

**JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD**

III Year B.Tech. IT/CST-I Sem

L	T/P/D	C
4	-/-/-	4

**(A50513) AUTOMATA AND COMPILER DESIGN****Objectives:**

Automata and compiler Design mainly deals with the languages which are formal and regular and also deals with grammar present in the machine. A compiler is a program that accepts a program in source language and converts it into a machine understandable format. The push down automata is the major one it's a five tuple set containing states, alphabets, transition function and accept states

**UNIT-I**

**Formal Language and Regular Expressions:** Languages, Definition Languages regular expressions, Finite Automata – DFA, NFA. Conversion of regular expression to NFA, NFA to DFA. Applications of Finite Automata to lexical analysis, lex tools.

**Context Free grammars and parsing :** Context free grammars, derivation, parse trees, ambiguity LL(K) grammars and LL(1) parsing

**UNIT-II**

Bottom up parsing handle pruning LR Grammar Parsing, LALR parsing, parsing ambiguous grammars, YACC programming specification.

**Semantics :** Syntax directed translation, S-attributed and L-attributed grammars, Intermediate code – abstract syntax tree, translation of simple statements and control flow statements.

**UNIT-III**

Context Sensitive features – Chomsky hierarchy of languages and recognizers. Type checking, type conversions, equivalence of type expressions, overloading of functions and operations.

**UNIT-IV**

**Run time storage:** Storage organization, storage allocation strategies scope access to now local names, parameters, language facilities for dynamics storage allocation.

**Code optimization:** Principal sources of optimization, optimization of basic blocks, peephole optimization, flow graphs, Data flow analysis of flow graphs.

**UNIT-V**

**Code generation:** Machine dependent code generation, object code forms, generic code generation algorithm, Register allocation and assignment. Using DAG representation of Block.

**TEXT BOOKS:**

1. Introduction to Theory of computation. Sipser, 2nd Edition, Thomson.
2. Compilers Principles, Techniques and Tools Aho, Ullman, Ravisethi, Pearson Education.

**REFERENCES:**

1. Modern Compiler Construction in C , Andrew W.Appel Cambridge University Press.
2. Compiler Construction, LOUDEN, Cengage Learning.
3. Elements of Compiler Design, A.Meduna, Auerbach Publications, Taylor and Francis Group.
4. Principles of Compiler Design, V.Raghavan, TMH.
5. Engineering a Compiler, K.D.Cooper, L.Torczon, ELSEVIER.
6. Introduction to Formal Languages and Automata Theory and Computation – Kamala Krithivasan and Rama R, Pearson.
7. Modern Compiler Design, D.Grune and others,Wiley-India.
8. A Text book on Automata Theory, S.F.B.Nasir, P.K.Srimani, Cambridge Univ. Press.
9. Automata and Languages, A.Meduna, Springer.

**Outcomes:**

- o Graduate should be able to understand the concept of abstract machines and their power to recognize the languages.
- o Attains the knowledge of language classes & grammars relationship among them with the help of Chomsky hierarchy.
- o Ability to understand the design of a compiler given features of the languages.
- o Ability to implement practical aspects of automata theory.
- o Gain Knowledge of powerful compiler generation tools.

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**(A50517) LINUX PROGRAMMING****Objectives:**

- To understand and make effective use of Linux utilities and Shell scripting language (bash) to solve Problems.
- To implement in C some standard Linux utilities such as ls, mv, cp etc. using system calls.
- To develop the skills necessary for systems programming including file system programming, process and signal management, and interprocess communication.
- To develop the basic skills required to write network programs using Sockets.

**UNIT- I**

Linux Utilities-File handling utilities, Security by file permissions, Process utilities, Disk utilities, Networking commands, Filters, Text processing utilities and Backup utilities.

Sed-Scripts, Operation, Addresses, Commands, , awk-Execution, Fields and Records,

Scripts, Operation, Patterns, Actions, Associative Arrays, String and Mathematical functions, System commands in awk, Applications.

