



JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY KAKINADA

KAKINADA – 533 003, Andhra Pradesh, India

B.Tech CSE (DS) (R23) IIIrd Year COURSE STRUCTURE & SYLLABUS

(Applicable from the academic year 2023-24 and onwards)

B. Tech III Year – I Semester

III Year I Semester	MACHINE LEARNING	L	T	P	C
		3	0	0	3

Course Objectives:

The objectives of the course are to

- Define machine learning and its different types (supervised and unsupervised) and understand their applications.
- Apply supervised learning algorithms including decision trees and k-nearest neighbors (k-NN).
- Implement unsupervised learning techniques, such as K-means clustering.

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

- Enumerate the Fundamentals of Machine Learning
- Build Nearest neighbor-based models
- Apply Models based on decision trees and Bayes rule
- Make use of Linear discriminants for machine Learning
- Choose appropriate clustering technique

UNIT - I: Introduction to Machine Learning:

Evolution of Machine Learning, Paradigms for ML, Learning by Rote, Learning by Induction, Reinforcement Learning, Types of Data, Matching, Stages in Machine Learning, Data Acquisition, Feature Engineering, Data Representation, Model Selection, Model Learning, Model Evaluation, Model Prediction, Search and Learning, Data Sets.

UNIT - II: Nearest Neighbor-Based Models:

Introduction to Proximity Measures, Distance Measures, Non-Metric Similarity Functions, Proximity Between Binary Patterns, Different Classification Algorithms Based on the Distance Measures, K-Nearest Neighbor Classifier, Radius Distance Nearest Neighbor Algorithm, KNN Regression, Performance of Classifiers, Performance of Regression Algorithms.

UNIT - III: Models Based on Decision Trees:

Decision Trees for Classification, Impurity Measures, Properties, Regression Based on Decision Trees, Bias–Variance Trade-off, Random Forests for Classification and Regression.

The Bayes Classifier: Introduction to the Bayes Classifier, Bayes' Rule and Inference, The Bayes Classifier and its Optimality, Multi-Class Classification | Class Conditional Independence and Naive Bayes Classifier (NBC)



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UNIT - IV: Linear Discriminants for Machine Learning:

Introduction to Linear Discriminants, Linear Discriminants for Classification, Perceptron Classifier, Perceptron Learning Algorithm, Support Vector Machines, Linearly Non-Separable Case, Non-linear SVM, Kernel Trick, Logistic Regression, Linear Regression, Multi-Layer Perceptrons (MLPs), Backpropagation for Training an MLP.

UNIT - V: Clustering: Introduction to Clustering, Partitioning of Data, Matrix Factorization | Clustering of Patterns, Divisive Clustering, Agglomerative Clustering, Partitional Clustering, K-Means Clustering, Soft Partitioning, Soft Clustering, Fuzzy C-Means Clustering, Rough Clustering, Rough K-Means Clustering Algorithm, Expectation Maximization-Based Clustering, Spectral Clustering.

Text Books:

- 1.“Machine Learning Theory and Practice”, M N Murthy, V S Ananthanarayana, Universities Press (India), 2024

Reference Books:

- 1.“Machine Learning”, Tom M. Mitchell, McGraw-Hill Publication, 2017
- 2.“Machine Learning in Action”, Peter Harrington, Dream Tech
- 3.“Introduction to Data Mining”, Pang-Ning Tan, Michel Stenbach, Vipin Kumar, 7th Edition, 2019.



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

Course Objectives:

The course is designed to

- To understand the different types of networks
- To develop an understanding the principles of computer networks.
- To familiarize with Reference model OSI and TCP/IP
- To understand various layers of Reference models functions
- To explore network protocols

Course Outcomes (CO):

After completion of the course, students will be able to

- Understand the reference models and network protocols
- Describe data transmission media and data link layer.
- Understand the network layer design issues and Network layer Protocols.
- Evaluate transport layer services and its protocols.
- Understand application layer protocols and their uses

UNIT - I: Introduction

Types of Computer Networks, Reference Models- The OSI Reference Model, The TCP/IP Reference Model, A Critique of the OSI Model and Protocols, A Critique of the TCP/IP Reference Model. History of Internet.

