NOIDA INSTITUTE OF ENGINEERING & TECHNOLOGY, GREATER NOIDA, GAUTAM BUDDH NAGAR (AN AUTONOMOUS INSTITUTE)



Affiliated to

DR. A.P.J. ABDUL KALAM TECHNICAL UNIVERSITY, LUCKNOW



Evaluation Scheme & Syllabus

For

Bachelor of Technology

Mechanical Engineering

First Year

(Effective from the Session: 2025-26)

NOIDA INSTITUTE OF ENGINEERING & TECHNOLOGY, GREATER NOIDA, GAUTAM BUDDH NAGAR (AN AUTONOMOUS INSTITUTE)

Bachelor of Technology Mechanical Engineering <u>Evaluation Scheme</u>

SEMESTER-I

Sl.	Subject	Subject	Types of	P	eriod	ls	E	valua	tion Schem	es		End ester	Total	Credit
No.	code	Subject	Subjects	L	T	P	CT	TA	TOTAL	PS	TE	PE	Total	Credit
1	CAS0103	Calculus and Linear Algebra	Mandatory	3	1	0	30	20	50		100		150	4
2	CAS0101A	Engineering Physics	Mandatory	3	0	0	30	20	50		100		150	3
3	CME0102	Emerging Trends in Mechanical Engineering	Mandatory	3	0	0	30	20	50		100		150	3
4	CASCC0101	Design Thinking-I	Mandatory	2	0	0	60	40	100				100	2
5	CAS0151A	Engineering Physics Lab	Mandatory	0	0	2				25		25	50	1
6	CCSE0151	C Programming	Mandatory	0	0	4				50		50	100	2
7	CCSE0152	Web Designing	Mandatory	0	0	2				25		25	50	1
8	CME0153	Digital Manufacturing Lab	Mandatory	0	0	2				25		25	50	1
9	CASL0151	Acquiring Business Communication (ABC) Lab	Mandatory	0	0	4				50		50	100	2
10	CNC0103/ CNC0102	Essence of Indian Traditional Knowledge / Constitution of India, Law and Engineering	Compulsory Audit	2	0	0	30	20	50				50	NA
11		*Massive Open Online Courses (For B.Tech. Hons. Degree)	*MOOCs											
		TOTAL		13	1	14			250	175	300	175	900	19

*List of	*List of MOOCs Based Recommended Courses for First Year (Semester-I)										
S. No.	Subject Code	Course Name	University / Industry Partner Name	No of Hours	Credits						
1	CMC0011	Factory Automation: Shaping the Future of Manufacturing	Infosys Wingspan (Infosys Springboard)	8h 28m	0.5						
2	CMC0001	Next Gen Technologies	Infosys Wingspan (Infosys Springboard)	10h 14m	0.5						

PLEASE NOTE: -

- A 3-4 weeks Internship shall be conducted during summer break after semester-III and will be assessed during semester-III
- Compulsory Audit (CA) Courses (Non-Credit CNC0103/0102)
 - > All Compulsory Audit Courses (a qualifying exam) do not require any credit.
 - > The total and obtained marks are not added in the grand total.

Abbreviation Used:

L: Lecture, T: Tutorial, P: Practical, CT: Class Test, TA: Teacher Assessment, PS: Practical Sessional, TE: Theory End Semester Exam., CE: Core Elective, OE: Open Elective, DE: Departmental Elective, PE: Practical End Semester Exam, CA: Compulsory Audit, MOOCs: Massive Open Online Courses.

NOIDA INSTITUTE OF ENGINEERING & TECHNOLOGY, GREATER NOIDA, GAUTAM BUDDH NAGAR (AN AUTONOMOUS INSTITUTE)

Bachelor of Technology Mechanical Engineering <u>Evaluation Scheme</u>

SEMESTER-II

Sl.	Subject	Subject	Types of	P	eriod	ls]	Evaluat	tion Scheme	es		nd ester	Total	Credit
No.	code	J.	Subjects	L	T	P	CT	TA	TOTAL	PS	TE	PE		
1	CAS0203C	Differential Equations and Numerical Techniques	Mandatory	3	1	0	30	20	50		100		150	4
2	CEC0201	Digital Electronics and IoT Systems	Mandatory	3	0	0	30	20	50		100		150	3
3	CME0201	Automotive Engineering	Mandatory	2	0	0	30	20	50		50		100	2
4	CCSAI0201	Fundamentals of Artificial Intelligence	Mandatory	2	0	0	30	20	50		50		100	2
5		Foreign Language	Core Elective	2	0	0	60	40	100				100	2
6	CEC0251	Digital Electronics and IoT Systems Lab	Mandatory	0	0	2				25		25	50	1
7	CME0251	Computer aided Engineering Drawing	Mandatory	0	0	4				50		50	100	2
8	CCSE0252	Problem Solving using Python	Mandatory	0	0	6				50		100	150	3
9	CASL0251	Communication for Career Enhancement	Mandatory	0	0	4				50		50	100	2
10	CMB0201	Innovation and Entrepreneurship	Mandatory	2	0	0	60	40	100				100	2
11	CNC0202/ CNC0203	Constitution of India, Law and Engineering/ Essence of Indian Traditional Knowledge	Compulsory Audit	2	0	0	30	20	50				50	NA
		*Massive Open Online Courses (For B.Tech. Hons. Degree)	*MOOCs											
		TOTAL		16	1	16			400	175	300	225	1100	23

Foreign Language:

S. No.	Subject Code	Course Name	Types of Subjects
1.	CASL0202	French	Core Elective
2.	CASL0203	German	Core Elective
3.	CASL0204	Japanese	Core Elective

*List of Mo	OOCs Based Recomn	nended Courses for First Year (Seme	ester-II)	
S No	Subject Code	Course Nome	University / Industry Portner Name	

S. No.	Subject Code	Course Name	University / Industry Partner Name	No of Hours	Credits
1	CMC0013	Production Management Course	Infosys Wingspan (Infosys Springboard)	8h 19m	0.5
2	CMC0012	Start a Business: Design Thinking & Entrepreneurship	Infosys Wingspan (Infosys Springboard)	7h 15m	0.5

PLEASE NOTE: -

- Compulsory Audit (CA) Courses (Non-Credit CNC0202/CNC0203)
 - ➤ All Compulsory Audit Courses (a qualifying exam) do not require any credit.
 - > The total and obtained marks are not added in the grand total.

Abbreviation Used:

L: Lecture, T: Tutorial, P: Practical, CT: Class Test, TA: Teacher Assessment, PS: Practical Sessional, TE: Theory End Semester Exam., CE: Core Elective, OE: Open Elective, DE: Departmental Elective, PE: Practical End Semester Exam, CA: Compulsory Audit, MOOCs: Massive Open Online Courses.

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A student will be eligible to get Under Graduate degree with Honours only, if he/she completes the additional MOOCs courses such as Coursera certifications, or any other online courses recommended by the Institute (Equivalent to 20 credits). During Complete B.Tech. Program Guidelines for credit calculations are as follows.

- 1. For 6 to 12 Hours =0.5 Credit
- 2. For 13 to 18 = 1 Credit
- 3. For 19 to 24 = 1.5 Credit
- 4. For 25 to 30 = 2 Credit
- 5. For 31 to 35 = 2.5 Credit
- 6. For 36 to 41 = 3 Credit
- 7. For 42 to 47 = 3.5 Credit
- 8. For 48 and above =4 Credit

For registration to MOOCs Courses, the students shall follow Coursera registration details as per the assigned login and password by the Institute these courses may be cleared during the B. Tech degree program (as per the list provided). After successful completion of these MOOCs courses, the students shall provide their successful completion status/certificates to the Controller of Examination (COE) of the Institute through their coordinators/Mentors only.

The students shall be awarded Honours Degree as per following criterion.

- i. If he / she secures 7.50 as above CGPA.
- ii. Passed each subject of that degree program in the single attempt without any grace.
- iii. Successful completion of MOOCs based 20 credit



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Course Code: CAS0103	Course Name: Calculus and Linear Algebra	L	T	P	С
Course Offered in: B.Tech	- First Semester	3	1	0	4
ME					

Pre-requisite: Knowledge of Mathematics up to 12th standard

Course Objectives: The objective of this course is to familiarize the graduate engineers with techniques in linear algebra, differential calculus-I, differential calculus-II and multivariable calculus. It aims to equip the students with standard concepts and tools from intermediate to advanced level that will enable them to tackle more advanced level of mathematics and applications that they would find useful in their disciplines.

Cours	e Outcome: After completion of the course, the student will be able to	Bloom's Knowledge Level
		(KL)
CO1	Apply the concept of matrices to solve linear simultaneous equations	K3
CO2	Apply the concept of successive differentiation and partial differentiation to solve problems of Leibnitz theorems and total derivatives.	К3
CO3	Apply partial differentiation for evaluating maxima, minima, Taylor's series and Jacobians.	K3
CO4	Apply the concept of multiple integral to find area, volume, centre of mass and centre of gravity.	K3
CO5	Apply the concept of vector calculus to evaluate line, surface and volume integrals.	K3

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	3	2	1	1	3	2	-	-	-	1	2		
CO2	3	3	2	3	3	-	-	-	-	1	3		
CO3	3	2	3	3	3	2	-	-	-	1	3		
CO4	3	2	3	3	2	2	-	-	-	1	2		
CO5	3	2	3	2	3	1	-	-	-	1	1		

Course Contents / Syllabus

Module 1 Matrices 10 hours

Types of Matrices: Symmetric, Skew-symmetric and Orthogonal Matrices; Complex Matrices, Inverse and Rank of matrix using elementary transformations, System of linear equations, Characteristic equation, Cayley-Hamilton Theorem and its application, Eigen values and eigenvectors; Diagonalisation of a Matrix.

Module 2 Differential Calculus -I 9 hour

Successive Differentiation (nth order derivatives), Leibnitz theorem and its application, Asymptotes, Curve tracing: Cartesian and Polar co-ordinates. Partial derivatives, Total derivative, Euler's Theorem for homogeneous functions.

Module 3 Differential Calculus -II 9 hours

Taylor and Maclaurin's theorems for a function of one and two variables, Jacobians, Approximation of errors. Maxima and Minima of functions of several variables, Lagrange Method of Multipliers.

Module 4 Multivariable Calculus 10 hours

Multiple integration: Double integral, Triple integral, Change of order of integration, Change of variables, Application: Areas and volumes, Beta & Gama function and their properties, Dirichlet's integral and its applications.

