



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

DEPARTMENT OF CSE - ARTIFICIAL INTELLIGENCE & MACHINE LEARNING

COURSE STRUCTURE AND SYLLABUS

For UG – R20

B. Tech - COMPUTER SCIENCE AND ENGINEERING with Specialization

Common to

- (i) **CSE (ARTIFICIAL INTELLIGENCE and MACHINE LEARNING)-Branch Code:42**
- (ii) **ARTIFICIAL INTELLIGENCE and MACHINE LEARNING - Branch Code: 61**

(Applicable for batches admitted from 2020-2021)



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COURSE STRUCTURE

I Year – I SEMESTER						
S. No	Course Code	Courses	L	T	P	Credits
1	HS1101	Communicative English	3	0	0	3
2	BS1101	Mathematics – I	3	0	0	3
3	BS1102	Applied Chemistry	3	0	0	3
4	ES1101	Programming for Problem Solving using C	3	0	0	3
5	ES1102	Computer Engineering Workshop	1	0	4	3
6	HS1102	English Communication Skills Laboratory	0	0	3	1.5
7	BS1103	Applied Chemistry Lab	0	0	3	1.5
8	ES1103	Programming for Problem Solving using C Lab	0	0	3	1.5
9	MC1101	Environmental Science*	2	0	0	0
Total Credits			19.5			

I Year – II SEMESTER						
S. No	Course Code	Courses	L	T	P	Credits
1	BS1201	Mathematics – II	3	0	0	3
2	BS1202	Applied Physics	3	0	0	3
3	ES1201	Digital Logic Design	3	0	0	3
4	ES1202	Python Programming	3	0	0	3
5	CS1201	Data Structures	3	0	0	3
6	BS1203	Applied Physics Lab	0	0	3	1.5
7	ES1203	Python Programming Lab	0	0	3	1.5
8	CS1202	Data Structures Lab	0	0	3	1.5
9	MC1201	Constitution of India *	2	0	0	0
Total Credits			19.5			

*Internal Evaluation



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II Year – I SEMESTER						
S. No	Course Code	Courses	L	T	P	Credits
1	BS	Mathematics III	3	0	0	3
2	CS	Mathematical Foundations of Computer Science	3	0	0	3
3	CS	Introduction to Artificial Intelligence and Machine Learning	3	0	0	3
4	CS	Object Oriented Programming with Java	3	0	0	3
5	CS	Database Management Systems	3	0	0	3
6	CS	Introduction to Artificial Intelligence and Machine Learning Lab	0	0	3	1.5
7	CS	Object Oriented Programming with Java Lab	0	0	3	1.5
8	CS	Database Management Systems Lab	0	0	3	1.5
9	SO	Mobile App Development	0	0	4	2
10	MC	Essence of Indian Traditional Knowledge	2	0	0	0
Total Credits			21.5			

II Year – II SEMESTER						
S. No	Course Code	Courses	L	T	P	Credits
1	BS	Probability and Statistics	3	0	0	3
2	CS	Computer Organization	3	0	0	3
3	CS	Data Warehousing and Mining	3	0	0	3
4	ES	Formal Languages and Automata Theory	3	0	0	3
5	HS	Managerial Economics and Financial Accountancy	3	0	0	3
6	CS	R Programming Lab	0	0	3	1.5
7	CS	Data Mining using Python Lab	0	0	3	1.5
8	ES	Web Application Development Lab	0	0	3	1.5
9	SO	Natural Language Processing with Python	0	0	4	2
Total Credits			21.5			
10	Minor	Introduction to Artificial Intelligence and Machine Learning [§]	3	0	2	4

§- Integrated Course



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III B. Tech – I Semester						
S.No	Course Code	Courses	Hours per week			Credits
			L	T	P	
1	PC	Compiler Design	3	0	0	3
2	PC	Operating Systems	3	0	0	3
3	PC	Machine Learning	3	0	0	3
4	Open Elective/Job Oriented	Open Elective-I Open Electives offered by other departments/ Optimization in Operations Research(Job oriented course)	3	0	0	3
5	PE	Professional Elective-I 1. Software Engineering 2. Computer Vision 3. Data Visualization 4. DevOps 5. Machine Learning for Engineering and Science Applications (NPTEL) (https://nptel.ac.in/courses/106106198)	3	0	0	3
6	PC	Operating Systems & Compiler Design Lab	0	0	3	1.5
7	PC	Machine Learning Lab	0	0	3	1.5
8	SO	Skill Oriented Course - III Continuous Integration and Continuous Delivery using DevOps	0	0	4	2
9	MC	Employability Skills-I	2	0	0	0
10	PR	Summer Internship 2 Months (Mandatory) after second year(to be evaluated during V semester	0	0	0	1.5
Total credits						21.5
11	Minor	Machine Learning [§]	3	0	2	4

§- Integrated Course



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III B. Tech – II Semester						
S.No	Course Code	Courses	Hours per week			Credits
			L	T	P	C
1	PC	Computer Networks	3	0	0	3
2	PC	Deep Learning	3	0	0	3
3	PC	Design and Analysis of Algorithms	3	0	0	3
4	PE	Professional Elective-II 1. Software Project Management 2. Distributed Systems 3. Internet of Things 4. Network Programming	3	0	0	3
5	Open Elective/Job Oriented	Open Elective-II Open Electives offered by other departments/ MEAN Stack Development (Job Oriented Course)	3	0	0	3
6	PC	Computer Networks Lab	0	0	3	1.5
7	PC	Algorithms for Efficient Coding Lab	0	0	3	1.5
8	PC	Deep Learning with Tensorflow	0	0	3	1.5
9	SO	Skill Oriented Course - IV MEAN Stack Technologies-Module I- HTML 5, JavaScript, Node.js, Express.js and TypeScript OR Big Data : Apache Spark	0	0	4	2
10	MC	Employability skills-II	2	0	0	0
Total credits						21.5
Industrial/Research Internship(Mandatory) 2 Months during summer vacation						
11	Minor	Deep Learning ^s	3	0	2	4
Minor courses through SWAYAM			0	0	0	2



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IV B. Tech –I Semester (Tentative)						
S.No	Course Code	Course Title	Hours per week			Credits
			L	T	P	
1	PE	Professional Elective-III 1.Reinforcement Learning 2.Soft Computing 3. Cryptography and Network Security 4. Block Chain Technologies 5. Speech Processing	3	0	0	3
2	PE	Professional Elective-IV 1. Robotic Process Automation 2. Cloud Computing 3. Big Data Analytics 4. NOSQL Databases 5. Video Analytics	3	0	0	3
3	PE	Professional Elective-V 1. Social Network Analysis 2. Recommender Systems 3. AI Chatbots 4. Object Oriented Analysis and Design 5. Semantic Web	3	0	0	3
4	Open Elective /Job Oriented	Open Elective-III Open Electives offered by other departments/API and Microservices (Job Oriented Course)	3	0	0	3
5	Open Elective /Job Oriented	Open Elective-IV Open Electives offered by other departments/Secure Coding Techniques (Job Oriented Course)	3	0	0	3
6	HS	Universal Human Values 2: Understanding Harmony	3	0	0	3
7	SO	1.Machine Learning with Go (Infosys Spring Board) OR 2.MEAN Stack Technologies-Module II- Angular JS and MongoDB	0	0	4	2
8	PR	Industrial/Research Internship 2 months (Mandatory) after third year (to be evaluated during VII semester)	0	0	0	3
Total credits						23
9	Minor	Reinforcement Learning	4	0	0	4
Minor courses through SWAYAM			0	0	0	2



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IV B. Tech –II Semester						
S.No	Course Code	Course Title	Hours per week			Credits
			L	T	P	C
1	Project	Major Project Work, Seminar, Internship	-	-	-	12
Total credits						12

SUGGESTED COURSES MINOR ENGINEERING IN B.TECH.CSE- AI

Eligibility for Minor in CSE-AI: -

Note:

1. TWO, NPTEL courses of EIGHT week duration covering a total of 4 credits (offered by CSE Department only), Student can register at any time after the completion of II B.Tech. I Sem.

S.No.	Subject Title	Credits
1	Introduction to Artificial Intelligence and Machine Learning	4
2	Machine Learning	4
3	Deep Learning	4
4	Reinforcement Learning	4
5	MOOCS Courses ** 1. Introduction to Soft Computing(NPTEL) https://nptel.ac.in/courses/106105173 2. Digital Speech Processing (NPTEL) https://nptel.ac.in/courses/117105145 3. Cloud Computing (NPTEL) (https://nptel.ac.in/courses/106105167) 4. Practical Machine Learning with Tensorflow (NPTEL) https://nptel.ac.in/courses/106106213	4
Total		20

**Choose 02 MOOCS courses @ 2credits each from SWAYAM/NPTEL



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I Year - I Semester		L	T	P	C
		1	0	4	3
COMPUTER ENGINEERING WORKSHOP (ES1102)					

Course Objectives:

The objective of this course is to

- Explain the internal parts of a computer, peripherals, I/O ports, connecting cables
- Demonstrate basic command line interface commands on Linux
- Teach the usage of Internet for productivity and self paced lifelong learning
- Describe about Compression, Multimedia and Antivirus tools
- Demonstrate Office Tools such as Word processors, Spreadsheets and Presentation tools

Course Outcomes:

Students should be able to:

- Assemble and disassemble components of a PC
- Construct a fully functional virtual machine, Summarize various Linux operating system commands,
- Recognize characters & extract text from scanned images, Create audio files and podcasts

Computer Hardware:

Experiment 1: Identification of peripherals of a PC, Laptop, Server and Smart Phones: Prepare a report containing the block diagram along with the configuration of each component and its functionality, Input/ Output devices, I/O ports and interfaces, main memory, cache memory and secondary storage technologies, digital storage basics, networking components and speeds.

Operating Systems:

Experiment 2: Virtual Machine setup:

- Setting up and configuring a new Virtual Machine
- Setting up and configuring an existing Virtual Machine
- Exporting and packaging an existing Virtual Machine into a portable format

Experiment 3: Operating System installation:

- Installing an Operating System such as Linux on Computer hardware.

Experiment 4: Linux Operating System commands:

- General command syntax
- Basic *help* commands
- Basic File system commands
- Date and Time
- Basic Filters and Text processing
- Basic File compression commands
- Miscellaneous: apt-get, vi editor

Networking and Internet:

Experiment 5: Networking Commands:

- ping, ssh, ifconfig, scp, netstat, ipstat, nslookup, traceroute, telnet, host, ftp, arp, wget, route

Experiment 6: Internet Services:

- Web Browser usage and advanced settings like LAN, proxy, content, privacy, security, cookies, extensions/ plugins
- Antivirus installation, configuring a firewall, blocking pop-ups
- Email creation and usage, Creating a Digital Profile on LinkedIn



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Productivity Tools:

Experiment 7: Basic HTML tags, Introduction to HTML5 and its tags, Introduction to CSS3 and its properties. Preparation of a simple website/ homepage,

Assignment: Develop your home page using HTML Consisting of your photo, name, address and education details as a table and your skill set as a list.

Features to be covered:- Layouts, Inserting text objects, Editing text objects, Inserting Tables, Working with menu objects, Inserting pages, Hyper linking, Renaming, deleting, modifying pages, etc.,

Internet of Things (IoT): IoT fundamentals, applications, protocols, communication models, architecture, IoT devices

Office Tools:

Experiment 8: Demonstration and Practice on Text Editors like Notepad++, Sublime Text, Atom, Brackets, Visual code, etc

Experiment 9: Demonstration and practice on Microsoft Word, Power Point, Microsoft Excel

Experiment 10: Demonstration and practice on LaTeX and produce professional pdf documents.

Text Books:

- 1) Computer Fundamentals, Anita Goel, Pearson Education, 2017
- 2) PC Hardware Trouble Shooting Made Easy, TMH

References Books:

- 1) Essential Computer and IT Fundamentals for Engineering and Science Students, Dr.N.B.Vekateswarlu, S.Chand

e-Resources:

- 1) https://explorersposts.grc.nasa.gov/post631/2006-2007/computer_basics/ComputerPorts.doc



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I Year - I Semester		L	T	P	C
		0	0	3	1.5
ENGLISH COMMUNICATION SKILLS LABORATORY (HS1102)					

TOPICS

UNIT I:

Vowels, Consonants, Pronunciation, Phonetic Transcription, Common Errors in Pronunciation,

UNIT II:

Word stress-di-syllabic words, poly-syllabic words, weak and strong forms, contrastive stress (Homographs)

UNIT III:

Stress in compound words, rhythm, intonation, accent neutralisation.

UNIT IV:

Listening to short audio texts and identifying the context and specific pieces of information to answer a series of questions in speaking.

UNIT V:

Newspapers reading; Understanding and identifying key terms and structures useful for writing reports.

Prescribed text book: “**Infotech English**”, Maruthi Publications.

References:

1. Exercises in Spoken English Part 1,2,3,4, OUP and CIEFL.
2. English Pronunciation in use- Mark Hancock, Cambridge University Press.
3. English Phonetics and Phonology-Peter Roach, Cambridge University Press.
4. English Pronunciation in use- Mark Hewings, Cambridge University Press.
5. English Pronunciation Dictionary- Daniel Jones, Cambridge University Press.
6. English Phonetics for Indian Students- P. Bala Subramanian, Mac Millan Publications.



