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III Year B.Tech. CSE -II Sem	L	T/P/D	C
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(56028) OBJECT ORIENTED ANALYSIS AND DESIGN

UNIT - I

Introduction to UML : Importance of modeling, principles of modeling, object oriented modeling, conceptual model of the UML, Architecture, Software Development Life Cycle.

UNIT - II

Basic Structural Modeling : Classes, Relationships, common Mechanisms, and diagrams.

Advanced Structural Modeling : Advanced classes, advanced relationships, Interfaces, Types and Roles, Packages.

UNIT - III

Class & Object Diagrams : Terms, concepts, modeling techniques for Class & Object Diagrams.

UNIT- IV

Basic Behavioral Modeling-I : Interactions, Interaction diagrams.

UNIT - V

Basic Behavioral Modeling-II : Use cases, Use case Diagrams, Activity Diagrams.

UNIT - VI

Advanced Behavioral Modeling : Events and signals, state machines, processes and Threads, time and space, state chart diagrams.

UNIT-VII

Architectural Modeling : Component, Deployment, Component diagrams and Deployment diagrams.

UNIT - VIII

Case Study : The Unified Library application.

TEXT BOOKS :

1. Grady Booch, James Rumbaugh, Ivar Jacobson : The Unified Modeling Language User Guide, Pearson Education.
2. Hans-Erik Eriksson, Magnus Penker, Brian Lyons, David Fado: UML 2 Toolkit, WILEY-Dreamtech India Pvt. Ltd.

REFERENCE BOOKS:

1. Meilir Page-Jones: Fundamentals of Object Oriented Design in UML, Pearson Education.
2. Pascal Roques: Modeling Software Systems Using UML2, WILEY-Dreamtech India Pvt. Ltd.
3. Atul Kahate: Object Oriented Analysis & Design, The McGraw-Hill Companies.
4. Object-Oriented Analysis and Design with the Unified Process By John W. Satzinger, Robert B Jackson and Stephen D Burd, Cengage Learning.
5. Learning UML 2.0,Russ Miles and Kim Hamilton,O'Reilly,SPD.
6. Appling UML and Patterns: An introduction to Object – Oriented Analysis and Design and Unified Process, Craig Larman, Pearson Education.
7. UML and C++,R.C.Lee, and W.M.Tepfenhart,PHI.
8. Object Oriented Analysis,Design and Implementation, B.Dathan, S.Ramnath, Universities Press.
9. OODesign with UML and Java,K.Barclay,J.Savage,Elsevier.
10. Mark Priestley: Practical Object-Oriented Design with UML,TMH.

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(56029) VLSI DESIGN

Unit I

Introduction: Introduction to IC Technology – MOS, PMOS, NMOS, CMOS & BiCMOS

Technologies; Oxidation, Lithography, Diffusion, Ion implantation, Metallization, Encapsulation, Probe testing, Integrated Resistors and Capacitors, CMOS Nanotechnology

Unit II

Basic Electrical Properties: Basic Electrical Properties of MOS and BiCMOS Circuits: I_{ds}-V_{ds} relationships, MOS transistor threshold Voltage, g_m, g_{ds}, Figure of merit ùo; Pass transistor, NMOS Inverter, Various pull ups, CMOS Inverter analysis and design, Bi-CMOS Inverters.

Unit III

VLSI Circuit Design Processes: VLSI Design Flow, MOS Layers, Stick Diagrams, Design Rules and Layout, 2 ìm CMOS Design rules for wires, Contacts and Transistors Layout Diagrams for NMOS and CMOS Inverters and Gates, Scaling of MOS circuits.

Unit IV

Gate Level Design: Logic Gates and Other complex gates, Switch logic, Alternate gate circuits, Time delays, Driving large capacitive loads, Wiring capacitance, Fan – in, Fan – out, Choice of layers.

Unit V:

Data Path Subsystems: Subsystem Design, Shifters, Adders, ALUs, Multipliers, Parity generators, Comparators, Zero/One Detectors, Counters.

Unit VI:

Array Subsystems: SRAM, DRAM, ROM, Serial Access Memories, Content

Addressable Memory.

Unit VII:

Semiconductor Integrated Circuit Design: PLAs, FPGAs, CPLDs, Standard Cells, Programmable Array Logic, Design Approach, Parameters influencing low power design.

Unit VIII

CMOS Testing: CMOS Testing, Need for testing, Test Principles, Design Strategies for test, Chip level Test Techniques, System-level Test Techniques, Layout Design for improved Testability.

TEXT BOOKS:

1. Essentials of VLSI circuits and systems – Kamran Eshraghian, Eshraghian Dougles and A. Pucknell, PHI, 2005 Edition
2. VLSI Desing- K .Lal Kishore, V. S. V. Prabhakar, I.K International, 2009.
3. CMOS VLSI Design – A circuits and systems perspective, Neil H. E Weste, David Harris, Ayan Banerjee, pearson, 2009.

