



III Year I Semester	DATA WAREHOUSING & DATA MINING	L	T	P	C
		3	0	0	3

Pre-requisites: Data Structures, Algorithms, Probability & Statistics, Data Base Management Systems

Course Objectives: The main objective of the course is to

- Introduce basic concepts and techniques of data warehousing and data mining
- Examine the types of the data to be mined and apply pre-processing methods on raw data
- Discover interesting patterns, analyze supervised and unsupervised models and estimate the accuracy of the algorithms.

UNIT–I: Data Warehousing and Online Analytical Processing: Basic concepts, Data Warehouse Modeling: Data Cube and OLAP, Data Warehouse Design and Usage, Data Warehouse Implementation, Cloud Data Warehouse, Data Mining and Patten Mining, Technologies, Applications, Major issues, Data Objects & Attribute Types, Basic Statistical Descriptions of Data, Data Visualization, Measuring Data Similarity and Dissimilarity. (Text Book- 1)

UNIT II: Data Preprocessing: An Overview, Data Cleaning, Data Integration, Data Reduction, Data Transformation and Data Discretization. (Text Book- 1)

UNIT–III: Classification: Basic Concepts, General Approach to solving a classification problem, Decision Tree Induction: Attribute Selection Measures, Tree Pruning, Scalability and Decision Tree Induction, Visual Mining for Decision Tree Induction, Bayesian Classification Methods: Bayes Theorem, Naïve Bayes Classification, Rule-Based Classification, Model Evaluation and Selection. (Text Book- 2)

UNIT–IV: Association Analysis: Problem Definition, Frequent Itemset Generation, Rule Generation: Confident Based Pruning, Rule Generation in Apriori Algorithm, Compact Representation of frequent item sets, FP-Growth Algorithm. (Text Book- 2)

UNIT–V: Cluster Analysis: Overview, Basics and Importance of Cluster Analysis, Clustering techniques, Different Types of Clusters; K-means: The Basic K-means Algorithm, K-means Additional Issues, Bi-secting K Means, Agglomerative Hierarchical Clustering: Basic Agglomerative Hierarchical Clustering Algorithm DBSCAN: Traditional Density Center-Based Approach, DBSCAN Algorithm, Strengths and Weaknesses. (Text Book- 2)

Text Books:



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1. Data Mining concepts and Techniques, 3rd edition, Jiawei Han, Michel Kamber, Elsevier, 2011.
2. Introduction to Data Mining: Pang-Ning Tan & Michael Steinbach, Vipin Kumar, Pearson, 2012.

Reference Books:

1. Data Mining: VikramPudi and P. Radha Krishna, Oxford Publisher.
2. Data Mining Techniques, Arun K Pujari, 3rd edition, Universities Press,2013.
- 3.(NPTEL course by Prof.PabitraMitra)
http://onlinecourses.nptel.ac.in/noc17_mg24/preview
- 4.http://www.saedsayad.com/data_mining_map.htm



III Year I Semester	COMPUTER NETWORKS	L	T	P	C
		3	0	0	3

Course Objectives:

- To provide insight about networks, topologies, and the key concepts.
- To gain comprehensive knowledge about the layered communication architectures (OSI and TCP/IP) and its functionalities.
- To understand the principles, key protocols, design issues, and significance of each layers in ISO and TCP/IP.
- To know the basic concepts of network services and various network applications.

UNIT I: Introduction: Network Types, LAN, MAN, WAN, Network Topologies Reference models- The OSI Reference Model- the TCP/IP Reference Model - A Comparison of the OSI and TCP/IP Reference Models, OSI Vs TCP/IP.

Physical Layer –Introduction to Guided Media- Twisted-pair cable, Coaxial cable and Fiber optic cable and introduction about unguided media.

UNIT II: Data link layer: Design issues, **Framing**: fixed size framing, variable size framing, flow control, error control, error detection and correction codes, CRC, Checksum: idea, one's complement internet checksum, services provided to Network Layer, **Elementary Data Link Layer protocols**: simplex protocol, Simplex stop and wait, Simplex protocol for Noisy Channel.