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		0	0	3	1.5
APPLIED CHEMISTRY LAB (BS1103)					

Introduction to Chemistry laboratory – Molarity, normality, primary, secondary standard solutions, volumetric titrations, quantitative analysis

1. Determination of HCl using standard Na_2CO_3 solution.
2. Determination of alkalinity of a sample containing Na_2CO_3 and NaOH.
3. Determination of Mn^{+2} using standard oxalic acid solution.
4. Determination of ferrous iron using standard $\text{K}_2\text{Cr}_2\text{O}_7$ solution.
5. Determination of Cu^{+2} using standard hypo solution.
6. Determination of temporary and permanent hardness of water using standard EDTA solution.
7. Determination of Fe^{+3} by a colorimetric method.
8. Determination of the concentration of acetic acid using sodium hydroxide (pH-metry method).
9. Determination of iso-electric point of amino acids using pH-metry method/conductometric method.
10. Determination of the concentration of strong acid vs strong base (by conductometric method).
11. Determination of strong acid vs strong base (by potentiometric method).
12. Determination of Mg^{+2} present in an antacid.
13. Determination of CaCO_3 present in an egg shell.
14. Estimation of Vitamin C.
15. Determination of phosphoric content in soft drinks.
16. Adsorption of acetic acid by charcoal.
17. Preparation of nylon-6, 6 and Bakelite (demonstration only).

Of the above experiments at-least 10 assessment experiments should be completed in a semester.

Outcomes: The students entering into the professional course have practically very little exposure to lab classes. The experiments introduce volumetric analysis; redox titrations with different indicators; EDTA titrations; then they are exposed to a few instrumental methods of chemical analysis. Thus at the end of the lab course, the student is exposed to different methods of chemical analysis and use of some commonly employed instruments. They thus acquire some experimental skills.

Reference Books

1. A Textbook of Quantitative Analysis, Arthur J. Vogel.



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I Year - I Semester		L	T	P	C
		0	0	3	1.5
PROGRAMMING FOR PROBLEM SOLVING USING C LAB (ES1103)					

Course Objectives:

- Apply the principles of C language in problem solving.
- To design flowcharts, algorithms and knowing how to debug programs.
- To design & develop of C programs using arrays, strings pointers & functions.
- To review the file operations, preprocessor commands.

Course Outcomes:

By the end of the Lab, the student

- Gains Knowledge on various concepts of a C language.
- Able to draw flowcharts and write algorithms.
- Able design and development of C problem solving skills.
- Able to design and develop modular programming skills.
- Able to trace and debug a program

Exercise 1:

1. Write a C program to print a block F using hash (#), where the F has a height of six characters and width of five characters.
2. Write a C program to compute the perimeter and area of a rectangle with a height of 7 inches and width of 5 inches.
3. Write a C program to display multiple variables.

Exercise 2:

1. Write a C program to calculate the distance between the two points.
2. Write a C program that accepts 4 integers p, q, r, s from the user where r and s are positive and p is even. If q is greater than r and s is greater than p and if the sum of r and s is greater than the sum of p and q print "Correct values", otherwise print "Wrong values".

Exercise 3:

1. Write a C program to convert a string to a long integer.
2. Write a program in C which is a Menu-Driven Program to compute the area of the various geometrical shape.
3. Write a C program to calculate the factorial of a given number.

Exercise 4:

1. Write a program in C to display the n terms of even natural number and their sum.
2. Write a program in C to display the n terms of harmonic series and their sum.
 $1 + 1/2 + 1/3 + 1/4 + 1/5 \dots 1/n$ terms.
3. Write a C program to check whether a given number is an Armstrong number or not.

Exercise 5:

1. Write a program in C to print all unique elements in an array.
2. Write a program in C to separate odd and even integers in separate arrays.
3. Write a program in C to sort elements of array in ascending order.

Exercise 6:

1. Write a program in C for multiplication of two square Matrices.
2. Write a program in C to find transpose of a given matrix.



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Exercise 7:

1. Write a program in C to search an element in a row wise and column wise sorted matrix.
2. Write a program in C to print individual characters of string in reverse order.

Exercise 8:

1. Write a program in C to compare two strings without using string library functions.
2. Write a program in C to copy one string to another string.

Exercise 9:

1. Write a C Program to Store Information Using Structures with Dynamically Memory Allocation
2. Write a program in C to demonstrate how to handle the pointers in the program.

Exercise 10:

1. Write a program in C to demonstrate the use of & (address of) and *(value at address) operator.
2. Write a program in C to add two numbers using pointers.

Exercise 11:

1. Write a program in C to add numbers using call by reference.
2. Write a program in C to find the largest element using Dynamic Memory Allocation.

Exercise 12:

1. Write a program in C to swap elements using call by reference.
2. Write a program in C to count the number of vowels and consonants in a string using a pointer.

Exercise 13:

1. Write a program in C to show how a function returning pointer.
2. Write a C program to find sum of n elements entered by user. To perform this program, allocate memory dynamically using malloc() function.

Exercise 14:

1. Write a C program to find sum of n elements entered by user. To perform this program, allocate memory dynamically using calloc() function. Understand the difference between the above two programs
2. Write a program in C to convert decimal number to binary number using the function.

Exercise 15:

1. Write a program in C to check whether a number is a prime number or not using the function.
2. Write a program in C to get the largest element of an array using the function.

Exercise 16:

1. Write a program in C to append multiple lines at the end of a text file.
2. Write a program in C to copy a file in another name.
3. Write a program in C to remove a file from the disk.



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		0	0	3	1.5
APPLIED PHYSICS LAB (BS1203) (For All Circuital Branches like CSE, ECE, EEE etc.)					

(Any 10 of the following listed experiments)

List of Applied Physics Experiments

1. Determination of thickness of thin object by wedge method.
2. Determination of radius of curvature of a given plano convex lens by Newton's rings.
3. Determination of wavelengths of different spectral lines in mercury spectrum using diffraction grating in normal incidence configuration.
4. Determination of dispersive power of the prism.
5. Determination of dielectric constant using charging and discharging method.
6. Study the variation of B versus H by magnetizing the magnetic material (B-H curve).
7. Determination of numerical aperture and acceptance angle of an optical fiber.
8. Determination of wavelength of Laser light using diffraction grating.
9. Estimation of Planck's constant using photoelectric effect.
10. Determination of the resistivity of semiconductor by four probe method.
11. To determine the energy gap of a semiconductor using p-n junction diode.
12. Magnetic field along the axis of a current carrying circular coil by Stewart & Gee's Method
13. Determination of Hall voltage and Hall coefficient of a given semiconductor using Hall Effect.
14. Measurement of resistance of a semiconductor with varying temperature.
15. Resistivity of a Superconductor using four probe method & Meissner effect.

References:

1. S. Balasubramanian, M.N. Srinivasan "A Text Book of Practical Physics"- S Chand Publishers, 2017.



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		0	0	3	1.5
PYTHON PROGRAMMING LAB (ES1203)					

Course Objectives:

The aim of Python Programming Lab is

- To acquire programming skills in core Python.
- To acquire Object Oriented Skills in Python
- To develop the skill of designing Graphical user Interfaces in Python
- To develop the ability to write database applications in Python

Course Outcomes:

By the end of this lab, the student is able to

- Write, Test and Debug Python Programs
- Use Conditionals and Loops for Python Programs
- Use functions and represent Compound data using Lists, Tuples and Dictionaries
- Use various applications using python

- 1) Write a program that asks the user for a weight in kilograms and converts it to pounds. There are 2.2 pounds in a kilogram.
- 2) Write a program that asks the user to enter three numbers (use three separate input statements). Create variables called total and average that hold the sum and average of the three numbers and print out the values of total and average.
- 3) Write a program that uses a *for* loop to print the numbers 8, 11, 14, 17, 20, . . . , 83, 86, 89.
- 4) Write a program that asks the user for their name and how many times to print it. The program should print out the user's name the specified number of times.
- 5) Use a *for* loop to print a triangle like the one below. Allow the user to specify how high the triangle should be.

```
*
**
***
****
```

- 6) Generate a random number between 1 and 10. Ask the user to guess the number and print a message based on whether they get it right or not.
- 7) Write a program that asks the user for two numbers and prints *Close* if the numbers are within .001 of each other and *Not close* otherwise.
- 8) Write a program that asks the user to enter a word and prints out whether that word contains any vowels.
- 9) Write a program that asks the user to enter two strings of the same length. The program should then check to see if the strings are of the same length. If they are not, the program should print an appropriate message and exit. If they are of the same length, the program should alternate the characters of the two strings. For example, if the user enters *abcde* and *ABCDE* the program should print out *AaBbCcDdEe*.
- 10) Write a program that asks the user for a large integer and inserts commas into it according to the standard American convention for commas in large numbers. For instance, if the user enters 1000000, the output should be 1,000,000.



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- 11) In algebraic expressions, the symbol for multiplication is often left out, as in $3x+4y$ or $3(x+5)$. Computers prefer those expressions to include the multiplication symbol, like $3*x+4*y$ or $3*(x+5)$. Write a program that asks the user for an algebraic expression and then inserts multiplication symbols where appropriate.
- 12) Write a program that generates a list of 20 random numbers between 1 and 100.
 - (a) Print the list.
 - (b) Print the average of the elements in the list.
 - (c) Print the largest and smallest values in the list.
 - (d) Print the second largest and second smallest entries in the list
 - (e) Print how many even numbers are in the list.
- 13) Write a program that asks the user for an integer and creates a list that consists of the factors of that integer.
- 14) Write a program that generates 100 random integers that are either 0 or 1. Then find the longest run of zeros, the largest number of zeros in a row. For instance, the longest run of zeros in $[1,0,1,1,0,0,0,0,1,0,0]$ is 4.
- 15) Write a program that removes any repeated items from a list so that each item appears at most once. For instance, the list $[1,1,2,3,4,3,0,0]$ would become $[1,2,3,4,0]$.
- 16) Write a program that asks the user to enter a length in feet. The program should then give the user the option to convert from feet into inches, yards, miles, millimeters, centimeters, meters, or kilometers. Say if the user enters a 1, then the program converts to inches, if they enter a 2, then the program converts to yards, etc. While this can be done with if statements, it is much shorter with lists and it is also easier to add new conversions if you use lists.
- 17) Write a function called *sum_digits* that is given an integer num and returns the sum of the digits of num.
- 18) Write a function called *first_diff* that is given two strings and returns the first location in which the strings differ. If the strings are identical, it should return -1.
- 19) Write a function called *number_of_factors* that takes an integer and returns how many factors the number has.
- 20) Write a function called *is_sorted* that is given a list and returns True if the list is sorted and False otherwise.
- 21) Write a function called *root* that is given a number x and an integer n and returns $x^{1/n}$. In the function definition, set the default value of n to 2.
- 22) Write a function called *primes* that is given a number n and returns a list of the first n primes. Let the default value of n be 100.
- 23) Write a function called *merge* that takes two already sorted lists of possibly different lengths, and merges them into a single sorted list.
 - (a) Do this using the sort method. (b) Do this without using the sort method.
- 24) Write a program that asks the user for a word and finds all the smaller words that can be made from the letters of that word. The number of occurrences of a letter in a smaller word can't exceed the number of occurrences of the letter in the user's word.
- 25) Write a program that reads a file consisting of email addresses, each on its own line. Your program should print out a string consisting of those email addresses separated by semicolons.
- 26) Write a program that reads a list of temperatures from a file called *temps.txt*, converts those temperatures to Fahrenheit, and writes the results to a file called *ftemps.txt*.



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- 27) Write a class called Product. The class should have fields called name, amount, and price, holding the product's name, the number of items of that product in stock, and the regular price of the product. There should be a method *get_price* that receives the number of items to be bought and returns a the cost of buying that many items, where the regular price is charged for orders of less than 10 items, a 10% discount is applied for orders of between 10 and 99 items, and a 20% discount is applied for orders of 100 or more items. There should also be a method called *make_purchase* that receives the number of items to be bought and decreases amount by that much.
- 28) Write a class called Time whose only field is a time in seconds. It should have a method called *convert_to_minutes* that returns a string of minutes and seconds formatted as in the following example: if seconds is 230, the method should return '5:50'. It should also have a method called *convert_to_hours* that returns a string of hours, minutes, and seconds formatted analogously to the previous method.
- 29) Write a class called Converter. The user will pass a length and a unit when declaring an object from the class—for example, `c = Converter(9,'inches')`. The possible units are inches, feet, yards, miles, kilometers, meters, centimeters, and millimeters. For each of these units there should be a method that returns the length converted into those units. For example, using the Converter object created above, the user could call `c.feet()` and should get 0.75 as the result.
- 30) Write a Python class to implement $\text{pow}(x, n)$.
- 31) Write a Python class to reverse a string word by word.
- 32) Write a program that opens a file dialog that allows you to select a text file. The program then displays the contents of the file in a textbox.
- 33) Write a program to demonstrate Try/except/else.
Write a program to demonstrate try/finally and with/as.



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I Year – II Semester	L	T	P	C
	0	0	3	1.5
DATA STRUCTURES LAB (CS1202)				

Course Objectives:

The objective of this lab is to

- Demonstrate the different data structures implementation.

