

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
M. Tech in WEB 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	Web Technologies and Services	25	75	4	0	0	4
PC-3	Computer Networking	25	75	4	0	0	4
PE-1	1. Web Security 2. Database Internals 3. Web Mining 4. Semantic Web and Social Networks	25	75	3	0	0	3
PE-2	1. Multimedia and Rich Internet Applications 2. Object Oriented Modeling 3. Scripting Languages 4. Information Retrieval Systems	25	75	3	0	0	3
OE-1	*Open Elective – 1	25	75	3	0	0	3
Laboratory I	Web Programming and Networking Programming	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	Web Services and Service Oriented Architecture	25	75	4	0	0	4
PC-5	Mobile Application Development	25	75	4	0	0	4
PC-6	Internet Of Things	25	75	4	0	0	4
PE-3	1. Human Computer Interaction 2. Cyber Security 3. Software Architecture and Design Patterns 4. Computer Forensics	25	75	3	0	0	3
PE-4	1. Big Data Analytics 2. Cloud Computing 3. Distributed Systems 4. Distributed Computing	25	75	3	0	0	3
OE-2	*Open Elective – 2	25	75	3	0	0	3
Laboratory II	Mobile Application Development Lab and IOT 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.

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

WEB SERVICES AND SERVICE ORIENTED ARCHITECTURE (PC – 4)

Course Objectives:

- To Understand Web Services and implementation model for SOA
- To Understand the SOA, its Principles and Benefits
- To Understand XML concepts
- To Understand paradigms needed for testing Web Services
- To explore different Test Strategies for SOA-based applications
- To implement functional testing, compliance testing and load testing of Web Services
- To Identify bug-finding ideas in testing Web Services

UNIT - I

Evolution and Emergence of Web Services – Evolution of distributed computing. Core distributed computing technologies – client/server, CORBA, JAVA RMI, Micro Soft DCOM, MOM, Challenges in Distributed Computing, role of J2EE and XML in distributed computing, emergence of Web Services and Service Oriented Architecture (SOA). Introduction to Web Services – The definition of web services, basic operational model of web services, tools and technologies enabling web services, benefits and challenges of using web services.

UNIT - II

Web Service Architecture – Web services Architecture and its characteristics, core building blocks of web services, standards and technologies available for implementing web services, web services communication, basic steps of implementing web services. Describing Web Services – WSDL introduction, non functional service description, WSDL 1.1 Vs WSDL 2.0, WSDL document, WSDL elements, WSDL binding, WSDL tools, WSDL port type, limitations of WSDL.

UNIT - III

Brief Over View of XML – XML Document structure, XML namespaces, Defining structure in XML documents, Reuse of XML schemes, Document navigation and transformation. SOAP : Simple Object Access Protocol, Inter-application communication and wire protocols, SOAP as a messaging protocol, Structure of a SOAP message, SOAP envelope, Encoding, Service Oriented Architectures, SOA revisited, Service roles in a SOA, Reliable messaging, The enterprise Service Bus, SOA Development Lifecycle, SOAP HTTP binding, SOAP communication model, Error handling in SOAP.

UNIT - IV

Registering and Discovering Services : The role of service registries, Service discovery, Universal Description, Discovery, and Integration, UDDI Architecture, UDDI Data Model, Interfaces, UDDI Implementation, UDDI with WSDL, UDDI specification, Service Addressing and Notification, Referencing and addressing Web Services, Web Services Notification.

UNIT - V

SOA and web services security considerations, Network-level security mechanisms, Application-level security topologies, XML security standards, Semantics and Web Services, The semantic interoperability problem, The role of metadata, Service metadata, Overview of .NET and J2EE, SOA and Web Service Management, Managing Distributed System, Enterprise management Framework, Standard distributed management frameworks, Web service management, Richer schema languages, WS-Metadata Exchange.

TEXT BOOKS:

1. Web Services & SOA Principles and Technology, Second Edition, Michael P. Papazoglou.
2. Developing Java Web Services, R. Nagappan, R. Skoczylas, R.P. Sriganesh, Wiley India.
3. Developing Enterprise Web Services, S. Chatterjee, J. Webber, Pearson Education.