Sliding window protocol: One bit, Go back N, Selective repeat-Stop and wait protocol, Data link layer in HDLC, Point to point protocol (PPP)

UNIT – III: Media Access Control: Random Access: ALOHA, Carrier sense multiple access (CSMA), CSMA with Collision Detection, CSMA with Collision Avoidance, **Controlled Access:** Reservation, Polling, Token Passing, **Channelization:** frequency division multiple Access(FDMA), time division multiple access(TDMA), code division multiple access(CDMA).

Wired LANs: Ethernet, Ethernet Protocol, Standard Ethernet, Fast Ethernet(100 Mbps), Gigabit Ethernet, 10 Gigabit Ethernet.

UNIT – IV: The Network Layer Design Issues – Store and Forward Packet Switching- Services Provided to the Transport layer- Implementation of Connectionless Service- Implementation of Connection Oriented Service- Comparison of Virtual Circuit and Datagram Networks,

Routing Algorithms-The Optimality principle-Shortest path, Flooding, Distance vector, Link state, Hierarchical, Congestion Control algorithms-General principles of congestion control, Congestion prevention polices, Approaches to Congestion Control-Traffic Aware Routing- Admission Control-Traffic Throttling-Load Shedding. Traffic Control Algorithm-Leaky bucket & Token bucket.



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Internet Working: How networks differ- How networks can be connected- Tunnelling, internetwork routing-, Fragmentation, network layer in the internet – IP protocols-IP Version 4 protocol-IPv4 Header Format, IP addresses, Class full Addressing, CIDR, Subnets-IP Version 6-The main IPV6 header, Transition from IPV4 to IPV6, Comparison of IPV4 & IPV6.

UNIT –V: The Transport Layer: Transport layer protocols: Introduction-services- port number-User data gram protocol-User datagram-UDP services-UDP applications-Transmission control protocol: TCP services- TCP features- Segment- A TCP connection-windows in TCP- flow control-Error control, Congestion control in TCP.

Application Layer — World Wide Web: HTTP, Electronic mail-Architecture- web based mail- email security- TELENET-local versus remote Logging-Domain Name System.

Text Books:

1. Computer Networks, Andrew S Tanenbaum, Fifth Edition. Pearson Education/PHI
2. Data Communications and Networks, Behrouz A. Forouzan, Fifth Edition TMH.

References Books:

1. Data Communications and Networks- Achut S Godbole, AtulKahate
2. Computer Networks, Mayank Dave, CENGAGE



III Year I Semester	FORMAL LANGUAGES AND AUTOMATA THEORY	L	T	P	C
		3	0	0	3

Course Objectives:

- To learn fundamentals of Regular and Context Free Grammars and Languages
- To understand the relation between Regular Language and Finite Automata and machines
- To learn how to design Automata's and machines as Acceptors, Verifiers and Translators
- To understand the relation between Contexts free Languages, PDA and TM
- To learn how to design PDA as acceptor and TM as Calculators

UNIT I

Finite Automata: Need of Automata theory, Central Concepts of Automata Theory, Automation, Finite Automation, Transition Systems, Acceptance of a String, DFA, Design of DFAs, NFA, Design of NFA, Equivalence of DFA and NFA, Conversion of NFA into DFA, Finite Automata with ϵ -Transitions, Minimization of Finite Automata, Finite Automata with output-Mealy and Moore Machines, Applications and Limitation of Finite Automata.

UNIT II

Regular Expressions, Regular Sets, Identity Rules, Equivalence of two RE, Manipulations of REs, Finite Automata and Regular Expressions, Inter Conversion, Equivalence between FA and RE, Pumping Lemma of Regular Sets, Closure Properties of Regular Sets, Grammars, Classification of Grammars, Chomsky Hierarchy Theorem, Right and Left Linear Regular Grammars, Equivalence between RG and FA, Inter Conversion.

UNIT III

Formal Languages, Context Free Grammar, Leftmost and Rightmost Derivations, Parse Trees, Ambiguous Grammars, Simplification of Context Free Grammars-Elimination of Useless Symbols, ϵ -Productions and Unit Productions, Normal Forms-Chomsky Normal Form and Greibach Normal Form, Pumping Lemma, Closure Properties, Applications of Context Free Grammars.

