

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
**M. Tech in INFORMATION TECHNOLOGY
 EFFECTIVE FROM ACADEMIC YEAR 2017- 18 ADMITTED BATCH**
COURSE STRUCTURE AND SYLLABUS
I Semester

Category	Course Title	Int. marks	Ext. marks	L	T	P	C
PC-1	Advanced Algorithms	25	75	4	0	0	4
PC-2	Database Internals	25	75	4	0	0	4
PC-3	Internet of Things	25	75	4	0	0	4
PE-1	1. Multimedia and Rich Internet Applications 2. Software Architecture and Design Patterns 3. Parallel and Distributed Algorithms 4. Cryptography and Network Security	25	75	3	0	0	3
PE-2	1. Computer Networking 2. Big Data Analytics 3. Soft Computing 4. Information Retrieval Systems	25	75	3	0	0	3
OE-1	*Open Elective – 1	25	75	3	0	0	3
Laboratory I	Internet of Things Lab	25	75	0	0	3	2
Seminar I	Seminar-I	100	0	0	0	3	2
Total		275	525	21	0	6	25

II Semester

Category	Course Title	Int. marks	Ext. marks	L	T	P	C
PC-4	Mobile Application Development	25	75	4	0	0	4
PC-5	Machine Learning with R	25	75	4	0	0	4
PC-6	Software Engineering	25	75	4	0	0	4
PE-3	1. Information Security And Audit 2. Internet Technologies and Services 3. Semantic Web and Social Networks 4. Embedded Systems	25	75	3	0	0	3
PE4	1. E- Commerce 2. Software Quality Assurance and Testing 3. Cloud Computing and Distributed Computing 4. Cyber Security and Forensics	25	75	3	0	0	3
OE-2	*Open Elective – 2	25	75	3	0	0	3
Laboratory II	Android Application Development Lab and R Programming Lab	25	75	0	0	3	2
Seminar II	Seminar -II	100	0	0	0	3	2
Total		275	525	21	0	6	25

III Semester

Course Title	Int. marks	Ext. marks	L	T	P	C
Technical Paper Writing	100	0	0	3	0	2
Comprehensive Viva-Voce	0	100	0	0	0	4
Project work Review II	100	0	0	0	22	8
Total	200	100	0	3	22	14

IV Semester

Course Title	Int. marks	Ext. marks	L	T	P	C
Project work Review III	100	0	0	0	24	8
Project Evaluation (Viva-Voce)	0	100	0	0	0	16
Total	100	100	0	0	24	24

*Open Elective subjects must be chosen from the list of open electives offered by **OTHER** departments.

For Project review I, please refer 7.10 in R17 Academic Regulations.

www.FirstRanker.com

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
M. Tech- I Year – II Semester (Information Technology)

MOBILE APPLICATION DEVELOPMENT (PC – 4)

Course Objectives:

- To demonstrate their understanding of the fundamentals of Android operating systems
- To demonstrate their skills of using Android software development tools
- To demonstrate their ability to develop software with reasonable complexity on mobile platform
- To demonstrate their ability to deploy software to mobile devices
- To demonstrate their ability to debug programs running on mobile devices

UNIT - I:

Introduction to Android Operating System: Android OS design and Features – Android development framework, SDK features, Installing and running applications on Eclipse platform, Creating AVDs, Types of Android applications, Best practices in Android programming, Android tools. Android application components – Android Manifest file, Externalizing resources like values, themes, layouts, Menus etc, Resources for different devices and languages, Runtime Configuration Changes Android Application Lifecycle – Activities, Activity lifecycle, activity states, monitoring state changes

UNIT - II:

Android User Interface: Measurements – Device and pixel density independent measuring units
Layouts – Linear, Relative, Grid and Table Layouts
User Interface (UI) Components – Editable and non editable TextViews, Buttons, Radio and Toggle Buttons, Checkboxes, Spinners, Dialog and pickers
Event Handling – Handling clicks or changes of various UI components
Fragments – Creating fragments, Lifecycle of fragments, Fragment states, Adding fragments to Activity, adding, removing and replacing fragments with fragment transactions, interfacing between fragments and Activities, Multi-screen Activities

UNIT - III

Intents and Broadcasts: Intent – Using intents to launch Activities, Explicitly starting new Activity, Implicit Intents, Passing data to Intents, Getting results from Activities, Native Actions, using Intent to dial a number or to send SMS
Broadcast Receivers – Using Intent filters to service implicit Intents, Resolving Intent filters, finding and using Intents received within an Activity
Notifications – Creating and Displaying notifications, Displaying Toasts

UNIT - IV

Persistent Storage: Files – Using application specific folders and files, creating files, reading data from files, listing contents of a directory Shared Preferences – Creating shared preferences, saving and retrieving data using Shared Preference
Database – Introduction to SQLite database, creating and opening a database, creating tables, inserting retrieving and deleting data, Registering Content Providers, Using content Providers (insert, delete, retrieve and update)

UNIT - V

Advanced Topics: Alarms – Creating and using alarms
Using Internet Resources – Connecting to internet resource, using download manager
Location Based Services – Finding Current Location and showing location on the Map, updating location

