



JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA
KAKINADA – 533 003, Andhra Pradesh, India
DEPARTMENT OF CSE - COMPUTER SCIENCE & BUSINESS SYSTEMS

COURSE STRUCTURE AND SYLLABUS

For UG – R20

B. Tech - COMPUTER SCIENCE & ENGINEERING with Specialization

Common to

- (i) CSE (COMPUTER SCIENCE & BUSINESS SYSTEMS) – Branch Code: 48**
- (ii) COMPUTER SCIENCE & BUSINESS SYSTEMS - Branch Code: 57**

(Applicable for batches admitted from 2020-2021)



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III Year – I SEMESTER

S.No.	Course Code	Course Title	L	T	P	C
1.	PCC3101	Compiler Design	3	0	0	3
2.	PCC3102	Fundamentals of Management	3	0	0	3
3.	PCC3103	Computer Networks	3	0	0	3
4.	OEC3101	Open Elective-I Open Electives offered by other departments/ Web Technologies (Job oriented course)	3	0	0	3
5.	PEC3101	Professional Elective Courses – I 1. Marketing Research and Marketing Management 2. Financials & Cost Accounting 3. Software Engineering 4. Design and Analysis of Algorithms 5. Computer Graphics	3	0	0	3
6.	PCC3104	Compiler Design Lab	3	0	0	1.5
7.	PCC3105	Network Programming Lab	0	0	3	1.5
8.	SC3101	Web Application Development Using Full Stack – Frontend Development –Module -I	0	0	4	2
9.	MC3101	Environmental Science	2	0	0	0
		Summer Internship 2 Months (Mandatory) after second year (to be evaluated during V semester	0	0	0	1.5
		Total				21.5
		Minor courses	4	0	0	4



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III Year – I Semester		L	T	P	C
		3	0	0	3
COMPILER DESIGN					

Course Objectives:

- To study the various phases in the design of a compiler
- To understand the design of top-down and bottom-up parsers
- To understand syntax directed translation schemes
- To introduce LEX and YACC tools
- To learn to develop algorithms to generate code for a target machine

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

- Design, develop, and implement a compiler for any language
- Use LEX and YACC tools for developing a scanner and a parser
- Design and implement LL and LR parsers
- Design algorithms to perform code optimization in order to improve the performance of a program in terms of space and time complexity
- Apply algorithms to generate machine code

UNIT I

Language Processors, the structure of a compiler, the science of building a compiler, programming language basics. Lexical Analysis: The Role of the Lexical Analyzer, Input Buffering, Recognition of Tokens, The Lexical-Analyzer Generator Lex, Finite Automata, From Regular Expressions to Automata, Design of a Lexical-Analyzer Generator, Optimization of DFA-Based Pattern Matchers.

UNIT II

Syntax Analysis: Introduction, Context-Free Grammars, Writing a Grammar, Top-Down Parsing, Recursive and Non recursive top down parsers, Bottom-Up Parsing, Introduction to LR Parsing: Simple LR, More Powerful LR Parsers, Using Ambiguous Grammars, Parser Generators.

UNIT III

Syntax-Directed Definitions, Evaluation Orders for SDD's, Applications of Syntax-Directed Translation, Syntax-Directed Translation Schemes, and Implementing L-Attributed SDD's. Intermediate-Code Generation: Variants of Syntax Trees, Three-Address Code, Types and Declarations, Type Checking, Control Flow, Back patching, Switch-Statements, Intermediate Code for Procedures.

UNIT IV

Run-Time Environments: Storage organization, Stack Allocation of Space, Access to Nonlocal Data on the Stack, Heap Management, Introduction to Garbage Collection, Introduction to Trace Based Collection. Machine-Independent Optimizations: The Principal Sources of Optimization, Introduction to Data-Flow Analysis, Foundations of Data-Flow Analysis, Constant Propagation, Partial Redundancy Elimination, Loops in Flow Graphs.



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UNIT V

Code Generation: Issues in the Design of a Code Generator, The Target Language, Addresses in the Target Code, Basic Blocks and Flow Graphs, Optimization of Basic Blocks, A Simple Code Generator. Machine-dependent Optimizations: Peephole Optimization, Register Allocation and Assignment, Dynamic Programming Code-Generation.

Text Books:

- 1) Compilers: Principles, Techniques and Tools, Second Edition, Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffrey D. Ullman, Pearson.
- 2) Compiler Construction-Principles and Practice, Kenneth C Loudon, Cengage Learning.