Course Outcomes:

By the end of this lab the student is able to

- Use basic data structures such as arrays and linked list.
- Programs to demonstrate fundamental algorithmic problems including Tree Traversals, Graph traversals, and shortest paths.
- Use various searching and sorting algorithms.

Exercise -1 (Searching)

Write C program that use both recursive and non recursive functions to perform Linear search for a Key value in a given list.

b) Write C program that use both recursive and non recursive functions to perform Binary search for a Key value in a given list.

Exercise – 2 (Sorting-I)

- a) Write C program that implement Bubble sort, to sort a given list of integers in ascending order
- b) Write C program that implement Quick sort, to sort a given list of integers in ascending order
- c) Write C program that implement Insertion sort, to sort a given list of integers in ascending order

Exercise -3 (Sorting-II)

- a) Write C program that implement radix sort, to sort a given list of integers in ascending order
- b) Write C program that implement merge sort, to sort a given list of integers in ascending order

Exercise -4 (Singly Linked List)

- a) Write a C program that uses functions to create a singly linked list
- b) Write a C program that uses functions to perform insertion operation on a singly linked list
- c) Write a C program that uses functions to perform deletion operation on a singly linked list
- d) Write a C program to reverse elements of a single linked list.

Exercise -5(Queue)

- a) Write C program that implement Queue (its operations) using arrays.
- b) Write C program that implement Queue (its operations) using linked lists

Exercise -6 (Stack)

- a) Write C program that implement stack (its operations) using arrays
- b) Write C program that implement stack (its operations) using Linked list
- c) Write a C program that uses Stack operations to evaluate postfix expression

Exercise -7 (Binary Search Tree)

- a) Write a C program to Create a BST
- b) Write a C program to insert a node into a BST.
- c) Write a C program to delete a node from a BST.
- d) Write a recursive C program for traversing a binary tree in preorder, inorder and postorder.



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II Year – I Semester		L	T	P	C
		0	0	3	1.5
INTRODUCTION TO ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING LAB					

Course Objectives:

- To provide a strong foundation of fundamental concepts in Artificial Intelligence.
- To provide a basic exposition to the goals and methods of Artificial Intelligence.
- To apply the techniques in applications which involve perception, reasoning and learning.

Course Outcomes:

Upon successful completion of the course, the student will be able to:

- Apply the basic principles of AI in problem solving using LISP/PROLOG
- Implement different algorithms using LISP/PROLOG
- Develop an Expert System using JESS/PROLOG

List of Experiments (Artificial Intelligence)

1. Implementation of DFS for water jug problem using LISP/PROLOG
2. Implementation of BFS for tic-tac-toe problem using LISP/PROLOG/Java
3. Implementation of TSP using heuristic approach using Java/LISP/Prolog
4. Implementation of Simulated Annealing Algorithm using LISP/PROLOG
5. Implementation of Hill-climbing to solve 8- Puzzle Problem
6. Implementation of Monkey Banana Problem using LISP/PROLOG

List of Experiments (Machine Learning)

Python Libraries required: Sklearn

Note: Standard datasets can be downloaded from UCI Machine Learning Repository

<https://archive.ics.uci.edu/ml/datasets.php>

1. Implement and demonstrate FIND-S algorithm for finding the most specific hypothesis based on a given set of training data samples. Read the training data from a .csv file.
2. For a given set of training data examples stored in a .csv file, implement and demonstrate the candidate elimination algorithm to output a description of the set of all hypotheses consistent with the training examples.
3. Write a program to demonstrate the working of the decision tree classifier. Use appropriate dataset for building the decision tree and apply this knowledge to classify a new sample.
4. Write a program to demonstrate the working of Decision tree regressor. Use appropriate dataset for decision tree regressor.
5. Write a program to demonstrate the working of Random Forest classifier. Use appropriate dataset for Random Forest Classifier.
6. Write a program to demonstrate the working of Logistic Regression classifier. Use appropriate dataset for Logistic Regression.



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II Year – I Semester		L	T	P	C
		0	0	3	1.5
OBJECT ORIENTED PROGRAMMING WITH JAVA 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)

- 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.
- c) 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)

- 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 to sort for an element in a given list of elements using merge sort.
- d) Write a JAVA program using StringBuffer to delete, remove character.

Exercise - 3 (Class, Objects)

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

Exercise - 4 (Methods)

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

Exercise - 5 (Inheritance)

- 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



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Exercise - 6 (Inheritance - Continued)

- 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?

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.



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II Year – I Semester		L	T	P	C
		0	0	3	1.5
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, NOTEXISTS, 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.
 - i. Create a 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)
 - ii. 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.
9. Program development using creation of stored functions, invoke functions in SQL Statements and write complex functions.



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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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II Year - I Semester	Skill Oriented Course- I	L	T	P	C
		0	0	4	2
MOBILE APP DEVELOPMENT					

Course Objectives:

- To understand the components and structure of mobile application development frameworks for Android and windows OS based mobiles.
- To understand how to work with various mobile application development frameworks.
- To learn the basic and important design concepts and issues of development of mobile applications.
- To understand the capabilities and limitations of mobile devices.

Course Outcomes:

At the end of this course, students will be able to:

1. Identify various concepts of mobile programming that make it unique from programming for other platforms
2. Critique mobile applications on their design pros and cons
3. Utilize rapid prototyping techniques to design and develop sophisticated mobile interfaces,
4. Program mobile applications for the Android operating system that use basic and advanced phone features and
5. Deploy applications to the Android marketplace for distribution.

LIST OF EXPERIMENTS

1. Introduction to mobile technologies and devices , Android platform and applications overview
2. Setting Android development environments
3. Writing Android applications, Understanding anatomy of an Android application
4. Develop an application that uses GUI components, Font and Colours
5. Develop an application that uses Layout Managers and event listeners.
6. Write an application that draws basic graphical primitives on the screen.
7. Develop an application that makes use of databases.
8. Develop an application that makes use of Notification Manager
9. Implement an application that uses Multi-threading
10. Develop a native application that uses GPS location information
11. Implement an application that writes data to the SD card.
12. Implement an application that creates an alert upon receiving a message
13. Write a mobile application that makes use of RSS feed
14. Develop a mobile application to send an email.
15. Develop a Mobile application for simple needs (Mini Project)

References:

1. Android Programming unleashed , B.M. Harwani, Pearson, 2013.
2. Android Programming (Big Nerd Ranch Guide), by Bill Phillips, Chris Stewart, Brian Hardy, Kristin Marsicano, Pearson, 2016
3. Android Programming – Pushing the limits by Hellman by Erik Hellman, WILEY, 2013



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Web References:

1. The Complete Android N Developer Course –Udemy
<https://www.udemy.com/course/complete-android-n-developer-course/?altsc=428526>
2. Android Development Courses on Google developers training
<https://developers.google.com/training/android/>
3. Mobile Computing - Video course- NPTEL
<https://nptel.ac.in/courses/106/106/106106147/#>
4. Android Tutorial – Tutorial Point <https://www.tutorialspoint.com/android/index.htm>



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II Year – II Semester		L	T	P	C
		0	0	3	1.5
R PROGRAMMING LAB					

Course Objective: In this course student will learn about the fundamentals of R programming, standard R libraries, solid understanding of R functions, write programs using the R and gain skills in R programming Language, get acquaintances with Arrays, Files, Strings, Packages, and distributions using R.

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

1. Implement basic concepts of R programming, and its different module that includes conditional, looping, lists, Strings, Functions, Frames, Arrays, and File programming.
2. Implement the concepts of R Script to extract the data from data frames and file operations.
3. Implement the various statistical techniques using R.
4. Extend the functionality of R by using add-on packages
5. Use R Graphics and Tables to visualize results of various statistical operations on data

Lab Experiments:

Week 1:

Installing R and RStudio
 Basic functionality of R, variable, data types in R

Week 2:

- a) Implement R script to show the usage of various operators available in R language.
- b) Implement R script to read person's age from keyboard and display whether he is eligible for voting or not.
- c) Implement R script to find biggest number between two numbers.
- d) Implement R script to check the given year is leap year or not.

Week 3:

- a) Implement R Script to create a list.
- b) Implement R Script to access elements in the list.
- c) Implement R Script to merge two or more lists. Implement R Script to perform matrix operation

Week 4:

Implement R script to perform following operations:

- a) various operations on vectors
- b) Finding the sum and average of given numbers using arrays.
- c) To display elements of list in reverse order.
- d) Finding the minimum and maximum elements in the array.

Week 5:

- a) Implement R Script to perform various operations on matrices
- b) Implement R Script to extract the data from dataframes.
- c) Write R script to display file contents.
- d) Write R script to copy file contents from one file to another



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Week 6:

- a) Write an R script to find basic descriptive statistics using summary, str, quartile function on mtcars & cars datasets.
- b) Write an R script to find subset of dataset by using subset (), aggregate () functions on iris dataset

Week 7:

- a) Reading different types of data sets (.txt, .csv) from Web or disk and writing in file in specific disk location.
- b) Reading Excel data sheet in R.
- c) Reading XML dataset in R

Week 8:

- a) Implement R Script to create a Pie chart, Bar Chart, scatter plot and Histogram (Introduction to ggplot2 graphics)
- b) Implement R Script to perform mean, median, mode, range, summary, variance, standard deviation operations.

Week 9:

- a) Implement R Script to perform Normal, Binomial distributions.
- b) Implement R Script to perform correlation, Linear and multiple regression.

Week 10:

Introduction to Non-Tabular Data Types: Time series, spatial data, Network data.
 Data Transformations: Converting Numeric Variables into Factors, Date Operations, String Parsing, Geocoding

Week 11:

Introduction Dirty data problems: Missing values, data manipulation, duplicates, forms of data dates, outliers, spelling

Week 12:

Data sources: SQLite examples for relational databases, Loading SPSS and SAS files, Reading from Google Spreadsheets, API and web scraping examples

References:

1. R Cookbook Paperback – 2011 by Teetor Paul O Reilly Publications
2. Beginning R: The Statistical Programming Language by Dr. Mark Gardener, Wiley Publications
3. R Programming For Dummies by JorisMeysAndrie de Vries, Wiley Publications
4. Hands-On Programming with R by Golemund, O Reilly Publications
5. Statistical Programming in R by KG Srinivas G.M. Siddesh, ChetanShetty&Sowmya B.J. - 2017 edition
6. R Fundamentals and Programming Techniques, ThomasLumely.
7. R for Everyone Advanced Analytics and Graphics, Jared P. Lander- Addison Wesley Series
8. The Art of R Programming, Norman Matloff, Cengage Learning
9. Maria Dolores Ugarte, Ana F.Militino, AlanT.Arnholt—Probability and Statistics with R, 2nd Edition, CRC Press,2016.



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10. R-programming for Data science, Roger D.Peng.
11. An Introduction to statistical learning-with applications in R, Trevor Hastie and Rob Tibshirani.

Web Links:

1. URL: <https://cran.r-project.org/doc/manuals/r-release/R-intro.pdf> (Online Resources)
2. <http://nptel.ac.in/courses/106104135/48>
3. <http://nptel.ac.in/courses/110106064/>

SOFTWARE requirements:

1. The R statistical software program. Available from: <https://www.r-project.org/>
2. RStudio an Integrated Development Environment (IDE) for R. Available from: <https://www.rstudio.com/>



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II Year – II Semester		L	T	P	C
		0	0	3	1.5
DATA MINING USING PYTHON LAB					

Course Objectives:

- Practical exposure on implementation of well-known data mining algorithms
- Learning performance evaluation of data mining algorithms in a supervised and an unsupervised setting.

Course Outcomes:

Upon successful completion of the course, the student will be able to:

- Apply preprocessing techniques on real world datasets
- Apply apriori algorithm to generate frequent itemsets.
- Apply Classification and clustering algorithms on different datasets.

Note: Use python library scikit-learn wherever necessary

1. Demonstrate the following data preprocessing tasks using python libraries.
 - a) Loading the dataset
 - b) Identifying the dependent and independent variables
 - c) Dealing with missing data
2. Demonstrate the following data preprocessing tasks using python libraries.
 - a) Dealing with categorical data
 - b) Scaling the features
 - c) Splitting dataset into Training and Testing Sets
3. Demonstrate the following Similarity and Dissimilarity Measures using python
 - a) Pearson's Correlation
 - b) Cosine Similarity
 - c) Jaccard Similarity
 - d) Euclidean Distance
 - e) Manhattan Distance
4. Build a model using linear regression algorithm on any dataset.
5. Build a classification model using Decision Tree algorithm on iris dataset
6. Apply Naïve Bayes Classification algorithm on any dataset
7. Generate frequent itemsets using Apriori Algorithm in python and also generate association rules for any market basket data.
8. Apply K- Means clustering algorithm on any dataset.
9. Apply Hierarchical Clustering algorithm on any dataset.
10. Apply DBSCAN clustering algorithm on any dataset.