REFERENCES:

1. CMOS logic circuit Design - John .P. Uyemura, Springer, 2007.
2. Modern VLSI Design - Wayne Wolf, Pearson Education, 3rd Edition, 1997.
3. VLSI Design – A.Albert Raj, Latha, PHI, 2008
4. Introduction to VLSI – Mead & Convey, BS Publications, 2010
5. VLSI Design – M. Micheal Vai, CRC Press, 2009.

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(56030) NETWORK SECURITY

UNIT - I

Security Attacks (Interruption, Interception, Modification and Fabrication), Security Services (Confidentiality, Authentication, Integrity, Non-repudiation, access Control and Availability) and Mechanisms, A model for Internetwork security, Internet Standards and RFCs, Buffer overflow & format string vulnerabilities, TCP session hijacking, ARP attacks, route table modification, UDP hijacking, and man-in-the-middle attacks.

UNIT - II

Conventional Encryption Principles, Conventional encryption algorithms, cipher block modes of operation, location of encryption devices, key distribution Approaches of Message Authentication, Secure Hash Functions and HMAC.

UNIT - III

Public key cryptography principles, public key cryptography algorithms, digital signatures, digital Certificates, Certificate Authority and key management Kerberos, X.509 Directory Authentication Service.

UNIT - IV

Email privacy: Pretty Good Privacy (PGP) and S/MIME.

UNIT - V

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

UNIT - VI

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

UNIT - VII

Basic concepts of SNMP, SNMPv1 Community facility and SNMPv3.

Intruders, Viruses and related threats.

UNIT - VIII

Firewall Design principles, Trusted Systems. Intrusion Detection Systems.

TEXT BOOKS :

1. Network Security Essentials (Applications and Standards) by William Stallings Pearson Education.
2. Hack Proofing your network by Ryan Russell, Dan Kaminsky, Rain Forest Puppy, Joe Grand, David Ahmad, Hal Flynn Ido Dubrawsky, Steve W.Manzuik and Ryan Permeh, Wiley Dreamtech

REFERENCES :

1. Network Security and Cryptography: Bernard Menezes, CENGAGE Learning.
2. Network Security - Private Communication in a Public World by Charlie Kaufman, Radia Perlman and Mike Speciner, Pearson/PHI.
3. Cryptography and network Security, Third edition, Stallings, PHI/ Pearson
4. Principles of Information Security, Whitman, Cengage Learning.
5. Cryptography and network Security, B.A.Forouzan, D.Mukhopadhyay, 2nd edition,TMH.
6. Introduction to Cryptography, Buchmann, Springer.
7. Fundamentals of Network Security by Eric Maiwald (Dreamtech press)
8. Information Systems Security,Godbole,Wiley Student Edition.
9. Network Security: The complete reference, Robert Bragg, Mark Rhodes, TMH

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(56031) COMPILER DESIGN

UNIT – I

Overview of Compilation: Phases of Compilation – Lexical Analysis, Regular Grammar and regular expression for common programming language features, pass and Phases of translation, interpretation, bootstrapping, data structures in compilation – LEX lexical analyzer generator.

UNIT – II

Top down Parsing : Context free grammars, Top down parsing – Backtracking, LL (1), recursive descent parsing, Predictive parsing, Preprocessing steps required for predictive parsing.

UNIT – III

Bottom up parsing : Shift Reduce parsing, LR and LALR parsing, Error recovery in parsing , handling ambiguous grammar, YACC – automatic parser generator.

UNIT – IV

Semantic analysis : Intermediate forms of source Programs – abstract syntax tree, polish notation and three address codes. Attributed grammars, Syntax directed translation, Conversion of popular Programming languages language Constructs into Intermediate code forms, Type checker.

UNIT – V

Symbol Tables : Symbol table format, organization for block structures languages, hashing, tree structures representation of scope information. Block structures and non block structure storage allocation: static, Runtime stack and heap storage allocation, storage allocation for arrays, strings and records.

UNIT – VI

Code optimization : Consideration for Optimization, Scope of Optimization, local optimization, loop optimization, frequency reduction, folding, DAG representation.

UNIT – VII

Data flow analysis : Flow graph, data flow equation, global optimization, redundant sub expression elimination, Induction variable elements, Live variable analysis, Copy propagation.

UNIT – VIII

Object code generation : Object code forms, machine dependent code optimization, register allocation and assignment generic code generation algorithms, DAG for register allocation.

TEXT BOOKS :

1. Principles of compiler design -A.V. Aho . J.D.Ullman; Pearson Education.
2. Modern Compiler Implementation in C- Andrew N. Appel, Cambridge University Press.

REFERENCES :

1. lex &yacc – John R. Levine, Tony Mason, Doug Brown, O'reilly
2. Modern Compiler Design- Dick Grune, Henry E. Bal, Cariel T. H. Jacobs, Wiley dreamtech.
3. Engineering a Compiler-Cooper & Linda, Elsevier.
4. Compiler Construction, Louden, Thomson.