Module 5 Vector Calculus 10 hours

Vector differentiation: Gradient, Curl and Divergence and their Physical interpretation, Directional derivatives, Tangent and Normal planes. Vector Integration: Line integral, Surface integral, Volume integral, Gauss's Divergence Theorem, Green's theorem, Stoke's theorem (without proof) and their applications.



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		Total Lecture Hours 48 hours					
Textboo							
	ook Title	Author					
	ligher Engineering Mathematics, Tata Mc Grew-Hill Publishing Company td.	B. V. Ramana					
2 F	ligher Engineering Mathematics, Khanna Publisher.	B. S. Grewal					
3 A	dvance Engineering Mathematics, Narosa Publishing House.	R K. Jain & S R K. Iyenger					
4 A	dvance Engineering Mathematics, University Science Press	N.P. Bali					
Referenc	ee Books:						
S.No E	ook Title	Author					
1 A	dvance Engineering Mathematics, John Wiley & Sons.	E. Kreyszig					
2 A	dvance Engineering Mathematics, Thomson (Cengage) Learning.	Peter V. O'Neil					
3 L	inear Algebra: A Modern Introduction, 2nd Edition, Brooks/Cole.	D. Poole					
4 E	ngineering Mathematics for first year, Tata McGraw-Hill, New Delhi.	Veerarajan T.					
	dvanced Engineering Mathematics, Tata Mc-Grew-Hill; Sixth Edition.	Ray Wylie C and Louis C Barret					
	ngineering Mathematics, 1st Edition, Pearson India Education Services Pvt. td.	P. Siva Ramakrishna Das and C. Vijayakumari					
	dvanced Engineering Mathematics.	Chandrika Prasad, Reena Garg.					
8 E	ngineering Mathematics – I.	Reena Garg					
9 (Calculus, Eleventh Edition, Pearson.	Maurice D. Weir, Joel Hass, Frank R. Giordano, Thomas					
	https://www.youtube.com/watch?v=kcL5WWJjmIU						
	https://www.youtube.com/watch?v=VTHz4gjzsKI						
	https://youtu.be/56dEt9EOZ_M https://www.youtube.com/wetch?v=niDiwR43w80						
	https://www.youtube.com/watch?v=njDiwB43w80 https://www.youtube.com/watch?v=N33SOw1A5fo						
	https://www.youtube.com/watch?v=yLi8RxqfowA						
Module							
1	http://www.math.hawaii.edu/~lee/linear/sys-eq.pdf						
	https://youtu.be/41Y38WjHbtE						
	https://www.youtube.com/watch?v=4jcvZmMK 28						
	https://www.youtube.com/watch?v=G4N8vJpf7hM						
	https://www.youtube.com/watch?v=r5dIXpssvrA						
	https://youtu.be/ZX5YnDMzwbs_http://web.mit.edu/2.151/ww	w/Handouts/CayleyHamilton.pdf					
	https://www.youtube.com/watch?v=tQxk5IX9S_8&list=PLbu	fGT0MPstS3DTIyqkUecSW_7axdxKe					
	https://www.youtube.com/watch?v=U5sGFf0DjLs&t=34s						
	https://www.youtube.com/watch?v=TCPPvRfHtXw						
Module 2	https://www.youtube.com/watch?v=PkuPGKSacu0&list=PL2	FUpm_Ld1Q3H00wVFuwjWOo1gtMXk1					
<i>L</i>	<u>b</u>						
	https://www.youtube.com/watch?v=QeWrQ9Fz3Wo&t=22s						
	https://www.youtube.com/watch?v=5dFrWCE6bHg						



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	https://www.youtube.com/watch?v=WX6O9TiFYsA&t=110s
	https://www.youtube.com/watch?v=GII1ssdR2cg&list=PLhSp9OSVmeyK2yt8hdoo3Qze3O0Y67qaY
	https://www.youtube.com/watch?v=6tQTRlbkbc8
	https://www.youtube.com/watch?v=McT-UsFx1Es
	https://www.youtube.com/watch?v=_1TNtFqiFQo
	https://www.youtube.com/watch?v=X6kp2o3mGtA
	https://www.youtube.com/watch?v=btLWNJdHzSQ
Module	https://www.youtube.com/watch?v=jiEaKYI0ATY
3	https://www.youtube.com/watch?v=r6lDwJZmfGA
	https://www.youtube.com/watch?v=Jk9xMY4mPH8
	https://www.youtube.com/watch?v=fqq_UR4zhfI
	https://www.youtube.com/watch?v=G0V_yp0jz5c
	https://www.youtube.com/watch?v=9-tir2V3vYY https://www.youtube.com/watch?v=jGwA4hknYp4
	https://www.youtube.com/watch?v=3BbrC9JcjOU_https://www.youtube.com/watch?v=-DduB46CoZY
	https://www.youtube.com/watch?v=VvKAuFBJLs0
	https://www.youtube.com/watch?v=4rc3w1sGoNU
	https://www.youtube.com/watch?v=X6kp2o3mGtA&t=1003s
Module	https://www.youtube.com/watch?v=wtY5fx6VMGQ&t=1151s
4	https://www.youtube.com/watch?v=-I3HUeHi1Ys&t=1933s
	https://www.youtube.com/watch?v=kfv9h3c46CI
	https://www.youtube.com/watch?v=9 m36W3cK74
	https://www.youtube.com/watch?v=HQM7XMd5QQo
	https://www.GovernmentAdda.com
	https://youtu.be/IwgqKjA6wko
	https://youtu.be/d4OyeuRTZNA
	https://youtu.be/j36lJKSJMQk
	https://youtu.be/DhwMOrl6Q9g
	https://youtu.be/DhwMOrl6Q9g
	https://youtu.be/fsMouTxce_A
Module	https://youtu.be/yq5olnzDCGc
5	https://youtu.be/2SB3IVCwW1w
	https://www.khanacademy.org/math/multivariable-calculus/integrating-multivariable-functions/line-integrals-
	vectors/v/line-integra
	$\underline{https://www.khanacademy.org/math/multivariable-calculus/integrating-multivariable-functions/3d-flux/v/vector-representation-of-a-su}$
	http://nucinkis-lab.cc.ic.ac.uk/HELM/workbooks/workbook_29/29_2_surfac
	https://www.youtube.com/watch?v=Mb6Yb-SGqio



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 $\underline{https://www.khanacademy.org/math/multivariable-calculus/greens-theorem-and-stokes-theorem/stokes-theorem/intuition}$

https://www.youtube.com/watch?v=eSqznPrtzS4

Mode of Evaluation

		ESE	Total				
ST1	ST2	ST3	TA1*	TA2*	Attendance		
			5	5	10		
	30			20		100	150

TA* - Teacher Assessment marks on the basis of defined Teaching Methodologies like Quiz, Assignment, Video Assignment, Seminar, Group discussion, PBL or any other defined by respective faculty members and may vary to subject-wise and faculty-wise



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Course Code: CAS0101A	Course Name: Engineering Physics	L	T	P	C
Course Offered in: B.Tech- First Semester		3	0	0	3
ME					

Pre-requisite:

- 1. Unit and dimensions.
- 2. Basic laws of electricity and magnetism.
- 3. Atomic structure and atomic spectra.
- 4. Properties of matter.
- 5. Basics of Heat and Thermodynamics.

Course Objectives:

- 1.To provide the knowledge of measurement and errors and their uses in engineering applications
- 2.To provide the knowledge of motion and their uses in engineering applications.
- 3.To provide the knowledge of the basic concept of thermodynamics and its uses in engineering applications.
- 4.To provide the knowledge of Crystallography and its uses in engineering applications.
- 5.To provide the basic knowledge of Superconductivity and Nanotechnology which is necessary to understand the working of modern engineering tools and techniques.

\mathcal{C}							
Course	Course Outcome: After completion of the course, the student will be able to:						
		Level (KL)					
CO1	Implement various measurement techniques to engineering applications.	K3					
CO2	Describe the knowledge of kinematics and dynamics.	K2					
CO3	Use the phenomenon of thermodynamics in engineering applications.	K3					
CO4	Calculate the various parameters of crystal structures	K3					
CO5	Define the basic phenomena of superconductivity and nanotechnology.	K1					

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	3	2	1	-	2	1	-	-	-	-	2	-	-
CO2	3	2	1	-	2	1	-	-	-	-	2	-	-
CO3	3	2	1	-	2	1	-	-	-	-	2	-	-
CO4	3	2	2	-	1	1	-	-	-	-	2	-	-
CO5	3	2	2	-	1	1	-	-	-	-	2	-	-

Course Contents / Syllabus

Module 1	Measurement and errors	8 hours
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Introduction to Measurement, Systems of Units and standards, Measurement Errors and Uncertainty, Types of Error, Statistical Analysis, Probability of Errors, Limiting Errors. Calibration and Standards, Data Recording and Analysis. Relevant problems. Instruments of measurements.

Module 2 Kinematics and Dynamics 8 hours

Introduction to Motion (definition of kinematics and its relation to mechanics), Velocity, Acceleration, Types of Motion (rectilinear, curvilinear, relative), Coordinate system, Graphical representation of Motion.

Newton's laws of Motion, Mass and Weight, Work-Energy theorem, Impulse and Momentum, Rotational dynamics (Torque, moment of inertia, Angular momentum, K.E of rotation.

Module 3	Thermodynamics	8 hours
Zeroth law of Thermodynamics.	First law of Thermodynamics & its applications, Second law of Thermodynamics, Conce	pt of Engine.

Efficiency of Engine, Third law of Thermodynamics, Entropy, Change in entropy in reversible and irreversible processes.

Module 4 Crystal Physics 8 hours

Crystalline and Non-Crystalline Materials, Crystal systems and Bravais lattices, Space lattices of Cubic systems, Miller indices, Relation between inter-planer distance and cube edge, Crystal structure of NaCl and Diamond, Atomic Packing Factor of the Cubic system, Relation between Lattice constant and Density. Diffraction of X-rays by crystal planes, Bragg's law.

Module 5	Superconductivity and Nanotechnology	8 hours
1		



30

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Superconductivity: Temperature dependence of Resistivity, Meissner Effect, Penetration Depth, Type-I and Type-II Superconductors, Critical Field and High Temperature Superconductors.