REFERENCE BOOKS:

1. XML, Web Services, and the Data Revolution, F.P.Coyle, Pearson Education.
2. Building web Services with Java, 2nd Edition, S. Graham and others, Pearson Education.
3. Java Web Services, D.A. Chappell & T. Jewell, O'Reilly, SPD.
4. McGovern, et al., "Java web Services Architecture", Morgan Kaufmann Publishers, 2005.
5. J2EE Web Services, Richard Monson-Haefel, Pearson Education.

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

MOBILE APPLICATION DEVELOPMENT (PC – 5)

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

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

INTERNET OF THINGS (PC – 6)

Course Objectives:

- To introduce the terminology, technology and its applications
- To introduce the concept of M2M (machine to machine) with necessary protocols
- To introduce the Python Scripting Language which is used in many IoT devices
- To introduce the Raspberry PI platform, that is widely used in IoT applications
- To introduce the implementation of web based services on IoT devices

UNIT- I

Introduction to Internet of Things –Definition and Characteristics of IoT,
Physical Design of IoT – IoT Protocols, IoT communication models, IoT Communication APIs
IoT enabled Technologies – Wireless Sensor Networks, Cloud Computing, Big data analytics,
Communication protocols, Embedded Systems, IoT Levels and Templates
Domain Specific IoTs – Home, City, Environment, Energy, Retail, Logistics, Agriculture, Industry,
health and Lifestyle.

UNIT - II

IoT and M2M – Software defined networks, network function virtualization, difference between SDN
and NFV for IoT
Basics of IoT System Management with NETCOZF, YANG- NETCONF, YANG, SNMP NETOPEER

UNIT - III

Introduction to Python - Language features of Python, Data types, data structures, Control of flow,
functions, modules, packaging, file handling, data/time operations, classes, Exception handling
Python packages - JSON, XML, HTTPLib, URLLib, SMTPLib

UNIT - IV

IoT Physical Devices and Endpoints - Introduction to Raspberry PI-Interfaces (serial, SPI, I2C)
Programming – Python program with Raspberry PI with focus of interfacing external gadgets,
controlling output, reading input from pins.

UNIT - V

IoT Physical Servers and Cloud Offerings – Introduction to Cloud Storage models and communication
APIs
Webserver – Web server for IoT, Cloud for IoT, Python web application framework
Designing a RESTful web API

TEXT BOOK:

1. Internet of Things - A Hands-on Approach, Arshdeep Bahga and Vijay Madisetti, Universities
Press, 2015, ISBN: 9788173719547
2. Getting Started with Raspberry Pi, Matt Richardson & Shawn Wallace, O'Reilly (SPD), 2014,
ISBN: 9789350239759

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

HUMAN COMPUTER INTERACTION (PE – 3)

Course Objectives:

You will gain an overview of Human-Computer Interaction (HCI), with an understanding of user interface design in general, and alternatives to traditional "keyboard and mouse" computing; become familiar with the vocabulary associated with sensory and cognitive systems as relevant to task performance by humans; be able to apply models from cognitive psychology to predicting user performance in various human-computer interaction tasks and recognize the limits of human performance as they apply to computer operation; appreciate the importance of a design and evaluation methodology that begins with and maintains a focus on the user; be familiar with a variety of both conventional and non-traditional user interface paradigms, the latter including virtual and augmented reality, mobile and wearable computing, and ubiquitous computing; and understand the social implications of technology and their ethical responsibilities as engineers in the design of technological systems. Finally, working in small groups on a product design from start to finish will provide you with invaluable team-work experience.

UNIT - I

Introduction: Importance of user Interface – definition, importance of good design. Benefits of good design. A brief history of Screen design.

The graphical user interface – popularity of graphics, the concept of direct manipulation, graphical system, Characteristics, Web user – Interface popularity, characteristics- Principles of user interface.

UNIT - II

Design process – Human interaction with computers, importance of human characteristics human consideration, Human interaction speeds, understanding business junctions.

Screen Designing:- Design goals – Screen planning and purpose, organizing screen elements, ordering of screen data and content – screen navigation and flow – Visually pleasing composition – amount of information – focus and emphasis – presentation information simply and meaningfully – information retrieval on web – statistical graphics – Technological consideration in interface design.

UNIT - III

Windows – New and Navigation schemes selection of window, selection of devices based and screen based controls.