UNIT IV

Pushdown Automata, Definition, Model, Graphical Notation, Instantaneous Description, Language Acceptance of Pushdown Automata, Design of Pushdown Automata, Deterministic and Non – Deterministic Pushdown Automata, Equivalence of Pushdown Automata and Context Free Grammars, Conversion, Two Stack Pushdown Automata, Application of Pushdown Automata.



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UNIT V

Turning Machine: Definition, Model, Representation of TMs-Instantaneous Descriptions, Transition Tables and Transition Diagrams, Language of a TM, Design of TMs, Types of TMs, Church's Thesis, Universal and Restricted TM, Decidable and Un-decidable Problems, Halting Problem of TMs, Post's Correspondence Problem, Modified PCP, Classes of P and NP, NP-Hard and NP-Complete Problems.

Text Books:

1. Introduction to Automata Theory, Languages and Computation, J. E. Hopcroft, R. Motwani and J. D. Ullman, 3rd Edition, Pearson, 2008
2. Theory of Computer Science-Automata, Languages and Computation, K. L. P. Mishra and N. Chandrasekharan, 3rd Edition, PHI, 2007

Reference Books:

1. Elements of Theory of Computation, Lewis H.P. & Papadimitriou C.H., Pearson /PHI
2. Theory of Computation, V. Kulkarni, Oxford University Press, 2013
3. Theory of Automata, Languages and Computation, Rajendra Kumar, McGraw Hill, 2014

e-Resources:

- 1) <https://nptel.ac.in/courses/106/104/106104028/>



III Year I Semester	OBJECT ORIENTED ANALYSIS AND DESIGN	L	T	P	C
		3	0	0	3

Course Objectives: The main objective is the students to

- Become familiar with all phases of OOAD.
- Master the main features of the UML.
- Master the main concepts of Object Technologies and how to apply them at work and develop the ability to analyze and solve challenging problem in various domains.
- Learn the Object design Principles and understand how to apply them towards Implementation.

UNIT I:

Introduction: The Structure of Complex systems, The Inherent Complexity of Software, Attributes of Complex System, Organized and Disorganized Complexity, Bringing Order to Chaos, Designing Complex Systems. **Case Study:** System Architecture: Satellite-Based Navigation

UNIT II:

Introduction to UML: Importance of modeling, principles of modeling, object oriented modeling, conceptual model of the UML, Architecture, and Software Development Life Cycle. **Basic Structural Modeling:** Classes, Relationships, common Mechanisms, and diagrams. **Case Study:** Control System: Traffic Management.

UNIT III:

Class & Object Diagrams: Terms, concepts, modeling techniques for Class & Object Diagrams. **Advanced Structural Modeling:** Advanced classes, advanced relationships, Interfaces, Types and Roles, Packages. **Case Study:** AI: Cryptanalysis.

UNIT IV:

Basic Behavioral Modeling-I: Interactions, Interaction diagrams Use cases, Use case Diagrams, Activity Diagrams. **Case Study:** Web Application: Vacation Tracking System

UNIT V:

Advanced Behavioral Modeling: Events and signals, state machines, processes and Threads, time and space, state chart diagrams. **Architectural Modeling:** Component, Deployment, Component diagrams and Deployment diagrams. **Case Study:** Weather Forecasting

Text Books:

1. Grady BOOCHE, Robert A. Maksimchuk, Michael W. ENGLE, Bobbi J. Young, Jim Conallen, Kellia Houston , “Object- Oriented Analysis and Design with Applications”, 3rd edition, 2013, PEARSON.



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2. Grady Booch, James Rumbaugh, Ivar Jacobson: The Unified Modeling Language User Guide, Pearson Education.

