

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD**B.TECH. COMPUTER SCIENCE AND ENGINEERING
III YEAR COURSE STRUCTURE & SYLLABUS (R16)****Applicable From 2016-17 Admitted Batch****III YEAR I SEMESTER**

S. No	Course Code	Course Title	L	T	P	Credits
1	CS501PC	Design and Analysis of Algorithms	4	0	0	4
2	CS502PC	Data Communication and Computer Networks	4	0	0	4
3	CS503PC	Software Engineering	4	0	0	4
4	SM504MS	Fundamentals of Management	3	0	0	3
5		Open Elective –I	3	0	0	3
6	CS505PC	Design and Analysis of Algorithms Lab	0	0	3	2
7	CS506PC	Computer Networks Lab	0	0	3	2
8	CS507PC	Software Engineering Lab	0	0	3	2
9	*MC500HS	Professional Ethics	3	0	0	0
		Total Credits	21	0	9	24

III YEAR II SEMESTER

S. No	Course Code	Course Title	L	T	P	Credits
1	CS601PC	Compiler Design	4	0	0	4
2	CS602PC	Web Technologies	4	0	0	4
3	CS603PC	Cryptography and Network Security	4	0	0	4
4		Open Elective-II	3	0	0	3
5		Professional Elective-I	3	0	0	3
6	CS604PC	Cryptography and Network Security Lab	0	0	3	2
7	CS605PC	Web Technologies Lab	0	0	3	2
8	EN606HS	Advanced English Communication Skills Lab	0	0	3	2
		Total Credits	18	0	9	24

During Summer Vacation between III and IV Years: Industry Oriented Mini Project

Professional Elective – I

CS611PE	Mobile Computing
CS612PE	Design Patterns
CS613PE	Artificial Intelligence
CS614PE	Information Security Management (Security Analyst - I)
CS615PE	Introduction to Analytics (Associate Analytics - I)

***Open Elective** subjects' syllabus is provided in a separate document.

***Open Elective** – Students should take Open Electives from the List of Open Electives Offered by Other Departments/Branches Only.

Ex: - A Student of Mechanical Engineering can take Open Electives from all other departments/branches except Open Electives offered by Mechanical Engineering Dept.

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DESIGN AND ANALYSIS OF ALGORITHMS

B.Tech. III Year I Sem.
Course Code: CS501PC

L	T	P	C
4	0	0	4

Course Objectives

- To analyze performance of algorithms.
- To choose the appropriate data structure and algorithm design method for a specified application.
- To understand how the choice of data structures and algorithm design methods impacts the performance of programs.
- To solve problems using algorithm design methods such as the greedy method, divide and conquer, dynamic programming, backtracking and branch and bound.
- To understand the differences between tractable and intractable problems.
- To introduce P and NP classes.

Course Outcomes:

- Ability to analyze the performance of algorithms.
- Ability to choose appropriate algorithm design techniques for solving problems.
- Ability to understand how the choice of data structures and the algorithm design methods impact the performance of programs.

UNIT - I

Introduction-Algorithm definition, Algorithm Specification, Performance Analysis-Space complexity, Time complexity, Randomized Algorithms.

Divide and conquer- General method, applications - Binary search, Merge sort, Quick sort, Strassen's Matrix Multiplication.

UNIT - II

Disjoint set operations, union and find algorithms, AND/OR graphs, Connected Components and Spanning trees, Bi-connected components **Backtracking**-General method, applications-The 8-queen problem, sum of subsets problem, graph coloring, Hamiltonian cycles.

UNIT - III

Greedy method- General method, applications- Knapsack problem, Job sequencing with deadlines, Minimum cost spanning trees, Single source shortest path problem.

UNIT - IV

Dynamic Programming- General Method, applications- Chained matrix multiplication, All pairs shortest path problem, Optimal binary search trees, 0/1 knapsack problem, Reliability design, Traveling sales person problem.