Components – text and messages, Icons and increases – Multimedia, colors, uses problems, choosing colors.

UNIT - IV

Software tools – Specification methods, interface – Building Tools.

UNIT - V

Interaction Devices – Keyboard and function keys – pointing devices – speech recognition digitization and generation – image and video displays – drivers.

TEXT BOOKS:

1. The essential guide to user interface design, Wilbert O Galitz, Wiley DreamTech.
2. Designing the user interface. 3rd Edition Ben Shneidermann , Pearson Education Asia.

REFERENCE BOOKS:

1. Human – Computer Interaction. Alan Dix, Janet Finckay, Greg Goryd, Abowd, Russell Beaulieu, Pearson Education.
2. Interaction Design Principles, Rogers, Sharps. Wiley Dreamtech.
3. User Interface Design, Soren Lauesen, Pearson Education.
4. Human –Computer Interaction, D.R.Olsen, Cengage Learning.
5. Human –Computer Interaction, Smith - Atakan, Cengage Learning.

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

CYBER SECURITY (PE – 3)

Course Objectives:

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

UNIT- I

Introduction to Cybercrime: Introduction, Cybercrime, and Information security, who are cybercriminals, Classifications of Cybercrimes, Cybercrime: The legal Perspectives and Indian Perspective, Cybercrime and the Indian ITA 2000, A Global Perspective on Cybercrimes.

Cyber offenses: How criminals Plan Them: Introduction, How Criminals plan the Attacks, Social Engineering, Cyber stalking, Cyber cafe and Cybercrimes, Botnets: The Fuel for Cybercrime, Attack Vector, Cloud Computing.

UNIT- II

Cybercrime: Mobile and Wireless Devices: Introduction, Proliferation of Mobile and Wireless Devices, Trends in Mobility, Credit card Frauds in Mobile and Wireless Computing Era, Security Challenges Posed by Mobile Devices, Registry Settings for Mobile Devices, Authentication service Security, Attacks on Mobile/Cell Phones, Mobile Devices: Security Implications for Organizations, Organizational Measures for Handling Mobile, Organizational Security Policies and Measures in Mobile Computing Era, Laptops.

UNIT - III

Cybercrimes and Cyber security: the Legal Perspectives: Introduction, Cyber Crime and Legal Landscape around the world, Why Do We Need Cyber laws: The Indian Context, The Indian IT Act, Challenges to Indian Law and Cybercrime Scenario In India, Digital signatures and the Indian IT Act, Amendments to the Indian IT Act, Cybercrime and Punishment
Cyber law, Technology and Students: Indian Scenario.

UNIT - IV

Understanding Computer Forensics: Introduction, Historical background of Cyber forensics, Digital Forensics Science, The Need for Computer Forensics, Cyber Forensics and Digital evidence, Forensics Analysis of Email, Digital Forensics Lifecycle, Chain of Custody concept, Network Forensics, Approaching a computer, Forensics Investigation, Challenges in Computer Forensics, Special Tools and Techniques
Forensics Auditing

UNIT - V

Cyber Security: Organizational Implications: Introduction, Cost of Cybercrimes and IPR issues, Web threats for Organizations, Security and Privacy Implications, Social media marketing: Security Risks and Perils for Organizations, Social Computing and the associated challenges for Organizations.

TEXT BOOK:

1. **Cyber Security: Understanding Cyber Crimes, Computer Forensics and Legal Perspectives**, Nina Godbole and Sunil Belapure, Wiley INDIA.
2. **Introduction to Cyber Security**, Chwan-Hwa(john) Wu, J. David Irwin. CRC Press T&F Group

REFERENCE BOOK:

1. **Cyber Security Essentials**, James Graham, Richard Howard and Ryan Otson, CRC Press.

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

SOFTWARE ARCHITECTURE AND DESIGN PATTERNS (PE – 3)

Course Objectives: After completing this course, the student should be able to:

- To understand the concept of patterns and the Catalog.
- To discuss the Presentation tier design patterns and their affect on: sessions, client access, validation and consistency.
- To understand the variety of implemented bad practices related to the Business and Integration tiers.
- To highlight the evolution of patterns.
- To how to add functionality to designs while minimizing complexity
- To understand what design patterns really are, and are not
- To learn about specific design patterns.
- To learn how to use design patterns to keep code quality high without overdesign.