TEXT BOOKS:

1. Professional Android 4 Application Development, Reto Meier, Wiley India, (Wrox) , 2012
2. Android Application Development for Java Programmers, James C Sheusi, Cengage Learning, 2013

REFERENCES:

1. Beginning Android 4 Application Development, Wei-Meng Lee, Wiley India (Wrox), 2013

www.FirstRanker.com

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
M. Tech- I Year – II Semester (Information Technology)

MACHINE LEARNING WITH R (PC – 5)

Course Objectives:

- To be able to formulate machine learning problems corresponding to different applications.
- To understand a range of machine learning algorithms along with their strengths and weaknesses.
- To understand the basic theory underlying machine learning.

UNIT – I

Introduction: An illustrative learning task, and a few approaches to it. What is known from algorithms? Theory, Experiment. Biology. Psychology. Overview of Machine learning, related areas and applications. How machines learn, Machine learning in practice, Managing and Understanding Data, R data structures

Linear Regression, Multiple Regression, Logistic Regression, logistic functions, Case study using R - Predicting medical expenses using Linear Regression

Concept Learning: Version spaces. Inductive Bias. Active queries. Mistake bound/ PAC model, basic results. Overview of issues regarding data sources, success criteria.

UNIT – II

Decision Tree Learning: - Minimum Description Length Principle. Occam's razor. Learning with active queries Introduction to information theory, Decision Trees, Cross Validation and Over fitting

Neural Network Learning: Perceptions and gradient descent back propagation, multilayer networks and back propagation.

UNIT – III

Sample Complexity and Over fitting: Errors in estimating means. Cross Validation and jackknifing VC dimension. Irrelevant features: Multiplicative rules for weight tuning.

Support Vector Machines: functional and geometric margins, optimum margin classifier, constrained optimization, Lagrange multipliers, primal/dual problems, KKT conditions, dual of the optimum margin classifier, soft margins, and kernels.

Bayesian Approaches: The basics Expectation Maximization. Bayes theorem, Naïve Bayes Classifier, Markov models, Hidden Markov Models, Case tool for Case study using R – filtering mobile phone spam with the Naive Bayes algorithm

UNIT - IV

Instance-based Techniques: Lazy vs. eager generalization. K nearest neighbor, case- based reasoning.

Clustering and Unsupervised Learning: K-means clustering, Gaussian mixture density estimation, model selection

Case study using R - finding teen market segments using k-means clustering

UNIT - V

Genetic Algorithms: Different search methods for induction - Explanation-based Learning: using prior knowledge to reduce sample complexity.

Dimensionality reduction: feature selection, principal component analysis, linear discriminant analysis, factor analysis, independent component analysis, multidimensional scaling, manifold learning

TEXT BOOKS:

1. Tom Michel, Machine Learning, McGraw Hill, 1997
2. Brett Lantz, Machine Learning with R, 2/e, Kindle Edition, <http://pdf.th7.cn/down/files/1602/Machine%20Learning%20with%20R,%202nd%20Edition.pdf>
3. Trevor Hastie, Robert Tibshirani & Jerome Friedman. The Elements of Statistical Learning, Springer Verlag, 2001

REFERENCE BOOKS:

1. Machine Learning Methods in the Environmental Sciences, Neural Networks, William W Hsieh, Cambridge Univ Press.
2. Richard o. Duda, Peter E. Hart and David G. Stork, pattern classification, John Wiley & Sons Inc., 2001

www.FirstRanker.com

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
M. Tech- I Year – II Semester (Information Technology)

SOFTWARE ENGINEERING (PC – 6)

Prerequisites:

- A course on “Computer Programming and Data Structures”
- A course on “Object Oriented Programming Through Java”

Course Objectives:

- The aim of the course is to provide an understanding of the working knowledge of the techniques for estimation, design, testing and quality management of large software development projects.
- Topics include process models, software requirements, software design, software testing, software process/product metrics, risk management, quality management and UML diagrams

Course Outcomes:

- Ability to translate end-user requirements into system and software requirements, using e.g. UML, and structure the requirements in a Software Requirements Document (SRD).
- Identify and apply appropriate software architectures and patterns to carry out high level design of a system and be able to critically compare alternative choices.
- Will have experience and/or awareness of testing problems and will be able to develop a simple testing report

UNIT- I:

Introduction to Software Engineering: The evolving role of software, changing nature of 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, 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, behavioral models, data models, object models, structured methods.

UNIT- III:

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

Creating an architectural design: software architecture, data design, architectural styles and patterns, architectural design, conceptual model of UML, basic structural modeling, class diagrams, sequence diagrams, collaboration diagrams, use case diagrams, component diagrams.

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, metrics for analysis model, metrics for design model, metrics for source code, metrics for testing, metrics for maintenance.

UNIT- V:

Metrics for Process and Products: Software measurement, metrics for software quality.