Nanotechnology: The Nanoscale and Nanomaterials, Surface to Volume ratio and its Importance in engineering, Bucky ball and its applications, Carbon Nanotubes(CNTs.) and their types, Applications of CNTs.

		•	s then types, i	- +		Total Lecture	Hours 40 hour				
Textboo	k:										
S.No	Book Title										
1	Engineering Physi	cs				R. K. Gaur and S. L. C	Gupta				
Refe	erence Books:										
S.No	Book Title					Author					
1	Measurements and	Measurements and Instrumentation A. K. Sawhney									
2	Engineering Metro	Engineering Metrology and Measurements Krishnamurthy and Raghavendra									
3	Theory of Machine	Theory of Machines S.S. Rattan									
4	Materials Science	and Engineer	ing			V. Raghavan					
5	Heat and Thermoo	lynamics				Mark Zemansky					
6	Engineering Therr	nodynamics				P. K. Nag	P. K. Nag				
7	Nanotechnology					R. Booker and E. Boy	sen				
NPTEL/	Youtube/ Faculty Vio	leo Link:									
Module	e 1 https://www.yo	outube.com/w	atch?v=kJQOl	ZDnLdk							
Module	e 2 https://www.yo	outube.com/w	ratch?v=2QC2	EW8b_Ww	1						
Modulo	e 3 https://www.yo	outube.com/w	atch?v=BjVTo	dZ_htu8							
Module	e 4 https://www.yo	outube.com/w	atch?v=vlzYL	k51114							
Modulo	https://www.yo	outube.com/w	atch?v=OLa81	<u>DQkKlyU</u>							
	https://www.yo	outube.com/w	atch?v=h6FYs	s_AUCsQ							
Mode of	Evaluation										
			CIE			ESE	Total				
ST	ST2	ST3	TA1*	TA2*	Attendance		2000				

TA* - Teacher Assessment marks on the basis of defined Teaching Methodologies like Quiz, Assignment, Video Assignment, Seminar, Group discussion, PBL or any other defined by respective faculty members and may vary to subject-wise and faculty-wise

20

10

100

150



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Course Code: CME0102	Course Name: Emerging Trends in Mechanical Engineering	L	T	P	C
Course Offered in: B.Tech-	First Semester	3	0	0	3
ME					

Pre-requisite: NIL

Course Objectives: This course aims to introduce first-year students to the latest developments in the field of Mechanical Engineering, covering product design, prototyping, manufacturing, and emerging sectors such as 3D printing and robotics. Students will gain thorough insight over prototyping techniques, learn design tradeoffs, and understand the concepts of Industry 4.0 and 5.0. The course prepares students to navigate the evolving landscape of mechanical engineering and contribute to innovative solutions.

Course C	Outcome: After completion of the course, the student will be able to	Bloom's Knowledge
		Level (KL)
CO1	Understand the concepts of mechanical engineering, product design, prototyping and manufacturing processes.	K2
CO2	Gain knowledge about emerging sectors in mechanical engineering and their applications.	K2
CO3	Know various prototyping techniques and their use in mechanical engineering projects.	K2
CO4	Understand the concept of design tradeoffs in mechanical engineering projects.	K2
CO5	Understand the concepts of Industry 4.0 and Industry 5.0 and their applications in various engineering domains.	K2

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	2	2	1	1	2	2	2	2	1	1	2	2	3
CO2	3	2	2	2	2	2	3	2	2	1	1	2	3	3
CO3	3	2	2	1	2	2	2	2	1	1	1	2	2	2
CO4	3	2	3	2	2	1	2	2	2	1	3	2	2	2
CO5	3	2	1	1	2	2	2	2	1	1	2	2	3	3

Course Contents / Syllabus

Module 1 Introduction to Mechanical Engineering and Product Manufacturing 10 hours

Overview of Mechanical Engineering: Role of mechanical engineers, tools in ME, skills and abilities, ethics in engineering.

Traditional and emerging sectors in mechanical engineering: Competencies required for traditional and emerging sectors, Major employers in each sector for freshers. History of machines and mechanisms.

Introduction to product concept, design, and prototyping: Shape, size, design and contour, Product Lifecycle Management. **Product engineering and manufacturing processes:** Process selection and tooling, Production, productivity and quality control, Product centring, quality, and reliability, Planning and supply chain management, Material, and part selection.

Module 2 Emerging Sectors in Mechanical Engineering

10 hours

3D Printing: Creation of custom parts and components, Custom prosthetics, Implants, Medical devices.

Electric Vehicles: The future of automobiles, batteries, electric motors, power electronics, and charging infrastructure.

Robotics and Automation: Sensors, Actuators, use in Welding, Machining, Assembling

Internet of Things (IoT) and IIoT: To create connected products, monitor, control and automate processes, machine -to -machine communication.

Artificial Intelligence: Makes Machines Smarter, use in Mechanical processes, analyse data, Decisions making, autonomous vehicles, robots.

Sustainable Design: Tackles Climate Change, use in solar panels, wind turbine.

Digital Twins and CAD Evolution: Digital - physical fusion, use to simulate, predict, and optimize a product and its production system.

Module 3 Prototyping 10 hours

Introduction to prototyping techniques: Importance of prototyping in mechanical engineering.

Types of prototyping: Rapid (Throwaway) prototyping, Evolutionary prototyping, Incremental prototyping, Extreme prototyping.

Prototyping techniques: 3D printing for prototyping. Head electring and model making. CNC machining for prototyping. Other

Prototyping techniques: 3D printing for prototyping, Hand sketching and model making, CNC machining for prototyping, Other prototyping methods.

Prototyping tools and software: Overview of prototyping tools and software, Selection of appropriate tools and software.



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Introduction to Design Trade-offs: Definition, Importance, customer requirements and segmentation. Design for X, D Manufacturing, Design for Assembly, Design for cost, Design for Safety and Reliability, Design for Maintenance & Servi Design for Testing, Design for safe disposal and Recycling. Ethical Considerations in Design Trade-offs: Professional Responsibility, Legal Consideration, and Social & Environmental Module 5	prototypes.					
Manufacturing, Design for Assembly, Design for cost, Design for Safety and Reliability, Design for Maintenance & Servi Design for Testing, Design for Safe disposal and Recycling.	9 hours					
Design for Testing, Design for safe disposal and Recycling.	-					
Module 5	viceability,					
Module 5						
Overview of Industry 4.0: Mass customization and intelligent supply chain systems, Key technologies, and principles of Ind Introduction to Industry 5.0: Hyper customization and responsive supply chain systems, Smart products, and human-centric Applications of new technologies in various engineering domains: Acrospace, aviation, defence, marine, nuclear, agriculture. Future trends and challenges in Industry 5.0: Potential impact of Industry 5.0 on mechanical engineering, Challet opportunities for future professionals. Total Lecture Hours	tal Impact.					
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David G. Ullman						
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TA* - Teacher Assessment marks on the basis of defined Teaching Methodologies like Quiz, Assignment, Video Assignment, Seminar, Group discussion, PBL or any other defined by respective faculty members and may vary to subject-wise and faculty-wise



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LAB Course Code: CAS0151	LAB Course Name: Engineering Physics Lab	L	T	P	C
Course Offered in: B.Tech- First Semester		0	0	2	1
ME					

Pre-requisite: Least count, Screw gauge, Vernier calipers

Course Objectives:

- 1. To provide the practical knowledge of the thermal and electrical conductivity.
- 2. To provide the practical knowledge of the measuring techniques.
- 3. To provide the practical knowledge of the flow of liquid and electrochemical equivalent.
- 4. To provide the practical knowledge of the ultrasonic waves and X-rays.
- 5. To provide the practical knowledge of nanoparticles and thin films.

Course	Outcome: After completion of the course, the student will be able to:	Bloom's Knowledge Level (KL)
CO1	Understand the practical knowledge of the thermal and electrical conductivity.	K2
CO2	Apply the practical knowledge of the measuring instruments.	К3
CO3	Analyze the flow of liquid and electrochemical equivalent.	K4
CO4	Understand the practical knowledge of the ultrasonic waves and X rays.	K2
CO5	Create the nanoparticles and thin films.	K6

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	2	-	-	-	2	-	2	1	2	1	1	-	-
CO2	3	-	-	-	2	-	1	1	2	1	1	-	-
CO3	3	-	-	-	2	-	1	1	2	1	1	-	-
CO4	2	-	-	-	2	-	1	1	2	1	1	=	-
CO5	3	_	_	_	2	-	1	1	2	1	1	-	-

List of Practical's (Indicative & Not Limited To)

- 1. To determine the thermal conductivity of a metallic rod by Searle's method.
- 2. Use of Vernier Calipers to (i) measure diameter of a small spherical/cylindrical body, (ii) measure the dimensions of a given regular body of known mass and hence to determine its density; and (iii) measure the internal diameter and depth of a given cylindrical object and hence to calculate its volume.
- 3. To measure the thickness of the given glass plate using Screw Gauge.
- 4. To measure the thickness of the given glass plate using Spherometer
- 5. To determine the value of 'g' by using a Simple Pendulum.
- 6. To determine E. C. E. of copper using tangent galvanometer.
- 7. Calibration of voltmeter/ammeter using potentiometer.
- 8. Determination of ultrasonic waves velocity in liquid media.
- 9. To determine the Temperature Coefficient of Resistance by Platinum Resistance Thermometer (PRT).



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- 10. To determine the Coefficient of viscosity of a liquid.
- 11. Determine mechanical equivalent of heat by electrical method.
- 12. Thermal conductivity of a metal by Forbe's method.
- 13. Analysis of crystal structure of X ray diffractogram.
- 14. Synthesis of Nanoparticles by chemical route.
- 15. To synthesize the Thin Films using Sol-Gel Spin Coating system.

Total Hours: 24 hrs.

Mode	e of	Eva	lua	tion

Midde of Evaluation				
	PE	Total		
PS1	PS2	PS3	(If mentioned	
5	10	10	in curriculum)	
	25	50		



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LAB Course Code: CCSE0151	LAB Course Name: C Programming	L	T	P	C	
Course Offered in: B.Tech- First Semester				4	2	
CSE/CSE (R)/ IT/ CS/ CSE(DS)/ CSE(IOT)/CSE(AIML)/CSE(AI)/CYS/						
ECE/ECE(VLSI)/ ME/M.Tech (Integrated)/ BT						
Pre-requisite: Basic Mathematics and Number Systems						
Course Objections The philation of a Community and it to avoid a today with a clid foundation about within						

Course Objectives: The objective of a C programming course is to provide students with a solid foundation about writing syntax, concepts, and principles as well as develop their ability to write efficient and effective code.