UNIT - V

Branch and Bound- General Method, applications-0/1 Knapsack problem, LC Branch and Bound solution, FIFO Branch and Bound solution, Traveling sales person problem.

NP-Hard and NP-Complete problems- Basic concepts, Non-deterministic algorithms, NP - Hard and NP- Complete classes, Cook's theorem.

TEXT BOOKS:

1. Fundamentals of Computer Algorithms, 2nd Edition, Ellis Horowitz, Sartaj Sahni and S. Rajasekharan, Universities Press.
2. Design and Analysis of Algorithms, P. H. Dave, H.B.Dave, 2nd edition, Pearson Education.

REFERENCE BOOKS

1. Algorithm Design: Foundations, Analysis and Internet examples, M. T. Goodrich and R. Tomassia, John Wiley and sons.
2. Design and Analysis of Algorithms, S. Sridhar, Oxford Univ. Press
3. Design and Analysis of algorithms, Aho, Ullman and Hopcroft, Pearson Education.
4. Foundations of Algorithms,, R. Neapolitan and K. Naimipour, 4th edition, Jones and Bartlett Student edition.
5. Introduction to Algorithms, 3rd Edition, T. H. Cormen, C. E. Leiserson, R. L. Rivest, and C. Stein, PHI

DATA COMMUNICATION AND COMPUTER NETWORKS

B.Tech. III Year I Sem.
Course Code: CS502PC

L	T	P	C
4	0	0	4

Course Objectives:

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

Course Outcomes:

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

UNIT – I

Data Communications: Components – Direction of Data flow – Networks – Components and Categories – Types of Connections – Topologies – Protocols and Standards – ISO / OSI model, Example Networks such as ATM, Frame Relay, ISDN Physical layer: Transmission modes, Multiplexing, Transmission Media, Switching, Circuit Switched Networks, Datagram Networks, Virtual Circuit Networks.

UNIT – II

Data link layer: Introduction, Framing, and Error – Detection and Correction – Parity – LRC – CRC Hamming code, Flow and Error Control, Noiseless Channels, Noisy Channels, HDLC, Point to Point Protocols. 111 Medium Access sub layer: ALOHA, CSMA/CD, LAN – Ethernet IEEE 802.3, IEEE 802.5 – IEEE 802.11, Random access, Controlled access, Channelization.

UNIT – III

Network layer: Logical Addressing, Internetworking, Tunneling, Address mapping, ICMP, IGMP, Forwarding, Uni-Cast Routing Protocols, Multicast Routing Protocols.

UNIT – IV

Transport Layer: Process to Process Delivery, UDP and TCP protocols, Data Traffic, Congestion, Congestion Control, QoS, Integrated Services, Differentiated Services, QoS in Switched Networks.

UNIT – V

Application Layer: Domain name space, DNS in internet, electronic mail, SMTP, FTP, WWW, HTTP, SNMP.

TEXT BOOKS:

1. Data Communications and Networking, Behrouz A. Forouzan , Fourth Edition TMH, 2006.
2. Computer Networks, Andrew S Tanenbaum, 4th Edition. Pearson Education, PHI.

REFERENCES:

1. Data communications and Computer Networks, P.C .Gupta, PHI.
2. An Engineering Approach to Computer Networks, S. Keshav, 2nd Edition, Pearson Education.
3. Understanding communications and Networks, 3rd Edition, W.A. Shay, Cengage Learning.
4. Computer Networking: A Top-Down Approach Featuring the Internet. James F. Kurose & Keith W. Ross, 3rd Edition, Pearson Education.
5. Data and Computer Communication, William Stallings, Sixth Edition, Pearson Education, 2000

SOFTWARE ENGINEERING

B.Tech. III Year I Sem.
Course Code: CS503PC

L	T	P	C
4	0	0	4

Course Objectives:

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

Course Outcomes:

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

UNIT- I

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

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

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

UNIT- II

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

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

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

UNIT- III

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

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

Modeling component-level design: Designing class-based components, conducting component-level design, object constraint language, designing conventional components.
Performing User interface design: Golden rules, User interface analysis, and design, interface analysis, interface design steps, Design evaluation.

