JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY
HYDERABAD.

B. TECH. INFORMATION TECHNOLOGY

II YEAR   **II Semester**

COURSE STRUCTURE

Code	Subject	T	P	C
	Object Oriented Programming	4+1*	0	4
	Computer Organization	4+1 *	0	4
	Database Management systems	4+1 *	0	4
	Operating System	4+1 *	0	4
	Environmental Studies	4+1 *	0	4
	Software Engineering	4+1 *	0	4
	Object Oriented Programming Lab	0	3	2
	Database Management Systems Lab	0	3	2
	Total	**30**	**6**	**28**

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4+1*	0	4

OBJECT ORIENTED PROGRAMMING

UNIT I :
Object oriented thinking :- Need for oop paradigm, A way of viewing world – Agents, responsibility, messages, methods, classes and instances, class hierarchies (Inheritance), method binding, overriding and exceptions, summary of oop concepts, coping with complexity, abstraction mechanisms.

UNIT II :
Java Basics History of Java, Java buzzwords, datatypes, variables, scope and life time of variables, arrays, operators, expressions, control statements, type conversion and costing, simple java program, classes and objects – concepts of classes, objects, constructors, methods, access control, this keyword, garbage collection, overloading methods and constructors, parameter passing, recursion, string handling.

UNIT III :
Inheritance – Hierarchical abstractions, Base class object, subclass, subtype, substitutability, forms of inheritance- specialization, specification, construction, extension, limitation, combination, benefits of inheritance, costs of inheritance. Member access rules, super uses, using final with inheritance, polymorphism- method overriding, abstract classes.

UNIT IV :
Packages and Interfaces : Defining, Creating and Accessing a Package, Understanding CLASSPATH, importing packages, differences between classes and interfaces, defining an interface, implementing interface, applying interfaces, variables in interface and extending interfaces.
Exploring packages – Java.io, java.util.

UNIT V :
Exception handling and multithreading - Concepts of exception handling, benefits of exception handling, Termination or resumptive models, exception hierarchy, usage of try, catch, throw, throws and finally, built in exceptions, creating own exception sub classes. Differences between multi threading and multitasking, thread life cycle, creating threads, synchronizing threads, daemon threads, thread groups.

UNITVI :
Event Handling : Events, Event sources, Event classes, Event Listeners, Delegation event model, handling mouse and keyboard events, Adapter classes, inner classes.The AWT class hierarchy, user interface components- labels, button, canvas, scrollbars, text components, check box, check box groups, choices, lists panels – scrollpane, dialogs, menubar, graphics, layout manager – layout manager types – boarder, grid, flow, card and grib bag.

UNIT VII :
Applets – Concepts of Applets, differences between applets and applications, life cycle of an applet, types of applets, creating applets, passing parameters to applets.
Swing – Introduction, limitations of AWT, MVC architecture, components, containers, exploring swing-JApplet, JFrame and JComponent, Icons and Labels, text fields, buttons – The JButton class, Check boxes, Radio buttons, Combo boxes, Tabbed Panes, Scroll Panes, Trees, and Tables.

UNIT VIII :
Networking – Basics of network programming, addresses, ports, sockets, simple client server program, multiple clients, Java .net package
Packages – java.util,

TEXT BOOKS :

1. Java; the complete reference, 7th editon, Herbert schildt, TMH.
2. Understanding OOP with Java, updated edition, T. Budd, pearson eduction.

REFERENCES :

1. An Introduction to programming and OO design using Java, J.Nino and F.A. Hosch, John wiley & sons.
2. An Introduction to OOP, second edition, T. Budd, pearson education.
3. Introduction to Java programming 6th edition, Y. Daniel Liang, pearson education.
4. An introduction to Java programming and object oriented application development, R.A. Johnson-Thomson.
5. Core Java 2, Vol 1, Fundamentals, Cay.S.Horstmann and Gary Cornell, seventh Edition, Pearson Education.
6 .Core Java 2, Vol 2, Advanced Features, Cay.S.Horstmann and Gary Cornell, Seventh Edition, Pearson Education
7. Object Oriented Programming through Java, P. Radha Krishna, University Press.

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COMPUTER ORGANIZATION

UNIT I :
BASIC STRUCTURE OF COMPUTERS : Computer Types, Functional unit, Basic OPERATIONAL concepts, Bus structures, Software, Performance, multiprocessors and multi computers. Data Representation. Fixed Point Representation. Floating – Point Representation. Error Detection codes.

