

PALLAVI ENGINEERING COLLEGE
UGC-AUTONOMOUS
 Affiliated to
JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
B.Tech. in COMPUTER SCIENCE AND ENGINEERING
COURSE STRUCTURE & SYLLABUS
(PR24 Regulations)

Applicable from AY: 2024-25 Batch

I Year I Semester

S. No.	Course Code	Course	L	T	P	Credits
1.	PMA101BS	Matrices and Calculus	3	1	0	4
2.	PCH102BS	Engineering Chemistry	3	1	0	4
3.	PCS103ES	Programming for Problem Solving	3	0	0	3
4.	PEE104ES	Basic Electrical Engineering	2	0	0	2
5.	PME105ES	Computer Aided Engineering Graphics	1	0	4	3
6.	PCS106ES	Elements of Computer Science and Engineering	0	0	2	1
7.	PCH107BS	Engineering Chemistry Laboratory	0	0	2	1
8.	PCS108ES	Programming for Problem Solving Laboratory	0	0	2	1
9.	PEE109ES	Basic Electrical Engineering Laboratory	0	0	2	1
		Induction Program				
		Total	12	2	12	20

I Year II Semester

S. No.	Course Code	Course	L	T	P	Credits
1.	PMA201BS	Ordinary Differential Equations and Vector Calculus	3	1	0	4
2.	PPH202BS	Applied Physics	3	1	0	4
3.	PME203ES	Engineering Workshop	0	1	3	2.5
4.	PEN204HS	English for Skill Enhancement	2	0	0	2
5.	PEC205ES	Electronic Devices and Circuits	2	0	0	2
6.	PCS206ES	Python Programming Laboratory	0	1	2	2
7.	PPH207BS	Applied Physics Laboratory	0	0	3	1.5
8.	PEN208HS	English Language and Communication Skills Laboratory	0	0	2	1
9.	PCS209ES	IT Workshop	0	0	2	1
		Total	13	4	12	20

II Year I Semester

S. No.	Course Code	Course	L	T	P	Credits
1	PCS301PC	Digital Electronics	3	0	0	3
2	PCS302PC	Data Structures	3	0	0	3
3	PCS303PC	Computer Oriented Statistical Methods	3	1	0	4
4	PCS304PC	Computer Organization and Architecture	3	0	0	3
5	PCS305PC	Object Oriented Programming through Java	3	0	0	3
6	PCS306PC	Data Structures Lab	0	0	3	1.5
7	PCS307PC	Object Oriented Programming through Java Lab	0	0	3	1.5
8	PCS308PC	Data Visualization - Tableau	0	0	2	1
9	*PMC309	Gender Sensitization Lab	0	0	2	0
		Total	15	1	10	20

II Year II Semester

S. No.	Course Code	Course	L	T	P	Credits
1	PCS401PC	Discrete Mathematics	3	0	0	3
2	PSM402MS	Business Economics & Financial Analysis	3	0	0	3
3	PCS403PC	Operating Systems	3	0	0	3
4	PCS404PC	Database Management Systems	3	0	0	3
5	PCS405PC	Software Engineering	3	0	0	3
6	PCS406PC	Operating Systems Lab	0	0	2	1
7	PCS407PC	Database Management Systems Lab	0	0	2	1
8	PCS408PC	Real-time Research Project/ Societal Related Project	0	0	4	2
9	PCS409PC	Node JS/ React JS/ Django	0	0	2	1
10	*PMC410	Constitution of India	3	0	0	0
		Total	18	0	10	20

PCS103ES: PROGRAMMING FOR PROBLEM SOLVING

Common syllabus for CSE, CSE-DS, CSE-CS, CSE-AI&ML

B.Tech. I Year I Sem.

L	T	P	C
3	0	0	3

Course Objectives:

- To learn the fundamentals of computers.
- To understand the various steps in program development.
- To learn the syntax and semantics of the C programming language.
- To learn the usage of structured programming approaches in solving problems.

Course Outcomes: The student will learn

- To write algorithms and to draw flowcharts for solving problems.
- To convert the algorithms/flowcharts to C programs.
- To code and test a given logic in the C programming language.
- To decompose a problem into functions and to develop modular reusable code.
- To use arrays, pointers, strings and structures to write C programs.
- Searching and sorting problems.

UNIT - I: Introduction to Programming**Compilers, compiling and executing a program.**

Representation of Algorithm - Algorithms for finding roots of a quadratic equations, finding minimum and maximum numbers of a given set, finding if a number is prime number Flowchart/Pseudocode with examples, Program design and structured programming

Introduction to C Programming Language: variables (with data types and space requirements), Syntax and Logical Errors in compilation, object and executable code, Operators, expressions and precedence, Expression evaluation, Storage classes (auto, extern, static and register), type conversion, The main method and command line arguments Bitwise operations: Bitwise AND, OR, XOR and NOT operators

Conditional Branching and Loops: Writing and evaluation of conditionals and consequent branching with if, if-else, switch-case, ternary operator, goto, Iteration with for, while, do- while loops

I/O: Simple input and output with scanf and printf, formatted I/O, Introduction to stdin, stdout and stderr. Command line arguments

UNIT - II: Arrays, Strings, Structures and Pointers:

Arrays: one- and two-dimensional arrays, creating, accessing and manipulating elements of arrays Strings: Introduction to strings, handling strings as array of characters, basic string functions available in C (strlen, strcat, strcpy, strstr etc.), arrays of strings

Structures: Defining structures, initializing structures, unions, Array of structures

Pointers: Idea of pointers, Defining pointers, Pointers to Arrays and Structures, Use of Pointers in self-referential structures, usage of self-referential structures in linked list (no implementation) Enumeration data type

UNIT - III: Preprocessor and File handling in C:

Preprocessor: Commonly used Preprocessor commands like include, define, undef, if, ifdef, ifndef Files: Text and Binary files, Creating and Reading and writing text and binary files, Appending data to existing files, Writing and reading structures using binary files, Random access using fseek, ftell and rewind functions.

UNIT - IV: Function and Dynamic Memory Allocation:

Functions: Designing structured programs, Declaring a function, Signature of a function, Parameters and return type of a function, passing parameters to functions, call by value, Passing arrays to functions, passing pointers to functions, idea of call by reference, Some C standard functions and libraries

Recursion: Simple programs, such as Finding Factorial, Fibonacci series etc., Limitations of Recursive functions
Dynamic memory allocation: Allocating and freeing memory, Allocating memory for arrays of different data types

UNIT - V: Searching and Sorting:

Basic searching in an array of elements (linear and binary search techniques), Basic algorithms to sort array of elements (Bubble, Insertion and Selection sort algorithms), Basic concept of order of complexity through the example programs

TEXT BOOKS:

1. Jeri R. Hanly and Elliot B.Koffman, Problem solving and Program Design in C 7th Edition, Pearson
2. B.A. Forouzan and R.F. Gilberg C Programming and Data Structures, Cengage Learning, (3rd Edition)

REFERENCE BOOKS:

1. Brian W. Kernighan and Dennis M. Ritchie, The C Programming Language, Prentice Hall of India
2. E. Balagurusamy, Computer fundamentals and C, 2nd Edition, McGraw-Hill
3. Yashavant Kanetkar, Let Us C, 18th Edition, BPB
4. R.G. Dromey, How to solve it by Computer, Pearson (16th Impression)
5. Programming in C, Stephen G. Kochan, Fourth Edition, Pearson Education.
6. Herbert Schildt, C: The Complete Reference, Mc Graw Hill, 4th Edition
7. Byron Gottfried, Schaum's Outline of Programming with C, McGraw-Hill

PCS108ES: PROGRAMMING FOR PROBLEM SOLVING LABORATORY

Common syllabus for CSE, CSE-DS, CSE-CS, CSE-AI&ML

B.Tech. I Year I Sem.**L T P C****0 0 2 1**

[Note: The programs may be executed using any available Open Source/ Freely available IDE Some of the Tools available are:

Code Lite: <https://codelite.org/>Code: Blocks: <http://www.codeblocks.org/>Dev Cpp: <http://www.bloodshed.net/devcpp.html>Eclipse: <http://www.eclipse.org>

This list is not exhaustive and is NOT in any order of preference]

Course Objectives: The students will learn the following:

- To work with an IDE to create, edit, compile, run and debug programs
- To analyze the various steps in program development.
- To develop programs to solve basic problems by understanding basic concepts in C like operators, control statements etc.
- To develop modular, reusable and readable C Programs using the concepts like functions, arrays etc.
- To Write programs using the Dynamic Memory Allocation concept.
- To create, read from and write to text and binary files

Course Outcomes: The candidate is expected to be able to:

- formulate the algorithms for simple problems
- translate given algorithms to a working and correct program
- correct syntax errors as reported by the compilers
- identify and correct logical errors encountered during execution
- represent and manipulate data with arrays, strings and structures
- use pointers of different types
- create, read and write to and from simple text and binary files
- modularize the code with functions so that they can be reused

Practice sessions:

- a. Write a simple program that prints the results of all the operators available in C (including pre/post increment, bitwise and/or/not, etc.). Read required operand values from standard input.
- b. Write a simple program that converts one given data type to another using auto conversion and casting. Take the values from standard input.

