PRAGATI ENGINEERING COLLEGE: SURAMPALEM

(Autonomous) (Autonomous)

Department of Information Technology

R23

COURSE STRUCTURE

II YEAR – I SEMESTER

Sl. No	Category	Course Code	Course Title	L	T	P	Credits
1	BS&H	23BM304T	Discrete Mathematics & Graph Theory	3	0	0	3
2	BS&H	23HM301T	Universal Human Values– Understanding Harmony	2	1	0	3
3	Engineering Science	23EC305T	Digital Logic & Computer Organization	3	0	0	3
4	Professional Core	23CS301T	Advanced Data Structures & Algorithm Analysis	3	0	0	3
5	Professional Core	23CS302T	Object Oriented Programming Through Java	3	0	0	3
6	Professional Core	23CS301P	Advanced Data Structures and Algorithm Analysis Laboratory	0	0	3	1.5
7	Professional Core	23CS302P	Object Oriented Programming Through Java Laboratory	0	0	3	1.5
8	Skill Enhancement Course	23AI301S	Python Programming	0	1	2	2
9	Audit Course	23BC301T	Environmental Science	2	0	0	-
Total Credits				**16**	**2**	**8**	**20**

II YEAR – II SEMESTER

Sl. No	Category	Course Code	Course Title	L	T	P	Credits
1	Management Course- I	23ME405T	Optimization Techniques	2	0	0	2
2	Engineering Science/ Basic Science	23BM402T	Probability & Statistics	3	0	0	3
3	Professional Core	23CS401T	Operating Systems	3	0	0	3
4	Professional Core	23IT401T	Database Management Systems	3	0	0	3
5	Professional Core	23CS402T	Software Engineering	2	1	0	3
6	Professional Core	23CS402P	Operating Systems & Software Engineering Laboratory	0	0	3	1.5
7	Professional Core	23IT401P	Database Management Systems Laboratory	0	0	3	1.5
8	Skill Enhancement Course	23IT401S	Python with DJango	0	1	2	2
9	BS&H	23HM401P	Design Thinking & Innovation	1	0	2	2
Total Credits				**14**	**2**	**10**	**21**
Mandatory Community Service Project Internship of 08 weeks duration during summer vacation							

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II Year I Semester

Discrete Mathematics and Graph Theory

(Common to CSE, CSE-AI&ML, CSE-AI, CSE-DS, CSE-CS and IT)

Course Category	Basic Sciences	**Course Code**	23BM304T
Course Type	Theory	**L-T-P-C**	3-0-0-3
Prerequisites	Mathematical Logic, Set Theory.	**Continuous Internal Assessment** **Semester End Examination** **Total Marks**	30 70 100

COURSE OBJECTIVES	
1	To introduce the students to the topics and techniques of discrete methods and combinatorial reasoning
2	To introduce a wide variety of applications. The algorithmic approach to the solution of problems is fundamental in discrete mathematics, and this approach reinforces the close ties between this discipline and the area of computer science.

COURSE OUTCOMES		
Upon successful completion of the course, the student will be able to:		**Cognitive Level**
CO1	Apply mathematical logic to solve problems	K3
CO2	Understand the concepts and perform the operations related to sets, relations and functions.	K3
CO3	Apply basic counting techniques to solve combinatorial problems and recurrence relations	K3
CO4	Apply Graph Theory in solving computer science problems	K3
CO5	Apply different theorems and algorithms to find BFS and DFS of spanning trees	K3

K1- Remembering, K2- Understanding, K3-Applying, K4- Analyzing, K5- Evaluating, K6- Creating

Contribution of Course Outcomes towards achievement of Program Outcomes (1 – Low, 2 - Medium, 3 – High)

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	-	-	-	-	-	-	-	-	-
CO2	3	3	2	-	-	-	-	-	-	-	-	-
CO3	3	3	2	-	-	-	-	-	-	-	-	-
CO4	3	3	2	-	-	-	-	-	-	-	-	-
CO5	3	3	2	-	-	-	-	-	-	-	-	-

COURSE CONTENT

UNIT I
Mathematical Logic:
Propositional Calculus: Statements and Notations, Connectives, Well Formed Formulas, Truth Tables, Tautologies, Equivalence of Formulas, Duality Law, Tautological Implications, Normal Forms, Theory of Inference for Statement Calculus, Consistency of Premises, Indirect Method of Proof, Predicate Calculus: Predicates, Predicative Logic, Statement Functions, Variables and Quantifiers, Free and Bound Variables, Inference Theory for Predicate Calculus.

UNIT II
Set Theory:
Sets: Operations on Sets, Principle of Inclusion-Exclusion, Relations: Properties, Operations, Partition and Covering, Transitive Closure, Equivalence, Compatibility and Partial Ordering, Hasse Diagrams, Functions: Bijective, Composition, Inverse, Permutation, and Recursive Functions, Lattice and its Properties.

UNIT III
Combinatorics and Recurrence Relations:
Basis of Counting, Permutations, Permutations with Repetitions, Circular and Restricted Permutations, Combinations, Restricted Combinations, Binomial and Multinomial Coefficients and Theorems.
Recurrence Relations: Generating Functions, Function of Sequences, Partial Fractions, Calculating Coefficient of Generating Functions, Recurrence Relations, Formulation as Recurrence Relations, Solving Recurrence Relations by Substitution and Generating Functions, Method of Characteristic Roots, Solving In homogeneous Recurrence Relations

UNIT IV
Graph Theory:
Basic Concepts, Graph Theory and its Applications, Sub graphs, Graph Representations : Adjacency and Incidence Matrices, Isomorphic Graphs, Paths and Circuits, Eulerian and Hamiltonian Graphs,

UNIT V
Multi Graphs:
Multi graphs, Bipartite and Planar Graphs, Euler's Theorem, Graph Colouring and Covering, Chromatic Number, Spanning Trees, Prim's and Kruskal's Algorithms, BFS and DFS Spanning Trees.

TEXT BOOKS

1. Discrete Mathematical Structures with Applications to Computer Science, J.P. Tremblay and P.Manohar, Tata McGraw Hill.
2. Elements of Discrete Mathematics – A Computer Oriented Approach, C.L.Liu and D.P.Mohapatra, 3rd Edition,Tata McGraw Hill.
3. Mathematical Foundations of Computer Science, Dr. D.S.C, Prism Books Pvt Ltd.

REFERENCE BOOKS

1. Discrete Mathematics for Computer Scientists and Mathematicians, J.L.Mott, A.Kandel and T.P.Baker, 2nd Edition, Prentice Hall of India.
2. Discrete Mathematical Structures, Bernand Kolman, Robert C.Busby and Sharon Cutler Ross, PHI.
3. Discrete Mathematics, S.K.Chakraborthy and B.K.Sarkar ,Oxford, 2011.
4. Discrete Mathematics and its Applications with Combinatorics and Graph Theory, K.H.Rosen,7th Edition,Tata McGraw Hill.
5. Theory and Problems of Discrete Mathematics, Schaum's Outline Series, Seymour Lipschutz and Marc Lars Lipson, 3rd Edition, McGraw Hill.

WEB RESOURCES

1. https://onlinecourses.nptel.ac.in/noc24_ma42/preview
2. https://en.wikipedia.org/wiki/Set_theory
3. https://www.geeksforgeeks.org/discrete-mathematics-types-of-recurrence-relations-set-2/
4. https://nptel.ac.in/courses/111106102
5. https://en.wikipedia.org/wiki/Multigraph

PRAGATI ENGINEERING COLLEGE: SURAMPALEM

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Department of Information Technology

R23

II Year I Semester

UNIVERSAL HUMAN VALUES – UNDERSTANDING HARMONY and ETHICAL HUMAN CONDUCT

(Common to CE, EEE, ME, ECE, CSE, IT, CSE(AI&ML), CSE(AI), CSE(DS) and CSE(CYBER SECURITY)

Course Category	HSMC	**Course Code**	23HM301T
Course Type	Theory	**L-T-P-C**	2-1-0-3
Prerequisites		**Internal Assessment** **Semester End Examination** **Total Marks**	30 70 100

COURSE OUTCOMES		
Upon successful completion of the course, the student will be able to:		**Blooms Taxonomy Level**
CO1	Understand the significance of value inputs in a classroom and start applying them in their life and profession	K1
CO2	Distinguish between values and skills, happiness and accumulation of physical facilities, the Self and the Body, Intention and Competence of an individual, etc.	K2
CO3	Understand the role of a human being in ensuring harmony in Family And Society.	K1
CO4	Appraise the role of a human being in ensuring harmony in Nature/Existence.	K2
CO5	Distinguish between ethical and unethical practices to actualize a harmonious environment wherever they work.	K2

