



ANNAMACHARYA INSTITUTE OF TECHNOLOGY & SCIENCES::KADAPA
(AUTONOMOUS)

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Accredited by NBA (B.Tech- EEE, ECE & CSE) & NAAC with 'A' Grade

Utukur (Post), C.K.Dinne (V&M), Kadapa, YSR (Dist) Andhra Pradesh - 516 003

B. TECH. – ARTIFICIAL INTELLIGENCE AND DATA SCIENCE

II YEAR COURSE STRUCTURE & SYLLABI

B.Tech.– II Year I Semester

S.No.	Course code	Title	L	T	P	Credits
1	23HBS9913	Discrete Mathematics & Graph Theory	3	0	0	3
2	23HHS9901	Universal Human Values– Understanding Harmony and Ethical Human Conduct	2	1	0	3
3	23HES0504	Database Management Systems	3	0	0	3
4	23HPC0503	Advanced Data Structures and Algorithms Analysis	3	0	0	3
5	23HPC0504	Object Oriented Programming Through Java	3	0	0	3
6	23HPC0505	Advanced Data Structures and Algorithms Analysis Lab	0	0	3	1.5
7	23HPC0506	Object Oriented Programming Through Java Lab	0	0	3	1.5
8	23HSC0502	Python Programming	0	1	2	2
9	23HAC9901	Environmental Science	2	0	0	-
Total			16	2	8	20

B.Tech.– II Year II Semester

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II Year B.Tech. – I Semester

L	T	P	C
3	0	0	3

(23HBS9913) DISCRETE MATHEMATICS & GRAPH THEORY
(Common to CSE and all CSE allied branches)

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

COs	Statements	Blooms level
CO1	Apply mathematical logic to solve problems.	L2, L3
CO2	Understand the concepts and perform the operations related to sets, relations and functions. Gain the conceptual background needed and identify structures of algebraic nature.	L3, L5
CO3	Apply basic counting techniques to solve combinatorial problems.	L3
CO4	Formulate problems and solve recurrence relations.	L2, L3
CO5	Apply Graph Theory in solving computer science problems	L3, L5

UNIT I Mathematical Logic

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

UNIT II Set theory

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

UNIT III Elementary Combinatorics

Combinations and Permutations, Enumeration of Combinations and Permutations, Enumerating Combinations and Permutations with Repetitions, Enumerating Permutations with Constrained Repetitions, Binomial Coefficients, The Binomial and Multinomial Theorems.

UNIT IV: Recurrence Relations

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

UNIT V Graphs

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

Textbooks:

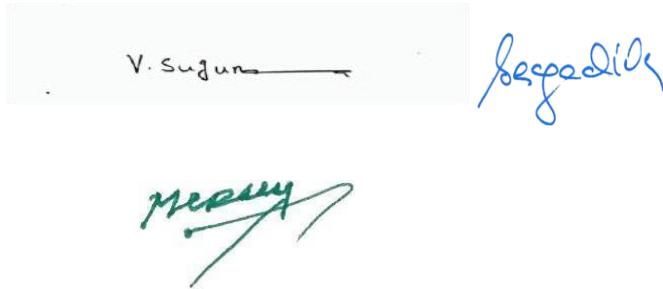
1. J.P. Tremblay and R. Manohar, Discrete Mathematical Structures with Applications to Computer Science, Tata McGraw Hill, 2002.
2. Kenneth H. Rosen, Discrete Mathematics and its Applications with Combinatorics and Graph Theory, 7th Edition, McGraw Hill Education (India) Private Limited.

Reference Books:

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

Computer Science. Online Learning Resources:

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



II Year B.Tech. – I Semester

L	T	P	C
3	0	0	3

(23HPC0504) DATABASE MANAGEMENT SYSTEM

Course Objectives: The main objectives of the course is to

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

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

- Understand the basic concepts of database management systems (L2)
- Analyze a given database application scenario to use ER model for conceptual design of the database (L4)
- Utilize SQL proficiently to address diverse query challenges (L3).
- Employ normalization methods to enhance database structure (L3)
- Assess and implement transaction processing, concurrency control and database recovery protocols in databases. (L4)

UNIT I: Introduction: Database system, Characteristics (Database Vs File System), Database Users, Advantages of Database systems, Database applications. Brief introduction of different Data Models; Concepts of Schema, Instance and data independence; Three tier schema architecture for data independence; Database system structure, environment, Centralized and Client Server architecture for the database.

Entity Relationship Model: Introduction, Representation of entities, attributes, entity set, relationship, relationship set, constraints, sub classes, super class, inheritance, specialization, generalization using ER Diagrams.

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

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

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

UNIT V: Transaction Concept: Transaction State, ACID properties, Concurrent Executions, Serializability, Recoverability, Implementation of Isolation, Testing for

Serializability, lock based, time stamp based, optimistic, concurrency protocols, Deadlocks, Failure Classification, Storage, Recovery and Atomicity, Recovery algorithm.

Introduction to Indexing Techniques: Primary Indexing, Secondary indexing, hash based indexing, static and dynamic tree base indexing, B+ Trees, B+ Trees applications towards database.

Textbooks:

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

Reference Books:

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

Web-Resources:

1. <https://nptel.ac.in/courses/106/105/106105175/>

https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01275806667282022456_shared/overview



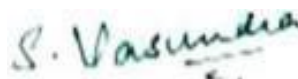
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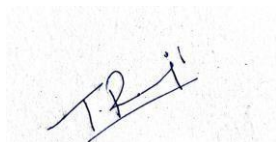
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Academic council (Dr. C. Nagaraju)



University nominee (Dr. S. Vasundra)



Internal member (T. Rajitha)

II Year B.Tech. – I Semester

L	T	P	C
3	0	0	3

(23HPC0503) 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 will be able to

- Illustrate the working of the advanced tree data structures and their applications (L2)
- Understand the Graph data structure, traversals and apply them in various contexts. (L2)
- Use various data structures in the design of algorithms (L3)
- Recommend appropriate data structures based on the problem being solved (L5)
- Analyze algorithms with respect to space and time complexities (L4)
- Design new algorithms (L6)

UNIT – I:

Introduction to Algorithm Analysis, Space and Time Complexity analysis, AsymptoticNotations.