Simple numeric problems:

- a. Write a program for finding the max and min from the three numbers.
- b. Write the program for the simple, compound interest.
- c. Write a program that declares Class awarded for a given percentage of marks, where mark <40%= Failed, 40% to <60% = Second class, 60% to <70%=First class, >= 70% = Distinction. Read percentage from standard input.
- d. Write a program that prints a multiplication table for a given number and the number of rows in the table. For example, for a number 5 and rows = 3, the output should be:
- e. $5 \times 1 = 5$
- f. $5 \times 2 = 10$
- g. $5 \times 3 = 15$
- h. Write a program that shows the binary equivalent of a given positive number between 0 to 255.

Expression Evaluation:

- a. A building has 10 floors with a floor height of 3 meters each. A ball is dropped from the top of the building. Find the time taken by the ball to reach each floor. (Use the formula $s = ut + (1/2)at^2$ where u and a are the initial velocity in m/sec ($= 0$) and acceleration in m/sec^2 ($= 9.8 m/s^2$)).
- b. Write a C program, which takes two integer operands and one operator from the user, performs the operation and then prints the result. (Consider the operators $+$, $-$, $*$, $/$, $\%$ and use Switch Statement)
- c. Write a program that finds if a given number is a prime number
- d. Write a C program to find the sum of individual digits of a positive integer and test given number is palindrome.
- e. A Fibonacci sequence is defined as follows: the first and second terms in the sequence are 0 and 1. Subsequent terms are found by adding the preceding two terms in the sequence. Write a C program to generate the first n terms of the sequence.
- f. Write a C program to generate all the prime numbers between 1 and n , where n is a value supplied by the user.
- g. Write a C program to find the roots of a Quadratic equation.
- h. Write a C program to calculate the following, where x is a fractional value. $1 - x/2 + x^2/4 - x^3/6$
- j. Write a C program to read in two numbers, x and n , and then compute the sum of this geometric progression: $1 + x + x^2 + x^3 + x^n$. For example: if n is 3 and x is 5, then the program computes $1 + 5 + 25 + 125$.

Arrays, Pointers and Functions:

- a. Write a C program to find the minimum, maximum and average in an array of integers.
- b. Write a function to compute mean, variance, Standard Deviation, sorting of n elements in a single dimension array.
- c. Write a C program that uses functions to perform the following:
- d. Addition of Two Matrices
- e. Multiplication of Two Matrices
- f. Transpose of a matrix with memory dynamically allocated for the new matrix as row and column counts may not be the same.
- g. Write C programs that use both recursive and non-recursive functions
- h. To find the factorial of a given integer.
- i. To find the GCD (greatest common divisor) of two given integers.
- j. To find x^n
- k. Write a program for reading elements using a pointer into an array and display the values using the array.
- l. Write a program for display values reverse order from an array using a pointer.
- m. Write a program through a pointer variable to sum of n elements from an array.

Files:

- a. Write a C program to display the contents of a file to standard output device.
- b. Write a C program which copies one file to another, replacing all lowercase characters with their uppercase equivalents.
- c. Write a C program to count the number of times a character occurs in a text file. The file name and the character are supplied as command line arguments.
- d. Write a C program that does the following:
It should first create a binary file and store 10 integers, where the file name and 10 values are given in the command line. (hint: convert the strings using `atoi` function)
Now the program asks for an index and a value from the user and the value at that index should be changed to the new value in the file. (hint: use `fseek` function)
The program should then read all 10 values and print them back.
- e. Write a C program to merge two files into a third file (i.e., the contents of the first file followed by those of the second are put in the third file).

Strings:

- a. Write a C program to convert a Roman numeral ranging from I to L to its decimal equivalent.
- b. Write a C program that converts a number ranging from 1 to 50 to Roman equivalent
- c. Write a C program that uses functions to perform the following operations:
- d. To insert a sub-string into a given main string from a given position.
- e. To delete n Characters from a given position in a given string.
- f. Write a C program to determine if the given string is a palindrome or not (Spelled same in both directions with or without a meaning like madam, civic, noon, abcba, etc.)
- g. Write a C program that displays the position of a character ch in the string S or - 1 if S doesn't contain ch.
- h. Write a C program to count the lines, words and characters in a given text.

Miscellaneous:

- a. Write a menu driven C program that allows a user to enter n numbers and then choose between finding the smallest, largest, sum, or average. The menu and all the choices are to be functions. Use a switch statement to determine what action to take. Display an error message if an invalid choice is entered.
- b. Write a C program to construct a pyramid of numbers as follows:


```

1          *          1          1          *
1 2        **        2 3        2 2        **
1 2 3      ***       4 5 6      3 3 3      ***
                                     4 4 4 4    **
                                                         *
```

Sorting and Searching:

- a. Write a C program that uses non recursive function to search for a Key value in a given
- b. list of integers using linear search method.
- c. Write a C program that uses non recursive function to search for a Key value in a given
- d. sorted list of integers using binary search method.
- e. Write a C program that implements the Bubble sort method to sort a given list of
- f. integers in ascending order.
- g. Write a C program that sorts the given array of integers using selection sort in descending order
- h. Write a C program that sorts the given array of integers using insertion sort in ascending order
- i. Write a C program that sorts a given array of names

TEXT BOOKS:

1. Jeri R. Hanly and Elliot B.Koffman, Problem solving and Program Design in C 7th Edition, Pearson
2. B.A. Forouzan and R.F. Gilberg C Programming and Data Structures, Cengage Learning, (3rd Edition)

REFERENCE BOOKS:

1. Brian W. Kernighan and Dennis M. Ritchie, The C Programming Language, PHI
2. E. Balagurusamy, Computer fundamentals and C, 2nd Edition, McGraw-Hill
3. Yashavant Kanetkar, Let Us C, 18th Edition, BPB
4. R.G. Dromey, How to solve it by Computer, Pearson (16th Impression)
5. Programming in C, Stephen G. Kochan, Fourth Edition, Pearson Education.
6. Herbert Schildt, C: The Complete Reference, Mc Graw Hill, 4th Edition
7. Byron Gottfried, Schaum's Outline of Programming with C, McGraw-Hill

PCS106ES: ELEMENTS OF COMPUTER SCIENCE AND ENGINEERING

Common syllabus for CSE, CSE-DS, CSE-CS, CSE-AI&ML

B.Tech. I Year I Sem.**L T P C****0 0 2 1****Course Objective: To provide an overview of the subjects of computer science and engineering.****Course Outcomes:**

- Know the working principles of functional units of a basic Computer
- Understand program development, the use of data structures and algorithms in problem solving.
- Know the need and types of operating system, database systems.
- Understand the significance of networks, internet, WWW and cyber security.
- Understand Autonomous systems, the application of artificial intelligence.

UNIT - I

Basics of a Computer – Hardware, Software, Generations of computers. Hardware - functional units, Components of CPU, Memory – hierarchy, types of memory, Input and output devices. Software –systems software, application software, packages, frameworks, IDEs.

UNIT - II

Software development – waterfall model, Agile, Types of computer languages – Programming, markup, scripting Program Development – steps in program development, flowcharts, algorithms, datastructures – definition, types of data structures

UNIT - III

Operating systems: Functions of operating systems, types of operating systems, Device & Resource management

Database Management Systems: Data models, RDBMS, SQL, Database Transactions, data centers, cloud services

UNIT - IV

Computer Networks: Advantages of computer networks, LAN, WAN, MAN, internet, WiFi, sensornetworks, vehicular networks, 5G communication.

World Wide Web – Basics, role of HTML, CSS, XML, Tools for web designing, Social media, Onlinesocial networks.

Security – information security, cyber security, cyber laws

UNIT - V

Autonomous Systems: IoT, Robotics, Drones, Artificial Intelligence – Learning, Game Development, natural language processing, image and video processing. Cloud Basics

TEXT BOOK:

1. Invitation to Computer Science, G. Michael Schneider, Macalester College, Judith L. Gersting University of Hawaii, Hilo, Contributing author: Keith Miller University of Illinois, Springfield.

REFERENCE BOOKS:

1. Fundamentals of Computers, Reema Thareja, Oxford Higher Education, Oxford University Press.
2. Introduction to computers, Peter Norton, 8th Edition, Tata McGraw Hill.
3. Computer Fundamentals, Anita Goel, Pearson Education India, 2010.
4. Elements of computer science, Cengage.

PME103ES: C PROGRAMMING AND DATA STRUCTURES

Common syllabus for Civil, EEE

B.Tech. I Year I Sem.