UNIT II :
REGISTER TRANSFER LANGUAGE AND MICROOPERATIONS : Register Transfer language.Register Transfer Bus and memory transfers, Arithmetic Mircrooperatiaons, logic micro operations, shift micro operations, Arithmetic logic shift unit. Instruction codes. Computer Registers Computer instructions
– Instruction cycle.
Memory – Reference Instructions. Input – Output and Interrupt. STACK organization. Instruction formats. Addressing modes. DATA Transfer and manipulation. Program control. Reduced Instruction set computer.

UNIT III :
MICRO PROGRAMMED CONTROL : Control memory, Address sequencing, microprogram example, design of control unit Hard wired control. Microprogrammed control

UNIT IV :
COMPUTER ARITHMETIC : Addition and subtraction, multiplication Algorithms, Division Algorithms, Floating – point Arithmetic operations. Decimal Arithmetic unit Decimal Arithmetic operations.

UNIT V :
THE MEMORY SYSTEM : Basic concepts semiconductor RAM memories. Read-only memories Cache memories performance considerations, Virtual memories secondary storage. Introduction to RAID.

UNIT-VI
INPUT-OUTPUT ORGANIZATION : Peripheral Devices, Input-Output Interface, Asynchronous data transfer Modes of Transfer, Priority Interrupt Direct memory Access, Input –Output Processor (IOP) Serial communication; Introduction to peripheral component, Interconnect (PCI) bus. Introduction to
standard serial communication protocols like RS232, USB, IEEE1394.

UNIT VII :
PIPELINE AND VECTOR PROCESSING : Parallel Processing, Pipelining, Arithmetic Pipeline, Instruction Pipeline, RISC Pipeline Vector Processing, Array Processors.

UNIT VIII :
MULTI PROCESSORS : Characteristics or Multiprocessors, Interconnection Structures, Interprocessor Arbitration. InterProcessor Communication and Synchronization Cache Coherance. Shared Memory Multiprocessors.

TEXT BOOKS :
1. Computer Organization – Carl Hamacher, Zvonks Vranesic, SafeaZaky, Vth Edition, McGraw Hill.
2. Computer Systems Architecture – M.Moris Mano, IIIrd Edition, Pearson/PHI

REFERENCES :
1. Computer Organization and Architecture – William Stallings Sixth Edition, Pearson/PHI
2. Structured Computer Organization – Andrew S. Tanenbaum, 4th Edition PHI/Pearson
3. Fundamentals or Computer Organization and Design, - Sivaraama Dandamudi Springer Int. Edition.
4. Computer Architecture a quantitative approach, John L. Hennessy and David A. Patterson, Fourth Edition Elsevier
5.Computer Architecture: Fundamentals and principles of Computer Design, Joseph D. Dumas II, BS Publication.

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DATABASE MANAGEMENT SYSTEMS

UNIT I :
Data base System Applications, data base System VS file System – View of Data – Data Abstraction – Instances and Schemas – data Models – the ER Model – Relational Model – Other Models – Database Languages – DDL – DML – database Access for applications Programs – data base Users and Administrator – Transaction Management – data base System Structure – Storage Manager – the Query Processor

UNIT II :
History of Data base Systems. Data base design and ER diagrams – Beyond ER Design Entities, Attributes and Entity sets – Relationships and Relationship sets – Additional features of ER Model – Concept Design with the ER Model – Conceptual Design for Large enterprises.

UNIT III :
Introduction to the Relational Model – Integrity Constraint Over relations – Enforcing Integrity constraints – Querying relational data – Logical data base Design – Introduction to Views – Destroying /altering Tables and Views.
Relational Algebra – Selection and projection set operations – renaming – Joins – Division – Examples of Algebra overviews – Relational calculus – Tuple relational Calculus – Domain relational calculus – Expressive Power of Algebra and calculus.

UNIT IV :
Form of Basic SQL Query – Examples of Basic SQL Queries – Introduction to Nested Queries – Correlated Nested Queries Set – Comparison Operators – Aggregative Operators – NULL values – Comparison using Null values – Logical connectivity's – AND, OR and NOT – Impact on SQL Constructs – Outer Joins – Disallowing NULL values – Complex Integrity Constraints in SQL Triggers and Active Data bases.