AVL Trees – Creation, Insertion, Deletion operations and Applications

B-Trees – Creation, Insertion, Deletion operations and Applications

UNIT – II:

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

Graphs – Terminology, Representations, Basic Search and Traversals, ConnectedComponents and Biconnected Components, applications

Divide and Conquer: The General Method, Quick Sort, Merge Sort, Strassen’s matrixmultiplication, Convex Hull

UNIT – III:

Greedy Method: General Method, Job Sequencing with deadlines, Knapsack Problem, Minimum cost spanning trees, Single Source Shortest Paths

Dynamic Programming: General Method, All pairs shortest paths, Single Source Shortest Paths – General Weights (Bellman Ford Algorithm), Optimal Binary Search Trees, 0/1 Knapsack, String Editing, Travelling Salesperson problem

UNIT – IV:

Backtracking: General Method, 8-Queens Problem, Sum of Subsets problem, Graph Coloring, 0/1 Knapsack Problem

Branch and Bound: The General Method, 0/1 Knapsack Problem, Travelling Salesperson problem

UNIT – V:

NP Hard and NP Complete Problems: Basic Concepts, Cook’s theorem

NP Hard Graph Problems: Clique Decision Problem (CDP), Chromatic Number DecisionProblem (CNDP), Traveling Salesperson Decision Problem (TSP)

NP Hard Scheduling Problems: Scheduling Identical Processors, Job Shop Scheduling

Textbooks:

1. Fundamentals of Data Structures in C++, Horowitz, Ellis; Sahni, Sartaj; Mehta, Dinesh 2nd Edition Universities Press
2. Computer Algorithms/C++ Ellis Horowitz, Sartaj Sahni, Sanguthevar 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 \(youtube.com\)](https://www.youtube.com/watch?v=1. Introduction to Algorithms)



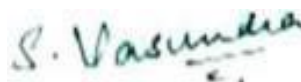
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II Year B.Tech. – I Semester

L	T	P	C
3	0	0	3

(23HPC0504) 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 the course, students will be able to

- Analyze problems, design solutions using OOP principles, and implement them efficiently in Java. (L4)
- Design and implement classes to model real-world entities, with a focus on attributes, behaviors, and relationships between objects (L4)
- Demonstrate an understanding of inheritance hierarchies and polymorphic behaviour, including method overriding and dynamic method dispatch. (L3)
- Apply Competence in handling exceptions and errors to write robust and fault-tolerant code. (L3)
- Perform file input/output operations, including reading from and writing to files using Java I/O classes, graphical user interface (GUI) programming using JavaFX. (L3)
- Choose appropriate data structure of Java to solve a problem (L6)

UNIT I: Object Oriented Programming: Basic concepts, Principles, Program Structure in Java: Introduction, Writing Simple Java Programs, Elements or Tokens in Java Programs, Java Statements, Command Line Arguments, User Input to Programs, Escape Sequences Comments, Programming Style. **Data Types, Variables, and Operators** :Introduction, Data Types in Java, Declaration of Variables, Data Types, Type Casting, Scope of Variable Identifier, Literal Constants, Symbolic Constants, Formatted Output with printf() Method, Static Variables and Methods, Attribute Final, **Introduction to Operators**, Precedence and Associativity of Operators, Assignment Operator (=), Basic Arithmetic Operators, Increment (++) and Decrement (- -) Operators, Ternary Operator, Relational Operators, Boolean Logical Operators, Bitwise Logical Operators.

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

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

UNIT III: Arrays: Introduction, Declaration and Initialization of Arrays, Storage of Array in Computer Memory, Accessing Elements of Arrays, Operations on Array Elements, Assigning Array to Another Array, Dynamic Change of Array Size, Sorting of Arrays, Search for Values in Arrays, Class Arrays, Two-dimensional Arrays, Arrays of Varying Lengths, Three-dimensional Arrays, Arrays as Vectors.

Inheritance: Introduction, Process of Inheritance, Types of Inheritances, Universal Super Class-Object Class, Inhibiting Inheritance of Class Using Final, Access Control and Inheritance, Multilevel Inheritance, Application of Keyword Super, Constructor Method and Inheritance, Method Overriding, Dynamic Method Dispatch, Abstract Classes, Interfaces and Inheritance.

Interfaces: Introduction, Declaration of Interface, Implementation of Interface, Multiple Interfaces, Nested Interfaces, Inheritance of Interfaces, Default Methods in Interfaces, Static Methods in Interface, Functional Interfaces, Annotations.

UNIT IV: Packages and Java Library: Introduction, Defining Package, Importing Packages and Classes into Programs, Path and Class Path, Access Control, Packages in Java SE, Java.lang Package and its Classes, Class Object, Enumeration, class Math, Wrapper Classes, Auto-boxing and Auto-unboxing, Java util Classes and Interfaces, Formatter Class, Random Class, Time Package, Class Instant (java.time.Instant), Formatting for Date/Time in Java, Temporal Adjusters Class, Temporal Adjusters Class.

Exception Handling: Introduction, Hierarchy of Standard Exception Classes, Keywords throws and throw, try, catch, and finally Blocks, Multiple Catch Clauses, Class Throwable, Unchecked Exceptions, Checked Exceptions.

Java I/O and File: Java I/O API, standard I/O streams, types, Byte streams, Character streams, Scanner class, Files in Java(Text Book 2)

UNIT V: String Handling in Java: Introduction, Interface Char Sequence, Class String, Methods for Extracting Characters from Strings, Comparison, Modifying, Searching; Class String Buffer.

Multithreaded Programming: Introduction, Need for Multiple Threads Multithreaded Programming for Multi-core Processor, Thread Class, Main Thread-Creation of New Threads, Thread States, Thread Priority-Synchronization, Deadlock and Race Situations, Inter-thread Communication - Suspending, Resuming, and Stopping of Threads.