Contribution of Course Outcomes towards achievement of Program Outcomes (1 – Low, 2 - Medium, 3 – High)

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1						3						
CO2						3			3	3		3
CO3						3		2				3
CO4						3	3					
CO5						3		3				

COURSE CONTENT

UNIT – I Introduction to Value Education: Right Understanding, Relationship and Physical Facility (Holistic Development and the Role of Education), Understanding Value Education, self-exploration as the Process for Value Education, Continuous Happiness and Prosperity-the basic human aspirations, Happiness and Prosperity- Current Scenario, Method to Fulfill the Basic Human Aspirations.
Practice Sessions: PS1 Sharing about Oneself , PS2 Exploring Human Consciousness, PS3 Exploring Natural Acceptance

UNIT – II Harmony in Human Being: Understanding Human being as the Co-existence of the self and the body, Distinguishing between the Needs of the self and the body, The body as an Instrument of the self, Understanding Harmony in the self, Harmony of the self with the body, Programme to ensure self - regulation and Health
Practice Sessions: PS4 Exploring the difference of Needs of self and body, PS5 Exploring Sources of Imagination in the self, PS6 Exploring Harmony of self with the body

UNIT – III Harmony in the Family and Society: Harmony in the family - the Basic Unit of Human Interaction, 'Trust' - the Foundational Value in Relationship, 'Respect' - as the Right Evaluation, Other Feelings, Justice in Human – to - Human Relationship, Understanding Harmony in the Society, Vision for the Universal Human Order.
Practice Sessions: PS7 Exploring the Feeling of Trust, PS8 Exploring the Feeling of Respect,
PS9 Exploring Systems to fulfil Human Goal

UNIT – IV Harmony in the Nature/Existence: Understanding Harmony in the Nature, Interconnectedness, self-regulation and Mutual fulfillment among the Four Orders of Nature, Realizing Existence as Co- existence at All Levels, The Holistic Perception of Harmony in Existence
Practice Sessions: PS10 Exploring the Four Orders of Nature, PS11 Exploring Co-existence in Existence

UNIT – V Implications of the Holistic Understanding - a Look at Professional Ethics: Natural Acceptance of Human Values, Definitiveness of (Ethical) Human Conduct, A Basis for Humanistic Education, Humanistic Constitution and Universal Human Order, Competence in Professional Ethics, Holistic Technologies, Production Systems and Management Models-Typical Case Studies, Strategies for Transition towards Value- based Life and Profession.
Practice Sessions: PS12 Exploring Ethical Human Conduct, PS13 Exploring Humanistic Models in Education, PS14 Exploring Steps of Transition towards Universal Human Order

Text books and Teachers Manual

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

Reference Books

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

Web References:

1. https://fdp-si.aicte-india.org
2. https://www.youtube.com/playlist?list=PLWDeKF97v9SP_Kt6jqzA3pZ3yA7g_OAQz

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Digital Logic & Computer Organization

Course Category	Professional Core	**Course Code**	23EC305T
Course Type	Theory	**L-T-P-C**	3-0-0-3
Prerequisites	Basics of Number Systems	**Continuous Internal Assessment** **Semester End Examination** **Total Marks**	30 70 100

COURSEOBJECTIVES	
The student will learn:	
1	Provide students with a comprehensive understanding of digital logic design principles and computer organization fundamentals
2	Describe memory hierarchy concepts
3	Explain input /output (I/O) systems and their interaction with the CPU, memory, and peripheral devices

COURSE OUTCOMES		
Upon successful completion of the course, the student will be able to:		**Cognitive Level**
CO1	Understanding the data representation of a digital computer system. Relate Postulates of Boolean algebra and minimize combinational functions and analyze combinational circuits.	
CO2	Design and analyze sequential circuits and study the basic structure of computers	
CO3	Understand the basic concepts of computer arithmetic, organization.	
CO4	Understand the concepts of memory organization.	
CO5	Understand the concepts of I/O Organization.	

K1- Remembering, K2- Understanding, K3-Applying, K4- Analyzing, K5- Evaluating, K6- Creating

Contribution of Course Outcomes towards achievement of Program Outcomes (1 – Low, 2 - Medium, 3 – High)

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2
CO1	2	2	2	2	2						2	2	2	2
CO2	2	2	2	2	2						2	2	2	2
CO3	2	2	2	2	2						2	2	2	2
CO4	2	2	2	2	2						2	2	2	2
CO5	2	2	2	2	2						2	2	2	2

COURSE CONTENT

UNIT–I:

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

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

UNIT–II:

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

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

UNIT–III:

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

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

UNIT–IV:

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

UNIT–V:

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

Textbooks:

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

Reference Books:

1. Computer Systems Architecture, M.Moris Mano, 3rd Edition, Pearson
2. Computer Organization and Design, David A.Paterson, JohnL. Hennessy, Elsevier
3. Fundamentals of Logic Design, Roth, 5th Edition, Thomson

Online Learning Resources:

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

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II Year I Semester

Advanced Data Structures & Algorithm Analysis

(Common to CSE, CSE (AI&ML), CSE (AI), CSE (DS), CSE (Cyber Security), IT)

Course Category	Professional Core	**Course Code**	23CS301T
Course Type	Theory	**L-T-P-C**	3-0-0-3
Prerequisites		**Continuous Internal Assessment**	30
		Semester End Examination	70
		Total Marks	100

COURSE OBJECTIVES	
The main objectives of the course is to	
1	Provide knowledge on advance data structures frequently used in Computer Science domain
2	Develop skills in algorithm design techniques popularly used
3	Understand the use of various data structures in the algorithm design

COURSE OUTCOMES		
Upon successful completion of the course, the student will be able to:		**Cognitive Level**
CO1	Analyze algorithms for Height balanced trees such as AVL trees, B-Trees	K1
CO2	Analyze algorithms for Priority queues, Graph Traversals, Sortings	K2
CO3	List and describe various algorithmic approaches and Solve problems using divide and conquer &greedy Method	K3
CO4	Analyze design paradigms and methods of analysis: backtracking, branch and bound algorithmic approaches	K4
CO5	Demonstrate NP-Hard and NP-Complete problems, Cook's theorem	K2

K1- Remembering, K2- Understanding, K3-Applying, K4- Analyzing, K5- Evaluating, K6- Creating

Contribution Of Course Outcomes Towards Achievement Of Program Outcomes (1 – Low, 2 - Medium, 3 – High)

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	3	1	-	-	-	-	-	-	-
CO2	3	3	3	3	1	-	-	-	-	-	-	-
CO3	3	3	3	3	1	-	-	-	-	-	-	-
CO4	3	3	3	3	1	-	-	-	-	-	-	-
CO5	3	3	3	3	1	-	-	-	-	-	-	-

COURSE CONTENT

UNIT – I:
Introduction to Algorithm Analysis, Space and Time Complexity analysis, Asymptotic Notations AVL Trees – Creation, Insertion, Deletion operations and Applications B-Trees – Creation, Insertion, Deletion operations and Applications

UNIT – II:
Heap Trees (Priority Queues) – Min and Max Heaps, Operations and Applications
Graphs – Terminology, Representations, Basic Search and Traversals, Connected Components and Biconnected Components, applications Divide and Conquer: The General Method, Quick Sort, Merge Sort, Strassen's matrix multiplication, Convex Hull

UNIT – III:
Greedy Method: General Method, Job Sequencing with deadlines, Knapsack Problem, Minimum cost spanning trees, Single Source Shortest Paths Dynamic Programming: General Method, All pairs shortest paths, Single Source Shortest Paths– General Weights (Bellman Ford Algorithm), Optimal Binary Search Trees, 0/1 Knapsack, String Editing, Travelling Salesperson problem

UNIT – IV:
Backtracking: General Method, 8-Queens Problem, Sum of Subsets problem, Graph Coloring, 0/1 Knapsack Problem Branch and Bound: The General Method, 0/1 Knapsack Problem, Travelling Salesperson problem

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

Textbooks:

1. Fundamentals of Data Structures in C++, Ellis Horowitz; Sartaj Sahni; Dinesh Mehta 2nd Edition, ISBN: 9788173716065 ,Year: 2008, Universities Press.
2. Computer Algorithms in C++, Ellis Horowitz, SartajSahni, Sanguthevar Rajasekaran, 2nd Edition ISBN:9788173716119, University Press.