UNIT -II: The Data Link Layer

Transmission Media, Guided and Un-guided media,

Data Link Layer Design Issues, Services Provided to the Network Layer, Error detecting and Error Correcting codes, Elementary Data Link Protocols, Sliding Window Protocols, HDLC, PPP. Multiple Access Protocols Wired Lans: Ethernet, Fast Ethernet, Gigabit Ethernet

UNIT - III: The Network Layer

Network Layer Design Issues, Routing Algorithms, Congestion, Congestion control algorithms. The Network Layer in the Internet, The IP Version 4 Protocol, IP Addresses-Classful, CIDR, NAT, IP Version 6 Protocol, Transition from IPV4 to IPV6

UNIT -IV: The TransportLayer

The Transport Layer Services, Transport Layer Protocols: UDP, TCP and SCTP



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UNIT -V: The Application Layer

The World Wide Web, HTTP, Domain Name Space, Remote Logging, Electronic Mail and File Transfer

Textbooks:

1. "Computer Networks", Andrew S Tanenbaum, David J Wetherall, 5th Edition, Pearson
2. "Data Communications and Networking", Behrouz A Forouzan, 4th Edition, Tata McGraw Hill Education

Reference Books:

1. "Data and Computer Communication", William Stallings, Pearson
2. "TCP/IP Protocol Suite", Behrouz Forouzan, McGraw Hill.



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III Year I Semester	SOFTWARE ENGINEERING	L	T	P	C
		3	0	0	3

Course Objectives:

The objectives of this course are to introduce

- Software lifecycle 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.

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



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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, ISO9000. 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 reuses of ar, 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, McGraw Hill International Edition.

Reference Books:

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

Resources:

1. <https://nptel.ac.in/courses/106/105/106105182/>
2. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01260589506387148827_shared/overview
3. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_013382690411003904735_shared/overview



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III Year I Semester	AUTOMATA THEORY AND COMPILER DESIGN (PROFESSIONAL ELECTIVE -I)	L	T	P	C
		3	0	0	3

Course Outcomes: After completion of this course

- Understand and apply formal language theory.
- Design and implement parsers.
- Understand the phases of a compiler.
- Apply semantic analysis and error handling.
- Optimize intermediate and target code.

UNIT – I:

Introduction to Finite Automata: Structural Representations, Automata and Complexity, the Central Concepts of Automata Theory – Alphabets, Strings, Languages, Problems. Nondeterministic Finite Automata: Formal Definition, an application, Text Search, Finite Automata with Epsilon-Transitions. Deterministic Finite Automata: Definition of DFA, How A DFA Process Strings, The language of DFA, Conversion of NFA with ϵ -transitions to NFA without ϵ -transitions. Conversion of NFA to DFA.

UNIT – II:

Regular Expressions: Finite Automata and Regular Expressions, Applications of Regular Expressions, Algebraic Laws for Regular Expressions, Conversion of Finite Automata to Regular Expressions. Pumping Lemma for Regular Languages: Statement of the pumping lemma, Applications of the Pumping Lemma. Context-Free Grammars: Definition of Context-Free Grammars, Derivations Using a Grammar, Leftmost and Rightmost Derivations, the Language of a Grammar, Parse Trees, Ambiguity in Grammars and Languages.

UNIT – III:

Push Down Automata: Definition of the Pushdown Automaton, the Languages of a PDA, Equivalence of PDA's and CFG's, Acceptance by final state Turing Machines: Introduction to Turing Machine, Formal Description, Instantaneous description, The language of a Turing machine Undecidability: Undecidability, A Language that is Not Recursively Enumerable, An Undecidable Problem That is RE, Undecidable Problems about Turing Machines

UNIT – IV:

Introduction: The structure of a compiler, Lexical Analysis: The Role of the Lexical Analyzer, Input Buffering, Recognition of Tokens, The Lexical- Analyzer Generator Lex.

