Anantha Lakshmi Institute of Technology & Sciences

(Autonomous)

Itikalapalli(V), Near S.K. University-Ananthapuramu-515721

B.TECH. IN COMPUTER SCIENCE AND ENGINEERING

COURSE STRUCTURE & SYLLABUS

B.Tech., II YEAR I SEMESTER

SEMSTER - III

S. No.	Coursecodes	Course Name	Hours per			Credits
			L	T	P	
1.	24ALBTHS305T	Discrete Mathematics & Graph Theory	3	0	0	3
2.	24ALBT00301T	Universal Human Values 2– Understanding Harmony & Ethical Human Conduct	2	1	0	3
3.	24ALBTEC305T	Digital Logic & Computer Organization	3	0	0	3
4.	24ALBTCS301T	Advanced Data Structures & Algorithm Analysis	3	0	0	3
5.	24ALBTCS302T	Object Oriented Programming Through Java	3	0	0	3
6.	24ALBTCS301P	Advanced Data Structures and Algorithm Analysis Lab	0	0	3	1.5
7.	24ALBTCS302P	Object Oriented Programming Through Java Lab	0	0	3	1.5
8.	24ALBTCS303	Python Programming	0	1	2	2
9.	24ALBTAC301	Environmental Science	2	0	0	-
		TOTAL	16	2	8	20

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B.Tech., II YEAR II SEMESTER
SEMSTER - IV

S. No.	Coursecodes	Course Name	Hours per			Credits
			L	T	P	
1.	24ALBT00401Ta 24ALBT00401Tb 24ALBT00401Tc	Managerial Economics and Financial Analysis Organizational Behavior Business Environment	2	0	0	2
2.	24ALBTHS402T	Probability & Statistics	3	0	0	3
3.	24ALBTCS401T	Operating Systems	3	0	0	3
4.	24ALBTCS402T	Database Management Systems	3	0	0	3
5.	24ALBTCS403T	Software Engineering	3	0	0	3
6.	24ALBTCS401P	Operating Systems Lab	0	0	3	1.5
7.	24ALBTCS402P	Database Management Systems Lab	0	0	3	1.5
8.	24ALBTCS404	Full Stack Development –I	0	1	2	2
9.	24ALBT00404T	Design Thinking & Innovation	1	0	2	2
		TOTAL	15	1	10	21

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II Year B.Tech. CSE – I Semester

L	T	P	C
3	0	0	3

(24ALBTHS305T) DISCRETE MATHEMATICS & GRAPH THEORY
(Common to CSE and all CSE allied branches)

Course Objectives:

1. **To develop a fundamental understanding of mathematical logic and reasoning** through propositional and predicate calculus, logical connectives, normal forms, and inference theory.
2. **To apply concepts from set theory, combinatorics, and algebraic structures** to solve problems involving functions, permutations, combinations, lattices, and groups.
3. **To explore and analyse recurrence relations and graphs** using techniques such as generating functions and graph-theoretic concepts like trees, circuits, and graph isomorphism.

Course Outcomes:

CO No.	Course Outcome Statement	Bloom's Level
CO1	Understand logical connectives, tautologies, implications, and apply inference rules in propositional and predicate logic.	**Understand (L2)**
CO2	Apply set theory principles including functions, lattices, and algebraic structures to model and solve problems.	**Apply (L3)**
CO3	Analyze and solve problems using pigeonhole principle, inclusion-exclusion principle, and recursive functions.	**Analyze (L4)**
CO4	Apply combinatorial techniques like permutations, combinations, and binomial/multinomial theorems in discrete problems.	**Apply (L3)**
CO5	Solve recurrence relations using generating functions and characteristic roots method to analyze sequences and patterns.	**Analyze (L4)**
CO6	Understand and apply graph theory concepts such as trees, Euler/Hamiltonian graphs, and planar graphs to solve structural problems.	**Apply (L3)**

UNIT I: Mathematical Logic
Introduction, Statements and Notation, Connectives, Well-formed formulas, Tautology, Duality law, Equivalence, Implication, Normal Forms, functionally complete set of connectives, Inference Theory of Statement Calculus, Predicate Calculus, Inference theory of Predicate Calculus.

UNIT II: Set theory
The Principle of Inclusion- Exclusion, Pigeon hole principle and its application, Functions composition of functions, Inverse Functions, Recursive Functions, Lattices and its properties. Algebraic structures: Algebraic Systems-Examples and General Properties, Semi groups and Monoids, groups, sub groups, homomorphism, Isomorphism.

UNIT III: Elementary Combinatorics
Combinations and Permutations, Enumeration of Combinations and Permutations, Enumerating Combinations and Permutations with Repetitions, Enumerating Permutations with Constrained Repetitions, Binomial Coefficients, The Binomial and Multinomial Theorems.

UNIT IV: Recurrence Relations

Generating Functions of Sequences, Calculating Coefficients of Generating Functions, Recurrence relations, Solving Recurrence Relations by Substitution and Generating functions, The Method of Characteristic roots, Solutions of Inhomogeneous, Recurrence Relations.

UNIT V: Graphs

Basic Concepts, Isomorphism and Subgraphs, Trees and their Properties, Spanning Trees, Directed Trees, Binary Trees, Planar Graphs, Euler's Formula, Multigraphs and Euler Circuits, Hamiltonian Graphs.

Textbooks:

1. J.P. Tremblay and R. Manohar, Discrete Mathematical Structures with Applications to Computer Science, Tata McGraw Hill, 2002.
2. Kenneth H. Rosen, Discrete Mathematics and its Applications with Combinatorics and Graph Theory, 7th Edition, McGraw Hill Education (India) Private Limited.

Reference Books:

1. Joe L. Mott, Abraham Kandel and Theodore P. Baker, Discrete Mathematics for Computer Scientists & Mathematicians, 2nd Edition, Pearson Education.
2. Narsingh Deo, Graph Theory with Applications to Engineering and Computer Science.

Online Learning Resources:

http://www.cs.yale.edu/homes/aspnes/classes/202/notes.pdf

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COURSE STRUCTURE & SYLLABUS
II Year B.Tech. CSE –I Semester

L	T	P	C
2	1	0	3

(24ALBT00301T) UNIVERSAL HUMAN VALUES – UNDERSTANDING HARMONY AND ETHICAL HUMAN CONDUCT
(Common to All Branches of Engineering)

Course Objectives:

- To help the students appreciate the essential complementary between 'VALUES' and 'SKILLS' to ensure sustained happiness and prosperity which are the core aspirations of all human beings.
- To facilitate the development of a Holistic perspective among students towards life and profession as well as towards happiness and prosperity based on a correct understanding of the Human reality and the rest of existence. Such holistic perspective forms the basis of Universal Human Values and movement towards value-based living in a natural way.
- To highlight plausible implications of such a Holistic understanding in terms of ethical human conduct, trustful and mutually fulfilling human behaviour and mutually enriching interaction with Nature.

Course Outcomes:

CO No.	At the end of the course, students will be able to	Bloom's Level
CO1	Describe the need, purpose, and content of value education and distinguish between happiness and prosperity.	Understand (Level 2)
CO2	Apply self-exploration and natural acceptance to understand the harmony between self and body and ensure self-regulation.	Apply (Level 3)
CO3	Analyze the distinction between physical needs and mental aspirations to ensure holistic well-being.	Analyze (Level 4)
CO4	Demonstrate the foundational values like trust and respect in human relationships and analyze the vision for a universal human order.	Analyze (Level 4)
CO5	Explain the harmony and interconnectedness among all four orders of nature and the holistic perception of existence.	Understand (Level 2)
CO6	Evaluate the implications of value-based education and ethics in professional life and formulate strategies for a sustainable human order.	Evaluate / Create (L5/6)

Course Topics

The course has 28 lectures and 14 tutorials in 5 modules. The lectures and tutorials are of 1- hour duration. Tutorial sessions are to be used to explore and practice what has been proposed during the lecture sessions. The Teacher's Manual provides the outline for lectures as well as practice sessions. The teacher is expected to present the issues to be discussed as propositions and encourage the students to have a dialogue.

UNIT I Introduction to Value Education (6 lectures and 3 tutorials for practice session)

Lecture 1: Right Understanding, Relationship and Physical Facility (Holistic Development and the Role of Education)
Lecture 2: Understanding Value Education
Tutorial 1: Practice Session PS1 Sharing about Oneself
Lecture 3: self-exploration as the Process for Value Education

Lecture4: Continuous Happiness and Prosperity – the Basic Human Aspirations
Tutorial 2: Practice Session PS2 Exploring Human Consciousness Lecture 5: Happiness and Prosperity – Current Scenario
Lecture 6: Method to Fulfill the Basic Human Aspirations
Tutorial 3: Practice Session PS3 Exploring Natural Acceptance

UNIT II **Harmony in the Human Being (6 lectures and 3 tutorials for practice session)**
Lecture 7: Understanding Human being as the Co-existence of the self and the body.
Lecture 8: Distinguishing between the Needs of the self and the body
Tutorial 4: Practice Session PS4 Exploring the difference of Needs of self and body.
Lecture 9: The body as an Instrument of the self Lecture 10: Understanding Harmony in the self
Tutorial 5: Practice Session PS5 Exploring Sources of Imagination in the self
Lecture 11: Harmony of the self with the body
Lecture 12: Programme to ensure self-regulation and Health
Tutorial 6: Practice Session PS6 Exploring Harmony of self with the body

UNIT III **Harmony in the Family and Society (6 lectures and 3 tutorials for practice session)**
Lecture 13: Harmony in the Family – the Basic Unit of Human Interaction
Lecture 14: 'Trust' – the Foundational Value in Relationship
Tutorial 7: Practice Session PS7 Exploring the Feeling of Trust
Lecture 15: 'Respect' – as the Right Evaluation
Tutorial 8: Practice Session PS8 Exploring the Feeling of Respect
Lecture 16: Other Feelings, Justice in Human-to-Human Relationship Lecture 17: Understanding Harmony in the Society
Lecture 18: Vision for the Universal Human Order
Tutorial 9: Practice Session PS9 Exploring Systems to fulfil Human Goal

UNIT IV **Harmony in the Nature/Existence (4 lectures and 2 tutorials for practice session)**
Lecture 19: Understanding Harmony in the Nature
Lecture 20: Interconnectedness, self-regulation and Mutual Fulfilment among the Four Orders of Nature
Tutorial 10: Practice Session PS10 Exploring the Four Orders of Nature
Lecture 21: Realizing Existence as Co-existence at All Levels
Lecture 22: The Holistic Perception of Harmony in Existence
Tutorial 11: Practice Session PS11 Exploring Co-existence in Existence