L T P C

3 0 0 3

Course Objectives: Introduce the importance of programming, C language constructs, program Development, data structures, searching and sorting.

Course Outcomes:

1. Understand the various steps in Program development.
2. Explore the basic concepts in C Programming Language.
3. Develop modular and readable C Programs
4. Understand the basic concepts such as Abstract Data Types, Linear and Non-Linear Data Structures.
5. Apply data structures such as stacks, queues in problem solving
6. To understand and analyze various searching and sorting algorithms.

UNIT - I

Introduction to Computers – Computer Systems, Computing Environments, Computer Languages, Creating and running programs, Software Development

Introduction to C Language – Background, Simple C programs, Identifiers, Basic data types, Variables, Constants, Input / Output

Structure of a C Program – Operators, Bit-wise operators, Expressions, Precedence and Associativity, Expression Evaluation, Type conversions, Statements.

UNIT - II

Statements – if and switch statements, Repetition statements – while, for, do-while statements, Loop examples, other statements related to looping – break, continue, go to, Recursion.

Designing Structured Programs- Functions, basics, user defined functions, inter function communication, standard functions.

Arrays – Concepts, using arrays in C, inter function communication, array applications, two – dimensional arrays, multidimensional arrays.

UNIT - III

Pointers – Introduction, Pointers for inter function communication, pointers to pointers, compatibility,

Pointer Applications – Passing an array to a function, Memory allocation functions, array of pointers

Strings – Concepts, C Strings, String Input / Output functions, arrays of strings, string manipulation functions, string / data conversion.

UNIT - IV

Derived types – The Typedef, enumerated types, Structures – Declaration, definition and initialization of structures, accessing structures, operations on structures, complex structures. Unions – Referencing unions, initializers, unions and structures.

Input and Output – Text vs Binary streams, standard library functions for files, converting file types, File programs – copy, merge files.

UNIT - V

Sorting- selection sort, bubble sort, insertion sort,

Searching-linear and binary search methods.

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

TEXT BOOKS:

1. C Programming & Data Structures, B.A.Forouzan and R.F. Gilberg, Third Edition, Cengage Learning.
2. Problem Solving and Program Design in C, J.R. Hanly and E.B. Koffman, Fifth Edition, Pearson Education.
3. The C Programming Language, B.W. Kernighan and Dennis M.Ritchie, PHI/Pearson Education

REFERENCE BOOKS:

1. C & Data structures – P. Padmanabham, 3rd Edition, B.S. Publications.
2. C Programming with problem solving, J.A. Jones & K. Harrow, Dreamtech Press
- 3 Programming in C – Stephen G. Kochan, III Edition, Pearson Education.
4. C for Engineers and Scientists, H. Cheng, McGraw-Hill International Edition
5. Data Structures using C – A. M. Tanenbaum, Y. Langsam, and M.J. Augenstein, Pearson Education / PHI
6. C Programming & Data Structures, E. Balagurusamy, TMH.
7. C Programming & Data Structures, P. Dey, M Ghosh R Thereja, Oxford University Press
8. C & Data structures – E V Prasad and N B Venkateswarlu, S. Chand & Co.

PEE108ES: C PROGRAMMING AND DATA STRUCTURES LABORATORY

Common Syllabus for Civil, EEE

B.Tech. I Year I Sem.

L T P C

0 0 2 1

Course Objectives: Introduce the importance of programming, C language constructs, program development, data structures, searching and sorting.

Course Outcomes:

1. Develop modular and readable C Programs
2. Solve problems using strings, functions
3. Handle data in files
4. Implement stacks, queues using arrays, linked lists.
5. To understand and analyze various searching and sorting algorithms.

List of Experiments:

1. Write a C program to find the sum of individual digits of a positive integer.
2. Fibonacci sequence is defined as follows: the first and second terms in the sequence are 0 and 1. Subsequent terms are found by adding the preceding two terms in the sequence.
3. Write a C program to generate the first n terms of the sequence.
4. Write a C program to generate all the prime numbers between 1 and n, where n is a value supplied by the user.
5. Write a C program to find the roots of a quadratic equation.
6. Write a C program to find the factorial of a given integer.
7. Write a C program to find the GCD (greatest common divisor) of two given integers.
8. Write a C program to solve Towers of Hanoi problem.
9. Write a C program, which takes two integer operands and one operator from the user, performs the operation and then prints the result. (Consider the operators +, -, *, /, % and use Switch Statement)
10. Write a C program to find both the largest and smallest number in a list of integers.
11. Write a C program that uses functions to perform the following:
 - i) Addition of Two Matrices
 - ii) Multiplication of Two Matrices
12. Write a C program that uses functions to perform the following operations:
 - i) To insert a sub-string in to a given main string from a given position.
 - ii) To delete n Characters from a given position in a given string.
13. Write a C program to determine if the given string is a palindrome or not
14. Write a C program that displays the position or index in the string S where the string T begins, or - 1 if S doesn't contain T.
15. Write a C program to count the lines, words and characters in a given text.
16. Write a C program to generate Pascal's triangle.
17. Write a C program to construct a pyramid of numbers.
18. Write a C program that uses functions to perform the following operations:
 - i) Reading a complex number
 - ii) Writing a complex number
 - iii) Addition of two complex numbers
 - iv) Multiplication of two complex numbers
 (Note: represent complex number using a structure.)

19. i. Write a C program which copies one file to another.
ii. Write a C program to reverse the first n characters in a file.
(Note: The file name and n are specified on the command line.)
19. i. Write a C program to display the contents of a file.
ii. Write a C program to merge two files into a third file (i.e., the contents of the first file followed by those of the second are put in the third file)
20. Write a C program that uses functions to perform the following operations on singly linked list.:
- i) Creation ii) Insertion iii) Deletion iv) Traversal
21. Write C programs that implement stack (its operations) using
i) Arrays ii) Pointers
22. Write C programs that implement Queue (its operations) using
i) Arrays ii) Pointers
23. Write a C program that implements the following sorting methods to sort a given list of integers in ascending order i) Bubble sort ii) Selection sort iii) Insertion sort
24. Write C programs that use both recursive and non recursive functions to perform the following searching operations for a Key value in a given list of integers:
i) Linear search ii) Binary search

TEXT BOOKS:

1. C Programming & Data Structures, B.A. Forouzan and R. F. Gilberg, Third Edition, Cengage Learning.
2. Let us C, Yeswanth Kanitkar
3. C Programming, Balaguruswamy.

PEC103ES: C PROGRAMMING FOR ENGINEERS

Syllabus for ECE

B.Tech. I Year I Sem.

L T P C
3 0 0 3**Course Objectives:**

To learn the fundamentals of computers.

To understand the various steps in Program development.

To learn the syntax and semantics of C Programming Language.

To learn the usage of structured programming approach in solving problems.

Course Outcomes: Upon completing this course, the students will be able to

Draw flowcharts for solving arithmetic and logical problems

Develop modular reusable code by understanding concepts of functions.

Formulate algorithms and programs using arrays, pointers, strings and structures.

Write a programs using Searching and sorting algorithms

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

UNIT- I**Introduction to Computer Algorithms and Programming**

Components of a computer system: Memory, processor, I/O devices, storage, operating system, the concept of assembler, compiler, interpreter, loader, and linker.

From algorithm to program: Representation of an algorithm, flowchart, Pseudocode with examples, converting algorithms to programs.

Programming Basics: Structure of C program, writing and executing the first C program, Syntax and logical errors in compilation, object, and executable code. Components of C language, standard I/O in C, data types, variables and constants, memory storage, and storage classes.

UNIT - II**Expressions and Statements**

Expressions and their evaluation: Operands and Operators, formation of expressions using arithmetic, relational, logical, and bitwise operators, precedence and associativity rules, mixed operands, type conversion, and evaluation of expressions.

Statements: Simple and compound statements, Conditional Branching: if and switch statements, nested if-else, dangling else problem, use of break and default with switch. Iteration and loops: use of while, do-while and for loops, nested loops, use of break and continue statements.

UNIT - III**Functions and Arrays**

Designing Structured Programs: Introduction to functions, advantages of modularizing a program into functions, types of functions, passing parameters to functions: call by value, call by reference, passing arrays to functions, recursion with example programs.

Arrays: Array notation and representation, manipulating array elements, using multi-dimensional arrays, character arrays, C strings, string input/output functions, Array of strings, string manipulation functions with example programs.

UNIT - IV

Pointers and File handling Pointers: Introduction, declaration, applications, dynamic memory allocation (malloc, calloc, realloc, free), use of pointers in self-referential structures.

File handling: File I/O functions, standard C pre-processors, defining and calling macros, command-line arguments.

UNIT - V

Derived types And Basic Algorithms:

Structures, Union, Enums and Bit-fields: Defining, declaring, and usage of structures, unions, and their arrays, passing structures, and unions to functions, introduction to enums and bit-fields.