Java Database Connectivity: Introduction, JDBC Architecture, Installing MySQL and MySQL Connector/J, JDBC Environment Setup, Establishing JDBC Database Connections, Result Set Interface

Java FX GUI: Java FX Scene Builder, Java FX App Window Structure, displaying text and image, event handling, laying out nodes in scene graph, mouse events (Text Book 3)

Text Books:

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

References Books:

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



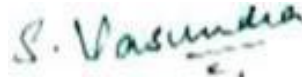
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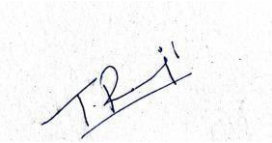
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II Year B.Tech. – I Semester

L	T	P	C
0	0	3	1.5

(23HPC0505) 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

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

- Design and develop programs to solve real world problems with the popular algorithm design methods. (L5)
- Demonstrate an understanding of Non-Linear data structures by developing implementing the operations on AVL Trees, B-Trees, Heaps and Graphs. (L2)
- Critically assess the design choices and implementation strategies of algorithms and data structures in complex applications. (L5)
- Utilize appropriate data structures and algorithms to optimize solutions for specific computational problems. (L3)
- Compare the performance of different of algorithm design strategies (L4)
- Design algorithms to new real world problems (L6)

Experiments covering the Topics:

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

Sample Programs:

1. Construct an AVL tree for a given set of elements which are stored in a file. And implement insert and delete operation on the constructed tree. Write contents of tree into a new file using in-order.
2. Construct B-Tree an order of 5 with a set of 100 random elements stored in array. Implement searching, insertion and deletion operations.
3. Construct Min and Max Heap using arrays, delete any element and display the content of the Heap.
4. Implement BFS and DFS for given graph, when graph is represented by
 - a) Adjacency Matrix
 - b) Adjacency Lists
5. Write a program for finding the bi-connected components in a given graph.
6. Implement Quick sort and Merge sort and observe the execution time for various input sizes (Average, Worst and Best cases).
7. Compare the performance of Single Source Shortest Paths using Greedy method when the graph is represented by adjacency matrix and adjacency lists.

8. Implement Job sequencing with deadlines using Greedy strategy.
9. Write a program to solve 0/1 Knapsack problem Using Dynamic Programming.
10. Implement N-Queens Problem Using Backtracking.
11. Use Backtracking strategy to solve 0/1 Knapsack problem.
12. Implement Travelling Sales Person problem using Branch and Bound approach.

Reference Books:

1. Fundamentals of Data Structures in C++, Horowitz Ellis, 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>



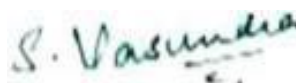
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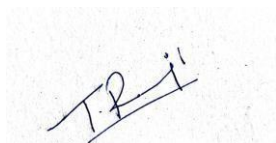
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II Year B.Tech. – I Semester

L	T	P	C
0	0	3	1.5

(23HPC0506) 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

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

- Demonstrate a solid understanding of Java syntax, including data types, control structures, methods, classes, objects, inheritance, polymorphism, and exception handling. (L2)
- Apply fundamental OOP principles such as encapsulation, inheritance, polymorphism, and abstraction to solve programming problems effectively. (L3)
- Familiar with commonly used Java libraries and APIs, including the Collections Framework, Java I/O, JDBC, and other utility classes. (L2)
- Develop problem-solving skills and algorithmic thinking, applying OOP concepts to design efficient solutions to various programming challenges. (L3)
- Proficiently construct graphical user interface (GUI) applications using JavaFX (L4)
- Develop new programs for solving typical computer science problems (L6)

Experiments covering the Topics:

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

Sample Experiments:**Exercise – 1:**

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

Exercise - 2

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

Exercise - 3

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

Exercise - 4

- a) Write a JAVA program to implement Single Inheritance
- b) Write a JAVA program to implement multi level Inheritance

c) Write a JAVA program for abstract class to find areas of different shapes

Exercise - 5

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

Exercise - 6

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

Exercise - 7

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

Exercise – 8

- 8. Write a JAVA program that import and use the user defined packages
- 9. Without writing any code, build a GUI that display text in label and image in anImageView (use JavaFX) and learn how to respond to user interactions with the GUI
- 10. Build a Tip Calculator app using several JavaFX components

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

Text Books:

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

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1. The complete Reference Java, 11th edition, Herbert Schildt, TMH
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2. https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_012880464547618816347_shared/overview



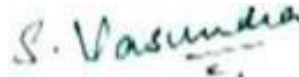
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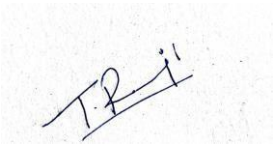
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II Year B.Tech. – I Semester

L	T	P	C
0	1	2	2

(23HSC0502) PYTHON PROGRAMMING
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 will be able to

- Showcase adept command of Python syntax, deftly utilizing variables, data types, control structures, functions, modules, and exception handling to engineer robust and efficient code solutions. (L4)
- Apply Python programming concepts to solve a variety of computational problems (L3)
- Understand the principles of object-oriented programming (OOP) in Python, including classes, objects, inheritance, polymorphism, and encapsulation, and apply them to design and implement Python programs (L3)
- Proficient in using commonly used Python libraries and frameworks such as JSON, XML, NumPy, pandas (L2)
- Exhibit competence in implementing and manipulating fundamental data structures such as lists, tuples, sets, dictionaries (L3)

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

UNIT-II:

Functions: Built-In Functions, Commonly Used Modules, Function Definition and Calling the function, return Statement and void Function, Scope and Lifetime of Variables, Default Parameters, Keyword Arguments, *args and **kwargs, Command Line Arguments.

Strings: Creating and Storing Strings, Basic String Operations, Accessing Characters in String by Index Number, String Slicing and Joining, String Methods, Formatting Strings.

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

Sample Experiments:

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

UNIT-III:

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

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

Sample Experiments:

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

UNIT-IV:

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

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

Sample Experiments:

18. Write a program to sort words in a file and put them in another file. The output file should have only lower-case words, so any upper-case words from source must be lowered.
19. Python program to print each line of a file in reverse order.
20. Python program to compute the number of characters, words and lines in a file.
21. Write a program to create, display, append, insert and reverse the order of the

23. Write a Python program to create a class that represents a shape. Include methods to calculate its area and perimeter. Implement subclasses for different shapes like circle, triangle, and square.