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Web Resources:

1. <https://analyticsindiamag.com/data-pre-processing-in-python/>
2. <https://towardsdatascience.com/decision-tree-in-python-b433ae57fb93>
3. <https://towardsdatascience.com/calculate-similarity-the-most-relevant-metrics-in-a-nutshell-9a43564f533e>
4. <https://www.springboard.com/blog/data-mining-python-tutorial/>
5. <https://medium.com/analytics-vidhya/association-analysis-in-python-2b955d0180c>
6. <https://www.datacamp.com/community/tutorials/naive-bayes-scikit-learn>
7. <https://www.analyticsvidhya.com/blog/2019/05/beginners-guide-hierarchical-clustering/>
8. <https://towardsdatascience.com/dbscan-algorithm-complete-guide-and-application-with-python-scikit-learn-d690cbae4c5d>



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II Year – II Semester		L	T	P	C
		0	0	3	1.5
WEB APPLICATION DEVELOPMENT LAB					

Course Objectives:

- To develop the skill in Creating dynamic web pages with servlets
- To provide knowledge in connecting java programs with database using JDBC.
- To develop the skill in server side programming using JSP, node.js, React.js
- To provide knowledge about MERN stack
- Testing the application on an Application Server.
- Debugging Web applications locally and remotely

Course Outcomes:

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

- Develop Single Page Applications
- Develop NodeJS & ReactJS Reusable Service
- Store the data in MySQL
- Get acquainted with the latest web application development trends in the IT industry

List of Experiments:

1. Authentication using Java Servlet
2. Authentication using JSP
3. Connect MySQL database using JSP
4. Design and development of Online Book Shop using JSP/Node.js & React.js
5. Design and development of Online Examination using JSP/Node.js & React.js
6. Design and development of online ticket reservation system using JSP/Node.js & React.js
7. Design and development of online library using JSP/Node.js & React.js
8. Design and development of online banking using JSP/Node.js & React.js
9. Design and development of online job portal using JSP/Node.js & React.js
10. Design and development of Online Auction using JSP/Node.js & React.js

Note: Students are encouraged to propose innovative ideas in the field of E-commerce as projects.

References

1. Jason Hunter, William Crawford , Java Servlet Programming, Second Edition, ,O'Reilly Media
2. Hans Bergsten, Java Server Pages, O'Reilly
3. <http://www.oracle.com/technetwork/java/index-jsp-135475.html>
4. <http://www.oracle.com/technetwork/java/javaee/jsp/index.html>



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KAKINADA – 533 003, Andhra Pradesh, India

DEPARTMENT OF CSE - ARTIFICIAL INTELLIGENCE & MACHINE LEARNING

II Year - II Semester	Skill Oriented Course- II	L	T	P	C
		0	0	4	2
NATURAL LANGUAGE PROCESSING WITH PYTHON					

Course Objectives: The main objective of the course is Understand the various concepts of natural language processing along with their implementation using Python

Course Outcomes:

Upon successful completion of the course, the student will be able to:

- Explore natural language processing (NLP) libraries in Python
- Learn various techniques for implementing NLP including parsing & text processing
- Understand how to use NLP for text feature engineering

Python Libraries: nltk, re,word2vec

List of Experiments

1. Demonstrate Noise Removal for any textual data and remove regular expression pattern such as hash tag from textual data.
2. Perform lemmatization and stemming using python library nltk.
3. Demonstrate object standardization such as replace social media slangs from a text.
4. Perform part of speech tagging on any textual data.
5. Implement topic modeling using Latent Dirichlet Allocation (LDA) in python.
6. Demonstrate Term Frequency – Inverse Document Frequency (TF – IDF) using python
7. Demonstrate word embeddings using word2vec.
8. Implement Text classification using naïve bayes classifier and text blob library.
9. Apply support vector machine for text classification.
10. Convert text to vectors (using term frequency) and apply cosine similarity to provide closeness among two text.
11. Case study 1: Identify the sentiment of tweets
 In this problem, you are provided with tweet data to predict sentiment on electronic products of netizens.
12. Case study 2: Detect hate speech in tweets.
 The objective of this task is to detect hate speech in tweets. For the sake of simplicity, we say a tweet contains hate speech if it has a racist or sexist sentiment associated with it. So, the task is to classify racist or sexist tweets from other tweets.

Web References:

1. <https://www.analyticsvidhya.com/blog/2017/01/ultimate-guide-to-understand-implement-natural-language-processing-codes-in-python/>
2. https://datahack.analyticsvidhya.com/contest/linguipedia-codefest-natural-language-processing-1/?utm_source=ultimate-guide-to-understand-implement-natural-language-processing-codes-in-python&utm_medium=blog
3. <https://www.analyticsvidhya.com/blog/2018/07/hands-on-sentiment-analysis-dataset-python/>



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III B Tech I Sem		L	T	P	C
		0	0	3	1.5
OPERATING SYSTEMS & COMPILER DESIGN LAB					

Course Objectives:

The main objective of this course is to implement operating systems and compiler design concept

Course Outcomes:

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

- Implement various scheduling, page replacement algorithms and algorithms related to deadlocks
- Design programs for shared memory management and semaphores
- Determine predictive parsing table for a CFG
- Apply Lex and Yacc tools
- Examine LR parser and generating SLR Parsing table

List of Experiments:

1. Simulate the following CPU scheduling algorithms:
 - a. Round Robin (b) SJF (c) FCFS (d) Priority
2. Simulate the following:
 - a) Multiprogramming with a fixed number of tasks (MFT)
 - b) Multiprogramming with a variable number of tasks (MVT)
3. Simulate the following page replacement algorithms:
 - a) FIFO b) LRU c) LFU
4. Write a C program that illustrates two processes communicating using shared memory
5. Write a C program to simulate producer and consumer problem using semaphores
6. Simulate Bankers Algorithm for Dead Lock Avoidance
7. Simulate Bankers Algorithm for Dead Lock Prevention.
8. Write a C program to identify different types of Tokens in a given Program.
9. Write a Lex Program to implement a Lexical Analyzer using Lex tool.
10. Write a C program to Simulate Lexical Analyzer to validating a given input String.
11. Write a C program to implement the Brute force technique of Top down Parsing.
12. Write a C program to implement a Recursive Descent Parser.
13. Write C program to compute the *First* and *Follow* Sets for the given Grammar.
14. Write a C program for eliminating the left recursion and left factoring of a given grammar
15. Write a C program to check the validity of input string using Predictive Parser.
16. Write a C program for implementation of LR parsing algorithm to accept a given input string.
17. Write a C program for implementation of a Shift Reduce Parser using Stack Data Structure to accept a given input string of a given grammar
18. Simulate the calculator using LEX and YACC tool.



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III B Tech I Sem		L	T	P	C
		0	0	3	1.5
MACHINE LEARNING LAB					

Course Objectives:

This course will enable students to learn and understand different Data sets in implementing the machine learning algorithms.

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

- Implement procedures for the machine learning algorithms
- Design and Develop Python programs for various Learning algorithms
- Apply appropriate data sets to the Machine Learning algorithms
- Develop Machine Learning algorithms to solve real world problems

Requirements: Develop the following program using Anaconda/ Jupiter/ Spider and evaluate ML models.

Experiment-1:

Implement and demonstrate the FIND-S algorithm for finding the most specific hypothesis based on a given set of training data samples. Read the training data from a .CSV file.

Experiment-2:

For a given set of training data examples stored in a .CSV file, implement and demonstrate the Candidate-Elimination algorithm to output a description of the set of all hypotheses consistent with the training examples.

Experiment-3:

Write a program to demonstrate the working of the decision tree based ID3 algorithm. Use an appropriate data set for building the decision tree and apply this knowledge to classify a new sample.

Experiment-4:

Exercises to solve the real-world problems using the following machine learning methods: a) Linear Regression b) Logistic Regression c) Binary Classifier

Experiment-5: Develop a program for Bias, Variance, Remove duplicates , Cross Validation

Experiment-6: Write a program to implement Categorical Encoding, One-hot Encoding

Experiment-7:

Build an Artificial Neural Network by implementing the Back propagation algorithm and test the same using appropriate data sets.

Experiment-8:

Write a program to implement k-Nearest Neighbor algorithm to classify the iris data set. Print both correct and wrong predictions.

Experiment-9: Implement the non-parametric Locally Weighted Regression algorithm in order to fit data points. Select appropriate data set for your experiment and draw graphs.



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Experiment-10:

Assuming a set of documents that need to be classified, use the naïve Bayesian Classifier model to perform this task. Built-in Java classes/API can be used to write the program. Calculate the accuracy, precision, and recall for your data set.

Experiment-11: Apply EM algorithm to cluster a Heart Disease Data Set. Use the same data set for clustering using k-Means algorithm. Compare the results of these two algorithms and comment on the quality of clustering. You can add Java/Python ML library classes/API in the program.

Experiment-12: Exploratory Data Analysis for Classification using Pandas or Matplotlib.

Experiment-13:

Write a Python program to construct a Bayesian network considering medical data. Use this model to demonstrate the diagnosis of heart patients using standard Heart Disease Data Set

Experiment-14:

Write a program to Implement Support Vector Machines and Principle Component Analysis

Experiment-15:

Write a program to Implement Principle Component Analysis



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III B Tech I Sem		L	T	P	C
		0	0	4	2
CONTINUOUS INTEGRATION AND CONTINUOUS DELIVERY USING DevOps (Skill Oriented Course III)					

Course Outcomes:

At the end of the Course, Student will be able to:

- Understand the why, what and how of DevOps adoption
- Attain literacy on Devops
- Align capabilities required in the team
- Create an automated CICD pipeline using a stack of tools

List of Exercises:

Note: There are online courses indicated in the reference links section. Learners need to go through the contents in order to perform the given exercises

Exercise 1:

Reference course name : [Software engineering and Agile software development](#)

Get an understanding of the stages in software development lifecycle, the process models, values and principles of agility and the need for agile software development. This will enable you to work in projects following an agile approach to software development.

Solve the questions [given in the reference course name](#) to gauge your understanding of the topic

Exercise 2:

Reference course name: [Development & Testing with Agile: Extreme Programming](#)

Get a working knowledge of using extreme automation through XP programming practices of test first development, refactoring and automating test case writing.

Solve the questions in the “Take test” module [given in the reference course name](#) to gauge your understanding of the topic

Exercise 3:

Module name : DevOps adoption in projects

It is important to comprehend the need to automate the software development lifecycle stages through DevOps. Gain an understanding of the capabilities required to implement DevOps, continuous integration and continuous delivery practices.

Solve the questions given in Quiz1, Quiz2, Quiz 3

Exercise 4:

Module name :Implementation of CICD with Java and open source stack

Configure the web application and Version control using Git using Git commands and version control operations.



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Exercise 5:

Module Name: Implementation of CICD with Java and open source stack

Configure a static code analyzer which will perform static analysis of the web application code and identify the coding practices that are not appropriate. Configure the profiles and dashboard of the static code analysis tool.
--

Exercise 6:

Module Name: Implementation of CICD with Java and open source stack

Write a build script to build the application using a build automation tool like Maven. Create a folder structure that will run the build script and invoke the various software development build stages. This script should invoke the static analysis tool and unit test cases and deploy the application to a web application server like Tomcat.

Exercise 7:

Module Name: Implementation of CICD with Java and open source stack

Configure the Jenkins tool with the required paths, path variables, users and pipeline views.

Exercise 8:

Module name: Implementation of CICD with Java and open source stack

Configure the Jenkins pipeline to call the build script jobs and configure to run it whenever there is a change made to an application in the version control system. Make a change to the background color of the landing page of the web application and check if the configured pipeline runs.

Exercise 9:

Module name: Implementation of CICD with Java and open source stack

Create a pipeline view of the Jenkins pipeline used in Exercise 8. Configure it with user defined messages.

Exercise 10 :

Module name: Implementation of CICD with Java and open source stack

In the configured Jenkins pipeline created in Exercise 8 and 9, implement quality gates for static analysis of code.
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Exercise 11:

Module name :Implementation of CICD with Java and open source stack

In the configured Jenkins pipeline created in Exercise 8 and 9, implement quality gates for static unit testing.
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Exercise 12:

Module name :Course end assessment

In the configured Jenkins pipeline created in Exercise 8 and 9, implement quality gates for code coverage.
--

Reference Books:

1. Learning Continuous Integration with Jenkins: A beginner's guide to implementing Continuous Integration and Continuous Delivery using Jenkins - Nikhil Pathania ,Packt publication
[\[https://www.amazon.in/Learning-Continuous-Integration-Jenkins-Pathania/dp/1785284835\]](https://www.amazon.in/Learning-Continuous-Integration-Jenkins-Pathania/dp/1785284835)
2. Jenkins 2 – Up and Running: Evolve Your Deployment Pipeline for Next Generation Automation - Brent Laster, O'Reilly publication
[\[https://www.amazon.in/Jenkins-2-Running-Brent-Laster/dp/1491979593\]](https://www.amazon.in/Jenkins-2-Running-Brent-Laster/dp/1491979593)



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Hardware and software configuration:

1. Git [GitHub or Gitlab]
2. Sonarqube
3. Jenkins
4. JUnit
5. Eclipse
6. Tomcat server
7. Maven
8. Cobertura or JaCoCo
9. Java SDK
10. All necessary drivers and jar files for connecting the software
11. Windows machine with 16GB RAM

Web Links: (Courses mapped to Infosys Springboard platform)

1. https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_013382690411003904735_shared/overview [Software Engineering and Agile software development]
2. https://infyspringboard.onwingspan.com/en/viewer/html/lex_auth_01350157819497676810467 [Development & Testing with Agile: Extreme Programming]
3. https://infyspringboard.onwingspan.com/en/viewer/html/lex_auth_01353898917192499226_shared [DevOps CICD]



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III B Tech I Sem		L	T	P	C
		2	0	0	0
EMPLOYABILITY SKILLS-I					

Course Objectives:

The main objective of this course is to assist students in developing employability skills and personal qualities related to gaining and sustaining employment.