Shell programming with Bourne again shell(bash)- Introduction, shell responsibilities, pipes and Redirection, here documents, running a shell script, the shell as a programming language, shell meta characters, file name substitution, shell variables, command substitution, shell commands, the environment, quoting, test command, control structures, arithmetic in shell, shell script examples, interrupt processing, functions, debugging shell scripts.

**UNIT-II**

Files and Directories- File Concept, File types, File System Structure, file metadata-Inodes, kernel support for files, system calls for file I/O operations- open, create, read, write, close, lseek, dup2, file status information-stat family, file and record locking- fcntl function, file permissions - chmod, fchmod, file ownership-chown, lchown, fchown, links-soft links and hard links – symlink, link, unlink.

Directories-Creating, removing and changing Directories-mkdir, rmdir, chdir, obtaining current working directory-getcwd, Directory contents, Scanning Directories- opendir, readdir, closedir, rewinddir functions.

**UNIT- III**

Process – Process concept, Layout of a C program image in main memory, Process environment-environment list, environment variables, getenv, setenv, Kernel support for process, process identification, process control - process creation, replacing a process image, waiting for a process, process termination, zombie process, orphan process, system call interface for process management-fork, vfork, exit, wait, waitpid, exec family, Process Groups, Sessions and Controlling Terminal, Differences between threads and processes.

Signals – Introduction to signals, Signal generation and handling, Kernel support for signals, Signal function, unreliable signals, reliable signals, kill, raise , alarm, pause, abort, sleep functions.

**UNIT IV**

Interprocess Communication - Introduction to IPC, IPC between processes on a single computer system, IPC between processes on different systems, pipes-creation, IPC between related processes using unnamed pipes, FIFOs-creation, IPC between unrelated processes using FIFOs(Named pipes), differences between unnamed and named pipes, popen and pclose library functions.

Message Queues- Kernel support for messages, APIs for message queues, client/server example.

Semaphores-Kernel support for semaphores, APIs for semaphores, file locking with semaphores.

**UNIT- V**

Shared Memory- Kernel support for shared memory, APIs for shared memory, shared memory example.

Sockets- Introduction to Berkeley Sockets, IPC over a network, Client-Server model, Socket address structures (Unix domain and Internet domain), Socket system calls for connection oriented protocol and connectionless protocol, example-client/server programs-Single Server-Client connection, Multiple simultaneous clients, Socket options-setsockopt and fcntl system calls, Comparison of IPC mechanisms.

**TEXT BOOKS:**

- Unix System Programming using C++, T.Chan, PHI.
- Unix Concepts and Applications, 4th Edition, Sumitabha Das, TMH.
- Unix Network Programming, W.R.Stevens, PHI.

**REFERENCE BOOKS:**

- Beginning Linux Programming, 4<sup>th</sup> Edition, N.Matthew, R.Stones, Wrox, Wiley India Edition.

2. Unix for programmers and users, 3<sup>rd</sup> Edition, Graham Glass, King Ables, Pearson.
3. System Programming with C and Unix, A.Hoover, Pearson.
4. Unix System Programming, Communication, Concurrency and Threads, K.A.Robbins and S.Robbins, Pearson Education.
5. Unix shell Programming, S.G.Kochan and P.Wood, 3<sup>rd</sup> edition, Pearson Education.
6. Shell Scripting, S.Parker, Wiley India Pvt. Ltd.
7. Advanced Programming in the Unix Environment, 2<sup>nd</sup> edition, W.R.Stevens and S.A.Rago, Pearson Education.
8. Unix and Shell programming, B.A.Forouzan and R.F.Gilberg, Cengage Learning.
9. Linux System Programming, Robert Love, O'Reilly, SPD.
10. C Programming Language, Kernighan and Ritchie, PHI

**Outcomes:**

- Work confidently in Linux environment.
- Work with shell script to automate different tasks as Linux administration.