Reference Books:

1. Data Structures and program design in C, Robert Kruse, Pearson Education, Asia
2. An introduction to Data Structures with applications, Trembley & Sorenson, McGraw Hill,2nd Edition, Published on 1 July 2017.
3. The Art of Computer Programming, Vol.1: Fundamental Algorithms, Donald E Knuth, Addison-Wesley, 1997.
4. Data Structures using C & C++: Langsam, Augenstein & Tanenbaum, Pearson, 31 August 2019 First Edition.
5. Algorithms + Data Structures & Programs:, N.Wirth, PHI, January 1988
6. Fundamentals of Data Structures in C++: Horowitz Sahni& Mehta, Galgottia Pub, January 2008
7. Data structures in Java:, Thomas Standish, Pearson Education Asia

Online Learning Resources:

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

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II Year I Semester

Object Oriented Programming Through Java

(Common to CSE, CSE (AI&ML), CSE (AI), CSE (DS), CSE (Cyber Security), IT)

Course Category	Professional Core	**Course Code**	23CS302T
Course Type	Theory	**L-T-P-C**	3-0-0-3
Prerequisites		**Continuous Internal Assessment**	30
		Semester End Examination	70
		Total Marks	100

COURSE OBJECTIVES	
The learning objectives of this course are to:	
1	Identify Java language components and how they work together in applications
2	Learn the fundamentals of object-oriented programming in Java, including defining classes, invoking methods, using class libraries.
3	Learn how to extend Java classes with inheritance and dynamic binding and how to use exception handling in Java applications
4	Understand how to design applications with threads in Java
5	Understand how to use Java APIs for program development

COURSE OUTCOMES		
Upon successful completion of the course, the student will be able to:		**Cognitive Level**
CO1	Apply the fundamentals of Java to solve problems	K3
CO2	Differentiate the application of decision and iteration control structures	K2
CO3	Implement classes and method overloading concepts	K3
CO4	Apply the concepts of inheritance and packages	K3
CO5	Implement Java programs using exceptions and multithreading	K3

K1- Remembering, K2- Understanding, K3-Applying, K4- Analyzing, K5- Evaluating, K6- Creating

Contribution of Course Outcomes towards achievement of Program Outcomes (1 – Low, 2 - Medium, 3 – High)

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	2	3	-	-	-	-	-	-	-
CO2	3	3	3	2	3	-	-	-	-	-	-	-
CO3	3	3	3	3	3	-	-	-	-	-	-	-
CO4	3	3	3	3	3	-	-	-	-	-	-	-
CO5	3	3	3	3	3	-	-	-	-	-	-	-

COURSE CONTENT

UNIT I

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

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

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

UNIT II

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

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

UNIT III

Arrays: Introduction, Declaration and Initialization of Arrays, Storage of Array in Computer Memory, Accessing Elements of Arrays, Operations on Array Elements, Assigning Array to Another Array, Dynamic Change of Array Size, Sorting of Arrays, Search for Values in Arrays, Class Arrays, Two-dimensional Arrays, Arrays of Varying Lengths, Three-dimensional Arrays, Arrays as Vectors.

Inheritance: Introduction, Process of Inheritance, Types of Inheritances, Universal Super Class-Object Class, Inhibiting Inheritance of Class Using Final, Access Control and Inheritance, Multilevel Inheritance, Application of Keyword Super, Constructor Method and Inheritance, Method Overriding, Dynamic Method Dispatch, Abstract Classes, Interfaces and Inheritance.

Interfaces: Introduction, Declaration of Interface, Implementation of Interface, Multiple Interfaces, Nested Interfaces, Inheritance of Interfaces, Default Methods in Interfaces, Static Methods in Interface, Functional Interfaces, Annotations.

UNIT IV

Packages and Java Library: Introduction, Defining Package, Importing Packages and Classes into Programs, Path and Class Path, Access Control, Packages in Java SE, Java.lang Package and its Classes, Class Object, Enumeration, class Math, Wrapper Classes, Auto-boxing and Auto-unboxing, Java util Classes and Interfaces, Formatter Class, Random Class, Time Package, Class Instant (java. Time .Instant),
Formatting for Date/Time in Java, Temporal Adjusters Class, Temporal Adjusters Class.

Exception Handling: Introduction, Hierarchy of Standard Exception Classes, Keywords throws and throw, try, catch, and finally Blocks, Multiple Catch Clauses, Class Throw able, Unchecked Exceptions, Checked Exceptions.

Java I/O and File: Java I/O API, standard I/O streams, types, Byte streams, Character streams, Scanner class, Files in Java(Text Book 2)

UNIT V

String Handling in Java: Introduction, Interface Char Sequence, Class String, Methods for Extracting Characters from Strings, Comparison, Modifying, Searching; Class String Buffer.

Multithreaded Programming: Introduction, Need for Multiple Threads Multithreaded Programming for Multi-core Processor, Thread Class, Main Thread-Creation of New Threads, Thread States, Thread Priority-Synchronization, Deadlock and Race Situations, Inter-thread Communication - Suspending, Resuming, and Stopping of Threads. **Java Database Connectivity:** Introduction, JDBC Architecture, Installing MySQL and MySQL Connector/J, JDBC Environment Setup, Establishing JDBC Database Connections, Result Set Interface **Java FX GUI:** Java FX Scene Builder, Java FX App Window Structure, displaying text and image, event handling, laying out nodes in scene graph, mouse events

Text Books:

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

References Books:

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

Online Resources:

1. https://nptel.ac.in/courses/106/105/106105191/
2. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01288046454761881634 7_shared/overview

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II Year I Semester

Advanced Data Structures & Algorithm Analysis Laboratory

(Common to CSE, CSE (AI&ML), CSE (AI), CSE (Cyber Security), IT)

Course Category	Professional Core	**Course Code**	23CS301P
Course Type	Laboratory	**L-T-P-C**	0-0-3-1.5
Prerequisites		**Continuous Internal Assessment**	30
		Semester End Examination	70
		Total Marks	100

COURSE OBJECTIVES	
The objectives of the course is to	
1	Acquire practical skills in constructing and managing Data structures
2	Apply the popular algorithm design methods in problem-solving scenarios

COURSE OUTCOMES		
Upon successful completion of the course, the student will be able to:		**Cognitive Level**
CO1	Describe, implement, analyze, and apply data structures such as self-balancing trees and heaps	K3
CO2	Implement graph traversal algorithms	K3
CO3	Apply Greedy, divide and conquer algorithms.	K3
CO4	Identify and apply strategies such as brute force, greedy, back tracking, divide and conquer, and dynamic programming in algorithm analysis and design	K5

K1- Remembering, K2- Understanding, K3-Applying, K4- Analyzing, K5- Evaluating, K6- Creating

Contribution of Course Outcomes towards achievement of Program Outcomes (1 – Low, 2 - Medium, 3 – High)

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	3	1	-	-	-	-	-	-	-
CO2	3	3	3	3	1	-	-	-	-	-	-	-
CO3	3	3	3	3	1	-	-	-	-	-	-	-
CO4	3	3	3	3	1	-	-	-	-	-	-	-

Experiments covering the Topics:

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

Sample Programs:

1. Construct an AVL tree for a given set of elements which are stored in a file. And implement insert and delete operation on the constructed tree. Write contents of tree into a new file using in-order.
2. Construct B-Tree an order of 5 with a set of 100 random elements stored in array. Implement searching, insertion and deletion operations.
3. Construct Min and Max Heap using arrays, delete any element and display the content of the Heap.
4. Implement BFT and DFT for given graph, when graph is represented by
   a) Adjacency Matrix b) Adjacency Lists
5. Write a program for finding the biconnected components in a given graph.
6. Implement Quick sort and Merge sort and observe the execution time for various input sizes (Average, Worst and Best cases).
7. Compare the performance of Single Source Shortest Paths using Greedy method when the graph is represented by adjacency matrix and adjacency lists.
8. Implement Job Sequencing with deadlines using Greedy strategy.
9. Write a program to solve 0/1 Knapsack problem Using Dynamic Programming.
10. Implement N-Queens Problem Using Backtracking.
11. Use Backtracking strategy to solve 0/1 Knapsack problem.
12. Implement Travelling Sales Person problem using Branch and Bound approach.

