



II YEAR I SEMESTER

| S.No. | Subcode | Category | Title | L | T | P | Credits |
|-------|-----------|--------------------------|--|----|---|---|---------|
| 1 | R23CC2101 | BS&H | Discrete Mathematics & Graph Theory | 3 | 0 | 0 | 3 |
| 2 | R23CC2102 | BS&H | Universal human values – understanding harmony and Ethical human conduct | 2 | 1 | 0 | 3 |
| 3 | R23CC2103 | Engineering Science | Digital Logic and Computer Organization | 3 | 0 | 0 | 3 |
| 4 | R23CC2104 | Professional Core | Advanced Data Structures & Algorithms Analysis | 3 | 0 | 0 | 3 |
| 5 | R23CC2105 | Professional Core | Object Oriented Programming Through Java | 3 | 0 | 0 | 3 |
| 6 | R23CC21L1 | Professional Core | Advanced Data Structures and Algorithms Analysis Lab | 0 | 0 | 3 | 1.5 |
| 7 | R23CC21L2 | Professional Core | Object Oriented Programming Through Java Lab | 0 | 0 | 3 | 1.5 |
| 8 | R23CC21L3 | Skill Enhancement course | Python programming | 0 | 1 | 2 | 2 |
| Total | | | | 14 | 2 | 8 | 20 |





| II B.TECH I SEMESTER | L | T | P | INTERNAL MARKS | EXTERNAL MARKS | TOTAL MARKS | CREDITS |
|-------------------------|--|---|---|-------------------|-------------------|----------------|---------|
| | 3 | 0 | 0 | 30 | 70 | 100 | 3 |
| SUBCODE: R23CC2101 | DISCRETE MATHEMATICS AND GRAPH THEORY | | | | | | |

COURSE OBJECTIVES:

- To introduce the students to the topics and techniques of discrete methods and combinatorial reasoning.
- To introduce a wide variety of applications. The algorithmic approach to the solution of problems is fundamental in discrete mathematics, and this approach reinforces the close ties between this discipline and the area of computer science.

COURSE OUTCOMES:

At the end of the course students will be able to

CO1: Apply the logical statements, connectivity among the statements and different types of normal forms. [K3]

CO2: Analyze the operations, properties and functions of sets. [K4].

CO3: Solve mathematical problems with recurrence relations using different methods. [K3].

CO4: Classify the types of graphs to formulate and solve computational problems. [K4].

UNIT-I: Mathematical Logic

Propositional Calculus: Statements and Notations, Connectives, Well Formed Formulas, Truth Tables, Tautologies, Equivalence of Formulas, Duality Law, Tautological Implications, Normal Forms, Theory of Inference for Statement Calculus, Consistency of Premises, Indirect Method of Proof, Predicate Calculus: Predicates, Predicative Logic, Statement Functions, Variables and Quantifiers, Free and Bound Variables, Inference Theory for Predicate Calculus.

UNIT-II: Set Theory:

Sets: Operations on Sets, Principle of Inclusion-Exclusion, Relations: Properties, Operations, Partition and Covering, Transitive Closure, Equivalence, Compatibility and Partial Ordering, Hasse Diagrams, Functions: Bijective, Composition, Inverse, Permutation, and Recursive Functions, Lattice and its Properties.

UNIT-III: Combinatorics and Recurrence Relations:

Basis of Counting, Permutations, Permutations with Repetitions, Circular and Restricted Permutations, Combinations, Restricted Combinations, Binomial and Multinomial Coefficients and Theorems.

Recurrence Relations: Generating Functions, Function of Sequences, Partial Fractions, Calculating Coefficient of Generating Functions, Recurrence Relations, and Formulation as Recurrence Relations, Solving Recurrence Relations by Substitution and Generating Functions, Method of Characteristic Roots, Solving Inhomogeneous Recurrence Relations.





UNIT-IV: Graph Theory:

Basic Concepts, Graph Theory and its Applications, Subgraphs, Graph Representations: Adjacency and Incidence Matrices, Isomorphic Graphs, Paths and Circuits, Eulerian and Hamiltonian Graphs.

UNIT-V: Multi Graphs:

Multigraphs, Bipartite and Planar Graphs, Euler's Theorem, Graph Colouring and Covering, Chromatic Number, Spanning Trees, Prim's and Kruskal's Algorithms, BFS and DFS Spanning Trees.