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(56023) MANAGERIAL ECONOMICS AND FINANCIAL ANALYSIS

Unit I

Introduction to Managerial Economics:

Definition, Nature and Scope of Managerial Economics–Demand Analysis: Demand Determinants, Law of Demand and its exceptions.

Unit II

Elasticity of Demand: Definition, Types, Measurement and Significance of Elasticity of Demand. Demand Forecasting, Factors governing demand forecasting, methods of demand forecasting (survey methods, statistical methods, expert opinion method, test marketing, controlled experiments, judgmental approach to demand forecasting)

Unit III

Theory of Production and 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, Opportunity cost, Fixed vs. Variable costs, Explicit costs Vs. Implicit costs, Out of pocket costs vs. Imputed costs. Break-even Analysis (BEA)-Determination of Break-Even Point (simple problems)- Managerial Significance and limitations of BEA.

Unit IV

Introduction to Markets & Pricing Policies:

Market structures: Types of competition, Features of Perfect competition, Monopoly and Monopolistic Competition. Price-Output Determination in case of Perfect Competition and Monopoly.

Objectives and Policies of Pricing- Methods of Pricing: Cost Plus Pricing, Marginal Cost Pricing, Sealed Bid Pricing, Going Rate Pricing, Limit Pricing, Market Skimming Pricing, Penetration Pricing, Two-Part Pricing, Block Pricing, Bundling Pricing, Peak Load Pricing, Cross Subsidization.

Unit V

Business & New Economic Environment: Characteristic features of Business, Features and evaluation of Sole Proprietorship, Partnership, Joint Stock Company, Public Enterprises and their types, Changing Business Environment in Post-liberalization scenario.

Unit VI

Capital and Capital Budgeting: Capital and its significance, Types of Capital, Estimation of Fixed and Working capital requirements, Methods and sources of raising finance.

Nature and scope of 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 VII

Introduction to Financial Accounting: Double-Entry Book Keeping, Journal, Ledger, Trial Balance- Final Accounts (Trading Account, Profit and Loss Account and Balance Sheet with simple adjustments).

Unit VIII

Financial Analysis through ratios: Computation, Analysis and Interpretation of Liquidity Ratios (Current Ratio and quick ratio), Activity Ratios (Inventory turnover ratio and Debtor Turnover ratio), Capital structure Ratios (Debt-Equity ratio, Interest Coverage ratio), and Profitability ratios (Gross Profit Ratio, Net Profit ratio, Operating Profit Ratio, P/E Ratio and EPS).

TEXT BOOKS:

1. Aryasri: Managerial Economics and Financial Analysis, TMH, 2009.
2. Varshney & Maheswari: Managerial Economics, Sultan Chand, 2009.

REFERENCES:

1. Raghunatha Reddy & Narasimhachary: Managerial Economics& Financial Analysis, Scitech, 2009.
2. V.Rajasekarn & R.Lalitha, Financial Accounting, Pearson Education, New Delhi, 2010.
3. Suma Damodaran, Managerial Economics, Oxford University Press, 2009.
4. Domnick Salvatore: Managerial Economics in a Global Economy, 4th Edition, Cengage, 2009.
5. Subhash Sharma & M P Vittal, Financial Accounting for Management, Text & Cases, Machmillan, 2008.
6. S.N.Maheswari & S.K. Maheswari, Financial Accounting, Vikas, 2008.
7. Truet and Truet: Managerial Economics:Analysis, Problems and Cases, Wiley, 2009.
8. Dwivedi:Managerial Economics, Vikas, 2009.
9. M.Kasi Reddy, S.Saraswathi: Managerial Economics and Financial Accounting, PHI, 2007.
10. Erich A. Helfert: Techniques of Financial Analysis, Jaico, 2007.

Prerequisites: Nil

Objective: To explain the basic principles of managerial economics, accounting and current business environment underlying business decision making.

Codes/Tables: Present Value Tables need to be permitted into the examinations Hall.

Question Paper Pattern: 5 Questions to be answered out of 8 questions .Out of eight questions 4 questions will be theory questions and 4 questions should be problems.

Each question should not have more than 3 bits.

