, file metadata-Inodes, kernel support for files, system calls for file I/O operations- open, create, read, write, close, lseek, dup2, file status information-stat family, file and record locking-lockf and fcntl functions, file permissions - chmod, fchmod, file ownership-chown, lchown, fchown, links-soft links and hard links – symlink, link, unlink.

Directories-Creating, removing and changing Directories-mkdir, rmdir, chdir, obtaining current working directory-getcwd, Directory contents, Scanning Directories-opendir, readdir, closedir, rewinddir, seekdir, telldir functions.

UNIT III

Process – Process concept, Layout of a C program image in main memory, Process environment-environment list, environment variables, getenv, setenv, Kernel support for process, process identification, process hierarchy, process states, process control - process creation, replacing a process image, waiting for a process, process termination, zombie process, orphan process, system call interface for process management-fork, vfork, exit, wait, waitpid, exec family, system, I/O redirection, Process Groups, Sessions and Controlling Terminal, Differences between threads and processes.

Signals – Introduction to signals, Signal generation and handling, Kernel support for signals, Signal function, unreliable signals, reliable signals, kill, raise , alarm, pause, abort, sleep functions.

UNIT IV

Interprocess Communication - Introduction to IPC, IPC between processes on a single computer system, IPC between processes on different systems, pipes-creation, IPC between related processes using unnamed pipes, FIFOs-creation, IPC between unrelated processes using FIFOs (Named pipes), differences between unnamed and named pipes, popen and pclose library functions.

Message Queues- Kernel support for messages, APIs for message queues, client/server example.

Semaphores-Kernel support for semaphores, APIs for semaphores, file locking with semaphores.

UNIT V

Shared Memory- Kernel support for shared memory, APIs for shared memory, shared memory example.

Sockets- Introduction to Berkeley Sockets, IPC over a network, Client-Server model, Socket address structures (Unix domain and Internet domain),Socket system calls for connection oriented protocol and connectionless protocol, example-client/server programs-Single Server-Client connection, Multiple simultaneous clients, Comparison of IPC mechanisms.

TEXT BOOKS:

1. Unix System Programming using C++, T.Chan, PHI.
2. Unix Concepts and Applications, 4th Edition, Sumitabha Das, TMH, 2006.
3. Beginning Linux Programming, 4th Edition, N.Matthew, R.Stones, Wrox, Wiley India Edition, rp-2008.
4. Unix Network Programming, W.R.Stevens, PHI.
5. Unix and Shell programming, B.A.Forouzan and R.F.Gilberg, Cengage Learning.

REFERENCE BOOKS:

1. Linux System Programming, Robert Love, O'Reilly, SPD, rp-2007.
2. Unix for programmers and users, 3rd Edition, Graham Glass, King Ables, Pearson Education, 2003.
3. Advanced Programming in the Unix environment, 2nd Edition, W.R.Stevens, Pearson Education.
4. System Programming with C and Unix, A.Hoover, Pearson.
5. Unix System Programming, Communication, Concurrency and Threads, K.A.Robbins and S.Robbins, Pearson Education.
6. Unix shell Programming, S.G.Kochan and P.Wood, 3rd edition, Pearson Education.
7. Shell Scripting, S.Parker, Wiley India Pvt. Ltd.
8. C Programming Language, Kernighan and Ritchie, PHI.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

MOBILE COMPUTING

UNIT-I

Introduction, Mobile Computing Architecture, Mobile Computing through Telephony, Emerging Technologies

UNIT-II

Global System for Mobile Communications (GSM), Short Message Service (SMS), General Packet Radio Services (GPRS), Wireless Application Protocol (WAP), CDMA and 3G.

UNIT-III

Wireless LAN, Intelligent Network and Internetworking, Client Programming, Programming for PalmOS, Wireless Devices with Symbian OS.

UNIT-IV

J2ME Introduction, J2ME Architecture, MIDLET, MidLet Suite , J2ME Profiles, Wireless Devices with WindowsCE, Voice Over Internet Protocol and Convergence, Session Internet Protocol(SIP), other protocols.

UNIT-V

Multimedia, IP Multimedia Subsystems, Security Issues in Mobile Computing, Next Generation Networks.