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

- Understand the corporate etiquette.
- Make presentations effectively with appropriate body language
- Be composed with positive attitude
- Understand the core competencies to succeed in professional and personal life

UNIT I:

Analytical Thinking & Listening Skills: Self-Introduction, Shaping Young Minds - A Talk by Azim Premji (Listening Activity), Self – Analysis, Developing Positive Attitude, Perception.

Communication Skills: Verbal Communication; Non Verbal Communication (Body Language)

UNIT II:

Self-Management Skills: Anger Management, Stress Management, Time Management, Six Thinking Hats, Team Building, Leadership Qualities

Etiquette: Social Etiquette, Business Etiquette, Telephone Etiquette, Dining Etiquette

UNIT III:

Standard Operation Methods: Note Making, Note Taking, Minutes Preparation, Email & Letter Writing

Verbal Ability: Synonyms, Antonyms, One Word Substitutes-Correction of Sentences-Analogies, Spotting Errors, Sentence Completion, Course of Action -Sentences Assumptions, Sentence Arguments, Reading Comprehension, Practice work

UNIT IV:

Job-Oriented Skills –I: Group Discussion, Mock Group Discussions

UNIT V:

Job-Oriented Skills –II: Resume Preparation, Interview Skills, Mock Interviews

Text Books and Reference Books:

1. Barun K. Mitra, Personality Development and Soft Skills, Oxford University Press, 2011.
2. S.P. Dhanavel, English and Soft Skills, Orient Blackswan, 2010.
3. R.S.Aggarwal, A Modern Approach to Verbal & Non-Verbal Reasoning, S.Chand & Company Ltd., 2018.
4. Raman, Meenakshi & Sharma, Sangeeta, Technical Communication Principles and Practice, Oxford University Press, 2011.

e-resources:

1. www.Indiabix.com
2. www.freshersworld.com



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DEPARTMENT OF CSE - ARTIFICIAL INTELLIGENCE & MACHINE LEARNING

III B Tech I Sem	Minor	L	T	P	C
		3	0	2	4
MACHINE LEARNING					

Course Objectives:

This course will enable students to learn and understand different Data sets in implementing the machine learning algorithms.

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

- Implement procedures for the machine learning algorithms
- Design and Develop Python programs for various Learning algorithms
- Apply appropriate data sets to the Machine Learning algorithms
- Develop Machine Learning algorithms to solve real world problems

Unit I:

Introduction- Artificial Intelligence, Machine Learning, Deep learning, Types of Machine Learning Systems, Main Challenges of Machine Learning.

Statistical Learning: Introduction, Supervised and Unsupervised Learning, Training and Test Loss, Tradeoffs in Statistical Learning, Estimating Risk Statistics, Sampling distribution of an estimator, Empirical Risk Minimization.

Unit II:

Supervised Learning(Regression/Classification):Basic Methods: Distance based Methods, Nearest Neighbours, Decision Trees, Naive Bayes, **Linear Models:** Linear Regression, Logistic Regression, Generalized Linear Models, Support Vector Machines

Unit III:

Binary Classification: Multiclass/Structured outputs, MNIST, Ranking.

Ensemble Learning and Random Forests: Introduction, Voting Classifiers, Bagging and Pasting, Random Forests, Boosting, Stacking.

Unit IV:

Support Vector Machine: Linear SVM Classification, Nonlinear SVM Classification SVM Regression, Naïve Bayes Classifiers.

Unit V:

Unsupervised Learning Techniques: Clustering, K-Means, Limits of K-Means, Using Clustering for Image Segmentation, Using Clustering for Preprocessing, Using Clustering for Semi-Supervised Learning, DBSCAN, Gaussian Mixtures.

Dimensionality Reduction: The Curse of Dimensionality, Main Approaches for Dimensionality Reduction, PCA, Using Scikit-Learn, Randomized PCA, Kernel PCA.



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III B Tech II Sem		L	T	P	C
		0	0	3	1.5
COMPUTER NETWORKS LAB					

Course Objectives:

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

Course Outcomes:

By the end of the course student will be able to

- Know how reliable data communication is achieved through data link layer.
- Suggest appropriate routing algorithm for the network.
- Provide internet connection to the system and its installation.
- Work on various network management tools

List of Experiments:

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



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III B Tech II Sem		L	T	P	C
		0	0	3	1.5
ALGORITHMS FOR EFFICIENT CODING LAB					

Course Objective:

- To develop efficient coding for the algorithms with various inputs and algorithms

Course Outcomes:

By completing the course the students will be able to:

- Analyze the program execution time

List of Experiments:

1. Develop a program and measure the running time for Binary Search with Divide and Conquer
2. Develop a program and measure the running time for Merge Sort with Divide and Conquer
3. Develop a program and measure the running time for Quick Sort with Divide and Conquer
4. Develop a program and measure the running time for estimating minimum-cost spanning Trees with Greedy Method
5. Develop a program and measure the running time for estimating Single Source Shortest Paths with Greedy Method
6. Develop a program and measure the running time for optimal Binary search trees with Dynamic Programming
7. Develop a program and measure the running time for identifying solution for traveling salesperson problem with Dynamic Programming
8. Develop a program and measure the running time for identifying solution for 8-Queens problem with Backtracking
9. Develop a program and measure the running time for Graph Coloring with Backtracking
10. Develop a program and measure the running time to generate solution of Hamiltonian Cycle problem with Backtracking
11. Develop a program and measure the running time running time to generate solution of Knapsack problem with Backtracking



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III B Tech II Sem		L	T	P	C
		0	0	3	1.5
DEEP LEARNING WITH TENSORFLOW					

Course Outcomes:

On completion of this course, the student will be able to

- Implement deep neural networks to solve real world problems
- Choose appropriate pre-trained model to solve real time problem
- Interpret the results of two different deep learning models

Software Packages required:

- Keras
- Tensorflow
- PyTorch

List of Experiments:

1. Implement multilayer perceptron algorithm for MNIST Hand written Digit Classification.
2. Design a neural network for classifying movie reviews (Binary Classification) using IMDB dataset.
3. Design a neural Network for classifying news wires (Multi class classification) using Reuters dataset.
4. Design a neural network for predicting house prices using Boston Housing Price dataset.
5. Build a Convolution Neural Network for MNIST Hand written Digit Classification.
6. Build a Convolution Neural Network for simple image (dogs and Cats) Classification
7. Use a pre-trained convolution neural network (VGG16) for image classification.
8. Implement one hot encoding of words or characters.
9. Implement word embeddings for IMDB dataset.
10. Implement a Recurrent Neural Network for IMDB movie review classification problem.

Text Books:

1. Reza Zadeh and Bharath Ramsundar, “Tensorflow for Deep Learning”, O’Reilly publishers, 2018

References:

1. <https://github.com/fchollet/deep-learning-with-python-notebooks>



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DEPARTMENT OF CSE - ARTIFICIAL INTELLIGENCE & MACHINE LEARNING

III B Tech II Sem		L	T	P	C
		0	0	4	2
MEAN STACK TECHNOLOGIES-MODULE I- HTML 5, JAVASCRIPT, NODE.JS, EXPRESS.JS, AND TYPESCRIPT (Skill Oriented Course)					

Course Outcomes:

At the end of the Course, Student will be able to:

- Develop professional web pages of an application using HTML elements like lists, navigations, tables, various form elements, embedded media which includes images, audio, video and CSS Styles.
- Utilize JavaScript for developing interactive HTML web pages and validate form data.
- Build a basic web server using Node.js and also working with Node Package Manager (NPM).
- Build a web server using Express.js
- Make use of Typescript to optimize JavaScript code by using the concept of strict type checking.

List of Exercises

1.a	Course Name: HTML5 - The Language
	Module Name: Case-insensitivity, Platform-independency, DOCTYPE Declaration, Types of Elements, HTML Elements - Attributes, Metadata Element
	Include the Metadata element in Homepage.html for providing description as "IEKart's is an online shopping website that sells goods in retail. This company deals with various categories like Electronics, Clothing, Accessories etc.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_28320667711144660000_shared?collectionId=lex_177397328348408100_00_shared&collectionType=Course
1.b	Course Name: HTML5 - The Language
	Module Name: Sectioning Elements
	Enhance the Homepage.html of IEKart's Shopping Application by adding appropriate sectioning elements.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_6372291347110857000_shared?collectionId=lex_1773973283484081000_0_shared&collectionType=Course
1.c	Course Name: HTML5 - The Language
	Module Name: Paragraph Element, Division and Span Elements, List Element
	Make use of appropriate grouping elements such as list items to "About Us" page of IEKart's Shopping Application
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_32785192040894940000_shared?collectionId=lex_177397328348408100_00_shared&collectionType=Course
1.d	Course Name: HTML5 - The Language
	Module Name: Link Element
	Link "Login", "SignUp" and "Track order" to "Login.html", "SignUp.html" and "Track.html" page respectively. Bookmark each category to its details of IEKart's Shopping application.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_15515105953273338000_shared?collectionId=lex_177397328348408100_00_shared&collectionType=Course



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1.e	Course Name: HTML5 - The Language
	Module Name: Character Entities
	Add the © symbol in the Home page footer of IEKart's Shopping application.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_547667376938096260_shared?collectionId=lex_17739732834840810000_shared&collectionType=Course
1.f	Course Name: HTML5 - The Language
	Module Name: HTML5 Global Attributes
	Add the global attributes such as contenteditable, spellcheck, id etc. to enhance the Signup Page functionality of IEKart's Shopping application.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_28723566050321920000_shared?collectionId=lex_17739732834840810000_shared&collectionType=Course
2.a	Course Name: HTML5 - The Language
	Module Name: Creating Table Elements, Table Elements : Colspan/Rowspan Attributes, border, cellpadding, cellspacing attributes
	Enhance the details page of IEKart's Shopping application by adding a table element to display the available mobile/any inventories.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_auth_013168035284033536113_shared?collectionId=lex_17739732834840810000_shared&collectionType=Course
2.b	Course Name: HTML5 - The Language
	Module Name: Creating Form Elements, Color and Date Pickers, Select and Datalist Elements
	Using the form elements create Signup page for IEKart's Shopping application.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_13975270903118459000_shared?collectionId=lex_17739732834840810000_shared&collectionType=Course
2.c	Course Name: HTML5 - The Language
	Module Name: Input Elements - Attributes
	Enhance Signup page functionality of IEKart's Shopping application by adding attributes to input elements.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_14048414537062347000_shared?collectionId=lex_17739732834840810000_shared&collectionType=Course
2.d	Course Name: HTML5 - The Language
	Module Name: Media, Iframe
	Add media content in a frame using audio, video, iframe elements to the Home page of IEKart's Shopping application.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_30738402225794945000_shared?collectionId=lex_17739732834840810000_shared&collectionType=Course
3.a	Course Name: Javascript
	Module Name: Type of Identifiers
	Write a JavaScript program to find the area of a circle using radius (var and let - reassign and observe the difference with var and let) and PI (const)
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_auth_013053264414818304732_shared?collectionId=lex_18109698366332810000_shared&collectionType=Course



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3.b	Course Name: Javascript
	Module Name: Primitive and Non Primitive Data Types
	Write JavaScript code to display the movie details such as movie name, starring, language, and ratings. Initialize the variables with values of appropriate types. Use template literals wherever necessary.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_21528322245232402000_shared?collectionId=lex_181096983663328100_00_shared&collectionType=Course
3.c	Course Name: Javascript
	Module Name: Operators and Types of Operators
	Write JavaScript code to book movie tickets online and calculate the total price, considering the number of tickets and price per ticket as Rs. 150. Also, apply a festive season discount of 10% and calculate the discounted amount.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_13808338384481720000_shared?collectionId=lex_181096983663328100_00_shared&collectionType=Course
3.d	Course Name: Javascript
	Module Name: Types of Statements, Non - Conditional Statements, Types of Conditional Statements, if Statements, switch Statements
	Write a JavaScript code to book movie tickets online and calculate the total price based on the 3 conditions: (a) If seats to be booked are not more than 2, the cost per ticket remains Rs. 150. (b) If seats are 6 or more, booking is not allowed. (c) If se
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_16257498471333610000_shared?collectionId=lex_181096983663328100_00_shared&collectionType=Course
3.e	Course Name: Javascript
	Module Name: Types of Loops
	Write a JavaScript code to book movie tickets online and calculate the total price based on the 3 conditions: (a) If seats to be booked are not more than 2, the cost per ticket remains Rs. 150. (b) If seats are 6 or more, booking is not allowed. (c) If
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_6238536888292970000_shared?collectionId=lex_1810969836633281000_0_shared&collectionType=Course
4.a	Course Name: Javascript
	Module Name: Types of Functions, Declaring and Invoking Function, Arrow Function, Function Parameters, Nested Function, Built-in Functions, Variable Scope in Functions
	Write a JavaScript code to book movie tickets online and calculate the total price based on the 3 conditions: (a) If seats to be booked are not more than 2, the cost per ticket remains Rs. 150. (b) If seats are 6 or more, booking is not allowed. (c) If
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_15455199570613326000_shared?collectionId=lex_181096983663328100_00_shared&collectionType=Course
4.b	Course Name: Javascript
	Module Name: Working With Classes, Creating and Inheriting Classes
	Create an Employee class extending from a base class Person. Hints: (i) Create a class Person with name and age as attributes. (ii) Add a constructor to initialize the values (iii) Create a class Employee extending Person with additional attributes role
	https://infyspringboard.onwingspan.com/web/en/viewer/web-