UNIT V **Implications of the Holistic Understanding – a Look at Professional Ethics (6 lectures and 3 tutorials for practice session)**
Lecture 23: Natural Acceptance of Human Values
Lecture 24: Definitiveness of (Ethical) Human Conduct

Tutorial 12: Practice Session PS12 Exploring Ethical Human Conduct
Lecture 25: A Basis for Humanistic Education, Humanistic Constitution and Universal Human Order
Lecture 26: Competence in Professional Ethics
Tutorial 13: Practice Session PS13 Exploring Humanistic Models in Education Lecture 27: Holistic Technologies, Production Systems and Management Models-Typical Case Studies
Lecture 28: Strategies for Transition towards Value-based Life and Profession
Tutorial 14: Practice Session PS14 Exploring Steps of Transition towards Universal Human Order

Practice Sessions for UNIT I – Introduction to Value Education
PS1 Sharing about Oneself
PS2 Exploring Human Consciousness PS3 Exploring
Natural Acceptance

Practice Sessions for UNIT II – Harmony in the Human Being PS4
Exploring the difference of Needs of self and body
PS5 Exploring Sources of Imagination in the self PS6 Exploring
Harmony of self with the body

Practice Sessions for UNIT III – Harmony in the Family and Society
PS7 Exploring the Feeling of Trust
PS8 Exploring the Feeling of Respect
PS9 Exploring Systems to fulfil Human Goal

Practice Sessions for UNIT IV – Harmony in the Nature (Existence) PS10
Exploring the Four Orders of Nature
PS11 Exploring Co-existence in Existence

Practice Sessions for UNIT V – Implications of the Holistic Understanding – a Look at Professional Ethics
PS12 Exploring Ethical Human Conduct
PS13 Exploring Humanistic Models in Education
PS14 Exploring Steps of Transition towards Universal Human Order

READINGS:

Textbook and Teachers Manual

a. **The Textbook**

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

b. **The Teacher's Manual**

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

Reference Books

1. *JeevanVidya: EkParichaya,* A Nagaraj, JeevanVidyaPrakashan, Amarkantak, 1999.
2. *Human Values*, A.N. Tripathi, New Age Intl. Publishers, New Delhi, 2004.
3. *The Story of Stuff* (Book).
4. *The Story of My Experiments with Truth* - by Mohandas Karamchand Gandhi
5. *Small is Beautiful* - E. F Schumacher.
6. *Slow is Beautiful* - Cecile Andrews
7. *Economy of Permanence* - J C Kumarappa
8. *Bharat Mein Angreji Raj* – PanditSunderlal
9. *Rediscovering India* - by Dharampal
10. *Hind Swaraj or Indian Home Rule* - by Mohandas K. Gandhi
11. *India Wins Freedom* - Maulana Abdul Kalam Azad
12. *Vivekananda* - Romain Rolland (English)
13. *Gandhi* - Romain Rolland (English)

Mode of Conduct:

Lecture hours are to be used for interactive discussion, placing the proposals about the topics at hand and motivating students to reflect, explore and verify them.
Tutorial hours are to be used for practice sessions.
While analyzing and discussing the topic, the faculty mentor's role is in pointing to essential elements to help in sorting them out from the surface elements. In other words, help the students explore the important or critical elements.
In the discussions, particularly during practice sessions (tutorials), the mentor encourages the student to connect with one's own self and do self-observation, self-reflection and self- exploration.
Scenarios may be used to initiate discussion. The student is encouraged to take up "ordinary" situations rather than" extra-ordinary" situations. Such observations and their analyses are shared and discussed with other students and faculty mentor, in a group sitting.

Tutorials (experiments or practical) are important for the course. The difference is that the laboratory is everyday life, and practical are how you behave and work in real life. Depending on the nature of topics, worksheets, home assignment and/or activity are included. The practice sessions (tutorials) would also provide support to a student in performing actions commensurate to his/her beliefs. It is intended that this would lead to development of commitment, namely behaving and working based on basic human values.
It is recommended that this content be placed before the student as it is, in the form of a basic foundation course, without including anything else or excluding any part of this content. Additional content may be offered in separate, higher courses. This course is to be taught by faculty from every teaching department, not exclusively by any one department.
Teacher preparation with a minimum exposure to at least one 8-day Faculty Development Program on Universal Human Values is deemed essential.

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Online Resources

1. https://fdp-si.aicte-india.org/UHV-I%20Class%20Notes%20&%20Handouts/UHV%20Handout%201-Introduction%20to%20Value%20Education.pdf

2. https://fdp-si.aicte-india.org/UHV-II%20Class%20Notes%20&%20Handouts/UHV%20Handout%202-Harmony%20in%20the%20Human%20Being.pdf

3. https://fdp-si.aicte-india.org/UHV-II%20Class%20Notes%20&%20Handouts/UHV%20Handout%203-Harmony%20in%20the%20Family.pdf

4. https://fdp-si.aicte-india.org/UHV%201%20Teaching%20Material/D3-S2%20Respect%20July%2023.pdf

5. https://fdp-si.aicte-india.org/UHV-II%20Class%20Notes%20&%20Handouts/UHV%20Handout%205-Harmony%20in%20the%20Nature%20and%20Existence.pdf

6. https://fdp-si.aicte-india.org/download/FDPTeachingMaterial/3-days%20FDP-SI%20UHV%20Teaching%20Material/Day%203%20Handouts/UHV%203D%20D3-S2A%20Und%20Nature-Existence.pdf

7. https://fdp-si.aicte-india.org/UHV%20II%20Teaching%20Material/UHV%20II%20Lecture%2023-25%20Ethics%20v1.pdf

8. https://www.studocu.com/in/document/kiet-group-of-institutions/universal-human- values/chapter-5-holistic-understanding-of-harmony-on-professional-ethics/62490385

https://onlinecourses.swayam2.ac.in/aic22_ge23/preview

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II Year B.Tech. CSE – I Semester

L	T	P	C
3	0	0	3

(24ALBTEC305T) DIGITAL LOGIC & COMPUTER ORGANIZATION

Course Objectives: The main objective of the course is to

- provide students with a comprehensive understanding of digital logic design principles and computer organization fundamentals
- Describe memory hierarchy concepts
- Explain input/output (I/O) systems and their interaction with the CPU, memory, and peripheral devices

Course Outcomes:

CO No.	At the end of the course, students will be able to	Bloom's Level
CO1	Apply number system conversions and data representation techniques including binary, fixed-point, and floating-point formats.	Apply (L3)
CO2	Design and simplify digital logic circuits using basic and universal gates, K-map minimization, and implement combinational circuits.	Apply (L3)
CO3	Analyze sequential circuits like flip-flops, counters, and registers, and explain the structure and function of basic computer systems.	Analyze (L4)
CO4	Perform and evaluate arithmetic operations in processors including fast adders, multipliers, and floating-point units.	Evaluate (L5)
CO5	Analyze memory hierarchy concepts, including RAM, ROM, cache, and virtual memory with respect to performance and cost.	Analyze (L4)
CO6	Describe the architecture and functioning of I/O systems including DMA, buses, interrupts, and standard interfaces.	Understand (L2)

UNIT – I:

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

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

UNIT – II:

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

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

UNIT – III:

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

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

UNIT – IV:

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

UNIT – V:

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

Textbooks:

1. Computer Organization, Carl Hamacher, ZvonkoVranesic, SafwatZaky, 6th edition, McGraw Hill, 2023.
2. Digital Design, 6th Edition, M. Morris Mano, Pearson Education, 2018.
3. Computer Organization and Architecture, William Stallings, 11thEdition, Pearson, 2022.

Reference Books:

1. Computer Systems Architecture, M.Moris Mano, 3rdEdition, Pearson, 2017.
2. Computer Organization and Design, David A. Paterson, John L. Hennessy, Elsevier, 2004.
3. Fundamentals of Logic Design, Roth, 5thEdition, Thomson, 2003.

Online Learning Resources:

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

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L	T	P	C
3	0	0	3

(24ALBTCS301T) ADVANCED DATA STRUCTURES & ALGORITHM ANALYSIS
(Common to CSE,CSM,CSD)

Course Objectives: The main objective of the course is to

- provide knowledge on advance data structures frequently used in Computer Science domain
- Develop skills in algorithm design techniques popularly used
- Understand the use of various data structures in the algorithm design

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

CO No.	After completion of the course, students will be able to	Bloom's Level
CO1	Analyze the time and space complexity of algorithms using asymptotic notations and apply them in evaluating AVL and B-tree operations.	Analyze (L4)
CO2	Apply appropriate representations and algorithms for graphs and heaps in solving real-world problems using divide and conquer strategies.	Apply (L3)
CO3	Implement and evaluate divide and conquer algorithms such as Quick Sort, Merge Sort, and Strassen's Matrix Multiplication.	Evaluate (L5)
CO4	Apply greedy and dynamic programming approaches to optimization problems like shortest paths, knapsack, and TSP.	Apply (L3)
CO5	Develop solutions for combinatorial and constraint satisfaction problems using backtracking and branch & bound techniques.	Create (L6)
CO6	Explain NP-Hardness and NP-Completeness concepts and identify NP problems in graph and scheduling domains.	Understand (L2)

UNIT – I:

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

UNIT – II:

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

UNIT – III:

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

UNIT – IV:

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

UNIT – V:

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

Textbooks:

1. Fundamentals of Data Structures in C++, Horowitz, Ellis; Sahni, Sartaj; Mehta, Dinesh 2nd Edition Universities Press
2. Computer Algorithms/C++ Ellis Horowitz, Sartaj Sahni, Sanguthevar Rajasekaran2nd Edition University Press

Reference Books:

1. Data Structures and program design in C, Robert Kruse, Pearson Education Asia
2. An introduction to Data Structures with applications, Trembley & Sorenson, McGraw Hill
3. The Art of Computer Programming, Vol.1: Fundamental Algorithms, Donald E Knuth, Addison-Wesley, 1997.
4. Data Structures using C & C++: Langsam, Augenstein &Tanenbaum, Pearson, 1995
5. Algorithms + Data Structures &Programs:, Wirth, PHI
6. Fundamentals of Data Structures in C++: Horowitz Sahni& Mehta, Galgottia Pub.
7. Data structures in Java:, Thomas Standish, Pearson Education Asia

Online Learning Resources:

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

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L	T	P	C
3	0	0	3

(24ALBTCS302T)) OBJECT-ORIENTED PROGRAMMING THROUGH JAVA
(Common to CSE, CSM, CSD)

Course Objectives: The learning objectives of this course are to:

- Identify Java language components and how they work together in applications
- Learn the fundamentals of object-oriented programming in Java, including defining classes, invoking methods, using class libraries.
- Learn how to extend Java classes with inheritance and dynamic binding and how to use exception handling in Java applications
- Understand how to design applications with threads in Java
- Understand how to use Java apisfor program development

Course Outcomes:

CO No.	After completion of the course, students will be able to	Bloom's Level
CO1	Apply Java syntax, data types, variables, operators, and control structures to develop basic programs using good programming style.	Apply (L3)
CO2	Design and implement Java classes and objects with constructors, method overloading, access control, and use of this keyword.	Create (L6)
CO3	Develop modular code using methods and apply recursion, nesting, and access control effectively in class-based programming.	Apply (L3)
CO4	Implement arrays, inheritance, and interfaces to support structured data and polymorphic behaviour in object-oriented Java applications.	Apply (L3)
CO5	Utilize Java packages, libraries, exception handling, and file I/O to build robust and reusable applications.	Apply (L3)
CO6	Create responsive Java applications using multithreading, JDBC database connectivity, and JavaFX for GUI-based program development.	Create (L6)

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

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

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

UNIT II: Classes and Objects: Introduction, Class Declaration and Modifiers, Class Members, Declaration of Class Objects, Assigning One Object to Another, Access Control for Class Members, Accessing Private Members of Class, Constructor Methods for Class, Overloaded Constructor Methods, Nested Classes, Final Class and Methods, Passing Arguments by Value and by Reference, Keyword this.
Methods: Introduction, Defining Methods, Overloaded Methods, Overloaded Constructor Methods, Class Objects as Parameters in Methods, Access Control, Recursive Methods, Nesting of Methods, Overriding Methods, Attributes Final and Static.

UNIT III: Arrays: Introduction, Declaration and Initialization of Arrays, Storage of Array in Computer Memory, Accessing Elements of Arrays, Operations on Array Elements, Assigning Array to Another Array, Dynamic Change of Array Size, Sorting of Arrays, Search for Values in Arrays, Class Arrays, Two-dimensional Arrays, Arrays of Varying Lengths, Three-dimensional Arrays, Arrays as Vectors.
Inheritance: Introduction, Process of Inheritance, Types of Inheritances, Universal Super Class- Object Class, Inhibiting Inheritance of Class Using Final, Access Control and Inheritance, Multilevel Inheritance, Application of Keyword Super, Constructor Method and Inheritance, Method Overriding, Dynamic Method Dispatch, Abstract Classes, Interfaces and Inheritance.
Interfaces: Introduction, Declaration of Interface, Implementation of Interface, Multiple Interfaces, Nested Interfaces, Inheritance of Interfaces, Default Methods in Interfaces, Static Methods in Interface, Functional Interfaces, Annotations.

UNIT IV: Packages and Java Library: Introduction, Defining Package, Importing Packages and Classes into Programs, Path and Class Path, Access Control, Packages in Java SE, Java. lang Package and its Classes, Class Object, Enumeration, class Math, Wrapper Classes, Auto-boxing and Auto- unboxing, Java util Classes and Interfaces, Formatter Class, Random Class, Time Package, Class Instant (java. time. Instant), Formatting for Date/Time in Java, Temporal Adjusters Class, Temporal Adjusters Class.
Exception Handling: Introduction, Hierarchy of Standard Exception Classes, Keywords throws and throw, try, catch, and finally Blocks, Multiple Catch Clauses, Class Throwable, Unchecked Exceptions, Checked Exceptions.
Java I/O and File: Java I/O API, standard I/O streams, types, Byte streams, Character streams, Scanner class, Files in Java (Text Book 2)

UNIT V: String Handling in Java: Introduction, Interface Char Sequence, Class String, Methods for Extracting Characters from Strings, Comparison, Modifying, Searching; Class String Buffer.
Multithreaded Programming: Introduction, Need for Multiple Threads Multithreaded Programming for Multi-core Processor, Thread Class, Main Thread-Creation of New Threads, Thread States, Thread Priority-Synchronization, Deadlock and Race Situations, Inter-thread Communication - Suspending, Resuming, and Stopping of Threads.
Java Database Connectivity: Introduction, JDBC Architecture, Installing MySQL and MySQL Connector/J, JDBC Environment Setup, Establishing JDBC Database Connections, ResultSet Interface
Java FX GUI: Java FX Scene Builder, Java FX App Window Structure, displaying text and image, event handling, laying out nodes in scene graph, mouse events (Text Book 3)

Text Books:

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

References Books:

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

Online Resources:

1. https://nptel.ac.in/courses/106/105/106105191/
2. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_012880464547618816347_shared/overview

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B.TECH. IN COMPUTER SCIENCE AND ENGINEERING
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II Year B.Tech. CSE –I Semester

L	T	P	C
0	0	3	1.5

(24ALBTCS301P) ADVANCED DATA STRUCTURES & ALGORITHM ANALYSIS LAB
(Common to CSE,CSM)

Course Objectives: The objective of the course is to
- Acquire practical skills in constructing and managing Data structures
- Apply the popular algorithm design methods in problem-solving scenarios

Course Outcomes:

CO No.	After completion of the course, students will be able to	Bloom's Level
CO1	Implement and analyse advanced tree structures like AVL, B-Trees, and Heap Trees for insertion, deletion, and traversal operations.	Apply (L3)
CO2	Apply graph traversal algorithms and determine connected and biconnected components using adjacency matrix and list representations.	Apply (L3)
CO3	Evaluate and compare sorting algorithms (Quick sort, Merge sort) based on performance for various input sizes.	Evaluate (L5)
CO4	Implement greedy algorithms for solving optimization problems like Job Sequencing and Shortest Paths.	Apply (L3)
CO5	Solve dynamic programming problems like 0/1 Knapsack and Optimal BSTs and analyse their space-time complexity.	Analyse (L4)
CO6	Apply backtracking and branch & bound techniques to combinatorial problems like N-Queens and Travelling Salesperson Problem (TSP).	Apply (L3)

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

Sample Programs:
1. Construct an AVL tree for a given set of elements which are stored in a file. And implement insert and delete operation on the constructed tree. Write contents of tree into a new file using in-order.
2. Construct B-Tree an order of 5 with a set of 100 random elements stored in array. Implement searching, insertion and deletion operations.
3. Construct Min and Max Heap using arrays, delete any element and display the content of the Heap.

4. Implement BFT and DFT for given graph, when graph is represented by
   a) Adjacency Matrix b) Adjacency Lists
5. Write a program for finding the bi-connected components in a given graph.
6. Implement Quick sort and Merge sort and observe the execution time for various input sizes (Average, Worst and Best cases).
7. Compare the performance of Single Source Shortest Paths using Greedy method when the graph is represented by adjacency matrix and adjacency lists.
8. Implement Job sequencing with deadlines using Greedy strategy.
9. Write a program to solve 0/1 Knapsack problem Using Dynamic Programming.
10. Implement N-Queens Problem Using Backtracking.
11. Use Backtracking strategy to solve 0/1 Knapsack problem.
12. Implement Travelling Sales Person problem using Branch and Bound approach.

Reference Books:

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

Online Learning Resources:

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

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(24ALBTCS302P) OBJECT-ORIENTED PROGRAMMING THROUGH JAVA LAB
(Common to CSE,CSM,CSD)

Course Objectives: The aim of this course is to

- Practice object-oriented programming in the Java programming language
- Implement Classes, Objects, Methods, Inheritance, Exception, Runtime Polymorphism, User defined Exception handling mechanism
- Illustrate inheritance, Exception handling mechanism, JDBC connectivity
- Construct Threads, Event Handling, implement packages, Java FX GUI

Course Outcomes:

CO No.	After completion of the course, students will be able to	Bloom's Level
CO1	Develop programs using fundamental Java constructs such as data types, control structures, and operators.	Apply (Level 3)
CO2	Demonstrate the concepts of classes, objects, constructors, overloading, and inheritance to build object-oriented applications.	Apply (Level 3)
CO3	Implement abstraction and polymorphism using abstract classes, interfaces, and dynamic method dispatch.	Apply (Level 3)
CO4	Apply exception handling and multithreading concepts to build reliable and concurrent Java applications.	Analyze (Level 4)
CO5	Utilize packages, JavaFX GUI components, and event handling to design interactive desktop applications.	Create (Level 6)
CO6	Develop applications that interact with relational databases using JDBC for CRUD operations.	Apply (Level 3)

Experiments covering the Topics:

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

Sample Experiments:

Exercise – 1:

a) Write a JAVA program to display default value of all primitive data type of JAVA

b) Write a java program that display the roots of a quadratic equation $ax^2+bx=0$. Calculate the discriminate D and basing on value of D, describe the nature of root.

Exercise - 2

a) Write a JAVA program to search for an element in a given list of elements using binary search mechanism.

b) Write a JAVA program to sort for an element in a given list of elements using bubble sort

c)Write a JAVA program using String Buffer to delete, remove character.

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Exercise - 3

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

Exercise - 4

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

Exercise - 5

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

Exercise - 6

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

Exercise - 7

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

Exercise – 8

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

Exercise – 9

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

Textbooks:

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

References Books:

1. The complete Reference Java, 11th edition, Herbert Schildt, TMH
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Online Resources:

1. https://nptel.ac.in/courses/106/105/106105191/
2. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_012880464547618816347_shared/overview

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L	T	P	C
0	1	2	2

(24ALBTCS303) PYTHON PROGRAMMING (SKILL ENHANCEMENT COURSE)
(Common to CSE, CSM, CSD)

Course Objectives: The main objectives of the course are to

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

Course Outcomes:

CO No.	After completion of the course, students will be able to	Bloom's Level
CO1	Apply core Python programming concepts such as data types, operators, control structures, and exception handling.	Apply (L3)
CO2	Develop functions using various argument types and perform string and list manipulations using built-in methods.	Apply (L3)
CO3	Demonstrate the use of dictionaries, tuples, and sets for efficient data handling and manipulation.	Apply (L3)
CO4	Perform file operations and implement object-oriented programming concepts including inheritance and polymorphism.	Analyze (L4)
CO5	Use Python libraries like NumPy and Pandas for basic data analysis and demonstrate data visualization using Matplotlib.	Apply (L3)
CO6	Design and develop small-scale applications using a combination of Python features across data structures and libraries.	Create (L6)

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

Sample Experiments:

1. Write a program to find the largest element among three Numbers.
2. Write a Program to display all prime numbers within an interval
3. Write a program to swap two numbers without using a temporary variable.
4. Demonstrate the following Operators in Python with suitable examples.

i) Arithmetic Operators ii) Relational Operators iii) Assignment Operatorsiv) Logical Operators v) Bit wise Operators vi) Ternary Operator vii) Membership Operators
viii) Identity Operators

5. Write a program to add and multiply complex numbers
6. Write a program to print multiplication table of a given number.

