

DEPARTMENT OF INFORMATION TECHNOLOGY

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JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY: KAKINADA
KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – II Semester		L	T	P	C
		3	0	0	3
PROBABILITY AND STATISTICS					

Course Objectives:

- To familiarize the students with the foundations of probability and statistical methods
- To impart probability concepts and statistical methods in various applications Engineering

Course Outcomes:

Upon successful completion of this course, the student should be able to

- classify the concepts of data science and its importance (L4) or (L2)
- interpret the association of characteristics and through correlation and regression tools (L4)
- make use of the concepts of probability and their applications (L3)
- apply discrete and continuous probability distributions (L3)
- design the components of a classical hypothesis test (L6)
- infer the statistical inferential methods based on small and large sampling tests (L4)

UNIT I

Descriptive statistics and methods for data science: Data science – Statistics Introduction – Population vs Sample – Collection of data – primary and secondary data – Type of variable: dependent and independent Categorical and Continuous variables – Data visualization – Measures of Central tendency – Measures of Variability (spread or variance) – Skewness Kurtosis.

UNIT II

Correlation and Curve fitting: Correlation – correlation coefficient – rank correlation – regression coefficients and properties – regression lines – Method of least squares – Straight line – parabola – Exponential – Power curves.

UNIT III

Probability and Distributions: Probability – Conditional probability and Baye's theorem – Random variables – Discrete and Continuous random variables – Distribution function – Mathematical Expectation and Variance – Binomial, Poisson, Uniform and Normal distributions.

UNIT IV

Sampling Theory: Introduction – Population and samples – Sampling distribution of Means and Variance (definition only) – Central limit theorem (without proof) – Introduction to t, χ^2 and F-distributions – Point and Interval estimations – Maximum error of estimate.



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UNIT V

Tests of Hypothesis: Introduction – Hypothesis – Null and Alternative Hypothesis – Type I and Type II errors – Level of significance – One tail and two-tail tests – Tests concerning one mean and two means (Large and Small samples) – Tests on proportions.

Text Books:

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

Reference Books:

- 1) Shron L. Myers, Keying Ye, Ronald E Walpole, Probability and Statistics Engineers and the Scientists, 8th Edition, Pearson 2007.
- 2) Jay I. Devore, Probability and Statistics for Engineering and the Sciences, 8th Edition, Cengage.
- 3) Sheldon M. Ross, Introduction to probability and statistics Engineers and the Scientists, 4th Edition, Academic Foundation, 2011.
- 4) Johannes Ledolter and Robert V. Hogg, Applied statistics for Engineers and Physical Scientists, 3rd Edition, Pearson, 2010.



JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY: KAKINADA
KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – II Semester		L	T	P	C
		2	1	0	3
JAVA PROGRAMMING					

Course Objectives:

- Implementing programs for user interface and application development using core java principles
- Focus on object oriented concepts and java program structure and its installation
- Comprehension of java programming constructs, control structures in Java Programming Constructs
- Implementing Object oriented constructs such as various class hierarchies, interfaces and exception handling
- Understanding of Thread concepts and I/O in Java

Course Outcomes:

- Discuss and understand java programming constructs, Control structures
- Illustrate and experiment Object Oriented Concepts like classes, objects
- Apply Object Oriented Constructs such as Inheritance, interfaces, and exception handling
- Construct applications using multithreading and I/O
- Develop Dynamic User Interfaces using applets and Event Handling in java
- Develop Code Snippets using Abstract Window Toolkit and Swings

UNIT I

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,



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DEPARTMENT OF INFORMATION TECHNOLOGY

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, try-with-resources, Catching Subclass Exception, Custom Exceptions, Nested try and catch Blocks, Rethrowing Exception, Throws Clause.

UNIT V

String Handling in Java: Introduction, Interface Char Sequence, Class String, Methods for Extracting Characters from Strings, Methods for Comparison of Strings, Methods for Modifying Strings, Methods for Searching Strings, Data Conversion and Miscellaneous Methods, Class String Buffer, Class String Builder.