Reference Books:

- 1) Modern compiler implementation in C, Andrew W Appel, Revised edition, Cambridge University Press.
- 2) The Theory and Practice of Compiler writing, J. P. Tremblay and P. G. Sorenson, TMH
- 3) Writing compilers and interpreters, R. Mak, 3rd edition, Wiley student edition.



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III Year – I Semester		L	T	P	C
		3	0	0	3
FUNDAMENTALS OF MANAGEMENT					

Course Objectives:

- To understand the Management Concepts, applications of Concepts in Practical aspects of business and development of Managerial Skills.

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

- The students understand the significance of Management in their Profession.*
- The various Management Functions like Planning, Organizing, Staffing, Leading, Motivation and Control aspects are learnt in this course.*
- The students can explore the Management Practices in their domain area.*

UNIT I

Introduction to Management: Definition, Nature and Scope, Functions, Managerial Roles, Levels of Management, Managerial Skills, Challenges of Management; Evolution of Management- Classical Approach- Scientific and Administrative Management; The Behavioral approach; The Quantitative approach; The Systems Approach; Contingency Approach, IT Approach.

UNIT II

Planning and Decision Making: General Framework for Planning - Planning Process, Types of Plans, Management by Objectives; Development of Business Strategy. Decision making and Problem Solving - Programmed and Non Programmed Decisions, Steps in Problem Solving and Decision Making; Bounded Rationality and Influences on Decision Making; Group Problem Solving and Decision Making, Creativity and Innovation in Managerial Work.

UNIT III

Organization and HRM: Principles of Organization: Organizational Design & Organizational Structures; Departmentalization, Delegation; Empowerment, Centralization, Decentralization, Recentralization; Organizational Culture; Organizational Climate and Organizational Change. Human Resource Management & Business Strategy: Talent Management, Talent Management Models and Strategic Human Resource Planning; Recruitment and Selection; Training and Development; Performance Appraisal.

UNIT IV

Leading and Motivation: Leadership, Power and Authority, Leadership Styles; Behavioral Leadership, Situational Leadership, Leadership Skills, Leader as Mentor and Coach, Leadership during adversity and Crisis; Handling Employee and Customer Complaints, Team Leadership. R16 B.TECH CSE. Motivation - Types of Motivation; Relationship between Motivation, Performance and Engagement, Content Motivational Theories - Needs Hierarchy Theory, Two Factor Theory, Theory X and Theory Y.



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UNIT V

Controlling: Control, Types and Strategies for Control, Steps in Control Process, Budgetary and Non- Budgetary Controls. Characteristics of Effective Controls, Establishing control systems, Control frequency and Methods.

Text Books:

1. Management Fundamentals, Robert N Lussier, 5e, Cengage Learning, 2013.
2. Fundamentals of Management, Stephen P. Robbins, Pearson Education, 2009.

Reference Books:

1. Essentials of Management, Koontz Kleihrich, Tata McGraw Hill.
2. Management Essentials, Andrew DuBrin, 9e, Cengage Learning, 2012



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		3	0	0	3
COMPUTER NETWORKS					

Course Objectives:

- Study the basic taxonomy and terminology of the computer networking and enumerate the layers of OSI model and TCP/IP model
- Study data link layer concepts, design issues, and protocols
- Gain core knowledge of Network layer routing protocols and IP addressing
- Study Session layer design issues, Transport layer services, and protocols
- Acquire knowledge of Application layer and Presentation layer paradigms and protocols

Course Outcomes:

- Illustrate the OSI and TCP/IP reference model
- Analyze MAC layer protocols and LAN technologies
- Design applications using internet protocols
- Implement routing and congestion control algorithms
- Develop application layer protocols

UNIT I:

Introduction: History and development of computer networks, Basic Network Architectures: OSI reference model, TCP/IP reference model, and Networks topologies, types of networks (LAN, MAN, WAN, circuit switched, packet switched, message switched, extranet, intranet, Internet, wired, wireless).

UNIT II :

Physical layer: Line encoding, block encoding, scrambling, modulation demodulation (both Analog and Digital), errors in transmission, multiplexing (FDM, TDM, WDM, OFDM, DSSS), Different types of transmission media. Data Link Layer services: framing, error control, flow control, medium access control. Error & Flow control mechanisms: stop and wait, Go back N and selective repeat. MAC protocols: Aloha, slotted aloha, CSMA, CSMA/CD, CSMA/CA, polling, token passing, scheduling.