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

Lists: Creating Lists, Basic List Operations, Indexing and Slicing in Lists, Built-In Functions Used on Lists, List Methods, del Statement.

Sample Experiments:

7. Write a program to define a function with multiple return values.
8. Write a program to define a function using default arguments.
9. Write a program to find the length of the string without using any library functions.
10. Write a program to check if the substring is present in a given string or not.
11. Write a program to perform the given operations on a list:
    i. Addition ii. Insertion iii. slicing
12. Write a program to perform any 5 built-in functions by taking any list.

UNIT-III: Dictionaries: Creating Dictionary, Accessing and Modifying key:value Pairs in Dictionaries, Built-In Functions Used on Dictionaries, Dictionary Methods, del Statement.

Tuples and Sets: Creating Tuples, Basic Tuple Operations, tuple() Function, Indexing and Slicing in Tuples, Built-In Functions Used on Tuples, Relation between Tuples and Lists, Relation between Tuples and Dictionaries, Using zip() Function, Sets, Set Methods, Frozenset.

Sample Experiments:

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

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

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

Sample Experiments:

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

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

Sample Experiments:

24. Python program to check whether a JSON string contains complex object or not.
25. Python Program to demonstrate NumPy arrays creation using array () function.
26. Python program to demonstrate use of ndim, shape, size, dtype.
27. Python program to demonstrate basic slicing, integer and Boolean indexing.
28. Python program to find min, max, sum, cumulative sum of array
29. Create a dictionary with at least five keys and each key represent value as a list where this list contains at least ten values and convert this dictionary as a pandas data frame and explore the data through the data frame as follows:
    a) Apply head () function to the pandas data frame
    b) Perform various data selection operations on Data Frame
30. Select any two columns from the above data frame, and observe the change in one attribute with respect to other attribute with scatter and plot operations in matplotlib

Reference Books:

1. Gowrishankar S, Veena A., Introduction to Python Programming, CRC Press.
2. Python Programming, S Sridhar, J Indumathi, V M Hariharan, 2nd Edition, Pearson, 2024
3. Introduction to Programming Using Python, Y. Daniel Liang, Pearson.

Online Learning Resources/Virtual Labs:

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

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L	T	P	C
2	0	0	0

(24ALBTAC301) ENVIRONMENTAL SCIENCE
(Common to CSE, CSM, CSD)

Course Objectives:

- To make the students to get awareness on environment.
- To understand the importance of protecting natural resources, ecosystems for future generations and pollution causes due to the day to day activities of human life
- To save earth from the inventions by the engineers.

Course Outcomes:

CO No.	Course Outcome Statement	Bloom's Level
CO1	Explain the multidisciplinary nature, scope, and importance of environmental studies and the need for public awareness.	Understand (L2)
CO2	Analyse the use, exploitation, and conservation of natural resources and evaluate associated problems.	Analyse (L4)
CO3	Describe ecosystem structure, functions, biodiversity concepts, and methods of conservation.	Understand (L2)
CO4	Identify various types of pollution, their causes, effects, and suggest preventive and control measures.	Apply (L3)
CO5	Examine environmental social issues and interpret related environmental laws, ethics, and movements.	Evaluate (L5)
CO6	Assess the impact of population growth on environment and propose sustainable development practices.	Evaluate (L5)

UNIT I

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

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

UNIT II

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

Forest ecosystem.

Grassland ecosystem

Desert ecosystem.

Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries)

Biodiversity and its Conservation : Introduction 0 Definition: genetic, species and ecosystem diversity – Bio-geographical classification of India – Value of biodiversity: consumptive use, Productive use, social, ethical, aesthetic and option values – Biodiversity at global, National and local levels – India as a mega-diversity nation – Hot-sports of biodiversity – Threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts – Endangered and endemic species of India – Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity.

UNIT III

Environmental Pollution: Definition, Cause, effects and control measures of :

a) Air Pollution.
b) Water pollution
c) Soil pollution
d) Marine pollution
e) Noise pollution
f) Thermal pollution
g) Nuclear hazards

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

UNIT IV

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

UNIT V

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

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

Textbooks:

1. Textbook of Environmental Studies for Undergraduate Courses Erach Bharucha for University Grants Commission, Universities Press.
2. Palaniswamy, “Environmental Studies”, Pearson education
3. S.Azeem Unnisa, “Environmental Studies” Academic Publishing Company
4. K.Raghavan Nambiar, “Text book of Environmental Studies for Undergraduate Courses as per UGC model syllabus”, Scitech Publications (India), Pvt. Ltd.

References:

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

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2	0	0	2

(24ALBT00401Ta) MANAGERIAL ECONOMICS AND FINANCIAL ANALYSIS

Course Objectives:

- To inculcate the basic knowledge of microeconomics and financial accounting
- To make the students learn how demand is estimated for different products, input- output relationship for optimizing production and cost
- To Know the Various types of market structure and pricing methods and strategy
- To give an overview on investment appraisal methods to promote the students to learn how to plan long-term investment decisions.
- To provide fundamental skills on accounting and to explain the process of preparing financial statements.

Course Outcomes:

CO No.	After completion of the course, students will be able to	Bloom's Level
CO1	Explain the fundamental concepts of managerial economics and analyse the nature and behaviour of demand.	Understand (L2)
CO2	Apply various demand forecasting methods and examine their relevance in managerial decision-making.	Apply (L3)
CO3	Analyse production and cost concepts and compute the Break-Even Point using basic cost accounting tools.	Analyse (L4)
CO4	Compare different forms of business organizations and evaluate pricing strategies in various market structures.	Evaluate (L5)
CO5	Illustrate the concepts of working capital, sources of capital, and apply capital budgeting techniques for project appraisal.	Apply (L3)
CO6	Prepare and analyse final accounts and interpret key financial ratios for decision-making.	Analyse (L4)

UNIT - I Managerial Economics

Introduction – Nature, meaning, significance, functions, and advantages. Demand-Concept, Function, Law of Demand - Demand Elasticity- Types – Measurement. Demand Forecasting- Factors governing Forecasting, Methods. Managerial Economics and Financial Accounting and Management.

UNIT - II Production and Cost Analysis

Introduction – Nature, meaning, significance, functions and advantages. Production Function– Least- cost combination– Short run and long run Production Function- Isoquants and Is costs, Cost & Break-Even Analysis - Cost concepts and Cost behavior- Break-Even Analysis (BEA) - Determination of Break-Even Point (Simple Problems).

UNIT - III Business Organizations and Markets

Introduction – Forms of Business Organizations- Sole Proprietary - Partnership - Joint Stock Companies - Public Sector Enterprises. Types of Markets - Perfect and Imperfect Competition - Features of Perfect Competition Monopoly- Monopolistic Competition– Oligopoly-Price-Output Determination - Pricing Methods and Strategies

UNIT - IV Capital Budgeting

Introduction – Nature, meaning, significance. Types of Working Capital, Components, Sources of Short-term and Long-term Capital, Estimating Working capital requirements. Capital Budgeting– Features, Proposals, Methods and Evaluation. Projects – Pay Back Method, Accounting Rate of Return (ARR) Net Present Value (NPV) Internal Rate Return (IRR) Method (sample problems)

UNIT - V Financial Accounting and Analysis

Introduction – Concepts and Conventions- Double-Entry Bookkeeping, Journal, Ledger, Trial Balance- Final Accounts (Trading Account, Profit and Loss Account and Balance Sheet with simple adjustments). Introduction to Financial Analysis - Analysis and Interpretation of Liquidity Ratios, Activity Ratios, and Capital structure Ratios and Profitability.

Textbooks:

1. Varshney & Maheswari: Managerial Economics, Sultan Chand.
2. Arya Sri: Business Economics and Financial Analysis, 4/e, MGH.

Reference Books:

1. Ahuja Hl Managerial economics S Chand.
2. S.A. Siddiqui and A.S. Siddiqui: Managerial Economics and Financial Analysis, New Age International.
3. Joseph G. Nellis and David Parker: Principles of Business Economics, Pearson, 2/e, New Delhi.
4. Domnick Salvatore: Managerial Economics in a Global Economy, Cengage.

Online Learning Resources:

https://www.slideshare.net/123ps/managerial-economics-ppt
https://www.slideshare.net/rossanz/production-and-cost-45827016
https://www.slideshare.net/darkyla/business-organizations-19917607
https://www.slideshare.net/balarajbl/market-and-classification-of-market
https://www.slideshare.net/ruchi101/capital-budgeting-ppt-59565396
https://www.slideshare.net/ashu1983/financial-accounting

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2	0	0	2

(24ALBT00401Tb) ORGANISATIONAL BEHAVIOUR

Course Objectives:

- To enable student's comprehension of organizational behavior
- To offer knowledge to students on self-motivation, leadership and management
- To facilitate them to become powerful leaders
- To Impart knowledge about group dynamics
- To make them understand the importance of change and development

Course Outcomes:

CO No.	After completion of the course, students will be able to	Bloom's Level
CO1	Explain the nature, scope, and importance of organizational behaviour and analyse factors influencing individual behaviour.	Understand (L2)
CO2	Compare and apply various theories of motivation to understand employee behaviour in the workplace.	Apply (L3)
CO3	Analyse how perception, attitude, and personality influence organizational behaviour.	Analyse (L4)
CO4	Evaluate different leadership styles and their impact on organizational climate and performance.	Evaluate (L5)
CO5	Analyse group dynamics, decision making, and team-building strategies in organizations.	Analyse (L4)
CO6	Examine organizational change processes and strategies for effective change and stress management.	Understand (L2)

UNIT - I Introduction to Organizational Behavior

Meaning, definition, nature, scope and functions - Organizing Process – Making organizing effective - Understanding Individual Behaviour –Attitude -Perception - Learning – Personality.

UNIT - II Motivation and Leading

Theories of Motivation- Maslow's Hierarchy of Needs - Hertzberg's Two Factor Theory - Vroom's theory of expectancy – Mc Cleland's theory of needs–Mc Gregor's theory X and theory Y– Adam's equity theory.

UNIT - III Organizational Culture

Introduction – Meaning, scope, definition, Nature - Organizational Climate - Leadership - Traits Theory– Managerial Grid - Transactional Vs Transformational Leadership - Qualities of good Leader - Conflict Management -Evaluating Leader.