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, 6th edition, Mc Graw Hill International Edition.
2. Software Engineering- Sommerville, 7th edition, Pearson Education.
3. The unified modeling language user guide Grady Booch, James Rumbaugh, Ivar Jacobson, Pearson Education.

REFERENCES:

1. Software Engineering, an Engineering approach- James F. Peters, Witold Pedrycz, John Wiely.
2. Software Engineering principles and practice- Waman S Jawadekar, The Mc Graw-Hill Companies.
3. Fundamentals of object oriented design using UML Meiler page-Jones: Pearson Education.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
M. Tech - IT - I Year - II Sem

INFORMATION SECURITY AND AUDIT (PE – 3)

Course Objective:

To introduce the fundamental concepts and techniques in computer and network security, giving students an overview of information security and auditing, and to expose students to the latest trend of computer attack and defense. Other advanced topics on information security such as mobile computing security, security and privacy of cloud computing, as well as secure information system development will also be discussed.

UNIT - I

A model for Internetwork security, Conventional Encryption Principles & Algorithms (DES, AES, RC4, Blowfish), Block Cipher Modes of Operation, Location of Encryption Devices, Key Distribution.

Public key cryptography principles, public key cryptography algorithms (RSA, Diffie-Hellman, ECC), public Key Distribution.

UNIT - II

Approaches of Message Authentication, Secure Hash Functions (SHA-512, MD5) and HMAC, Digital Signatures, Kerberos, X.509 Directory Authentication Service,

Email Security: Pretty Good Privacy (PGP)

IP Security: Overview, IP Security Architecture, Authentication Header, Encapsulating Security Payload, Combining Security Associations and Key Management.

UNIT - III

Web Security: Requirements, Secure Socket Layer (SSL) and Transport Layer Security (TLS), Secure Electronic Transaction (SET).

Firewalls: Firewall Design principles, Trusted Systems, Intrusion Detection Systems

UNIT - IV

Auditing For Security: Introduction, Basic Terms Related to Audits, Security audits, The Need for Security Audits in Organization, Organizational Roles and Responsibilities for Security Audit, Auditors Responsibility In Security Audits, Types Of Security Audits.

UNIT - V

Auditing For Security: Approaches to Audits, Technology Based Audits Vulnerability Scanning And Penetration Testing, Resistance to Security Audits, Phase in security audit, Security audit Engagement Costs and other aspects, Budgeting for security audits, Selecting external Security Consultants, Key Success factors for security audits.

TEXT BOOKS:

1. Cryptography and Network Security by William Stallings, Fourth Edition, Pearson Education 2007.
2. Network Security Essentials (Applications and Standards) by William Stallings Pearson Education, 2008.
3. Cryptography & Network Security by Behrouz A. Forouzan, TMH 2007.
4. Information Systems Security by Nina Godbole, WILEY 2008.

REFERENCE BOOKS:

1. Information Security by Mark Stamp, Wiley – INDIA, 2006.
2. Fundamentals of Computer Security, Springer.

3. Network Security: The complete reference, Robert Bragg, Mark Rhodes, TMH
4. Computer Security Basics by Rick Lehtinen, Deborah Russell & G.T.Gangemi Sr., SPD O'REILLY 2006.
5. Modern Cryptography by Wenbo Mao, Pearson Education 2007.
6. Principles of Information Security, Whitman, Thomson.

www.FirstRanker.com

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
M. Tech - IT - I Year - II Sem

INTERNET TECHNOLOGIES AND SERVICES (PE – 3)

Course Objective:

The student who has knowledge of programming with java should be able to develop web based solutions using multi-tier architecture. S/he should have good understanding of different technologies on client and server side components as Follows:

Client Side: HTML5, CSS3, Javascript, Ajax, JQuery and JSON

Server Side: Servlets, JSP

Database: MySQL with Hibernate and Connection Pooling

Framework: Struts with validation framework, Internationalization (I18N)

SOA: Service Oriented Architecture, Web services fundamentals, Axis framework for WS

UNIT - I

Client Side Technologies:

Overview of HTML - Common tags, XHTML, capabilities of HTML5

Cascading Style sheets, CSS3 enhancements, linking to HTML Pages, Classes in CSS

Introduction to JavaScripts, variables, arrays, methods and string manipulation, BOM/DOM (Browser/Document Object Model), accessing elements by ID, Objects in JavaScript

Dynamic HTML with JavaScript and with CSS, form validation with JavaScript, Handling Timer Events

Simplifying scripting with JQuery, JASON for Information exchange.

UNIT - II

Introduction to Java Servlets:

Introduction to Servlets: Lifecycle of a Servlet, Reading request and initialization parameters, Writing output to response, MIME types in response, Session Tracking: Using Cookies and Sessions

Steps involved in Deploying an application

Database Access with JDBC and Connection Pooling

Introduction to XML, XML Parsing with DOM and SAX Parsers in Java

Ajax - Ajax programming with JSP/Servlets, creating XML Http Object for various browsers, Sending request, Processing response data and displaying it.