UNIT- IV

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

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

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

UNIT- V

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

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

TEXT BOOKS:

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

REFERENCE BOOKS:

1. Software Engineering, A Precise Approach, Pankaj Jalote, Wiley India, 2010.
2. Software Engineering : A Primer, Waman S Jawadekar, Tata McGraw-Hill, 2008
3. Fundamentals of Software Engineering, Rajib Mall, PHI, 2005
4. Software Engineering, Principles and Practices, Deepak Jain, Oxford University Press.
5. Software Engineering1: Abstraction and modeling, Diner Bjerne, Springer International edition, 2006.
6. Software Engineering2: Specification of systems and languages, Diner Bjerne, Springer International edition 2006.
7. Software Engineering Foundations, Yingxu Wang, Auerbach Publications, 2008.
8. Software Engineering Principles and Practice, Hans Van Vliet, 3rd edition, John Wiley & Sons Ltd.
9. Software Engineering 3: Domains, Requirements, and Software Design, D. Bjerne, Springer International Edition.
10. Introduction to Software Engineering, R. J. Leach, CRC Press.

FUNDAMENTALS OF MANAGEMENT

B.Tech. III Year I Sem.
Course Code: SM504MS

L	T	P	C
3	0	0	3

Course Objective: To understand the Management Concepts, applications of Concepts in Practical aspects of business and development of Managerial Skills.

Course Outcome: The students understand the significance of Management in their Profession. The various Management Functions like Planning, Organizing, Staffing, Leading, Motivation and Control aspects are learnt in this course. The students can explore the Management Practices in their domain area.

UNIT - I

Introduction to Management: Definition, Nature and Scope, Functions, Managerial Roles, Levels of Management, Managerial Skills, Challenges of Management; Evolution of Management- Classical Approach- Scientific and Administrative Management; The Behavioral approach; The Quantitative approach; The Systems Approach; Contingency Approach, IT Approach.

UNIT - II

Planning and Decision Making: General Framework for Planning - Planning Process, Types of Plans, Management by Objectives; Development of Business Strategy. Decision making and Problem Solving - Programmed and Non Programmed Decisions, Steps in Problem Solving and Decision Making; Bounded Rationality and Influences on Decision Making; Group Problem Solving and Decision Making, Creativity and Innovation in Managerial Work.

UNIT - III

Organization and HRM: Principles of Organization: Organizational Design & Organizational Structures; Departmentalization, Delegation; Empowerment, Centralization, Decentralization, Recentralization; Organizational Culture; Organizational Climate and Organizational Change.

Human Resource Management & Business Strategy: Talent Management, Talent Management Models and Strategic Human Resource Planning; Recruitment and Selection; Training and Development; Performance Appraisal.

UNIT - IV

Leading and Motivation: Leadership, Power and Authority, Leadership Styles; Behavioral Leadership, Situational Leadership, Leadership Skills, Leader as Mentor and Coach, Leadership during adversity and Crisis; Handling Employee and Customer Complaints, Team Leadership.

Motivation - Types of Motivation; Relationship between Motivation, Performance and Engagement, Content Motivational Theories - Needs Hierarchy Theory, Two Factor Theory, Theory X and Theory Y.

UNIT - V

Controlling: Control, Types and Strategies for Control, Steps in Control Process, Budgetary and Non- Budgetary Controls. Characteristics of Effective Controls, Establishing control systems, Control frequency and Methods.

Text Books:

1. Management Fundamentals, Robert N Lussier, 5e, Cengage Learning, 2013.
2. Fundamentals of Management, Stephen P. Robbins, Pearson Education, 2009.

References:

1. Essentials of Management, Koontz Kleihrich, Tata McGraw Hill.
2. Management Essentials, Andrew DuBrin, 9e, Cengage Learning, 2012.