		Bloom's Knowledge
Course	Level (KL)	
CO1	Understand the fundamentals, flowcharts, program structure.	K2
CO2	Apply modular and efficient programs using conditional branching, loops, and functions.	K3
CO3	Implement and manipulate one-dimensional and two-dimensional arrays and strings, applying them	K3
COS	to solve problems like searching, sorting, matrix operations, structures, unions, and file handling.	KS

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3	PSO4
CO1	3	2	1	2	2	1	1	1	2	1	3	3	2	1	2
CO2	3	2	3	2	2	1	1	1	1	1	2	3	2	1	2
CO3	3	2	3	2	3	2	1	1	1	1	2	3	2	1	2

Course Contents / Syllabus

Module 1 Introduction to Algorithm and C Program 9 hours

Programming using C: Concepts of Algorithm and Flowchart, Translators and its types, and its types, Applications of C programming, Structure of C program, Overview of compilation and execution process in an IDE, transition from algorithm to program, Syntax, logical errors, runtime errors, object and executable code, Keywords, identifiers, constants, and data types. Operators and their types, Arithmetic expressions and precedence: operators, operator precedence and associativity, type conversion, and mixed operands.

Module 2 Control Statement 10 hours

Conditional Branching (if, else-if, nested if else, switch statements) use of break, and default with switch, Iteration and loops: Concept of loops, for, while, and do-while; while, multiple-loop variables; use of break and continue statements; nested loop. Managing Input and Output Operations: Reading a Character, Writing a Character, Formatted Input, Formatted Output. Functions: Concept of sub programming, function, types of functions, passing parameters to functions: call by value Definition, Recursion: Definition, Types of Recursive Functions Tower of Hanoi problem, Storage: scope of variable, local and global variables, Nesting of scope Storage classes: Auto, Register, static, and Extern. Pointers: defining and declaring pointer, pointer arithmetic and scaling, pointer aliasing, and Aliasing, call by reference.

Module 3 Array 9 hours

Array notation and one-dimensional arrays, Declaration of one-dimensional arrays, initialization of one-dimensional arrays, Example programs: (searching and sorting), Two-dimensional arrays, declaration of Two-dimensional arrays, Initialization of Two-dimensional Arrays, Example programs: Matrix multiplication, transpose of a matrix.

Strings: Declaring and Initializing String Variables, Reading Strings from Terminal, Writing Strings to Screen, Arithmetic Operations on Characters, String-handling Functions, Example Programs (with and without using built-in string functions)

Module 4 Structure 10 hours

Introduction, Initializing, defining, and declaring structure, accessing members, Operations on individual Structure within structures Array of structure.

Union: Introduction, Initializing, defining, and declaring structure, Accessing members, Operations on individual members, Operations on the union, Difference between Structure and Union, Dynamic Memory Allocation: Introduction, Library functions malloc, calloc, realloc, and free.



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Module 5	File Handling and Object Oriented Programming		10 hours				
	ng: Introductory Concepts of File Stream.		•				
	n to Object-oriented programming: Introduction to User-Defined Data datatype,						
	ntroduction to class and its components, constructors, referring to objects of a cla	ss, static members, class	es and Their				
Friends, In	roduction to STL and application.						
		Total Lecture Hours	48 hours				
Textbook:		Total Lecture Hours	40 H0u15				
S.No	Book Title with publication agency & year	Author					
1	C: The Complete Reference, McGrawHill,4thEdition,2002	Herbert Schildt					
2	Programming in C, McGrawHill	E Balaguruswami					
3	Let Us C, BPB publication	Yashwant P.Kanet	kar				
4	Mastering C	K.R Venugopal					
5	Working with C	Yashwant P. Kane	tkar				
	Reference Books:						
S.No	Book Title with publication agency & year	Author					
1	The C programming, Pearson Education Kernighan Brain W.and						
	Dennis						
2	Computer Science-A Structured Programming Approach Using C, Third Edition, Behrouz A. Forouza						
	Cengage Learning-2007.	RichardF. Gilberg					
3	Computer Basics and C Programming , PHI Learning pvt. Limited, 2015.	V.Rajaraman					
4	Schrum's Outline of Programming with C , McGraw-Hill	Byron ,Gottfried					
5	Computer Fundamentals and Programming in C, Oxford Publication	Reema Thareja					
NPTEL/ Y	outube/ Faculty Video Link:	-					
Module 1	Module 1 https://en.wikibooks.org/wiki/C_Programming						
Module 2	Iodule 2 https://en.wikibooks.org/wiki/A_Little_C_Primer						
Module 3 https://youtu.be/XM7f5x94068							
Module 4 https://youtu.be/FYdYkiIHvRQ							

List Of P	ractical's (Indicative & Not Limited To)
1. V	Write a C Program to implement a half pyramid of *
2. V	Write a C Program to implement a Half pyramid of numbers
3. V	Write a C Program to implement a half pyramid of alphabets
4. V	Write a C Program to implement an inverted half pyramid of *
5. V	Write a C Program to implement an inverted half pyramid of numbers
6. V	Write a C Program to implement a full pyramid of *
7. V	Write a C Program to implement a full pyramid of numbers
8. V	Write a C Program to implement an inverted full pyramid of *
9. V	Write a C Program to implement Pascal's triangle
10. V	Write a C Program to implement Floyd's triangle
11. (C Program to Print Diamond Pattern
12. (C Program to Print Floyd's Triangle
13. (C Program to Print Pascal Triangle



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- 14. Star Pattern Programs in C
- 15. Pyramid Patterns in C
- 16. Write a C program for a matchstick game being played between the computer and a user. Your program should ensure that the computer always wins. Rules for the game are as follows:

There are 21 matchsticks.

The computer asks the player to pick 1, 2, 3 or 4 matchsticks.

After the person picks, the computer does its picking. – Whoever is forced to pick up the last matchstick loses the game.

- 17. Write a program that plays tic-tac-toe. The tic-tac-toe game is played on a 3x3 grid the game is played by two players, who take turns. The first player marks move with a circle, the second with a cross. The player who has formed a horizontal, vertical, or diagonal sequence of three marks wins. Your program should draw the game board, ask the user for the coordinates of the next mark, change the players after every successful move, and pronounce the winner.
- 18. Design a calculator that performs Number system conversion
- 19. C Program to Simulate a Simple arithmetic Calculator
- 20. C Program to Evaluate the Given Polynomial Equation
- 21. C Program to Find Mean, Variance and Standard Deviation
- 22. C Program to Add Two Complex Numbers
- 23. C Program to Find Power of a Number
- 24. C Program to Calculate Pow (x,n)
- 25. C program to Find the Sum of Arithmetic Progression Series
- 26. C program to Find the Sum of Geometric Progression Series
- 27. C program to Find the Sum of Harmonic Progression Series
- 28. C Program to Find Sum of Series $1 + 1/2 + 1/3 + 1/4 + \dots + 1/N$
- 29. C Program to Find Sum of Series $1^2 + 2^2 + \dots + n^2$
- 30. C Program to Find Sum of Series $1^3 + 2^3 + 3^3 + ... + n^3$
- 31. C Program to Find Sum of the Series $1/1! + 2/2! + 3/3! + \dots 1/N!$
- 32. Design a program which displays following options on screen
- 1. Figure
- 2. Exit
- 3. Enter Choice

Once valid choice is entered it executes further.

If choice one is entered, then it should display

- 1. TRAINGLE
- 2. SOUARE
- 3. RHOMBUS
- 4. TRAPEZIUM
- 5. RETURN TO PREVIOUS MENU

ENTER CHOICE

Once valid choice is entered it executes further.

After that it ask for specific data and prints the area and volume and perimeter/circumference of the respective figure.

After that a choice is to be asked for

Do you wish to continue (Y/N)? And should work accordingly. Before every menu, the screen should be cleared.

- 33. C Program to Find the Largest Number Among Three Numbers
- 34. C Program to Find the Roots of a Quadratic Equation
- 35. C Program to Check Leap Year. Evaluate all the cases.
- 36. C Program to Check Whether a Number is Positive or Negative
- 37. C Program to Check Whether a Character is an Alphabet or not
- 38. C Program to Calculate the Sum of Natural Numbers
- 39. C Program to Find Factorial of a Number
- 40. C Program to Generate Multiplication Table
- 41. C Program to Display Fibonacci Sequence
- 42. C Program to Find GCD of two Numbers



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43. C Program to Find LCM of two Numbers
44. C Program to Display Characters from A to Z Using Loop
45. C Program to Reverse a Number using looping concepts
46. C Program to Check Whether a Number is Palindrome or Not
47. C Program to Check Whether a Number is Prime or Not
48. C Program to Check Armstrong Number
49. C Program to Display Armstrong Number Between Two Intervals
50. C Program to Display Factors of a Number
51. C Program to Reverse a Number using looping concepts
52. C Program to Check Whether a Number is Palindrome or Not
53. C Program to Check Whether a Number is Prime or Not
54. C Program to Check Armstrong Number
55. C Program to Display Armstrong Number Between Two Intervals
56. C Program to Display Factors of a Number
57. C Program to Make a Simple Calculator Using switchcase
58. C Program to Check Whether a Number is Even or Odd
<u>-</u>
59. C Program to Check Whether a Character is a Vowel or Consonant
60. C Program to Find the Largest Number Among Three Numbers
61. C Program to Check Whether a Number is Positive or Negative
62. C Program to Calculate the Sum of Natural Numbers
63. C Program to Find Factorial of a Number
64. C Program to Generate Multiplication Table
65. C Program to Display Fibonacci Sequence
66. C Program to Display Prime Numbers Between Intervals Using Function
67. C Program to Check Prime or Armstrong Number Using User-defined Function
68. C Program to Check Whether a Number can be Expressed as Sum of Two Prime Numbers
69. C Program to Find the Sum of Natural Numbers using Recursion
70. C Program to Find Factorial of a Number Using Recursion
71. C Program to Find G.C.D Using Recursion
72. C Program to Convert Binary Number to Decimal and vice-versa
73. C program to calculate the power using recursion
74. C Program to Check Prime or Armstrong Number Using User-defined Function
75. C Program to Find the Sum of Natural Numbers using Recursion
76. Design a calculator
Design a Menu Driven program which performs the functions as per the menu
Add Details of students
Search the student data
a. Display the records Name must not be blank, and first letter should be alphabet
Student details should contain Name. Age, Class, Roll-No
Exit
Enter the Choice:
Note: Choice must be between 1-4 Only. Other than that, an error message must be displayed and entry should be done again
77. C Program to Add Two Numbers Using Recursion.
78. C Program to find the sum of digits of a number using recursion.
79. Write a method in C that will remove any given character from a string.
80. C Program to Calculate Average Using Arrays