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**(A50518) SOFTWARE ENGINEERING****Objectives:**

- To understanding of software process models such as waterfall and evolutionary models.
- To understanding of software requirements and SRS document.
- To understanding of different software architectural styles.
- To understanding of software testing approaches such as unit testing and integration testing.
- To understanding on quality control and how to ensure good quality software.

**UNIT- I**

Introduction to Software Engineering: The evolving role of software, Changing Nature of Software, legacy software, Software myths.

A Generic view of process: Software engineering- A layered technology, a process framework, The Capability Maturity Model Integration (CMMI), Process patterns, process assessment, personal and team process models.

Process models: The waterfall model, Incremental process models, Evolutionary process models, Specialized process models, The Unified process.

**UNIT- II**

Software Requirements: Functional and non-functional requirements, User requirements, System requirements, Interface specification, the software requirements document.

Requirements engineering process: Feasibility studies, Requirements elicitation and analysis, Requirements validation, Requirements management.

System models: Context Models, Behavioural models, Data models, Object models, structured methods.

**UNIT- III**

Design Engineering: Design process and Design quality, Design concepts, the design model, pattern based software design.

Creating an architectural design: software architecture, Data design, Architectural styles and patterns, Architectural Design, assessing alternative architectural designs, mapping data flow into a software architecture.

Modelling component-level design : Designing class-based components, conducting component-level design, Object constraint language, designing conventional components.

Performing User interface design: Golden rules, User interface analysis and design, interface analysis, interface design steps, Design evaluation.

#### UNIT- IV

Testing Strategies: A strategic approach to software testing, test strategies for conventional software, Black-Box and White-Box testing, Validation testing, System testing, the art of Debugging.

Product metrics: Software Quality, Frame work for Product metrics, Metrics for Analysis Model, Metrics for Design Model, Metrics for source code, Metrics for testing, Metrics for maintenance.

Metrics for Process and Products: Software Measurement, Metrics for software quality.

#### UNIT- V

Risk management: Reactive vs Proactive Risk strategies, software risks, Risk identification, Risk projection, Risk refinement, RMMM, RMMM Plan.

Quality Management: Quality concepts, Software quality assurance, Software Reviews, Formal technical reviews, Statistical Software quality Assurance, Software reliability, The ISO 9000 quality standards.

#### TEXT BOOKS:

1. Software Engineering, A practitioner's Approach, Roger S Pressman, sixth edition. McGrawHill International Edition.
2. Software Engineering, Ian Sommerville, seventh edition, Pearson education.

#### REFERENCE BOOKS:

1. Software Engineering, A Precise Approach, Pankaj Jalote, Wiley India, 2010.
2. Software Engineering : A Primer, Waman S Jawadekar, Tata McGraw-Hill, 2008
3. Fundamentals of Software Engineering, Rajib Mall, PHI, 2005
4. Software Engineering, Principles and Practices, Deepak Jain, Oxford University Press.
5. Software Engineering1: Abstraction and modeling, Diner Bjorner, Springer International edition, 2006.
6. Software Engineering2: Specification of systems and languages, Diner Bjorner, Springer International edition , 2006.
7. Software Engineering Foundations, Yingxu Wang, Auerbach

Publications, 2008.

Software Engineering Principles and Practice, Hans Van Vliet, 3<sup>rd</sup> edition, John Wiley & Sons Ltd.

Software Engineering 3: Domains, Requirements, and Software Design, D. Bjorner, Springer International Edition.

10. Introduction to Software Engineering, R.J. Leach, CRC Press.

#### Outcomes:

- Ability to identify the minimum requirements for the development of application.
- Ability to develop, maintain, efficient, reliable and cost effective software solutions
- Ability to critically thinking and evaluate assumptions and arguments.