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DESIGN AND ANALYSIS OF ALGORITHMS LAB

B.Tech. III Year I Sem.
Course Code: CS505PC

L	T	P	C
0	0	3	2

Course Objectives:

- To write programs in java to solve problems using divide and conquer strategy.
- To write programs in java to solve problems using backtracking strategy.
- To write programs in java to solve problems using greedy and dynamic programming techniques.

Course Outcomes:

- Ability to write programs in java to solve problems using algorithm design techniques such as Divide and Conquer, Greedy, Dynamic programming, and Backtracking.

List of Experiments:

1. Write a java program to implement Quick sort algorithm for sorting a list of integers in ascending order
2. Write a java program to implement Merge sort algorithm for sorting a list of integers in ascending order.
3. i) Write a java program to implement the dfs algorithm for a graph.
4. ii) Write a java program to implement the bfs algorithm for a graph.
5. Write a java programs to implement backtracking algorithm for the N-queens problem.
6. Write a java program to implement the backtracking algorithm for the sum of subsets problem.
7. Write a java program to implement the backtracking algorithm for the Hamiltonian Circuits problem.
8. Write a java program to implement greedy algorithm for job sequencing with deadlines.
9. Write a java program to implement Dijkstra's algorithm for the Single source shortest path problem.
10. Write a java program that implements Prim's algorithm to generate minimum cost spanning tree.
11. Write a java program that implements Kruskal's algorithm to generate minimum cost spanning tree
12. Write a java program to implement Floyd's algorithm for the all pairs shortest path problem.
13. Write a java program to implement Dynamic Programming algorithm for the 0/1 Knapsack problem.
14. Write a java program to implement Dynamic Programming algorithm for the Optimal Binary Search Tree Problem.

REFERENCE BOOKS

1. Data structures, Algorithms and Applications in java, 2nd Edition, S. Sahani, Universities Press.
2. Data structures and Algorithms in java, 3rd edition, A. Drozdek, Cengage Learning.
3. Data structures with Java, J. R. Hubbard, 2nd edition, Schaum's Outlines, TMH.
4. Data structures and algorithms in Java, 2nd Edition, R. Lafore, Pearson Education.
5. Data Structures using Java, D. S. Malik and P.S. Nair, Cengage Learning.

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COMPUTER NETWORKS LAB

B.Tech. III Year I Sem.
Course Code: CS506PC

L	T	P	C
0	0	3	2

Course Objectives:

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

Course Outcomes:

- Ability to understand the encryption and decryption concepts in Linux environment
- Ability to apply appropriate algorithm for the finding of shortest route.
- Ability to configure the routing table

System/ Software Requirement

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

Computer Networks Lab:

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

SOFTWARE ENGINEERING LAB

B.Tech. III Year I Sem.
Course Code: CS507PC

L T P C
0 0 3 2

Course Objectives:

- To understand the software engineering methodologies involved in the phases for project development.
- To gain knowledge about open source tools used for implementing software engineering methods.
- To exercise developing product-startups implementing software engineering methods.
- Open source Tools: StarUML / UMLGraph / Topcased

Prepare the following documents and develop the software project startup, prototype model, using software engineering methodology for at least two real time scenarios or for the sample experiments.

- Problem Analysis and Project Planning -Thorough study of the problem – Identify Project scope, Objectives and Infrastructure.
- Software Requirement Analysis – Describe the individual Phases/modules of the project and Identify deliverables. Identify functional and non-functional requirements.
- Data Modeling – Use work products – data dictionary.
- Software Designing - Develop use case diagrams and activity diagrams, build and test class diagrams, sequence diagrams and add interface to class diagrams.
- Prototype model – Develop the prototype of the product.

The SRS and prototype model should be submitted for end semester examination.