Syntax Analysis: Introduction, Context-Free Grammars, Writing a Grammar, Top-Down Parsing, Bottom- Up Parsing.

Introduction to LR Parsing: Simple LR, More Powerful LR Parsers R18 B.Tech. CS&D Syllabus JNTU Hyderabad.



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UNIT – V:

Syntax-Directed Translation: Syntax-Directed Definitions, Evaluation Orders for SDD's, Syntax Directed Translation Schemes, Implementing L-Attributed SDD's. Intermediate-Code Generation: Variants of Syntax Trees, Three-Address Code Run-Time Environments: Stack Allocation of Space, Access to Nonlocal Data on the Stack, Heap Management

Text Books:

1. Introduction to Automata Theory, Languages, and Computation, 3nd Edition, John E. Hopcroft, Rajeev Motwani, Jeffrey D. Ullman, Pearson Education.
2. Compilers: Principles, Techniques and Tools, Alfred V. Aho, Monica S. Lam, Ravi Sethi, Jeffry D. Ullman, 2nd Edition, Pearson.
3. Theory of Computer Science – Automata languages and computation, Mishra and Chandrashekaran, 2nd Edition, PHI.

Reference Books:

1. Introduction to Formal languages Automata Theory and Computation, Kamala Krithivasan, Rama R, Pearson.
2. Introduction to Languages and The Theory of Computation, John C Martin, TMH.
3. Lex & Yacc – John R. Levine, Tony Mason, Doug Brown, O'reilly
4. Compiler Construction, Kenneth C. Louden, Thomson. Course Technology.



III Year I Semester	OBJECT ORIENTED ANALYSIS AND DESIGN (PROFESSIONAL ELECTIVE -I)	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



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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.
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 DesigninUML, PearsonEducation.
 2. PascalRoques:ModelingSoftwareSystemsUsingUML2,WILEY - DreamtechIndiaPvt.Ltd.
 3. Atul Kahate: Object Oriented Analysis &Design, The McGraw-Hill Companies.
- Appling UML and Patterns: An introduction to Object–Oriented Analysis and Design and Unified Process, Craig Larman, Pearson Education.



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III Year I Semester	SOFT COMPUTING (PROFESSIONAL ELECTIVE -I)	L	T	P	C
		3	0	0	3

Course Objectives:

To introduce the concepts in Soft Computing such as Artificial Neural Networks, Fuzzy logic-based systems, genetic algorithm-based systems and their hybrids.

Course Outcomes: The students will be able to

- Learn soft computing techniques and their applications.
- Analyze various neural network architectures.
- Define the fuzzy systems.
- Understand the genetic algorithm concepts and their applications.
- Identify and select a suitable Soft Computing technology to solve the problem; construct a solution and implement a Soft Computing solution

UNIT - I:

Introduction to Soft Computing, Artificial neural networks, biological neurons, Basic models of artificial neural networks, Connections, Learning, Activation Functions, McCulloch and Pitts Neuron, Hebb network.

UNIT - II:

Perceptron networks, learning rule, Training and testing algorithm, Adaptive Linear Neuron, Back propagation Network, Architecture, Training algorithm

UNIT - III:

Fuzzy logic, fuzzy sets, properties, operations on fuzzy sets, fuzzy relations, operations on fuzzy relations, Fuzzy membership functions, fuzzification, Methods of membership, value assignments, intuition, inference, rank ordering, Lambda –cuts for fuzzysets, Defuzzification methods.

UNIT - IV:

Truth values and Tables in Fuzzy Logic, Fuzzy propositions, Formation of fuzzy rules, Decomposition of rules, Aggregation of rules, Fuzzy Inference Systems, Mamdani and Sugeno types, Neuro-fuzzy hybrid systems, characteristics, classification.

UNIT - V:

Introduction to genetic algorithm, operators in genetic algorithm, coding, selection, crossover, mutation, stopping condition for genetic algorithm flow, Genetic-neuro hybrid systems, Genetic Fuzzy rule-based system

Text Books:

1. S. N. Sivanandam and S. N. Deepa, Principles of soft computing–John Wiley & Sons, 2007.
2. Timothy J. Ross, Fuzzy Logic with engineering applications, John Wiley & Sons, 2016.