Basic Algorithms: Searching and Sorting Algorithms (Bubble, Insertion, and Selection), finding roots of equations, notion of order of complexity through example programs.

TEXT BOOKS:

1. B. A. Forouzan and R. F. Gilberg -Programming & Data Structures, 3rd Ed., Cengage Learning`
2. Byron Gottfried - Schaum's Outline of Programming with C, McGraw-Hill

REFERENCE BOOKS:

1. Ajay Mittal - Programming in C: A practical approach, Pearson Education, 2010.
2. Kernighan Brian W. and Ritchie Dennis M.- The C programming, Pearson Education.
3. J. R. Hanlyand, E. B. Koffman -Problem Solving and Program Design, 5th Ed., Pearson Education.
4. H. Cheng - C for Engineers and Scientists, McGraw-Hill International Edition.
5. V. Rajaraman - Computer Basics and C Programming, PHI Learning, 2015.

PEC108ES: C PROGRAMMING FOR ENGINEERS LABORATORY

Syllabus for ECE

B.Tech. I Year I Sem.**L T P C**
0 0 2 1**Course Outcomes:** Upon completing this course, the students will be able to

1. Write algorithms and to draw flowcharts for solving problems and translate the algorithms/flowcharts to programs (in C language).
2. Use functions to develop modular reusable code.
3. Use arrays, pointers, strings and structures to formulate algorithms and programs.
4. Understand Searching and sorting algorithms

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

List of Experiments:

1. Write a C program to find the sum of individual digits of a positive integer.
2. Fibonacci sequence is defined as follows: the first and second terms in the sequence are 0 and 1. Subsequent terms are found by adding the preceding two terms in the sequence.
3. Write a C program to generate the first n terms of the sequence.
4. Write a C program to generate all the prime numbers between 1 and n, where n is a value supplied by the user.
5. Write a C program to find the roots of a quadratic equation.
6. Write a C program to find the factorial of a given integer.
7. Write a C program to find the GCD (greatest common divisor) of two given integers.
8. Write a C program to solve Towers of Hanoi problem.
9. Write a C program, which takes two integer operands and one operator from the user, performs the operation and then prints the result. (Consider the operators +, -, *, /, % and use Switch Statement)
10. Write a C program to find both the largest and smallest number in a list of integers.
11. Write a C program that uses functions to perform the following:
 - i) Addition of Two Matrices
 - ii) Multiplication of Two Matrices
12. Write a C program that uses functions to perform the following operations:
 - i) To insert a sub-string in to a given main string from a given position.
 - ii) To delete n Characters from a given position in a given string.
13. Write a C program to determine if the given string is a palindrome or not
14. Write a C program that displays the position or index in the string S where the string T begins, or – 1 if S doesn't contain T.
15. Write a C program to count the lines, words and characters in a given text.

16. Write a C program to generate Pascal's triangle.
17. Write a C program to construct a pyramid of numbers
18. Write a C program to read in two numbers, x and n , and then compute the sum of this geometric progression:
 $1+x+x^2+x^3+\dots+x^n$
 For example: if n is 3 and x is 5, then the program computes $1+5+25+125$. Print x , n , the sum
 Perform error checking.
 For example, the formula does not make sense for negative exponents – if n is less than 0.
 Have your program print an error message if $n < 0$, then go back and read in the next pair of numbers of without computing the sum. Are any values of x also illegal? If so, test for them too.
19. 2's complement of a number is obtained by scanning it from right to left and complementing all the bits after the first appearance of a 1. Thus 2's complement of 11100 is 00100. Write a C program to find the 2's complement of a binary number.
20. Write a C program to convert a Roman numeral to its decimal equivalent.
21. Write a C program that uses functions to perform the following operations:
- Reading a complex number
 - Writing a complex number
 - Addition of two complex numbers
 - Multiplication of two complex numbers
- (Note: represent complex number using a structure.)
- 22.
- Write a C program which copies one file to another.
 - Write a C program to reverse the first n characters in a file. (Note: The file name and n are specified on the command line.)
- 23.
- Write a C program to display the contents of a file.
 - Write a C program to merge two files into a third file (i.e., the contents of the first file followed by those of the second are put in the third file)
24. Write a C program that implements the following sorting methods to sort a given list of integers in ascending order
- Bubble sort
 - Selection sort
 - Insertion sort
25. Write C programs that use both recursive and non recursive functions to perform the following searching operations for a Key value in a given list of integers:
- Linear search
 - Binary search

TEXT BOOKS:

B. A. Forouzan and R. F. Gilberg -Programming & Data Structures, 3rd Ed., Cengage Learning
 Byron Gottfried - Schaum's Outline of Programming with C, McGraw-Hill

REFERENCE BOOKS:

Ajay Mittal - Programming in C: A practical approach, Pearson Education, 2010

Kernighan Brian W. and Ritchie Dennis M.- The C programming, Pearson Education.

J. R. Hanlyand, E. B. Koffman -Problem Solving and Program Design, 5th Ed., Pearson Education.
H. Cheng - C for Engineers and Scientists, McGraw-Hill International Edition
V. Rajaraman - Computer Basics and C Programming, PHI Learning, 2015.

PCS206ES: PYTHON PROGRAMMING LABORATORY

Common syllabus for CSE, CSE-DS, CSE-CS, CSE-AI&ML, CIVIL

B.Tech. I Year II Sem.**L T P C****0 1 2 2****Course Objectives:**

- To install and run the Python interpreter
- To learn control structures.
- To Understand Lists, Dictionaries in python
- To Handle Strings and Files in Python

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

- Develop the application specific codes using python.
- Understand Strings, Lists, Tuples and Dictionaries in Python
- Verify programs using modular approach, file I/O, Python standard library
- Implement Digital Systems using Python

Note: The lab experiments will be like the following experiment examples

Week -1:

1. i) Use a web browser to go to the Python website <http://python.org>. This page contains information about Python and links to Python-related pages, and it gives you the ability to search the Python documentation.
ii) Start the Python interpreter and type `help()` to start the online help utility.
2. Start a Python interpreter and use it as a Calculator.3.
 - i) Write a program to calculate compound interest when principal, rate and number of periods are given.
 - ii) Given coordinates (x_1, y_1) , (x_2, y_2) find the distance between two points
4. Read name, address, email and phone number of a person through keyboard and print the details.

Week - 2:

1. Print the below triangle using for loop.


```

5
4 4
3 3 3
2 2 2 2
1 1 1 1 1

```
2. Write a program to check whether the given input is digit or lowercase character or uppercase character or a special character (use 'if-else-if' ladder)
3. Python Program to Print the Fibonacci sequence using while loop
4. Python program to print all prime numbers in a given interval (use break)

Week - 3:

1. i) Write a program to convert a list and tuple into arrays.
ii) Write a program to find common values between two arrays.
2. Write a function called gcd that takes parameters a and b and returns their greatest common divisor.
3. Write a function called palindrome that takes a string argument and returns True if it is a palindrome and False otherwise. Remember that you can use the built-in function len to check the length of a string.

Week - 4:

1. Write a function called `is_sorted` that takes a list as a parameter and returns True if the list is sorted in ascending order and False otherwise.
 - i). Write a function called `has_duplicates` that takes a list and returns True if there is any element that appears more than once. It should not modify the original list.
 - ii). Write a function called `remove_duplicates` that takes a list and returns a new list with only the unique elements from the original. Hint: they don't have to be in the same order.
 - iii). The wordlist I provided, `words.txt`, doesn't contain single letter words. So you might want to add "I", "a", and the empty string.
 - iv). Write a python code to read dictionary values from the user. Construct a function to invert its content. i.e., keys should be values and values should be keys.
2.
 - i) Add a comma between the characters. If the given word is 'Apple', it should become 'A,p,p,l,e'
 - ii) Remove the given word in all the places in a string?
 - iii) Write a function that takes a sentence as an input parameter and replaces the first letter of every word with the corresponding upper case letter and the rest of the letters in the word by corresponding letters in lower case without using a built-in function?
3. Write a recursive function that generates all binary strings of n-bit length

Week - 5:

1.
 - i) Write a python program that defines a matrix and prints
 - ii) Write a python program to perform addition of two square matrices
 - iii) Write a python program to perform multiplication of two square matrices
2. How do you make a module? Give an example of construction of a module using different geometrical shapes and operations on them as its functions.
3. Use the structure of exception handling all general purpose exceptions.

Week-6:

1.
 - a. Write a function called `draw_rectangle` that takes a Canvas and a Rectangle as arguments and draws a representation of the Rectangle on the Canvas.
 - b. Add an attribute named `color` to your Rectangle objects and modify `draw_rectangle` so that it uses the `color` attribute as the fill color.
 - c. Write a function called `draw_point` that takes a Canvas and a Point as arguments and draws a representation of the Point on the Canvas.
 - d. Define a new class called `Circle` with appropriate attributes and instantiate a few `Circle` objects. Write a function called `draw_circle` that draws circles on the canvas.
2. Write a Python program to demonstrate the usage of Method Resolution Order (MRO) in multiple levels of Inheritances.
3. Write a python code to read a phone number and email-id from the user and validate it for correctness.