81. C Program to Find Largest Element in an Array

83. C Program to Add Two Matrices Using Multi-dimensional Arrays84. C Program to Multiply Two Matrices Using Multi-dimensional Arrays

82. C Program to search an element



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85. C Program to Find Transpose of a Matrix 86. C program to Glustrate Point Arithmetic 87. C Program to Carcess Array Elements Using Pointer 88. C Program to Find Largest Number Using Dynamic Memory Allocation 89. C Program to Find Largest Riement in an Array 90. C Program to Calculate Average Using Arrays 90. C Program to Calculate Stundard Deviation 92. C Program to Calculate Stundard Deviation 93. C Program to Count the Number of Characters in a String 93. C Program to Count the Number of Vowels, Consonants and so on 94. C Program to Count the Number of Vowels, Consonants and so on 94. C Program to Remove all Characters in a String Except Alphabets 95. C Program to Concatenate Two Strings 96. C Program to Concatenate Two Strings 97. C Program to Concatenate Two Strings 98. C Program to Concatenate Two Strings 99. C Program to Cont Elements in Lexicographical Order (Dictionary Order) 99. C Program to Find the Frequency of Characters in a String 100. Write a program in C to which will remove any given character from a String. 101. Write a program in C to check if two Strings are Anagram. 102. Write a program in C to check if two Strings are Anagram. 103. Write a program in C to check if two Strings are Anagram. 104. C program to check given character is yowed or consonant. 105. C program to check given character is vowed or consonant. 106. C program to check given character is vowed or consonant. 107. C program to convert lowercase char to uppercase of string. 108. C program to convert lowercase char to uppercase of string. 109. C program to convert lowercase char to uppercase in string. 109. C program to convert lowercase char to uppercase in string. 109. C program to count occurrence Of Vowel With '-' in String. 110. C program to count occurrence Of Vowel With '-' in String. 111. C program to count alphabets, digits and special characters. 114. C program to count blank space from string. 115. C program to count blank space from string. 116. C program to count blank space from string. 117. C program to count
86. C program to Access Array Elements Using Pointer 87. C Program to Find Largest Number Using Pointer 88. C Program to Calculate Average Using Arrays 90. C Program to Find Largest Number Using Dynamic Memory Allocation 89. C Program to Calculate Average Using Arrays 90. C Program to Find Largest Element in an Array 91. C Program to Find the Frequency of Characters in a String 93. C Program to Calculate Standard Deviation 92. C Program to Count the Number of Vowels, Consonants and so on 94. C Program to Remove all Characters in a String Except Alphabets 95. C Program to Remove all Characters in a String Except Alphabets 96. C Program to Concatenate Two Strings 97. C Program to Congram to Except the Except Alphabets 98. C Program to Copy String Without Using strepty) 98. C Program to Sort Elements in Lexicographical Order (Dictionary Order) 99. C Program to Find the Frequency of Characters in a String 100. Write a method in C which will remove any given character from a String. 101. Write a program in C to count occurrence of a given character in a String. 102. Write a program in C to ocheck if two Strings are Anagram. 103. Write a program in C to check if two Strings are Anagram. 104. C program to check given character is vowel or consonant. 105. C program to convert lowercase char to uppercase of string. 106. C program to convert lowercase char to uppercase of string. 107. C program to delete vowels in a given string. 108. C program to count Occurrence Of Vowels & Consonants in a String. 110. C program to count alphabets, digits and special characters. 111. C program to count alphabets, digits and special characters. 112. C program to count alphabets, digits and special characters. 113. C program to count alphabets, digits and special characters. 114. C program to concatenate two strings. 115. C program to concatenate two strings. 116. C program to count blank space from string. 117. C program to count blank space from string. 118. C program to count blank space from string.
87. C Program to Access Array Elements Using Pointer 88. C Program to Find Largest Number Using Dynamic Memory Allocation 89. C Program to Find Largest Element in an Array 90. C Program to Calculate Stranger Using Arrays 90. C Program to Find Largest Element in an Array 91. C Program to Calculate Standard Deviation 92. C Program to Calculate Standard Deviation 93. C Program to Count the Number of Vowels, Consonants and so on 94. C Program to Remove all Characters in a String Except Alphabets 95. C Program to Remove all Characters in a String Except Alphabets 96. C Program to Find the Length of a String 97. C Program to Concatenate Two Strings 97. C Program to Concatenate Two Strings 97. C Program to Gong String Without Using surepty) 98. C Program to Sort Elements in Lexicographical Order (Dictionary Order) 99. C Program to Find the Frequency of Characters in a String 100. Write a metod in C Which will remove any given character from a String. 101. Write a program in C to check if two Strings are Anagram. 103. Write a program in C to check if two Strings are Anagram. 103. Write a program in C to check a String is palladrome or not. 104. C program to check given character is vowel or consonant. 105. C program to check given character is digit or not. 106. C program to check given character is digit or not. 107. C program to convert lowercase char to uppercase of string. 108. C program to convert lowercase char to uppercase of string. 109. C program to convert lowercase char to uppercase of string. 109. C program to convert lowercase vowel to uppercase in string. 109. C program to metablest, digits and special characters. 110. C program to print the highest frequency character in a String. 110. C program to convert lowercase rowel to uppercase in string. 111. C program to remove blank space from string. 112. C program to remove blank space from string. 113. C program to over the blanks, space from string. 114. C program to convert almost program in C for. In array 1-100 numbers are steed, one number is missing ho
88. C Program to Find Largest Number Using Dynamic Memory Allocation 89. C Program to Calculate Average Using Arrays 90. C Program to Calculate Standard Deviation 91. C Program to Find Largest Element in an Array 91. C Program to Find Largest Element in an Array 91. C Program to Count the Number of Vowels, Consonants and so on 92. C Program to Find the Frequency of Characters in a String 93. C Program to Find the Length of a String 94. C Program to Remove all Characters in a String Except Alphabets 95. C Program to Find the Length of a String 96. C Program to Concatenate Two Strings 97. C Program to Concatenate Two Strings 97. C Program to Gord Elemens in Lexicographical Order (Dictionary Order) 99. C Program to Find the Frequency of Characters in a String 100. Write a method in C which will remove any given character from a String. 101. Write a program in C to count occurrence of a given character in a String. 102. Write a program in C to check if two Strings are Anagram. 103. Write a program in C to check a String is palindrome or not. 104. C program to check given character is vowed or consonant. 105. C program to replace the string space with a given character. 107. C program to replace the string space with a given character. 107. C program to convert lowercase char to uppercase of string. 108. C program to convert lowercase char to uppercase in string. 110. C program to convert lowercase vowel to uppercase in string. 110. C program to convert lowercase vowel to uppercase in string. 111. C program to replace the string space with a given character. 117. C program to convert lowercase char to uppercase in string. 118. C program to convert lowercase rowel to uppercase in string. 119. C program to convert lowercase vowel to uppercase in string. 110. C program to convert lowercase rowel to uppercase in string. 111. C program to convert lowercase than to uppercase in string. 112. C program to convert lowercase than to string. 113. C program to count alphabets, digits and special characters. 114. C program to co
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95. C Program to Find the Length of a String 96. C Program to Concatenate Two Strings 97. C Program to Concatenate Two Strings 97. C Program to Copy String Without Using strepy() 98. C Program to Find the Frequency of Characters in a String 100. Write a method in C which will remove any given character from a String. 101. Write a program in C to count occurrence of a given character in a String. 102. Write a program in C to check if two Strings are Anagram. 103. Write a program in C to check if two Strings are Anagram. 103. Write a program in C to check a String is palindrome or not. 104. C program to check given character is vowel or consonant. 105. C program to check given character is digit or not. 106. C program to check given character is digit or not. 107. C program to replace the string space with a given character. 107. C program to convert lowercase char to uppercase of string. 108. C program to convert lowercase wowel to uppercase in string. 109. C program to convert lowercase owel to uppercase in string. 110. C program to delete vowels in a given string. 111. C program to print the highest frequency character in a String. 112. C program to Print the highest frequency character in a String. 113. C program to Replace First Occurrence Of Vowels & Consonants in String. 114. C program to separate characters in a given string. 115. C program to remove blank space from string. 116. C program to remove blank space from string. 117. C program to count alphabets, digits and special characters. 118. C program to remove blank space from string. 119. C program to remove blank space from string. 110. C program to remove blank space from string. 111. C program to count alphabets of the string. 112. C program to remove blank space from string. 113. C program to remove the string to another string. 114. C program to remove the string to another string. 115. C program to print the program in C for, In array 1-100 multiple numbers are stored, one number is missing how do you find it. 125. Write a program in C to find f
96. C Program to Concatenate Two Strings 97. C Program to Copy String Without Using strepy() 98. C Program to Sort Elements in Lexicographical Order (Dictionary Order) 99. C Program to Find the Frequency of Characters in a String 100.Write a method in C which will remove any given character from a String. 101.Write a program in C to count occurrence of a given character in a String. 102.Write a program in C to check if two Strings are Anagram. 103.Write a program in C to check a String is palindrome or not. 104.C program to check given character is vowel or consonant. 105.C program to check given character is vowel or consonant. 105.C program to replace the string space with a given character. 107.C program to convert lowercase with a given character. 107.C program to convert lowercase vowel to uppercase in string. 108.C program to convert lowercase vowel to uppercase in string. 110.C program to delete vowels in a given string. 110.C program to convert lowercase vowel to uppercase in string. 111.C program to print the highest frequency character in a String. 112.C program to count alphabets, digits and special characters. 114.C program to count alphabets, digits and special characters. 114.C program to remove blank space from string. 115.C program to remove blank space from string. 116.C program to count blank space from string. 117.C program to concatenate two strings. 118.C program to concatenate two strings. 119.C program to concatenate two strings. 119.C program to concatenate two strings. 110.C program to concatenate two strings. 111.C program to concatenate two strings. 112.C program to concatenate two strings in string. 112.C program to concatenate two strings in string. 112.C program to concatenate two strings in string. 113.C program to concatenate two strings in string. 114.C program to copy one string to another string. 115.C program to copy one string to another string. 116.C program to sort characters of string. 117.C program to sort characters of string. 118.C program to sort character of string i
97. C Program to Copy String Without Using strepy() 98. C Program to Sort Elements in Lexicographical Order (Dictionary Order) 99. C Program to Find the Frequency of Characters in a String 100.Write a method in C which will remove any given character from a String. 101.Write a program in C to count occurrence of a given character in a String. 102.Write a program in C to check if two Strings are Anagram. 103.Write a program in C to check a String is palindrome or not. 104.C program to check given character is vowel or consonant. 105.C program to check given character is vowel or consonant. 105.C program to replace the string space with a given character. 107.C program to convert lowercase char to uppercase of string. 108.C program to convert lowercase vowel to uppercase in string. 109.C program to delete vowels in a given string. 110.C program to count Occurrence Of Vowels & Consonants in a String. 111.C program to print the highest frequency character in a String. 112.C program to Replace First Occurrence Of Vowel With '-' in String. 113.C program to separate characters in a given string. 114.C program to separate characters in a given string. 115.C program to count alphabets, digits and special characters. 114.C program to remove blank space from string. 115.C program to count blank space from string. 116.C program to count blank space from string. 117.C program to count blank space from string. 118.C program to convent to cauch to strings. 119.C program to remove repeated character from string. 110.C program to remove repeated character from string. 111.C program to convent occurrence of the string. 112.C program to convent occurrence of string in descending order. 112.C program to sort characters of string in descending order. 112.C program to sort character of string in descending order. 112.C program in C for, In a array 1-100 multiple numbers are duplicates, how do you find it. 125.Write a program in C for, In a array 1-100 multiple numbers are duplicates, how do you find it.
98. C Program to Sort Elements in Lexicographical Order (Dictionary Order) 99. C Program to Find the Frequency of Characters in a String 100. Write a method in C which will remove any given character from a String. 101. Write a program in C to count occurrence of a given character in a String. 102. Write a program in C to check if two Strings are Anagram. 103. Write a program in C to check a String is palindrome or not. 104. C program to check given character is vowel or consonant. 105. C program to check given character is digit or not. 106. C program to replace the string space with a given character. 107. C program to convert lowercase char to uppercase of string. 108. C program to convert lowercase vowel to uppercase in string. 109. C program to count Occurrence Of Vowels & Consonants in a String. 110. C program to print the highest frequency character in a String. 111. C program to print the highest frequency character in a String. 112. C program to exparate characters in a given string. 113. C program to exparate characters in a given string. 114. C program to separate characters in a given string. 115. C program to count alphabets, digits and special characters. 116. C program to count blank space from string. 117. C program to count blank space from string. 118. C program to count blank space from string. 119. C program to calculate sum of integers in string. 120. C program to remove repeated character from string. 121. C program to remove thank space from string. 122. C Program to remove repeated character from string. 123. C Program to remove repeated character from string. 124. Write a program in C for, In a array 1-100 mulbres are stored, one number is missing how do you find it. 125. Write a program in C to find first duplicate number in a given array.
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127. Write a program in C to remove duplicate elements form array in C.
128. Write a program in C for, Given two arrays 1,2,3,4,5 and 2,3,1,0,5 find which number is not present in the second array.
129. Write a program in C for, How to compare two array is equal in size or not.
130. Write a program in C to find largest and smallest number in array.
131. Write a program in C to find second highest number in an integer array.
132. Write a program in C to find top two maximum number in array?
133.C program to print array in reverse Order.
134.C program to reverse an Array in two ways.