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	module/lex_auth_012599811117760512458_shared?collectionId=lex_18109698366332810000_shared&collectionType=Course
4.c	Course Name: Javascript
	Module Name: In-built Events and Handlers
	Write a JavaScript code to book movie tickets online and calculate the total price based on the 3 conditions: (a) If seats to be booked are not more than 2, the cost per ticket remains Rs. 150. (b) If seats are 6 or more, booking is not allowed. (c) If se
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_4192188372573027000_shared?collectionId=lex_18109698366332810000_shared&collectionType=Course
4.d	Course Name: Javascript
	Module Name: Working with Objects, Types of Objects, Creating Objects, Combining and cloning Objects using Spread operator, Destructuring Objects, Browser Object Model, Document Object Model
	If a user clicks on the given link, they should see an empty cone, a different heading, and a different message and a different background color. If user clicks again, they should see a re-filled cone, a different heading, a different message, and a diffe
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_13197025862804100000_shared?collectionId=lex_18109698366332810000_shared&collectionType=Course
5.a	Course Name: Javascript
	Module Name: Creating Arrays, Destructuring Arrays, Accessing Arrays, Array Methods
	Create an array of objects having movie details. The object should include the movie name, starring, language, and ratings. Render the details of movies on the page using the array.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_auth_013053270191734784711_shared?collectionId=lex_18109698366332810000_shared&collectionType=Course
5.b	Course Name: Javascript
	Module Name: Introduction to Asynchronous Programming, Callbacks, Promises, Async and Await, Executing Network Requests using Fetch API
	Simulate a periodic stock price change and display on the console. Hints: (i) Create a method which returns a random number - use Math.random, floor and other methods to return a rounded value. (ii) Invoke the method for every three seconds and stop when
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_auth_012599811633905664460_shared?collectionId=lex_18109698366332810000_shared&collectionType=Course
5.c	Course Name: Javascript
	Module Name: Creating Modules, Consuming Modules
	Validate the user by creating a login module. Hints: (i) Create a file login.js with a User class. (ii) Create a validate method with username and password as arguments. (iii) If the username and password are equal it will return "Login Successful" else w
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_auth_013052857053585408667_shared?collectionId=lex_18109698366332810000_shared&collectionType=Course
6.a	Course Name: Node.js
	Module Name: How to use Node.js



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	<p>Verify how to execute different functions successfully in the Node.js platform.</p> <p>https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_19002830632103186000_shared?collectionId=lex_324078356719467600_00_shared&collectionType=Course</p>
6.b	Course Name: Node.js
	Module Name: Create a web server in Node.js
	Write a program to show the workflow of JavaScript code executable by creating web server in Node.js.
	<p>https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_28177338996267815000_shared?collectionId=lex_324078356719467600_00_shared&collectionType=Course</p>
6.c	Course Name: Node.js
	Module Name: Modular programming in Node.js
	Write a Node.js module to show the workflow of Modularization of Node application.
	<p>https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_28865394191004004000_shared?collectionId=lex_324078356719467600_00_shared&collectionType=Course</p>
6.d	Course Name: Node.js
	Module Name: Restarting Node Application
	Write a program to show the workflow of restarting a Node application.
	<p>https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_9174073856000159000_shared?collectionId=lex_324078356719467600_0_shared&collectionType=Course</p>
6.e	Course Name: Node.js
	Module Name: File Operations
	Create a text file src.txt and add the following data to it. Mongo, Express, Angular, Node.
	<p>https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_33376440180246100000_shared?collectionId=lex_324078356719467600_00_shared&collectionType=Course</p>
7.a	Course Name: Express.js
	Module Name: Defining a route, Handling Routes, Route Parameters, Query Parameters
	Implement routing for the AdventureTrails application by embedding the necessary code in the routes/route.js file.
	<p>https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_29394215542149950000_shared?collectionId=lex_324078356719467600_00_shared&collectionType=Course</p>
7.b	Course Name: Express.js
	Module Name: How Middleware works, Chaining of Middlewares, Types of Middlewares
	In myNotes application: (i) we want to handle POST submissions. (ii) display customized error messages. (iii) perform logging.
	<p>https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_13930661312009580000_shared?collectionId=lex_324078356719467600_00_shared&collectionType=Course</p>
7.c	Course Name: Express.js
	Module Name: Connecting to MongoDB with Mongoose, Validation Types and Defaults



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	Write a Mongoose schema to connect with MongoDB. https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_auth_013035588775485440691_shared?collectionId=lex_32407835671946760000_shared&collectionType=Course
7.d	Course Name: Express.js
	Module Name: Models
	Write a program to wrap the Schema into a Model object. https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_auth_013035593896869888662_shared?collectionId=lex_32407835671946760000_shared&collectionType=Course
8.a	Course Name: Express.js
	Module Name: CRUD Operations
	Write a program to perform various CRUD (Create-Read-Update-Delete) operations using Mongoose library functions. https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_auth_013035684270129152696_shared?collectionId=lex_32407835671946760000_shared&collectionType=Course
8.b	Course Name: Express.js
	Module Name: API Development
	In the myNotes application, include APIs based on the requirements provided. (i) API should fetch the details of the notes based on a notesID which is provided in the URL. Test URL - http://localhost:3000/notes/7555 (ii) API should update the details bas https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_auth_013035745250975744755_shared?collectionId=lex_32407835671946760000_shared&collectionType=Course
8.c	Course Name: Express.js
	Module Name: Why Session management, Cookies
	Write a program to explain session management using cookies. https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_24299316914857090000_shared?collectionId=lex_32407835671946760000_shared&collectionType=Course
8.d	Course Name: Express.js
	Module Name: Sessions
	Write a program to explain session management using sessions. https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_905413034723449100_shared?collectionId=lex_32407835671946760000_shared&collectionType=Course
8.e	Course Name: Express.js
	Module Name: Why and What Security, Helmet Middleware
	Implement security features in myNotes application https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_31677453061177940000_shared?collectionId=lex_32407835671946760000_shared&collectionType=Course
9.a	Course Name: Typescript
	Module Name: Basics of TypeScript
	On the page, display the price of the mobile-based in three different colors. Instead of using the number in our code, represent them by string values like GoldPlatinum, PinkGold, SilverTitanium. https://infyspringboard.onwingspan.com/web/en/viewer/web-



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	module/lex_28910354929502245000_shared?collectionId=lex_943623311651267800_0_shared&collectionType=Course
9.b	Course Name: Typescript
	Module Name: Function
	Define an arrow function inside the event handler to filter the product array with the selected product object using the productId received by the function. Pass the selected product object to the next screen.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_10783156469383723000_shared?collectionId=lex_943623311651267800_0_shared&collectionType=Course
9.c	Course Name: Typescript
	Module Name: Parameter Types and Return Types
	Consider that developer needs to declare a function - getMobileByVendor which accepts string as input parameter and returns the list of mobiles.
	https://infyspringboard.onwingspan.com/web/en/viewer/hands-on/lex_auth_012712912427057152901_shared?collectionId=lex_9436233116512678000_shared&collectionType=Course
9.d	Course Name: Typescript
	Module Name: Arrow Function
	Consider that developer needs to declare a manufacturer's array holding 4 objects with id and price as a parameter and needs to implement an arrow function - myfunction to populate the id parameter of manufacturers array whose price is greater than or equ
	https://infyspringboard.onwingspan.com/web/en/viewer/hands-on/lex_auth_012712910875500544904_shared?collectionId=lex_9436233116512678000_shared&collectionType=Course
9.e	Course Name: Typescript
	Module Name: Optional and Default Parameters
	Declare a function - getMobileByManufacturer with two parameters namely manufacturer and id, where manufacturer value should passed as Samsung and id parameter should be optional while invoking the function, if id is passed as 101 then this function should
	https://infyspringboard.onwingspan.com/web/en/viewer/hands-on/lex_auth_012712914940641280906_shared?collectionId=lex_9436233116512678000_shared&collectionType=Course
10.a	Course Name: Typescript
	Module Name: Rest Parameter
	Implement business logic for adding multiple Product values into a cart variable which is type of string array.
	https://infyspringboard.onwingspan.com/web/en/viewer/hands-on/lex_auth_012712921860915200909_shared?collectionId=lex_9436233116512678000_shared&collectionType=Course
10.b	Course Name: Typescript
	Module Name: Creating an Interface
	Declare an interface named - Product with two properties like productId and productName with a number and string datatype and need to implement logic to populate the Product details.
	https://infyspringboard.onwingspan.com/web/en/viewer/hands-on/lex_auth_012712925244276736910_shared?collectionId=lex_9436233116512678000_shared&collectionType=Course



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10.c	Course Name: Typescript
	Module Name: Duck Typing
	Declare an interface named - Product with two properties like productId and productName with the number and string datatype and need to implement logic to populate the Product details.
	https://infyspringboard.onwingspan.com/web/en/viewer/hands-on/lex_auth_012712925995458560912_shared?collectionId=lex_9436233116512678000_shared&collectionType=Course
10.d	Course Name: Typescript
	Module Name: Function Types
	Declare an interface with function type and access its value.
	https://infyspringboard.onwingspan.com/web/en/viewer/hands-on/lex_auth_012712948945346560918_shared?collectionId=lex_9436233116512678000_shared&collectionType=Course
11.a	Course Name: Typescript
	Module Name: Extending Interfaces
	Declare a productList interface which extends properties from two other declared interfaces like Category,Product as well as implementation to create a variable of this interface type.
	https://infyspringboard.onwingspan.com/web/en/viewer/hands-on/lex_auth_012712951652139008920_shared?collectionId=lex_9436233116512678000_shared&collectionType=Course
11.b	Course Name: Typescript
	Module Name: Classes
	Consider the Mobile Cart application, Create objects of the Product class and place them into the productList array.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_3705824317381604400_shared?collectionId=lex_9436233116512678000_shared&collectionType=Course
11.c	Course Name: Typescript
	Module Name: Constructor
	Declare a class named - Product with the below-mentioned declarations: (i) productId as number property (ii) Constructor to initialize this value (iii) getProductId method to return the message "Product id is <<id value>>".
	https://infyspringboard.onwingspan.com/web/en/viewer/hands-on/lex_auth_012712954616782848927_shared?collectionId=lex_9436233116512678000_shared&collectionType=Course
11.d	Course Name: Typescript
	Module Name: Access Modifiers
	Create a Product class with 4 properties namely productId, productName, productPrice, productCategory with private, public, static, and protected access modifiers and accessing them through Gadget class and its methods.
	https://infyspringboard.onwingspan.com/web/en/viewer/hands-on/lex_auth_012712953517170688931_shared?collectionId=lex_9436233116512678000_shared&collectionType=Course
12.a	Course Name: Typescript
	Module Name: Properties and Methods
	Create a Product class with 4 properties namely productId and methods to setProductId() and getProductId().



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	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_9356738095572543000_shared?collectionId=lex_9436233116512678000_shared&collectionType=Course
12.b	Course Name: Typescript
	Module Name: Creating and using Namespaces
	Create a namespace called ProductUtility and place the Product class definition in it. Import the Product class inside productlist file and use it.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_20787271128051925000_shared?collectionId=lex_9436233116512678000_shared&collectionType=Course
12.c	Course Name: Typescript
	Module Name: Creating and using Modules
	Consider the Mobile Cart application which is designed as part of the functions in a module to calculate the total price of the product using the quantity and price values and assign it to a totalPrice variable.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_24788158187785620000_shared?collectionId=lex_9436233116512678000_shared&collectionType=Course
12.d	Course Name: Typescript
	Module Name: What is Generics, What are Type Parameters, Generic Functions, Generic Constraints
	Create a generic array and function to sort numbers as well as string values.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_446287045482942800_shared?collectionId=lex_9436233116512678000_shared&collectionType=Course

Software configuration and installation

1. HTML & Javascript

- Simple editors such as Notepad or go for IDEs like Visual Studio Code(recommended), Eclipse etc. which makes coding easier.
- And, to execute application, you can use any commonly used browser such as Google Chrome(recommended), Mozilla Firefox etc
- Setup details: [Environmental Setup for HTML5 - Viewer Page | Infosys Springboard \(onwingspan.com\)](#)
- [Environment Setup: Internal - Viewer Page | Infosys Springboard \(onwingspan.com\)](#)

2. Node JS

Download **Node.js** from the official site

[Setup details : How to use Node.js - Viewer Page | Infosys Springboard \(onwingspan.com\)](#)

3. Typescript

[Installing TypeScript - Internal - Viewer Page | Infosys Springboard \(onwingspan.com\)](#)

Text Books:

1. Programming the World Wide Web, 7th Edition, Robert W Sebesta, Pearson.
2. Pro Mean Stack Development, 1st Edition, ELadElrom, Apress O'Reilly.
3. Full Stack JavaScript Development with MEAN, Colin J Ihrig, Adam Bretz, 1st edition, SitePoint, SitePoint Pty. Ltd., O'Reilly Media.