Reference Books:

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

Online Learning Resources:

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

PRAGATI ENGINEERING COLLEGE: SURAMPALEM

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Department of Information Technology

R23

II Year I Semester

Object Oriented Programming Through Java Laboratory

(Common to CSE, CSE (AI&ML), CSE (AI), CSE (DS), CSE (Cyber Security), IT)

Course Category	Professional Core	**Course Code**	23CS302P
Course Type	Laboratory	**L-T-P-C**	0-0-3-1.5
Prerequisites		**Continuous Internal Assessment**	30
		Semester End Examination	70
		Total Marks	100

COURSE OBJECTIVES	
The aim of this course is to	
1	Practice object oriented programming in the Java programming language
2	Implement Classes, Objects, Methods, Inheritance, Exception, Runtime Polymorphism, User defined Exception handling mechanism
3	Illustrate inheritance, Exception handling mechanism, JDBC connectivity
4	Construct Threads, Event Handling, implement packages, Java FX GUI

COURSE OUTCOMES		
Upon successful completion of the course, the student will be able to:		**Cognitive Level**
CO1	Implement object oriented concepts using Java	K3
CO2	Apply the concepts of inheritance and packages.	K3
CO3	Implement Java programs using exceptions and multithreading.	K3

K1- Remembering, K2- Understanding, K3-Applying, K4- Analyzing, K5- Evaluating, K6- Creating

Contribution of Course Outcomes towards achievement of Program Outcomes (1 – Low, 2 - Medium, 3 – High)

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	3	1	-	-	-	-	-	-	-
CO2	3	3	3	3	1	-	-	-	-	-	-	-
CO3	3	3	3	3	1	-	-	-	-	-	-	-
CO4	3	3	3	3	1	-	-	-	-	-	-	-

Experiments covering the Topics:

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

Sample Experiments:

Exercise – 1:
a) Write a JAVA program to display default value of all primitive data type of JAVA
b) Write a java program that display the roots of a quadratic equation $ax^2+bx=0$. Calculate the discriminate D and basing on value of D, describe the nature of root.

Exercise - 2
a) Write a JAVA program to search for an element in a given list of elements using binary search mechanism.
b) Write a JAVA program to sort for an element in a given list of elements using bubble sort
c) Write a JAVA program using StringBuffer to delete, remove character.

Exercise - 3
a) Write a JAVA program to implement class mechanism. Create a class, methods and invoke them inside main method.
b) Write a JAVA program implement method overloading.
c) Write a JAVA program to implement constructor.
d) Write a JAVA program to implement constructor overloading.

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

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

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

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

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

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

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R23

II Year I Semester
Python Programming
Common to CSE,IT, CSE (AI&ML),CSE (AI), CSE (DS),CSE(Cyber Security)

Course Category	Skill Enhanced Course	**Course Code**	23AI301S
Course Type		**L-T-P-C**	0-1-2-2
Prerequisites		**Continuous Internal Assessment** **Semester End Examination** **Total Marks**	30 70 100

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

COURSE OUTCOMES		
Upon successful completion of the course, the student will be able to :		**Cognitive Level**
CO1	Develop essential programming skills in computer programming concepts like data types, control statements.	K3
CO2	Apply the basics of programming in the Python language.	K3
CO3	Solve coding tasks related Dictionaries, tuples and sets.	K3
CO4	Solve coding tasks related to the fundamental notions and techniques used in object- oriented programming.	K3
CO5	Apply the basics of Numpy and pandas related to the Data Science	K3

K1: Remember, K2: Understand, K3: Apply, K4: Analyze, K5: Evaluate, K6: Create.

Contribution of Course Outcomes towards achievement of Program Outcomes (1 – Low, 2 - Medium, 3 – High)

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PO12**	**PSO1**	**PSO2**	**PSO3**
CO1	3	2	1	1	1	-	-	-	-	-	-	1	3	3	2
CO2	3	2	1	1	1	-	-	-	-	-	-	1	3	3	2
CO3	3	2	1	1	1	-	-	-	-	-	-	1	3	3	2
CO4	3	2	2	3	3	-	-	-	-	-	-	1	3	3	2
CO5	3	2	2	3	3	-	-	-	-	-	-	1	3	3	2

COURSE CONTENT

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

Sample Experiments:
1. Write a program to find the largest element among three Numbers.
2. Write a Program to display all prime numbers within an interval
3. Write a program to swap two numbers without using a temporary variable.
4. Write a program to add and multiply complex numbers
5. Write a program to print multiplication table of a given number.

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

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

UNIT – III
Dictionaries: Creating Dictionary, Accessing and Modifying key:value Pairs in Dictionaries, Built-In Functions Used on Dictionaries, Dictionary Methods, del Statement.
Tuples and Sets: Creating Tuples, Basic Tuple Operations, tuple() Function, Indexing and Slicing in Tuples, Built-In Functions Used on Tuples, Relation between Tuples and Lists, Relation between Tuples and Dictionaries, Using zip() Function, Sets, Set Methods, Frozenset.

Sample Experiments:
1. Write a program to create tuples (name, age, address, college) for at least two
members and concatenate the tuples and print the concatenated tuples.
2. Write a program to count the number of vowels in a string (No control flow allowed).
3. Write a program to check if a given key exists in a dictionary or not.
4. Write a program to add a new key-value pair to an existing dictionary.
5. Write a program to sum all the items in a given dictionary.

UNIT – IV

Files: Types of Files, Creating and Reading Text Data, File Methods to Read and Write Data, Reading and Writing Binary Files, Pickle Module, Reading and Writing CSV Files, Python os and os.path Modules.

Object-Oriented Programming: Classes and Objects, Creating Classes in Python, Creating Objects in Python, Constructor Method, Classes with Multiple Objects, Class Attributes Vs Data Attributes, Encapsulation, Inheritance, Polymorphism.

Sample Experiments:

1. Write a program to sort words in a file and put them in another file. The output file should have only lower-case words, so any upper-case words from source must be lowered.
2. Python program to print each line of a file in reverse order.
3. Python program to compute the number of characters, words and lines in a file.
4. Write a program to create, display, append, insert and reverse the order of the items in the array.
5. Write a Python program to create a class that represents a shape. Include methods to calculate its area and perimeter. Implement subclasses for different shapes like circle, triangle, and square.

UNIT – V

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

Visual Aids for EDA(Exploratory Data Analysis): Technical requirements, Line chart, Bar charts, Scatter plot using seaborn, Polar chart, Histogram, Choosing the best chart

Sample Experiments:

1. Python program to check whether a JSON string contains complex object or not.
2. Python Program to demonstrate NumPy arrays creation using array () function.
3. Python program to demonstrate use of ndim, shape, size, dtype.
4. Python program to demonstrate basic slicing, integer and Boolean indexing.
5. Create a dictionary with at least five keys and each key represent value as a list where this list contains at least ten values and convert this dictionary as a pandas data frame and explore the data through the data frame as follows:

a) Apply head () function to the pandas data frame
b) Perform various data selection operations on Data Frame

6. Apply different visualization techniques using sample dataset

a) Line Chart b) Bar Chart c) Scatter Plots d)Bubble Plot

7. Generate Scatter Plot using seaborn library for iris dataset
8. Apply following visualization Techniques for a sample dataset

a) Area Plot b) Stacked Plot c) Pie chart d) Table Chart

Reference Books:

1. Gowrishankar S, Veena A., Introduction to Python Programming, CRC Press.
2. Python Programming, S Sridhar, J Indumathi, V M Hariharan, 2ndEdition, Pearson, 2024
3. Introduction to Programming Using Python, Y. Daniel Liang, Pearson.
4. Python : The Complete Reference, by Martin C Brown, McGraw Hill India.

Online Learning Resources/Virtual Labs:

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

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R23

II Year I Semester

Environmental Science

(Common to all branches)

Course Category	BASIC SCIENCES	**Course Code**	23BC301T
Course Type prerequisites	Theory	**L-T-P-C** **Internal Assessment** **Semester End Examination** **Total Marks**	2 -0-0--0 30 70 100

S.No.	Course Objectives
1	To make the students to get awareness on environment
2	To understand the importance of protecting natural resources, ecosystems for future generations and pollution causes due to the day-to-day activities of human life
3	To save earth from the inventions by the engineers.