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135.C	Program to calculate length of an array.
	program to insert an element at end of an Array.
	program to insert element at a given location in Array.
	Program to delete element at end of Array.
	Program to delete given element from Array.
	Program to delete element from array at given index.
	Program to find sum of array elements.
	Program to print all even numbers in array.
	Program to print all odd numbers in array.
	program to perform left rotation of array elements by two positions.
	program to perform right rotation in array by 2 positions.
	Program to merge two arrays.
	Program to find highest frequency element in array.
	Program to Store Information of a Student Using Structure
	Program to Store Information of Students Using Structure
	Program to Store Data in Structures Dynamically
	Program to Store Information of a Student Using Structure
	Program to Add Two Distances (in inch-feet system) using Structures
	take Game Mini Project in C is a basic console program with no graphics. You may play the famous "Snake Game" in
	is project exactly as you would anywhere else. To move the snake, use the up, down, right, and left arrows.
	s placed at various co-ordinates on the screen for the snake to consume. The snake's length and score will both rise by
	ement each time it consumes the food.
	Program to Write a Sentence to a File
	Program to Read the First Line From a File
	Program to showcase use of DMA
	Program to Write a record to a File
	Program to Read the last Line From a File
	ogram to create a file using command line argument
160.Pr	ogram to copy one file into another
161.Im	pplement macro handling
162.Pr	ogram to write a structure into a file and display its content
163.Pr	ogram to search a record in a file
164.Pr	ogram to implement multi line macro and Conditional Macros
165.Pr	ogram to draw Circle/Rectangle/Triangle/ A Hut/with colors in it
166.Pr	ogram to shut down/ sleep a system if not component is being touched
167.W	rite a program in C to create and store information in a text file.
168.W	rite a program in C to read an existing file.:
169.W	rite a program in C to write multiple lines to a text file.:
170.W	rite a program in C to read the file and store the lines in an array.
171.W	rite a program in C to find the number of lines in a text file.
172.W	rite a program in C to find the content of a file and the number of lines in a text file.
173.W	rite a program in C to count the number of words and characters in a file.
174.C	Program to list all files and sub-directories in a directory
175.C	Program to count number of lines in a file
176.C	Program to print contents of file
177.C	Program to copy contents of one file to another file
178.C	Program to merge contents of two files into a third file
179.C	Program to read records from a data file
	Program to count number of lines, words, characters, blank space in a file
181.C	Program to Illustrate how User Authentication is Done



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182.C Program to Shutdown Computer in Linux

183.C Program to Compute First N Fibonacci Numbers using Command Line Arguments

184.C Program to Generate Fibonacci Series using Command Line Argument

185.Design an ATM Simulation using C manage the information of workers working in a firm or organization using this Employee Management System. The file handling technique is used here to save the data in a particular file, and you get the notion of this project as soon as you hear the name.

This project uses the Insert, Edit, and Delete file actions, but the sole constraint is that you can only display the data, not search for any data item in particular. If you have more experience with C, you may alter this program by using the searching strategies.

186. The following modules are included in this project. Add Employee Details

Edit Employee details

Modify Employee

Delete Employee

Create a Database using C file structure

187.A Library in charge is facing problems in handling books and customers. Design a solution using C regarding his problem

188.Design a Simple Result System in the C programming language. You can keep track of the pupils' grades and update them at any time. Students might be given marks based on their performance in each subject. The project is straightforward and straightforward to use. The system is written entirely in the C programming language.

Mode of Evaluation

	CIE					
PS1	PS2	PS3	(If mentioned			
10	20	20	in curriculum)			
	50		50	100		



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AB Course Code: CCSE0152 LAB Course Name: Web Designing				P	C
Course Offered in: B.Tech- First Semester		0	0	2	1
ME					

Pre-requisite: Basic Knowledge about web pages

Course Objectives: The objective is to understand the principles of web page design and types of websites, visualize and recognize the basic concepts of HTML and its application, recognize and apply the elements of Creating Style Sheet (CSS) with help of Java Script.

Course	Outcome: After completion of the course, the student will be able to	Bloom's Knowledge Level (KL)
CO1	Understand the principles of web page design, types of websites, and basic concepts of HTML and CSS.	K2
CO2	Apply the basic concepts of Java Script and its application to the web page.	K3
CO3	Implement the fundamental ideas of registering domains and web hosting for website.	K3

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3	PSO4
CO1	3	2	3	2	2	2	1	2	1	-	2	2	3	2	1
CO2	3	2	3	2	3	1	2	1	-	-	2	2	2	2	2
CO3	3	2	2	2	2	2	2	1	2	3	3	3	1	3	3

Course Contents / Syllabus

Module 1 Introduction to Websites and HTML

6 hours

Introduction: Basic principles involved in developing a web site, Planning process, Responsive Web Designing, Types of Websites (Static and Dynamic Websites), Web Standards and W3C recommendations.

Introduction to HTML: HTML Documents, Basic structure of an HTML document, creating an HTML document, Mark up Tags, Heading-Paragraphs, Line Breaks.

Module 2 Elements of HTML 4 hours

Elements of HTML: HTML Tags, Working with Text, working with Lists, Tables and Frames, working with Hyperlinks, Images, Working with Forms and controls.

Module 3 Concept of CSS 5 hours

Concept of CSS: Creating Style Sheet, CSS Properties, CSS Styling (Background, Text Format, Controlling Fonts), Working with block elements and objects, working with Lists and Tables, CSS Id and Class, Box Model:- Introduction, Border properties, Padding Properties, Margin properties.

Module 4 Introduction to JavaScript

5 hours

Introduction to JavaScript: Introduction to Client Side Scripting, Introduction to Java Script, JavaScript Types, Variables in JS, Operators in JS, Conditional Statements, Java Script Loops, JS Popup Boxes, JS Functions and Events.

Module 5 Web Hosting 4 hours

Web Hosting: Web Hosting Basics, Registering Domains, Defining Name Servers, Using Control Panel, Creating Emails in Cpanel, Deployment and Management of websites using FTP client, Maintaining a Website.