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(56032) WEB TECHNOLOGIES

UNIT-I:

HTML Common tags- List, Tables, images, forms, Frames; Cascading Style sheets;

UNIT-II:

Introduction to Java Scripts, Objects in Java Script, Dynamic HTML with Java Script

UNIT-III:

XML: Document type definition, XML Schemas, Document Object model, Presenting XML, Using XML Processors: DOM and SAX

UNIT-IV:

Java Beans: Introduction to Java Beans, Advantages of Java Beans, BDK Introspection, Using Bound properties, Bean Info Interface, Constrained properties Persistence, Customizes, Java Beans API, Introduction to EJB's

UNIT-V:

Web Servers and Servlets: Tomcat web server, Introduction to Servelets: Lifecycle of a Serverlet, JSDK, The Servelet API, The javax.servelet Package, Reading Servelet parameters, Reading Initialization parameters. The javax.servelet HTTP package, Handling Http Request & Responses, Using Cookies-Session Tracking, Security Issues,

UNIT-VI:

Introduction to JSP: The Problem with Servelet. The Anatomy of a JSP Page, JSP Processing. JSP Application Design with MVC Setting Up and JSP Environment: Installing the Java Software Development Kit, Tomcat Server & Testing Tomcat

UNIT-VII:

JSP Application Development: Generating Dynamic Content, Using Scripting Elements Implicit JSP Objects, Conditional Processing – Displaying Values Using an Expression to Set an Attribute, Declaring Variables and Methods Error Handling and Debugging Sharing Data Between JSP pages, Requests, and Users Passing Control and Date between Pages – Sharing Session and Application Data – Memory Usage Considerations

UNIT VIII:

Database Access : Database Programming using JDBC, Studying Javax.sql.* package,Accessing a Database from a JSP Page, Application – Specific Database Actions,Deploying JAVA Beans in a JSP Page, Introduction to struts framework..

TEXT BOOKS:

1. Programming world wide web-Sebesta,Pearson
2. Java: the complete reference, 7th editon, Herbert Schildt, TMH.
3. Core SERVLETS ANDJAVASERVER PAGES VOLUME 1: CORE TECHNOLOGIES By Marty Hall and Larry Brown Pearson (UNITs 5,6,7,8)

REFERENCE BOOKS:

1. Web Programming, building internet applications,Chris Bates 2nd edition,WILEY Dreamtech
2. Internet and World Wide Web – How to program by Dietel and Nieto PHI/Pearson Education Asia.
3. Jakarta Struts Cookbook , Bill Siggelkow, S P D O'Reilly for chap 8.
4. Murach's beginning JAVA JDK 5, Murach, SPD
5. An Introduction to web Design and Programming –Wang-Thomson
6. Web Applications Technologies Concepts-Knuckles,John Wiley
7. Programming world wide web-Sebesta,Pearson
8. Web Warrior Guide to Web Programmming-Bai/Ekedaw-Thomas
9. Beginning Web Programming-Jon Duckett WROX.
10. Java Server Pages, Pekowsky, Pearson.

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(56609) ADVANCED ENGLISH COMMUNICATION SKILLS LAB

1. Introduction

The introduction of the English Language Lab is considered essential at 3rd year level. At this stage the students need to prepare themselves for their careers which may require them to listen to, read, speak and write in English both for their professional and interpersonal communication in the globalised context.

The proposed course should be an integrated theory and lab course to enable students to use 'good' English and perform the following:

- Gather ideas and information, to organise ideas relevantly and coherently.
- Engage in debates.
- Participate in group discussions.
- Face interviews.
- Write project/research reports/technical reports.
- Make oral presentations.
- Write formal letters.
- Transfer information from non-verbal to verbal texts and vice versa.
- To take part in social and professional communication.

2. Objectives:

This Lab focuses on using computer-aided multimedia instruction for language development to meet the following targets:

- To improve the students' fluency in English, through a well-developed vocabulary and enable them to listen to English spoken at normal conversational speed by educated English speakers and respond appropriately in different socio-cultural and professional contexts.
- Further, they would be required to communicate their ideas relevantly and coherently in writing.

3. Syllabus:

The following course content is prescribed for the Advanced Communication Skills Lab:

- ➢ Functional English - starting a conversation – responding appropriately and relevantly – using the right body language – role play in different situations.
- ➢ Vocabulary Building – synonyms and antonyms, word roots, one-word substitutes, prefixes and suffixes, study of word origin, analogy, idioms and phrases.
- ➢ Reading Comprehension – reading for facts, guessing meanings from context, scanning, skimming, inferring meaning, Critical reading.
- ➢ Writing Skills – structure and presentation of different types of writing – Resume writing / e-correspondence/Technical report writing/Portfolio writing – planning for writing – research abilities/ data collection/organizing data/tools/analysis – improving one's writing.
- ➢ Group Discussion – dynamics of group discussion, intervention, summarizing, modulation of voice, body language, relevance, fluency and coherence.
- ➢ Presentation Skills – Oral presentations (individual and group) through JAM sessions/seminars and written presentations through posters/projects/reports/PPTs/e-mails/assignments etc.
- ➢ Interview Skills – concept and process, pre-interview planning, opening strategies, answering strategies, interview through tele and video-conferencing.

4. Minimum Requirement:

The English Language Lab shall have two parts:

i) The Computer aided Language Lab for 60 students with 60 systems, one master console, LAN facility and English language software for self- study by learners.

ii) The Communication Skills Lab with movable chairs and audio-visual aids with a P.A System, a T. V., a digital stereo –audio & video system and camcorder etc.