Reference Books:

1. Meilir Page-Jones: Fundamentals of Object Oriented Design in UML, Pearson Education.
2. Pascal Roques: Modeling Software Systems Using UML2, WILEY- Dreamtech India Pvt. Ltd.
3. Atul Kahate: Object Oriented Analysis & Design, The McGraw-Hill Companies.
4. Applying UML and Patterns: An introduction to Object – Oriented Analysis and Design and Unified Process, Craig Larman, Pearson Education.



III Year I Semester	ARTIFICIAL INTELLIGENCE	L	T	P	C
		3	0	0	3

Pre-requisite:

1. Knowledge in Computer Programming.
2. A course on “Mathematical Foundations of Computer Science”.
3. Background in linear algebra, data structures and algorithms, and probability.

Course Objectives:

1. The student should be made to study the concepts of Artificial Intelligence.
2. The student should be made to learn the methods of solving problems using Artificial Intelligence.
3. The student should be made to introduce the concepts of Expert Systems.
4. To understand the applications of AI, namely game playing, theorem proving, and machine learning.
5. To learn different knowledge representation techniques

UNIT - I

Introduction: AI problems, foundation of AI and history of AI intelligent agents: Agents and Environments, the concept of rationality, the nature of environments, structure of agents, problem solving agents, problem formulation.

UNIT - II

Searching- Searching for solutions, uniformed search strategies – Breadth first search, depth first Search. Search with partial information (Heuristic search) Hill climbing, A*, AO* Algorithms, Problem reduction, Game Playing-Adversial search, Games, mini-max algorithm, optimal decisions in multiplayer games, Problem in Game playing, Alpha-Beta pruning, Evaluation functions.

UNIT - III

Representation of Knowledge: Knowledge representation issues, predicate logic- logic programming, semantic nets- frames and inheritance, constraint propagation, representing knowledge using rules, rules based deduction systems. Reasoning under uncertainty, review of probability, Bayes' probabilistic interferences and dempstershafer theory.

UNIT - IV

Logic concepts: First order logic. Inference in first order logic, propositional vs. first order inference, unification & lifts forward chaining, Backward chaining, Resolution, Learning from observation Inductive learning, Decision trees, Explanation based learning, Statistical Learning methods, Reinforcement Learning.

UNIT - V



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Expert Systems: Architecture of expert systems, Roles of expert systems – Knowledge Acquisition Meta knowledge Heuristics. Typical expert systems – MYCIN, DART, XCON: Expert systems shells.

Textbooks:

1. S. Russel and P. Norvig, “Artificial Intelligence – A Modern Approach”, Second Edition, Pearson Education.
2. Kevin Night and Elaine Rich, Nair B., “Artificial Intelligence (SIE)”, Mc Graw Hill

Reference Books:

1. David Poole, Alan Mackworth, Randy Goebel, ”Computational Intelligence: a logical approach”, Oxford University Press.
2. G. Luger, “Artificial Intelligence: Structures and Strategies for complex problemsolving”, Fourth Edition, Pearson Education.
3. J. Nilsson, “Artificial Intelligence: A new Synthesis”, Elsevier Publishers.
4. Artificial Intelligence, SarojKaushik, CENGAGE Learning.

Online Learning Resources:

1. <https://ai.google/>
2. https://swayam.gov.in/nd1_noc19_me71/preview



III Year I Semester	MICROPROCESSORS & MICROCONTROLLERS	L	T	P	C
		3	0	0	3

Course Objectives:

- To introduce fundamental architectural concepts of microprocessors and microcontrollers.
- To impart knowledge on addressing modes and instruction set of 8086 and 8051
- To introduce assembly language programming concepts
- To explain memory and I/O interfacing with 8086 and 8051
- To introduce 16 bit and 32 bit microcontrollers.

UNIT I:

8086 Architecture: Main features, pin diagram/description, 8086 microprocessor family, internal architecture, bus interfacing unit, execution unit, interrupts and interrupt response, 8086 system timing, minimum mode and maximum mode configuration.

UNIT II:

8086 Programming: Program development steps, instructions, addressing modes, assembler directives, writing simple programs with an assembler, assembly language program development tools.