Introduction to Hibernate

UNIT - III

Introduction to JSP:

JSP Application Development: Types of JSP Constructs (Directives, Declarations, Expressions, Code Snippets), Generating Dynamic Content, Exception Handling, Implicit JSP Objects, Conditional Processing, Sharing Data Between JSP pages, Sharing Session and Application Data, Using user defined classes with jsp:useBean tag, Accessing a Database from a JSP

UNIT - IV

Introduction to Struts Framework:

Introduction to MVC architecture, Anatomy of a simple struts2 application, struts configuration file, Presentation layer with JSP, JSP bean, html and logic tag libraries, Struts Controller class, Using form data in Actions, Page Forwarding, validation frame work, Internationalization

UNIT - V

Service Oriented Architecture and Web Services

Overview of Service Oriented Architecture – SOA concepts, Key Service Characteristics, Technical Benefits of a SOA

Introduction to Web Services– The definition of web services, basic operational model of web services, basic steps of implementing web services.

Core fundamentals of SOAP – SOAP Message Structure, SOAP encoding, SOAP message exchange models,

Describing Web Services –Web Services life cycle, anatomy of WSDL

Introduction to Axis– Installing axis web service framework, deploying a java web service on axis.

Web Services Interoperability – Creating java and .Net client applications for an Axis Web Service

(Note: The Reference Platform for the course will be open source products Apache Tomcat Application Server, MySQL database, Hibernate and Axis)

TEXT BOOKS:

1. Web Programming, building internet applications, Chris Bates 3rd edition, WILEY Dreamtech.
2. The complete Reference Java 7th Edition, Herbert Schildt., TMH.
3. Java Server Pages, Hans Bergsten, SPD, O'Reilly.
4. Professional Jakarta Struts - James Goodwill, Richard Hightower, Wrox Publishers.
5. Developing Java Web Services, R. Nagappan, R. Skoczylas, R.P. Sriganesh, Wiley India, rp – 2008.
6. Understanding SOA with Web Services, Eric Newcomer and Greg Lomow, Pearson Edition – 2009
7. Java Web Service Architecture, James McGovern, Sameer Tyagi et al., Elsevier - 2009

REFERENCE BOOKS:

1. Programming the world wide web, 4th edition, R. W. Sebesta, Pearson
2. Core SERVLETS AND JAVASERVER PAGES VOLUME 1: CORE
3. TECHNOLOGIES , Marty Hall and Larry Brown Pearson
4. Internet and World Wide Web – How to program, Dietel and Nieto PHI/Pearson.
5. Jakarta Struts Cookbook, Bill Siggelkow, S P D O'Reilly.
6. Professional Java Server Programming, S. Allamaraju & others Apress (dreamtech).
7. Java Server Programming ,Ivan Bayross and others, The X Team, SPD
8. Web Warrior Guide to Web Programming - Bai/Ekedaw - Cengage Learning.
9. Beginning Web Programming-Jon Duckett ,WROX.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
M. Tech - IT I Year - II Sem

SEMANTIC WEB AND SOCIAL NETWORKS (PE – 3)

Course Objectives:

- To learn Web Intelligence
- To learn Knowledge Representation for the Semantic Web
- To learn Ontology Engineering
- To learn Semantic Web Applications, Services and Technology
- To learn Social Network Analysis and semantic web

UNIT – I:

Web Intelligence: Thinking and Intelligent Web Applications, The Information Age ,The World Wide Web, Limitations of Today's Web, The Next Generation Web, Machine Intelligence, Artificial Intelligence, Ontology, Inference engines, Software Agents, Berners-Lee www, Semantic Road Map, Logic on the semantic Web.

UNIT - II:

Knowledge Representation for the Semantic Web: Ontologies and their role in the semantic web, Ontologies Languages for the Semantic Web –Resource Description Framework(RDF) / RDF Schema, Ontology Web Language(OWL), UML, XML/XML Schema.

UNIT- III:

Ontology Engineering: Ontology Engineering, Constructing Ontology, Ontology Development Tools, Ontology Methods, Ontology Sharing and Merging, Ontology Libraries and Ontology Mapping, Logic, Rule and Inference Engines.

UNIT - IV:

Semantic Web Applications, Services and Technology: Semantic Web applications and services, Semantic Search, e-learning, Semantic Bioinformatics, Knowledge Base ,XML Based Web Services, Creating an OWL-S Ontology for Web Services, Semantic Search Technology, Web Search Agents and Semantic Methods,

UNIT - V:

Social Network Analysis and semantic web: What is social Networks analysis, development of the social networks analysis, Electronic Sources for Network Analysis – Electronic Discussion networks, Blogs and Online Communities, Web Based Networks. Building Semantic Web Applications with social network features.

TEXT BOOKS:

1. Thinking on the Web - Berners Lee, Godel and Turing, Wiley inter science, 2008.
2. Social Networks and the Semantic Web, Peter Mika, Springer, 2007.