UNIT - I

Envisioning Architecture The Architecture Business Cycle, What is Software Architecture, Architectural patterns, reference models, reference architectures, architectural structures and views.

Creating an Architecture Quality Attributes, Achieving qualities, Architectural styles and patterns, designing the Architecture, Documenting software architectures, Reconstructing Software Architecture.

UNIT - II

Analyzing Architectures Architecture Evaluation, Architecture design decision making, ATAM, CBAM.

Moving from one system to many Software Product Lines, Building systems from off the shelf components, Software architecture in future.

UNIT - III

Patterns Pattern Description, Organizing catalogs, role in solving design problems, Selection and usage.

Creational and Structural patterns Abstract factory, builder, factory method, prototype, singleton, adapter, bridge, composite, façade, flyweight.

UNIT - IV

Behavioral patterns Chain of responsibility, command, Interpreter, iterator, mediator, memento, observer, state, strategy, template method, visitor.

UNIT - V

Case Studies A-7E – A case study in utilizing architectural structures, The World Wide Web - a case study in interoperability, Air Traffic Control – a case study in designing for high availability, Celsius Tech – a case study in product line development,

TEXT BOOKS:

1. Software Architecture in Practice, second edition, Len Bass, Paul Clements & Rick Kazman, Pearson Education, 2003.
2. Design Patterns, Erich Gamma, Pearson Education, 1995.

REFERENCE BOOKS:

1. Beyond Software architecture, Luke Hohmann, Addison wesley, 2003.

2. Software architecture, David M. Dikel, David Kane and James R. Wilson, Prentice Hall PTR, 2001
3. Software Design, David Budgen, second edition, Pearson education, 2003
4. Head First Design patterns, Eric Freeman & Elisabeth Freeman, O'REILLY, 2007.
5. Design Patterns in Java, Steven John Metsker & William C. Wake, Pearson education, 2006
6. J2EE Patterns, Deepak Alur, John Crupi & Dan Malks, Pearson education, 2003.
7. Design Patterns in C#, Steven John metsker, Pearson education, 2004.
8. Pattern Oriented Software Architecture, F. Buschmann & others, John Wiley & Sons.

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

COMPUTER FORENSICS (PE – 3)

Course Objectives:

- To understand the cyberspace
- To understand the forensics fundamentals
- To understand the evidence capturing process.
- To understand the preservation of digital evidence.

UNIT – I

Computer Forensics Fundamentals: Introduction to Computer Forensics, Use of Computer Forensics in Law Enforcement, Computer Forensics Assistance to Human Resources/Employment Proceedings, Computer Forensics Services, Benefits of Professional Forensics Methodology, Steps Taken by Computer Forensics Specialists, Who Can Use Computer Forensic Evidence?. **Types of Computer Forensics Technology :** Types of Military Computer Forensic Technology, Types of Law Enforcement Computer Forensic Technology, Types of Business Computer Forensics Technology.

UNIT – II

Computer Forensics Evidence and Capture: Data Recovery: Data Recovery Defined, Data Backup and Recovery, The Role of Backup in Data Recovery, The Data-Recovery Solution, Case Histories. **Evidence Collection and Data Seizure:** Why Collect Evidence?, Collection Options, Obstacles, Types of Evidence, The Rules of Evidence, Volatile Evidence, General Procedure, Collecting and Archiving, Methods of Collection, Artifacts, Collection Steps, Controlling Contamination: The Chain of Custody.

UNIT – III

Duplication and Preservation of Digital Evidence: Preserving the Digital Crime Scene, Computer Evidence Processing Steps, Legal Aspects of Collecting And Preserving Computer Forensic Evidence. **Computer Image Verification and Authentication :** Special Needs of Evidential Authentication, Practical Considerations, Practical Implementation.

UNIT – IV

Computer Forensics Analysis: Discovery of Electronic Evidence: Electronic Document Discovery: A Powerful New Litigation Tool, **Identification of Data:** Timekeeping, Time Matters, Forensic Identification and Analysis of Technical Surveillance Devices. **Reconstructing Past Events:** How to Become a Digital Detective, Useable File Formats, Unusable File Formats, Converting Files. **Networks:** Network Forensics Scenario, A Technical Approach, Destruction of Email, Damaging Computer Evidence, International Principles Against Damaging of Computer Evidence, Tools Needed for Intrusion Response to the Destruction of Data, Incident Reporting and Contact Forms.