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Reference Books:

1. Web Technologies, HTML, JavaScript, PHP, Java, JSP, XML and AJAX, Black book, 1st Edition, Dream Tech.
2. An Introduction to Web Design, Programming, 1st Edition, Paul S Wang, Sanda S Katila, Cengage Learning.

Web Links:

1. https://infyspringboard.onwingspan.com/en/app/toc/lex_17739732834840810000_shared/overview (HTML5)
2. https://infyspringboard.onwingspan.com/en/app/toc/lex_18109698366332810000_shared/overview (Javascript)
3. https://infyspringboard.onwingspan.com/en/app/toc/lex_32407835671946760000_shared/overview (Node.js & Express.js)
4. https://infyspringboard.onwingspan.com/en/app/toc/lex_9436233116512678000_shared/overview (Typescript)



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III B Tech II Sem		L	T	P	C
		0	0	4	2
BIG DATA : APACHE SPARK (Skill Oriented Course)					

Course Objectives:

The main objective of the course is to process Big Data with advance architecture like spark and streaming data in Spark

Course Outcomes:

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

- Develop MapReduce Programs to analyze large dataset Using Hadoop and Spark
- Write Hive queries to analyze large dataset Outline the Spark Ecosystem and its components
- Perform the filter, count, distinct, map, flatMap RDD Operations in Spark.
- Build Queries using Spark SQL
- Apply Spark joins on Sample Data Sets
- Make use of sqoop to import and export data from hadoop to database and vice-versa

List of Experiments:

1.

EXPERIMENT-1:
To Study of Big Data Analytics and Hadoop Architecture
(i) know the concept of big data architecture
(ii) know the concept of Hadoop architecture
https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01256841991858585686_shared/overview

2. Loading DataSet in to HDFS for Spark Analysis

EXPERIMENT-2:
Installation of Hadoop and cluster management
(i) Installing Hadoop single node cluster in ubuntu environment
(ii) Knowing the differencing between single node clusters and multi-node clusters
(iii) Accessing WEB-UI and the port number
(iv) Installing and accessing the environments such as hive and sqoop
(We can restrict to standalone or if the facilities available can try for pseudo-distribution mode {or} fully distribution mode)
https://infyspringboard.onwingspan.com/web/en/viewer/video/lex_auth_01329503531746099243539_share_d?collectionId=lex_auth_01329503580490137643544_shared&collectionType=Collection

EXPERIMENT-3:
File management tasks & Basic linux commands
(i) Creating a directory in HDFS
(ii) Moving forth and back to directories



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(iii) Listing directory contents
(iv) Uploading and downloading a file in HDFS
(v) Checking the contents of the file
(vi) Copying and moving files
(vii) Copying and moving files between local to HDFS environment
(viii) Removing files and paths
(ix) Displaying few lines of a file
(x) Display the aggregate length of a file
(xi) Checking the permissions of a file
(xii) Zipping and unzipping the files with & without permission pasting it to a location
(xiii) Copy, Paste commands
https://infyspringboard.onwingspan.com/web/en/viewer/video/lex_auth_01257430580733542457_shared?collectionId=lex_auth_01256841991858585686_shared&collectionType=Course

EXPERIMENT-4:
Map-reducing
(i) Definition of Map-reduce
(ii) Its stages and terminologies
(iii) Word-count program to understand map-reduce
(Mapper phase, Reducer phase, Driver code)
https://infyspringboard.onwingspan.com/web/en/viewer/video/lex_auth_01257421539761356848_shared?collectionId=lex_auth_01256841991858585686_shared&collectionType=Course

EXPERIMENT-5:
Implementing Matrix-Multiplication with Hadoop Map-reduce

EXPERIMENT-6:
Compute Average Salary and Total Salary by Gender for an Enterprise.

EXPERIMENT-7:
(i) Creating hive tables(External and internal)
(ii) Loading data to external hive tables from sql tables(or)Structured c.s.v using scoop
(iii) Performing operations like filterations and updations
(iv) Performing Join(inner, outer etc)
(v) Writing User defined function on hive tables
https://infyspringboard.onwingspan.com/web/en/viewer/webmodule/lex_auth_01257841711418572848_shared?collectionId=lex_auth_01258388119638835242_shared&collectionType=Course

EXPERIMENT-8:
Create a sql table of employees
Employee table with id,designation
Salary table (salary ,dept id)
Create external table in hive with similar schema of above tables,Move data to hive using scoop and load the



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contents into tables, filter a new table and write a UDF to encrypt the table with AES-algorithm, Decrypt it with key to show contents

https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_auth_012606909641981952143_shared?collectionId=lex_auth_0126052684230082561692_shared&collectionType=Course

EXPERIMENT-9:

- (i) Pyspark Definition (Apache Pyspark) and difference between Pyspark, Scala, pandas
- (ii) Pyspark files and class methods
- (i) get(file name)
- (ii) get root directory()

EXPERIMENT-10 :

Pyspark -RDD'S

- (i) what is RDD's?
- (ii) ways to Create RDD
- (i) parallelized collections
- (ii) external dataset
- (iii) existing RDD's
- (iv) Spark RDD's operations
- (Count, foreach(), Collect, join, Cache())

https://infyspringboard.onwingspan.com/web/en/app/toc/lex_3509975869549336000_shared/overview

EXPERIMENT-11 :

Perform pyspark transformations

- (i) map and flatMap
- (ii) to remove the words, which are not necessary to analyze this text.
- (iii) groupBy
- (iv) What if we want to calculate how many times each word is coming in corpus ?
- (v) .How do I perform a task (say count the words 'spark' and 'apache' in rdd3) separately on each partition and get the output of the task performed in these partition ?
- (vi) unions of RDD
- (vii) join two pairs of RDD Based upon their key

https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01330150584451891225182_shared/overview

EXPERIMENT-12:

Pyspark sparkconf-Attributes and applications

- (i) What is Pyspark spark conf ()
- (ii) Using spark conf create a spark session to write a dataframe to read details in a c.s.v and later move that c.s.v to another location



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Hardware and software configuration:

Hardware Configuration for each Node (Suggested)

Operating System:

NAME="Red Hat Enterprise Linux Server", VERSION="7.9 (Maipo)"

CPU Architecture: x86_64

CPU op-mode(s): 32-bit, 64-bit

CPU(s): 32

RAM: 64G

Software Required

Java: openjdk version "1.8.0_202" (installed in all nodes)

For Hive metastore – we have installed MySQL

MySQL: Ver 8.0.19 for Linux on x86_64 (MySQL Community Server - GPL)

Resource Links for installation

- Hadoop Installation steps: [Apache Hadoop 3.3.2 – Hadoop: Setting up a Single Node Cluster.](#) & [Apache Hadoop 3.3.2 – Hadoop Cluster Setup](#)
- Links to download different versions of Hadoop : [Index of /hadoop/ common \(apache.org\)](#) & [Index of /dist/hadoop/core \(apache.org\)](#)

Text Books:

1. Spark in Action, Marko Bonaci and Petar Zecevic, Manning.
2. PySpark SQL Recipes: With HiveQL, Dataframe and Graphframes, Raju Kumar Mishra and Sundar Rajan Raman, Apress Media.

Web Links:	
1.	https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_0133015058445189122518_2_shared/overview
2.	https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_01258388119638835242_shared/overview
3.	https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_0126052684230082561692_shared/overview



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III B Tech II Sem		L	T	P	C
		2	0	0	0
EMPLOYABILITY SKILLS-II					

Course Objectives:

The main objective of this course is to assist students in developing employability skills and personal qualities related to gaining and sustaining employment.

Course Outcomes: After completion of this course

- Solve various Basic Mathematics problems by following different methods
- Follow strategies in minimizing time consumption in problem solving Apply shortcut methods to solve problems
- Confidently solve any mathematical problems and utilize these mathematical skills both in their professional as well as personal life.
- Analyze, summarize and present information in quantitative forms including table, graphs and formulas

UNIT I:

Numerical ability I: Number system, HCF & LCM, Average, Simplification, Problems on numbers

Numerical ability II: Ratio & Proportion, Partnership, Percentages, Profit & Loss

UNIT II:

Arithmetical ability I: Problems on ages, Time & Work, Pipes & Cistern, Chain Rule.

Arithmetical ability II: Time & Distance, Problems on boats & Steams, Problems on Trains

UNIT III:

Arithmetical ability III: Allegation, Simple interest and compound interest, Races & Games of skills, Calendar and Clock,

Logical ability: Permutations and Combination and Probability.

UNIT IV:

Mensuration: Geometry, Areas, Volumes

UNIT V:

Data interpretation: Tabulation, Bar graphs, Pie charts, line graphs

Text Books And Reference Books:

1. R. S. Aggarwal “Quantitative Aptitude”, Revised ed., S Chand publication, 2017 ISBN:8121924987

E- resources:

1. https://blog.feedspot.com/aptitude_youtube_channels/
2. https://www.tutorialspoint.com/quantitative_apititude/
3. <https://www.careerbless.com/aptitude/qa/home.php>



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III B Tech II Sem	Minor	L	T	P	C
		3	0	2	4
DEEP LEARNING					

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

- Implement deep neural networks to solve real world problems
- Choose appropriate pre-trained model to solve real time problem
- Interpret the results of two different deep learning models

UNIT I:

Fundamentals of Deep Learning: Artificial Intelligence, History of Machine learning: Probabilistic Modeling, Early Neural Networks, Kernel Methods, Decision Trees, Random forests and Gradient Boosting Machines, **Fundamentals of Machine Learning:** Four Branches of Machine Learning, Evaluating Machine learning Models, Overfitting and Underfitting. [**Text Book 2**]

UNIT II: Introducing Deep Learning: Biological and Machine Vision, Human and Machine Language, Artificial Neural Networks, Training Deep Networks, Improving Deep Networks. [**Text Book3**]

UNIT III: Neural Networks: Anatomy of Neural Network, Introduction to Keras: Keras, TensorFlow, Theano and CNTK, Setting up Deep Learning Workstation, Classifying Movie Reviews: Binary Classification, Classifying newswires: Multiclass Classification. [**Text Book 2**]

UNIT IV:

Convolutional Neural Networks: Neural Network and Representation Learning, Convolutional Layers, Multichannel Convolution Operation,

UNIT V:

Recurrent Neural Networks: Introduction to RNN, RNN Code, PyTorch Tensors: Deep Learning with PyTorch, CNN in PyTorch. [**Text Book 3**]

Software Packages required:

- Keras
- Tensorflow
- PyTorch

List of Experiments:

1. Implement multilayer perceptron algorithm for MNIST Hand written Digit Classification.
2. Design a neural network for classifying movie reviews (Binary Classification) using IMDB dataset.
3. Design a neural Network for classifying news wires (Multi class classification) using Reuters dataset.
4. Design a neural network for predicting house prices using Boston Housing Price dataset.
5. Build a Convolution Neural Network for MNIST Hand written Digit Classification.
6. Build a Convolution Neural Network for simple image (dogs and Cats) Classification



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Text Books:

1. Deep Learning- Ian Goodfellow, Yoshua Bengio and Aaron Courville, MIT Press, 2016
2. Deep Learning with Python - Francois Chollet, Released December 2017, Publisher(s): Manning Publications, ISBN: 9781617294433
3. Deep Learning Illustrated: A Visual, Interactive Guide to Artificial Intelligence - Jon Krohn, Grant Beyleveld, Aglaé Bassens, Released September 2019, Publisher(s): Addison-Wesley Professional, ISBN: 9780135116821
4. Deep Learning from Scratch - Seth Weidman, Released September 2019, Publisher(s): O'Reilly Media, Inc., ISBN: 9781492041412
5. Reza Zadeh and BharathRamsundar, “Tensorflow for Deep Learning”, O’Reilly publishers, 2018

Reference Books:

1. Artificial Neural Networks, Yegnanarayana, B., PHI Learning Pvt. Ltd, 2009.
2. Matrix Computations, Golub, G.,H., and Van Loan,C.,F, JHU Press,2013.
3. Neural Networks: A Classroom Approach, Satish Kumar, Tata McGraw-Hill Education, 2004.
4. <https://github.com/fchollet/deep-learning-with-python-notebooks>

Web Link:

Swayam NPTEL: Deep Learning: https://onlinecourses.nptel.ac.in/noc22_cs22/preview



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IV B Tech I Sem		L	T	P	C
		0	0	4	2
MACHINE LEARNING WITH GO (Skill Oriented Course)					

Course Objectives:

- To turn the students into a productive, innovative data analyst who can leverage Go to build robust and valuable applications.
- To introduce the technical aspects of building predictive models in Go, but also helps you understand how machine learning workflows are applied in real-world scenarios.
- To understand how to gather, organize, and parse real-work data from a variety of sources.
- To develop a solid statistical toolkit that will allow you to quickly understand gain intuition about the content of a dataset.
- To implement essential machine learning techniques (regression, classification, clustering, and so on) with the relevant Go packages.