UNIT III:

8086 Interfacing: Semiconductor memories interfacing (RAM, ROM), Intel 8255 programmable peripheral interface, Interfacing switches and LEDS, Interfacing seven segment displays, software and hardware interrupt applications, Intel 8251 USART architecture and interfacing, Intel 8237a DMA controller, stepper motor, A/D and D/A converters, Need for 8259 programmable interrupt controllers.

UNIT IV:

Microcontroller, Architecture of 8051, Special Function Registers(SFRs), I/O Pins Ports and Circuits, Instruction set, Addressing modes, Assembly language programming.

UNIT V:

Interfacing Microcontroller, Programming 8051 Timers, Serial Port Programming, Interrupts Programming, LCD & Keyboard Interfacing, ADC, DAC & Sensor Interfacing, External Memory Interface, Stepper Motor and Waveform generation, Comparison of Microprocessor, Microcontroller, PIC and ARM processors

Textbooks:

1. Microprocessors and Interfacing – Programming and Hardware by Douglas V Hall, SSSP Rao, Tata McGraw Hill Education Private Limited, 3rd Edition, 1994.
2. K M Bhurchandi, A K Ray, Advanced Microprocessors and Peripherals, 3rd edition, McGraw Hill Education, 2017.



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3. Raj Kamal, Microcontrollers: Architecture, Programming, Interfacing and System Design, 2nd edition, Pearson, 2012.

Reference Books:

1. Ramesh S Gaonkar, Microprocessor Architecture Programming and Applications with the 8085, 6th edition, Penram International Publishing, 2013.
2. Kenneth J. Ayala, The 8051 Microcontroller, 3rd edition, Cengage Learning, 2004.



III Year I Semester	QUANTUM COMPUTING	L	T	P	C
		3	0	0	3

Course Objectives:

To introduce the fundamentals of quantum computing, the problem-solving approach using finite dimensional mathematics

UNIT - I

History of Quantum Computing: Importance of Mathematics, Physics and Biology. Introduction to Quantum Computing: Bits Vs Qubits, Classical Vs Quantum logical operations

UNIT - II

Background Mathematics: Basics of Linear Algebra, Hilbert space, Probabilities and measurements.

Background Physics: Paul's exclusion Principle, Superposition, Entanglement and supersymmetry, density operators and correlation, basics of quantum mechanics, Measurements in bases other than computational basis. Background Biology: Basic concepts of Genomics and Proteomics (Central Dogma)

UNIT - III

Qubit: Physical implementations of Qubit. Qubit as a quantum unit of information. The Bloch sphere Quantum Circuits: single qubit gates, multiple qubit gates, designing the quantum circuits. Bell states.

UNIT - IV

Quantum Algorithms: Classical computation on quantum computers. Relationship between quantum and classical complexity classes. Deutsch's algorithm, Deutsch-Jozsa algorithm, Shor's factorization algorithm, Grover's search algorithm.

UNIT - V

Noise and error correction: Graph states and codes, Quantum error correction, fault-tolerant computation. Quantum Information and Cryptography: Comparison between classical and quantum information theory. Quantum Cryptography, Quantum teleportation

Text Books:

1. Quantum Computation and Quantum Information, Nielsen M. A., Cambridge
2. Programming Quantum Computers, Essential Algorithms and Code Samples, Eric R Johnson, Nic Harrigan, Mercedes Ginemo, Segovia, O'reilly

Reference Books:

1. Quantum Computing for Computer Scientists, Noson S. Yanofsk, Mirco A. Mannucci



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2. Principles of Quantum Computation and Information, Benenti G., Casati G. and Strini G., Vol.I: Basic Concepts, Vol II
3. Basic Tools and Special Topics, World Scientific. Pittenger A. O., An Introduction to Quantum Computing Algorithms



III Year I Semester	DATA MINING LAB	L	T	P	C
		0	0	3	1.5

Pre-requisites: Data Base Management Systems, Python Programming

Course Objectives: The main objective of the course is to

- Inculcate Conceptual, Logical, and Physical design of Data Warehouses OLAP applications and OLAP deployment
- Design a data warehouse or data mart to present information needed by management in a form that is usable
- Emphasize hands-on experience working with all real data sets.
- Test real data sets using popular data mining tools such as WEKA, Python Libraries
- Develop ability to design various algorithms based on data mining tools.