	Total I	ecture Hours 24 hours
Textbook		
S.No	Book Title with publication agency & year	Author
1	"HTML, XHTML, and CSS Bible, 5ed", Wiley India (2010).	Steven M. Schafer
2	Beginning CSS: Cascading Style Sheets for Web Design 3 rd Edition, Wiley India(2011)	Ian Pouncey and Richard
		York



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S.No	Book Title with publication agency & year	Author		
1	1 The Principles of Beautiful Web Design, SitePoint 4th edition(2020)			
2	Responsive Web Design, A Book Apart 2 nd Edition(2014)	Ethan Marcotte		
3	HTML and CSS: Design and Build Websites, Wiley India Ist Edition(2011)	Jon Duckett		
Module 1	Noutube/ Faculty Video Link: https://www.youtube.com/watch?v=x3c1ih2NJEg			
Module 2	https://www.youtube.com/watch?v=x3c1ih2NJEg			
Module 3	https://www.youtube.com/watch?v=PMsVM7rjupU&list=PL6n9fhu94yhUA99n0	OsJkKXBqokT3MBK0b		
Module 4	https://www.youtube.com/watch?v=uDwSnnhl1Ng&list=PLsyeobzWxl7qtP8Lo9	TReqUMkiOp446cV		

List Of Practical's (Indicative & Not Limited To)

- 1. Create mypage.html with your name as an <h1> heading, a short paragraph introducing yourself, and an <hr> tag for separation.
- 2. Create an HTML file (practice.html) ensuring all essential tags are present (<!DOCTYPE html>, <html>, <head>, <title>, <body>).
- 3. Create city.html. Use <h1> for the city name, <h2> for its famous landmarks, and paragraphs () to describe them, using

 for line breaks where appropriate.
- 4. Create a html page to insert horizontal rules.
- 5. Create a new HTML file and add comments (``) explaining the purpose of each main tag (head, body, title).
- 6. Create a mobile-responsive layout using basic HTML.
- 7. In your index.html file, explicitly set the language of the document using the lang attribute in the <html> tag (e.g., <html lang="en">).
- 8. Create coming-soon.html with an <h1> "Website Under Construction" and a simple paragraph with a "Coming Soon!" message.
- 9. Create homepage.html with a clear <h1> "Welcome to Our Site" and a paragraph about the site's purpose.
- 10. Create a page explaining W3C and its purpose.
- 11. Create an ordered and unordered list.
- 12. Create a list inside another list.
- 13. Create a definition list for at least five web development terms (e.g., HTML, CSS, JavaScript, Server, Browser).
- 14. Create a table with 3 rows and 3 columns.
- 15. Create a table name Student Gared with <thead> for headers (Name, Subject, Grade) and for at least three student records.
- 16. Design a table for a simple product catalog with columns like Product Name, Price, and Stock, using and tags.
- 17. Create a table with rowspan and colspan property.
- 18. Create a web page that provide a basic frame layout.
- 19. Design a webpage that add an image.
- 20. Create an image with clickable hyperlink.
- 21. Create an HTML page with three distinct sections (<section id="section1">, <section id="section2">, etc.)
- 22. Design a complete registration form including fields for: Username (text), Password (password), Email (email), Age (number), and a Submit button. Include appropriate label tags.
- 23. Create a feedback form asking: "How would you rate our service?" (radio buttons: Excellent, Good, Fair, Poor) and "What services are you interested in?" (checkboxes: Web Design, SEO, Hosting).
- 24. Create a form with text input, radio button, checkbox, and submit button.
- 25. Design a webpage using CSS that change background color of the body.
- 26. Design a webpage that should be add margin and padding to elements in CSS.



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- 27. Create one HTML page that uses inline CSS on an <h1>, internal CSS on a , and links to an external style.css for the
body> background color.
- 28. Create a style lists using CSS.
- 29. Create two CSS classes:.highlight (yellow background) and .important (red text). Apply these classes to different paragraphs and observe their effects.
- 30. Create three <div> elements. Give each a different border-width, border-style, and border-color. Apply padding and margin values to visually differentiate them.
- 31. Create a div and a p element. Use CSS to set their width and height, and observe how they behave as block elements.
- 32. Write a script that implement variables and data types
- 33. Create an alert box using JavaScript.
- 34. Create a webpage to show a prompt asking for user's name.
- 35. Write a script to add two numbers.
- 36. Create an HTML button. When clicked, a JavaScript function should change the text content of a element from "Hello" to "Goodbye!".
- 37. Create a script that display the current date and time.
- 38. Create a script to make a form field required using JavaScript validation
- 39. Create a JavaScript function to validate a form.
- 40. Create a form with a single text input and a submit button. Use JavaScript to prevent submission if the input field is empty, displaying an alert() message.
- 41. Write a script to check if a number is even or odd.
- 42. Create a script to use confirm box before submitting a form.
- 43. Create a button that, when clicked, uses confirm() to ask "Are you sure you want to delete?". Display an alert() based on the user's Yes/No choice.
- 44. Write a JavaScript function calculateArea(length, width) that takes two parameters, calculates the area, and returns the result. Display the result in the browser.
- 45. Create an tag and two buttons ("Next Image", "Previous Image"). Use JavaScript to change the src attribute of the image when buttons are clicked, cycling through an array of image paths.
- 46. Create an HTML page and upload it using an FTP client.
- 47. Register a free domain and map it to hosting (use demo platform like InfinityFree).
- 48. Create email using cPanel.
- 49. Create a monthly website maintenance checklist that includes tasks like checking for broken links, updating content, checking contact forms, and reviewing analytics.
- 50. Create a static HTML/CSS website and upload to GitHub Pages.

Mode of Evaluation

	PE	Total		
PS1	PS2	PS3	(If mentioned	
5	10	10	in curriculum)	
	25		25	50



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LAB Course Code: CME0153 LAB Course Name: Digital Manufacturing I							
Course Offered in: B.Tech- First Semester	0	0	2	1			
ME							

Pre-requisite: Nil

Course Objectives: To provide students with practical knowledge and hands-on experience in 3D modeling, slicing, and printing processes, enabling them to design, prepare, and fabricate objects using various 3D printing technologies and post-processing techniques.

		Bloom's		
Course Out	Knowledge Level			
		(KL)		
CO1	Identify and explain the components and working principles of a 3D printer.	K2		
G02	Develop and convert 3D CAD models into printable formats (e.g., STL) and analyze readiness for	77.4		
CO2	printing.	K4		
CO2	Utilize slicing software (e.g., Cura) to configure machine settings, generate support structures, and	17.2		
CO3	produce G-code for 3D printing.	K3		
GO.4	Execute the 3D printing process for single and multi-part assemblies, ensuring proper orientation,	77.5		
CO4	tolerance, and post-processing.	K5		
CO5	Analyze and compare various types of 3D printers through case studies and practical evaluations.	K5		

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	3	1	1	1	1	1	1	1	1	1	2	2	3
CO2	1	2	3	1	3	1	1	1	1	1	1	2	3	3
CO3	1	1	3	1	3	1	1	1	2	1	1	2	3	2
CO4	1	1	3	3	1	1	1	1	2	1	1	2	2	2
CO5	0	3	1	3	1	1	1	1	2	1	1	2	3	3

List of Practical's (Indicative & Not Limited To)

- 1. To introduce the 3D Printer Machine and its components.
- 2. To introduce various A files used in 3D modelling, create a basic 3D object, convert the model into .stl format, and open the .stl file to verify the size, form, and readiness for slicing and 3D printing.
- **3. Introduction to 3D printer software (e.g., Cura)** and explore features and specifications like Machine setting (e.g., Nozzle, Print Bed, etc.).
- 4. To upload the part and set up the position and orientation of the model (use of various commands like Move, Scale, Rotate, Mirror etc.)
- 5. To study and apply the generation of support structures for 3D printed objects using slicing software (e.g., Cura), and analyze the effect of support on print quality and material usage, Slicing of the model (Layering Study).



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- **6.** To use slicing software for converting a 3D CAD model into a G-code file and visually inspect the layer-by-layer preview to ensure correct generation of layers, infill, and support structures before printing.
- 7. To generate G-code for a 3D printed part using slicing software and to study the structure and meaning of G-code commands used to control the 3D printer.
- **8.** To understand and perform the 3D printing of a multi-part assembly, including proper orientation, tolerance adjustment, and post-print fitting of components.
- 9. To perform post-processing operations on a 3D printed part to improve its surface finish, dimensional accuracy, appearance, and functionality by removing supports, smoothing surfaces, and assembling parts, Removal of support, surface finishing, colouring, etc.
- **10.** A case study on different types of 3D printers.

Mode of Evaluation:

	CIE		PE	
PS1	PS2	PS3	(If mentioned in	Total
5	10	10	curriculum)	
	25		25	50



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Course Offered in: B.Tech- First Semester	0	0	4	2
ME				

Pre-requisite: Comprehension of basic English language

Course Objectives:

- 1. To improve proficiency in the English language to the Intermediate level of CEFR (Common European Framework of Languages).
- 2. To motivate students to look within and create a better version of 'self.'
- 3. To introduce the key concepts of etiquette and soft skills.

Course Outcome: After completion of the course, the student will be able to

0 0 00-00	and the completion of the course, the student will be used to	
S. No	Course Outcome	Bloom's Knowledge
		Level (KL)
CO1	Identify essential soft skills for the workplace	K1
CO2	Apply effective listening skills	K3
CO3	Acquire fluency and clarity of speech	K3
CO4	Understand and analyse written texts	K4
CO5	Create clear, correct, and concise written content	K6

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	-	-	1	1	1	1	1	1	2	3	1		
CO2	1	1	1	1	1	1	1	1	2	3	1		
CO3	1	1	1	1	1	1	1	1	2	3	1		
CO4	1	2	2	2	2	2	2	1	2	3	1		
CO5	2	1	2	1	2	1	2	1	2	3	1		

List Of Practical

1. Orientation

- a. Introduction to the course
- b. Introduction to the evaluation scheme & the British Council EnglishScore Tests

Developing Communication Skills

- Confidence building activities
- Overcoming initial hesitations

2. Anubhav Activity

• The Students will share their own reservations and expectations from the course.

Showcasing talents

• Participants will gain confidence in expressing themselves through song/dance, overcome inhibitions, and develop a sense of freedom and creativity.

3. Developing active listening and accurate communication skills

• The students will enhance their listening skills, practice conveying information accurately, and understand the importance of clear communication and active listening.

4. Language Toolbox 1: Vocabulary enrichment

• The students will be exposed to General Service List (GSL) by West and Academic Word List (AWL); the students will be asked to keep a journal of new words learnt every day.

5. Think-Pair-Share for Reading Comprehension

• The students will actively interact with the reading material by engaging in this activity, collaborating with their peers, and refining their comprehension skills.



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6. Essentials of Writing – Requisites of a good sentence

• The students will learn to construct sentences which showcase clarity, consistency and correctness in structure, word usage and punctuation through activities like picture prompts and verbal clues.

7. Professional Introductions (Video recorded)

• The students will practice professional introductions with emphasis on clarity, correctness, voice modulation, and engaging content.

8. Listen and write

• The students will practice writing exactly what they hear.