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**(A50510) OPERATING SYSTEMS****Objectives:**

- To understand main components of OS and their working
- To study the operations performed by OS as a resource manager
- To understand the scheduling policies of OS
- To understand the different memory management techniques
- To understand process concurrency and synchronization
- To understand the concepts of input/output, storage and file management
- To study different OS and compare their features

**UNIT- I**

Operating System Introduction: Operating Systems objectives and functions, Computer System Architecture, OS Structure, OS Operations, Evolution of Operating Systems - Simple Batch, Multi programmed, time-shared, Personal Computer, Parallel, Distributed Systems, Real-Time Systems, Special - Purpose Systems, Operating System services, User OS Interface, System Calls, Types of System Calls, System Programs, Operating System Design and Implementation, OS Structure, Virtual Machines.

**UNIT- II**

Process and CPU Scheduling - Process concepts-The Process, Process State, Process Control Block, Threads, Process Scheduling-Scheduling Queues, Schedulers, Context Switch, Pre-emptive Scheduling, Dispatcher, Scheduling Criteria, Scheduling algorithms, Multiple-Processor Scheduling, Real-Time Scheduling, Thread scheduling, Case studies: Linux, Windows. Process Coordination – Process Synchronization, The Critical Section Problem, Peterson's solution, Synchronization Hardware, Semaphores, and Classic Problems of Synchronization, Monitors.

**UNIT- III**

Memory Management and Virtual Memory - Logical & Physical Address Space, Swapping, Contiguous Allocation, Paging, Structure of Page Table, Segmentation, Segmentation with Paging, Virtual Memory, Demand Paging, Performance of Demanding Paging, Page Replacement Page Replacement Algorithms, Allocation of Frames, Thrashing.

**UNIT- IV**

File System Interface - The Concept of a File, Access methods, Directory

Structure, File System Mounting, File Sharing, Protection, File System Structure, File System Implementation, Allocation methods, Free-space Management, Directory Implementation, Efficiency and Performance.

Mass Storage Structure – Overview of Mass Storage Structure, Disk Structure, Disk Attachment, Disk Scheduling, Disk Management, Swap space Management

**UNIT- V**

Deadlocks - System Model, Deadlock Characterization, Methods for Handling Deadlocks, Deadlock Prevention, Deadlock Avoidance, Deadlock Detection and Recovery from Deadlock.

Protection – System Protection, Goals of Protection, Principles of Protection, Domain of Protection, Access Matrix, Implementation of Access Matrix, Access Control, Revocation of Access Rights, Capability-Based Systems, Language-Based Protection.

**TEXT BOOKS:**

1. Operating System Principles , Abraham Silberchatz, Peter B. Galvin, Greg Gagne, 8th Edition, Wiley Student Edition
2. Operating Systems – Internals and Design Principles, W. Stallings, 6th Edition, Pearson.

**REFERENCE BOOKS:**

1. Modern Operating Systems, Andrew S Tanenbaum, 3rd Edition, PHI
2. Operating Systems A concept-based Approach, 2nd Edition, D.M.Dhamdhare, TMH.
3. Principles of Operating Systems , B.L.Stuart, Cengage learning, India Edition.
4. Operating Systems, A.S.Godbole,2nd Edition, TMH
5. An Introduction to Operating Systems, P.C.P. Bhatt, PHI.
6. Operating Systems, S.Haldar and A.A.Aravind, Pearson Education.
7. Operating Systems, R.Elmasri, A,G.Carrick and D.Levine, Mc Graw Hill.
8. Operating Systems in depth,T.W. Doeppner,Wiley.

**Outcomes:**

- Apply different techniques for the improvement of system performance.
- Ability to understand the synchronous and asynchronous communication mechanisms in their respective OS.
- Learn about minimization of turnaround time, waiting time and response time and also maximization of throughput with keeping CPU as busy as possible.
- Ability to compare the different OS

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**(A50515) COMPUTER NETWORKS****Objectives:**

- To introduce the fundamental various types of computer networks.
- To demonstrate the TCP/IP and OSI models with merits and demerits.
- To explore the various layers of OSI Model.
- To introduce UDP and TCP Models.