Software Requirements: WEKA Tool/Python/R-Tool/Rapid Tool/Oracle Data mining

List of Experiments:

1. Creation of a Data Warehouse.

- Build Data Warehouse/Data Mart (using open source tools like Pentaho Data Integration Tool, Pentaho Business Analytics; or other data warehouse tools like Microsoft-SSIS, Informatica, Business Objects, etc.,)
- Design multi-dimensional data models namely Star, Snowflake and Fact Constellation schemas for any one enterprise (ex. Banking, Insurance, Finance, Healthcare, manufacturing, Automobiles, sales etc).
- Write ETL scripts and implement using data warehouse tools.
- Perform Various OLAP operations such slice, dice, roll up, drill up and pivot

2. Explore machine learning tool “WEKA”

- Explore WEKA Data Mining/Machine Learning Toolkit.
- Downloading and/or installation of WEKA data mining toolkit.
- Understand the features of WEKA toolkit such as Explorer, Knowledge Flow interface, Experimenter, command-line interface.
- Navigate the options available in the WEKA (ex. Select attributes panel, Preprocess panel, Classify panel, Cluster panel, Associate panel and Visualize panel)
- Study the arff file format Explore the available data sets in WEKA. Load a data set (ex. Weather dataset, Iris dataset, etc.)
- Load each dataset and observe the following:
 1. List the attribute names and they types
 2. Number of records in each dataset
 3. Identify the class attribute (if any)
 4. Plot Histogram
- 5. Determine the number of records for each class.
- 6. Visualize the data in various dimensions



3. Perform data preprocessing tasks and Demonstrate performing association rule mining on data sets

- Explore various options available in Weka for preprocessing data and apply Unsupervised filters like Discretization, Resample filter, etc. on each dataset
- Load weather, nominal, Iris, Glass datasets into Weka and run Apriori Algorithm with different support and confidence values.
- Study the rules generated. Apply different discretization filters on numerical attributes and run the Apriori association rule algorithm. Study the rules generated.
- Derive interesting insights and observe the effect of discretization in the rule generation process.

4. Demonstrate performing classification on data sets Weka/R

- Load each dataset and run ID3, J48 classification algorithm. Study the classifier output. Compute entropy values, Kappa statistic.
- Extract if-then rules from the decision tree generated by the classifier, Observe the confusion matrix.
- Load each dataset into Weka/R and perform Naïve-bayes classification and k-Nearest Neighbour classification. Interpret the results obtained.
- Plot ROC Curves
- Compare classification results of ID3, J48, Naïve-Bayes and k-NN classifiers for each dataset, and deduce which classifier is performing best and poor for each dataset and justify.

5. Demonstrate performing clustering of data sets

- Load each dataset into Weka/R and run simple k-means clustering algorithm with different values of k (number of desired clusters).
- Study the clusters formed. Observe the sum of squared errors and centroids, and derive insights.
- Explore other clustering techniques available in Weka/R.
- Explore visualization features of Weka/R to visualize the clusters. Derive interesting insights and explain.

6. Demonstrate knowledge flow application on data sets into Weka/R

- Develop a knowledge flow layout for finding strong association rules by using Apriori, FP Growth algorithms
- Set up the knowledge flow to load an ARFF (batch mode) and perform a cross validation using J48 algorithm
- Demonstrate plotting multiple ROC curves in the same plot window by using j48 and Random forest tree



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7. Demonstrate ZeroR technique on Iris dataset (by using necessary preprocessing technique(s)) and share your observations
8. Write a java program to prepare a simulated data set with unique instances.
9. Write a Python program to generate frequent item sets / association rules using Apriori algorithm
10. Write a program to calculate chi-square value using Python/R. Report your observation.
11. Write a program of Naive Bayesian classification using Python/R programming language.
12. Implement a Java/R program to perform Apriori algorithm
13. Write a R program to cluster your choice of data using simple k-means algorithm using JDK
14. Write a program of cluster analysis using simple k-means algorithm Python/R programming language.
15. Write a program to compute/display dissimilarity matrix (for your own dataset containing at least four instances with two attributes) using Python
16. Visualize the datasets using matplotlib in python/R.(Histogram, Box plot, Bar chart, Pie chart etc.,)