TEXTBOOKS:

1. Mobile Computing Technology, Applications and Service Creation by Ashok Talukder , Hasan Ahmed, Roopa R Yavagal.
2. Mobile Computing Principles by Raza B'Far, Cambridge.
3. Mobile Computing by Raj Kamal 2e.
4. Mobile Computing by Jochen schiller.

MOBILE APPLICATION SECURITY

Objectives:

To understand the mobile issues and development strategies
To understand the WAP and mobile security issues
To understand the Bluetooth security issues.

UNIT I:

Top Mobile Issues and Development Strategies: Top Issues Facing Mobile Devices, Physical Security , Secure Data Storage (on Disk), Strong Authentication with Poor Keyboards , Multiple-User Support with Security, Safe Browsing Environment , Secure Operating Systems, Application Isolation, Information Disclosure, Virus, Worms, Trojans, Spyware, and Malware , Difficult Patching/Update Process, Strict Use and Enforcement of SSL, Phishing , Cross-Site Request Forgery (CSRF), Location Privacy/Security, Insecure Device Drivers, Multifactor Authentication, Tips for Secure Mobile Application Development .

UNIT II:

WAP and Mobile HTML Security :WAP and Mobile HTML Basics , Authentication on WAP/Mobile HTML Sites , Encryption , Application Attacks on Mobile HTML Sites ,Cross-Site Scripting , SQL Injection , Cross-Site Request Forgery , HTTP Redirects , Phishing , Session Fixation , Non-SSL Login , WAP and Mobile Browser Weaknesses , Lack of HTTPOnly Flag Support , Lack of SECURE Flag Support , Handling Browser Cache , WAP Limitations.

UNIT III:

Bluetooth Security: Overview of the Technology , History and Standards , Common Uses , Alternatives , Future , Bluetooth Technical Architecture , Radio Operation and Frequency, Bluetooth Network Topology , Device Identification , Modes of Operation , Bluetooth Stack ,Bluetooth Profiles , Bluetooth Security Features , Pairing , Traditional Security Services in Bluetooth, Security “Non-Features” , Threats to Bluetooth Devices and Networks, Bluetooth Vulnerabilities , Bluetooth Versions Prior to v1.2, Bluetooth Versions Prior to v2.1.

UNIT IV:

SMS Security: Overview of Short Message Service, Overview of Multimedia Messaging Service, Wireless Application Protocol (WAP), Protocol Attacks , Abusing Legitimate Functionality, Attacking Protocol Implementations, Application Attacks , iPhone Safari , Windows Mobile MMS, Motorola RAZR JPG Overflow, Walkthroughs ,Sending PDUs ,Converting XML to WBXML .

UNIT V

Enterprise Security on the Mobile OS: Device Security Options , PIN , Remote , 346 Secure Local Storage , Apple iPhone and Keychain , Security Policy Enforcement ,Encryption ,Full Disk Encryption ,E-mail Encryption , File Encryption , Application Sandboxing, Signing, and Permissions , Application Sandboxing , Application Signing , Permissions , Buffer Overflow Protection ,Windows Mobile , iPhone ,Android ,BlackBerry , Security Feature Summary.

TEXT BOOK:

1. “Mobile Application Security”, Himanshu Dwivedi, Chris Clark, David Thiel, TATA McGRAW-Hill.

REFERENCES:

1. “Mobile and Wireless Network Security and Privacy”, Kami S.Makki,et al, Springer.
2. “Android Security Attacks Defenses”, Abhishek Dubey, CRC Press.

OPEN STACK CLOUD COMPUTING

UNIT I

Keystone OpenStack Identity Service. Installing OpenStack Identity service. Starting OpenStack Image Service. Installing OpenStack Image Service, Configuring OpenStack Image Service with MySQL, Configuring OpenStack Image Service with OpenStack Identity Service, Managing images with OpenStack Image Service, Registering a remotely stored image, Sharing images among tenants, Viewing shared images. Starting OpenStack Compute. Installing OpenStack Compute Controller services, Creating a sandbox Compute server with VirtualBox and Vagrant, Installing OpenStack Compute packages, Stopping and starting Nova services. Installation of command-line tools on Ubuntu. OpenStack Compute services. Compute Managing security groups. Launching our first Cloud instance, Terminating your instance.

Unit II.