Week- 7

1. Write a Python code to merge two given file contents into a third file.
2. Write a Python code to open a given file and construct a function to check for given words present in it and display on found.
3. Write a Python code to Read text from a text file, find the word with most number of occurrences
4. Write a function that reads a file `file1` and displays the number of words, number of vowels, blankspaces, lower case letters and uppercase letters.

Week - 8:

1. Import numpy, Plotpy and Scipy and explore their functionalities.
2. a) Install NumPy package with pip and explore it.
3. Write a program to implement Digital Logic Gates – AND, OR, NOT, EX-OR
4. Write a program to implement Half Adder, Full Adder, and Parallel Adder
5. Write a GUI program to create a window wizard having two text labels, two text fields and two buttons as Submit and Reset.

TEXT BOOKS:

1. Supercharged Python: Take your code to the next level, Overland
2. Learning Python, Mark Lutz, O'reilly

REFERENCE BOOKS:

1. Python for Data Science, Dr. Mohd. Abdul Hameed, Wiley Publications - 1st Ed. 2021.
2. Python Programming: A Modern Approach, Vamsi Kurama, Pearson
3. Python Programming A Modular Approach with Graphics, Database, Mobile, and Web Applications, Sheetal Taneja, Naveen Kumar, Pearson
4. Programming with Python, A User's Book, Michael Dawson, Cengage Learning, India Edition
5. Think Python, Allen Downey, Green Tea Press
6. Core Python Programming, W. Chun, Pearson
7. Introduction to Python, Kenneth A. Lambert, Cengage

EC206ES: APPLIED PYTHON PROGRAMMING LABORATORY

Common syllabus for ECE, EEE

I Year B.Tech. II Sem

L T P C

0 1 2 2

Course Outcomes: Upon completing this course, the students will be able to

1. Build basic programs using fundamental programming constructs
2. Write and execute python codes for different applications
3. Capable to implement on hardware boards

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

LIST OF EXPERIMENTS:

Cycle - 1

1. Downloading and Installing Python and Modules
 - a) Python 3 on Linux
Follow the instructions given in the URL <https://docs.python-guide.org/starting/install3/linux/>
 - b) Python 3 on Windows
Follow the instructions given in the URL <https://docs.python.org/3/using/windows.html> (Please remember that Windows installation of Python is harder!)
 - c) pip3 on Windows and Linux
Install the Python package installer by following the instructions given in the URL <https://www.activestate.com/resources/quick-reads/how-to-install-and-use-pip3/>
 - d) Installing numpy and scipy
You can install any python3 package using the command `pip3 install <packagename>`
 - e) Installing jupyterlab
Install from pip using the command `pip install jupyterlab`
2. Introduction to Python3
 - a) Printing your biodata on the screen
 - b) Printing all the primes less than a given number
 - c) Finding all the factors of a number and show whether it is a *perfect* number, i.e., the sum of all its factors (excluding the number itself) is equal to the number itself

3. Defining and Using Functions
 - a) Write a function to read data from a file and display it on the screen
 - b) Define a boolean function *is palindrome*(<input>)
 - c) Write a function *collatz(x)* which does the following: if x is odd, $x = 3x + 1$; if x is even, then $x = x/2$. Return the number of steps it takes for $x = 1$
 - d) Write a function $N(m, s) = \exp(-(x-m)^2/(2s^2))/\text{sqrt}(2\pi)s$ that computes the Normal distribution
4. The package numpy
 - a) Creating a matrix of given order $m \times n$ containing *random numbers* in the range 1 to 99999
 - b) Write a program that adds, subtracts and multiplies two matrices. Provide an interface such that, based on the prompt, the function (addition, subtraction, multiplication) should be performed
 - c) Write a program to solve a system of n linear equations in n variables using matrix inverse
5. The package scipy and pyplot
 - a) Finding if two sets of data have the same *mean* value
 - b) Plotting data read from a file
 - c) Fitting a function through a set a data points using *polyfit* function
 - d) Plotting a histogram of a given data set
6. The strings package
 - a) Read text from a file and print the number of lines, words and characters
 - b) Read text from a file and return a list of all n letter words beginning with a vowel
 - c) Finding a secret message hidden in a paragraph of text
 - d) Plot a histogram of words according to their length from text read from a file

Cycle -2

7. Installing OS on Raspberry Pi
 - a) Installation using PiImager
 - b) Installation using image file
 - Downloading an Image
 - Writing the image to an SD card
 - using Linux
 - using Windows
 - Booting up

Follow the instructions given in the URL

<https://www.raspberrypi.com/documentation/computers/getting-started.html>

8. Accessing GPIO pins using Python
 - a) Installing GPIO Zero library.
First, update your repositories list:
sudo apt update
Then install the package for Python 3:
sudo apt install python3-gpiozero
 - b) Blinking an LED connected to one of the GPIO pin
 - c) Adjusting the brightness of an LED
 - d) Adjust the brightness of an LED (0 to 100, where 100 means maximum brightness) using the in-built PWM wavelength.
9. Collecting Sensor Data
 - a) DHT Sensor interface
 - Connect the terminals of DHT GPIO pins of Raspberry Pi.
 - Import the DHT library using *import Adafruit_DHT*
 - Read sensor data and display it on screen.

PCS301PC: DIGITAL ELECTRONICS

Adopted from ECE BoS

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

Course Objectives: This course aims at through understanding of binary number system, logic gates, combination logic and synchronous and asynchronous logic.

UNIT - I:

BOOLEAN ALGEBRA AND LOGIC GATES: Digital Systems, Binary Numbers, Number base conversions, Octal and Hexadecimal Numbers, complements, Signed binary numbers, Binary codes, Binary Storage and Registers, Binary logic.

Basic Definitions, Axiomatic definition of Boolean Algebra, Basic theorems and properties of Boolean algebra, Boolean functions, canonical and standard forms, other logic operations, Digital logic gates.

UNIT - II:

GATE - LEVEL MINIMIZATION: The map method, Four-variable map, Five-Variable map, product of sums simplification Don't-care conditions, NAND and NOR implementation other Two-level implementations, Exclusive – Or function.

UNIT - III:

COMBINATIONAL LOGIC: Combinational Circuits, Analysis procedure Design procedure, Binary Adder-Subtractor Decimal Adder, Binary multiplier, magnitude comparator, Decoders, Encoders, Multiplexers, HDL for combinational circuits.

UNIT - IV:

SEQUENTIAL LOGIC: Sequential circuits, latches, Flip-Flops Analysis of clocked sequential circuits, state Reduction and Assignment, Design Procedure. Registers, shift Registers, Ripple counters, synchronous counters, other counters.

UNIT - V

MEMORIES AND ASYNCHRONOUS SEQUENTIAL LOGIC: Introduction, Random-Access Memory, Memory Decoding, Error Detection and correction Read-only memory, Programmable logic Array programmable Array logic, Sequential Programmable Devices.

Introduction, Analysis Procedure, Circuits with Latches, Design Procedure, Reduction of state and Flow Tables, Race-Free state Assignment Hazards, Design Example.

TEXT BOOKS:

1. Digital Design – Third Edition, M. Morris Mano, Pearson Education/PHI.
2. Digital Principles and Applications Albert Paul Malvino Donald P. Leach TATA McGraw Hill Edition.
3. Fundamentals of Logic Design, Roth, 5th Edition, Thomson.

REFERENCE BOOKS:

1. Switching and Finite Automata Theory by Zvi. Kohavi, Tata McGraw Hill.
2. Switching and Logic Design, C.V.S. Rao, Pearson Education
3. Digital Principles and Design – Donald D. Givone, Tata McGraw Hill, Edition.
4. Fundamentals of Digital Logic and Microcomputer Design, 5th Edition, M. Rafiquzzaman John Wiley.

PCS302PC: DATA STRUCTURES**B.Tech. II Year I Sem.****L T P C**
3 0 0 3**Prerequisites: Programming for Problem Solving****Course Objectives**

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

Course Outcomes

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

UNIT - I

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

UNIT - II

Dictionaries: linear list representation, operations - insertion, deletion and searching.

Hash Table Representation: hash functions, collision resolution-separate chaining, open addressing-linear probing, quadratic probing, double hashing, rehashing, extendible hashing.

UNIT - III

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

UNIT - IV

Graphs: Graph Implementation Methods. Graph Traversal Methods.

Sorting: Quick Sort, Heap Sort, External Sorting- Model for external sorting, Merge Sort.