UNIT - IV Group Dynamics

Introduction – Meaning, scope, definition, Nature- Types of groups - Determinants of group behaviour - Group process – Group Development - Group norms - Group cohesiveness - Small Groups - Group decision making - Team building - Conflict in the organization– Conflict resolution

UNIT - V Organizational Change and Development

Introduction –Nature, Meaning, scope, definition and functions- Organizational Culture - Changing the Culture – Change Management – Work Stress Management - Organizational management – Managerial implications of organization's change and development

Textbooks:

1. Luthans, Fred, Organizational Behavior, McGraw-Hill, 12 Th edition.
2. P Subba Ran, Organizational Behavior, Himalya Publishing House.
3. Reference Books:
4. McShane, Organizational Behavior, TMH
5. Nelson, Organizational Behaviour, Thomson.
6. Robbins, P. Stephen, Timothy A. Judge, Organizational Behavior, Pearson.
7. Aswathappa, Organizational Behaviour, Himalaya.

Online Learning Resources:

1. https://www.slideshare.net/Knight1040/organizational-culture
   9608857s://www.slideshare.net/AbhayRajpoot3/motivation-165556714
   https://www.slideshare.net/harshrastogi1/group-dynamics-159412405
2. https://www.slideshare.net/vanyasingla1/organizational-change-development-26565951

Anantha Lakshmi Institute of Technology & Sciences
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B.TECH. IN COMPUTER SCIENCE AND ENGINEERING
COURSE STRUCTURE & SYLLABUS

II Year B.Tech. CSE – II Semester

L	T	P	C
2	0	0	2

(24ALBT00401Tc) BUSINESS ENVIRONMENT

Course Objectives:

- To make the student to understand about the business environment
- To enable them in knowing the importance of fiscal and monitory policy
- To facilitate them in understanding the export policy of the country
- To Impart knowledge about the functioning and role of WTO
- To Encourage the student in knowing the structure of stock markets

Course Outcomes:

CO No.	After completion of the course, students will be able to	Bloom's Level
CO1	Describe the nature, scope, and structure of the business environment, including internal and external factors.	Understand (L2)
CO2	Explain the components and recent developments in India's fiscal and monetary policies.	Understand (L2)
CO3	Analyse the impact of fiscal and monetary measures on economic stability and business decisions.	Analyse (L4)
CO4	Examine the structure and implications of India's trade policy and balance of payments.	Analyse (L4)
CO5	Evaluate the role of WTO, GATT, and related agreements in shaping global trade practices.	Evaluate (L5)
CO6	Analyse the structure of money and capital markets, recent reforms, and the role of SEBI in investor protection.	Analyse (L4)

UNIT - I Overview of Business Environment

Introduction – meaning Nature, Scope, significance, functions and advantages. Types- Internal &External, Micro and Macro. Competitive structure of industries -Environmental analysis- advantages & limitations of environmental analysis.

UNIT - II Fiscal & Monetary Policy

Introduction – Nature, meaning, significance, functions and advantages. Public Revenues - Public Expenditure - Evaluation of recent fiscal policy of GOI. Highlights of Budget- Monetary Policy - Demand and Supply of Money –RBI -Objectives of monetary and credit policy - Recent trends- Role of Finance Commission.

UNIT - III India's Trade Policy

Introduction – Nature, meaning, significance, functions and advantages. Magnitude and direction of Indian International Trade - Bilateral and Multilateral Trade Agreements - EXIM policy and role of EXIM bank - Balance of Payments– Structure & Major components - Causes for Disequilibrium in Balance of Payments - Correction measures.

UNIT - IV World Trade Organization

Introduction – Nature, significance, functions and advantages. Organization and Structure - Role and functions of WTO in promoting world trade - GATT -Agreements in the Uruguay Round –TRIPS, TRIMS - Disputes Settlement Mechanism - Dumping and Anti-dumping Measures.

UNIT - V Money Markets and Capital Markets

Introduction – Nature, meaning, significance, functions and advantages. Features and components of Indian financial systems - Objectives, features and structure of money markets and capital markets - Reforms and recent development – SEBI – Stock Exchanges
- Investor protection and role of SEBI, Introduction to international finance.

Textbooks:

1. Francis Cherunilam, International Business: Text and Cases, Prentice Hall of India.
2. K. Aswathappa, Essentials of Business Environment: Texts and Cases & Exercises 13th Revised Edition.HPH

Reference Books:

1. K. V. Sivayya, V. B. M Das, Indian Industrial Economy, Sultan Chand Publishers, New Delhi, India.
2. Sundaram, Black, International Business Environment Text and Cases, Prentice Hall of India, New Delhi, India.
3. Chari. S. N, International Business, Wiley India.
4. E. Bhattacharya, International Business, Excel Publications, New Delhi.

Online Learning Resources: https://www.slideshare.net/ShompaDhali/business-environment-53111245 https://www.slideshare.net/rbalsells/fiscal-policy-ppt
https://www.slideshare.net/aguness/monetary-policy-presentationppt
https://www.slideshare.net/DaudRizwan/monetary-policy-of-india-69561982
https://www.slideshare.net/ShikhaGupta31/indias-trade-policyppt
https://www.slideshare.net/viking2690/wto-ppt-60260883
https://www.slideshare.net/prateeknepal3/ppt-mo

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II Year B.Tech. CSE – II Semester

L	T	P	C
3	0	0	3

(24ALBTHS402T) PROBABILITY & STATISTICS

(Common to CSE, CSE (AI &ML), CSE(IoT), CSE(AI),AI&ML, CS, IT)

Course Objectives:

- To enable students to understand and apply descriptive statistical techniques such as measures of central tendency, dispersion, correlation, and regression for data analysis and interpretation.
- To impart knowledge of probability theory, random variables, and standard probability distributions (Binomial, Poisson, and Normal), essential for modeling and analyzing real-world uncertainty.
- To develop the ability to estimate population parameters, formulate and test hypotheses using both large and small sample statistical tests, thereby supporting data-driven decision-making.

Course Outcomes:

CO No.	After successful completion of this course, the students should be able to:	Bloom's Level
CO1	Summarize and interpret data using measures of central tendency, variability, skewness, and kurtosis.	Understand (L2)
CO2	Analyse relationships using correlation, rank correlation, regression lines, and method of least squares.	Analyse (L4)
CO3	Apply probability laws and Bayes' theorem to solve problems involving random variables and expectations.	Apply (L3)
CO4	Explain and apply the properties of binomial, Poisson, and normal distributions in real-life scenarios.	Apply (L3)
CO5	Perform hypothesis testing for large samples including proportions and means, and construct confidence intervals.	Apply (L3)
CO6	Use small sample tests such as t-test, F-test, and chi-square test for hypothesis testing and decision-making.	Apply (L3)

UNIT I : Descriptive statistics

Statistics Introduction, Population vs Sample, Collection of data, primary and secondary data, Measures of Central tendency, Measures of Variability (spread or variance) Skewness, Kurtosis, correlation, correlation coefficient, rank correlation, regression coefficients, method of least squares, regression lines.

UNIT II Probability

Probability, probability axioms, addition law and multiplicative law of probability, conditional probability, Baye's theorem, random variables (discrete and continuous), probability density functions, properties, mathematical expectation.

UNIT III Probability distributions

Probability distributions: Binomial, Poisson and Normal-their properties (Chebyshevs inequality). Approximation of the binomial distribution to normal distribution.

UNIT IV Estimation and Testing of hypothesis, large sample tests

Estimation-parameters, statistics, sampling distribution, point estimation, Formulation of null hypothesis, alternative hypothesis, the critical and acceptance regions, level of significance, two types of errors and power of the test. Large Sample Tests: Test for single proportion, difference of proportions, test for single mean and difference of means. Confidence interval for parameters in one sample and two sample problems

UNIT V Small sample tests

Student t-distribution (test for single mean, two means and paired t-test), testing of equality of variances (F-test), $\chi 2$ - test for goodness of fit, $\chi 2$ - test for independence of attributes.

Textbooks:

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

Reference Books:

1. S. Ross, a First Course in Probability, Pearson Education India, 2002.
2. W. Feller, an Introduction to Probability Theory and its Applications, 1/e, Wiley, 1968.
3. B. V. Ramana, Higher Engineering Mathematics, Mc Graw Hill Education.

Online Learning Resources:

1. https://onlinecourses.nptel.ac.in/noc21_ma74/preview
2. https://onlinecourses.nptel.ac.in/noc22_mg31/preview

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B.TECH. IN COMPUTER SCIENCE AND ENGINEERING
COURSE STRUCTURE & SYLLABUS
II Year B.Tech. CSE – II Semester

L	T	P	C
3	0	0	3

(24ALBTCS401T) OPERATING SYSTEMS

Course Objectives: The main objectives of the course is to make student

- Understand the basic concepts and principles of operating systems, including process management, memory management, file systems, and Protection
- Make use of process scheduling algorithms and synchronization techniques to achieve better performance of a computer system.
- Illustrate different conditions for deadlock and their possible solutions.

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

CO No.	After completion of the course, students will be able to	Bloom's Level
CO1	Explain the functions, services, and structures of modern operating systems and system calls.	Understand (L2)
CO2	Analyse process management, scheduling, and multithreading mechanisms in operating systems.	Analyse (L4)
CO3	Apply CPU scheduling algorithms to optimize process performance in various computing environments.	Apply (L3)
CO4	Implement and evaluate synchronization mechanisms and deadlock handling strategies.	Evaluate (L5)
CO5	Compare and contrast memory management and virtual memory techniques including paging and page replacement.	Analyse (L4)
CO6	Explain file system implementation, access methods, and protection strategies in operating systems.	Understand (L2)

UNIT - I

Operating Systems Overview: Introduction, Operating system functions, Operating systems operations, Computing environments, Free and Open-Source Operating Systems **System Structures:** Operating System Services, User and Operating-System Interface, system calls, Types of System Calls, system programs, Operating system Design and Implementation, Operating system structure, Building and Booting an Operating System, Operating system debugging

UNIT - II

Processes: Process Concept, Process scheduling, Operations on processes, Inter-process communication. **Threads and Concurrency:** Multithreading models, Thread libraries, Threading issues. **CPU Scheduling:** Basic concepts, Scheduling criteria, Scheduling algorithms, Multiple processor scheduling.

UNIT – III

Synchronization Tools: The Critical Section Problem, Peterson's Solution, Mutex Locks, Semaphores, Monitors, Classic problems of Synchronization. **Deadlocks:** system Model, Deadlock characterization, Methods for handling Deadlocks, Deadlock prevention, Deadlock avoidance, Deadlock detection, Recovery from Deadlock.

UNIT - IV

Memory-Management Strategies: Introduction, Contiguous memory allocation, Paging, Structure of the Page Table, Swapping. **Virtual Memory Management:** Introduction, Demand paging, Copy-on-write, Page replacement, Allocation of frames, Thrashing. **Storage Management:** Overview of Mass Storage Structure, HDD Scheduling.