UNIT-V:

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

Sample Experiments:

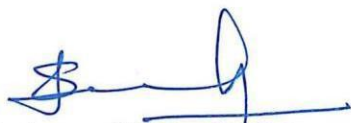
24. Python program to check whether a JSON string contains complex object or not.
25. Python Program to demonstrate NumPy arrays creation using array () function.
26. Python program to demonstrate use of ndim, shape, size, dtype.
27. Python program to demonstrate basic slicing, integer and Boolean indexing.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

Reference Books:

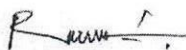
1. Gowri shankar S, Veena A., Introduction to Python Programming, CRC Press.
2. Python Programming, S Sridhar, J Indumathi, V M Hariharan, 2nd Edition, Pearson, 2024
3. Introduction to Programming Using Python, Y. Daniel Liang, Pearson.

Online Learning Resources/Virtual Labs:

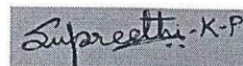
1. <https://www.coursera.org/learn/python-for-applied-data-science-ai>
2. <https://www.coursera.org/learn/python?specialization=python#syllabus>

Signatures

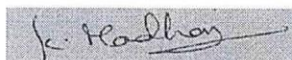
Chairman (HOD of CSE)
(Dr. C.VENKATA SUBBIAH)



Academic council
(Dr. T.RAMAKRISHNU)



Academic council
(Dr. K.P.SUPREETHI)



University nominee
(Dr. K.MADHAVI)



Internal member
(Mrs. K.MUNNI)



Internal member
(Mrs. J.SANDHYA RANI)

II Year B.Tech. – I Semester

L	T	P	C
2	0	0	0

(23HAC9901)ENVIRONMENTAL SCIENCE**Course Objectives:**

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

UNIT I

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

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

UNIT II

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

- a. Forest ecosystem.
- b. Grassland ecosystem
- c. Desert ecosystem.
- d. Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries)

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

UNIT III

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

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

Solid Waste Management: Causes, effects and control measures of urban and industrial wastes –

Role of an individual in prevention of pollution – Pollution case studies – Disaster management: floods, earthquake, cyclone and landslides.

UNIT IV

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

UNIT V

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

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

Textbooks:

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

References:

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

II SEM

II Year B.Tech. – II Semester

L	T	P	C
2	0	0	2

(23HMC1E01a)MANAGERIAL ECONOMICS AND FINANCIAL ANALYSIS**Course Objectives:**

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

Course Outcomes:

- Define the concepts related to Managerial Economics, financial accounting and management(L2)
- Understand the fundamentals of Economics viz., Demand, Production, cost, revenue and markets (L2)
- Apply the Concept of Production cost and revenues for effective Business decision (L3)
- Analyze how to invest their capital and maximize returns (L4)
- Evaluate the capital budgeting techniques. (L5)
- Develop the accounting statements and evaluate the financial performance of business entity (L5)

UNIT - I Managerial Economics

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

UNIT - II Production and Cost Analysis

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

UNIT - III Business Organizations and Markets

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

UNIT - IV Capital Budgeting

Introduction – Nature, meaning, significance. Types of Working Capital, Components,

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

UNIT - V Financial Accounting and Analysis

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

Textbooks:

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

Reference Books:

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

Online Learning Resources:

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

II Year B.Tech. – II Semester

L	T	P	C
2	0	0	2

(23HMC1E01b)ORGANISATIONAL BEHAVIOUR**Course Objectives:**

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

Course Outcomes:

- Define the Organizational Behaviour, its nature and scope. (L2)
- Understand the nature and concept of Organizational behaviour (L2)
- Apply theories of motivation to analyse the performance problems (L3)
- Analyse the different theories of leadership (L4)
- Evaluate group dynamics (L5)
- Develop as powerful leader (L5)

UNIT - I Introduction to Organizational Behavior

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

UNIT - II Motivation and Leading

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

UNIT - III Organizational Culture

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

UNIT - IV Group Dynamics

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

UNIT - V Organizational Change and Development

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

Textbooks:

1. Luthans, Fred, Organisational Behaviour, McGraw-Hill, 12 Th edition.
2. P Subba Ran, Organisational Behaviour, Himalya Publishing House.

Reference Books:

1. McShane, Organizational Behaviour, TMH
2. Nelson, Organisational Behaviour, Thomson.
3. Robbins, P. Stephen, Timothy A. Judge, Organisational Behaviour, Pearson.
4. Aswathappa, Organisational Behaviour, Himalaya.

Online Learning Resources:

<https://www.slideshare.net/Knight1040/organizational-culture>

9608857s://www.slideshare.net/AbhayRajpoot3/motivation-165556714

<https://www.slideshare.net/harshrastogi1/group-dynamics-159412405>

<https://www.slideshare.net/vanyasingla1/organizational-change-development-26565951>

II Year B.Tech. – II Semester

L	T	P	C
2	0	0	2

(23HMC1E01c) BUSINESS ENVIRONMENT**Course Objectives:**

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

Course Outcomes:

- Define Business Environment and its Importance. (L2)
- Understand various types of business environment. (L2)
- Apply the knowledge of Money markets in future investment (L3)
- Analyse India's Trade Policy (L4)
- Evaluate fiscal and monetary policy (L5)
- Develop a personal synthesis and approach for identifying business opportunities (L5)

UNIT - I Overview of Business Environment

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

UNIT - II Fiscal & Monetary Policy

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

UNIT - III India's Trade Policy

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

UNIT - IV World Trade Organization

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

UNIT - V Money Markets and Capital Markets

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

-
- Investor protection and role of SEBI, Introduction to international finance.