UNIT – V

Current Computer Forensics Tools: Evaluating Computer Forensics Tool Needs, Computer Forensics Software Tools, Computer Forensics Hardware Tools, Validating and Testing Forensics Software.

TEXT BOOKS:

1. "Computer Forensics: Computer Crime Scene Investigation", JOHN R. VACCA, Firewall Media.

2. "Guide to Computer Forensics and Investigations" 4e, Nelson, Phillips Enfinger, Stuart, Cengage Learning.

REFERENCES:

1. "Computer Forensics and Cyber Crime", Marjie T Britz, Pearson Education.
2. "Computer Forensics", David Cowen, Mc Graw Hill.
3. Brian Carrier, "File System Forensic Analysis", Addison Wesley, 2005
4. Dan Farmer & Wietse Venema, "Forensic Discovery", Addison Wesley, 2005
5. Eoghan Casey, —Digital Evidence and Computer Crime —, Edition 3, Academic Press, 2011
6. Chris Pogue, Cory Altheide, Todd Haverkos, Unix and Linux Forensic Analysis DVD ToolKit, Syngress Inc., 2008
7. Harlan Carvey, Windows Forensic Analysis DVD Toolkit, Edition 2, Syngress Inc., 2009
8. Harlan Carvey, Windows Registry Forensics: Advanced Digital Forensic Analysis of the Windows Registry, Syngress Inc, Feb 2011
9. Eoghan Casey, Handbook of Digital Forensics and Investigation, Academic Press, 2009
10. Gonzales/ Woods/ Eddins, Digital Image Processing using MATLAB, 2nd edition, Gatesmark Publishing, ISBN 9780982085400
11. N.Efford, Digital Image Processing, Addison Wesley 2000, ISBN 0-201-59623-7
12. M Sonka, V Hlavac and R Boyle, Image Processing, Analysis and Machine Vision, PWS
13. 1999, ISBN 0-534-95393-
14. Pratt. W.K., Digital Image Processing, John Wiley and Sons, New York, 1978

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

BIG DATA ANALYTICS (PE – 4)

Course Objectives:

- To understand about big data
- To learn the analytics of Big Data
- To Understand the MapReduce fundamentals

UNIT - I

Big Data Analytics: What is big data, History of Data Management; Structuring Big Data; Elements of Big Data; Big Data Analytics; distributed and Parallel Computing for Big Data;

Big Data Analytics: What is Big Data Analytics, What Big Data Analytics Isn't, Why this sudden Hype Around Big Data Analytics, Classification of Analytics, Greatest Challenges that Prevent Business from Capitalizing Big Data; Top Challenges Facing Big Data; Why Big Data Analytics Important; Data Science; Data Scientist; Terminologies used in Big Data Environments; Basically Available Soft State Eventual Consistency (BASE); Open source Analytics Tools

UNIT - II

Understanding Analytics and Big Data: Comparing Reporting and Analysis, Types of Analytics; Points to Consider during Analysis; Developing an Analytic Team; Understanding Text Analytics; Analytical Approach and Tools to Analyze Data: Analytical Approaches; History of Analytical Tools; Introducing Popular Analytical Tools; Comparing Various Analytical Tools.

UNIT - III

Understanding MapReduce Fundamentals and HBase : The MapReduce Framework; Techniques to Optimize MapReduce Jobs; Uses of MapReduce; Role of HBase in Big Data Processing; Storing Data in Hadoop : Introduction of HDFS, Architecture, HDFS Files, File system types, commands, org.apache.hadoop.io package, HDFS, High Availability; Introducing HBase, Architecture, Storing Big Data with HBase , Interacting with the Hadoop Ecosystem; HBase in Operations- Programming with HBase; Installation, Combining HBase and HDFS;

UNIT - IV

Big Data Technology Landscape and Hadoop : NoSQL, Hadoop; RDBMS versus Hadoop; Distributed Computing Challenges; History of Hadoop; Hadoop Overview; Use Case of Hadoop; Hadoop Distributors; HDFS (Hadoop Distributed File System), HDFS Daemons, read, write, Replica Processing of Data with Hadoop; Managing Resources and Applications with Hadoop YARN.