COURSE OUTCOMES		Cognitive Level
Upon successful completion of the course, the student will be able to:		
CO1	Grasp multi disciplinary nature of environmental studies and various renewable and non-renewable resources.	K2
CO2	Understand flow and bio-geo- chemical cycles and ecological pyramids.	K2
CO3	Understand various causes of pollution and solid waste management and related preventive measures.	K2
CO4	Understand the rainwater harvesting, watershed management, ozone layer depletion and waste land reclamation.	K2
CO5	Illustrate the casus of population explosion, value education and welfare programmes.	K3

Contribution of Course Outcomes towards achievement of Program Outcomes (1 – Low, 2 - Medium, 3 – High)												
	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PO12**
CO1	1	0	1	0	0	1	2	0	0	0	1	0
CO2	0	1	0	0	0	0	1	0	0	0	0	0
CO3	0	0	0	0	2	0	1	0	0	0	0	0
CO4	0	0	0	0	1	1	3	0	0	0	0	0
CO5	0	0	0	0	0	0	3	1	0	0	0	0

COURSE CONTENT

UNIT – I

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

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

UNIT – II

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

a)Forest ecosystem, b)Grassland ecosystem, c)Desert ecosystem, e)Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries)(Primary Treatment)

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

UNIT – III

Environmental Pollution: Definition, Cause, effects and control measures of: a)Air Pollution, b)Water pollution, c)Soil pollution, d)Marine pollution, e)Noise pollution, f)Thermal pollution, g)Nuclear hazards (Primarytreatment)

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

UNIT – IV

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

UNIT – V

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

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

Textbooks:

1. Erach Bharucha,Text book of Environmental Studies for Undergraduate Courses, Universities Press (India) Private Limited, 2019.
2. Palaniswamy, Environmental Studies, 2/e, Pearson education, 2014.
3. S.Azeem Unnisa, Environmental Studies, Academic Publishing Company, 2021.
4. K.Raghavan Nambiar, "Text book of Environmental Studies for Undergraduate Courses as per UGC model syllabus", SciTech Publications (India), Pvt. Ltd, 2010.

Reference Books:

1. Deeksha Dave and E.Sai Baba Reddy, Textbook of Environmental Science, 2/e, Cengage Publications, 2012.
2. M.Anji Reddy, "Textbook of Environmental Sciences and Technology", BS Publication, 2014.
3. J.P. Sharma, Comprehensive Environmental studies, Laxmi publications, 2006.
4. J. Glynn Henry and Gary W. Heinke, Environmental Sciences and Engineering, Prentice Hall of India Private limited, 1988.
5. G.R. Chatwal, A Text Book of Environmental Studies, Himalaya Publishing House, 2018.
6. Gilbert M. Masters and Wendell P. Ela, Introduction to Environmental Engineering and Science, 1/e, Prentice Hall of India Private limited, 1991.

Online Learning Resources:

- https://onlinecourses.nptel.ac.in/noc23_hs155/preview
- https://www.edx.org/learn/environmental-science/rice-university-ap-r-environmental-science-part-3-pollution-and-resources?index=product&objectID=course-3a6da9f2-d84c-4773-8388-1b2f8f6a75f2&webview=false&campaign=AP%C2%AE+Environmental+Science++Part+3%3A+Pollution+and+Resources&source=edX&product_category=course&placement_url=https%3A%2F%2Fwww.edx.org%2Flearn%2Fenvironmental-science
- http://ecoursesonline.iasri.res.in/Courses/Environmental%20Science-I/Data%20Files/pdf/lec07.pdf
- https://www.youtube.com/watch?v=5QxxaVfgQ3k

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R23

II Year II Semester
OPTIMIZATION TECHNIQUES
(Common to IT, CSE(AIML), CSE(AI), CSE(DS))

Course Category	Management Course – I	**Course Code**	23ME405T
Course Type	Theory	**L-T-P-C**	2-0-0-2
Prerequisites		**Continuous Internal Assessment**	30
		Semester End Examination	70
		Total Marks	100

COURSE OBJECTIVES	
1	To define an objective function and constraint functions in terms of design variables, and then state the optimization problem.
2	To state single variable and multi variable optimization problems, without and with constraints.
3	To explain linear programming technique to an optimization problem, define slack and surplus variables, by using Simplex method.
4	To state transportation and assignment problem as a linear programming problem to determine Simplex method.
5	To study and explain nonlinear programming techniques, unconstrained or constrained, and define exterior and interior penalty functions for optimization problems.

COURSE OUTCOMES		
Upon successful completion of the course, the student will be able to:		**Cognitive Level**
CO1	State and formulate the optimization problem, without and with constraints, by using design variables from an engineering design problem.	K2
CO2	Apply classical optimization techniques to minimize or maximize a multi-variable objective function, without or with constraints, and arrive at an optimal solution.	K3
CO3	Apply and Solve transportation and assignment problem by using Linear programming Simplex method.	K3
CO4	Apply gradient and non-gradient methods to nonlinear optimization problems and use interior or exterior penalty functions for the constraints to derive the optimal solutions.	K3
CO5	Formulate and apply Dynamic programming technique to inventory control, production planning, engineering design problems etc. to reach a final optimal solution from the current optimal solution.	K4

K1- Remembering, K2- Understanding, K3-Applying, K4- Analyzing, K5- Evaluating, K6- Creating

Contribution of Course Outcomes towards achievement of Program Outcomes
(1 – Low, 2 - Medium, 3 – High)

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	3	2	3	-	-	-	-	-	3	-
CO2	3	3	3	1	3	-	-	-	-	-	3	-
CO3	3	3	3	1	3	-	-	-	-	-	3	-
CO4	3	3	3	2	3	-	-	-	-	-	3	-
CO5	3	3	3	1	3	-	-	-	-	-	3	-

COURSE CONTENT

UNIT I

Introduction: Statement of an Optimization problem, design vector, design constraints, constraint surface, objective function, objective function surfaces, classification of Optimization problems.

Classical Optimization Techniques: Single variable Optimization, multi variable Optimization without constraints, necessary and sufficient conditions for minimum/maximum, multivariable Optimization with equality constraints. Solution by method of Lagrange multipliers, multivariable Optimization with inequality constraints, Kuhn – Tucker conditions

UNIT II

Linear Programming: Standard form of a linear programming problem, geometry of linear programming problems, definitions and theorems, solution of a system of linear simultaneous equations, pivotal reduction of a general system of equations, motivation to the simplex method, simplex algorithm.

UNIT III

Transportation Problem: Finding initial basic feasible solution by north – west corner rule, least cost method and Vogel's approximation method, testing for optimality of balanced transportation problems, Special cases in transportation problem.

UNIT IV

Nonlinear Programming: Unconstrained cases, One – dimensional minimization methods: Classification, Fibonacci method, Univariate method, steepest descent method. Constrained cases– Characteristics of a constrained problem, Classification, Basic approach of Penalty Function method, Basic approaches of Interior and Exterior penalty function methods,

UNIT V

Dynamic Programming: Dynamic programming multistage decision processes, types, concept of sub optimization and the principle of optimality, computational procedure in dynamic programming, examples illustrating the calculus method of solution, examples illustrating the tabular method of solution.

Textbooks:

1. Engineering optimization: Theory and practice, S. S. Rao, New Age International (P) Limited, 3rd edition, 1998.
2. Introductory Operations Research, H.S. Kasene & K.D. Kumar, Springer (India), Pvt. Ltd.

Reference Books:

1. "Optimization Methods in Operations Research and systems Analysis", by K.V. Mital and C. Mohan, New Age International (P) Limited, Publishers, 3rd edition, 1996.
2. Operations Research, Dr. S. D. Sharma, Kedarnath, Ramnath& Co.

Online Learning Resources:

1. http://www.nptelvideos.in/2012/12/fundamentals-of-operations-research.html
2. https://nptel.ac.in/courses/110106062
3. https://nptel.ac.in/courses/111/105/111105039/
4. https://nptel.ac.in/courses/106/108/106108056/
5. https://nptel.ac.in/courses/112/105/112105235/
6. https://onlinecourses.nptel.ac.in/noc21_me43/preview
7. https://www.nptel.ac.in/content/syllabus_pdf/112103301.pdf

PRAGATI ENGINEERING COLLEGE: SURAMPALEM

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R23

II Year II Semester
Probability and Statistics
(Common to CSE, CSE-AI&ML, CSE-AI and IT)

Course Category	Basic Sciences	**Course Code**	23BM402T
Course Type	Theory	**L-T-P-C**	3-0-0-3
Prerequisites	Basic knowledge of Probability, Permutation & Combinations	**Continuous Internal Assessment** **Semester End Examination** **Total Marks**	30 70 100

COURSE OBJECTIVES	
1	To familiarize the students with the foundations of probability and statistical methods
2	To impart probability concepts and statistical methods in various applications Engineering

COURSE OUTCOMES		
Upon successful completion of the course, the student will be able to:		**Cognitive Level**
CO1	Classify the concepts of data science and its importance	K3
CO2	Interpret the association of characteristics and through correlation and regression tools	K3
CO3	Apply discrete and continuous probability distributions	K3
CO4	Design the components of a classical hypothesis test	K3
CO5	Infer the statistical inferential methods based on small and large sampling tests	K3

K1- Remembering, K2- Understanding, K3-Applying, K4- Analyzing, K5- Evaluating, K6- Creating

Contribution of Course Outcomes towards achievement of Program Outcomes
(1 – Low, 2 - Medium, 3 – High)

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	-	-	-	-	-	-	-	-	-
CO2	3	3	2	-	-	-	-	-	-	-	-	-
CO3	3	3	2	-	-	-	-	-	-	-	-	-
CO4	3	3	2	-	-	-	-	-	-	-	-	-
CO5	3	3	2	-	-	-	-	-	-	-	-	-

COURSE CONTENT

UNIT I
Descriptive statistics and methods for data science:
Data science – Statistics Introduction –Populations Sample –Collection of data – primary and secondary data– Type of variable: dependent and independent Categorical and Continuous variables –Data visualization – Measures of Central tendency – Measures of Variability–Skewness –Kurtosis.