Installing OpenStack Object Storage. Configuring OpenStack Object Storage Service, Making rings, Stopping and starting OpenStack Object Storage. Configuring OpenStack Object Storage with OpenStack Identity Service, Setting up SSL access, Testing OpenStack Object Storage. Using OpenStack Object Storage. Installing the swift client tool. Creating containers, Uploading objects, Listing containers and objects, Downloading objects, Deleting containers and objects. Using OpenStack Object Storage ACLs.

Administering OpenStack Object Storage. Preparing drives for OpenStack Object Storage, Managing OpenStack Object Storage cluster with swift-init, Checking cluster health. Benchmarking OpenStack Object Storage. Detecting and replacing failed hard drives , Collecting usage statistics.

Unit III.

Starting OpenStack Block Storage. Configuring OpenStack Compute for Cinder volume. OpenStack Networking. Configuring Flat networking with DHCP. Configuring VLAN Manager networking. Configuring per tenant IP ranges for VLAN Manager. Automatically assigning fixed networks to tenants, Modifying a tenant's fixed network, Manually associating floating IPs to instances, Manually disassociating floating IPs from instances, Automatically assigning floating IPs. Creating a sandbox Network server for Neutron with VirtualBox and Vagrant. Installing and configuring OVS for Neutron. Creating a Neutron network 203, Deleting a Neutron network, Creating an external Neutron network.

Unit IV

Using OpenStack Dashboard. Installing OpenStack Dashboard, Using OpenStack Dashboard for key management, Using OpenStack Dashboard to manage Neutron networks, Using OpenStack Dashboard for security group management, Using OpenStack Dashboard to launch instances, Using OpenStack Dashboard to terminate instances, Using OpenStack Dashboard for connecting to instances using VNC, Using OpenStack Dashboard to add new tenants, Using OpenStack Dashboard for user management.

Automating OpenStack Installations. Installing Opscode Chef Server. Installing Chef Client, Downloading cookbooks to support DHCP, Razor, and OpenStack. Installing PuppetLabs Razor and DHCP from cookbooks. Setting up a Chef environment for OpenStack. Booting the first OpenStack node into Razor, Defining a Razor broker, model, and policy. Monitoring the node installation. Using Chef to install OpenStack, Expanding our OpenStack environment.

Unit V.

Highly Available OpenStack. Using Galera for MySQL clustering. Configuring HA Proxy for MySQL Galera load balancing, Installing and setting up Pacemaker and Corosync, Configuring Keystone and Glance with Pacemaker and Corosync, Bonding network interfaces for redundancy.

Troubleshooting. Understanding logging. Checking OpenStack services. Troubleshooting OpenStack Compute services. Troubleshooting OpenStack Object Storage services. Troubleshooting OpenStack Dashboard. Troubleshooting OpenStack Authentication, Troubleshooting OpenStack Networking, Submitting Bug reports, Getting help from the community.

Monitoring. Monitoring OpenStack services with Nagios. Monitoring Compute services with Munin. Monitoring instances using Munin and Collectd. Monitoring the storage service using StatsD/Graphite. Monitoring MySQL with Hyperic.

TEXT BOOK:

1. OpenStack Cloud Computing Cookbook - Second Edition, Kevin Jackson , Cody Bunch, October 2013, Packt Publishing-OpenSource.

REFERENCE:

<https://www.packtpub.com/virtualization-and-cloud/openstack-cloud-computing-cookbook-second-edition>

OPERATIONS RESEARCH

Objectives:

To introduce the methods of Operations Research.

Emphasize the mathematical procedures of non linear programming search techniques.

Introduce advanced topics such as Probabilistic models and dynamic programming.

UNIT I

Introduction to Operations Research: Basics definition, scope, objectives, phases, models and limitations of Operations Research. Linear Programming Problem – Formulation of LPP, Graphical solution of LPP. Simplex Method, Artificial variables, big-M method, two-phase method, degeneracy and unbound solutions.

UNIT II

Transportation Problem: Formulation, solution, unbalanced Transportation problem. Finding basic feasible solutions – Northwest corner rule, least cost method and Vogel's approximation method. Optimality test: the stepping stone method and MODI method.

Assignment model: Formulation. Hungarian method for optimal solution. Solving unbalanced problem. Traveling salesman problem as assignment problem.