UNIT V :
Schema refinement – Problems Caused by redundancy – Decompositions – Problem related to decomposition – reasoning about FDS – FIRST, SECOND, THIRD Normal forms – BCNF – Lossless join Decomposition – Dependency preserving Decomposition – Schema refinement in Data base Design – Multi valued Dependencies – FORTH Normal Form.

UNIT VI :
Transaction Concept- Transaction State- Implementation of Atomicity and Durability – Concurrent – Executions – Serializability- Recoverability – Implementation of Isolation – Testing for serializability- Lock – Based Protocols – Timestamp Based Protocols- Validation- Based Protocols – Multiple Granularity.

UNIT VII :
Recovery and Atomicity – Log – Based Recovery – Recovery with Concurrent Transactions – Buffer Management – Failure with loss of nonvolatile storage-Advance Recovery systems- Remote Backup systems.

UNIT VIII :
Data on External Storage – File Organization and Indexing – Cluster Indexes, Primary and Secondary Indexes – Index data Structures – Hash Based Indexing – Tree base Indexing – Comparison of File Organizations – Indexes and Performance Tuning- Intuitions for tree Indexes – Indexed Sequential Access Methods (ISAM) – B+ Trees: A Dynamic Index Structure.

TEXT BOOKS :
1. Data base Management Systems, Raghurama Krishnan, Johannes Gehrke, TATA McGrawHill 3rd Edition
2. Data base System Concepts, Silberschatz, Korth, McGraw hill, V edition.

REFERENCES :
1. Data base Systems design, Implementation, and Management, Peter Rob & Carlos Coronel 7th Edition.
2. Fundamentals of Database Systems, Elmasri Navrate Pearson Education
3. Introduction to Database Systems, C.J.Date Pearson Education

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OPERATING SYSTEMS

UNIT I :
Computer System and Operating System Overview: Overview of computer operating systems operating systems functions protection and security distributed systems special purpose systems operating systems structures and systems calls operating systems generation

UNIT II :
Process Management – Process concepts threads, scheduling-criteria algorithms, their evaluation,
Thread scheduling, case studies UNIX, Linux, Windows

UNIT III :
Concurrency : Process synchronization, the critical- section problem, Peterson's Solution, synchronization Hardware, semaphores, classic problems of synchronization, monitors, Synchronization examples, atomic transactions. Case studies UNIX, Linux, Windows

UNIT IV :
Memory Management : Swapping, contiguous memory allocation, paging, structure of the page table , segmentation, virtual memory, demand paging, page-Replacement, algorithms, case studies   UNIX, Linux, Windows

UNIT V :
Principles of deadlock – system model, deadlock characterization, deadlock prevention, detection and avoidance, recovery form deadlock,
I/O systems, Hardware, application interface, kernel I/O subsystem, Transforming I/O requests Hardware operation, STREAMS, performance.

UNIT VI :
File system Interface- the concept of a file, Access Methods, Directory structure, File system mounting, file sharing, protection.
File System implementation- File system structure, file system implementation, directory implementation, directory implementation, allocation methods, free-space management, efficiency and performance, case studies. UNIX, Linux, Windows

UNIT VII :
Mass-storage structure overview of Mass-storage structure, Disk structure, disk attachment disk scheduling, swap-space management, RAID structure, stable-storage implementation, Tertiary storage structure.

UNIT VIII :
Protection : Protection, Goals of Protection, Principles of Protection, Domain of protection Access Matrix, Implementation of Access Matrix, Access control, Revocation of Access Rights, Capability- Based systems, Language – Based Protection,
Security- The Security problem, program threats, system and network threats cryptography as a security tool, user authentication, implementing security defenses, firewalling to protect systems and networks, computer –security classifications, case studies UNIX, Linux, Windows

TEXT BOOKS :
1. Operating System Concepts- Abraham Silberchatz, Peter B. Galvin, Greg Gagne 7th Edition, John Wiley.
2. Operating systems- A Concept based Approach-D.M.Dhamdhere, 2nd Edition, TMH

REFERENCES :
1. Operating Systems' – Internal and Design Principles Stallings, Fifth
   Edition–2005, Pearson education/PHI
2. Operating System A Design Approach-Crowley, TMH.
3. Modern Operating Systems, Andrew S Tanenbaum 2nd edition   Pearson/PHI.