**UNIT-I**

Overview of the Internet: Protocol, Layering Scenario, TCP/IP Protocol Suite: The OSI Model, Internet history standards and administration; Comparison of the OSI and TCP/IP reference model.

**Physical Layer:** Guided transmission media, wireless transmission media.

**Data Link Layer** – design issues, CRC Codes, Elementary Data link Layer protocols, sliding window protocol

**UNIT-II**

Multiple Access Protocols –ALOHA, CSMA, Collision free protocols, Ethernet- Physical Layer, Ethernet Mac Sub layer, data link layer switching & use of bridges, learning bridges, spanning tree bridges, repeaters, hubs, bridges, switches, routers and gateways.

**UNIT-III**

**Network Layer:** Network Layer Design issues, store and forward packet switching connection less and connection oriented networks-routing algorithms-optimality principle, shortest path, flooding, Distance Vector Routing, Count to Infinity Problem, Hierarchical Routing, Congestion control algorithms, admission control.

**UNIT-IV**

Internetworking: Tunneling, Internetwork Routing, Packet fragmentation, IPv4, Ipv6 Protocol, IP addresses, CIDR, IMCP, ARP, RARP, DHCP.

**Transport Layer:** Services provided to the upper layers elements of transport protocol-addressing connection establishment, connection release, Connection Release, Crash Recovery.

**UNIT-V**

The Internet Transport Protocols UDP-RPC, Real Time Transport Protocols, The Internet Transport Protocols- Introduction to TCP, The TCP Service Model, The TCP Segment Header, The Connection Establishment, The TCP

Connection Release, The TCP Connection Management Modeling, The TCP Sliding Window, The TCP Congestion Control, The future of TCP.

Application Layer-Introduction, providing services, Applications layer paradigms, Client server model, Standard client-server application-HTTP, FTP, electronic mail, TELNET, DNS, SSH

**TEXT BOOKS:**

1. Data Communications and Networking – Behrouz A. Forouzan, Fifth Edition TMH, 2013.
2. Computer Networks — Andrew S Tanenbaum, 4th Edition, Pearson Education.

**REFERENCE BOOKS:**

1. An Engineering Approach to Computer Networks-S.Keshav, 2nd Edition, Pearson Education.
2. Understanding communications and Networks, 3rd Edition, W.A.Shay, Cengage Learning.
3. Introduction to Computer Networks and Cyber Security, Chwan-Hwa (John) Wu, J. David Irwin, CRC Press.
4. Computer Networks, L.L.Peterson and B.S.Davie, 4<sup>th</sup> edition, ELSEVIER.
5. Computer Networking: A Top-Down Approach Featuring the Internet, James F.Kurose,K.W.Ross,3<sup>rd</sup> Edition, Pearson Education.

**Outcomes:**

- Students should be understand and explore the basics of Computer Networks and Various Protocols. He/She will be in a position to understand the World Wide Web concepts.
- Students will be in a position to administrate a network and flow of information further he/she can understand easily the concepts of network security, Mobile and ad hoc networks.

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## (A50010) MANAGERIAL ECONOMICS AND FINANCIAL ANALYSIS

**Objectives:**

To enable the student to understand and appreciate, with a practical insight, the importance of certain basic issues governing the business operations namely: demand and supply, production function, cost analysis, markets, forms of business organisations, capital budgeting and financial accounting and financial analysis.

**Unit I :**

**Introduction & Demand Analysis:** Definition, Nature and Scope of Managerial Economics. Demand Analysis: Demand Determinants, Law of Demand and its exceptions. *Elasticity of Demand:* Definition, Types, Measurement and Significance of Elasticity of Demand. *Demand Forecasting,* Factors governing demand forecasting, methods of demand forecasting.