Textbooks:

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

Reference Books:

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

Online Learning Resources:

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

II Year B.Tech. – II Semester

L	T	P	C
3	0	0	3

(23HPC3001) STATISTICAL METHODS FOR DATA SCIENCE**(Common to CSE (Data Science), AI & DS, CSE (AIDS))****Course Outcomes:** After successful completion of this course, the students should be able to:

COs	Statements	Blooms level
CO1	Understand the basic concepts of Statistics.	L2, L3
CO2	Analyze the data and draw conclusion about collection of data under study using Point estimation	L3, L5
CO3	Analyze data and draw conclusion about collection of data under study using Interval estimation.	L3
CO4	Analyze to test various hypotheses included in theory and types of errors for large samples.	L2, L3
CO5	Apply the different testing tools like t-test, F-test, chi-square test to analyze the relevant real life problems.	L3, L5

UNIT I: Basic Concepts

Random variables (discrete and continuous), probability density functions, properties, mathematical expectation. Probability distributions: Binomial, Poisson and Normal-their properties. Population, sample, parameter and statistic; characteristics of a good estimator; Consistency – Invariance property of Consistent estimator, Sufficient condition for consistency; Unbiasedness; Sufficiency.

UNIT II Point Estimation

Point Estimation- Estimator, Estimate, Methods of point estimation – Maximum likelihood method (the asymptotic properties of ML estimators are not included), Large sample properties of ML estimator (without proof)- applications, Method of moments, method of least squares, method of minimum chi-square and modified minimum chi-square-Asymptotic Maximum Likelihood Estimation and applications.

UNIT III Interval Estimation

Confidence limits and confidence coefficient; Duality between acceptance region of a test and a confidence interval; Construction of confidence intervals for population proportion (small and large samples) and between two population proportions (large samples); Confidence intervals for mean and variance of a normal population; Difference between the mean and ratio of two normal populations

UNIT IV Testing of hypotheses

Types of errors, power of a test, most powerful tests; Neyman-Pearson Fundamental Lemma and its applications; Notion of Uniformly most powerful tests; Likelihood Ratio tests: Description and property of LR tests - Application to standard distributions.

UNIT V Small sample tests

Student's t-test, test for a population mean, equality of two population means, paired t-test, F- test for equality of two population variances, Chi-square test for goodness of fit and test for independence of attributes, χ^2 test for testing variance of a normal distribution.

Textbooks:

1. Miller and Friends, Probability and Statistics for Engineers, 7/e, Pearson, 2008.
2. Manoj Kumar Srivastava and Namita Srivastava, Statistical Inference – Testing of Hypotheses, Prentice Hall of India, 2014

Reference Books:

1. S.C. Gupta and V.K. Kapoor, Fundamentals of Mathematical Statistics, 11/e, SultanChand & Sons Publications, 2012.
2. S. Ross, a First Course in Probability, Pearson Education India, 2002.
3. W. Feller, an Introduction to Probability Theory and its Applications, 1/e, Wiley, 1968.
4. Robert V Hogg, Elliot A Tannis and Dale L. Zimmerman, Probability and Statistical Inference, 9th edition, Pearson publishers, 2013.

Online Learning Resources:

- https://onlinecourses.nptel.ac.in/noc21_ma74/preview
https://onlinecourses.nptel.ac.in/noc22_mg31/p

A rectangular box containing a handwritten signature in green ink. The signature appears to be "V. Suguna" with a stylized flourish.A handwritten signature in blue ink, which appears to be "Suguna" with a stylized flourish.

II Year B.Tech. – II Semester

L	T	P	C
3	0	0	3

(23HES3304) ARTIFICIAL INTELLIGENCE**Course Objectives:**

- Able to study the concepts of Artificial Intelligence.
- To learn the methods of solving problems using Artificial Intelligence.
- To understand the applications of AI.
- To learn different knowledge representation techniques.
- The student should be made to introduce the concepts of Expert Systems.

Course Outcomes:

- Describe the fundamental concepts in Artificial Intelligence.
- Apply searching techniques for solving a problem.
- Analyze various knowledge representations in Artificial Intelligence.
- Apply logic concepts in various learning methods.
- Describe the basic concepts of expert systems.

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-Adversarial 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 Dempster-Shafer 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 : 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, Saroj Kaushik, CENGAGE Learning.

Online Learning Resources:

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

II Year B.Tech. – II Semester

L	T	P	C
3	0	0	3

(23HPC3002) INTRODUCTION TO DATA SCIENCE

COURSE OBJECTIVES: From the course the student will learn

- e. Knowledge and expertise to become a data scientist.
- f. Essential concepts of statistics and machine learning that are vital for data science;
- g. Significance of exploratory data analysis (EDA) in data science.
- h. Critically evaluate data visualizations presented on the dashboards
- i. Suitability and limitations of tools and techniques related to data science process

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

- h. Understand significance of Data Science. (L2)
- i. Analyze large data(L4)
- j. Apply machine learning in Data Science (L3)
- k. Perform Data reduction and apply visualization techniques. (L3)

UNIT I: Introduction to Data science, benefits and uses, facets of data, data science process in brief, big data ecosystem and data science

Data Science process: Overview, defining goals and creating project charter, retrieving data, cleansing, integrating and transforming data, exploratory analysis, model building, presenting findings and building applications on top of them

Unit II: Applications of machine learning in Data science, role of ML in DS, Python tools like sklearn, modelling process for feature engineering, model selection, validation and prediction, types of ML, semi-supervised learning

Handling large data: problems and general techniques for handling large data, programming tips for dealing large data, case studies on DS projects for predicting malicious URLs, for building recommender systems

UNIT III: NoSQL movement for handling Bigdata: Distributing data storage and processing with Hadoop framework, case study on risk assessment for loan sanctioning, ACID principle of relational databases, CAP theorem, base principle of NoSQL databases, types of NoSQL databases, case study on disease diagnosis and profiling

UNIT IV: Tools and Applications of Data Science: Introducing Neo4j for dealing with graph databases, graph query language Cypher, Applications graph databases, Python libraries like nltk and SQLite for handling Text mining and analytics, case study on classifying Reddit posts

UNIT V: Data Visualization and Prototype Application Development: Data Visualization options, Crossfilter, the JavaScript MapReduce library, Creating an interactive dashboard with dc.js, Dashboard development tools.

Applying the Data Science process for real world problem solving scenarios as a detailed case study.