UNIT - V

Social Media Analytics and Text Mining: Introducing Social Media; Key elements of Social Media; Text mining; Understanding Text Mining Process; Sentiment Analysis, Performing Social Media Analytics and Opinion Mining on Tweets;

Mobile Analytics: Introducing Mobile Analytics; Define Mobile Analytics; Mobile Analytics and Web Analytics; Types of Results from Mobile Analytics; Types of Applications for Mobile Analytics; Introducing Mobile Analytics Tools;

TEXT BOOKS:

1. BIG DATA and ANALYTICS, Seema Acharya, Subhasinin Chellappan, Wiley publications.
2. BIG DATA, Black Book™, DreamTech Press, 2015 Edition.
3. BUSINESS ANALYTICS 5e , BY Albright |Winston

REFERENCE BOOKS:

1. Rajiv Sabherwal, Irma Becerra- Fernandez, "Business Intelligence –Practice, Technologies, and Management", John Wiley 2011.
2. Lariss T. Moss, Shaku Atre, "Business Intelligence Roadmap", Addison-Wesley It Service.
3. Yuli Vasiliev, " Oracle Business Intelligence : The Condensed Guide to Analysis and Reporting", SPD Shroff, 2012

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

CLOUD COMPUTING (PE – 4)

Course Objectives:

- To learn the new computing model which enables shared resources on demand over the network.
- To learn about the pay-per-use scenarios.
- To learn about the new kind of service models and deployment models.
- To learn about the virtualization technology.
- To learn the python programming or various services and models.
- To develop cloud applications in Python

UNIT- I

Principles of Parallel and Distributed Computing, Introduction to cloud computing, Cloud computing Architecture, cloud concepts and technologies, cloud services and platforms, Cloud models, cloud as a service, cloud solutions, cloud offerings, introduction to Hadoop and MapReduce

UNIT –II

Cloud Platforms for Industry, Healthcare and education, Cloud Platforms in the Industry, cloud applications. Virtualization, cloud virtualization technology, deep dive: cloud virtualization, Migrating in to cloud computing, Virtual Machines Provisioning and Virtual Machine Migration Services, On the Management of Virtual Machines for cloud Infrastructure, Comet cloud, T-Systems,

UNIT - III

Cloud computing Applications: Industry, Health, Education, Scientific Applications, Business and Consumer Applications, Understanding Scientific Applications for Cloud Environments, Impact of Cloud computing on the role of corporate IT.
Enterprise cloud computing Paradigm, Federated cloud computing Architecture, SLA Management in Cloud Computing, Developing the cloud: cloud application Design.

UNIT - IV

Python Basics, Python for cloud, cloud application development in python, Cloud Application Development in Python.

Programming Google App Engine with Python: A first real cloud Application, Managing Data in the cloud, Google app engine Services for Login Authentication, Optimizing UI and Logic, Making the UI Pretty: Templates and CSS, Getting Interactive. Map Reduce Programming Model and Implementations.

UNIT - V

Cloud management, Organizational Readiness and change management in the cloud age ,Cloud Security ,Data security in the cloud, Legal Issues in the Cloud , Achieving Production Readiness for the cloud Services

TEXT BOOKS:

1. Cloud Computing: Raj Kumar Buyya , James Broberg, andrzej Goscinski, 2013 Wiley
2. Mastering Cloud Computing: Raj Kumar buyya, Christian Vecchiola, selvi-2013.
3. Cloud Computing: Arshdeep Bahga, Vijay Madiseti, 2014, University Press.
4. Cloud computing: Dr Kumar Saurab, Wiley India, 2011.