UNIT III :

Local Area Network Technology: Token Ring. Error detection (Parity, CRC), Ethernet, Fast Ethernet, Gigabit Ethernet, Personal Area Network: Bluetooth and Wireless Communications Standard: Wi-Fi (802.11) and Wi-MAX.

UNIT IV:

Network layer: Internet Protocol, IPv6, ARP, DHCP, ICMP, Routing algorithms: Distance vector, Link state, Metrics, Inter-domain routing. Sub netting, Super netting, Classless addressing, Network Address Translation.



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UNIT V:

Transport layer: UDP, TCP. Connection establishment and termination, sliding window, flow and congestion control, timers, retransmission, TCP extensions, Queuing theory, Single and multiple server queuing models, Little's formula. Application Layer. Network Application services and protocols including e-mail, www, DNS, SMTP, IMAP, FTP, TFTP, Telnet, BOOTP, HTTP, IPSec, Firewalls.

Text Books:

- 1) Computer Networks , Andrew S. Tanenbaum, David J. Wetherall, Pearson Education India; 5 edition, 2013
- 2) Data Communication and Networking , Behrouz A. Forouzan, McGraw Hill, 5th Edition, 2012

Reference Books:

- 1) Computer Networks: A Systems Approach, LL Peterson, BS Davie, Morgan-Kauffman , 5th Edition, 2011.
- 2) Computer Networking: A Top-Down Approach JF Kurose, KW Ross, Addison-Wesley, 5th Edition, 2009
- 3) Data and Computer Communications , William Stallings , Pearson , 8th Edition, 2007



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		3	0	0	3
MARKETING RESEARCH AND MARKETING MANAGEMENT					

Course Objectives:

- Explore and understand the need of study of Marketing and Marketing Research
- Apply the acquired skill into real world problems
- Utilize marketing management tools for competitive advantage

Course Outcomes:

- Understand basic marketing concepts
- Comprehend the dynamics of marketing and analyze how its various components interact with each other in the real world
- Leverage marketing concepts for effective decision making
- Understand basic concepts and application of statistical tools in marketing research

UNIT I: Marketing Concepts

Marketing Concepts and Applications: Introduction to Marketing & Core Concepts, Marketing of Services, Importance of marketing in service sector. Marketing Planning & Environment: Elements of Marketing Mix, Analyzing needs & trends in Environment - Macro, Economic, Political, Technical & Social Understanding the consumer: Determinants of consumer behaviour, Factors influencing consumer behaviour. Market Segmentation: Meaning & Concept, Basis of segmentation, selection of segments, Market Segmentation strategies, Target Marketing, Product Positioning

UNIT II : Product Decisions

Product Management: Product Life cycle concept, New Product development & strategy, Stages in New Product development, Product decision and strategies, Branding & packaging Price, Place and Promotion Decisions

Pricing, Promotion and Distribution Strategy: Policies & Practices – Pricing Methods & Price determination Policies. Marketing Communication – The promotion mix, Advertising & Publicity, 5 M's of Advertising Management. Marketing Channels, Retailing, Marketing Communication, Advertising.

UNIT III : Marketing Research

Marketing Research: Introduction, Type of Market Research, Scope, Objectives & Limitations Marketing Research Techniques, Survey Questionnaire design & drafting, Pricing Research, Media Research, Qualitative Research.

UNIT IV: Marketing Research & Data Analysis

Marketing Research & Data Analysis: Use of various statistical tools – Descriptive & Inference Statistics, Statistical Hypothesis Testing, Multivariate Analysis - Discriminated Analysis, Cluster Analysis, Segmenting and Positioning, Factor Analysis.

Internet Marketing: Introduction to Internet Marketing. Mapping fundamental concepts of Marketing (7Ps, STP); Strategy and Planning for Internet Marketing.



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UNIT V: B2B Marketing

Business to Business Marketing: Fundamental of business markets. Organizational buying process. Business buyer needs. Market and sales potential. Product in business markets. Price in business markets. Place in business markets. Promotion in business markets. Relationship, networks and customer relationship management. Business to Business marketing strategy.

Contemporary issues: Contemporary topics in marketing

Text Books:

1. Marketing Management (2019), Philip Kotler & Keller Kevin, 4th edition, Pearson education
2. Marketing Management (2019), Deepak, R. Kanthiah Alias, and S. Jeyakumar, Edu creation Publishing
3. Marketing Management: A relationship approach (2019), Hollensen, S, Pearson Education.
4. Marketing research: An applied approach (2019), Malhotra, N. K., Nunan, D., & Birks, D. F. Pearson Education Limited.