REFERENCE BOOKS:

1. Semantic Web Technologies, Trends and Research in Ontology Based Systems, J. Davies, R. Studer, P. Warren, John Wiley & Sons.
2. Semantic Web and Semantic Web Services - Liyang Lu Chapman and Hall/CRC Publishers,(Taylor & Francis Group)
3. Information sharing on the semantic Web - Heiner Stuckenschmidt; Frank Van Harmelen, Springer Publications.
4. Programming the Semantic Web, T. Segaran, C. Evans, J. Taylor, O'Reilly, SPD.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
M. Tech - IT I Year - II Sem

EMBEDDED SYSTEMS (PE – 3)

Course Objectives:

- To explain various embedded system applications and design requirements.
- To construct embedded system hardware.
- To develop software programs to control embedded system.
- To generate product specification for embedded system.

UNIT - I

Introduction to Embedded Systems: Embedded Systems, Processor Embedded into a System, Embedded Hardware Units and Devices in a System, Embedded Software, Complex System Design, Design Process in Embedded System, Formalization of System Design, Classification of Embedded Systems

UNIT - II

8051 and Advanced Processor Architecture: 8051 Architecture, 8051 Micro controller Hardware, Input/output Ports and Circuits, External Memory, Counter and Timers, Serial data Input/output, Interrupts, Introduction to Advanced Architectures, Real World Interfacing, Processor and Memory organization - **Devices and Communication Buses for Devices Network:** Serial and parallel Devices & ports, Wireless Devices, Timer and Counting Devices, Watchdog Timer, Real Time Clock, Networked Embedded Systems, Internet Enabled Systems, Wireless and Mobile System protocols

UNIT - III

Embedded Programming Concepts: Software programming in Assembly language and High Level Language, Data types, Structures, Modifiers, Loops and Pointers, Macros and Functions, object oriented Programming, Embedded Programming in C++ & JAVA

UNIT - IV

Real – Time Operating Systems: OS Services, Process and Memory Management, Real – Time Operating Systems, Basic Design Using an RTOS, Task Scheduling Models, Interrupt Latency, Response of Task as Performance Metrics - **RTOS Programming:** Basic functions and Types of RTOSes, RTOS VxWorks, Windows CE

UNIT - V

Embedded Software Development Process and Tools: Introduction to Embedded Software Development Process and Tools, Host and Target Machines, Linking and Locating Software, Getting Embedded Software into the Target System, Issues in Hardware-Software Design and Co-Design - **Testing, Simulation and Debugging Techniques and Tools:** Testing on Host Machine, Simulators, Laboratory Tools

TEXT BOOK:

1. Embedded Systems, Raj Kamal, Second Edition TMH.

REFERENCE BOOKS:

1. Embedded/Real-Time Systems, Dr. K. V. K. K. Prasad, Dreamtech press
2. The 8051 Microcontroller and Embedded Systems, Muhammad Ali Mazidi, Pearson.
3. The 8051 Microcontroller, Third Edition, Kenneth J. Ayala, Thomson.
4. An Embedded Software Primer, David E. Simon, Pearson Education.
5. Micro Controllers, Ajay V Deshmukhi, TMH.

6. Microcontrollers, Raj kamal, Pearson Education.
7. Introduction to Embedded Systems, Shibu K. V, TMH.

www.FirstRanker.com

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD**M. Tech - IT - I Year - II Sem****E - COMMERCE (PE – 4)****Course Objectives:**

- To identify the major categories and trends of e-commerce applications.
- To identify the essential processes of an e-commerce system.
- To identify several factors and web store requirements needed to succeed in e-commerce.
- To discuss the benefits and trade-offs of various e-commerce clicks and bricks alternatives.
- To understand the main technologies behind e-commerce systems and how these technologies interact.
- To discuss the various marketing strategies for an online business.
- To define various electronic payment types and associated security risks and the ways to protect against them.

UNIT - I

Electronic Commerce-Frame work, anatomy of E-Commerce applications, E-Commerce Consumer applications, E-Commerce organization applications.

Consumer Oriented Electronic commerce - Mercantile Process models.

UNIT - II

Electronic payment systems - Digital Token-Based, Smart Cards, Credit Cards, Risks in Electronic Payment systems.

Inter Organizational Commerce - EDI, EDI Implementation, Value added networks.

UNIT - III

Intra Organizational Commerce - work Flow, Automation Customization and internal Commerce, Supply chain Management.

Corporate Digital Library - Document Library, digital Document types, corporate Data Warehouses.

UNIT- IV

Advertising and Marketing - Information based marketing, Advertising on Internet, on-line marketing process, market research.

Consumer Search and Resource Discovery-Information search and Retrieval, Commerce Catalogues, Information Filtering.

UNIT - V

Multimedia - key multimedia concepts, Digital Video and electronic Commerce, Desktop video processing's, Desktop video conferencing.