UNIT II
Correlation and Regression:
Correlation–Correlation coefficient – Rank correlation.
Linear Regression: Straight line – Multiple Linear Regression - Regression coefficients and properties – Curvilinear Regression: Parabola–Exponential–Power curves.

UNIT III
Probability and Distributions:
Probability– Conditional probability and Baye's theorem – Random variables – Discrete and Continuous random variables – Distribution functions– Probability mass function, Probability density function and Cumulative distribution functions – Mathematical Expectation and Variance – Binomial, Poisson, Uniform and Normal distributions.

UNIT IV
Sampling Theory:
Introduction – Population and samples–Sampling distribution of Means and Variance (definition only) – Point and Interval estimations – Maximum error of estimate – Central limit theorem (without proof)– Estimation using, and F-distributions.

χ^2

UNIT V
Tests of Hypothesis:
Introduction – Hypothesis – Null and Alternative Hypothesis – Type I and Type II errors – Level of significance – One tail and two-tail tests –Test of significance for large samples and Small Samples : Single and difference means – Single and two proportions – Student's t-test ,F-test-test.

χ^2

TEXT BOOKS

1. **Miller and Freund's**, Probability and Statistics for Engineers, 7/e, Pearson, 2008.
2. **S.C.Gupta and V.K.Kapoor** ,Fundamentals of Mathematical Statistics, 11/e,S ultan Chand & Sons Publications, 2012.

REFERENCE BOOKS

1. **Shron L.Myers, KeyingYe, RonaldE Walpole,** Probability and Statistics Engineers and the Scientists, 8th Edition, Pearson 2007.
2. **Jayl.Devore,** Probability and Statistics for Engineering and the Sciences, 8th Edition, Cengage.
3. **Sheldon M.Ross**, Introduction to probability and statistics Engineers and the Scientists, 4th Edition, Academic Foundation, 2011.
4. **Johannes Ledolter and Robert V.Hogg**, Applied statistics for Engineers and Physical Scientists, 3rd Edition, Pearson, 2010.

WEB RESOURCES

1. https://www.geeksforgeeks.org/descriptive-statistic/
2. https://www.cuemath.com/data/correlation-and-regression/
3. https://en.wikipedia.org/wiki/Probability_distribution
4. https://en.wikipedia.org/wiki/Sampling_(statistics)
5. https://en.wikipedia.org/wiki/Statistical_hypothesis_test

PRAGATI ENGINEERING COLLEGE: SURAMPALEM

(Autonomous) (Autonomous)

Department of Information Technology

R23

II Year II Semester

Operating Systems

(Common to CSE, CSE (Cyber Security), IT)

Course Category	Professional Core	**Course Code**	23CS401T
Course Type	Theory	**L-T-P-C**	3-0-0-3
Prerequisites		**Continuous Internal Assessment**	30
		Semester End Examination	70
		Total Marks	100

COURSE OBJECTIVES	
The main objectives of the course is to make student	
1	Understand the basic concepts and principles of operating systems, including process management, memory management, file systems, and Protection
2	Make use of process scheduling algorithms and synchronization techniques to achieve better performance of a computer system.
3	Illustrate different conditions for deadlock and their possible solutions

COURSE OUTCOMES		
Upon successful completion of the course, the student will be able to:		**Cognitive Level**
CO1	Describe various generations of Operating System and functions of Operating System	K2
CO2	Comprehend the concept of program, process and thread andcompare various CPU Scheduling Algorithms and Inter Process Communication problems	K2
CO3	Compare various Memory Management Schemes especially paging and Segmentation in Operating System and apply various Page Replacement Techniques	K2
CO4	Apply process synchronization techniques to avoid deadlocks	K3
CO5	Outline File Systems in Operating System like UNIX/Linux and Windows	K2

K1- Remembering, K2- Understanding, K3-Applying, K4- Analyzing, K5- Evaluating, K6- Creating

Contribution of Course Outcomes towards achievement of Program Outcomes (1 – Low, 2 - Medium, 3 – High)

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	2	-	-	1	-	-	-	-	-	-	-
CO2	3	3	3	2	1	-	-	-	-	-	-	2
CO3	3	3	2	-	1	-	-	-	-	-	-	2
CO4	3	3	3	3	1	-	-	-	-	-	-	2
CO5	3	3	3	3	1	-	-	-	-	-	-	2

COURSE CONTENT

UNIT - I

Operating Systems Overview: Introduction, Operating system functions, Operating systems operations, Computing environments, Free and Open-Source Operating Systems

System Structures: Operating System Services, User and Operating-System Interface, system calls, Types of System Calls, system programs, Operating system Design and Implementation, Operating system structure, Building and Booting an Operating System, Operating system debugging

UNIT - II

Processes: Process Concept, Process scheduling, Operations on processes, Inter-process communication.

Threads and Concurrency: Multithreading models, Thread libraries, Threading issues.

CPU Scheduling: Basic concepts, Scheduling criteria, Scheduling algorithms, Multiple processor scheduling.

UNIT – III

Synchronization Tools: The Critical Section Problem, Peterson's Solution, Mutex Locks, Semaphores, Monitors, Classic problems of Synchronization.

Deadlocks: system Model, Deadlock characterization, Methods for handling Deadlocks, Deadlock prevention, Deadlock avoidance, Deadlock detection, Recovery from Deadlock.

UNIT - IV

Memory-Management Strategies: Introduction, Contiguous memory allocation, Paging, Structure of the Page Table, Swapping.

Virtual Memory Management: Introduction, Demand paging, Copy-on-write, Page replacement, Allocation of frames, Thrashing

Storage Management: Overview of Mass Storage Structure, HDD Scheduling.

NIT - V

File System: File System Interface: File concept, Access methods, Directory Structure; File system Implementation: File-system structure, File-system Operations, Directory implementation, Allocation method, Free space management; File-System Internals: File-System Mounting, Partitions and Mounting, File Sharing.

Protection: Goals of protection, Principles of protection, Protection Rings, Domain of protection, Access matrix.

Text Books:

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

Reference Books:

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

Online Learning Resources:

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

PRAGATI ENGINEERING COLLEGE: SURAMPALEM

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Department of Information Technology

R23

II Year II Semester
Database Management Systems
Common to AI, CSE(CS),CSE, DS, IT

Course Category	Professional Core	**Course Code**	23IT401T
Course Type	Theory	**L-T-P-C**	3–0 –0–3
Prerequisites		**Internal Assessment** **Semester End Examination** **Total Marks**	30 70 100

COURSEOBJECTIVES	
1	To introduce Data models and Entity Relationship Model Representation
2	To give a good formal foundation on the relational model of data and usage of Relational Algebra
3	To introduce the concepts of basic SQL as a universal Database language
4	To demonstrate the principles behind systematic database design approaches by covering conceptual design, logical design through normalization
5	To provide an overview of concurrent execution ,deadlocks and indexing techniques

COURSEOUTCOMES		
Upon successful completion of the course, the student will be able to:		**Cognitive Level**
CO1	Implementing E-R Models on different examples	K3
CO2	Describe a relational database and object-oriented database	K3
CO3	Create, maintain and manipulate a relational database using SQL	K3
CO4	Design a database with understanding on Normalization.	K2
CO5	Determining and describing the concurrent execution ,deadlocks	K3

K1:Remember,K2:Understand,K3:Apply,K4:Analyze,K5:Evaluate,K6: Create

Contribution of Course Outcomes towards achievement of Program Outcomes(1–Low,2-Medium,3–High)

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PO12**	**PSO1**	**PSO2**	**PSO3**
CO1	3	1	3	-	-	-	-	-	-	-	-	-	2	3	-
CO2	3	3	3	-	-	-	-	-	1	-	-	-	2	2	2
CO3	3	3	3	2	-	-	-	-	1	-	2	-	2	2	2
CO4	3	3	3	-	-	-	-	-	1	-	3	-	2	2	2
CO5	3	2	1	-	-	-	-	-	1	-	-	-	2	-	2

COURSECONTENT

UNIT-I

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

UNIT-II

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

UNIT-III

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

UNIT-IV

Schema Refinement (Normalization):Purpose of Normalization or schema refinement, concept of functional dependency, normal forms based on functional dependency Lossless join and dependency preserving decomposition, (1NF, 2NF and 3 NF), concept of surrogate key, Boyce-Codd normal form(BCNF), MVD, Fourth normal form(4NF), Fifth Normal Form (5NF).