UNIT - V

File System: File System Interface: File concept, Access methods, Directory Structure; File system Implementation: File-system structure, File-system Operations, Directory implementation, Allocation method, Free space management; File-System Internals: File- System Mounting, Partitions and Mounting, File Sharing. **Protection:** Goals of protection, Principles of protection, Protection Rings, Domain of protection, Access matrix.

Textbooks:

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

Reference Books:

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

Online Learning Resources:

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

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II Year B.Tech. CSE – II Semester

L	T	P	C
3	0	0	3

(24ALBTCS402T) DATABASE MANAGEMENT SYSTEMS
(Common to CSE, CSM, CSD)

Course Objectives: The main objective of the course is to

- Introduce database management systems and to give a good formal foundation on the relational model of data and usage of Relational Algebra
- Introduce the concepts of basic SQL as a universal Database language
- Demonstrate the principles behind systematic database design approaches by covering conceptual design, logical design through normalization
- Provide an overview of physical design of a database system, by discussing Database indexing techniques and storage techniques

Course Outcomes:

CO No.	After completion of the course, students will be able to	Bloom's Level
CO1	Explain the characteristics of database systems, data models, and architecture including E-R modelling.	Understand (L2)
CO2	Apply relational model concepts and relational algebra for representing and manipulating data.	Apply (L3)
CO3	Write basic SQL queries to create, manipulate, and retrieve data from relational databases using constraints and joins.	Apply (L3)
CO4	Construct advanced SQL queries using nested subqueries, views, aggregation, grouping, and set operations.	Apply (L3)
CO5	Analyse database schema using normalization techniques and determine the appropriate normal form for given relations.	Analyse (L4)
CO6	Evaluate transaction properties, concurrency control mechanisms, and indexing techniques for efficient database management.	Evaluate (L5)

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

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

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

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

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

Textbooks:

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

Reference Books:

1. Introduction to Database Systems, 8thedition, C J Date, Pearson.
2. Database Management System, 6th edition, RamezElmasri, Shamkant B. Navathe, Pearson
3. Database Principles Fundamentals of Design Implementation and Management, Corlos Coronel, Steven Morris, Peter Robb, Cengage Learning.

Web-Resources:

1. https://nptel.ac.in/courses/106/105/106105175/
2. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_012758066672820224 56_shared/overview

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B.TECH. IN COMPUTER SCIENCE AND ENGINEERING
COURSE STRUCTURE & SYLLABUS
II Year B.Tech. CSE (AI) – II Semester

L	T	P	C
3	0	0	3

(24ALBTCS403T) SOFTWARE ENGINEERING

Course Objectives: The objectives of this course are to introduce

- Software life cycle models, Software requirements and SRS document.
- Project Planning, quality control and ensuring good quality software.
- Software Testing strategies, use of CASE tools, Implementation issues, validation & verification procedures.

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

CO No.	After completion of the course, students will be able to	Bloom's Level
CO1	Explain the evolution of software engineering and compare various software life cycle models.	Understand (L2)
CO2	Apply appropriate project size estimation and cost estimation techniques for software project planning.	Apply (L3)
CO3	Develop a detailed Software Requirements Specification (SRS) document using formal and informal methods.	Create (L6)
CO4	Design software using structured and function-oriented approaches, ensuring high cohesion and low coupling.	Analyse (L4)
CO5	Apply various testing techniques and evaluate software quality using reliability models and standards like ISO 9000, CMM.	Evaluate (L5)
CO6	Demonstrate the role of CASE tools, maintenance practices, and software reuse strategies in the software lifecycle.	Apply (L3)

UNIT I:

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

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

UNIT II:

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

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

UNIT III:

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

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

Function-Oriented Software Design: Overview of SA/SD methodology, Structured analysis, Developing the DFD model of a system, Structured design, Detailed design, and Design Review.
User Interface Design: Characteristics of a good user interface, Basic concepts, Types of user interfaces, Fundamentals of component-based GUI development, and user interface design methodology.

UNIT IV:

Coding And Testing: Coding, Code review, Software documentation, Testing, Black-box testing, White-Box testing, Debugging, Program analysis tools, Integration testing**,** Testing object-oriented programs, Smoke testing, and Some general issues associated with testing.
Software Reliability And Quality Management: Software reliability. Statistical testing, Software quality, Software quality management system, ISO 9000. SEI Capability maturity model. Few other important quality standards, and Six Sigma**.**

UNIT V:

Computer-Aided Software Engineering (Case): CASE and its scope, CASE environment, CASE support in the software life cycle, other characteristics of CASE tools, Towards second generation CASE Tool, and Architecture of a CASE Environment.
Software Maintenance: Characteristics of software maintenance, Software reverse engineering, Software maintenance process models and Estimation of maintenance cost.
Software Reuse: reuse- definition, introduction, reason behind no reuse so far, Basic issues in any reuse program, A reuse approach, and Reuse at organization level.

Text Books:

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

Reference Books:

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

E Resources:

1) https://nptel.ac.in/courses/106/105/106105182/
2) https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_012605895063871 48827_shared/overview
3) https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_013382690411003 904735_shared/overview

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B.TECH. IN COMPUTER SCIENCE AND ENGINEERING
COURSE STRUCTURE & SYLLABUS
II Year B.Tech. CSE –II Semester

L	T	P	C
0	0	3	1.5

(24ALBTCS401P) OPERATING SYSTEMS LAB

Course Objectives: The main objectives of the course are to

- Provide insights into system calls, file systems, semaphores,
- Develop and debug CPU Scheduling algorithms, page replacement algorithms, thread implementation
- Implement Bankers Algorithms to Avoid the Dead Lock

Course Outcomes:

CO No.	After completion of the course, students will be able to	Bloom's Level
CO1	Demonstrate proficiency in using UNIX commands and system calls to perform basic file and process operations.	Apply (L3)
CO2	Simulate and evaluate different CPU scheduling algorithms and thread handling mechanisms.	Analyse (L4)
CO3	Implement synchronization techniques using semaphores and monitors to solve IPC problems.	Apply (L3)
CO4	Apply deadlock avoidance and prevention strategies using Banker's algorithm.	Apply (L3)
CO5	Simulate memory management schemes and page replacement algorithms for efficient resource allocation.	Analyse (L4)
CO6	Implement and compare different file allocation strategies in a simulated environment.	Apply (L3)

Experiments covering the Topics:

- UNIX fundamentals, commands & system calls
- CPU Scheduling algorithms, thread processing
- IPC, semaphores, monitors, deadlocks
- Page replacement algorithms, file allocation strategies
- Memory allocation strategies

Sample Experiments:

1. Practicing of Basic UNIX Commands.
2. Write programs using the following UNIX operating system calls fork, exec, getpid, exit, wait, close, stat, opendir and readdir
3. Simulate UNIX commands like cp, ls, grep, etc.,
4. Simulate the following CPU scheduling algorithms
   a) FCFS b) SJF c) Priority d) Round Robin
5. Control the number of ports opened by the operating system with
   a) Semaphore b) Monitors.
6. Write a program to illustrate concurrent execution of threads using pthreads library.
7. Write a program to solve producer-consumer problem using Semaphores.
8. Implement the following memory allocation methods for fixed partition
   a) First fit b) Worst fit c) Best fit

9. Simulate the following page replacement algorithms
   a) FIFO b) LRU c) LFU
10. Simulate Paging Technique of memory management.
11. Implement Bankers Algorithm for Dead Lock avoidance and prevention
12. Simulate the following file allocation strategies
    a) Sequential b) Indexed c) Linked

Reference Books:

1. Operating System Concepts, Silberschatz A, Galvin P B, Gagne G, 10th Edition, Wiley, 2018.
2. Modern Operating Systems, Tanenbaum A S, 4th Edition, Pearson, 2016
3. Operating Systems -Internals and Design Principles, Stallings W, 9th edition, Pearson, 2018
4. Operating Systems: A Concept Based Approach, D.M Dhamdhere, 3rd Edition, McGraw- Hill, 2013

Online Learning Resources:

1. https://www.cse.iitb.ac.in/~mythili/os/
2. http://peterindia.net/OperatingSystems.html

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II Year B.Tech. CSE – II Semester

L	T	P	C
0	0	3	1.5

(24ALBTCS402P) DATABASE MANAGEMENT SYSTEMS LAB
(Common to CSE, CSM, CSD)

Course Objectives: This Course will enable students to

- Populate and query a database using SQL DDL/DML Commands
- Declare and enforce integrity constraints on a database
- Writing Queries using advanced concepts of SQL
- Programming PL/SQL including procedures, functions, cursors and triggers.

Course Outcomes:

CO No.	After completion of the course, students will be able to	Bloom's Level
CO1	Apply DDL, DML, and DCL commands to create and manipulate database schemas and records.	Apply (L3)
CO2	Develop and execute SQL queries, including nested queries and built-in functions for data retrieval and analysis.	Apply (L3)
CO3	Construct PL/SQL blocks using control structures, loops, and exception handling to solve real-world problems.	Create (L6)
CO4	Design and implement procedures, functions, and cursors for modular and efficient database applications.	Create (L6)
CO5	Develop and manage database triggers to automate operations based on data changes.	Apply (L3)
CO6	Establish connectivity between Java programs and databases using JDBC for performing CRUD operations.	Apply (L3)

Experiments covering the topics:

- DDL, DML, DCL commands
- Queries, nested queries, built-in functions,
- PL/SQL programming- control structures
- Procedures, Functions, Cursors, Triggers,
- Database connectivity- ODBC/JDBC

Sample Experiments:

1. Creation, altering and droping of tables and inserting rows into a table (use constraints while creating tables) examples using SELECT command.
2. Queries (along with sub Queries) using ANY, ALL, IN, EXISTS, NOTEXISTS, UNION, INTERSET, Constraints. Example:- Select the roll number and name of the student who secured fourth rank in the class.
3. Queries using Aggregate functions (COUNT, SUM, AVG, MAX and MIN), GROUP BY, HAVING and Creation and dropping of Views.
4. Queries using Conversion functions (to_char, to_number and to_date), string functions (Concatenation, lpad, rpad, ltrim, rtrim, lower, upper, initcap, length, substr and instr), date functions (Sysdate, next_day, add_months, last_day, months_between, least, greatest, trunc, round, to_char, to_date)

5.
   i. Create a simple PL/SQL program which includes declaration section, executable section and exception –Handling section (Ex. Student marks can be selected from the table and printed for those who secured first class and an exception can be raised if no records were found)
   ii. Insert data into student table and use COMMIT, ROLLBACK and SAVEPOINT in PL/SQL block.