Prerequisites:

1. Bash Shell
2. Go-an editor

List of Experiments:

1. a) Write a Go program to read CSV file and find the maximum value in a particular column.
b) Write a Go program to read iris dataset which is in csv format and demonstrate handling of unexpected fields, types and manipulating CSV data.
2. a) Demonstrate how JSON data can be parsed using Go.
b) Demonstrate how to connect and Querying SQL like databases (Postgres MySQL, SQL Lite) using Go
3. Demonstrate how to cache data in memory using Go
4. a) Demonstrate how to represent matrices and vectors in Go
b) Write a Go program to get statistical measures like mean, median, standard deviation and so on for any dataset.
c) Write a Go program to visualize data distributions using Histogram, Box Plots.
5. a) Write a Go program to demonstrate Mean Squared Error(MSE), Mean Absolute Error (MAE) , R^2 (R Squared).
b) Write a Go program to compute Accuracy, Precision , Recall, AUC (Area Under Cover)
6. a) Demonstrate how to build a linear regression model using Go.
b) Demonstrate how to build a multiple linear regression model using Go.
7. Demonstrate how to build a logistic regression model using Go
8. Apply k-nearest neighbor classifier on iris dataset using Go
9. Build a decision tree on iris dataset using Go.
10. Demonstrate K-Means clustering method using Go.
11. Build auto regressive models for time series data using Go
12. Demonstrate how to build a simple neural network using Go

References:

https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_0130944292286873602383_shared/overview



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IV B Tech I Sem		L	T	P	C
		0	0	4	2
MEAN STACK TECHNOLOGIES-MODULE II- ANGULAR JS AND MONGODB (Skill Oriented Course)					

Course Outcomes:

- Build a component-based application using Angular components and enhance their functionality using directives.
- Utilize data binding for developing Angular forms and bind them with model data.
- Apply Angular built-in or custom pipes to format the rendered data.
- Develop a single page application by using synchronous or asynchronous Angular routing.
- Make use of MongoDB queries to perform CRUD operations on document database.

List of Exercises:

1.a	<p>Course Name: Angular JS</p> <p>Module Name: Angular Application Setup</p> <p>Observe the link http://localhost:4200/welcome on which the mCart application is running. Perform the below activities to understand the features of the application.</p> <p>https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_24049616594198490000_shared?collectionId=lex_208585155432546000_00_shared&collectionType=Course</p>
1.b	<p>Course Name: Angular JS</p> <p>Module Name: Components and Modules</p> <p>Create a new component called hello and render Hello Angular on the page</p> <p>https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_28217843279641040000_shared?collectionId=lex_208585155432546000_00_shared&collectionType=Course</p>
1.c	<p>Course Name: Angular JS</p> <p>Module Name: Elements of Template</p> <p>Add an event to the hello component template and when it is clicked, it should change the courseName.</p> <p>https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_19226434057992030000_shared?collectionId=lex_208585155432546000_00_shared&collectionType=Course</p>
1.d	<p>Course Name: Angular JS</p> <p>Module Name: Change Detection</p> <p>progressively building the PoolCarz application</p> <p>https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_2560981637120771000_shared?collectionId=lex_2085851554325460000_0_shared&collectionType=Course</p>
2.a	<p>Course Name: Angular JS</p> <p>Module Name: Structural Directives - ngIf</p> <p>Create a login form with username and password fields. If the user enters the correct credentials, it should render a "Welcome <<username>>" message otherwise it should render "Invalid Login!!! Please try again..." message</p> <p>https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_auth_0127637402260439042595_shared?collectionId=lex_20858515543</p>



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	254600000_shared&collectionType=Course
2.b	Course Name: Angular JS
	Module Name: ngFor
	Create a courses array and rendering it in the template using ngFor directive in a list format.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_32795774277593590000_shared?collectionId=lex_208585155432546000_00_shared&collectionType=Course
2.c	Course Name: Angular JS
	Module Name: ngSwitch
	Display the correct option based on the value passed to ngSwitch directive.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_23388127475984175000_shared?collectionId=lex_208585155432546000_00_shared&collectionType=Course
2.d	Course Name: Angular JS
	Module Name: Custom Structural Directive
	Create a custom structural directive called 'repeat' which should repeat the element given a number of times.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_24073319904331424000_shared?collectionId=lex_208585155432546000_00_shared&collectionType=Course
3.a	Course Name: Angular JS
	Module Name: Attribute Directives - ngStyle
	Apply multiple CSS properties to a paragraph in a component using ngStyle.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_24037156998765367000_shared?collectionId=lex_208585155432546000_00_shared&collectionType=Course
3.b	Course Name: Angular JS
	Module Name: ngClass
	Apply multiple CSS classes to the text using ngClass directive.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_3459610297074182000_shared?collectionId=lex_208585155432546000_0_shared&collectionType=Course
3.c	Course Name: Angular JS
	Module Name: Custom Attribute Directive
	Create an attribute directive called 'showMessage' which should display the given message in a paragraph when a user clicks on it and should change the text color to red.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_14783742359773809000_shared?collectionId=lex_208585155432546000_00_shared&collectionType=Course
4.a	Course Name: Angular JS
	Module Name: Property Binding
	Binding image with class property using property binding.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_8951964709153619000_shared?collectionId=lex_208585155432546000_0_shared&collectionType=Course
4.b	Course Name: Angular JS
	Module Name: Attribute Binding



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	Binding colspan attribute of a table element to the class property. https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_7154252883180625000_shared?collectionId=lex_2085851554325460000_0_shared&collectionType=Course
4.c	Course Name: Angular JS
	Module Name: Style and Event Binding
	Binding an element using inline style and user actions like entering text in input fields. https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_7417401021103822000_shared?collectionId=lex_2085851554325460000_0_shared&collectionType=Course
5.a	Course Name: Angular JS
	Module Name: Built in Pipes
	Display the product code in lowercase and product name in uppercase using built-in pipes. https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_11810543990912035000_shared?collectionId=lex_2085851554325460000_00_shared&collectionType=Course
5.b	Course Name: Angular JS
	Module Name: Passing Parameters to Pipes
	Apply built-in pipes with parameters to display product details. https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_21187073707540988000_shared?collectionId=lex_2085851554325460000_00_shared&collectionType=Course
5.c	Course Name: Angular JS
	Module Name: Nested Components Basics
	Load CoursesListComponent in the root component when a user clicks on the View courses list button. https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_24231999287700136000_shared?collectionId=lex_2085851554325460000_00_shared&collectionType=Course
6.a	Course Name: Angular JS
	Module Name: Passing data from Container Component to Child Component
	Create an AppComponent that displays a dropdown with a list of courses as values in it. Create another component called the CoursesList component and load it in AppComponent which should display the course details. When the user selects a course from the https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_15758356947336235000_shared?collectionId=lex_2085851554325460000_00_shared&collectionType=Course
6.b	Course Name: Angular JS
	Module Name: Passing data from Child Component to ContainerComponent
	Create an AppComponent that loads another component called the CoursesList component. Create another component called CoursesListComponent which should display the courses list in a table along with a register .button in each row. When a user clicks on th https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_2494980689916818400_shared?collectionId=lex_2085851554325460000_0_shared&collectionType=Course



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6.c	Course Name: Angular JS
	Module Name: Shadow DOM
	Apply ShadowDOM and None encapsulation modes to components.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_10312243404892470000_shared?collectionId=lex_208585155432546000_00_shared&collectionType=Course
6.d	Course Name: Angular JS
	Module Name: Component Life Cycle
	Override component life-cycle hooks and logging the corresponding messages to understand the flow.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_10818939635948007000_shared?collectionId=lex_208585155432546000_00_shared&collectionType=Course
7.a	Course Name: Angular JS
	Module Name: Template Driven Forms
	Create a course registration form as a template-driven form.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_2810668513603024400_shared?collectionId=lex_2085851554325460000_0_shared&collectionType=Course
7.b	Course Name: Angular JS
	Module Name: Model Driven Forms or Reactive Forms
	Create an employee registration form as a reactive form.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_33704702617536004000_shared?collectionId=lex_208585155432546000_00_shared&collectionType=Course
7.c	Course Name: Angular JS
	Module Name: Custom Validators in Reactive Forms
	Create a custom validator for an email field in the employee registration form (reactive form)
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_33728128192769250000_shared?collectionId=lex_208585155432546000_00_shared&collectionType=Course
8.a	Course Name: Angular JS
	Module Name: Custom Validators in Template Driven forms
	Create a custom validator for the email field in the course registration form.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_27688491925133280000_shared?collectionId=lex_208585155432546000_00_shared&collectionType=Course
8.b	Course Name: Angular JS
	Module Name: Services Basics
	Create a Book Component which fetches book details like id, name and displays them on the page in a list format. Store the book details in an array and fetch the data using a custom service.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_32584403823635940000_shared?collectionId=lex_208585155432546000_00_shared&collectionType=Course
8.c	Course Name: Angular JS
	Module Name: RxJS Observables
	Create and use an observable in Angular.



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	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_6209609363905256000_shared?collectionId=lex_2085851554325460000_0_shared&collectionType=Course
9.a	Course Name: Angular JS
	Module Name: Server Communication using HttpClient
	Create an application for Server Communication using HttpClient
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_auth_0127637395317063682615_shared?collectionId=lex_20858515543254600000_shared&collectionType=Course
9.b	Course Name: Angular JS
	Module Name: Communicating with different backend services using Angular HttpClient
	Create a custom service called ProductService in which Http class is used to fetch data stored in the JSON files.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_4266333361795059700_shared?collectionId=lex_2085851554325460000_0_shared&collectionType=Course
10. a	Course Name: Angular JS
	Module Name: Routing Basics, Router Links
	Create multiple components and add routing to provide navigation between them.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_3782024852517635000_shared?collectionId=lex_2085851554325460000_0_shared&collectionType=Course
10. b	Course Name: Angular JS
	Module Name: Route Guards
	Considering the same example used for routing, add route guard to BooksComponent. Only after logging in, the user should be able to access BooksComponent. If the user tries to give the URL of Bookscomponent in another tab or window, or if the user tries
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_30303325731876470000_shared?collectionId=lex_2085851554325460000_00_shared&collectionType=Course
10. c	Course Name: Angular JS
	Module Name: Asynchronous Routing
	Apply lazy loading to BookComponent. If lazy loading is not added to the demo, it has loaded in 1.14 s. Observe the load time at the bottom of the browser console. Press F12 in the browser and click the Network tab and check the Load time
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_9878739890118246000_shared?collectionId=lex_2085851554325460000_0_shared&collectionType=Course
10. d	Course Name: Angular JS
	Module Name: Nested Routes
	Implement Child Routes to a submodule.
	https://infyspringboard.onwingspan.com/web/en/viewer/web-module/lex_auth_012768043900444672140_shared?collectionId=lex_20858515543254600000_shared&collectionType=Course
11. a	Course Name: MongoDB Essentials - A Complete MongoDB Guide
	Module Name: Installing MongoDB on the local computer, Create MongoDB Atlas Cluster
	Install MongoDB and configure ATLAS



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	https://infyspringboard.onwingspan.com/web/en/viewer/video/lex_auth_01281821437313024030083_shared?collectionId=lex_auth_013177169294712832113_shared&collectionType=Course
11.	Course Name: MongoDB Essentials - A Complete MongoDB Guide
b	Module Name: Introduction to the CRUD Operations
	Write MongoDB queries to perform CRUD operations on document using insert(), find(), update(), remove()
	https://infyspringboard.onwingspan.com/web/en/viewer/video/lex_auth_01281821874166169630118_shared?collectionId=lex_auth_013177169294712832113_shared&collectionType=Course
12.	Course Name: MongoDB Essentials - A Complete MongoDB Guide
a	Module Name: Create and Delete Databases and Collections
	Write MongoDB queries to Create and drop databases and collections.
	https://infyspringboard.onwingspan.com/web/en/viewer/video/lex_auth_01281821654119219230121_shared?collectionId=lex_auth_013177169294712832113_shared&collectionType=Course
12.	Course Name: MongoDB Essentials - A Complete MongoDB Guide
b	Module Name: Introduction to MongoDB Queries
	Write MongoDB queries to work with records using find(), limit(), sort(), createIndex(), aggregate().
	https://infyspringboard.onwingspan.com/web/en/viewer/video/lex_auth_0132890816264519682505_shared?collectionId=lex_auth_013177169294712832113_shared&collectionType=Course

Text Books:

1. Programming the World Wide Web, 7th Edition, Robert W Sebesta, Pearson.
2. Pro Mean Stack Development, 1st Edition, ELadElrom, Apress O'Reilly.
3. Full Stack JavaScript Development with MEAN, Colin J Ihrig, Adam Bretz, 1st edition, SitePoint, SitePoint Pty. Ltd., O'Reilly Media.
4. MongoDB – The Definitive Guide, 2nd Edition, Kristina Chodorow, O'Reilly

Software configuration and installation:

1. Angular
Setup details: Angular Application Setup - Internal - Viewer Page | Infosys Springboard (onwingspan.com)
2. MongoDB
TOC - MongoDB Essentials - A Complete MongoDB Guide | Infosys Springboard (onwingspan.com)

Web Links:

1. https://infyspringboard.onwingspan.com/en/app/toc/lex_20858515543254600000_shared/overview (Angular JS)
2. https://infyspringboard.onwingspan.com/en/app/toc/lex_auth_013177169294712832113_shared/overview (MongoDB)