Reference Books:

1. Marketing research: Text and cases (2020), Nargundkar, R, McGraw-Hill Education.
2. Marketing management: A cultural perspective (2020), Visconti, L. M., Peñaloza, L., & Toulouse, N.(Eds.) Routledge.



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		3	0	0	3
FINANCIAL & COST ACCOUNTING					

Course Objectives:

- To create an awareness about the importance and usefulness of the accounting concepts and their managerial implications
- To develop an understanding of the financial statements and the underlying principles and learn to interpret financial statements
- To create an awareness about cost accounting, different types of costing and cost management

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

- Enable the budding Technocrat Managers to understand the Financial Accounting Concepts
- Process the accounting transactions leading to final statement of accounts
- Analyze the Annual Reports
- Prepare the FFS and CFS
- Understand the Costing concepts and make decisions using Marginal costing concepts and budgets

UNIT I: Introduction

Accounting Concept: Introduction, Techniques and Conventions, Financial Statements- Understanding & Interpreting Financial Statements

Accounting Process

Book Keeping and Record Maintenance, Fundamental Principles and Double Entry, Journal, Ledger, Trial Balance, Cash Book and Subsidiary Books, Rectification of Errors.

UNIT II: Financial Statements

Form and Contents of Financial Statements- Trading and Profit and Loss Account, Balance Sheet – Final Accounts- analyzing and Interpreting Financial Statements, Accounting Standards.

UNIT III: Company Accounts

Audit Reports and Statutory Requirements (in the context of Annual Reports), Directors Report, Notes to Accounts, Pitfalls.

Class Discussion: Corporate Accounting Fraud A Case Study of Satyam

UNIT IV: Cash and Fund Flow

Introduction, How to prepare, Difference between them



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UNIT V: Costing Systems

Elements of Cost, Cost Behavior, Cost Allocation, OH Allocation, Unit Costing, Process Costing, Job Costing, Absorption Costing, ABC Analysis.

Class Discussion: Application of costing concepts in the Service Sector

Text Books:

- 1. Robert N Anthony, David Hawkins, Kenneth Marchant, Accounting: Texts and Cases, McGraw-Hill*
- 2. Case Study Materials: To be distributed for class discussion*

Reference Books:

- 1. Advanced Accounting by RL Gupta and Radhaswamy*
- 2. Advanced Accounting by MC Shukla and Grewal*



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		3	0	0	3
SOFTWARE ENGINEERING					

Course Objectives:

- Give exposure to phases of Software Development, common process models including Waterfall, and the Unified Process, and hands-on experience with elements of the agile process
- Give exposure to a variety of Software Engineering practices such as requirements analysis and specification, code analysis, code debugging, testing, traceability, and version control
- Give exposure to Software Design techniques

Course Outcomes: Students taking this subject will gain software engineering skills in the following areas:

- Ability to transform an Object-Oriented Design into high quality, executable code
- Skills to design, implement, and execute test cases at the Unit and Integration level
- Compare conventional and agile software methods

UNIT I:

The Nature of Software, The Unique Nature of Web Apps, Software Engineering, The Software Process, Software Engineering Practice, Software Myths. A Generic Process Model, Process Assessment and Improvement, Prescriptive Process Models, Specialized Process Models, The Unified Process, Personal and Team Process Models, Process Technology.

UNIT II :

Agility, Agility and the Cost of Change, Agile Process, Extreme Programming (XP), Other Agile Process Models, A Tool Set for the Agile Process, Software Engineering Knowledge, Core Principles, Principles That Guide Each Framework Activity, Requirements Engineering, Establishing the Groundwork, Eliciting Requirements, Developing Use Cases, Building the Requirements Model, Negotiating Requirements, Validating Requirements.

UNIT III :

Requirements Analysis, Scenario-Based Modelling, UML Models That Supplement the Use Case, Data Modelling Concepts, Class-Based Modelling, Requirements Modelling Strategies, Flow Oriented Modelling, Creating a Behavioural Model, Patterns for Requirements Modelling, Requirements Modelling for Web Apps.