UNIT - V

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

TEXT BOOKS:

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

REFERENCE BOOK:

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

PCS303PC: COMPUTER ORIENTED STATISTICAL METHODS

Adopted from Mathematics BoS

B.Tech. II Year I Sem.

L	T	P	C
3	1	0	4

Pre-requisites: Mathematics courses of first year of study.**Course Objectives: To learn**

- The theory of Probability, Probability distributions of single and multiple random variables
- The sampling theory, testing of hypothesis and making statistical inferences
- Stochastic process and Markov chains.

Course outcomes: After learning the contents of this paper the student must be able to

- Apply the concepts of probability and distributions to case studies.
- Formulate and solve problems involving random variables and apply statistical methods for analyzing experimental data.
- Apply concept of estimation and testing of hypothesis to case studies.
- Correlate the concepts of one unit to the concepts in other units.

UNIT - I: Probability**10 L**

Sample Space, Events, Counting Sample Points, Probability of an Event, Additive Rules, Conditional Probability, Independence, and the Product Rule, Baye's Rule, Random Variables and Probability Distributions: Concept of a Random Variable, Discrete Probability Distributions, Continuous Probability Distributions.

UNIT - II: Expectation and discrete distributions**10 L**

Mean of a Random Variable, Variance and Covariance of Random Variables, Means and Variances of Linear Combinations of Random Variables, Chebyshev's Theorem. Discrete Probability Distributions: Binomial Distribution, Poisson distribution.

UNIT - III: Continuous and Sampling Distributions**10 L**

Uniform Distribution, Normal Distribution, Areas under the Normal Curve, Applications of the Normal Distribution, Normal Approximation to the Binomial Distributions. Fundamental Sampling Distributions: Random Sampling, Some Important Statistics, Sampling Distributions, Sampling Distribution of Means and the Central Limit Theorem, t - Distribution, F-Distribution.

UNIT - IV: Sample Estimation & Tests of Hypotheses**10 L**

Introduction, Statistical Inference, Classical Methods of Estimation, Single Sample: Estimating the mean, standard error of a point estimate, prediction interval. Two sample: Estimating the difference between two means, Single sample: Estimating a proportion, Two samples: Estimating the difference between two proportions, Two samples: Estimating the ratio of two variances. Statistical Hypotheses: General Concepts, Testing a Statistical Hypothesis, Single sample: Tests concerning a single mean, Two samples: tests on two means, One sample: test on a single proportion. Two samples: tests on two proportions, Two- sample tests concerning variances.

UNIT-V: Stochastic Processes and Markov Chains**8L**

Introduction to Stochastic processes- Markov process. Transition Probability, Transition Probability Matrix, First order and Higher order Markov process, n-step transition probabilities, Markov chain, Steady state condition, Markov analysis.

TEXT BOOKS:

1. Ronald E. Walpole, Raymond H. Myers, Sharon L. Myers, Keying Ye, Probability & Statistics For Engineers & Scientists, 9th Ed. Pearson Publishers.
2. S C Gupta and V K Kapoor, Fundamentals of Mathematical statistics, Khanna publications.
3. S.D.Sharma, Operations Research, Kedarnath and Ramnath Publishers, Meerut, Delhi.

REFERENCE BOOKS:

1. T.T. Soong, Fundamentals of Probability and Statistics For Engineers, John Wiley & Sons, Ltd, 2004.
2. Sheldon M Ross, Probability and statistics for Engineers and scientists, academic press.
3. Miller and Freund's, Probability and Statistics for Engineers, 8th Edition, Pearson Educations.

PCS304PC: COMPUTER ORGANIZATION AND ARCHITECTURE**B.Tech. II Year I Sem.****L T P C****3 0 0 3****Co-requisite: A Course on “Digital Electronics”.****Course Objectives**

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

Course Outcomes

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

UNIT - I

Digital Computers: Introduction, Block diagram of Digital Computer, Definition of Computer Organization, Computer Design and Computer Architecture.

Register Transfer Language and Micro operations: Register Transfer language, Register Transfer, Bus and memory transfers, Arithmetic Micro operations, logic micro operations, shift micro operations, Arithmetic logic shift unit.

UNIT - II

Microprogrammed Control: Control memory, Address sequencing, micro program example, design of control unit.

Central Processing Unit: General Register Organization, Instruction Formats, Addressing modes, Data Transfer and Manipulation.

UNIT - III

Data Representation: Data types, Complements, Fixed Point Representation, Floating Point Representation.

Computer Arithmetic: Addition and subtraction, multiplication Algorithms, Division Algorithms, Floating

- point Arithmetic operations. Decimal Arithmetic unit, Decimal Arithmetic operations.

UNIT - IV

Input-Output Organization: Input-Output Interface, Asynchronous data transfer, Modes of Transfer, Priority Interrupt Direct memory Access.

Memory Organization: Memory Hierarchy, Main Memory, Auxiliary memory, Associate Memory, Cache Memory.

UNIT - V

Reduced Instruction Set Computer: CISC Characteristics, RISC Characteristics.

Pipeline Processing: Parallel Processing, Pipelining, Arithmetic Pipeline, Instruction Pipeline, RISC Pipeline, Timing and Control, Instruction cycle.

Multi Processors: Characteristics of Multiprocessors, Interconnection Structures, Interprocessor arbitration, Interprocessor communication and synchronization, Cache Coherence.

TEXT BOOK:

1. Computer System Architecture – M. Morris Mano, Third Edition, Pearson/PHI.

REFERENCE BOOKS:

1. Computer Organization – Carl Hamacher, Zvonks Vranesic, SafeaZaky, V th Edition, McGrawHill.
2. Computer Organization and Architecture – William Stallings Sixth Edition, Pearson/PHI.
3. Structured Computer Organization – Andrew S. Tanenbaum, 4 th Edition, PHI/Pearson.

PCS305PC: OBJECT ORIENTED PROGRAMMING THROUGH JAVA**B.Tech. II Year I Sem.****L T P C****3 0 0 3****Course Objectives**

- To Understand the basic object-oriented programming concepts and apply them in problem solving.
- To Illustrate inheritance concepts for reusing the program.
- To Demonstrate multitasking by using multiple threads and event handling
- To Understand the basics of java console and GUI based programming

Course Outcomes

- Demonstrate the behavior of programs involving the basic programming constructs like control structures, constructors, string handling.
- Demonstrate the implementation of inheritance (multilevel, hierarchical and multiple) by using extend and implement keywords
- Use multithreading concepts to develop inter process communication.
- Understand the process of graphical user interface design and implementation using AWT or swings.
- Develop applets that interact abundantly with the client environment and deploy on the server.

UNIT - I

Object oriented thinking and Java Basics- Need for oop paradigm, Principles of oop concepts, Java buzzwords, data types, variables, scope and lifetime of variables, arrays, operators, expressions, control statements, type conversion and casting, concepts of classes, objects, constructors, methods, access control, simple java programs.

UNIT - II

Inheritance, Packages and Interfaces – Hierarchical abstractions, Base class object, subclass, subtype, substitutability, forms of inheritance specialization, specification, construction, extension, limitation, combination, benefits of inheritance, costs of inheritance. Member access rules, super uses, using final with inheritance, polymorphism- method overriding, abstract classes, the Object class. Defining, Creating and Accessing a Package, Understanding CLASSPATH, importing packages, differences between classes and interfaces, defining an interface, implementing interface, applying interfaces, variables in interface and extending interfaces.

UNIT - III

Exception handling and Multithreading-- Concepts of exception handling, benefits of exception handling, exception hierarchy, usage of try, catch, throw, throws and finally, built in exceptions, creating own exception subclasses. String handling, Exploring java.util. Differences between multithreading and multitasking, thread life cycle, creating threads, thread priorities, synchronizing threads, inter thread communication, thread groups.

UNIT - IV

Event Handling: Events, Event sources, Event classes, Event Listeners, Delegation event model, handling mouse and keyboard events, Adapter classes. The AWT class hierarchy, user interface components- labels, button, canvas, scrollbars, text components, check box, checkbox groups, choices, lists panels - scrollpane, dialogs, menubar, graphics, layout manager - layout manager types - border,grid, flow, card and grid bag.

UNIT - V

Applets - Concepts of Applets, differences between applets and applications, life cycle of an applet, types of applets, creating applets, passing parameters to applets. Swing - Introduction, limitations of AWT, MVC architecture, components, containers, exploring swing- JApplet, JFrame and JComponent,Icons and Labels, text fields, buttons - The JButton class, Check boxes, Radio buttons, Combo boxes,Tabbed Panes, Scroll Panes, Trees, and Tables.

TEXT BOOKS:

1. Java the complete reference, 7th edition, Herbert schildt, TMH.
2. Understanding OOP with Java, updated edition, T. Budd, Pearson education.