**Unit II :**

**Production & Cost Analysis:** *Production Function* – Isoquants and Isocosts, MRTS, Least Cost Combination of Inputs, Cobb-Douglas Production function, Laws of Returns, Internal and External Economies of Scale. *Cost Analysis:* Cost concepts. Break-even Analysis (BEA)-Determination of Break-Even Point (simple problems) - Managerial Significance.

**Unit III :**

**Markets & New Economic Environment:** Types of competition and Markets, Features of Perfect competition, Monopoly and Monopolistic Competition. Price-Output Determination in case of Perfect Competition and Monopoly. *Pricing:* Objectives and Policies of Pricing. Methods of Pricing. *Business:* Features and evaluation of different forms of Business Organisation: Sole Proprietorship, Partnership, Joint Stock Company, Public Enterprises and their types, *New Economic Environment:* Changing Business Environment in Post-liberalization scenario.

**Unit IV :**

**Capital Budgeting:** Capital and its significance, Types of Capital, Estimation of Fixed and Working capital requirements, Methods and sources of raising capital - Trading Forecast, Capital Budget, Cash Budget. Capital Budgeting: features of capital budgeting proposals, Methods of Capital Budgeting: Payback Method, Accounting Rate of Return (ARR) and Net Present Value Method (simple problems).

**Unit V :**

**Introduction to Financial Accounting & Financial Analysis:** Accounting concepts and Conventions - Introduction IFRS - Double-Entry Book Keeping, Journal, Ledger, Trial Balance- Final Accounts (Trading Account, Profit and Loss Account and Balance Sheet with simple adjustments). *Financial Analysis:* Analysis and Interpretation of Liquidity Ratios, Activity Ratios, and Capital structure Ratios and Profitability ratios. Du Pont Chart.

**TEXT BOOK:**

1. Varshney & Maheswari: Managerial Economics, Sultan Chand, 2009.
2. S.A. Siddiqui & A.S. Siddiqui, Managerial Economics and Financial Analysis, New Age international Publishers, Hyderabad 2013.
3. M. Kasi Reddy & Saraswathi, Managerial Economics and Financial Analysis, PHI New Delhi, 2012.

**REFERENCES:**

1. Ambrish Gupta, Financial Accounting for Management, Pearson Education, New Delhi.2012.
2. H. Craig Peterson & W. Cris Lewis, Managerial Economics, Pearson, 2012.
3. Lipsey & Chrystel, Economics, Oxford University Press, 2012
4. Domnick Salvatore: Managerial Economics in a Global Economy, Thomson, 2012.
5. Narayanaswamy: Financial Accounting—A Managerial Perspective, Pearson, 2012.
6. S.N.Maheswari & S.K. Maheswari, Financial Accounting, Vikas, 2012.
7. Truet and Truet: Managerial Economics: Analysis, Problems and Cases, Wiley, 2012.
8. Dwivedi: Managerial Economics, Vikas, 2012.
9. Shailaja & Usha : MEFA, University Press, 2012.
10. Aryasri: Managerial Economics and Financial Analysis, TMH, 2012.
11. Vijay Kumar & Appa Rao, Managerial Economics & Financial Analysis, Cengage 2011.
12. J. V. Prabhakar Rao & P.V. Rao, Managerial Economics & Financial Analysis, Maruthi Publishers, 2011.

**Outcomes:**

At the end of the course, the student will

- Understanding the market dynamics namely, demand and supply, demand forecasting , elasticity of demand and supply, pricing methods and pricing in different market structures.

- Gain an insight into how production function is carried out to achieve least cost combination of inputs and cost analysis
- Develop an understanding of
- Analyse how capital budgeting decisions are carried out
- Understand the framework for both manual and computerised accounting process
- Know how to analyse and interpret the financial statements through ratio analysis.