UNIT IV:

Design within the Context of Software Engineering, The Design Process, Design Concepts, The Design Model, Software Architecture, Architectural Genres, Architectural Styles, Assessing Alternative Architectural Designs, Architectural Mapping Using Data Flow, Components, Designing Class-Based Components, Conducting Component-Level Design, Component-Level Design for Web Apps, Designing Traditional Components, Component-Based Development.



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UNIT V:

The Golden Rules, User Interface Analysis and Design, Interface Analysis, Interface Design Steps, Web App Interface Design, Design Evaluation, Elements of Software Quality Assurance, SQA Tasks, Goals & Metrics, Statistical SQA, Software Reliability, A Strategic Approach to Software Testing, Strategic Issues, Test Strategies for Conventional Software, Test Strategies for Object-Oriented Software, Test Strategies for Web Apps, Validation Testing, System Testing, The Art of Debugging, Software Testing Fundamentals, Internal and External Views of Testing, White-Box Testing, Basis Path Testing.

Text Books:

- 1) Software Engineering a practitioner's approach, Roger S. Pressman, Seventh Edition, Mc Graw Hill Higher Education.
- 2) Software Engineering, Ian Sommerville, Ninth Edition, Pearson.

Reference Books:

- 1) Software Engineering, A Precise Approach, Pankaj Jalote, Wiley India, 2010.
- 2) Software Engineering, Ugrasen Suman, Cengage.



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III Year – I Semester		L	T	P	C
		3	0	0	3
DESIGN AND ANALYSIS OF ALGORITHMS					

Course Objectives:

- To provide an introduction to formalisms to understand, analyze and denote time complexities of algorithms
- To introduce the different algorithmic approaches for problem solving through numerous example problems
- To provide some theoretical grounding in terms of finding the lower bounds of algorithms and the NP-completeness

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

- Describe asymptotic notation used for denoting performance of algorithms
- Analyse the performance of a given algorithm and denote its time complexity using the asymptotic notation for recursive and non-recursive algorithms
- List and describe various algorithmic approaches
- Solve problems using divide and conquer, greedy, dynamic programming, backtracking and branch and bound algorithmic approaches
- Apply graph search algorithms to real world problems
- Demonstrate an understanding of NP- Completeness theory and lower bound theory

UNIT I:

Introduction: Algorithm Definition, Algorithm Specification, performance Analysis, Performance measurement, asymptotic notation, Randomized Algorithms. Sets & Disjoint set union: introduction, union and find operations. Basic Traversal & Search Techniques: Techniques for Graphs, connected components and Spanning Trees, Bi-connected components and DFS.

UNIT II :

Divide and Conquer: General Method, Defective chessboard, Binary Search, finding the maximum and minimum, Merge sort, Quick sort. The Greedy Method: The general Method, container loading, knapsack problem, Job sequencing with deadlines, minimum-cost spanning Trees.

UNIT III :

Dynamic Programming: The general method, multistage graphs, All pairs-shortest paths, single source shortest paths: general weights, optimal Binary search trees, 0/1 knapsack, reliability Design, The travelling salesperson problem, matrix chain multiplication.

UNIT IV:

Backtracking: The General Method, The 8-Queens problem, sum of subsets, Graph coloring, Hamiltonian cycles, knapsack problem. Branch and Bound: FIFO Branch-and-Bound, LC Branch-and-Bound, 0/1 Knapsack problem, Traveling salesperson problem.

UNIT V:

NP-Hard and NP-Complete problems: Basic concepts, Cook's Theorem. String Matching: Introduction, String Matching-Meaning and Application, Naïve String Matching Algorithm, Rabin-Karp Algorithm, Knuth-Morris-Pratt Automata, Tries, Suffix Tree.



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Text Books:

- 1) Ellis Horowitz, Sartaj Sahni, Sanguthevar Rajasekaran, “ Fundamentals of Computer Algorithms”, 2nd Edition, Universities Press.
- 2) Harsh Bhasin, “ Algorithms Design & Analysis”, Oxford University Press.

Reference Books:

- 1) Horowitz E. Sahani S: “Fundamentals of Computer Algorithms”, 2nd Edition, Galgotia Publications, 2008.
- 2) S. Sridhar, “Design and Analysis of Algorithms”, Oxford University Press



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III Year – I Semester		L	T	P	C
		3	0	0	3
COMPUTER GRAPHICS					

Course Objectives:

- Understand the fundamental concepts and theory of computer graphics
- Understand modelling, and interactive control of 3D computer graphics applications
- The underlying parametric surface concepts be understood
- Learn multimedia authoring tools.