III Year I Semester	COMPUTER NETWORKS LAB	L	T	P	C
		0	0	3	1.5

Course Objectives:

Learn basic concepts of computer networking and acquire practical notions of protocols with the emphasis on TCP/IP. A lab provides a practical approach to Ethernet/Internet networking: networks are assembled, and experiments are made to understand the layered architecture and how do some important protocols work

List of Experiments:

1. Study of Network devices in detail and connect the computers in Local Area Network.
2. Write a Program to implement the data link layer farming methods such as
 - i) Character stuffing ii) bit stuffing.
3. Write a Program to implement data link layer farming method checksum.
4. Write a program for Hamming Code generation for error detection and correction.
5. Write a Program to implement on a data set of characters the three CRC polynomials – CRC 12, CRC 16 and CRC CCIP.
6. Write a Program to implement Sliding window protocol for Goback N.
7. Write a Program to implement Sliding window protocol for Selective repeat.
8. Write a Program to implement Stop and Wait Protocol.
9. Write a program for congestion control using leaky bucket algorithm
10. Write a Program to implement Dijkstra's algorithm to compute the Shortest path through a graph.
11. Write a Program to implement Distance vector routing algorithm by obtaining routing table at each node (Take an example subnet graph with weights indicating delay between nodes).
12. Write a Program to implement Broadcast tree by taking subnet of hosts.
13. Wireshark
 - i. Packet Capture Using Wire shark
 - ii. Starting Wire shark
 - iii. Viewing Captured Traffic
 - iv. Analysis and Statistics & Filters.
14. How to run Nmap scan
15. Operating System Detection using Nmap
16. Do the following using NS2 Simulator
 - i. NS2 Simulator-Introduction
 - ii. Simulate to Find the Number of Packets Dropped
 - iii. Simulate to Find the Number of Packets Dropped by TCP/UDP
 - iv. Simulate to Find the Number of Packets Dropped due to Congestion
 - v. Simulate to Compare Data Rate& Throughput.



III Year I Semester	FULL STACK DEVELOPMENT - 2	L	T	P	C
		0	1	2	2

Course Objectives:

The main objectives of the course are to

- Make use of router, template engine and authentication using sessions to develop application in Express JS.
- Build a single page application using RESTful APIs in Express JS
- Apply router and hooks in designing React JS application
- Make use of MongoDB queries to perform CRUD operations on document database

Experiments covering the Topics:

- Express JS – Routing, HTTP Methods, Middleware, Templating, Form Data
- Express JS – Cookies, Sessions, Authentication, Database, RESTful APIs
- React JS – Render HTML, JSX, Components – function & Class, Props and States, Styles, Respond to Events
- React JS – Conditional Rendering, Rendering Lists, React Forms, React Router, Updating the Screen
- React JS – Hooks, Sharing data between Components, Applications – To-do list and Quiz
- MongoDB – Installation, Configuration, CRUD operations, Databases, Collections and Records

Sample Experiments:**1. Express JS – Routing, HTTP Methods, Middleware.**

- a. Write a program to define a route, Handling Routes, Route Parameters, Query Parameters and URL building.
- b. Write a program to accept data, retrieve data and delete a specified resource using http methods.
- c. Write a program to show the working of middleware.

2. Express JS – Templating, Form Data

- a. Write a program using templating engine.
- b. Write a program to work with form data.

3. Express JS – Cookies, Sessions, Authentication

- a. Write a program for session management using cookies and sessions.
- b. Write a program for user authentication.

4. Express JS – Database, RESTful APIs



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- a. Write a program to connect MongoDB database using Mongoose and perform CRUD operations.
- b. Write a program to develop a single page application using RESTful APIs.

5. ReactJS – Render HTML, JSX, Components – function & Class

- a. Write a program to render HTML to a web page.
- b. Write a program for writing markup with JSX.
- c. Write a program for creating and nesting components (function and class).
- d.