TEXT BOOKS:

1. Discrete Mathematical Structures with Applications to Computer Science, J. P. Tremblay and P. Manohar, Tata McGraw Hill.
2. Elements of Discrete Mathematics-A Computer Oriented Approach, C. L.Liu and D. P. Mohapatra, 3rd Edition, Tata McGraw Hill.
3. Theory and Problems of Discrete Mathematics, Schaum's Outline Series, Seymour Lipschutz and Marc Lars Lipson, 3rd Edition, McGraw Hill.

REFERENCE BOOKS:

1. Discrete Mathematics for Computer Scientists and Mathematicians, J. L.Mott, A. Kandel and T. P. Baker, 2nd Edition, Prentice Hall of India publishers.
2. Discrete Mathematics, S. K. Chakraborty and B. K. Sarkar, Oxford press, 2011.
3. Discrete Mathematics and its Applications with Combinatorics and GraphTheory, K.H. Rosen, 7th Edition, Tata McGraw Hill.





| II B.TECH I SEMESTER | L | T | P | INTERNAL MARKS | EXTERNAL MARKS | TOTAL MARKS | CREDITS |
|-------------------------|---|---|---|-------------------|-------------------|----------------|---------|
| | 2 | 1 | 0 | 30 | 70 | 100 | 3 |
| SUBCODE: R23CC2102 | UNIVERSAL HUMAN VALUES UNDERSTANDING HARMONY AND ETHICAL HUMAN CONDUCT | | | | | | |

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 behavior and mutually enriching interaction with Nature.

COURSE OUTCOMES:

At the end of the course students will be able to

CO1: Analyze various Value Education methods. [K2]

CO2: Compare and Contrast various types of Harmony in the Human Being. [K4]

CO3: Compare and Contrast various types of Harmony in the Family and Society [K4]

CO4: Compare and Contrast various types of Harmony in the Nature/Existence. [K4]

CO5: Analyze the various consequences of professional ethics. [K2]

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

Lecture 4: 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). The Story of My Experiments with Truth - by Mohandas Karamchand Gandhi
4. Small is Beautiful - E. F Schumacher.
5. Slow is Beautiful - Cecile Andrews
6. Economy of Permanence - J C Kumarappa
7. Bharat Mein Angreji Raj – PanditSunderlal
8. Rediscovering India - by Dharampal
9. Hind Swaraj or Indian Home Rule - by Mohandas K. Gandhi
10. India Wins Freedom - Maulana Abdul Kalam Azad
11. Vivekananda - Romain Rolland (English)
12. 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.





ONLINE RESOURCES:

1. <https://fdp-si.aicte-india.org/UHV%20Class%20Notes%20&%20Handouts/UHV%20Handout%201-Introduction%20to%20Value%20Education.pdf>
2. <https://fdp-si.aicte-india.org/UHV%20Class%20Notes%20&%20Handouts/UHV%20Handout%202-Harmony%20in%20the%20Human%20Being.pdf>
3. <https://fdp-si.aicte-india.org/UHV%20Class%20Notes%20&%20Handouts/UHV%20Handout%203-Harmony%20in%20the%20Family.pdf>
4. <https://fdp-si.aicte-india.org/UHV%20Teaching%20Material/D3-S2%20Respect%20July%202023.pdf>
5. <https://fdp-si.aicte-india.org/UHV%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%20FDPSI%20UHV%20Teaching%20Material/Day%203%20Handouts/UHV%203D%20D3-S2A%20Und%20Nature-Existence.pdf>
7. <https://fdp-si.aicteindia.org/UHV%20II%20Teaching%20Material/UHV%20II%20Lecture%202023-25%20Ethics%20v1.pdf>
8. <https://www.studocu.com/in/document/kiet-group-of-institutions/universal-humanvalues/chapter-5-holistic-understanding-of-harmony-on-professional-ethics/62490385>
9. https://onlinecourses.swayam2.ac.in/aic22_ge23/preview





| II B.TECH I SEMESTER | L | T | P | INTERNAL MARKS | EXTERNAL MARKS | TOTAL MARKS | CREDITS |
|-------------------------|--|---|---|-------------------|-------------------|----------------|---------|
| | 3 | 0 | 0 | 30 | 70 | 100 | 3 |
| SUBCODE: R23CC2103 | DIGITAL LOGIC & COMPUTER ORGANIZATION | | | | | | |

COURSE OBJECTIVES:

- The main objectives 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:

After completion of the course, students are able to:

CO1: Analyze the data representation and digital logic circuits. [K4]

CO2: Analyze the basic structure of computers. [K4]

CO3: Analyze the computer arithmetic algorithms [K4]

CO4: Analyze the processor, memory and input-output organizations. [K4]

UNIT-I:

Data Representation: Binary Numbers, Fixed Point Representation, Floating Point Representation, Number base conversions, Octal and Hexa decimal 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-oper and 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 Multiprogrammed 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, Zvonko Vranesic, SafwatZaky, 6th edition, McGrawHill
2. Digital Design, 6th Edition, M.Morris Mano, Pearson Education.
3. Organization and Architecture, William Stallings, 11th Edition, Pearson.