Course Outcomes: Upon successful completion of the course, students will be able to:

- Use the principles and commonly used paradigms and techniques of computer graphics
- Write basic graphics application programs including animation
- Design programs to display graphic images to given specifications

UNIT I:

INTRODUCTION: Application areas of computer graphics, overview of graphic system, video-display devices, raster-scan systems, random scan systems, graphics monitors and work stations and input devices.

UNIT II :

OUTPUT PRIMITIVES: Points and lines, line drawing algorithms, mid-point circle algorithm, Filled area primitives: scan-line polygon fill algorithm, boundary-fill and flood-fill algorithm. 2-D GEOMETRICAL TRANSFORMATIONS: Translation, scaling, rotation, reflection and shear transformation matrix representations and homogeneous co-ordinates, composite transformations, transformations between coordinates

UNIT III :

2-D VIEWING : The viewing pipe-line, viewing coordinate reference frame, window to view-port co-ordinate transformations, viewing function, Cohen-Sutherland and Cyrus-beck line clipping algorithms, Sutherland Hodge man polygon clipping algorithm.

UNIT IV:

3-D OBJECT REPRESENTATION: spline representation, Hermite curve, Bezier curve and B-spline curve, Polygon surfaces, quadric surfaces, , Solid modeling Schalars – wire frame, CSG, B-rep. Bezier and B-spline surfaces, Basic illumination models, shading algorithms

UNIT V:

3-D GEOMETRIC TRANSFORMATIONS: Translation, rotation, scaling, reflection and shear transformation and composite transformations. Visible surface detection methods: Classification, back-face detection, depth buffer, scan-line, depth sorting

COMPUTER ANIMATION: Design of animation sequence, general computer animation functions, raster animation, computer animation language, key frame system, motion specification



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Text Books:

1. Computer Graphics C version/ Donald Hearn and M. Pauline Baker/Pearson/PHI
2. Computer Graphics Principles & practice-second edition in C/ Foley, VanDam, Feiner and Hughes/Pearson Education

Reference Books:

1. Computer Graphics Second edition/ Zhigand xiang, Roy Plastock, Schaum's outlines/Tata Mc-Graw hill edition.
2. Procedural elements for Computer Graphics/David F Rogers/Tata Mc Graw hill, 2nd edition.
3. Principles of Interactive Computer Graphics/ Neuman and Sproul/TMH.
4. Computer Graphics/ Steven Harrington/TMH



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III Year – I Semester		L	T	P	C
		0	0	3	1.5
Compiler Design Lab					

Course Objectives:

- To implement the different Phases of compiler.
- To implement and test simple optimization techniques.
- To give exposure to compiler writing tools.

Course Outcomes:

- Implement the techniques of Lexical Analysis and Syntax Analysis.
- Apply the knowledge of Lex & Yacc tools to develop programs.
- Generate intermediate code.
- Implement Optimization techniques and generate machine level code.

Experiments:

1. Design and implement a lexical analyzer for given language using C and the lexical analyzer should ignore redundant spaces, tabs and new lines.
2. Implementation of Lexical Analyzer using Lex Tool
3. Generate YACC specification for a few syntactic categories.
 - a. Program to recognize a valid arithmetic expression that uses operator +, −, * and /.
 - b. Program to recognize a valid variable which starts with a letter followed by any number of letters or digits.
 - c. Implementation of Calculator using LEX and YACC.
 - d. Convert the BNF rules into YACC form and write code to generate abstract syntax tree
4. Write program to find ϵ – closure of all states of any given NFA with ϵ transition.
5. Write program to convert NFA with ϵ transition to NFA without ϵ transition.
6. Write program to convert NFA to DFA.
7. Write program to minimize any given DFA.
8. Develop an operator precedence parser for a given language.
9. Write program to find Simulate First and Follow of any given grammar.
10. Construct a recursive descent parser for an expression.
11. Construct a Shift Reduce Parser for a given language.
12. Write a program to perform loop unrolling.
13. Write a program to perform constant propagation.
14. Implement Intermediate code generation for simple expressions.
15. Implement the back end of the compiler which takes the three address code and produces the 8086 assembly language instructions that can be assembled and run using an 8086 assembler. The target assembly instructions can be simple move, add, sub, jump etc.