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ENVIRONMENTAL STUDIES

UNIT I :
Multidisciplinary nature of Environmental Studies: Definition, Scope and Importance – Need for Public Awareness.

UNIT II :
Natural Resources : Renewable and non-renewable resources – Natural resources and associated problems – Forest resources – Use and over – exploitation, deforestation, case studies – Timber extraction – Mining, dams and other effects on forest and tribal people – Water resources – Use and over utilization of surface and ground water – Floods, drought, conflicts over water, dams – benefits and problems - Mineral resources: Use and exploitation, environmental effects of extracting and using mineral resources,
case studies. - Food resources: World food problems, changes caused by agriculture and overgrazing, effects of modern agriculture, fertilizer-pesticide problems, water logging, salinity, case studies. – Energy resources: Growing energy needs, renewable and non-renewable energy sources use of alternate energy sources. Case studies. Land resources: Land as a resource, land degradation, man induced landslides, soil erosion and desertification. Role of an individual in conservation of natural resources. Equitable use of resources for sustainable lifestyles.

UNIT III :
Ecosystems : Concept of an ecosystem. - Structure and function of an ecosystem. - Producers, consumers and decomposers. - Energy flow in the ecosystem - Ecological succession. - Food chains, food webs and ecological pyramids. - Introduction, types, characteristic features, structure and function of the following ecosystem:
a. Forest ecosystem
b. Grassland ecosystem
c. Desert ecosystem
d. Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries)

UNIT IV :
Biodiversity and its conservation : Introduction - Definition: genetic, species and ecosystem diversity. - Bio-geographical classification of India - Value of biodiversity: consumptive use, productive use, social, ethical, aesthetic and option values - . Biodiversity at global, National and local levels. - . India as a megadiversity nation - Hot-sports of biodiversity - Threats to biodiversity: habitat loss, poaching of wildlife, manwildlife conflicts. - Endangered and endemic species of India - Conservation of biodiversity: In-situ and Exsitu conservation of biodiversity.

UNIT V :
Environmental Pollution : Definition, Cause, effects and control measures of a. Air pollution
b. Water pollution
c. Soil pollution
d. Marine pollution
e. Noise pollution
f. Thermal pollution
g. Nuclear hazards
Solid waste Management : Causes, effects and control measures of urban and industrial wastes. – Role of an individual in prevention of pollution. - Pollution case studies. - Disaster management: floods, earthquake, cyclone and landslides.

UNIT VI :
Social Issues and the Environment : From Unsustainable to Sustainable development -Urban problems related to energy -Water conservation, rain water harvesting, watershed management -Resettlement and rehabilitation of people; its problems and concerns. Case Studies -Environmental ethics: Issues and possible solutions. -Climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust. Case Studies. -Wasteland reclamation. -Consumerism and waste products. -Environment
Protection Act. -Air (Prevention and Control of Pollution) Act. -Water (Prevention and control of Pollution) Act -Wildlife Protection Act -Forest Conservation Act -Issues involved in enforcement of environmental
legislation. -Public awareness.

UNIT VII :
Human Population and the Environment : Population growth, variation among nations. Population explosion - Family Welfare Programme. -Environment and human health. -Human Rights. -Value Education. -HIV/AIDS. -Women and Child Welfare. -Role of information Technology in Environment and human health. -Case Studies.

UNIT VIII :
Field work : Visit to a local area to document environmental assets River /forest grassland/hill/mountain - Visit to a local polluted site - Urban/Rural/industrial/ Agricultural Study of common plants, insects, birds. - Study of simple ecosystems-pond, river, hill slopes, etc.

TEXT BOOK:
1. Textbook of Environmental Studies for Undergraduate Courses by Erach Bharucha for University Grants Commission.
2. Environmental Studies by R. Rajagopalan, Oxford University Press.

REFERENCE:

1 Textbook of Environmental Sciences and Technology by M. Anji Reddy, BS Publication.

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SOFTWARE ENGINEERING

UNIT I :
Introduction to Software Engineering : The evolving role of software, Changing Nature of Software, Software myths.
A Generic view of process : Software engineering- A layered technology, a process framework, The Capability Maturity Model Integration (CMMI), Process patterns, process assessment, personal and team process models.