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## (A50589) OPERATING SYSTEMS LAB

## Objectives:

- To use Linux operating system for study of operating system concepts.
- To write the code to implement and modify various concepts in operating systems using Linux.

## List of Programs:

1. Simulate the following CPU scheduling algorithms  
a) Round Robin b) SJF c) FCFS d) Priority
2. Simulate all file allocation strategies  
a) Sequential b) Indexed c) Linked
3. Simulate MVT and MFT
4. Simulate all File Organization Techniques  
a) Single level directory b) Two level c) Hierarchical d) DAG
5. Simulate Bankers Algorithm for Dead Lock Avoidance
6. Simulate Bankers Algorithm for Dead Lock Prevention
7. Simulate all page replacement algorithms  
a) FIFO b) LRU c) LFU etc. ...
8. Simulate Paging Technique of memory management.

## Outcomes:

- The course objectives ensure the development of students applied skills in operating systems related areas.
- Students will gain knowledge in writing software routines, modules for implementing various concepts of operating systems.



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**(A50588) COMPUTER NETWORKS LAB (THROUGH LINUX)****Objectives:**

- To Understand the functionalities of various layers of OSI model
- To understand the operating System functionalities

**System/ Software Requirement**

- Intel based desktop PCs LAN CONNECTED with minimum of 166 MHZ or faster processor with atleast 64 MB RAM and 100 MB free disk space

**Computer Networks Lab:**

1. Implement the data link layer framing methods such as character, character stuffing and bit stuffing.
2. Implement on a data set of characters the three CRC polynomials – CRC 12, CRC 16 and CRC CCIP .
3. Implement Dijkstra's algorithm to compute the Shortest path thru a graph.
4. Take an example subnet graph with weights indicating delay between nodes. Now obtain Routing table at each node using distance vector routing algorithm
5. Take an example subnet of hosts. Obtain broadcast tree for it.
6. Take a 64 bit playing text and encrypt the same using DES algorithm.
7. Write a program to break the above DES coding
8. Using RSA algorithm Encrypt a text data and Decrypt the same.

**Outcomes:**

Ability to understand the encryption and decryption concepts in Linux environment

Ability to apply appropriate algorithm for the finding of shortest route.

Ability to configure the routing table

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**(A60512) WEB TECHNOLOGIES****Objectives:**

- To introduce PHP language for server side scripting
- To introduce XML and processing of XML Data with Java
- To introduce Server side programming with Java Servlets and JSP
- To introduce Client side scripting with Javascript and AJAX.

**UNIT- I**

**Introduction to PHP:** Declaring variables, data types, arrays, strings, operators, expressions, control structures, functions, Reading data from web form controls like text boxes, radio buttons, lists etc., Handling File Uploads, Connecting to database (MySQL as reference), executing simple queries, handling results, Handling sessions and cookies

**File Handling in PHP:** File operations like opening, closing, reading, writing, appending, deleting etc. on text and binary files, listing directories

**UNIT- II**

**XML:** Introduction to XML, Defining XML tags, their attributes and values, Document Type Definition, XML Schemas, Document Object Model, XHTML

**Parsing XML Data - DOM and SAX Parsers in java.**

**UNIT- III**

**Introduction to Servlets:** Common Gateway Interface (CGI), Lifecycle of a Servlet, deploying a servlet, The Servlet API, Reading Servlet parameters, Reading Initialization parameters, Handling Http Request & Responses, Using Cookies and Sessions, connecting to a database using JDBC.

**UNIT- IV**

**Introduction to JSP:** The Anatomy of a JSP Page, JSP Processing, Declarations, Directives, Expressions, Code Snippets, implicit objects, Using Beans in JSP Pages, Using Cookies and session for session tracking, connecting to database in JSP.

**UNIT- V**

**Client side Scripting:** Introduction to Javascript: Javascript language - declaring variables, scope of variables, functions, event handlers (onclick, onsubmit etc.), Document Object Model, Form validation.

Simple AJAX application.