System Requirement (Hardware component):
Computer network with Lan with minimum 60 multimedia systems with the following specifications:

i) P – IV Processor
a) Speed – 2.8 GHZ
b) RAM – 512 MB Minimum
c) Hard Disk – 80 GB
ii) Headphones of High quality

5. Suggested Software:

The software consisting of the prescribed topics elaborated above should be procured and used.

Suggested Software:

- Clarity Pronunciation Power – part II
- Oxford Advanced Learner's Compass, 7th Edition
- DELTA's key to the Next Generation TOEFL Test: Advanced Skill Practice.
- Lingua TOEFL CBT Insider, by Dreamtech
- TOEFL & GRE(KAPLAN, AARCO & BARRONS, USA, Cracking GRE by CLIFFS)
- The following software from 'train2success.com'
  - ➢ Preparing for being Interviewed,
  - ➢ Positive Thinking,
  - ➢ Interviewing Skills,
  - ➢ Telephone Skills,
  - ➢ Time Management
  - ➢ Team Building,
  - ➢ Decision making
- English in Mind, Herbert Puchta and Jeff Stranks with Meredith Levy, Cambridge

6. Books Recommended:

1. Technical Communication by Meenakshi Raman & Sangeeta Sharma, Oxford University Press 2009.

2. Advanced Communication Skills Laboratory Manual by Sudha Rani, D, Pearson Education 2011.
3. English Language Communication : A Reader cum Lab Manual Dr A Ramakrishna Rao, Dr G Natanam & Prof SA Sankaranarayanan, Anuradha Publications, Chennai 2008.
4. English Vocabulary in Use series, Cambridge University Press 2008.
5. Management Shapers Series by Universities Press(India)Pvt Ltd., Himayatnagar, Hyderabad 2008.
6. Communication Skills by Leena Sen, PHI Learning Pvt Ltd., New Delhi, 2009.
7. Handbook for Technical Writing by David A McMurrey & Joanne Buckely CENGAGE Learning 2008.
8. Job Hunting by Colm Downes, Cambridge University Press 2008.
9. Master Public Speaking by Anne Nicholls, JAICO Publishing House, 2006.
10. English for Technical Communication for Engineering Students, Aysha Vishwamohan, Tata Mc Graw-Hil 2009.
11. Books on TOEFL/GRE/GMAT/CAT/ IELTS by Barron's/DELTA/ Cambridge University Press.
12. International English for Call Centres by Barry Tomalin and Suhashini Thomas, Macmillan Publishers, 2009.

DISTRIBUTION AND WEIGHTAGE OF MARKS:

Advanced Communication Skills Lab Practicals:

1. The practical examinations for the English Language Laboratory practice shall be conducted as per the University norms prescribed for the core engineering practical sessions.
2. For the English Language lab sessions, there shall be a continuous evaluation during the year for 25 sessional marks and 50 End Examination marks. Of the 25 marks, 15 marks shall be awarded for day-to-day work and 10 marks to be awarded by conducting Internal Lab Test(s). The End Examination shall be conducted by the teacher concerned with the help of another member of the staff of the same department of the same institution.

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(56610) WEB TECHNOLOGIES AND COMPILER DESIGN LAB

Objective :

To create a fully functional website with mvc architecture. To Develop an online Book store using we can sell books (Ex amazon .com).

Hardware and Software required :

1. A working computer system with either Windows or Linux
2. A web browser either IE or firefox
3. Tomcat web server and Apache web server
4. XML editor like Altova Xml-spy [www.Altova.com/XMLSpy – free] , Stylusstudio , etc.,
5. A database either Mysql or Oracle
6. JVM(Java virtual machine) must be installed on your system
7. BDK(Bean development kit) must be also be installed

Week-1:

Design the following static web pages required for an online book store web site.

1) HOME PAGE:

The static home page must contain three frames.

Top frame : Logo and the college name and links to Home page, Login page, Registration page,

Catalogue page and Cart page (the description of these pages will be given below).

Left frame : At least four links for navigation, which will display the catalogue of respective links.

For e.g.: When you click the link "CSE" the catalogue for CSE Books should be displayed in the Right frame.

Right frame: The pages to the links in the left frame must be loaded here. Initially this page contains description of the web site.