Textbook:

5. Davy Cielen, Arno D.B.Meysman, and Mohamed Ali, “Introducing to Data Science using Python tools”, Manning Publications Co, Dreamtech press, 2016
6. Prateek Gupta, “Data Science with Jupyter” BPB publishers, 2019 for basics

Reference Books:

7. Joel Grus, “Data Science From Scratch”, OReilly, 2019
8. Doing Data Science: Straight Talk From The Frontline, 1 st Edition, Cathy O’Neil and Rachel Schutt, O’Reilly, 2013



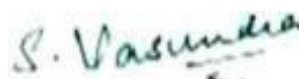
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II Year B.Tech. – II Semester

L	T	P	C
3	0	0	3

(23HES0402) 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 will be able to

3. Differentiate between combinational and sequential circuits based on their characteristics and functionalities. (L2)
4. Demonstrate an understanding of computer functional units. (L2)
5. Analyze the design and operation of processors, including instruction execution, pipelining, and control unit mechanisms, to comprehend their role in computer systems. (L3)
6. Describe memory hierarchy concepts, including cache memory, virtual memory, and secondary storage, and evaluate their impact on system performance and scalability. (L3)
7. Explain input/output (I/O) systems and their interaction with the CPU, memory, and peripheral devices, including interrupts, DMA, and I/O mapping techniques. (L3)
8. Design Sequential and Combinational Circuits (L6)

UNIT – I:

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

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

UNIT – II:

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

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

UNIT – III:

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

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

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:

5. Computer Organization, Carl Hamacher, Zvonko Vranesic, Safwat Zaky, 6th edition, McGraw Hill, 2023.
6. Digital Design, 6th Edition, M. Morris Mano, Pearson Education, 2018.
7. Computer Organization and Architecture, William Stallings, 11th Edition, Pearson, 2022.

Reference Books:

- Computer Systems Architecture, M. Morris Mano, 3rd Edition, Pearson, 2017.
- Computer Organization and Design, David A. Patterson, John L. Hennessy, Elsevier, 2004.
- Fundamentals of Logic Design, Roth, 5th Edition, Thomson, 2003.

Online Learning Resources:

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


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II Year B.Tech. – II Semester

L	T	P	C
0	0	3	1.5

(23HPC3003) ARTIFICIAL INTELLIGENCE LAB**Pre-requisite:**

3. Knowledge in Computer Programming.
4. Background in linear algebra, data structures and algorithms, and probability

Course Objectives:

5. The student should be made to study the concepts of Artificial Intelligence.
6. The student should be made to learn the methods of solving problems using Artificial Intelligence.
7. The student should be made to introduce the concepts of Expert Systems and machine learning.

Course Outcomes:

After completion of the course, students will be able to

- Understand the Mathematical and statistical perspectives of machine learning algorithms through python programming (L2)
- Appreciate the importance of visualization in the data analytics solution. (L5)
- Derive insights using Machine learning algorithms (L5)
- Implement and demonstrate AI and ML algorithms. (L5)
- Evaluate different algorithms. (L6)

List of Experiments

- Write a Program to Implement Breadth First Search using Python.
- Write a program to implement Best First Searching Algorithm
- Write a Program to Implement Depth First Search using Python.
- Write a program to implement the Heuristic Search
- Write a python program to implement A* and AO* algorithm. (Ex: find the shortest path)
- Write a Program to Implement Water-Jug problem using Python.
- Write a Program to Implement Alpha-Beta Pruning using Python.
- Write a Program to implement 8-Queens Problem using Python.
- Write a program to schedule a meeting among a 5 busy people using Default Reasoning the output should give the time, place and day of the meeting.
- Write a program to implement the Unification algorithm
- Develop a knowledge base system consisting of facts and rules about some specialized knowledge domain
- Write a program to implement 8 puzzle programs using different heuristics. Using it play the game Tic-Tac-Toe at the end the game the program should display the no. of nodes generated, cutoff values at each stage in the form of a table.

Textbooks:

Prateek Joshi, Artificial Intelligence with Python, Packt Publishing, 2017.

Xiao, Perry. Artificial intelligence programming with Python: from zero to hero. John Wiley & Sons, 2022.

Reference Books:

3. Stuart J. Russell and Peter Norvig, Artificial Intelligence A Modern Approach, Fourth Edition, Pearson, 2020
4. Martin C. Brown (Author), “Python: The Complete Reference” McGraw Hill Education, Fourth edition, 2018
5. R. Nageswara Rao , “Core Python Programming” Dreamtech Press India Pvt Ltd 2018.

Online Learning Resources:

1. https://onlinecourses.nptel.ac.in/noc19_cs40/preview
2. https://onlinecourses.nptel.ac.in/noc19_cs41/preview



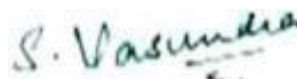
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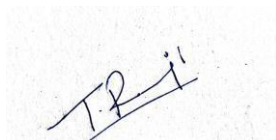
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II Year B.Tech. – II Semester

L	T	P	C
0	0	3	1.5

(23HPC3004) DATA SCIENCE USING PYTHON LAB**Course Objectives:**

- The main objective of the course is to inculcate the basic understanding of DataScience and its practical implementation using Python.

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

- Apply principles and techniques for optimizing the performance of Python applications (L3)
- Implement parallel computing applications using Python (L5)
- Develop GPU accelerated Python applications (L6)

List of Experiments

1. Creating a NumPy Array
 - Basic ndarray
 - Array of zeros
 - Array of ones
 - Random numbers in ndarray
 - An array of your choice
 - Imatrix in NumPy
 - Evenly spaced ndarray
2. The Shape and Reshaping of NumPy Array
 - Dimensions of NumPy array
 - Shape of NumPy array
 - Size of NumPy array
 - Reshaping a NumPy array
 - Flattening a NumPy array
 - Transpose of a NumPy array
3. Expanding and Squeezing a NumPy Array
 - Expanding a NumPy array
 - Squeezing a NumPy array
 - Sorting in NumPy Arrays
4. Indexing and Slicing of NumPy Array
 - Slicing 1-D NumPy arrays
 - Slicing 2-D NumPy arrays
 - Slicing 3-D NumPy arrays
 - Negative slicing of NumPy arrays
5. Stacking and Concatenating Numpy Arrays
 - Stacking ndarrays
 - Concatenating ndarrays
 - Broadcasting in Numpy Arrays
6. Perform following operations using pandas
 - Creating dataframe
 - concat()
 - Setting conditions
 - Adding a new column