UNIT III

Sequencing models: Solution of Sequencing Problem – Processing n Jobs through 2 Machines – Processing n Jobs through 3 Machines – Processing 2 Jobs through m machines – Processing n Jobs through m Machines.

Replacement Models: Replacement of Items that Deteriorate whose maintenance costs increase with time without change in the money value. Replacement of items that fail suddenly: individual replacement policy, group replacement policy.

UNIT IV

Dynamic programming: Characteristics of dynamic programming. Dynamic programming approach for Priority Management employment smoothening, Stage Coach/Shortest Path and Reliability problems.

Games Theory: Competitive games, rectangular game, saddle point, minimax (maximin) method of optimal strategies, value of the game. Solution of games with saddle points, dominance principle. Rectangular games without saddle point – mixed strategy for 2 X 2 games.

UNIT V

Inventory models: Inventory costs. Models with deterministic demand – model (a) demand rate uniform and production rate infinite, model (b) demand rate non-uniform and production rate infinite, model (c) demand rate uniform and production rate finite.

Queuing Theory: Essential Features of a queuing system. Performance measures of a queuing system. Model 1: $\{(M/M/1) : (\infty/FCFS)\}$ Single server, Unlimited Queue model. Model 2: $\{(M/M/1) : (\infty/SIRO)\}$ Single server, Unlimited Queue model. Model III: $\{(M/M/1) : (N/FCFS)\}$ Single server, Finite Queue model.

TEXT BOOKS:

1. J K Sharma. "Operations Research Theory & Applications 4e", Macmillan India Ltd.
2. P. K. Gupta and D. S. Hira, "Operations Research", S. Chand & co., 2007.

REFERENCE BOOKS:

1. Pradeep Prabhakar Pai, Operations Research – principles and Practice, Oxford University Press, 2012.
2. A.M. Natarajan, P. Balasubramani, A. Tamilarasi, "Operations Research", Pearson Education.
3. P Sankara Iyer, "Operations Research", Tata McGraw-Hill, 2008.
4. N.V.S. Raju, "Operations Research", HI-TECH, 2002.
5. Col. D. S. Cheema, "Operations Research", Laxmi Publications Ltd., 2005.
6. F.S. Hillier, G.J. Lieberman, "Introduction to Operations Research – 8ed", TMH.
7. H.S. Kasana & K.D. Kumar, "Introductory Operations Research – Theory and applications", Springer, 2003, rp2005.
8. Billy E. Gillett, "Introduction to Operations Research – A Computer-Oriented Algorithmic Approach", Tata McGraw-Hill, 1979, rp2004.
9. A.B.Rao, Operations Research, Jaico .
10. Ravindran, Phillips, Solberg, Operations Research, 2nd edition, Wiley India.
11. W.L.Winston, Operations Research, 4th edition, Cengage Learning.
12. R. Panneerselvam, "Operations Research", PHI-2e, 2006, rp2008.
13. ANITHA H S, "Operations Research", EXEL books, 2011.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

PRINCIPLES OF INFORMATION SECURITY

UNIT – I

Introduction to Information Security, Need For Security,

UNIT –II

Legal Ethical and Professional Issues in Information Security, Planning For Security.

UNIT – III

Risk Management, Security Technology: Firewalls and VPNs, Security Technology: Intrusion Detection and Prevention Systems, and Other Security Tools.

UNIT – IV

Cryptography, Physical Security, Implementing Information Security,

UNIT – V

Security and Personnel, Information Security Maintenance.

TEXT BOOKS:

1. Principles of Information Security by Whitman, Thompson

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD SCRIPTING LANGUAGES

Objectives: The course demonstrates an in depth understanding of the tools and the scripting languages necessary for design and development of applications dealing with Bio-information/ Bio-data. The instructor is advised to discuss examples in the context of Bio-data/ Bio-information application development.

UNIT I

Introduction to PERL and Scripting

Scripts and Programs, Origin of Scripting , Scripting Today, Characteristics of Scripting Languages, Web Scripting, and the universe of Scripting Languages. PERL- Names and Values, Variables, Scalar Expressions, Control Structures, arrays, list, hashes, strings, pattern and regular expressions, subroutines, advance perl - finer points of looping, pack and unpack, filesystem, eval, data structures, packages, modules, objects, interfacing to the operating system, Creating Internet ware applications, Dirty Hands Internet Programming, security Issues.