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III Year–I Semester		L	T	P	C
		0	0	3	1.5
NETWORK PROGRAMMING LAB					

Course Objectives:

- Understand and apply different network commands
- Analyzedifferentnetworkingfunctionsandfeaturesforimplementingoptimalsoluti
onsApplydifferentnetworkingconceptsforimplementingnetworksolution
- Implement different network protocols

Course Outcomes:

- Apply the basics of Physical layer in real time applications
- Apply data link layer concepts, design issues, and protocols
- Apply Network layer routing protocols and IP addressing
- ImplementthefunctionsofApplicationlayerandPresentationlayerparadigmsa
ndProtocols

Experiments:

- 1) Implement the data link layer framing methods such as character stuffing and bit stuffing.
- 2) Write a C program to develop a DNS client server to resolve the given hostname.
- 3) Implement on a data set of characters the three CRC polynomials – CRC-12, CRC-16andCRC-CCIP.
- 4) Implement Dijkstra’s algorithm to compute the Shortest path in a graph.
- 5) Take an example subnet graph with weights indicating delay between nodes .Now obtain Routing table at each node using distance vector routing algorithm
- 6) Take an example subnet of hosts. Obtain broadcast tree for it.
- 7) Write a client-server application for chat using UDP
- 8) Implement programs using raw sockets(like packet capturing and filtering)
- 9) Write a C program to perform sliding window protocol.
- 10) Get the MAC or Physical address of the system using Address Resolution Protocol.
- 11) Simulate the Implementing Routing Protocols using Border Gateway Protocol(BGP)
- 12) Simulate the OPEN SHORTEST PATH FIRST routing protocol based on the cost assigned to the path.



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III Year – I Semester		L	T	P	C
		0	0	4	2
Web Application Development Using Full Stack -Frontend Development –Module -I					

Course Objectives:

The objective of this lab is to provide understanding about the core concepts of front end programming for web application

Course Outcomes:

By the end of this lab the student is able to

- Analyze a webpage and identify its elements and attributes.
- Demonstrate the important HTML tags for designing static pages and separate design from content using Cascading Style sheet
- Implement MVC and responsive design to scale well across PC, tablet and Mobile Phone
- Create web pages using HTML and Cascading Style Sheets.

Perform experiments related to the following concepts:

A) HTML

- 1) Introduction to HTML
- 2) Browsers and HTML
- 3) Editor's Offline and Online
- 4) Tags, Attribute and Elements
- 5) Doctype Element
- 6) Comments
- 7) Headings, Paragraphs, and Formatting Text
- 8) Lists and Links
- 9) Images and Tables

B) CSS

- 1) Introduction CSS
- 2) Applying CSS to HTML
- 3) Selectors, Properties and Values
- 4) CSS Colours and Backgrounds
- 5) CSS Box Model
- 6) CSS Margins, Padding, and Borders
- 7) CSS Text and Font Properties
- 8) CSS General Topics



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III Year – I Semester		L	T	P	C
		2	0	0	0
ENVIRONMENTAL SCIENCE					

Course Objectives: The aim of this course is

- Overall understanding of the natural resources.
- Basic understanding of the ecosystem and its diversity.
- Acquaintance on various environmental challenges induced due to unplanned anthropogenic activities.
- An understanding of the environmental impact of developmental activities.
- Awareness on the social issues, environmental legislation and global treaties.

UNIT I

Multidisciplinary nature of Environmental Studies: Definition, Scope and Importance – Sustainability: Stockholm and Rio Summit–Global Environmental Challenges: Global warming and climate change, acid rains, ozone layer depletion, population growth and explosion, effects. Role of information technology in environment and human health.

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 Forest ecosystem, Grassland ecosystem, Desert ecosystem, Aquatic ecosystems.

UNIT II

Natural Resources: Natural resources and associated problems.

Forest resources: Use and over – exploitation, deforestation – 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.

Food resources: World food problems, changes caused by non-agriculture activities-effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity.

Energy resources: Growing energy needs, renewable and non-renewable energy sources use of alternate energy sources.

Land resources: Land as a resource, land degradation, Wasteland reclamation, man induced landslides, soil erosion and desertification; Role of an individual in conservation of natural resources; Equitable use of resources for sustainable lifestyles.

UNIT III

Biodiversity and its conservation: Definition: genetic, species and ecosystem diversity-classification - Value of biodiversity: consumptive use, productive use, social-Biodiversity at national and local levels. India as a mega-diversity nation - Hot-spots of biodiversity - Threats to biodiversity: habitat loss, man-wildlife conflicts. - Endangered and endemic species of India – Conservation of biodiversity: conservation of biodiversity.