TEXT BOOK:

1. Frontiers of electronic commerce – Kalakata, Whinston, Pearson.

REFERENCE BOOKS:

1. E-Commerce fundamentals and applications Hendry Chan, Raymond Lee, Tharam Dillon, Ellizabeth Chang, John Wiley.
2. E-Commerce, S.Jaiswal – Galgotia.
3. E-Commerce, Efrain Turbon, Jae Lee, David King, H.Michael Chang.
4. Electronic Commerce – Gary P.Schneider – Thomson.
5. E-Commerce – Business, Technology, Society, Kenneth C.Taudon, Carol Guyerico Traver.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
M. Tech - IT - I Year - II Sem

SOFTWARE QUALITY ASSURANCE AND TESTING (PE – 4)

Course Objectives: The student should be able to:

- To understand software testing and quality assurance as a fundamental component of software life cycle
- To define the scope of SW T&QA projects
- To efficiently perform T&QA activities using modern software tools
- To estimate cost of a T&QA project and manage budgets
- To prepare test plans and schedules for a T&QA project
- To develop T&QA project staffing requirements
- To effectively manage a T&QA project

UNIT - I

Software Quality Assurance and Standards: The Software Quality challenge, What is Software Quality, Software Quality factors, The components of Software Quality Assurance system, Software Quality Metrics, Costs of Software Quality, Quality Management Standards, Management and its role in Software Quality Assurance, SQA unit and other actors in SQA system. - (Chapters: 1-4, 21-23, 25, 26) of T3

Quality Standards: ISO 9000 and Companion ISO Standards, CMM, CMMI, PCMM, Malcom Balridge, 3 Sigma, 6 Sigma and other latest quality standards (Refer Internet and R11, R12, R13).

UNIT - II

Software Testing Strategy and Environment: Minimizing Risks, Writing a Policy for Software Testing, Economics of Testing, Testing-an organizational issue, Management Support for Software Testing, Building a Structured Approach to Software Testing, Developing a Test Strategy

Building Software Testing Process: Software Testing Guidelines, workbench concept, Customizing the Software Testing Process, Process Preparation checklist - (Chapters: 2,3) of T1

Software Testing Techniques: Dynamic Testing – Black Box testing techniques, White Box testing techniques, Static testing, Validation Activities, Regression testing -(Chapters: 4, 5, 6, 7, 8) of T2

UNIT – III

Software Testing Tools: Selecting and Installing Software Testing tools – (Chapter 4) of T1.

Automation and Testing Tools - (Chapter 15) of T2

Load Runner, Win runner and Rational Testing Tools, Silk test, Java Testing Tools, JMetra, JUnit and Cactus. (Refer Internet and R9, R10)

UNIT – IV

Testing Process:

Seven Step Testing Process – I: Overview of the Software Testing Process, Organizing of Testing, Developing the Test Plan, Verification Testing, Validation Testing. (Chapters 6, 7, 8, 9, 10) of T1

UNIT - V

Seven Step Testing Process – II: Analyzing and Reporting Test results, Acceptance and Operational Testing, Post-Implementation Analysis

Specialized Testing Responsibilities: Software Development Methodologies, Testing Client/Server Systems (Chapters 12, 13, 14, 15) of T1.

TEXT BOOKS:

1. Effective Methods for Software Testing, Third edition, *William E. Perry*, Wiley India, 2009
2. Software Testing – Principles and Practices, *Naresh Chauhan*, Oxford University Press, 2010.
3. Software Quality Assurance – From Theory to Implementation, *Daniel Galin*, Pearson Education, 2009.

REFERENCE BOOKS:

1. Testing Computer Software, Cem Kaner, Jack Falk, Hung Quoc Nguyen, Wiley India, rp2012.
2. Software Testing – Principles, Techniques and Tools, *M.G.Limaye*, Tata McGraw-Hill, 2009.
3. Software Testing - A Craftsman's approach, *Paul C. Jorgensen*, Third edition, Auerbach Publications, 2010.
4. Foundations of Software Testing, *Aditya P. Mathur*, Pearson Education, 2008.
5. Software Testing and Quality Assurance – Theory and Practice, *Kshirasagar Naik, Priyadashi Tripathy*, Wiley India, 2010.
6. Software Testing, *Ron Patton*, Second edition, Pearson Education, 2006.
7. Software Testing and Analysis – Process, Principles and Techniques, *Mauro Pezze, Michal Young*, Wiley India, 2008.
8. Software Testing Techniques, Boris Beizer, Second edition, Wiley India, 2006
9. Foundations of Software Testing, Dorothy Graham, et al., Cengage learning, 2007, rp 2010.
10. Software Testing - Effective Methods, Tools and Techniques, *Renu Rajani, Pradeep Oak*, Tata McGraw-Hill, rp2011.
11. Software Automation Testing Tools for Beginners, *Rahul Shende*, Shroff Publishers and Distributors, 2012.
12. Software Testing Tools, *K.V.K.K. Prasad*, Dream Tech Press, 2008.
13. Software Testing Concepts and Tools, *Nageswara Rao Pusuluri*, Dream Tech press, 2007.
14. Software Quality Assurance, *Milind Limaye*, Tata McGraw-Hill, 2011.
15. Software Quality – Theory and Management, *Alan C. Gillies*, Second edition, Cengage Learning, 2009.
16. Software Quality – A Practitioner's approach, *Kamna Malik, Praveen Choudhary*, Tata McGraw-Hill, 2008.
17. Software Quality Models and Project Management in a Nutshell, *Shailesh Mehta*, Shroff Publishers and Distributors, 2010.
18. Software Quality Engineering – Testing, Quality Assurance and Quantifiable Improvement, *Jeff Tian*, Wiley India, 2006.
19. Software Quality, *Mordechai Ben-Menachem/Garry S. Marliss*, Cengage Learning, 2010.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
M. Tech-IT - I Year - II Sem

CLOUD COMPUTING AND DISTRIBUTED COMPUTING (PE – 4)

Course Objectives:

- To explain the evolving computer model called cloud computing.
- To introduce the various levels of services that can be achieved by cloud.
- To describe the security aspects in cloud.