List of Sample Experiments:

1. Course management system (CMS)

A course management system (CMS) is a collection of software tools providing an online environment for course interactions. A CMS typically includes a variety of online tools and environments, such as:

- An area for faculty posting of class materials such as course syllabus and handouts
- An area for student posting of papers and other assignments
- A grade book where faculty can record grades and each student can view his or her grades
- An integrated email tool allowing participants to send announcement email messages to the entire class or to a subset of the entire class
- A chat tool allowing synchronous communication among class participants

- A threaded discussion board allowing asynchronous communication among participants

In addition, a CMS is typically integrated with other databases in the university so that students enrolled in a particular course are automatically registered in the CMS as participants in that course.

The Course Management System (CMS) is a web application for department personnel, Academic Senate, and Registrar staff to view, enter, and manage course information formerly submitted via paper.

Departments can use CMS to create new course proposals, submit changes for existing courses, and track the progress of proposals as they move through the stages of online approval.

2. Easy Leave

This project is aimed at developing a web based Leave Management Tool, which is of importance to either an organization or a college.

The **Easy Leave** is an Intranet based application that can be accessed throughout the organization or a specified group/Dept. This system can be used to automate the workflow of leave applications and their approvals. The periodic crediting of leave is also automated. There are features like notifications, cancellation of leave, automatic approval of leave, report generators etc in this Tool.

Functional components of the project:

There are registered people in the system. Some are approvers. An approver can also be a requestor. In an organization, the hierarchy could be Engineers/Managers/Business Managers/Managing Director etc. In a college, it could be Lecturer/Professor/Head of the Department/Dean/Principal etc.

Following is a list of functionalities of the system: A person should be able to

- login to the system through the first page of the application
- change the password after logging into the system
- see his/her eligibility details (like how many days of leave he/she is eligible for etc)
- query the leave balance
- see his/her leave history since the time he/she joined the company/college
- apply for leave, specifying the from and to dates, reason for taking leave, address for communication while on leave and his/her superior's email id
- see his/her current leave applications and the leave applications that are submitted to him/her for approval or cancellation
- approve/reject the leave applications that are submitted to him/her
- withdraw his/her leave application (which has not been approved yet)
- Cancel his/her leave (which has been already approved). This will need to be approved by his/her Superior

- get help about the leave system on how to use the different features of the system
- As soon as a leave application /cancellation request /withdrawal /approval /rejection /password-change is made by the person, an automatic email should be sent to the person and his superior giving details about the action
- The number of days of leave (as per the assumed leave policy) should be automatically credited to everybody and a notification regarding the same be sent to them automatically
- An automatic leave-approval facility for leave applications which are older than 2 weeks should be there. Notification about the automatic leave approval should be sent to the person as well as his superior

3. E-Bidding

Auctions are among the latest economic institutions in place. They have been used since antiquity to sell a wide variety of goods, and their basic form has remained unchanged. In this dissertation, we explore the efficiency of common auctions when values are interdependent-the value to a particular bidder may depend on information available only to others-and asymmetric. In this setting, it is well known that sealed-bid auctions do not achieve efficient allocations in general since they do not allow the information held by different bidders to be shared.

Typically, in an auction, say of the kind used to sell art, the auctioneer sets a relatively low initial price. This price is then increased until only one bidder is willing to buy the object, and the exact manner in which this is done varies. In my model a bidder who drops out at some price can "reenter" at a higher price.

With the invention of E-commerce technologies over the Internet the opportunity to bid from the comfort of one's own home has seen a change like never seen before. Within the span of a few short years, what may have began as an experimental idea has grown to an immensely popular hobby, and in some cases, a means of livelihood, the Auction Patrol gathers tremendous response every day, all day. With the point and click of the mouse, one may bid on an item they may need or just want, and in moments they find that either they are the top bidder or someone else wants it more, and you're outbid! The excitement of an auction all from the comfort of home is a completely different experience.

Society cannot seem to escape the criminal element in the physical world, and so it is the same with Auction Patrols. This is one area where in a question can be raised as to how safe Auction Patrols.