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UNIT IV

Environmental Pollution: Definition, Cause, effects and control measures of Air pollution, Water pollution, Soil pollution, Noise pollution, Nuclear hazards. Role of an individual in prevention of pollution. - Pollution case studies, Sustainable Life Studies. Impact of Fire Crackers on Men and his well being.

Solid Waste Management: Sources, Classification, effects and control measures of urban and industrial solid wastes. Consumerism and waste products, Biomedical, Hazardous and e – waste management.

UNIT V

Social Issues and the Environment: Urban problems related to energy -Water conservation, rain water harvesting-Resettlement and rehabilitation of people; its problems and concerns. Environmental ethics: Issues and possible solutions. Environmental 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.

Environmental Management: Impact Assessment and its significance various stages of EIA, preparation of EMP and EIS, Environmental audit. Ecotourism, Green Campus – Green business and Green politics.

The student should Visit an Industry / Ecosystem and submit a report individually on any issues related to Environmental Studies course and make a power point presentation.

Text Books:

- 1) Environmental Studies, K. V. S. G. Murali Krishna, VGS Publishers, Vijayawada
- 2) Environmental Studies, R. Rajagopalan, 2nd Edition, 2011, Oxford University Press.
- 3) Environmental Studies, P. N. Palanisamy, P. Manikandan, A. Geetha, and K. Manjula Rani; Pearson Education, Chennai

Reference Books:

- 1) Text Book of Environmental Studies, Deeshita Dave & P. Udaya Bhaskar, Cengage Learning.
- 2) A Textbook of Environmental Studies, Shaashi Chawla, TMH, New Delhi
- 3) Environmental Studies, Benny Joseph, Tata McGraw Hill Co, New Delhi
- 4) Perspectives in Environment Studies, Anubha Kaushik, C P Kaushik, New Age International Publishers, 2014



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Job Oriented Elective Subjects

III Year – I Semester		L	T	P	C
		3	0	0	3
WEB TECHNOLOGIES					

Course Objectives:

This course is designed to introduce students with no programming experience to the programming languages and techniques associated with the World Wide Web. The course will introduce web-based media-rich programming tools for creating interactive web pages.

Course Outcomes: On completion of this course, the students will be able to

- Analyze a web page and identify its elements and attributes.
- Create web pages using XHTML and Cascading Styles sheets.
- Build dynamic web pages.
- Build web applications using PHP.
- Programming through PERL and Ruby
- Write simple client-side scripts using AJAX

UNIT I: HTML, CSS

Basic Syntax, Standard HTML Document Structure, Basic Text Markup, Images, Hypertext Links, Lists, Tables, Forms, HTML5

CSS: Levels of Style Sheets, Style Specification Formats, Selector Forms, The Box Model, Conflict Resolution

UNIT II :Java script

The Basic of Java script: Objects, Primitives Operations and Expressions, Screen Output and Keyboard Input, Control Statements, Object Creation and Modification, Arrays, Functions, Constructors, Pattern Matching using Regular Expressions

DHTML: Positioning Moving and Changing Elements

UNIT III :

XML: Document type Definition, XML schemas, Document object model, XSLT,

DOM and SAX Approaches,

AJAX A New Approach: Introduction to AJAX, Integrating PHP and AJAX.

UNIT IV:

PHP Programming: Introducing PHP: Creating PHP script, Running PHP script. Working with variables and constants: Using variables, Using constants, Datatypes, Operators. Controlling program flow: Conditional statements, Control statements, Arrays, functions. Working with forms and Databases such as MySQL.

UNIT V:

Introduction to PERL, Operators and if statements, Program design and control structures, Arrays, Hashes and File handling, Regular expressions, Subroutines, Retrieving documents from the web with Perl.



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Text Books:

1. Programming the World Wide Web, Robert W Sebesta, 7ed, Pearson.
2. Web Technologies, Uttam K Roy, Oxford
3. The Web Warrior Guide to Web Programming, Bai, Ekedahl, Farrell, Gosselin, Zak, Karparhi, MacIntyre, Morrissey, Cengage

Reference Books:

1. Ruby on Rails Up and Running, Lightning fast Web development, Bruce Tate, CurtHibbs, Oreilly (2006)
2. Programming Perl, 4ed, Tom Christiansen, Jonathan Orwant, Oreilly (2012)