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Reference Books:

1. N. K. Sinha and M. M. Gupta, Soft Computing & Intelligent Systems: Theory & Applications-Academic Press /Elsevier. 2009.
2. Simon Haykin, Neural Network- A Comprehensive Foundation-Prentice Hall International, Inc.1998
3. R. Eberhart and Y. Shi, Computational Intelligence: Concepts to Implementation, Morgan Kaufman/Elsevier, 2007.
4. Driankov D., Hellendoorn H. and Reinfrank M., An Introduction to Fuzzy Control Narosa Pub., 2001.
5. Bart Kosko, Neural Network and Fuzzy Systems-Prentice Hall, Inc., Englewood Cliffs, 1992
6. Goldberg D.E., Genetic Algorithms in Search, Optimization, and Machine Learning Addison Wesley, 1989



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III Year I Semester	INTERNET OF THINGS (PROFESSIONAL ELECTIVE -I)	L	T	P	C
		3	0	0	3

Course Objectives:

- Vision and Introduction to Internet of Things (IoT).
- Understand IoT Market perspective.
- Data and Knowledge Management and use of Devices in IoT Technology.
- Understand State of the Art – IoT Architecture.
- Understand Real World IoT Design Constraints, Industrial Automation and Commercial.

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

- Explain in a concise manner how the general Internet as well as Internet of Things work.
- Understand constraints and opportunities of wireless and mobile networks for Internet of Things.
- Use basic sensing and measurement and tools to determine the real-time performance of network of devices.
- Develop prototype models for various applications using IoT technology.

UNIT-I:

The Internet of Things: An Overview of Internet of things, Internet of Things Technology, behind IoTs Sources of the IoTs, M2M Communication, Examples of IoTs, Design Principles for Connected Devices Internet Connectivity Principles, Internet connectivity, Application Layer Protocols: HTTP, HTTPS, FTP, Telnet.

UNIT-II:

Business Models for Business Processes in the Internet of Things, IoT/M2M systems LAYERS AND designs standardizations, Modified OSI Stack for the IoT/M2M Systems, ETSI M2M domains and High- level capabilities, Communication Technologies, Data Enrichment and Consolidation and Device Management Gateway Ease of designing and affordability

UNIT-III:

Design Principles for the Web Connectivity for connected-Devices, Web Communication protocols for Connected Devices, Message Communication protocols for Connected Devices, Web Connectivity for connected-Devices.

UNIT-IV:

Data Acquiring, Organizing and Analytics in IoT/M2M, Applications /Services /Business Processes, IOT/M2M Data Acquiring and Storage, Business Models for Business Processes in the Internet of Things, Organizing Data, Transactions, Business Processes, Integration and Enterprise Systems.



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UNIT-V:

Data Collection, Storage and Computing Using a Cloud Platform for IoT/M2M Applications/Services, Data Collection, Storage and Computing Using cloud platform Everything as a service and Cloud Service Models, IOT cloud-based services using the Xively (Pachube/COSM), Nimbots and other platforms Sensor, Participatory Sensing, Actuator, Radio Frequency Identification, and Wireless, Sensor Network Technology, Sensors Technology, Sensing the World.

Text Books:

1. Internet of Things: Architecture, Design Principles and Applications, Rajkamal, McGraw Hill Higher Education
2. Internet of Things, A. Bahgya and V. Madisetti, University Press, 2015

Reference Books:

1. Designing the Internet of Things, Adrian McEwen and Hakim Cassimally, Wiley
Getting Started with the Internet of Things, Cuno Pfister, Orelliy



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III Year I Semester	MACHINE LEARNING LAB	L	T	P	C
		0	0	3	1.5

Course Objectives:

- To learn about computing central tendency measures and Data preprocessing techniques
- To learn about classification and regression algorithms
- To apply different clustering algorithms for a problem.