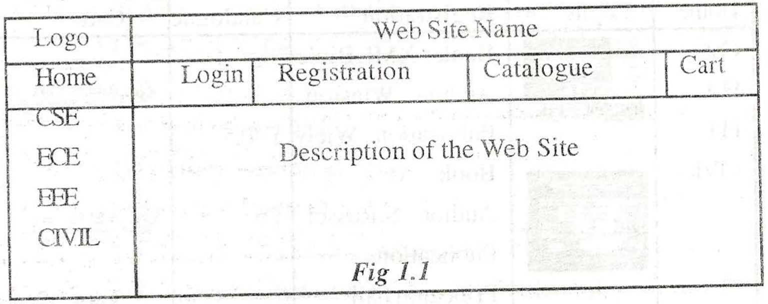
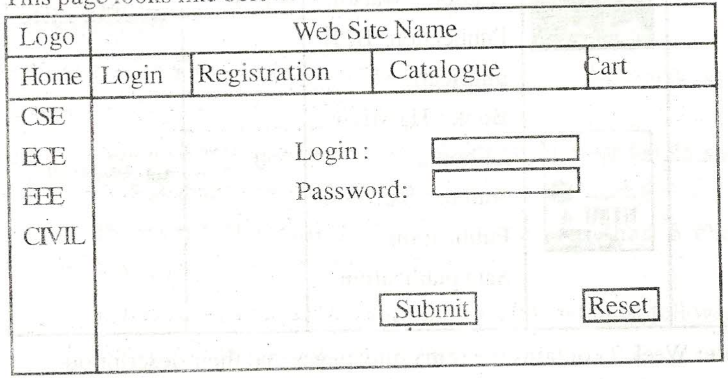


Fig 1.1

2) LOGIN PAGE:

This page looks like below:

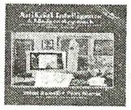


3) CATOLOGUE PAGE:

The catalogue page should contain the details of all the books available in the web site in a table.

The details should contain the following:

1. Snap shot of Cover Page.
2. Author Name.
3. Publisher.
4. Price.
5. Add to cart button.

Logo	Web Site Name			
Home	Login	Registration	Catalogue	Cart
CSE ECE EEE CIVIL		Book : XML Bible Author : Winston Publication : Wiely	$40.5	Add to cart
		Book : AI Author : S.Russel Publication : Princeton hall	$63	Add to cart
		Book : Java 2 Author : Watson Publication : BPB publications	$35.5	Add to cart
		Book : HTML in 24 hours Author : Sam Peter Publication : Sam publication	$50	Add to cart

Note: Week 2 contains the remaining pages and their description.

Week-2:

4) CART PAGE:

The cart page contains the details about the books which are added to the cart.

The cart page should look like this:

Logo	Web Site Name			
Home	Login	Registration	Catalogue	Cart
CSE	Book name	Price	Quantity	Amount
ECE	Java 2	$35.5	2	$70
EEE	XML bible	$40.5	1	$40.5
CIVIL			**Total amount**	$130.5

5) REGISTRATION PAGE:

Create a "registration form "with the following fields

1) Name (Text field)
2) Password (password field)
3) E-mail id (text field)
4) Phone number (text field)
5) Sex (radio button)
6) Date of birth (3 select boxes)
7) Languages known (check boxes – English, Telugu, Hindi, Tamil)
8) Address (text area)

WEEK 3:

VALIDATION:

Write JavaScript to validate the following fields of the above registration page.

1. Name (Name should contains alphabets and the length should not be less than 6 characters).
2. Password (Password should not be less than 6 characters length).
3. E-mail id (should not contain any invalid and must follow the standard pattern name@domain.com)
4. Phone number (Phone number should contain 10 digits only).

Note : You can also validate the login page with these parameters.

Week-4:

Design a web page using CSS (Cascading Style Sheets) which includes the following:

1) Use different font, styles:

In the style definition you define how each selector should work (font, color etc.).

Then, in the body of your pages, you refer to these selectors to activate the styles.

For example:

```
<HTML>
<HEAD>
<style type="text/css">
B.headline {color:red; font-size:22px; font-family:arial; text-
decoration:underline}
</style>

</HEAD>

<BODY>
<b>This is normal bold</b><br>
Selector {cursor:value}

For example:
 <html>
 <head>
 <style type="text/css">
 .xlink {cursor:crosshair}
 .hlink{cursor:help}
 </style>
 </head>
 <body>
```

2) Set a background image for both the page and single elements on the page.

You can define the background image for the page like this:

```
BODY {background-image:url (myimage.gif);}
```

3) Control the repetition of the image with the background-repeat property.

As background-repeat: repeat

Tiles the image until the entire page is filled, just like an ordinary background image in plain HTML.