REFERENCE BOOKS:

1. Computer Systems Architecture, M.Moris Mano, 3rd Edition, Pearson
2. Computer Organization and Design, David A. Paterson, John L. Hennessy, Elsevier
3. Fundamentals of Logic Design, Roth, 5th Edition, Thomson

ONLINE LEARNING RESOURCES:

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





| II B.TECH I SEMESTER | L | T | P | INTERNAL MARKS | EXTERNAL MARKS | TOTAL MARKS | CREDITS |
|-------------------------|--|---|---|-------------------|-------------------|----------------|---------|
| | 3 | 0 | 0 | 30 | 70 | 100 | 3 |
| SUBCODE: R23CC2104 | ADVANCED DATA STRUCTURES & ALGORITHM ANALYSIS | | | | | | |

COURSE OBJECTIVES:

The main objectives 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 are able to

CO1: Apply asymptotic notations to measure the performance of algorithms [K3]

CO2: Apply divide and conquer paradigm when an algorithmic design situation calls for it. [K3]

CO3: Construct greedy algorithms and dynamic programming techniques to solve problems [K3]

CO4: Utilize backtracking and branch and bound algorithms to solve combinatorial problems construct [K3]

CO5: Classifying computational problems into NP, NP-Hard, and NP-Complete. [K4]

UNIT – I:

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

Heap Trees (Priority Queues) – Min and Max Heaps, Operations and Applications

UNIT – II:

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.

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, 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





NP Hard Graph Problems: Clique Decision Problem (CDP), Traveling Salesperson Decision Problem (TSP)

NP Hard Scheduling Problems: Job Shop Scheduling

TEXTBOOKS:

1. *Design and analysis of computer algorithms/ by Alfred V. Aho, John E. Hopcroft and Jeffrey D. Ullman.*
2. *Fundamentals of Data Structures in C++, Horowitz, Ellis; Sahni, Sartaj; Mehta, Dinesh 2nd Edition Universities Press*
3. *Computer Algorithms/C++ Ellis Horowitz, Sartaj Sahni, Sanguthevar Rajasekaran 2nd 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:, N.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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|-------------------------|---|---|---|-------------------|-------------------|----------------|---------|
| | 3 | 0 | 0 | 30 | 70 | 100 | 3 |
| SUBCODE: R23CC2105 | OBJECT ORIENTED PROGRAMMING THROUGH JAVA | | | | | | |

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 APIs for program development

COURSE OUTCOMES:

After completion of this course, the students would be able to:

CO1: Interpret the syntax and semantics of java programs language and OOPs concepts. [K2]

CO2: Make use of different predefined classes and packages and interfaces to develop programs using OOPs concepts. [K3]

CO3: Apply exception handling and FILE I/O operations on java programs. [K3]

CO4: Make use of Multithreading and String handling Functions on java. [K3]

CO5: Make use of Java FX and Event-Handling to in the design of GUI Applications. [K3]

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 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, Monalisa Sarma, 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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|-------------------------|--|---|---|-------------------|-------------------|----------------|---------|
| | 0 | 0 | 3 | 30 | 70 | 100 | 1.5 |
| SUBCODE: R23CC21L1 | ADVANCED DATA STRUCTURES & ALGORITHM ANALYSIS LAB | | | | | | |

COURSE OBJECTIVES:

The objectives of the course is to

- Acquire practical skills in constructing and managing Data structures
- Apply the popular algorithm design methods in problem-solving scenarios

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

COURSE OUTCOMES:

After the completion of this course the student should be able to

CO 1: Analyze different operations of tree traversal techniques. [K4]

CO 2: Analyze time complexity of algorithms to solve problems on graph [K4]

CO 3: Apply divide and conquer approaches for sorting the given elements [K3]

CO 4: Analyze the complexity of algorithms to evaluate the efficiency and effectiveness of greedy, dynamic programming, backtracking branch and bound techniques. [K4]

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.