7. Perform following operations using pandas
 - Filling NaN with string
 - Sorting based on column values
 - groupby()
8. Read the following file formats using pandas
 - Text files
 - CSV files
 - Excel files
 - JSON files
9. Read the following file formats
 - Pickle files
 - Image files using PIL
 - Multiple files using Glob
 - Importing data from database
10. Demonstrate web scraping using python
11. Perform following preprocessing techniques on loan prediction dataset
 - Feature Scaling
 - Feature Standardization
 - Label Encoding
 - One Hot Encoding
12. Perform following visualizations using matplotlib
 - Bar Graph
 - Pie Chart
 - Box Plot
 - Histogram
 - Line Chart and Subplots
 - Scatter Plot
13. Getting started with NLTK, install NLTK using PIP
14. Python program to implement with Python Sci Kit-Learn & NLTK
15. Python program to implement with Python NLTK/Spicy/Py NLPI.

Web References:

1. <https://www.analyticsvidhya.com/blog/2020/04/the-ultimate-numpy-tutorial-for-data-science-beginners/>
2. <https://www.analyticsvidhya.com/blog/2021/07/data-science-with-pandas-2-minutes-guide-to-key-concepts/>
3. <https://www.analyticsvidhya.com/blog/2020/04/how-to-read-common-file-formats-python/>
4. <https://www.analyticsvidhya.com/blog/2016/07/practical-guide-data-preprocessing-python-scikit-learn/>
5. <https://www.analyticsvidhya.com/blog/2020/02/beginner-guide-matplotlib-data-visualization-exploration-python/6>

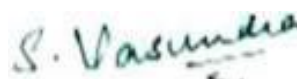


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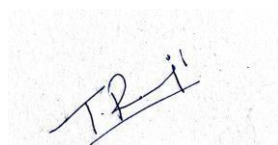
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II Year B.Tech. – II Semester

L	T	P	C
0	1	2	2

(23HSC0503) FULL STACK DEVELOPMENT – 1

(Skill Enhancement Course)

Course Objectives: The main objectives of the course are to

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

Course Outcomes:

1. CO1: Design Websites. (L6)
2. CO2: Apply Styling to web pages. (L4)
3. CO3: Make Web pages interactive. (L6)
4. CO4: Design Forms for applications. (L6)
5. CO5: Choose Control Structure based on the logic to be implemented. (L3)
6. CO6: Understand HTML tags, Attributes and CSS properties (L2)

Experiments covering the Topics:

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

Sample Experiments:

- **Lists, Links and Images**

- Write a HTML program, to explain the working of lists.

Note: It should have an ordered list, unordered list, nested lists and ordered list in an unordered list and definition lists.

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

- 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.
- 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

- **HTML Tables, Forms and Frames**

1. Write a HTML program, to explain the working of tables. (use tags: <table>, <tr>, <th>, <td> and attributes: border, rowspan, colspan)
2. Write a HTML program, to explain the working of tables by preparing a timetable. (Note: Use <caption> tag to set the caption to the table & also use cell spacing, cell padding, border, rowspan, colspan etc.).
3. Write a HTML program, to explain the working of forms by designing Registration form

4. . (Note: Include text field, password field, number field, date of birth field, checkboxes, radio buttons, list boxes using <select>&<option> tags, <text area> and two buttons ie: submit and reset. Use tables to provide a better view).
5. Write a HTML program, to explain the working of frames, such that page is to be divided into 3 parts on either direction. (Note: first frame image, second frame paragraph, third frame ☐ hyperlink. And also make sure of using “no frame” attribute such that frames to be fixed).

- **HTML 5 and Cascading Style Sheets, Types of CSS**

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

- **CSS with Color, Background, Font, Text and CSS Box Model**

- Write a program to demonstrate the various ways you can reference a color in CSS.
- Write a CSS rule that places a background image halfway down the page, tilting it horizontally. The image should remain in place when the user scrolls up or down.
- 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
- Write a program, to explain the importance of CSS Box model using
 - i. Content ii. Border iii. Margin iv. padding

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

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

- **JavaScript Pre-defined and User-defined Objects**

- Write a program using document object properties and methods.
- Write a program using window object properties and methods.
- Write a program using array object properties and methods.
- Write a program using math object properties and methods.
- Write a program using string object properties and methods.
- Write a program using regex object properties and methods.
- Write a program using date object properties and methods.
- Write a program to explain user-defined object by using properties, methods, accessors, constructors and display.

- **JavaScript Conditional Statements and Loops**

- Write a program which asks the user to enter three integers, obtains the numbers from the

user and outputs HTML text that displays the larger number followed by the words “LARGER NUMBER” in an information message dialog. If the numbers are equal, output HTML text as “EQUAL NUMBERS”.

- Write a program to display week days using switch case.
- Write a program to print 1 to 10 numbers using for, while and do-while loops.
- Write a program to print data in object using for-in, for-each and for-of loops
- Develop a program to determine whether a given number is an ‘ARMSTRONG NUMBER’ or not. [Eg: 153 is an Armstrong number, since sum of the cube of the digits is equal to the number i.e., $1^3 + 5^3 + 3^3 = 153$]
- Write a program to display the denomination of the amount deposited in the bank in terms of 100’s, 50’s, 20’s, 10’s, 5’s, 2’s & 1’s. (Eg: If deposited amount is Rs.163, the output should be 1-100’s, 1-50’s, 1- 10’s, 1-2’s & 1-1’s)

- **Java script Functions and Events**

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

Textbooks:

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. Pro MERN Stack: Full Stack Web App Development with Mongo, Express, React, and Node, Vasan Subramanian, 2nd edition, APress, O’Reilly.