UNIT-V

Transaction Concept: Transaction State, ACID properties, Concurrent Executions, Serializability, Recoverability, Implementation of Isolation, Testing for Serializability, lock based, time stamp based, optimistic, concurrency protocols, Deadlocks, Failure Classification, Storage, Recovery and Atomicity, Recovery algorithm. Introduction to Indexing Techniques: B+ Trees, operations on B+Trees, Hash Based Indexing:

TEXT BOOKS

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

REFERENCEBOOKS

1. Introduction to Database Systems,8/e CJDate, PEA.
2. Database Management System,6/e Ramez Elmasri, Shamkant B.Navathe, PEA
3. Database Principles Fundamentals of Design Implementation and Management, Corlos Coronel, Steven Morris, Peter Robb, Cengage Learning.

WEB RESOURCES

1. https://nptel.ac.in/courses/106/105/106105175/
2. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01275806667282022456_shared/overview

PRAGATI ENGINEERING COLLEGE: SURAMPALEM

(Autonomous) (Autonomous)

Department of Information Technology

R23

II Year II Semester

Software Engineering

(Common to CSE & IT)

Course Category	Professional Core	**Course Code**	23CS402T
Course Type	Theory	**L-T-P-C**	3-0-0-3
Prerequisites		**Continuous Internal Assessment**	30
		Semester End Examination	70
		Total Marks	100

COURSE OBJECTIVES	
The objectives of this course are to introduce	
1	Software life cycle models, Software requirements and SRS document.
2	Project Planning, quality control and ensuring good quality software.
3	Software Testing strategies, use of CASE tools, Implementation issues, validation & verification procedures.

COURSE OUTCOMES		
Upon successful completion of the course, the student will be able to:		**Cognitive Level**
CO1	Ability to transform an Object-Oriented Design into high quality, executable code	K3
CO2	Skills to design, implement, and execute test cases at the Unit and Integration level	K3
CO3	Compare conventional and agile software methods	K4
CO4	Skills to design Software Architectural components.	K3
CO5	Analyze the interface analysis and Testing strategies.	K4

K1- Remembering, K2- Understanding, K3-Applying, K4- Analyzing, K5- Evaluating, K6- Creating

Contribution of Course Outcomes towards achievement of Program Outcomes (1 – Low, 2 - Medium, 3 – High)

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	2	-	3	-	-	-	-	-	-	1
CO2	3	3	2	-	2	-	-	-	-	-	-	1
CO3	3	2	1	3	2	-	-	-	2	-	-	2
CO4	3	2	3	2	3	-	-	-	2	-	-	2
CO5	3	3	3	2	3	-	-	-	2	-	-	3

COURSE CONTENT

UNIT I:

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

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

UNIT II:

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

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

UNIT III:

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

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

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

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

UNIT IV:

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

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

UNIT V:

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

Software Maintenance: Characteristics of software maintenance, Software reverse engineering, Software maintenance process models and Estimation of maintenance cost.

Software Reuse: reuse- definition, introduction, reason behind no reuse so far, Basic issues in any reuse program, A reuse approach, and Reuse at organization level.

Text Books:

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

Reference Books:

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

e-Resources:

1. https://nptel.ac.in/courses/106/105/106105182/
2. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01260589506387148827_shared/overview
3. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01338269041100390473 5_shared/overview

PRAGATI ENGINEERING COLLEGE: SURAMPALEM

(Autonomous) (Autonomous)

Department of Information Technology

R23

II Year II Semester

Operating Systems & Software Engineering Laboratory

Course Category	Professional Core	**Course Code**	23CS402P
Course Type	Laboratory	**L-T-P-C**	0-0-3-1.5
Prerequisites		**Internal Assessment** **Semester End Examination** **Total Marks**	30 70 100

COURSEOBJECTIVES	
The objective of the course is to	
1	Learn to implement scheduling, page replacement ,Bankers algorithm and s/w development through UML diagrams

COURSEOUTCOMES		**Cognitive level**
Upon successful completion of the course, the student will be able to:		
CO1	Implementing algorithms of CPU, page replacement algorithms, Bankers algorithm	K4
CO2	Estimating the efforts of different software models	K3
CO3	Generating different tests cases for software testing	K4

Contribution of Course Outcomes towards achievement of Program Outcomes (1 – Low, 2 - Medium, 3 – High)

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	2	2	2	2	2	-	-	-	-	-	-	-
CO2	1	3	1	2	2	-	-	-	-	-	-	-
CO3	2	2	2	2	3	-	-	-	-	-	-	-

LIST OF EXPERIMENTS

Note: Learn to implement scheduling, page replacement , Bankers algorithm and s/w development through UML diagrams

Experiments in Operating Systems:

1. Practicing of Basic UNIX Commands.
2. Write programs using the following UNIX operating system calls fork, exec, get pid, exit, wait, close, stat, open dir and read dir
3. Simulate UNIX commands like cp, ls, grep, etc.,
4. Simulate the following CPU scheduling algorithms
   a) FCFS b) SJF c) Priority d) Round Robin
5. Control the number of ports opened by the operating system with
   a) Semaphore b) Monitors.
6. Write a program to illustrate concurrent execution of threads using p threads library.
7. Write a program to solve producer-consumer problem using Semaphores
8. Implement the following memory allocation methods for fixed partition
   a) First fit b) Worst fit c) Best fit
9. Simulate the following page replacement algorithms
   a) FIFO b) LRU c) LFU
10. Simulate Paging Technique of memory management.
11. Implement Bankers Algorithm for Dead Lock avoidance and prevention
12. Simulate the following file allocation strategies
    a) Sequential b) Indexed c) Linked
13. Download and install nachos operating system and experiment with it

Experiments in Software Engineering:

1. Perform the following, for the following experiments:
   i. Do the Requirement Analysis and Prepare SRS
   ii. Draw E-R diagrams, DFD, CFD and structured charts for the project.
      a. Course Registration System
      b. Students Marks Analyzing System
      c. Online Ticket Reservation System
      d. Stock Maintenance.
2. Consider any application, using COCOMO model, estimate the effort
3. Consider any application, Calculate effort using FP oriented estimation model
4. Draw the UML Diagrams for the problem a, b, c, d.
5. Design the test cases for e-Commerce application (Flip cart, Amazon)
6. Design the test cases for a Mobile Application (Consider any example from App store)
7. Design and Implement ATM system through UML Diagrams

TEXT BOOKS/ SUGGESTED READING:

1 Software Engineering A practitioner's Approach, Roger S. Pressman, 9th Edition, Mc-Graw Hill International Edition.

2 Software Engineering, Principles and Practices, Deepak Jain, Oxford University Press.

3 Operating System Concepts, Silbers chat z A, Galvin P B, Gagne G, 10th Edition, Wiley, 2018.

4 Operating Systems -Internals and Design Principles, Stallings W, 9th edition, Pearson, 2018

PRAGATI ENGINEERING COLLEGE: SURAMPALEM

(Autonomous) (Autonomous)

Department of Information Technology

R23

II Year II Semester

Database Management Systems Laboratory

Common to AI,CSE(CS),CSE, DS ,IT

Course Category	Professional Core	**Course Code**	23IT401P
Course Type	Laboratory	**L-T-P-C**	0–0 –3–1.5
Prerequisites		**Internal Assessment** **Semester End Examination** **Total Marks**	30 70 100

COURSEOBJECTIVES	
1	Populate and query a data base using SQL DDL/DML Commands
2	Declare and enforce integrity constraints on a database
3	Writing Queries using advanced concepts of SQL
4	Programming PL/SQL including procedures, functions, cursors, triggers and JDBC connection

COURSEOUTCOMES		
Up on successful completion of the course, the student will be able to:		**Cognitive Level**
CO1	Create data base tables and perform various operations	K3
CO2	Implement PL/SQL programs	K3
CO3	Create stored packages for variables, cursors and JDBC connection	K3

K1: Remember, K2: Understand, K3: Apply, K4: Analyze, K5: Evaluate, K6: Create.