Virtual Lab: <https://ds2-iiith.vlabs.ac.in/>

Any three programs must be submitted with the result from the above link

REFERENCE BOOKS:

1. Fundamentals of Data Structures in C++, Horowitz Ellis, SahniSartaj, Mehta, Dinesh, 2nd Edition, Universities Press
2. Computer Algorithms/C++ Ellis Horowitz, SartajSahni, SanguthevarRajasekaran, 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>





| II B.TECH I SEMESTER | L | T | P | INTERNAL MARKS | EXTERNAL MARKS | TOTAL MARKS | CREDITS |
|-------------------------|---|---|---|-------------------|-------------------|----------------|---------|
| | 0 | 0 | 3 | 30 | 70 | 100 | 1.5 |
| SUBCODE: R23CC21L2 | OBJECT ORIENTED PROGRAMMING THROUGH JAVA LAB | | | | | | |

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

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

COURSE OUTCOMES:

After completion of this course, the students would be able to:

CO1: Develop Java program, by using OOP concepts. [K3]

CO2: Make use of inheritance and interface concepts in Java programs. [K3]

CO3: Make use of Exception handling and Multithreading concepts in Java Programs. [K3]

CO4: Develop GUIs with JavaFX and JDBC programs. [K3]

SAMPLE EXPERIMENTS:**Exercise – 1:**

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

- Write a JAVA program to search for an element in a given list of elements using binary search mechanism.
- Write a JAVA program to sort for an element in a given list of elements using bubble sort
- Write a JAVA program using StringBuffer to delete, remove character.

Exercise - 3

- Write a JAVA program to implement class mechanism. Create a class, methods and invoke them inside main method.
- Write a JAVA program implement method overloading.
- 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

- 1. Write a JAVA program that import and use the user defined packages
- 2. Without writing any code, build a GUI that display text in label and image in an ImageView (use JavaFX)
- 3. 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

Virtual Lab: <https://java-iitd.vlabs.ac.in/>

Any three programs must be submitted with the result from the above link





| II B.TECH I SEMESTER | L | T | P | INTERNAL MARKS | EXTERNAL MARKS | TOTAL MARKS | CREDITS |
|-------------------------|--|---|---|-------------------|-------------------|----------------|---------|
| | 0 | 1 | 2 | 30 | 70 | 100 | 2 |
| SUBCODE: R23CC21L3 | PYTHON PROGRAMMING (SKILL ENHANCEMENT COURSE) | | | | | | |

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:

After completion of the course, students are able to:

CO1: Make use of control flow statements and functions to develop python programs.[K3].

CO2: Develop Python programs using strings, Lists, dictionaries, tuples and sets. [K3].

CO3: Develop Python programs on object oriented programming and regular expressions. [K3].

CO4: Develop Python programs using NumPy and Pandas. [K3].

UNIT-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 Operators
 - iv) 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:

1. Write a program to define a function with multiple return values.
2. Write a program to define a function using default arguments.
3. Write a program to find the length of the string without using any library functions.
4. Write a program to check if the substring is present in a given string or not.
5. Write a program to perform the given operations on a list:
i. Addition ii. Insertion iii. Slicing
6. 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:

1. Write a program to create tuples (name, age, address, college) for at least two members and concatenate the tuples and print the concatenated tuples.
2. Write a program to count the number of vowels in a string (No control flow allowed).
3. Write a program to check if a given key exists in a dictionary or not.
4. Write a program to add a new key-value pair to an existing dictionary.
5. 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:

1. 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.
2. Python program to print each line of a file in reverse order.





3. Python program to compute the number of characters, words and lines in a file.
4. Write a program to create, display, append, insert and reverse the order of the items in the array.
5. Write a program to add, transpose and multiply two matrices.
6. 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:

1. Python program to check whether a JSON string contains complex object or not.
2. Python Program to demonstrate NumPy arrays creation using array () function.
3. Python program to demonstrate use of ndim, shape, size, dtype.
4. Python program to demonstrate basic slicing, integer and Boolean indexing.
5. Python program to find min, max, sum, cumulative sum of array
6. 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:
 1. Apply head () function to the pandas data frame
 2. Perform various data selection operations on Data Frame
 7. 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

Virtual Lab: <https://python-iitk.vlabs.ac.in/Introduction.html>

Any three programs must be submitted with the result from the above link

TEXT BOOKS:

1. Kenneth Lambert, "Fundamentals of Python: First Programs", ISBN-13: 978-1337560092, cengage learning publishers, first edition, 2012.
2. Allen B. Downey, "think python: how to think like a computer scientist", ISBN-13: 978-1491939369, O'reilly, 2nd edition, 2016.
3. Reema Thareja, "Python Programming using Problem Solving Approach", ISBN-13: 978-0-19948017-3, Oxford University Press, 2017

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>