UNIT II

PHP Basics- Features, Embedding PHP Code in your Web pages, Outputting the data to the browser, Datatypes, Variables, Constants, expressions, string interpolation, control structures, Function, Creating a Function, Function Libraries, Arrays, strings and Regular Expressions.

UNIT III

Advanced PHP Programming

Php and Web Forms, Files, PHP Authentication and Methodologies -Hard Coded, File Based, Database Based, IP Based, Login Administration, Uploading Files with PHP, Sending Email using PHP, PHP Encryption Functions, the Mcrypt package, Building Web sites for the World – Translating Websites- Updating Web sites Scripts, Creating the Localization Repository, Translating Files, text, Generate Binary Files, Set the desired language within your scripts, Localizing Dates, Numbers and Times.

UNIT IV

TCL – Tk

TCL Structure, syntax, Variables and Data in TCL, Control Flow, Data Structures, input/output, procedures , strings , patterns, files, Advance TCL- eval, source, exec and up level commands, Name spaces, trapping errors, event driven programs, making applications internet aware, Nuts and Bolts Internet Programming, Security Issues, C Interface. Tk- Visual Tool Kits, Fundamental Concepts of Tk, Tk by example, Events and Binding , Perl-Tk.

UNIT V

Python

Introduction to Python language, python-syntax, statements, functions, Built-in-functions and Methods, Modules in python, Exception Handling, Integrated Web Applications in Python – Building Small, Efficient Python Web Systems ,Web Application Framework.

TEXT BOOKS:

1. The World of Scripting Languages, David Barron, Wiley Publications.
2. Python Web Programming, Steve Holden and David Beazley, New Riders Publications.
3. Beginning PHP and MySQL, 3rd Edition, Jason Gilmore, Apress Publications (Dreamtech)

REFERENCE BOOKS:

1. Open Source Web Development with LAMP using Linux, Apache, MySQL, Perl and PHP, J.Lee and B.Ware (Addison Wesley) Pearson Education.
2. Programming Python, M.Lutz, SPD.
3. PHP 6 Fast and Easy Web Development, Julie Meloni and Matt Telles, Cengage Learning Publications.
4. PHP 5.1,I.Bayross and S.Shah, The X Team, SPD.
5. Core Python Programming, Chun, Pearson Education.
6. Guide to Programming with Python, M.Dawson, Cengage Learning.
7. Perl by Example, E.Quigley, Pearson Education.
8. Programming Perl, Larry Wall, T.Christiansen and J.Orwant, O'Reilly, SPD.
9. Tcl and the Tk Tool kit, Ousterhout, Pearson Education.
10. PHP and MySQL by Example, E.Quigley, Prentice Hall(Pearson).
11. Perl Power, J.P.Flynt, Cengage Learning.
12. PHP Programming solutions, V.Vaswani, TMH.

SOCIAL MEDIA INTELLIGENCE

UNIT – I

The Beginnings of Social Media Intelligence: What is Social Media monitoring? Anecdotal referencing of Social Media Comments, Text Mining, Some Simple Metrics, Using Social Media as Early Warning System.

Fundamental of Opinion Formation: Affecting Opinion versus Biasing Expression, How Do We Form Opinions?, How Do Expectations Affect Opinion?, How Do Expertise and Knowledge Influence How We Form Opinions?, Opinion Formation in a Social Context, Bandwagon behavior and Information Cascades, Implications for Social Media Intelligence.

UNIT – II

Why Do We Share our Opinions : Poster versus Lurkers, What Motivates Us to Post/, Posting Motivations and Selection effects, Implications for Social Media Intelligence.

The Social effects of Strangers : How Does Social Context Affect Our Behavior?, How Influential is the Social Context/, How Does Social Context Affect Opinion Expression/, Bandwagon Behavior in Opinion expression, Differentiating Our opinions, Multiple Audience Effects, /can We Trust the Wisdom of Crowds.

UNIT – III

Opinion Ecosystems and the Evolution Within : Life Cycle Dynamics, Preference Mismatching and Sequential Dynamics, Social Dynamics, Are Social Media Communities the Cause of Opinion Radicalization ?, Online Echo Chambers, Implications for Social Media Monitoring and Metrics.