UNIT II :
Process models : The waterfall model, Incremental process models, Evolutionary process models, The Unified process.
Software Requirements : Functional and non-functional requirements, User requirements, System requirements, Interface specification, the software requirements document.

UNIT III :
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 IV :
Design Engineering : Design process and Design quality, Design concepts, the design model.
Creating an architectural design : Software architecture, Data design, Architectural styles and patterns, Architectural Design.

UNIT V :
Object-Oriented Design : Objects and object classes, An Object-Oriented design process, Design evolution.
Performing User interface design : Golden rules, User interface analysis and design, interface analysis, interface design steps, Design evaluation.

UNIT VI :
Testing Strategies : A strategic approach to software testing, test strategies for conventional software, Black-Box and White-Box testing, Validation testing, System testing, the art of Debugging.
Product metrics : Software Quality, Metrics for Analysis Model, Metrics for Design Model, Metrics for source code, Metrics for testing, Metrics for maintenance.

UNIT VII :
Metrics for Process and Products : Software Measurement, Metrics for software quality.
Risk management : Reactive vs. Proactive Risk strategies, software risks, Risk identification, Risk projection, Risk refinement, RMMM, RMMM Plan.

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

TEXT BOOKS :
1. Software Engineering, A practitioner's Approach- Roger S. Pressman, 6th edition.McGrawHill International Edition.
2. Software Engineering- Sommerville, 7th edition, Pearson education.

REFERENCES :
1. Software Engineering- K.K. Agarwal & Yogesh Singh, New Age International Publishers
2. Software Engineering, an Engineering approach- James F. Peters, Witold Pedrycz, John Wiely.
3. Systems Analysis and Design- Shely Cashman Rosenblatt,Thomson Publications.
4. Software Engineering principles and practice- Waman S Jawadekar, The McGraw-Hill Companies.

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OBJECT ORIENTED PROGRAMMING LAB

Objectives:
- To make the student learn a object oriented way of solving problems.
- To teach the student to write programs in Java to solve the problems

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
- JDK Kit. Recommended

Week1 :
a) Write a Java program that prints all real solutions to the quadratic equation $ax^2 + bx + c = 0$. Read in a, b, c and use the quadratic formula. If the discriminant $b^2 - 4ac$ is negative, display a message stating that there are no real solutions.
b) The Fibonacci sequence is defined by the following rule:
   The fist two values in the sequence are 1 and 1. Every subsequent value is the sum of the two values preceding it. Write a Java program that uses both recursive and non recursive functions to print the nth value in the Fibonacci sequence.

Week 2 :
a) Write a Java program that prompts the user for an integer and then prints out all prime numbers up to that integer.
b) Write a Java program to multiply two given matrices.
c) Write a Java Program that reads a line of integers, and then displays each integer, and the sum of all the integers (Use StringTokenizer class of java.util)

Week 3 :
a) Write a Java program that checks whether a given string is a palindrome or not. Ex: MADAM is a palindrome.
b) Write a Java program for sorting a given list of names in ascending order.
c) Write a Java program to make frequency count of words in a given text.

Week 4 :
a) Write a Java program that reads a file name from the user, then displays information about whether the file exists, whether the file is readable, whether the file is writable, the type of file and the length of the file in bytes.
b) Write a Java program that reads a file and displays the file on the screen, with a line number before each line.
c) Write a Java program that displays the number of characters, lines and words in a text file.

Week 5 :
a) Write a Java program that:
        i) Implements stack ADT.
        ii) Converts infix expression into Postfix form
        iii) Evaluates the postfix expression
Week 6 :
 a) Develop an applet that displays a simple message.
 b) Develop an applet that receives an integer in one text field, and computes its factorial Value and returns it in another text field, when the button named "Compute" is clicked.

Week 7 :
Write a Java program that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the +, -,*, % operations. Add a text field to display the result.

Week 8 :
a) Write a Java program for handling mouse events.

Week 9 :
a) Write a Java program that creates three threads. First thread displays "Good Morning" every one second, the second thread displays "Hello" every two seconds and the third thread displays "Welcome" every three seconds.
b) Write a Java program that correctly implements producer consumer problem using the concept of inter thread communication.