4) Define styles for links as

A:link

A:visited

A:active

A:hover

Example:

```
<style type="text/css">
A:link {text-decoration: none}
A:visited {text-decoration: none}
A:active {text-decoration: none}
A:hover {text-decoration: underline; color: red;}
</style>
```

5) Work with layers:

For example:

LAYER 1 ON TOP:

```
<div style="position:relative; font-size:50px; z-index:2;">LAYER 1</div>
<div style="position:relative; top:-50; left:5; color:red; font-size:80px; z-
index:1">LAYER 2</div>
```

LAYER 2 ON TOP:

```
<div style="position:relative; font-size:50px; z-index:3;">LAYER 1</div>
<div style="position:relative; top:-50; left:5; color:red; font-size:80px; z-
index:4">LAYER 2</div>
```

6) Add a customized cursor:

```
Selector {cursor:value}
For example:
<html>
<head>
<style type="text/css">.
```

```
xlink {cursor:crosshair}
.hlink{cursor:help}
</style>
</head>

<body>
<b>
<a href="mypage.htm" class="xlink">CROSS LINK</a>
<br>
<a href="mypage.htm" class="hlink">HELP LINK</a>
</b>
</body>
</html>
```

Week-5:

Write an XML file which will display the Book information which includes the following:

1) Title of the book
2) Author Name
3) ISBN number
4) Publisher name
5) Edition
6) Price

Write a Document Type Definition (DTD) to validate the above XML file.

Display the XML file as follows.

The contents should be displayed in a table. The header of the table should be in color GREY. And the Author names column should be displayed in one color and should be capitalized and in bold. Use your own colors for remaining columns.

Use XML schemas XSL and CSS for the above purpose.

Note: Give at least for 4 books. It should be valid syntactically.

Hint: You can use some xml editors like XML-spy

Week-6:

VISUAL BEANS:

Create a simple visual bean with a area filled with a color.

The shape of the area depends on the property shape. If it is set to true then the shape of the area is Square and it is Circle, if it is false.

The color of the area should be changed dynamically for every mouse click.

The color should also be changed if we change the color in the "property window ".

Week-7:

1) Install TOMCAT web server and APACHE.

While installation assign port number 4040 to TOMCAT and 8080 to APACHE. Make sure that these ports are available i.e., no other process is using this port.

2) Access the above developed static web pages for books web site, using these servers by putting the web pages developed in week-1 and week-2 in the document root.

Access the pages by using the urls : http://localhost:4040/rama/books.html (for tomcat)

http://localhost:8080/books.html (for Apache)

Week-8:

User Authentication :

Assume four users user1,user2,user3 and user4 having the passwords pwd1,pwd2,pwd3 and pwd4 respectively. Write a servelet for doing the following.

1. Create a Cookie and add these four user id's and passwords to this Cookie.
2. Read the user id and passwords entered in the Login form (week1) and authenticate with the values (user id and passwords) available in the cookies.

If he is a valid user(i.e., user-name and password match) you should welcome him by name(user-name) else you should display " You are not an authenticated user ".

Use init-parameters to do this. Store the user-names and passwords in the webinf.xml and access them in the servlet by using the getInitParameters() method.

Week-9:

Install a database(Mysql or Oracle).

Create a table which should contain at least the following fields: name, password, email-id, phone number(these should hold the data from the registration form).

Practice 'JDBC' connectivity.

Write a java program/servlet/JSP to connect to that database and extract data from the tables and display them. Experiment with various SQL queries.

Insert the details of the users who register with the web site, whenever a new user clicks the submit button in the registration page (week2).

Week-10:

Write a JSP which does the following job:

Insert the details of the 3 or 4 users who register with the web site (week9) by using registration form. Authenticate the user when he submits the login form using the user name and password from the database (similar to week8 instead of cookies).

Week-11:

Create tables in the database which contain the details of items (books in our case like Book name , Price, Quantity, Amount)) of each category. Modify your catalogue page (week 2)in such a way that you should connect to the database and extract data from the tables and display them in the catalogue page using JDBC.

Week-12:

HTTP is a stateless protocol. Session is required to maintain the state.

The user may add some items to cart from the catalog page. He can check the cart page for the selected items. He may visit the catalogue again and select some more items. Here our interest is the selected items should be added to the old cart rather than a new cart. Multiple users can do the same thing at a time(i.e., from different systems in the LAN using the ip-address instead of localhost). This can be achieved through the use of sessions. Every user will have his own session which will be created after his successful login to the website. When the user logs out his session should get invalidated (by using the method session.invalidate()).

Modify your catalogue and cart JSP pages to achieve the above mentioned functionality using sessions.

Compiler Design Lab

Objective :

- To provide an understanding of the language translation peculiarities by designing a complete translator for a mini language.

Recommended Systems/Software Requirements:

- Intel based desktop PC with minimum of 166 MHZ or faster processor with atleast 64 MB RAM and 100 MB free disk space
- C++ complier and JDK kit