6. Develop a program that includes the features NESTED IF, CASE and CASE expression. The program can be extended using the NULLIF and COALESCE functions.
7. Program development using WHILE LOOPS, numeric FOR LOOPS, nested loops using ERROR Handling, BUILT –IN Exceptions, USE defined Exceptions, RAISE- APPLICATION ERROR.
8. Programs development using creation of procedures, passing parameters IN and OUT of PROCEDURES.
9. Program development using creation of stored functions, invoke functions in SQL Statements and write complex functions.
10. Develop programs using features parameters in a CURSOR, FOR UPDATE CURSOR, WHERE CURRENT of clause and CURSOR variables.
11. Develop Programs using BEFORE and AFTER Triggers, Row and Statement Triggers and INSTEAD OF Triggers
12. Create a table and perform the search operation on table using indexing and non- indexing techniques.
13. Write a Java program that connects to a database using JDBC
14. Write a Java program to connect to a database using JDBC and insert values into it
15. Write a Java program to connect to a database using JDBC and delete values from it

Text Books/Suggested Reading:

1. Oracle: The Complete Reference by Oracle Press
2. Nilesh Shah, "Database Systems Using Oracle", PHI, 2007
3. Rick F Vander Lans, "Introduction to SQL", Fourth Edition, Pearson Education, 2007

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II Year B.Tech. CSE –II Semester

L	T	P	C
0	1	2	2

(24ALBTCS404) FULL STACK DEVELOPMENT – 1 (Skill Enhancement Course)
(Common to CSE, CSM)

Course Objectives: The main objectives of the course are to

- Make use of HTML elements and their attributes for designing static web pages
- Build a web page by applying appropriate CSS styles to HTML elements
- Experiment with JavaScript to develop dynamic web pages and validate forms

Course Outcomes:

CO No.	After completion of the course, students will be able to	Bloom's Level
CO1	Design and implement static web pages using HTML elements, tables, forms, frames, and multimedia features.	Create (L6)
CO2	Apply different types of CSS for styling HTML content and demonstrate control over layout and design.	Apply (L3)
CO3	Develop dynamic and interactive webpages using JavaScript for validation and computation.	Create (L6)
CO4	Implement and manipulate pre-defined and user-defined JavaScript objects to handle data and events.	Analyse (L4)
CO5	Design and use JavaScript functions to implement algorithms for mathematical computations and UI interaction.	Create (L6)
CO6	Build and demonstrate a basic Node.js application as a backend scripting tool.	Apply (L3)

Experiments covering the Topics:

- Lists, Links and Images
- HTML Tables, Forms and Frames
- HTML 5 and Cascading Style Sheets, Types of CSS
- Selector forms
- CSS with Color, Background, Font, Text and CSS Box Model
- Applying JavaScript - internal and external, I/O, Type Conversion
- JavaScript Conditional Statements and Loops, Pre-defined and User-defined Objects
- JavaScript Functions and Events
- Node.js

Sample Experiments:

1. Lists, Links and Images

a. Write a HTML program, to explain the working of lists.
Note: It should have an ordered list, unordered list, nested lists and ordered list in an unordered list and definition lists.

b. Write a HTML program, to explain the working of hyperlinks using <a> tag and href, target Attributes.

c. Create a HTML document that has your image and your friend's image with a specific height and width. Also when clicked on the images it should navigate to their respective profiles.

d. Write a HTML program, in such a way that, rather than placing large images on a page, the preferred technique is to use thumbnails by setting the height and width parameters to something like to 100*100 pixels. Each thumbnail image is also a link to a full sized version of the image. Create an image gallery using this technique

2. HTML Tables, Forms and Frames

- Write a HTML program, to explain the working of tables. (use tags: <table>, <tr>, <th>, <td> and attributes: border, rowspan, colspan)
- Write a HTML program, to explain the working of tables by preparing a timetable. (Note: Use <caption> tag to set the caption to the table & also use cell spacing, cell padding, border, rowspan, colspan etc.).
- Write a HTML program, to explain the working of forms by designing Registration form. (Note: Include text field, password field, number field, date of birth field, checkboxes, radio buttons, list boxes using <select>&<option> tags, <text area> and two buttons ie: submit and reset. Use tables to provide a better view).
- Write a HTML program, to explain the working of frames, such that page is to be divided into 3 parts on either direction. (Note: first frame image, second frame paragraph, third frame ☐ hyperlink. And also make sure of using "no frame" attribute such that frames to be fixed).

3. HTML 5 and Cascading Style Sheets, Types of CSS

a. Write a HTML program, that makes use of <article>, <aside>, <figure>, <figcaption>, <footer>, <header>, <main>, <nav>, <section>, , tags.
b. Write a HTML program, to embed audio and video into HTML web page.
c. Write a program to apply different types (or levels of styles or style specification formats) - inline, internal, external styles to HTML elements. (identify selector, property and value).

4. Selector forms

a. Write a program to apply different types of selector forms
   - Simple selector (element, id, class, group, universal)
   - Combinator selector (descendant, child, adjacent sibling, general sibling)
   - Pseudo-class selector
   - Pseudo-element selector
   - Attribute selector

5. CSS with Color, Background, Font, Text and CSS Box Model

a. Write a program to demonstrate the various ways you can reference a color in CSS.
b. Write a CSS rule that places a background image halfway down the page, tilting it horizontally. The image should remain in place when the user scrolls up or down.
c. Write a program using the following terms related to CSS font and text:
   i. font-size ii. font-weight iii. font-style
   iv. text-decoration v. text-transformation vi. text-alignment
d. Write a program, to explain the importance of CSS Box model using
   i. Content ii. Border iii. Margin iv. padding

6. Applying JavaScript - internal and external, I/O, Type Conversion

a. Write a program to embed internal and external JavaScript in a web page.
b. Write a program to explain the different ways for displaying output.
c. Write a program to explain the different ways for taking input.
d. Create a webpage which uses prompt dialogue box to ask a voter for his name and age. Display the information in table format along with either the voter can vote or not

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7. JavaScript Pre-defined and User-defined Objects

a. Write a program using document object properties and methods.
b. Write a program using window object properties and methods.
c. Write a program using array object properties and methods.
d. Write a program using math object properties and methods.
e. Write a program using string object properties and methods.
f. Write a program using regex object properties and methods.
g. Write a program using date object properties and methods.
h. Write a program to explain user-defined object by using properties, methods, accessors, constructors and display.

8. JavaScript Conditional Statements and Loops

a. Write a program which asks the user to enter three integers, obtains the numbers from the user and outputs HTML text that displays the larger number followed by the words "LARGER NUMBER" in an information message dialog. If the numbers are equal, output HTML text as "EQUAL NUMBERS".
b. Write a program to display week days using switch case.
c. Write a program to print 1 to 10 numbers using for, while and do-while loops.
d. Write aprogram to print data in object using for-in, for-each and for-of loops
e. Develop a program to determine whether a given number is an 'ARMSTRONG NUMBER' or not. [Eg: 153 is an Armstrong number, since sum of the cube of the digits is equal to the number i.e.,13 + 53+ 33 = 153]
f. Write a program to display the denomination of the amount deposited in the bank in terms of 100's, 50's, 20's, 10's, 5's, 2's & 1's. (Eg: If deposited amount is Rs.163, the output should be 1-100's, 1-50's, 1-10's, 1-2's & 1-1's)

9. Javascript Functions and Events

a. Design a appropriate function should be called to display
   - Factorial of that number
   - Fibonacci series up to that number
   - Prime numbers up to that number
   - Is it palindrome or not
b. Design a HTML having a text box and four buttons named Factorial, Fibonacci, Prime, and Palindrome. When a button is pressed an appropriate function should be called to display
   13. Factorial of that number
   14. Fibonacci series up to that number
   15. Prime numbers up to that number
   16. Is it palindrome or not
c. Write a program to validate the following fields in a registration page
   i. Name (start with alphabet and followed by alphanumeric and the length should not be less than 6 characters)
   ii. Mobile (only numbers and length 10 digits)
   iii. E-mail (should contain format like xxxxxxx@xxxxxx.xxx)

Textbooks:

1. Programming the World Wide Web, 7th Edition, Robet W Sebesta, Pearson, 2013.
2. Web Programming with HTML5, CSS and JavaScript, John Dean, Jones & Bartlett Learning, 2019 (Chapters 1-11).
3. Pro MERN Stack: Full Stack Web App Development with Mongo, Express, React, and Node, Vasan Subramanian, 2nd edition, APress, O'Reilly.

Web Links:

1. https://www.w3schools.com/html
2. https://www.w3schools.com/css
3. https://www.w3schools.com/js/
4. https://www.w3schools.com/nodejs
5. https://www.w3schools.com/typescript

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II Year B.Tech. CSE –II Semester

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(24ALBT00404T) DESIGN THINKING & INNOVATION
(Common to CSE, CSM, CSD)

Course Objectives:

The objective of this course is to familiarize students with design thinking process as a tool for breakthrough innovation. It aims to equip students with design thinking skills and ignite the minds to create innovative ideas, develop solutions for real-time problems.

Course Outcomes:

CO No.	After completion of the course, students will be able to	Bloom's Level
CO1	Describe the basic elements, principles of design, and the evolution of design thinking.	Understand (L2)
CO2	Illustrate the design thinking process using tools like empathy maps, journey maps, and flowcharts.	Apply (L3)
CO3	Develop and present product ideas using the design thinking approach.	Create (L6)
CO4	Differentiate between innovation and creativity and explain their organizational impact.	Analyse (L4)
CO5	Formulate product design strategies and specifications to solve real-world problems.	Create (L6)
CO6	Analyse how design thinking is applied in business processes, including startup strategies and prototype testing.	Analyse (L4)

UNIT I :Introduction to Design Thinking

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

UNIT II :Design Thinking Process

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

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

UNIT III: Innovation

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

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

UNIT IV: Product Design

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

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

UNIT V : Design Thinking in Business Processes

Design Thinking applied in Business & Strategic Innovation, Design Thinking principles that redefine business – Business challenges: Growth, Predictability, Change, Maintaining Relevance, Extreme competition, Standardization. Design thinking to meet corporate needs-

Design thinking for Startups- Defining and testing Business Models and Business Cases- Developing & testing prototypes.

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

Textbooks:

1. Tim Brown, Change by design, Harper Bollins (2009)
2. Idris Mootee, Design Thinking for Strategic Innovation, 2013, John Wiley & Sons.