REFERENCE BOOKS:

1. An Introduction to programming and OO design using Java, J.Nino and F.A. Hosch, John wiley& sons.
2. An Introduction to OOP, third edition, T. Budd, Pearson education.
3. Introduction to Java programming, Y. Daniel Liang, Pearson education.
4. An introduction to Java programming and object-oriented application development, R.A. Johnson- Thomson.
5. Core Java 2, Vol 1, Fundamentals, Cay.S. Horstmann and Gary Cornell, eighth Edition, Pearson Education.
6. Core Java 2, Vol 2, Advanced Features, Cay.S. Horstmann and Gary Cornell, eighth Edition, Pearson Education
7. Object Oriented Programming with Java, R.Buyya, S.T.Selvi, X.Chu, TMH.
8. Java and Object Orientation, an introduction, John Hunt, second edition, Springer. 9. Maurach's Beginning Java2 JDK 5, SPD.

PCS306PC: DATA STRUCTURES LAB

B.Tech. II Year I Sem.

L T P C
0 0 3 1.5**Prerequisites:** A Course on “Programming for Problem Solving”.**Course Objectives:**

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

Course Outcomes:

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

List of Experiments:

1. Write a program that uses functions to perform the following operations on singly linked list.:
 - i) Creation
 - ii) Insertion
 - iii) Deletion
 - iv) Traversal
2. Write a program that uses functions to perform the following operations on doubly linked list.:
 - i) Creation
 - ii) Insertion
 - iii) Deletion
 - iv) Traversal
3. Write a program that uses functions to perform the following operations on circular linked list.:
 - i) Creation
 - ii) Insertion
 - iii) Deletion
 - iv) Traversal
4. Write a program that implement stack (its operations) using
 - i) Arrays
 - ii) Pointers
5. Write a program that implement Queue (its operations) using
 - i) Arrays
 - ii) Pointers
6. Write a program that implements the following sorting methods to sort a given list of integers in ascending order
 - i) Quick sort
 - ii) Heap sort
 - iii) Merge sort
7. Write a program to implement the tree traversal methods (Recursive and Non Recursive).
8. Write a program to implement
 - i) Binary Search tree
 - ii) AVL trees
 - iii) Red - Black trees
9. Write a program to implement the graph traversal methods.
10. Implement a Pattern matching algorithms using Boyer- Moore, Knuth-Morris-Pratt

TEXT BOOKS:

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

REFERENCE BOOK:

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

PCS307PC: OBJECT ORIENTED PROGRAMMING THROUGH JAVA LAB**B.Tech. II Year I Sem.****L T P C****0 0 3 1.5****Course Objectives:**

- To write programs using abstract classes.
- To write programs for solving real world problems using the java collection framework.
- To write multithreaded programs.
- To write GUI programs using swing controls in Java.
- To introduce java compiler and eclipse platform.
- To impart hands-on experience with java programming.

Course Outcomes:

- Able to write programs for solving real world problems using the java collection framework.
- Able to write programs using abstract classes.
- Able to write multithreaded programs.
- Able to write GUI programs using swing controls in Java.

Note:

1. Use LINUX and MySQL for the Lab Experiments. Though not mandatory, encourage the use of the Eclipse platform.

2. The list suggests the minimum program set. Hence, the concerned staff is requested to add more problems to the list as needed.

List of Experiments:

1. Use Eclipse or Net bean platform and acquaint yourself with the various menus. Create a test project, add a test class, and run it. See how you can use auto suggestions, auto fill. Try code formatter and code refactoring like renaming variables, methods, and classes. Try debug step by step with a small program of about 10 to 15 lines which contains at least one if else condition and a for loop.
2. Write a Java program that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the +, -, *, % operations. Add a text field to display the result. Handle any possible exceptions like divided by zero.
3. A) Develop an applet in Java that displays a simple message.
B) Develop an applet in Java that receives an integer in one text field, and computes its factorial value and returns it in another text field, when the button named "Compute" is clicked.
4. Write a Java program that creates a user interface to perform integer divisions. The user enters two numbers in the text fields, Num1 and Num2. The division of Num1 and Num2 is displayed in the Result field when the Divide button is clicked. If Num1 or Num2 were not an integer, the program would throw a Number Format Exception. If Num2 were Zero, the program would throw an Arithmetic Exception. Display the exception in a message dialog box.

5. Write a Java program that implements a multi-thread application that has three threads. First thread generates a random integer every 1 second and if the value is even, the second thread computes the square of the number and prints. If the value is odd, the third thread will print the value of the cube of the number.
6. Write a Java program for the following: Create a doubly linked list of elements. Delete a given element from the above list. Display the contents of the list after deletion.
7. Write a Java program that simulates a traffic light. The program lets the user select one of three lights: red, yellow, or green with radio buttons. On selecting a button, an appropriate message with "Stop" or "Ready" or "Go" should appear above the buttons in the selected color. Initially, there is no message shown.
8. Write a Java program to create an abstract class named Shape that contains two integers and an empty method named print Area (). Provide three classes named Rectangle, Triangle, and Circle such that each one of the classes extends the class Shape. Each one of the classes contains only the method print Area () that prints the area of the given shape.
9. Write a java program to display the table using Labels in Grid Layout.
10. Write a Java program that handles all mouse events and shows the event name at the center of the window when a mouse event is fired (Use Adapter classes).
11. Write a Java program that loads names and phone numbers from a text file where the data is organized as one line per record and each field in a record are separated by a tab (\t). It takes a name or phone number as input and prints the corresponding other value from the hash table (hint: use hash tables).
12. Write a Java program that correctly implements the producer – consumer problem using the concept of inter thread communication.

REFERENCE BOOKS:

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

PCS308PC: DATA VISUALIZATION - TABLEAU**B.Tech. II Year I Sem.****L T P C****0 0 2 1****Course Objectives:**

- Effective use of Tableau to apply data visualization
- To discern patterns and relationships in the data.
- To build Dashboard applications.
- To communicate the results clearly and concisely.
- To be able to work with different formats of data sets.

Course Outcomes: At the end of the course a student should be able to

- Understand How to import data into Tableau.
- Understand Tableau concepts of Dimensions and Measures.
- Develop Programs and understand how to map Visual Layouts and Graphical Properties.
- Create a Dashboard that links multiple visualizations.
- Use graphical user interfaces to create Frames for providing solutions to real world problems.

Lab Problems:

1. Understanding Data, What is data, where to find data, Foundations for building Data Visualizations, Creating Your First visualization?
2. Getting started with Tableau Software using Data file formats, connecting your Data to Tableau, creating basic charts(line, bar charts, Tree maps), Using the Show me panel.
3. Tableau Calculations, Overview of SUM, AVR, and Aggregate features, Creating custom calculations and fields.
4. Applying new data calculations to your visualizations, Formatting Visualizations, Formatting Tools and Menus, Formatting specific parts of the view.
5. Editing and Formatting Axes, Manipulating Data in Tableau data, Pivoting Tableau data.
6. Structuring your data, Sorting and filtering Tableau data, Pivoting Tableau data.
7. Advanced Visualization Tools: Using Filters, Using the Detail panel, using the Size panels, customizing filters, Using and Customizing tooltips, Formatting your data with colors.
8. Creating Dashboards & Storytelling, creating your first dashboard and Story, Design for different displays, adding interactivity to your Dashboard, Distributing & Publishing your Visualization.
9. Tableau file types, publishing to Tableau Online, Sharing your visualizations, printing, and Exporting.
10. Creating custom charts, cyclical data and circular area charts, Dual Axis charts.

REFERENCE BOOKS:

1. Microsoft Power BI cookbook, Brett Powell, 2nd edition.
2. R Programming for Data Science by Roger D. Peng (References)
3. The Art of R Programming by Norman Matloff Cengage Learning India.

PCS401PC: DISCRETE MATHEMATICS**B.Tech. II Year II Sem.****L T P C****3 0 0 3****Course Objectives:**

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

Course Outcomes:

- Understand and construct precise mathematical proofs
- Apply logic and set theory to formulate precise statements
- Analyze and solve counting problems on finite and discrete structures
- Describe and manipulate sequences
- Apply graph theory in solving computing problems

UNIT - I

Mathematical logic: Introduction, Statements and Notation, Connectives, Normal Forms, Theory of Inference for the Statement Calculus, The Predicate Calculus, Inference Theory of the Predicate Calculus.

UNIT - II

Set theory: Introduction, Basic Concepts of Set Theory, Representation of Discrete Structures, Relations and Ordering, Functions.

UNIT - III

Algebraic Structures: Introduction, Algebraic Systems, Semi groups and Monoids, Lattices as Partially Ordered Sets, Boolean Algebra.

UNIT - IV

Elementary Combinatorics: Basics of Counting, Combinations and Permutations, Enumeration of Combinations and Permutations, Enumerating Combinations and Permutations with Repetitions, Enumerating Permutation with Constrained Repetitions, Binomial Coefficient, The Binomial and Multinomial Theorems, The Principle of Exclusion.