Course Outcomes: Ability to understand the virtualization and cloud computing concepts

UNIT - I

Systems Modeling, Clustering and Virtualization: Distributed System Models and Enabling Technologies, Computer Clusters for Scalable Parallel Computing, Virtual Machines and Virtualization of Clusters and Data centers.

UNIT - II

Foundations: Introduction to Cloud Computing, Migrating into a Cloud, Enriching the 'Integration as a Service' Paradigm for the Cloud Era, The Enterprise Cloud Computing Paradigm.

UNIT - III

Infrastructure as a Service (IAAS) & Platform and Software as a Service (PAAS / SAAS): Virtual machines provisioning and Migration services, On the Management of Virtual machines for Cloud Infrastructures, Enhancing Cloud Computing Environments using a cluster as a Service, Secure Distributed Data Storage in Cloud Computing.

Aneka, Comet Cloud, T-Systems', Workflow Engine for Clouds, Understanding Scientific Applications for Cloud Environments.

UNIT - IV

Monitoring, Management and Applications: An Architecture for Federated Cloud Computing, SLA Management in Cloud Computing, Performance Prediction for HPC on Clouds, Best Practices in Architecting Cloud Applications in the AWS cloud, Building Content Delivery networks using Clouds, Resource Cloud Mashups.

UNIT- V

Governance and Case Studies: Organizational Readiness and Change management in the Cloud age, Data Security in the Cloud, Legal Issues in Cloud computing, Achieving Production Readiness for Cloud Services.

TEXT BOOKS:

1. Cloud Computing: Principles and Paradigms by Rajkumar Buyya, James Broberg and Andrzej M. Goscinski, Wiley, 2011.
2. Distributed and Cloud Computing, Kai Hwang, Geoffery C.Fox, Jack J.Dongarra, Elsevier, 2012.

REFERENCE BOOKS:

1. Cloud Computing: A Practical Approach, Anthony T. Velte, Toby J. Velte, Robert Elsenpeter, Tata McGraw Hill, rp 2011.
2. Enterprise Cloud Computing, Gautam Shroff, Cambridge University Press, 2010.
3. Cloud Computing: Implementation, Management and Security, John W. Rittinghouse, James F. Ransome, CRC Press, rp2012.

4. Cloud Application Architectures: Building Applications and Infrastructure in the Cloud, George Reese, O'Reilly, SPD, rp2011.
5. Cloud Security and Privacy: An Enterprise Perspective on Risks and Compliance, Tim Mather, Subra Kumaraswamy, Shahed Latif, O'Reilly, SPD, rp2011.

www.FirstRanker.com

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
M. Tech-IT - I Year - II Sem

CYBER SECURITY AND FORENSICS (PE – 4)

Course Objectives:

- To learn about cyber crimes and how they are planned
- To learn the vulnerabilities of mobile and wireless devices
- To learn about the crimes in mobile and wireless devices.

UNIT - I

Introduction: Introduction and Overview of Cyber Crime, Nature and Scope of Cyber Crime, Types of Cyber Crime Social Engineering, Categories of Cyber Crime, Property Cyber Crime.

UNIT – II

Cyber Crime Issues: Unauthorized Access to Computers, Computer Intrusions, white collar Crimes, Viruses and Malicious Code Internet Hacking and Cracking, Virus Attacks.

UNIT – III

Privacy and Cyber Law: Software Piracy, Pornography, Intellectual Property, Mail Bombs, Exploitation, Stalking, and Obscenity in Internet, Digital laws and legislation, Law Enforcement Roles and Responses

UNIT – IV

Cyber Crime and Investigation: Introduction, Investigation, Investigation Tools, eDiscovery, Digital Evidence: Collection and Preservation, E-Mail: Investigation, Tracking and E-Mail Recovery, IP Tracking, Case Studies. Encryption and Decryption Methods, Search and Seizure of Computers, Deleted Evidences recovery, Password Cracking

UNIT -V

Digital Forensics: Introduction, Forensic Analysis and Tools, Forensic Technology and Practices, Forensic Ballistics and Photography, Face, Iris and Fingerprint Recognition, Audio Video Analysis, Windows System Forensics, Linux System Forensics, Network Forensics.

TEXT BOOKS:

1. Kevin Mandia, Chris Prosise, Matt Pepe, "Incident Response and Computer Forensics", Tata McGraw - Hill, New Delhi, 2006
1. Nelson Phillips and Enfinger Steuart, "Computer Forensics and Investigations", Cengage Learning, New Delhi, 2004.