6. ReactJS – Props and States, Styles, Respond to Events

- a. Write a program to work with props and states.
- b. Write a program to add styles (CSS & Sass Styling) and display data.
- c. Write a program for responding to events.

7. ReactJS – Conditional Rendering, Rendering Lists, React Forms

- a. Write a program for conditional rendering.
- b. Write a program for rendering lists.
- c. Write a program for working with different form fields using react forms.

8. ReactJS – React Router, Updating the Screen

- a. Write a program for routing to different pages using react router.
- b. Write a program for updating the screen.

9. ReactJS – Hooks, Sharing data between Components

- a. Write a program to understand the importance of using hooks.
- b. Write a program for sharing data between components.

10. MongoDB – Installation, Configuration, CRUD operations

- a. Install MongoDB and configure ATLAS
- b. Write MongoDB queries to perform CRUD operations on document using insert(), find(), update(), remove()

11. MongoDB – Databases, Collections and Records

- a. Write MongoDB queries to Create and drop databases and collections.
- b. Write MongoDB queries to work with records using find(), limit(), sort(), createIndex(), aggregate().

12. Augmented Programs: (Any 2 must be completed)

- a. Design a to-do list application using NodeJS and ExpressJS.
- b. Design a Quiz app using ReactJS.
- c. Complete the MongoDB certification from MongoDB University website.



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KAKINADA – 533 003, Andhra Pradesh, India

B.Tech CSE (R23-COURSE STRUCTURE & SYLLABUS)

Text Books:

1. Pro MERN Stack: Full Stack Web App Development with Mongo, Express, React, and Node, Vasan Subramanian, 2nd edition, APress, O'Reilly.
2. Node.Js in Action, Mike Cantelon, Mark Harter, T.J. Holowaychuk, Nathan Rajlich, Manning Publications. (Chapters 1-11)
3. React Quickly, AzatMardan, Manning Publications (Chapters 1-8, 12-14)

Web Links:

1. ExpressJS - <https://www.tutorialspoint.com/expressjs>
2. ReactJS - <https://www.w3schools.com/REACT> (and) <https://react.dev/learn#>
3. MongoDB - <https://learn.mongodb.com/learning-paths/introduction-to-mongodb>



III Year I Semester	USER INTERFACE DESIGN USING FLUTTER	L	T	P	C
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Course Objectives:

- Learns to Implement Flutter Widgets and Layouts
- Understands Responsive UI Design and with Navigation in Flutter
- Knowledge on Widgets and customize widgets for specific UI elements, Themes
- Understand to include animation apart from fetching data

List of Experiments:

Students need to implement the following experiments

1. a) Install Flutter and Dart SDK.
b) Write a simple Dart program to understand the language basics.
2. a) Explore various Flutter widgets (Text, Image, Container, etc.).
b) Implement different layout structures using Row, Column, and Stack widgets.
3. a) Design a responsive UI that adapts to different screen sizes.
b) Implement media queries and breakpoints for responsiveness.
4. a) Set up navigation between different screens using Navigator.
b) Implement navigation with named routes.
5. a) Learn about stateful and stateless widgets.
b) Implement state management using set State and Provider.
6. a) Create custom widgets for specific UI elements.
b) Apply styling using themes and custom styles.
7. a) Design a form with various input fields.
b) Implement form validation and error handling.
8. a) Add animations to UI elements using Flutter's animation framework.
b) Experiment with different types of animations (fade, slide, etc.).
9. a) Fetch data from a REST API.
b) Display the fetched data in a meaningful way in the UI.
10. a) Write unit tests for UI components.
b) Use Flutter's debugging tools to identify and fix issues.

Text Books:

1. Marco L. Napoli, Beginning Flutter: A Hands-on Guide to App Development.
2. Rap Payne, Beginning App Development with Flutter: Create Cross-Platform Mobile Apps 1st Edition, Apres
3. Richard Rose, Flutter & Dart Cookbook, Developing Full stack Applications for the Cloud, Oreilly.