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

Java Database Connectivity: Introduction, JDBC Architecture, Installing MySQL and MySQL Connector/J, JDBC Environment Setup, Establishing JDBC Database Connections, ResultSet Interface, Creating JDBC Application, JDBC Batch Processing, JDBC Transaction Management

Text Books:

- 1) JAVA one step ahead, Anitha Seth, B.L.Juneja, Oxford.
- 2) The complete Reference Java, 8th edition, Herbert Schildt, TMH.

Reference Books:



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KAKINADA – 533 003, Andhra Pradesh, India

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- 1) Introduction to java programming, 7th edition by Y Daniel Liang, Pearson
- 2) Murach's Java Programming, Joel Murach

e-Resources:

- 1) <https://nptel.ac.in/courses/106/105/106105191/>
- 2) https://www.w3schools.com/java/java_data_types.asp

II Year – II Semester		L	T	P	C
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KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF INFORMATION TECHNOLOGY

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OPERATING SYSTEMS					

Course Objectives:

The objectives of this course is to

- Introduce to the internal operation of modern operating systems
- Define, explain, processes and threads, mutual exclusion, CPU scheduling, deadlock, memory management, and file systems
- Understand File Systems in Operating System like UNIX/Linux and Windows
- Understand Input Output Management and use of Device Driver and Secondary Storage (Disk) Mechanism
- Analyze Security and Protection Mechanism in Operating System

Course Outcomes:

After learning the course the students should be able to:

- Describe various generations of Operating System and functions of Operating System
- Describe the concept of program, process and thread and analyze various CPU Scheduling Algorithms and compare their performance
- Solve Inter Process Communication problems using Mathematical Equations by various methods
- Compare various Memory Management Schemes especially paging and Segmentation in Operating System and apply various Page Replacement Techniques
- Outline File Systems in Operating System like UNIX/Linux and Windows

UNIT I

Operating Systems Overview: Operating system Concepts, Operating system functions, Evaluation of Operating systems operations. System Structures: Operating System Services, operating system structure, Systems calls- Types of System Calls, operating system debugging, System generation. Process Concept: Basic concepts, Process states, process control block, Operations on processes, Inter-process Communication.

UNIT II

Process Scheduling: Scheduling Criteria, Scheduling Algorithms, Multiple Processor Scheduling, Thread Scheduling, Examples. Multithreaded Programming: Multithreading Models, Thread Libraries, Threading Issues, Examples. Process Concurrency And Synchronization: Introduction, Race Condition, Critical Region, Mutual Exclusion, Peterson's Solution, Hardware Support, Operating System Support, Semaphores, Monitors, Classic Synchronization problem: Reader's-Writer's with unlimited & limited buffer, Producer –Consumer problem, Dining philosopher's problem.



JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY: KAKINADA
KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF INFORMATION TECHNOLOGY

UNIT III

Memory-Management Strategies: Introduction, Swapping, Contiguous memory allocation, Paging, Segmentation, Examples. Virtual Memory Management: Introduction, Demand paging, Copy on-write, Page replacement, Page replacement algorithms, Frame allocation, Thrashing. Memory-mapped files, Kernel memory allocation.

UNIT IV

Deadlocks: Resources, Conditions for resource deadlocks, Graph models of deadlocks, Deadlock detection and recovery, Deadlock avoidance, Deadlock prevention.

File Systems: Files, Directories, File system implementation, management and optimization.

Secondary-Storage Structure: Overview of disk structure, and attachment, Disk scheduling, RAID structure.

UNIT V

System Protection: Goals of protection, Principles and domain of protection, Access matrix, Access control, Revocation of access rights.

System Security: Introduction, Program threats, System and network threats, Cryptography for security, User authentication, Implementing security defenses, Firewalling to protect systems and networks, Computer security classification.

Case Studies: Study of Operating System Functionalities in various operating Systems like Windows, Unix, Linux and Mobile Operating Systems.

Text Books:

- 1) Silberschatz A, Galvin P B, and Gagne G, Operating System Concepts, 9th edition, Wiley, 2013.
- 2) Stallings W, Operating Systems -Internals and Design Principles, 6th edition, Pearson Education, 2009.