Proposed system

To generate the quick reports

To make accuracy and efficient calculations

To provide proper information briefly

To provide data security

To provide huge maintenance of records
Flexibility of transactions can be completed in time

4. Electronic Cash counter

This project is mainly developed for the Account Division of a Banking sector to provide better interface of the entire banking transactions. This system is aimed to give a better outlook to the user interfaces and to implement all the banking transactions like:

- Supply of Account Information
- New Account Creations
- Deposits
- Withdraws
- Cheque book issues
- Stop payments
- Transfer of accounts
- Report Generations.

Proposed System:

The development of the new system contains the following activities, which try to automate the entire process keeping in view of the database integration approach.

- User friendliness is provided in the application with various controls.
- The system makes the overall project management much easier and flexible.
- Readily upload the latest updates, allows user to download the alerts by clicking the URL.
- There is no risk of data mismanagement at any level while the project development is under process.
- It provides high level of security with different level of authentication

PROFESSIONAL ETHICS

B.Tech. III Year I Sem.
Course Code: MC500HS

L	T	P	C
3	0	0	0

Course Objective: To enable the students to imbibe and internalize the Values and Ethical Behaviour in the personal and Professional lives.

Course Outcome: The students will understand the importance of Values and Ethics in their personal lives and professional careers. The students will learn the rights and responsibilities as an employee, team member and a global citizen.

UNIT - I

Introduction to Professional Ethics: Basic Concepts, Governing Ethics, Personal & Professional Ethics, Ethical Dilemmas, Life Skills, Emotional Intelligence, Thoughts of Ethics, Value Education, Dimensions of Ethics, Profession and professionalism, Professional Associations, Professional Risks, Professional Accountabilities, Professional Success, Ethics and Profession.

UNIT - II

Basic Theories: Basic Ethical Principles, Moral Developments, Deontology, Utilitarianism, Virtue Theory, Rights Theory, Casuist Theory, Moral Absolution, Moral Rationalism, Moral Pluralism, Ethical Egoism, Feminist Consequentialism, Moral Issues, Moral Dilemmas, Moral Autonomy.

UNIT - III

Professional Practices in Engineering: Professions and Norms of Professional Conduct, Norms of Professional Conduct vs. Profession; Responsibilities, Obligations and Moral Values in Professional Ethics, Professional codes of ethics, the limits of predictability and responsibilities of the engineering profession.

Central Responsibilities of Engineers - The Centrality of Responsibilities of Professional Ethics; lessons from 1979 American Airlines DC-10 Crash and Kansas City Hyatt Regency Walk away Collapse.

UNIT - IV

Work Place Rights & Responsibilities, Ethics in changing domains of Research, Engineers and Managers; Organizational Complaint Procedure, difference of Professional Judgment within the Nuclear Regulatory Commission (NRC), the Hanford Nuclear Reservation.

Ethics in changing domains of research - The US government wide definition of research misconduct, research misconduct distinguished from mistakes and errors, recent history of attention to research misconduct, the emerging emphasis on understanding and fostering responsible conduct, responsible authorship, reviewing & editing.

UNIT - V

Global issues in Professional Ethics: Introduction – Current Scenario, Technology Globalization of MNCs, International Trade, World Summits, Issues, Business Ethics and Corporate Governance, Sustainable Development Ecosystem, Energy Concerns, Ozone Deflection, Pollution, Ethics in Manufacturing and Marketing, Media Ethics; War Ethics; Bio Ethics, Intellectual Property Rights.

TEXT BOOKS:

1. Professional Ethics: R. Subramanian, Oxford University Press, 2015.
2. Ethics in Engineering Practice & Research, Caroline Whitbeck, 2e, Cambridge University Press 2015.

REFERENCES:

1. Engineering Ethics, Concepts Cases: Charles E Harris Jr., Michael S Pritchard, Michael J Rabins, 4e , Cengage learning, 2015.
2. Business Ethics concepts & Cases: Manuel G Velasquez, 6e, PHI, 2008.

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