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

- Develop program for computing central tendency measures and Apply Data Preprocessing techniques
- Build Classifiers using KNN, Decision Tree, Random Forest algorithms
- Implement classification algorithms such as Naïve Bayes, SVM, Multi-Layer Perceptron
- Apply clustering algorithms such as K-Means, Fuzzy C-Means and Expectation Maximization for a problem

Software's Required: Python/R/Weka

List of Experiments:

1. Compute Central Tendency Measures: Mean, Median, Mode Measure of Dispersion: Variance, Standard Deviation.
2. Apply the following Pre-processing techniques for a given dataset.
 - a. Attribute selection
 - b. Handling Missing Values
 - c. Discretization
 - d. Elimination of Outliers
3. Apply KNN algorithm for classification and regression
4. Demonstrate decision tree algorithm for a classification problem and perform parameter tuning for better results
5. Demonstrate decision tree algorithm for a regression problem
6. Apply Random Forest algorithm for classification and regression
7. Demonstrate Naïve Bayes Classification algorithm.
8. Apply Support Vector algorithm for classification
9. Demonstrate simple linear regression algorithm for a regression problem
10. Apply Logistic regression algorithm for a classification problem
11. Demonstrate Multi-layer Perceptron algorithm for a classification problem
12. Implement the K-means algorithm and apply it to the data you selected. Evaluate performance by measuring the sum of the Euclidean distance of each example from its class center. Test the performance of the algorithm as a function of the parameters K.



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13. Demonstrate the use of Fuzzy C-Means Clustering
14. Demonstrate the use of Expectation Maximization based clustering algorithm

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

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 framing methods such as
 - i) Character stuffing ii) bit stuffing.
3. Write a Program to implement data link layer framing 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



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- iv. Simulate to Find the Number of Packets Dropped due to Congestion
- v. Simulate to Compare Data Rate& Throughput.



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III Year I Semester	FULL STACK DEVELOPMENT – I (SKILL ENHANCEMENT COURSE)	L	T	P	C
		0	1	2	2

Course Objectives:

The main objectives of the course are to

1. Make use of HTML elements and their attributes for designing static webpages.
2. Build a webpage by applying appropriate CSS styles to HTML elements.
3. Experiment with Java Script to develop dynamic webpages and validate forms.

Experiments covering the Topics:

- Lists, Links and Images
- HTML Tables, Forms and Frames
- HTML5 and Cascading Style Sheets, Types of CSS
- Selector forms
- CSS with Color, Background, Font, Text and CSS Box Model
- Applying Java Script-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 list 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



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B.Tech CSE (DS) (R23) IIIrd Year COURSE STRUCTURE & SYLLABUS

(Applicable from the academic year 2023-24 and onwards)

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 i.e. 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 into3parts 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. HTML5 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>,<div>,tags.
- b. Write a HTML program, to embed audio and video into HTML web page.
- c. Write a program to apply different types (of 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 half way 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 Java Script 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.



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- d. Create a web page 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

7. Java Script 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. Java Script 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 “LARGERNUMBER” in an information message dialog. If the numbers are equal, output HTML text as “EQUAL NUMBERS”.
- b. Write a program to display weekdays using switch case.
- c. Write a program to print 1 to 10 numbers using for, while and do-while loops.
- d. Write a program 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 ‘ARMSTRONGNUMBER’ or not. [Ex: 153 is an Armstrong number, since sum of the cube of the digits is equal to the number i.e.,
$$1^3 + 5^3 + 3^3 = 153$$
]
- 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. (Ex: 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. Java Script Functions and Events

- a. Design an 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 an HTML having a textbox and four buttons named Factorial, Fibonacci, Prime, and Palindrome. When a button is pressed an 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
- c. Write a program to validate the following fields in a registration page



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- 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 xxxxxxxx@xxxxxxxx.xxx)

Text Books:

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

Web Links:

Infosys spring board*

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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B.Tech CSE (DS) (R23) IIIrd Year COURSE STRUCTURE & SYLLABUS**(Applicable from the academic year 2023-24 and onwards)**

III Year I Semester	TINKERING LAB (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 Widges 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 Book:

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 1stEdition, Apres.