Web Links:

- <https://www.w3schools.com/html>
- <https://www.w3schools.com/css>
- <https://www.w3schools.com/js/>
- <https://www.w3schools.com/nodejs>
- <https://www.w3schools.com/typescript>



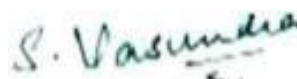
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II Year B.Tech. – II Semester

L	T	P	C
1	0	2	2

(23BS9916) DESIGN THINKING & INNOVATION**Course Objectives:**

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

Course Outcomes:

- Define the concepts related to design thinking. (L1, L2)
- Explain the fundamentals of Design Thinking and innovation (L1, L2)
- Apply the design thinking techniques for solving problems in various sectors. (L3)
- Analyse to work in a multidisciplinary environment (L4)
- Evaluate the value of creativity (L5)
- Formulate specific problem statements of real time issues (L3, L6)

UNIT I Introduction to Design Thinking

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

UNIT II Design Thinking Process

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

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

UNIT III Innovation

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

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

UNIT IV Product Design

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

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

UNIT V Design Thinking in Business Processes

Design Thinking applied in Business & Strategic Innovation, Design Thinking principles that redefine business – Business challenges: Growth, Predictability, Change, Maintaining Relevance, Extreme competition, Standardization. Design thinking to meet corporate needs- Design thinking for Startups- Defining and testing Business Models and Business Cases- Developing & testing prototypes.

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

Textbooks:

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

Reference Books:

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

Online Learning Resources:

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



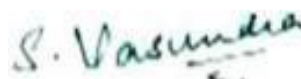
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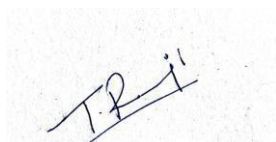
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COMMUNITY SERVICE PROJECT**.....Experiential learning through community engagement****Introduction**

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

Objective

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

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

Implementation of Community Service Project

- Every student should put in 6 weeks for the Community Service Project during the summer vacation.
- Each class/section should be assigned with a mentor.
- Specific Departments could concentrate on their major areas of concern. For example, Dept. of Computer Science can take up activities related to Computer Literacy to different sections of people like - youth, women, housewives, etc
- A logbook must be maintained by each of the students, where the activities undertaken/involved to be recorded.
- The logbook has to be countersigned by the concerned mentor/faculty in charge.
- An evaluation to be done based on the active participation of the student and grade could be awarded by the mentor/faculty member.
- The final evaluation to be reflected in the grade memo of the student.

- The Community Service Project should be different from the regular programs of NSS/NCC/Green Corps/Red Ribbon Club, etc.
- Minor project reports should be submitted by each student. An internal Viva shall also be conducted by a committee constituted by the principal of the college.
- Award of marks shall be made as per the guidelines of Internship/apprentice/ on the job training.

Procedure

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

EXPECTED OUTCOMES**BENEFITS OF COMMUNITY SERVICE PROJECT TO STUDENTS****Learning Outcomes**

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

Personal Outcomes

- Greater sense of personal efficacy, personal identity, spiritual growth, and moral development

- Greater interpersonal development, particularly the ability to work well with others, and build leadership and communication skills.

Social Outcomes

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

Career Development

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

Relationship with the Institution

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

BENEFITS OF COMMUNITY SERVICE PROJECT TO FACULTY MEMBERS

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

BENEFITS OF COMMUNITY SERVICE PROJECT TO COLLEGES AND UNIVERSITIES

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

BENEFITS OF COMMUNITY SERVICE PROJECT TO COMMUNITY

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

SUGGESTIVE LIST OF PROGRAMMES UNDER COMMUNITY SERVICE PROJECT

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

For Engineering Students

1. Water facilities and drinking water availability
2. Health and hygiene
3. Stress levels and coping mechanisms

4. Health intervention programmes
5. Horticulture
6. Herbal plants
7. Botanical survey
8. Zoological survey
9. Marine products
10. Aqua culture
11. Inland fisheries
12. Animals and species
13. Nutrition
14. Traditional health care methods
15. Food habits
16. Air pollution
17. Water pollution
18. Plantation
19. Soil protection
20. Renewable energy
21. Plant diseases
22. Yoga awareness and practice
23. Health care awareness programmes and their impact
24. Use of chemicals on fruits and vegetables
25. Organic farming
26. Crop rotation
27. Floury culture
28. Access to safe drinking water
29. Geographical survey
30. Geological survey
31. Sericulture
32. Study of species
33. Food adulteration
34. Incidence of Diabetes and other chronic diseases
35. Human genetics
36. Blood groups and blood levels
37. Internet Usage in Villages
38. Android Phone usage by different people
39. Utilisation of free electricity to farmers and related issues
40. Gender ration in schooling level- observation.

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

Programs for School Children

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

Programs for Women Empowerment

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

General Camps

1. General Medical camps
2. Eye Camps
3. Dental Camps
4. Importance of protected drinking water
5. ODF awareness camp
6. Swatch Bharath
7. AIDS awareness camp
8. Anti Plastic Awareness
9. Programs on Environment
10. Health and Hygiene
11. Hand wash programmes
12. Commemoration and Celebration of important days

Programs for Youth Empowerment

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

Common Programs

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

Role of Students:

- Students may not have the expertise to conduct all the programmes on their own. The students then can play a facilitator role.
- For conducting special camps like Health related, they will be coordinating with the Governmental agencies.

- As and when required the College faculty themselves act as Resource Persons.
- Students can work in close association with Non-Governmental Organizations like Lions Club, Rotary Club, etc or with any NGO actively working in that habitation.
- And also, with the Governmental Departments. If the program is rolled out, the District Administration could be roped in for the successful deployment of the program.
- An in-house training and induction program could be arranged for the faculty and participating students, to expose them to the methodology of Service Learning.

Timeline for the Community Service Project Activity

Duration: 8 weeks

1. Preliminary Survey (One Week)

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

2. Community Awareness Campaigns (One Week)

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

3. Community Immersion Programme (Three Weeks)

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

4. Community Exit Report (One Week)

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



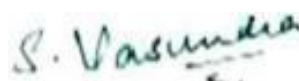
Chairman (HOD of AI & DS) (Dr. M. Venkata Ramana)



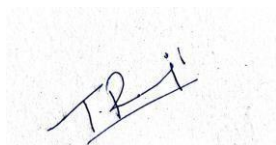
Academic council (Dr. Kunwar Singh)



Academic council (Dr. C. Nagaraju)



University nominee (Dr. S. Vasundra)



Internal member (T. Rajitha)