Reference Books:

- 1) Dhamdhere D M, Operating Systems A Concept Based Approach, 3rd edition, Tata McGraw-Hill, 2012.
- 2) Tanenbaum A S, Modern Operating Systems, 3rd edition, Pearson Education, 2008. (for Inter process Communication and File systems.)
- 3) Nutt G, Operating Systems, 3rd edition, Pearson Education, 2004.

e-Resources:

- 1) <https://nptel.ac.in/courses/106/105/106105214/>



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KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – II Semester		L	T	P	C
		3	0	0	3
DATABASE MANAGEMENT SYSTEMS					

Course Objectives:

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

Course Outcomes:

By the end of the course, the student will be able to

- Describe a relational database and object-oriented database
- Create, maintain and manipulate a relational database using SQL
- Describe ER model and normalization for database design
- Examine issues in data storage and query processing and can formulate appropriate solutions
- Outline the role and issues in management of data such as efficiency, privacy, security, ethical responsibility, and strategic advantage

UNIT I

Introduction: Database system, Characteristics (Database Vs File System), Database Users(Actors on Scene, Workers behind the scene), Advantages of Data base 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.

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 BASIC SQL: Simple Database schema, data types, table definitions (create, alter), different DML operations (insert, delete, update), basic SQL querying (select and project) using where clause, arithmetic & logical operations, SQL functions(Date and Time, Numeric, String conversion).

UNIT III

Entity Relationship Model: Introduction, Representation of entities, attributes, entity set, relationship, relationship set, constraints, sub classes, super class, inheritance, specialization, generalization using ER Diagrams. SQL: 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(1NF, 2NF and 3 NF), concept of surrogate key, Boyce-codd normal form(BCNF), Lossless join and dependency preserving decomposition, Fourth normal form(4NF), Fifth Normal Form (5NF).



JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY: KAKINADA
KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF INFORMATION TECHNOLOGY

UNIT V

Transaction Concept: Transaction State, Implementation of Atomicity and Durability, Concurrent Executions, Serializability, Recoverability, Implementation of Isolation, Testing for Serializability, Failure Classification, Storage, Recovery and Atomicity, Recovery algorithm.

Indexing Techniques: B+ Trees: Search, Insert, Delete algorithms, File Organization and Indexing, Cluster Indexes, Primary and Secondary Indexes, Index data Structures, Hash Based Indexing: Tree base Indexing, Comparison of File Organizations, Indexes and Performance Tuning.

Text Books:

- 1) Data base Management Systems, 3/e, Raghurama Krishnan, Johannes Gehrke, TMH.
- 2) Data base System Concepts, 5/e, Silberschatz, Korth, TMH.

Reference Books:

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

e-Resources:

- 1) <https://nptel.ac.in/courses/106/105/106105175/>
- 2) <https://www.geeksforgeeks.org/introduction-to-nosql/>



JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY: KAKINADA
KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – II Semester		L	T	P	C
		3	0	0	3
THEORY OF COMPUTATION					

Course Objectives:

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

Course Outcomes:

By the end of the course students can

- Classify machines by their power to recognize languages
- Attain the knowledge of language classes & grammars relationship among them with the help of Chomsky hierarchy
- Employ finite state machines to solve problems in computing
- Illustrate deterministic and non-deterministic machines
- Comprehend the hierarchy of problems arising in the computer science

UNIT I

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

UNIT II

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

UNIT III

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

UNIT IV

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



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KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF INFORMATION TECHNOLOGY

Conversion, Two Stack Pushdown Automata, Application of Pushdown Automata.

UNIT V

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

Text Books:

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

Reference Books:

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

e-Resources:

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



JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY: KAKINADA
KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – II Semester		L	T	P	C
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JAVA PROGRAMMING LAB					

Course Objectives:

The aim of this lab is to

- Practice programming in the Java
- Gain knowledge of object-oriented paradigm in the Java programming language
- Learn use of Java in a variety of technologies and on different platforms

Course Outcomes:

By the end of the course student will be able to write java program for

- Evaluate default value of all primitive data type, Operations, Expressions, Control-flow, Strings
- Determine Class, Objects, Methods, Inheritance, Exception, Runtime Polymorphism, User defined Exception handling mechanism
- Illustrating simple inheritance, multi-level inheritance, Exception handling mechanism
- Construct Threads, Event Handling, implement packages, developing applets

Exercise - 1 (Basics)

- Write a JAVA program to display default value of all primitive data type of JAVA
- Write a java program that display the roots of a quadratic equation $ax^2+bx=0$. Calculate the discriminate D and basing on value of D, describe the nature of root.
- Five Bikers Compete in a race such that they drive at a constant speed which may or may not be the same as the other. To qualify the race, the speed of a racer must be more than the average speed of all 5 racers. Take as input the speed of each racer and print back the speed of qualifying racers.