Reference Books:

1. David Lee, Design Thinking in the Classroom, Ulysses press
2. Shrutin N Shetty, Design the Future, Norton Press
3. William Lidwell, Universal Principles of Design- Kritinaholden, Jill Butter.
4. Chesbrough.H, The Era of Open Innovation – 2013

Online Learning Resources:

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

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COMMUNITY SERVICE PROJECT

……Experiential learning through community engagement

Introduction

- Community Service Project is an experiential learning strategy that integrates meaningful community service with instruction, participation, learning and community development.
- Community Service Project involves students in community development and service activities and applies the experience to personal and academic development.
- Community Service Project is meant to link the community with the college for mutual benefit. The community will benefit with the focused contribution of the college students for the village/ local development. The college finds an opportunity to develop social sensibility and responsibility among students and emerge as a socially responsible institution.

Objective

Community Service Project should be an integral part of the curriculum, as an alternative to the 2 months of Summer Internships / Apprenticeships / On the Job Training, whenever there is an exigency when students cannot pursue their summer internships. The specific objectives are;

- To sensitize the students to the living conditions of the people who are around them,
- To help students to realize the stark realities of society.
- To bring about an attitudinal change in the students and help them to develop societal consciousness, sensibility, responsibility and accountability
- To make students aware of their inner strength and help them to find new /out of box solutions to social problems.
- To make students socially responsible citizens who are sensitive to the needs of the disadvantaged sections.
- To help students to initiate developmental activities in the community in coordination with public and government authorities.
- To develop a holistic life perspective among the students by making them study culture, traditions, habits, lifestyles, resource utilization, wastages and its management, social problems, public administration system and the roles and responsibilities of different persons across different social systems.

Implementation of Community Service Project

- Every student should put in 6 weeks for the Community Service Project during the summer vacation.
- Each class/section should be assigned with a mentor.
- Specific Departments could concentrate on their major areas of concern. For example, Dept. of Computer Science can take up activities related to Computer Literacy to different sections of people like - youth, women, housewives, etc
- A logbook must be maintained by each of the students, where the activities undertaken/involved to be recorded.

- The logbook has to be countersigned by the concerned mentor/faculty in charge.
- An evaluation to be done based on the active participation of the student and grade could be awarded by the mentor/faculty member.
- The final evaluation to be reflected in the grade memo of the student.
- The Community Service Project should be different from the regular programs of NSS/NCC/Green Corps/Red Ribbon Club, etc.
- Minor project reports should be submitted by each student. An internal Viva shall also be conducted by a committee constituted by the principal of the college.
- Award of marks shall be made as per the guidelines of Internship/apprentice/ on the job training.

Procedure

- A group of students or even a single student could be assigned for a particular habitation or village or municipal ward, as far as possible, in the near vicinity of their place of stay, to enable them to commute from their residence and return back by evening or so.
- The Community Service Project is a twofold one –
    - First, the student/s could conduct a survey of the habitation, if necessary, in terms of their own domain or subject area. Or it can even be a general survey, incorporating all the different areas. A common survey format could be designed. This should not be viewed as a duplication of work by the Village or Ward volunteers, rather, it could be another primary source of data.
    - Secondly, the student/s could take up a social activity, concerning their domain or subject area. The different areas, could be like –
        - Agriculture
        - Health
        - Marketing and Cooperation
        - Animal Husbandry
        - Horticulture
        - Fisheries
        - Sericulture
        - Revenue and Survey
        - Natural Disaster Management
        - Irrigation
        - Law & Order
        - Excise and Prohibition
        - Mines and Geology
        - Energy
        - Internet
        - Free Electricity
        - Drinking Water

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EXPECTED OUTCOMES

BENEFITS OF COMMUNITY SERVICE PROJECT TO STUDENTS

Learning Outcomes

- Positive impact on students' academic learning
- Improves students' ability to apply what they have learned in "the real world"
- Positive impact on academic outcomes such as demonstrated complexity of understanding, problem analysis, problem-solving, critical thinking, and cognitive development.
- Improved ability to understand complexity and ambiguity

Personal Outcomes

- Greater sense of personal efficacy, personal identity, spiritual growth, and moral development
- Greater interpersonal development, particularly the ability to work well with others, and build leadership and communication skills.

Social Outcomes

- Reduced stereotypes and greater inter-cultural understanding
- Improved social responsibility and citizenship skills
- Greater involvement in community service after graduation

Career Development

- Connections with professionals and community members for learning and career opportunities
- Greater academic learning, leadership skills, and personal efficacy can lead to greater opportunity.

Relationship with the Institution

- Stronger relationships with faculty
- Greater satisfaction with college
- Improved graduation rates

BENEFITS OF COMMUNITY SERVICE PROJECT TO FACULTY MEMBERS

- Satisfaction with the quality of student learning
- New avenues for research and publication via new relationships between faculty and community
- Providing networking opportunities with engaged faculty in other disciplines or institutions
- A stronger commitment to one's research.

BENEFITS OF COMMUNITY SERVICE PROJECT TO COLLEGES AND UNIVERSITIES

- Improved institutional commitment.
- Improved student retention
- Enhanced community relations

BENEFITS OF COMMUNITY SERVICE PROJECT TO COMMUNITY

- Satisfaction with student participation
- Valuable human resources needed to achieve community goals.
- New energy, enthusiasm and perspectives applied to community work.
- Enhanced community-university relations.

SUGGESTIVE LIST OF PROGRAMMES UNDER COMMUNITY SERVICE PROJECT

The following the recommended list of projects for Engineering students. The lists are not exhaustive and open for additions, deletions, and modifications. Colleges are expected to focus on specific local issues for this kind of project. The students are expected to carry out these projects with involvement, commitment, responsibility, and accountability. The mentors of a group of students should take the responsibility of motivating, facilitating, and guiding the students. They have to interact with local leadership and people and appraise the objectives and benefits of this kind of project. The project reports shall be placed in the college website for reference. Systematic, Factual, methodical and honest reporting should be ensured.

For Engineering Students

1. Water facilities and drinking water availability
2. Health and hygiene
3. Stress levels and coping mechanisms
4. Health intervention programmes
5. Horticulture
6. Herbal plants
7. Botanical survey
8. Zoological survey
9. Marine products
10. Aqua culture
11. Inland fisheries
12. Animals and species
13. Nutrition
14. Traditional health care methods
15. Food habits
16. Air pollution
17. Water pollution
18. Plantation
19. Soil protection
20. Renewable energy
21. Plant diseases
22. Yoga awareness and practice

23. Health care awareness programmes and their impact
24. Use of chemicals on fruits and vegetables
25. Organic farming
26. Crop rotation
27. Floury culture
28. Access to safe drinking water
29. Geographical survey
30. Geological survey
31. Sericulture
32. Study of species
33. Food adulteration
34. Incidence of Diabetes and other chronic diseases
35. Human genetics
36. Blood groups and blood levels
37. Internet Usage in Villages
38. Android Phone usage by different people
39. Utilization of free electricity to farmers and related issues
40. Gender ration in schooling level- observation.

Complimenting the community service project the students may be involved to take up some awareness campaigns on social issues/special groups. The suggested list of programs

Programs for School Children

1. Reading Skill Program (Reading Competition)
2. Preparation of Study Materials for the next class.
3. Personality / Leadership Development
4. Career Guidance for X class students
5. Screening Documentary and other educational films
6. Awareness Program on Good Touch and Bad Touch (Sexual abuse)
7. Awareness Program on Socially relevant themes. Programs for

Women Empowerment

1. Government Guidelines and Policy Guidelines
2. Women's Rights
3. Domestic Violence
4. Prevention and Control of Cancer
5. Promotion of Social Entrepreneurship General

Camps

1. General Medical camps
2. Eye Camps
3. Dental Camps
4. Importance of protected drinking water
5. ODF awareness camp
6. Swatch Bharath
7. AIDS awareness camp

8. Anti Plastic Awareness
9. Programs on Environment
10. Health and Hygiene
11. Hand wash programmes
12. Commemoration and Celebration of important days Programs for Youth Empowerment

1. Leadership
2. Anti-alcoholism and Drug addiction
3. Anti-tobacco
4. Awareness on Competitive Examinations
5. Personality Development Common Programs

1. Awareness on RTI
2. Health intervention programmes
3. Yoga
4. Tree plantation
5. Programs in consonance with the Govt. Departments like –
    i. Agriculture
    ii. Health
    iii. Marketing and Cooperation
    iv. Animal Husbandry
    v. Horticulture
    vi. Fisheries
    vii. Sericulture
    viii. Revenue and Survey
    ix. Natural Disaster Management
    x. Irrigation
    xi. Law & Order
    xii. Excise and Prohibition
    xiii. Mines and Geology
    xiv. Energy

Role of Students:

- Students may not have the expertise to conduct all the programmes on their own. The students then can play a facilitator role.
- For conducting special camps like Health related, they will be coordinating with the Governmental agencies.
- As and when required the College faculty themselves act as Resource Persons.
- Students can work in close association with Non-Governmental Organizations like Lions Club, Rotary Club, etc or with any NGO actively working in that habitation.
- And also, with the Governmental Departments. If the program is rolled out, the District Administration could be roped in for the successful deployment of the program.
- An in-house training and induction program could be arranged for the faculty and participating students, to expose them to the methodology of Service Learning.

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Timeline for the Community Service Project Activity Duration: 8 weeks

1. **Preliminary Survey (One Week)**
   - A preliminary survey including the socio-economic conditions of the allotted habitation to be conducted.
   - A survey form based on the type of habitation to be prepared before visiting the habitation with the help of social sciences faculty. (However, a template could be designed for different habitations, rural/urban.
   - The Governmental agencies, like revenue administration, corporation and municipal authorities and village secretariats could be aligned for the survey.

2. **Community Awareness Campaigns (One Week)**

   - Based on the survey and the specific requirements of the habitation, different awareness campaigns and programmesto be conducted, spread over two weeks of time. The list of activities suggested could be taken into consideration.

3. **Community Immersion Programme (Three Weeks)**
   Along with the Community Awareness Programmes, the student batch can also work with any one of the below-listed governmental agencies and work in tandem with them. This community involvement programme will involve the students in exposing themselves to experiential learning about the community and its dynamics. Programs could be in consonance with the Govt. Departments.

4. **Community Exit Report (One Week)**
   - During the last week of the Community Service Project, a detailed report of the outcome of the 8 weeks' works to be drafted and a copy shall be submitted to the local administration. This report will be a basis for the next batch of students visiting that habitation. The same report submitted to the teacher-mentor will be evaluated by the mentor and suitable marks are awarded for onward submission to the University. Throughout the Community Service Project, a daily logbook need to be maintained by the students batch, which should be countersigned by the governmental agency representative and the teacher-mentor, who is required to periodically visit the students and guide them.