Consider the following mini Language, a simple procedural high-level language, only operating on integer

data, with a syntax looking vaguely like a simple C crossed with Pascal. The syntax of the language is

defined by the following BNF grammar:

```
<program> ::= <block>
<block> ::= { <variabledefinition> <slist> }
| { <slist> }
<variabledefinition> ::= int <vardeflist> ;
<vardeflist> ::= <vardec> | <vardec> , <vardeflist>
<vardec> ::= <identifier> | <identifier> [ <constant> ]
<slist> ::= <statement> | <statement> ; <slist>
<statement> ::= <assignment> | <ifstatement> | <whilestatement>
| <block> | <printstatement> | <empty>
<assignment> ::= <identifier> = <expression>
| <identifier> [ <expression> ] = <expression>
<ifstatement> ::= if <bexpression> then <slist> else <slist> endif
| if <bexpression> then <slist> endif
<whilestatement> ::= while <bexpression> do <slist> enddo
<printstatement> ::= print ( <expression> )
<expression> ::= <expression> <addingop> <term> | <term> | <addingop>
<term>
<bexpression> ::= <expression> <relop> <expression>
<relop> ::= < | <= | == | >= | > | !=
<addingop> ::= + | -
<term> ::= <term> <multop> <factor> | <factor>
<multop> ::= * | /
<factor> ::= <constant> | <identifier> | <identifier> [ <expression>]
| ( <expression> )
```

<constant> ::= <digit> | <digit> <constant>
<identifier> ::= <identifier> <letterordigit> | <letter>
<letterordigit> ::= <letter> | <digit>
<letter> ::= a|b|c|d|e|f|g|h|i|j|k|l|m|n|o|p|q|r|s|t|u|v|w|x|y|z
<digit> ::= 0|1|2|3|4|5|6|7|8|9
<empty> has the obvious meaning

Comments (zero or more characters enclosed between the standard C/Java-style comment brackets /
.../) can be inserted. The language has rudimentary support for 1-dimensional arrays. The declaration int a[3] declares an array of three elements, referenced as a[0], a[1] and a[2]. Note also that you should worry about the scoping of names.

A simple program written in this language is:

```
{ int a[3],t1,t2;
t1=2;
a[0]=1; a[1]=2; a[t1]=3;
t2=-(a[2]+t1*6)/(a[2]-t1);

if t2>5 then
print(t2);
else {
int t3;
t3=99;
t2=-25;
print(-t1+t2*t3); /* this is a comment
on 2 lines */
} endif }
```

1. Design a Lexical analyzer for the above language. The lexical analyzer should ignore redundant spaces, tabs and newlines. It should also ignore comments. Although the syntax specification states that identifiers can be arbitrarily long, you may restrict the length to some reasonable value.
2. Implement the lexical analyzer using JLex, flex or lex or other lexical analyzer generating tools.
3. Design Predictive parser for the given language
4. Design LALR bottom up parser for the above language.
5. Convert the BNF rules into Yacc form and write code to generate abstract syntax tree.
6. Write program to generate machine code from the abstract syntax tree generated by the parser. The following instruction set may be considered as target code.

The following is a simple register-based machine, supporting a total of 17 instructions. It has three distinct internal storage areas. The first is the set of 8 registers, used by the individual instructions as detailed below, the second is an area used for the storage of variables and the third is an area used for the storage of program. The instructions can be preceded by a label. This consists of an integer in the range 1 to 9999 and the label is followed by a colon to separate it from the rest of the instruction. The numerical label can be used as the argument to a jump instruction, as detailed below.

In the description of the individual instructions below, instruction argument types are specified as follows :

R

specifies a register in the form R0, R1, R2, R3, R4, R5, R6 or R7 (or r0, r1, etc.).

L

specifies a numerical label (in the range 1 to 9999).

V

specifies a "variable location" (a variable number, or a variable location pointed to by a register - see
below).

A

specifies a constant value, a variable location, a register or a variable location pointed to by a register (an indirect address). Constant values are specified as an integer value, optionally preceded by a minus sign, preceded by a # symbol. An indirect address is specified by an @ followed by a register.

So, for example, an A-type argument could have the form 4 (variable number 4), #4 (the constant value 4), r4 (register 4) or @r4 (the contents of register 4 identifies the variable location to be accessed).

The instruction set is defined as follows:

LOAD A,R

loads the integer value specified by A into register R.

STORE R,V

stores the value in register R to variable V.

OUT R

outputs the value in register R.

NEG R

negates the value in register R.

ADD A,R

adds the value specified by A to register R, leaving the result in register R.

SUB A,R

subtracts the value specified by A from register R, leaving the result in register R.

MUL A,R

multiplies the value specified by A by register R, leaving the result in register R.

DIV A,R

divides register R by the value specified by A, leaving the result in register R.

JMP L

causes an unconditional jump to the instruction with the label L.

JEQ R,L

jumps to the instruction with the label L if the value in register R is zero.

JNE R,L

jumps to the instruction with the label L if the value in register R is not zero.

JGE R,L

jumps to the instruction with the label L if the value in register R is greater than or equal to zero.

JGT R,L

jumps to the instruction with the label L if the value in register R is greater than zero.

JLE R,L

jumps to the instruction with the label L if the value in register R is less than or equal to zero.

JLT R,L

jumps to the instruction with the label L if the value in register R is less than zero.

NOP

is an instruction with no effect. It can be tagged by a label.

STOP

stops execution of the machine. All programs should terminate by executing a STOP instruction.