Exercise - 2 (Operations, Expressions, Control-flow, Strings)

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

Exercise - 3 (Class, Objects)

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

Exercise - 4 (Methods)

- Write a JAVA program to implement constructor overloading.
- Write a JAVA program implement method overloading.

Exercise - 5 (Inheritance)

- Write a JAVA program to implement Single Inheritance
- Write a JAVA program to implement multi level Inheritance
- Write a java program for abstract class to find areas of different shapes

Exercise - 6 (Inheritance - Continued)

- Write a JAVA program give example for “super” keyword.



JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY: KAKINADA
KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF INFORMATION TECHNOLOGY

- b) Write a JAVA program to implement Interface. What kind of Inheritance can be achieved?

Exercise - 7 (Exception)

- a) Write a JAVA program that describes exception handling mechanism
b) Write a JAVA program Illustrating Multiple catch clauses

Exercise – 8 (Runtime Polymorphism)

- a) Write a JAVA program that implements Runtime polymorphism
b) Write a Case study on run time polymorphism, inheritance that implements in above problem

Exercise – 9 (User defined Exception)

- a) Write a JAVA program for creation of Illustrating throw
b) Write a JAVA program for creation of Illustrating finally
c) Write a JAVA program for creation of Java Built-in Exceptions
d) Write a JAVA program for creation of User Defined Exception

Exercise – 10 (Threads)

- 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 **isAlive** and **join ()**
c) Write a Program illustrating Daemon Threads.

Exercise - 11 (Threads continuity)

- a) Write a JAVA program Producer Consumer Problem
b) Write a case study on thread Synchronization after solving the above producer consumer problem

Exercise – 12 (Packages)

- a) Write a JAVA program illustrate class path
b) Write a case study on including in class path in your os environment of your package.
c) Write a JAVA program that import and use the defined your package in the previous Problem

Exercise - 13 (Applet)

- a) Write a JAVA program to paint like paint brush in applet.
b) Write a JAVA program to display analog clock using Applet.
c) Write a JAVA program to create different shapes and fill colors using Applet.

Exercise - 14 (Event Handling)

- a) Write a JAVA program that display the x and y position of the cursor movement using Mouse.
b) Write a JAVA program that identifies key-up key-down event user entering text in a Applet.



JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY: KAKINADA
KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – II Semester		L	T	P	C
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UNIX OPERATING SYSTEM LAB					

Course Objectives:

- To understand the design aspects of operating system
- To study the process management concepts & Techniques
- To study the storage management concepts
- To familiarize students with the Linux environment
- To learn the fundamentals of shell scripting/programming

Course Outcomes:

- To use Unix utilities and perform basic shell control of the utilities
- To use the Unix file system and file access control
- To use of an operating system to develop software
- Students will be able to use Linux environment efficiently
- Solve problems using bash for shell scripting

- 1) a) Study of Unix/Linux general purpose utility command list: man, who, cat, cd, cp, ps, ls, mv, rm, mkdir, rmdir, echo, more, date, time, kill, history, chmod, chown, finger, pwd, cal, logout, shutdown.
 b) Study of vi editor
 c) Study of Bash shell, Bourne shell and C shell in Unix/Linux operating system
 d) Study of Unix/Linux file system (tree structure)
 e) Study of .bashrc, /etc/bashrc and Environment variables.
- 2) Write a C program that makes a copy of a file using standard I/O, and system calls
- 3) Write a C program to emulate the UNIX ls -l command.
- 4) Write a C program that illustrates how to execute two commands concurrently with a command pipe. Ex: - ls -l | sort
- 5) Simulate the following CPU scheduling algorithms:
 (a) Round Robin (b) SJF (c) FCFS (d) Priority
- 6) Multiprogramming-Memory management-Implementation of fork (), wait (), exec() and exit (), System calls
- 7) Simulate the following:
 a) Multiprogramming with a fixed number of tasks (MFT)
 b) Multiprogramming with a variable number of tasks (MVT)
- 8) Simulate Bankers Algorithm for Dead Lock Avoidance
- 9) Simulate Bankers Algorithm for Dead Lock Prevention.
- 10) Simulate the following page replacement algorithms:
 a) FIFO b) LRU c) LFU
- 11) Simulate the following File allocation strategies
 (a) Sequenced (b) Indexed (c) Linked
- 12) Write a C program that illustrates two processes communicating using shared memory
- 13) Write a C program to simulate producer and consumer problem using semaphores