Are Social Media Fragmenting the Population ? : Self-Organization, Birds of a Feather Flock Together, Geography No Longer Defines Our Communities, The influential Hypothesis, The New Influential, How Can We Identify Influentials, Influence in e-Commerce, Some Concluding Remarks.

UNIT – IV

Managing Social Media Communities for Better Social Media Intelligence: Creating an Inviting Environment, The Benefits of a Well-Managed Opinion Community (and the Costs of Not Managing the Community at All) Quality of Intelligence Depends on the Quality of the Opinion Community, Creating and Manipulating Buzz, Buzz Campaign or Fraud?, Identifying Fraudulent Opinions

Cutting Through the Online Chatter : A New Paradigm for Marketing Research, Measure What Matters, Cast a Wide Net, Analyze the Text, Understand the biases, Establish Links to Performance metrics.

UNIT – V

Intelligence Integration : Overview of Marketing Research Methods, Using Social Media for Marketing research, Tracking Brand Health, Understanding Market Structure, Social Shopping, Integration with Data from Other Parts of the Organization, Intelligence Dashboards.

Building Social Media Intelligence into Our Strategies : How Can Social Media Intelligence Help Integrate an Organization's Strategy?, Multichannel Strategies, Rapid Response System, Integrated CRM, Leveraging Social Data, Seeding Strategies.

Moving from Social Media monitoring to Social Media Intelligence : Social Media Intelligence today, Social Media Intelligence tomorrow, Building on the Science of Opinion, tapping into Opinion Ecosystems, Developing an Integrated Strategy.

REFERENCES:

SOCIAL MEDIA INTELLIGENCE : by Wendly W.Moe, David A. Schweidel, Cambridge University, edition 2014.

SOFTWARE ENGINEERING

Objectives:

Understanding of software process models such as waterfall and evolutionary models.
Understanding of software requirements and SRS document.
Understanding of different software architectural styles.
Understanding of software testing approaches such as unit testing and integration testing.
Understanding on quality control and how to ensure good quality software.

UNIT I

Introduction to Software Engineering: The evolving role of software, Changing Nature of Software, legacy 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, specialized 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, pattern based software design.

Creating an architectural design: software architecture, Data design, Architectural styles and patterns, Architectural Design, assessing alternative architectural designs, mapping data flow into a software architecture.

Modeling component-level design: Designing class-based components, conducting component-level design, Object constraint language, designing conventional components.

Performing User interface design: Golden rules, User interface analysis and design, interface analysis, interface design steps, Design evaluation.

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, Frame work for Product metrics, Metrics for Analysis Model, Metrics for Design Model, Metrics for source code, Metrics for testing, Metrics for maintenance.

Metrics for Process and Products: Software Measurement, Metrics for software quality.

UNIT V

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, sixth edition,., McGraw Hill International Edition.
2. Software Engineering, Ian Sommerville, seventh edition, Pearson education.

REFERENCE BOOKS:

Software Engineering, A Precise Approach, Pankaj Jalote, Wiley India, 2010.
Software Engineering : A Primer, Waman S Jawadekar, Tata McGraw-Hill, 2008.
Fundamentals of Software Engineering, Rajib Mall, PHI, 2005.
Software Engineering, Principles and Practices, Deepak Jain, Oxford University Press.
Software Engineering1: Abstraction and modeling, Diner Bjorner, Springer International edition, 2006.
Software Engineering2: Specification of systems and languages, Diner Bjorner, Springer International edition , 2006.
Software Engineering Foundations, Yingxu Wang, Auerbach Publications, 2008.
Software Engineering Principles and Practice, Hans Van Vliet, 3rd edition, John Wiley & Sons Ltd.
Software Engineering 3: Domains, Requirements, and Software Design, D.Bjorner, Springer International Edition.
Introduction to Software Engineering, R.J.Leach, CRC Press.

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WEB USABILITY

UNIT I

Introduction to Usability, Human Factors,

UNIT II

User-Centered Design, Usability Aware Design,

UNIT III

Accessibility, Understanding your Users and Goals,

UNIT IV

Heuristic Evaluation, Usability Testing,

UNIT V

Other Tools and Techniques, Transferring Data into Change

TEXT BOOK:

Web Usability Hand Book by Mark Pearrow, Thomson Delmar learning