REFERENCE BOOKS:

1. Nelson, Phillips, Steuart, "Guide to Computer Forensics and Investigations", Cengage Learning, New Delhi, 2004
2. Robert M Slade, "Software Forensics", Tata McGraw - Hill, New Delhi, 2005.
3. Bernadette H Schell, Clemens Martin, "Cybercrime", ABC – CLIO Inc, California, 2004.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
M. Tech-IT - I Year - II Sem

PART - I
ANDROID APPLICATION DEVELOPMENT LAB

Course Objectives:

- To learn how to develop Applications in android environment.
- To learn how to develop user interface applications.
- To learn how to develop URL related applications.

Course Outcomes:

- be able to use and program in the programming language R
- be able to use R to solve statistical problems
- be able to implement and describe Monte Carlo the technology
- be able to minimize and maximize functions using R

The student is expected to be able to do the following problems, though not limited.

Create an Android application that shows Hello + name of the user and run it on an emulator. (b)
Create an application that takes the name from a text box and shows hello message along with the name entered in text box, when the user clicks the OK button.

Create a screen that has input boxes for User Name, Password, Address, Gender (radio buttons for male and female), Age (numeric), Date of Birth (Date Picket), State (Spinner) and a Submit button. On clicking the submit button, print all the data below the Submit Button. Use (a) Linear Layout (b) Relative Layout and (c) Grid Layout or Table Layout.

Develop an application that shows names as a list and on selecting a name it should show the details of the candidate on the next screen with a "Back" button. If the screen is rotated to landscape mode (width greater than height), then the screen should show list on left fragment and details on right fragment instead of second screen with back button. Use Fragment transactions and Rotation event listener.

Develop an application that uses a menu with 3 options for dialing a number, opening a website and to send an SMS. On selecting an option, the appropriate action should be invoked using intents.

Develop an application that inserts some notifications into Notification area and whenever a notification is inserted, it should show a toast with details of the notification.

Create an application that uses a text file to store user names and passwords (tab separated fields and one record per line). When the user submits a login name and password through a screen, the details should be verified with the text file data and if they match, show a dialog saying that login is successful. Otherwise, show the dialog with Login Failed message.

Create a user registration application that stores the user details in a database table.

Create a database and a user table where the details of login names and passwords are stored. Insert some names and passwords initially. Now the login details entered by the user should be verified with the database and an appropriate dialog should be shown to the user.

Create an admin application for the user table, which shows all records as a list and the admin can select any record for edit or modify. The results should be reflected in the table.

Develop an application that shows all contacts of the phone along with details like name, phone number, mobile number etc.

Create an application that saves user information like name, age, gender etc. in shared preference and retrieves them when the program restarts.

Create an alarm that rings every Sunday at 8:00 AM. Modify it to use a time picker to set alarm time.

Create an application that shows the given URL (from a text field) in a browser.

Develop an application that shows the current location's latitude and longitude continuously as the device is moving (tracking).

Create an application that shows the current location on Google maps.

Note:

Android Application Development with MIT App Inventor: For the first one week, the student is advised to go through the App Inventor from MIT which gives insight into the various properties of each component.

The student should pay attention to the properties of each components, which are used later in Android programming. Following are useful links:

1. <http://ai2.appinventor.mit.edu>
2. https://drive.google.com/file/d/0B8rTtW_91YclTWF4czdBMEpZcWs/view

PART- II**R PROGRAMMING LAB**

1. Write an R-Program to print Hello World
2. Write an R-Program to take input from user.
3. Write an R-Program to demonstrate working with operators (Arithmetic, Relational, Logical, Assignment operators).
4. Write an R Program to Check if a Number is Odd or Even
5. Write an R Program to check if the given Number is a Prime Number
6. Write an R Program to Find the Factorial of a Number
7. Write an R Program to Find the Factors of a Number
8. Write an R Program to Find the Fibonacci sequence Using Recursive Function
9. Write an R Program to Make a Simple Calculator
10. Write an R Program to Find L.C.M of two numbers
11. Write an R Program to create a Vector and to access elements in a Vector
12. Write an R Program to create a Matrix and access rows and columns using functions `colnames()` and `rownames()` .
13. Write an R Program to create a Matrix using `cbind()` and `rbind()` functions.
14. Write an R Program to create a Matrix from a Vector using `dim()` function.
15. Write an R Program to create a List and modify its components.
16. Write an R Program to create a Data Frame.
17. Write an R Program to access a Data Frame like a List.
18. Write an R Program to access a Data Frame like a Matrix.
19. Write an R Program to create a Factor.
20. Write an R Program to Access and Modify Components of a Factor.

21. Write an R Program to create an S3 Class and S3 Objects.
22. Write an R Program to write a own generic function in S3 Class.
23. Write an R Program to create an S4 Class and S4 Objects.
24. Write an R Program to write a own generic function in S4 Class.
25. Write an R Program to create Reference Class and modify its Methods.

www.FirstRanker.com