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KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF INFORMATION TECHNOLOGY

- 14) Write C program to create a thread using *pthread*s library and let it run its function.
- 15) Write a C program to illustrate concurrent execution of threads using *pthread*s library.



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KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – II Semester		L	T	P	C
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DATABASE MANAGEMENT SYSTEMS LAB					

Course Objectives:

This Course will enable students to

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

Course Outcomes:

At the end of the course the student will be able to:

- Utilize SQL to execute queries for creating database and performing data manipulation operations
- Examine integrity constraints to build efficient databases
- Apply Queries using Advanced Concepts of SQL
- Build PL/SQL programs including stored procedures, functions, cursors and triggers

List of Exercises:

1. Creation, altering and dropping of tables and inserting rows into a table (use constraints while creating tables) examples using SELECT command.
2. Queries (along with sub Queries) using ANY, ALL, IN, EXISTS, NOT EXISTS, UNION, INTERSET, Constraints. Example:- Select the roll number and name of the student who secured fourth rank in the class.
3. Queries using Aggregate functions (COUNT, SUM, AVG, MAX and MIN), GROUP BY, HAVING and Creation and dropping of Views.
4. Queries using Conversion functions (to_char, to_number and to_date), string functions (Concatenation, lpad, rpad, ltrim, rtrim, lower, upper, initcap, length, substr and instr), date functions (Sysdate, next_day, add_months, last_day, months_between, least, greatest, trunc, round, to_char, to_date)
5. a) Creation of simple PL/SQL program which includes declaration section, executable section and exception –Handling section (Ex. Student marks can be selected from the table and printed for those who secured first class and an exception can be raised if no records were found)
 b) Insert data into student table and use COMMIT, ROLLBACK and SAVEPOINT in PL/SQL block.
6. Develop a program that includes the features NESTED IF, CASE and CASE expression. The program can be extended using the NULLIF and COALESCE functions.
7. Program development using WHILE LOOPS, numeric FOR LOOPS, nested loops using ERROR Handling, BUILT –IN Exceptions, USE defined Exceptions, RAISE-APPLICATION ERROR.
8. Programs development using creation of procedures, passing parameters IN and OUT of PROCEDURES.



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KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF INFORMATION TECHNOLOGY

9. Program development using creation of stored functions, invoke functions in SQL Statements and write complex functions.
10. Develop programs using features parameters in a CURSOR, FOR UPDATE CURSOR, WHERE CURRENT of clause and CURSOR variables.
11. Develop Programs using BEFORE and AFTER Triggers, Row and Statement Triggers and INSTEAD OF Triggers
12. Create a table and perform the search operation on table using indexing and non-indexing techniques.

Text Books/Suggested Reading:

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



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DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – II Semester		L	T	P	C
		3	0	0	0
PROFESSIONAL ETHICS & HUMAN VALUES					

Course Objectives:

- To create an awareness on Engineering Ethics and Human Values
- To instill Moral and Social Values and Loyalty
- To appreciate the rights of others
- To create awareness on assessment of safety and risk

Course Outcomes:

Students will be able to:

- Identify and analyze an ethical issue in the subject matter under investigation or in a relevant field
- Identify the multiple ethical interests at stake in a real-world situation or practice
- Articulate what makes a particular course of action ethically defensible
- Assess their own ethical values and the social context of problems
- Identify ethical concerns in research and intellectual contexts, including academic integrity, use and citation of sources, the objective presentation of data, and the treatment of human subjects
- Demonstrate knowledge of ethical values in non-classroom activities, such as service learning, internships, and field work
- Integrate, synthesize, and apply knowledge of ethical dilemmas and resolutions in academic settings, including focused and interdisciplinary research

UNIT I

Human Values:

Morals, Values and Ethics-Integrity-Work Ethic-Service learning – Civic Virtue – Respect for others – Living Peacefully –Caring –Sharing –Honesty –Courage-Cooperation–Commitment – Empathy –Self Confidence Character –Spirituality.