Contribution of Course Out comes to wards achievement of Program: Outcomes (1 – Low, 2 -Medium, 3 –High)

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PO12**	**PSO1**	**PSO2**	**PSO3**
CO1	2	2	2	2	2	-	-	-	-	-	-	1	2	2	1
CO2	3	2	2	2	2	-	-	-	-	-	-	1	2	2	1
CO3	3	3	3	3	3	-	-	-	-	-	-	1	2	3	2

LISTOFEXPERIMENTS

Note: For performing the experiments consider any case study(ATM/ Banking/Library/Hospital management systems)

1	Creation, altering and dropping of tables and inserting rows into a table (use constraints while creating tables) examples using SELECT command.
2	Queries (along with sub Queries) using ANY, ALL, IN, EXISTS, NOTEXISTS, UNION, INTERSET, Constraints. Example:- Select the roll number and name of the student who secured fourth rank in the class.
3	Queries using Aggregate functions(COUNT, SUM, AVG, MAX and MIN),GROUP BY, HAVING and Creation and dropping of Views.
4	Queries using Conversion functions (to_ char, to_ number and to_ date),string functions (Concatenation, lpad, rpad, ltrim, rtrim, lower, upper, in it cap, length, substr and instr), date functions (Sys date, next_ day, add_ months, last_ day, months_ between, least, greatest, trunc, round, to_ char, to_ date)
5	i. Create a simple PL/SQL program which includes declaration section, executable section, and exception handling section (Ex. Student mark scan be selected from the table and printed for those who secured first class and an exception can be raised if nore cords were found) ii. Insert data into student table and use COMMIT,ROLL BACK and SAVEPOINT in PL/SQL block.
6	Develop program that includes the features NESTEDIF, CASE and CASE expression. The program can be extended using the NULLIF and COALESCE functions.
7	Program development using WHILE LOOPS, numeric FOR LOOPS, nested loops using ERROR Handling, BUILT –IN Exceptions, USE defined Exceptions, RAISE-APPLICATION ERROR.
8	Programs development using creation of procedures, passing parameters I N and OUT of PROCEDURES.
9	Program development using creation of stored functions, invoke functions in SQL Statements and write complex functions.
10	Develop programs using features parameters in a CURSOR, FOR UPDATE CURSOR, WHERE CURRENT of clause and CURSOR variables.
11	Develop Programs using BEFORE and AFTER Triggers, Row and Statement Triggers and INSTEAD OF Triggers
12	Create a table and perform the search operation on table using indexing and non-indexing techniques.
13	Write a Java program that connects to a database using JDBC
14	Write a Java program to connect to a database using JDBC and insert values into it
15	Write a Java program to connect to a database using JDBC and delete values from it

TEXTBOOKS/SUGGESTEDREADING:

1	Oracle: The Complete Reference by Oracle Press
2	Nilesh Shah, "Database Systems Using Oracle", PHI, 2007
3	RickFVanderLans,"IntroductiontoSQL",FourthEdition,PearsonEducation,2007

PRAGATI ENGINEERING COLLEGE: SURAMPALEM

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Department of Information Technology

R23

II Year II Semester
Python with D Jango

Course Category	Skill Enhancement Course	**Course Code**	231T401S
Course Type	Laboratory	**L-T-P-C**	0-1-2-2
Prerequisites		**Total Marks**	

COURSEOBJECTIVES The objective of the course is to	
1	Learn how to construct dynamic web pages and interactive web-based applications using Django

COURSEOUTCOMES		**Cognitive level**
Upon successful completion of the course, the student will be able to:		
CO1	Create frame work and web development using python	K3
CO2	Create a registration page using Authentication System and connecting to database	K4
CO3	Creating a functional website in Django	K4

K1: Remember, K2: Understand, K3: Apply, K4: Analyze, K5: Evaluate, K6: Create.

Contribution of Course Outcomes towards achievement of Program: Outcomes (1 – Low, 2 -Medium, 3 –High)

	PO1	**PO2**	**PO3**	**PO4**	**PO5**	**PO6**	**PO7**	**PO8**	**PO9**	**PO10**	**PO11**	**PO12**	**PSO1**	**PSO2**	**PSO3**
CO1	2	2	3	2	2	-	-	-	-	-	-	1	2	2	1
CO2	2	2	3	2	2	-	-	-	-	-	-	1	2	2	1
CO3	2	2	3	2	2	-	-	-	-	-	-	1	2	2	1

LISTOFEXPERIMENTS

Note: Learn how to construct dynamic web pages and interactive web-based applications using Django

Unit-1

1. Write a Python program that designs a simple login form with labels and Entry widgets, arranging them in a grid using the Grid geometry manager.
3. Write a program using BeautifulSoup4 library for web scraping for a given URL
4. Develop a sample Hello World page using Flask framework
5. Develop a sample web page using Cherry Py / Web2Py / Bottle Framework

Unit-2

1. Create a Login and Registration Page using MVC architecture in Django Framework
2. Create a sample page in Django by integrating Boot Strap.
3. Create an application with Tables, grids in Django
5. Create a Django App with Carousels feature

Unit - 3

1. Create a registration page using Authentication System
2. Create an application in Django to send emails using email settings and Grid Layout
3. Create an application in Django using page restriction / authentication with Login and Logout Functionality
4. Create a sample form using Django Forms

Unit - 4

1. Create an app in Django which fetches data from database and show as list and also save objects in database
2. Create an app in Django for performing CRUD operations on records in a database
3. Create an app in Django which uses session management and cookies to store and manage user sessions.

Unit -5

1. Create a website in Django with login, and registration page.
2. Register on GitHub, and Heroku and deploy the website on Heroku with all the functionalities developed.
3. Configure Django to handle static files.

TEXTBOOKS/SUGGESTEDREADING:

1. Martin C.Brown, “Python: The Complete Reference Paper back”, 4th Edition 2018, McGraw Hill Education.
2. Tom Aratyn, “Building D jango 2.0 Web Applications: Create enterprise-grade, scalable Python web applications easily with Django 2.0”,2nd Edition 2018, Packet Publishing
3. Daniel Rubio, Apress, ”Beginning Django Web Application Development and Deployment with Python”, 2nd Edition 2017,Apress.

Reference Books:

1. Reema Thareja, “Python Programming: Using Problem Solving Approach”, 3rd Edition 2017, Oxford.
2. Harry Percival, “Test-Driven Development with Python: Obey the Testing Goat: Using D jango, Selenium and JavaScript”,2nd Edition 2019, Kindle Edition.

PRAGATI ENGINEERING COLLEGE: SURAMPALEM

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Department of Information Technology

R23

II Year II Semester

DESIGN THINKING & INNOVATION

(Common to CE, EEE, ME, ECE, CSE, IT, CSE(AI&ML), CSE(AI), CSE(DS) and CSE(CYBER SECURITY)

Course Category	BS&H	**Course Code**	23HM401P
Course Type	Theory	**L-T-P-C**	1 -0 -2-2
Prerequisites		**Internal Assessment** **Semester End Examination** **Total Marks**	30 70 100

Course Outcomes		**Blooms Taxonomy Level**
Upon successful completion of the course, the student will be able to		
CO 1	Define the concepts related to design thinking.	K1
CO 2	Explain the fundamentals of Design Thinking and innovation.	K2
CO 3	Apply the design thinking techniques for solving problems in various sectors.	K3
CO 4	Analyze to work in a multidisciplinary environment.	K4
CO 5	Evaluate the value of creativity.	K5

Contribution of Course Outcomes towards achievement of Program Outcomes (1 – Low, 2 - Medium, 3 – High)

CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	1	1	3		1	3					1	1
CO2			3		2	3						
CO3		1	3			3			1			1
CO4			3			3						
CO5			3			3					3	2

COURSE CONTENT

UNIT – I Introduction to Design Thinking

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

UNIT - II Design Thinking Process

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

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

UNIT - III Innovation

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

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

UNIT - IV Product Design

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

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

UNIT – V Design Thinking in Business Processes

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

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

Textbooks:

1. Tim Brown, Change by design, 1/e, Harper Bollins, 2009.
2. Idris Mootee, Design Thinking for Strategic Innovation, 1/e, Adams Media, 2014.

Reference Books:

1. David Lee, Design Thinking in the Classroom, Ulysses press, 2018.
2. Shrrutin N Shetty, Design the Future, 1/e, Norton Press, 2018.
3. William lidwell, Kritinaholden, &Jill butter, Universal principles of design, 2/e, Rockport Publishers, 2010.
4. Chesbrough.H, The era of open innovation, 2003.

Web Resources:

- https://nptel.ac.in/courses/110/106/110106124/
- https://nptel.ac.in/courses/109/104/109104109/
- https://swayam.gov.in/nd1_noc19_mg60/preview
- https://onlinecourses.nptel.ac.in/noc22_de16/preview