UNIT - V

Graph Theory: Basic Concepts, Isomorphism and Subgraphs, Trees and their Properties, Spanning Trees, Directed Trees, Binary Trees, Planar Graphs, Euler's Formula, Multi-graphs and Euler Circuits, Hamiltonian Graphs, Chromatic Numbers, The Four-Color Problem.

TEXT BOOKS:

1. Discrete Mathematical Structures with Applications to Computer Science: J.P. Tremblay, R. Manohar, McGraw-Hill, 1st ed.
2. Discrete Mathematics for Computer Scientists & Mathematicians: Joe I. Mott, Abraham Kandel, Theodore P. Baker, Prentis Hall of India, 2nd ed.

REFERENCE BOOKS:

1. Discrete and Combinatorial Mathematics - an applied introduction: Ralph.P. Grimald, Pearsoneducation, 5th edition.

PCS403PC: OPERATING SYSTEMS**B.Tech. II Year II Sem.****L T P C**
3 0 0 3**Prerequisites:**

1. A course on "Computer Programming and Data Structures".
2. A course on "Computer Organization and Architecture".

Course Objectives:

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

Course Outcomes:

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

UNIT - I

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

Process - Process concepts and scheduling, Operations on processes, Cooperating Processes, Threads

UNIT - II

CPU Scheduling - Scheduling Criteria, Scheduling Algorithms, Multiple -Processor Scheduling. System call interface for process management-fork, exit, wait, waitpid, exec

Deadlocks - System Model, Deadlocks Characterization, Methods for Handling Deadlocks, Deadlock Prevention, Deadlock Avoidance, Deadlock Detection, and Recovery from Deadlock

UNIT - III

Process Management and Synchronization - The Critical Section Problem, Synchronization Hardware, Semaphores, and Classical Problems of Synchronization, Critical Regions, Monitors Interprocess Communication Mechanisms: IPC between processes on a single computer system, IPC between processes on different systems, using pipes, FIFOs, message queues, shared memory.

UNIT - IV

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

UNIT - V

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

TEXT BOOKS:

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

REFERENCE BOOKS:

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

PCS404PC: DATABASE MANAGEMENT SYSTEMS**B.Tech. II Year II Sem.**

L	T	P	C
3	0	0	3

Prerequisites: A course on "Data Structures".**Course Objectives:**

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

Course Outcomes:

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

UNIT - I

Database System Applications: A Historical Perspective, File Systems versus a DBMS, the Data Model, Levels of Abstraction in a DBMS, Data Independence, Structure of a DBMS

Introduction to Database Design: Database Design and ER Diagrams, Entities, Attributes, and Entity Sets, Relationships and Relationship Sets, Additional Features of the ER Model, Conceptual Design With the ER Model

UNIT - II

Introduction to the Relational Model: Integrity constraint over relations, enforcing integrity constraints, querying relational data, logical database design, introduction to views, destroying/altering tables and views.

Relational Algebra, Tuple relational Calculus, Domain relational calculus.

UNIT - III

SQL: QUERIES, CONSTRAINTS, TRIGGERS: form of basic SQL query, UNION, INTERSECT, and EXCEPT, Nested Queries, aggregation operators, NULL values, complex integrity constraints in SQL, triggers and active databases.

Schema Refinement: Problems caused by redundancy, decompositions, problems related to decomposition, reasoning about functional dependencies, First, Second, Third normal forms, BCNF, lossless join decomposition, multivalued dependencies, Fourth normal form, Fifth normal form.

UNIT - IV

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

UNIT - V

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

TEXT BOOKS:

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

REFERENCE BOOKS:

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

PCS405PC: SOFTWARE ENGINEERING**B.Tech. II Year II Sem.****L T P C**
3 0 0 3**Course Objectives**

- The aim of the course is to provide an understanding of the working knowledge of the techniques for estimation, design, testing and quality management of large software development projects.
- Topics include process models, software requirements, software design, software testing, software process/product metrics, risk management, quality management and UML diagrams

Course Outcomes

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

UNIT - I

Introduction to Software Engineering: The evolving role of software, changing nature of software, software myths.

A Generic view of process: Software engineering- a layered technology, a process framework, the capability maturity model integration (CMMI).

Process models: The waterfall model, Spiral model and Agile methodology.

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.

UNIT - III

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

UNIT - IV

Testing Strategies: A strategic approach to software testing, test strategies for conventional software, black-box and white-box testing, validation testing, system testing, the art of debugging.

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.

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

TEXT BOOKS:

1. Software Engineering, A practitioner's Approach- Roger S. Pressman, 6th edition, McGraw Hill International Edition.
2. Software Engineering- Sommerville, 7th edition, Pearson Education.

REFERENCE BOOKS:

1. The unified modeling language user guide Grady Booch, James Rumbaugh, Ivar Jacobson, Pearson Education.
2. Software Engineering, an Engineering approach- James F. Peters, Witold Pedrycz, John Wiley.
3. Software Engineering principles and practice- Waman S Jawadekar, The McGraw-Hill Companies.
4. Fundamentals of object-oriented design using UML Meiler page-Jones: Pearson Education.

PCS406PC: OPERATING SYSTEMS LAB**B.Tech. II Year II Sem.****L T P C**
0 0 2 1**Prerequisites:** A course on “Programming for Problem Solving”, A course on “Computer Organization and Architecture”.**Co-requisite:** A course on “Operating Systems”.**Course Objectives:**

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

Course Outcomes:

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

List of Experiments:

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

TEXT BOOKS:

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

REFERENCE BOOKS:

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

PCS407PC: DATABASE MANAGEMENT SYSTEMS LAB**B.Tech. II Year II Sem.****L T P C****0 0 2 1****Co-requisites: "Database Management Systems"****Course Objectives:**

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

Course Outcomes:

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

List of Experiments:

1. Concept design with E-R Model
2. Relational Model
3. Normalization
4. Practicing DDL commands
5. Practicing DML commands
6. A. Querying (using ANY, ALL, UNION, INTERSECT, JOIN, Constraints etc.)
B. Nested, Correlated subqueries
7. Queries using Aggregate functions, GROUP BY, HAVING and Creation and dropping of Views.
8. Triggers (Creation of insert trigger, delete trigger, update trigger)
9. Procedures
10. Usage of Cursors

TEXT BOOKS:

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

REFERENCE BOOKS:

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

PCS409PC: NODE JS / REACT JS/ DJANGO**B.Tech. II Year II Sem.****L T P C****0 0 2 1****Prerequisites: Object Oriented Programming through Java, HTML Basics****Course Objectives:**

- To implement the static web pages using HTML and do client-side validation using JavaScript.
- To design and work with databases using Java
- To develop an end-to-end application using java full stack.
- To introduce Node JS implementation for server-side programming.
- To experiment with single page application development using React.

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

- Build a custom website with HTML, CSS, and Bootstrap and little JavaScript.
- Demonstrate Advanced features of JavaScript and learn about JDBC
- Develop Server – side implementation using Java technologies like
- Develop the server – side implementation using Node JS.
- Design a Single Page Application using React.

Exercises:

1. Build a responsive web application for shopping cart with registration, login, catalog and cart pages using CSS3 features, flex and grid.
2. Make the above web application responsive web application using Bootstrap framework.
3. Use JavaScript for doing client – side validation of the pages implemented in experiment 1 and experiment 2.
4. Explore the features of ES6 like arrow functions, callbacks, promises, async/await. Implement an application for reading the weather information from openweathermap.org and display the information in the form of a graph on the web page.
5. Develop a java stand alone application that connects with the database (Oracle / mySql) and perform the CRUD operation on the database tables.
6. Create an xml for the bookstore. Validate the same using both DTD and XSD.
7. Design a controller with servlet that provides the interaction with application developed in experiment 1 and the database created in experiment 5.
8. Maintaining the transactional history of any user is very important. Explore the various session tracking mechanism (Cookies, HTTP Session)
9. Create a custom server using http module and explore the other modules of Node JS like OS, path, event.
10. Develop an express web application that can interact with REST API to perform CRUD operations on student data. (Use Postman)
11. For the above application create authorized end points using JWT (JSON Web Token).
12. Create a react application for the student management system having registration, login, contact, about pages and implement routing to navigate through these pages.
13. Create a service in react that fetches the weather information from openweathermap.org and display the current and historical weather information using graphical representation using chart.js
14. Create a TODO application in react with necessary components and deploy it into GitHub.

REFERENCE BOOKS:

1. Jon Duckett, Beginning HTML, XHTML, CSS, and JavaScript, Wrox Publications, 2010
2. Bryan Basham, Kathy Sierra and Bert Bates, Head First Servlets and JSP, O'Reilly Media, 2nd Edition, 2008.
3. Vasan Subramanian, Pro MERN Stack, Full Stack Web App Development with Mongo, Express, React, and Node, 2nd Edition, A Press.