REFERENCES:

1. Code in the Cloud: Mark C. Chu-Carroll 2011, SPD.(Second part of IV UNIT)
2. Essentials of cloud computing: K Chandrasekharan CRC Press.
3. Cloud Computing: John W. Rittinghouse, James Ransome, CRC Press.
4. Cloud Security and Privacy: Mather, Kumaraswamy and Latif.2011. SPD, OREILLY.
5. Virtualization Security: Dave shackleford 2013. SYBEX a wiley Brand.
6. Cloud Computing Bible: Sosinsky 2012. Wiley India.
7. Cloud Computing: Dan C. Marinescu-2013, Morgan Kaufmann.
8. Distributed and Cloud Computing, Kai Hwang, Geoffery C. Fox, Jack J. Dongarra, Elsevier, 2012.
9. Fundamentals of Python Kenneth A. Lambert | B. L. Juneja

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

DISTRIBUTED SYSTEMS (PE – 4)

Course Objectives:

- To explain what a distributed system is, why you would design a system as a distributed system, and what the desired properties of such systems are;
- To list the principles underlying the functioning of distributed systems, describe the problems and challenges associated with these principles, and evaluate the effectiveness and shortcomings of their solutions;
- To recognize how the principles are applied in contemporary distributed systems, explain how they affect the software design, and be able to identify features and design decisions that may cause problems;
- To design a distributed system that fulfills requirements with regards to key distributed systems properties (such as scalability, transparency, etc.), be able to recognize when this is not possible, and explain why;
- To build distributed system software using basic OS mechanisms as well as higher-level middleware and languages.

UNIT - I

Characterization of Distributed Systems- Introduction, Examples of Distributed systems, Resource sharing and web, challenges, System models- Introduction, Architectural and Fundamental models, Networking and Internetworking, Interprocess Communication, Distributed objects and Remote Invocation-Introduction, Communication between distributed objects, RPC, Events and notifications, Case study-Java RMI.

UNIT - II

Operating System Support- Introduction, OS layer, Protection, Processes and Threads, Communication, and Invocation, Operating system architecture, Distributed File Systems-Introduction, File Service architecture, case study- SUN network file systems. Name Services-Introduction, Name Services and the Domain Name System, Case study of the Global Name Service, Case study of the X.500 Directory Service.

UNIT - III

Peer to Peer Systems-Introduction, Napster and its legacy, Peer to Peer middleware, Routing overlays, Overlay case studies-Pastry, Tapestry, Application case studies-Squirrel, OceanStore. Time and Global States-Introduction, Clocks, events and Process states, Synchronizing physical clocks, logical time and logical clocks, global states, distributed debugging. Coordination and Agreement - Introduction, Distributed mutual exclusion, Elections, Multicast communication, consensus and related problems.

UNIT - IV

Transactions and Concurrency control - Introduction, Transactions, Nested Transactions, Locks, Optimistic concurrency control, Timestamp ordering, Comparison of methods for concurrency controls. Distributed Transactions - Introduction, Flat and Nested Distributed Transactions, Atomic commit protocols, Concurrency control in distributed transactions, Distributed deadlocks, Transaction recovery, Replication-Introduction, System model and group communication, Fault tolerant services, Transactions with replicated data.

UNIT - V

Security - Introduction, Overview of Security techniques, Cryptographic algorithms, Digital signatures, Case studies-Kerberos, TLS, 802.11 WiFi.

Distributed shared memory, Design and Implementation issues, Sequential consistency and Ivy case study, Release consistency and Munin case study, other consistency models, CORBA case study- Introduction, CORBA RMI, CORBA Services.

TEXT BOOKS:

1. Distributed Systems Concepts and Design, G Coulouris, J Dollimore and T Kindberg, Fourth Edition, Pearson Education.
2. Distributed Systems, S. Ghosh, Chapman & Hall/CRC, Taylor, & Francis Group, 2010.

REFERENCE BOOKS:

1. Distributed Computing, S. Mahajan and S. Shah, Oxford University Press.
2. Distributed Operating Systems Concepts and Design, Pradeep K. Sinha, PHI.
3. Advanced Concepts in Operating Systems, M Singhal, N G Shivarathri, Tata McGraw-Hill Edition.
4. Reliable Distributed Systems, K. P. Birman, Springer.
5. Distributed Systems – Principles and Paradigms, A. S. Tanenbaum and M.V. Steen, Pearson Education.
6. Distributed Operating Systems and Algorithm Analysis, R. Chow, T. Johnson, Pearson.
7. Distributed Operating Systems, A. S. Tanenbaum, Pearson education.
8. Distributed Computing, Principles, Algorithms and Systems, Ajay D. Kshemakalyani & Mukesh Singhal, Cambridge, 2010

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

DISTRIBUTED COMPUTING (PE – 4)

Course Objectives:

- Foundation of cooperative distributed systems engineering
- Supporting technologies with a special attention to agent-oriented paradigm
- Service-oriented computing and grid computing
- The implementation component includes a term-project

UNIT - I

Introduction

The different forms of computing, The strengths and weaknesses of Distributed computing, Operating system concepts relevant to distributed computing, the architecture of distributed applications. Paradigms for Distributed Applications, choosing a Paradigm for an application (trade-offs).