Week 10 :
Write a program that creates a user interface to perform integer divisions. The user enters two numbers in the textfields, Num1 and Num2. The division of Num1 and Num2 is displayed in the Result field when the Divide button is clicked. If Num1 or Num2 were not an integer, the program would throw a NumberFormatException. If Num2 were Zero, the program would throw an ArithmeticException Display the exception in a message dialog box.

Week 11 :
Write a Java program that implements a simple client/server application. The client sends data to a server. The server receives the data, uses it to produce a result, and then sends the result back to the client. The client displays the result on the console. For ex: The data sent from the client is the radius of a circle, and the result produced by the server is the area of the circle. (Use java.net)

Week 12 :
a) Write a java program that simulates a traffic light. The program lets the user select one of three lights: red, yellow, or green. When a radio button is selected, the light is turned on, and only one light can be on at a time No light is on when the program starts.
b) Write a Java program that allows the user to draw lines, rectangles and ovals.

Week 13 :
a) Write a java program to create an abstract class named Shape that contains an empty method named numberOfSides ( ).Provide three classes named Trapezoid, Triangle and Hexagon such that each one of the classes extends the class Shape. Each one of the classes contains only the method numberOfSides ( ) that shows the number of sides in the given geometrical figures.
b) Suppose that a table named Table.txt is stored in a text file. The first line in the file is the header, and the remaining lines correspond to rows in the table. The elements are seperated by commas. Write a java program to display the table using JTable component.

TEXT BOOKS :
1.   Java How to Program, Sixth Edition, H.M.Dietel and P.J.Dietel, Pearson
     Education/PHI
2.   Introduction to Java programming, Sixth edition, Y.Daniel Liang, Pearson Education
3.   Big Java, 2nd edition, Cay Horstmann, Wiley Student Edition, Wiley India Private Limited.

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DATABASE MANAGEMENT SYSTEMS LAB

Objectives:

- To teach the student database design and query and PL/SQL.

Recommended Systems/Software Requirements:

- Intel based desktop PC
- Mysql /Oracle latest version Recommended

1) Creation, altering and droping of tables and inserting rows into a table (use constraints while creating tables) examples using SELECT command.
2) Queries (along with sub Queries) using ANY, ALL, IN, EXISTS, NOTEXISTS, UNION, INTERSET, Constraints.
   Example:- Select the roll number and name of the student who secured fourth rank in the class.
3) Queries using Aggregate functions (COUNT, SUM, AVG, MAX and MIN), GROUP BY, HAVING and Creation and dropping of Views.
4) Queries using Conversion functions (to_char, to_number and to_date), string functions (Concatenation, lpad, rpad, ltrim, rtrim, lower, upper, initcap, length, substr and instr), date functions (Sysdate, next_day, add_months, last_day, months_between, least, greatest, trunc, round, to_char, to_date)
5) i)Creation of simple PL/SQL program which includes declaration section, executable section and exception –Handling section (Ex. Student marks can be selected from the table and printed for those who secured first class and an exception can be raised if no records were found)
   ii)Insert data into student table and use COMMIT, ROLLBACK and SAVEPOINT in PL/SQL block.
6) Develop a program that includes the features NESTED IF, CASE and CASE expression. The program can be extended using the NULLIF and COALESCE functions.
7) Program development using WHILE LOOPS, numeric FOR LOOPS, nested loops using ERROR Handling, BUILT –IN Exceptions, USE defined Exceptions, RAISE- APPLICATION ERROR.
8) Programs development using creation of procedures, passing parameters IN and OUT of PROCEDURES.
9) Program development using creation of stored functions, invoke functions in SQL Statements and write complex functions.
10) Program development using creation of package specification, package bodies, private objects, package variables and cursors and calling stored packages.
11) Develop programs using features parameters in a CURSOR, FOR UPDATE CURSOR, WHERE CURRENT of clause and CURSOR variables.
12) Develop Programs using BEFORE and AFTER Triggers, Row and Statement Triggers and INSTEAD OF Triggers

TEXT BOOKS :

1)ORACLE   PL/SQL by example. Benjamin Rosenzweig, Elena Silvestrova, Pearson
  Education 3rd Edition
2)ORACLE DATA BASE LOG PL/SQL Programming SCOTT URMAN, Tata Mc-
  Graw Hill.
3)SQL & PL/SQL for Oracle 10g, Black Book, Dr.P.S. Deshpande.