Learning outcomes:

1. Learn about morals, values & work ethics.
2. Learn to respect others and develop civic virtue.
3. Develop commitment
4. Learn how to live peacefully

UNIT II

Engineering Ethics:

Senses of 'Engineering Ethics-Variety of moral issued –Types of inquiry –Moral dilemmas –Moral autonomy –Kohlberg's theory-Gilligan's theory-Consensus and controversy –Models of professional roles-Theories about right action-Self-interest -Customs and religion –Uses of Ethical theories –Valuing time –Cooperation –Commitment.

Learning outcomes:

1. Learn about the ethical responsibilities of the engineers.
2. Create awareness about the customs and religions.
3. Learn time management
4. Learn about the different professional roles.



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UNIT III

Engineering as Social Experimentation:

Engineering As Social Experimentation –Framing the problem –Determining the facts –Codes of Ethics –Clarifying Concepts –Application issues –Common Ground -General Principles –Utilitarian thinking respect for persons.

Learning outcomes:

1. Demonstrate knowledge to become a social experimenter.
2. Provide depth knowledge on framing of the problem and determining the facts.
3. Provide depth knowledge on codes of ethics.
4. Develop utilitarian thinking

UNIT IV

Engineers Responsibility for Safety and Risk:

Safety and risk –Assessment of safety and risk –Risk benefit analysis and reducing risk-Safety and the Engineer-Designing for the safety-Intellectual Property rights (IPR).

Learning outcomes:

1. Create awareness about safety, risk & risk benefit analysis.
2. Engineer's design practices for providing safety.
3. Provide knowledge on intellectual property rights.

UNIT V

Global Issues:

Globalization –Cross-culture issues-Environmental Ethics –Computer Ethics –Computers as the instrument of Unethical behavior –Computers as the object of Unethical acts –Autonomous Computers-Computer codes of Ethics –Weapons Development -Ethics and Research –Analyzing Ethical Problems in research.

Learning outcomes:

1. Develop knowledge about global issues.
2. Create awareness on computer and environmental ethics
3. Analyze ethical problems in research.
4. Give a picture on weapons development.

Text Books:

- 1) "Engineering Ethics includes Human Values" by M.Govindarajan, S.Natarajan and, V.S.Senthil Kumar-PHI Learning Pvt. Ltd-2009
- 2) "Engineering Ethics" by Harris, Pritchard and Rabins, CENGAGE Learning, India Edition, 2009.
- 3) "Ethics in Engineering" by Mike W. Martin and Roland Schinzinger –Tata McGraw-Hill–2003.
- 4) "Professional Ethics and Morals" by Prof.A.R.Aryasri, DharanikotaSuyodhana-Maruthi Publications.
- 5) "Professional Ethics and Human Values" by A.Alavudeen, R.Kalil Rahman and M.Jayakumaran-LaxmiPublications.
- 6) "Professional Ethics and Human Values" by Prof.D.R.Kiran-
- 7) "Indian Culture, Values and Professional Ethics" by PSR Murthy-BS Publication.



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DEPARTMENT OF INFORMATION TECHNOLOGY

II Year – II Semester		L	T	P	C
		0	0	2	1
SOCIALLY RELEVANT PROJECT					

Course Objectives:

The aim of Socially Relevant Project is to encourage students

- To express their ideas, to solve real-world problems and to complete projects
- Using human experience to gather ideas from a wide range of problems in society by observation or pooling information
- Using scientific, social-scientific, humanistic, cultural reasoning to analyze global problems

Course Outcomes:

The student learns to

- Use scientific reasoning to gather, evaluate, and interpret ideas
- Analyze and design solutions to solve the ideas
- Use one or more creative tools to complete the projects

Student can choose any one of the given below / any other socially relevant problem and work on it to produce a project document.

1. Water Conservation Related Works
2. Swatch Bharath (Internal External)
3. Helping police
4. Traffic monitoring
5. Teaching Rural Kids (Sarva siksha Abhiyan)
6. Street light monitoring
7. Electricity Conservation
8. Solar panel utilization
9. E- policing & cyber solution
10. Pollution
11. Any social related