UNIT - II

Cluster Computing

Parallel computing overview, cluster computing – Introduction, Cluster Architecture, parallel programming models and Paradigms, Applications of Clusters.

UNIT - III

Grid Computing

Introduction, Grid Computing Anatomy – Architecture, Architecture and relationship to other Distributed Technologies, Grid computing road map. Merging the Grid services Architecture with the Web Services Architecture.

UNIT - IV

Open Grid Service Architecture – Introduction, Architecture and Goal, Sample Use cases: Commercial Data Center, National Fusion Collaboratory, Online Media and Entertainment. OGSA platform Components, Open Grid Services Infrastructure.

UNIT - V

Globus GT 3 Toolkit – Architecture, Programming Model, A sample implementation, High Level services, OGSI.NET Middleware Solutions.

TEXT BOOKS:

1. Grid Computing, Joshy Joseph & Craig Fellenstein, Pearson education, 2004
2. Distributed Computing, Principles and Applications, M.L.Liu, Pearson Education, 2004
3. High Performance Cluster Computing, Rajkumar Buyya, Pearson education.

REFERENCE BOOKS:

1. Grid Computing – Making the global infrastructure a reality, Fran Berman, Geoffrey C Fox, Anthony J G Hey, Wiley India, 2010.
2. A Networking Approach to Grid Computing, D. Minoli, Wiley & sons, 2006.
3. Grid Computing: A Practical Guide to Technology and Applications, A.Abbas, Firewall Media, 2008.

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

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.

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

1. (a) 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.
1. 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.
2. 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.
3. 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.
4. 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.
5. 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.
6. Create a user registration application that stores the user details in a database table.
7. 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.
8. 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.
9. Develop an application that shows all contacts of the phone along with details like name, phone number, mobile number etc.
10. Create an application that saves user information like name, age, gender etc. in shared preference and retrieves them when the program restarts.
11. Create an alarm that rings every Sunday at 8:00 AM. Modify it to use a time picker to set alarm time.
12. Create an application that shows the given URL (from a text field) in a browser.
13. Develop an application that shows the current location's latitude and longitude continuously as the device is moving (tracking).
14. 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
INTERNET OF THINGS LAB

Following are some of the programs that a student should be able to write and test on an Raspberry Pi, but not limited to this only.

1. Start Raspberry Pi and try various Linux commands in command terminal window:
ls, cd, touch, mv, rm, man, mkdir, rmdir, tar, gzip, cat, more, less, ps, sudo, cron, chown, chgrp, ping etc.
2. Run some python programs on Pi like:
Read your name and print Hello message with name
Read two numbers and print their sum, difference, product and division.
Word and character count of a given string
Area of a given shape (rectangle, triangle and circle) reading shape and appropriate values from standard input
Print a name 'n' times, where name and n are read from standard input, using for and while loops.
Handle Divided by Zero Exception.
Print current time for 10 times with an interval of 10 seconds.
Read a file line by line and print the word count of each line.
3. Light an LED through Python program
4. Get input from two switches and switch on corresponding LEDs
5. Flash an LED at a given on time and off time cycle, where the two times are taken from a file.
6. Flash an LED based on cron output (acts as an alarm)
7. Switch on a relay at a given time using cron, where the relay's contact terminals are connected to a load.
8. Access an image through a Pi web cam.
9. Control a light source using web page.
10. Implement an intruder system that sends an alert to the given email.
11. Get the status of a bulb at a remote place (on the LAN) through web.
12. Get an alarm from a remote area (through LAN) if smoke is detected.

The student should have hands on experience in using various sensors like temperature, humidity, smoke, light, etc. and should be able to use control web camera, network, and relays connected to the Pi.