Listen and Repeat

• The students will practice speaking, with correct pronunciation and intonation, what they hear.

9. Pronunciation

- Vowel & Consonant sounds which are difficult for Indian speakers
- Syllable division & accent

10. Reading Techniques for Time Management

• The students will be able to identify keywords, headings, and topic sentences. Further, they will be able to analyze and synthesize information from the selected texts.

11. Paragraph Writing (Unity, Cohesion, Emphasis)

• The students will learn to write with emphasis on correctness of grammatical structure, concord, voice, and tenses.

12. Language Toolbox 3: Vocabulary Building – Homophones, homonyms, synonyms, antonyms, phrases & idioms

• The students will be able to bring in variety in the usage of words.

13. Building formal attitude through language, dress, and behavior

 The students will understand the importance of formal dressing and professional behavior in academic and workplace settings.

14. Clarity in articulation

 The students will practice accent, rhythm, and intonation in connected speech (Ref. English Score – Speaking/ SVAR/ Versant/etc.)

15. Listening to follow directions and instructions precisely

• The students will improve their listening comprehension and enhance their ability to follow instructions & directions.

16. Speaking in front of an audience

JAM, Extempore

• The students will develop the ability to speak confidently and fluently in front of an audience by organizing their thoughts quickly, expressing ideas clearly, managing time effectively, and using appropriate body language, voice modulation, and eye contact to overcome stage fear and hesitation.

17. Analysing Caselets

• The students will improve their analytical and speaking skills by analysing & providing solutions to the issues in the caselets.

18. Basics of Email Writing

• The students will be able to write letters/applications on topics from real life scenarios.

19. Anubhav Activity

• The students will talk about their key takeaways from the sessions/test scores this far.

20. Analysing Speech/ Ted Talks

• The students will be able to improve their listening by analysing speeches by famous personalities/Ted Talks.



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21. Sharing views in a group discussion

• The students will enhance their ability to express their opinions, actively listen to others, and engage in constructive discussions to develop well-rounded perspectives.

22. Decoding infographics

• The students will improve their ability to interpret and analyse information presented in diagrams, graphs, and pie charts.

23. Writing Essay

• The students will practice writing coherently, logically, precisely, and correctly on a wide variety of topics.

24. Anubhav Activity

The students will reflect on the semester and the road map ahead.

Total Hours: 48 hrs.

Mode of Evaluation				
	CIE		PE	Total
PS1	PS2	PS3		
10	20	20		
	50		50	100

Course Code: CASCC0101	Course Name: Design Thinking-I	L	T	P	C
Course Offered in: B.Tech- First Semester		2	0	0	2



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ME				
D	 •	•	•	

Pre-requisite:

Course Objectives: The objective of this course is to familiarize students with design thinking process as a tool for breakthrough innovation. It aims to equip students with design thinking skills and ignite the minds to create innovative ideas, develop solutions for real-time problems.

	1	
Course	Outcome: After completion of the course, the student will be able to	Bloom's Knowledge
		Level (KL)
CO1	Develop a strong understanding of the design process and apply it in a variety of business settings	K1
CO2	Analyze self, culture, and teamwork to work in a multidisciplinary environment and exhibit empathetic behavior	K3
CO3	Formulate specific problem statements of real time issues and generate innovative ideas using design tools	K4
CO4	Apply critical thinking skills to arrive at the root cause from a set of likely causes	K4
CO5	Demonstrate an enhanced ability to apply design thinking skills for evaluation of claims and arguments	K4

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO TO Mapp	3222 8 (2000		, = •	,	e +	-,							
CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	1	2	2	1	1	1	2	1	2	2	2		
CO2	1	2	1	1	1	2	1	2	2	2	1		
CO3	1	2	1	2	2	1	2	1	2	2	1		
CO4	1	2	1	1	1	1	1	1	1	1	1		
CO5	1	2	1	1	1	1	1	1	1	1	1		

Course Contents / Syllabus

Module 1 Introduction 6 hours

An overview of future skills, introduction to design thinking, traditional problem solving versus design thinking, history of design thinking, wicked problems. Innovation and creativity, the role of innovation and creativity in organizations, creativity in teams and their environments, design mindset. Introduction to elements and principles of design, 13 Musical Notes for Design Mindset, Examples of Great Design, Design Approaches across the world.

Case Studies: Mumbai Dabbawallas, Gillette, Singapore, Bengaluru, Bahubali, Google, Embrace Incubator

Activity: Observation, Wicked Problem

Module 2 Ethical Values and Empathy

6 hours

Understanding humans as a combination of I (self) and body, basic physical needs up to actualization, prosperity, the gap between desires and actualization. Understanding culture in family, society, institution, startup, socialization process. Ethical behavior: effects on self, society, understanding core values and feelings, negative sentiments and how to overcome them, definite human conduct: universal human goal, developing human consciousness in values, policy, and character.

Understanding stakeholders, techniques to empathize with, identify key user problems. Empathy tools- Interviews, empathy maps, persona, emotional mapping, immersion and observations, Emotional Intelligence, customer journey maps, classifying insights after Observations, Classifying Stakeholders.

Case Studies: Pure-it, Royal Enfield, Big Basket, Air-bnb. Activity: Moccasin Walk, Persona, Empathy map, Journey Map

Module 3 Problem Statement and Ideation

6 hours

Defining the problem statement, creating personas, Point of View (POV) statements. Research identifying drivers, information gathering, target groups, samples, and feedbacks. Idea Generation basic design directions, Themes of Thinking, inspirations and references, brainstorming, inclusion, sketching and presenting ideas, idea evaluation, double diamond approach, analyze – four W's, 5 why's, "How Might We", Defining the problem using Ice-Cream Sticks, Metaphor & Random Association Technique, Mind-Map, ideation activity games - six thinking hats, million-dollar idea, introduction to visual collaboration and brainstorming tools - Mural, JamBoard, Introduction to AI Tools.

Case Studies: The Good Kitchen, Flipkart, Uber, Redbus, Big Bazaar

Activity: 5 Why, HMW, Brainstorming, Six Thinking Hats, 30 Circles, paper prototype

Module 4 Critical Thinking 6 hours

Fundamental concepts of critical thinking, the difference between critical and ordinary thinking, characteristics of critical thinkers, critical thinking skills- linking ideas, structuring arguments, recognizing incongruences, five pillars of critical



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thinking, argumentation versus rhetoric, cognitive bias, tribalism, and politics. Case study on applying critical thinking on different scenarios

Case Studies: Byju's, Maggi noodles, Tata Nano

Activity: debate, role play

Module 5 Logic and Argumentation

60

6 hours

100

The argument, claim, and statement, identifying premises and conclusion, truth and logic conditions, valid/invalid arguments, strong/weak arguments, deductive argument, argument diagrams, logical reasoning, scientific reasoning, logical fallacies, propositional logic, probability, and judgment, obstacles to critical thinking. Group activity/role plays on evaluating arguments.

Case Studies: Aadhaar Card, Demonetization, Odd-Even Policy, Jio **Activity:** Logical Fallacy Detective, Fact-Checking Challenge

		Total Lecture Hours 30 hour					
Fextbook	•						
S.No	Book Title	Author					
1.	UnMukt : Science & Art of Design Thinking	Arun Jain					
2.	Solving Problems with Design Thinking – Ten Stories of What Works	Jeanne Liedta					
3.	A Foundation Course in Human Values and Professional Ethics	R R Gaur, R Sangal, G P Bagaria					
4.	Critical Thinking: An Introduction	Fisher					
Reference	e Books:						
S.No	Book Title	Author					
1.	101 Design Methods	Vijay Kumar					
2.	Change by Design	Tim Brown					
3.	How to improve your critical thinking & reflective kills	McMillan					
4.	Design of Business	Roger L. Martin					
	Youtube/ Faculty Video Link:						
NPTEL/ Y	Youtube/ Faculty Video Link: <pre>https://youtu.be/rUUuhnLkJ2s?si= XCHnDbt U1z0Frx https://www.youtube.com/watch?v=ldYzbV0NDp8</pre>						
NPTEL/ Y	Youtube/ Faculty Video Link: https://youtu.be/rUUuhnLkJ2s?si= XCHnDbt U1z0Frx https://www.youtube.com/watch?v=ldYzbV0NDp8 https://www.youtube.com/watch?v=0Fi83BHQsMA https://www.youtube.com/watch?v=q654-kmF3Pc http://www.uhv.org.in/						
NPTEL/ Y Module 1 Module 2	Youtube/ Faculty Video Link: https://youtu.be/rUUuhnLkJ2s?si= XCHnDbt U1z0Frx https://www.youtube.com/watch?v=ldYzbV0NDp8 https://www.youtube.com/watch?v=0Fi83BHQsMA https://www.youtube.com/watch?v=q654-kmF3Pc http://www.uhv.org.in/ https://swayam.gov.in/nd1_noc19_mg60/preview						
	// Youtube/ Faculty Video Link: https://youtu.be/rUUuhnLkJ2s?si= XCHnDbt U1z0Frx https://www.youtube.com/watch?v=ldYzbV0NDp8 https://www.youtube.com/watch?v=0Fi83BHQsMA https://www.youtube.com/watch?v=q654-kmF3Pc http://www.uhv.org.in/ https://swayam.gov.in/nd1_noc19_mg60/preview https://swayam.gov.in/nd1_noc19_mg60/preview https://www.udemy.com/course/design-thinking-for-beginners/ https://www.interaction-design.org/literature/article/personas-why-and- https://www.forbes.com/sites/sap/2016/08/25/innovation-with-design-thinking/#340511486908	how-you-should-use-them					
NPTEL/ Y Module 1 Module 2 Module 3	Youtube/ Faculty Video Link: https://youtu.be/rUUuhnLkJ2s?si= XCHnDbt U1z0Frx https://www.youtube.com/watch?v=ldYzbV0NDp8 https://www.youtube.com/watch?v=0Fi83BHQsMA https://www.youtube.com/watch?v=q654-kmF3Pc http://www.uhv.org.in/ https://swayam.gov.in/nd1_noc19_mg60/preview https://www.udemy.com/course/design-thinking-for-beginners/ https://www.interaction-design.org/literature/article/personas-why-and-https://www.forbes.com/sites/sap/2016/08/25/innovation-with-design-thinking/#340511486908 https://www.criticalthinking.org/pages/defining-critical-thinking/766	how-you-should-use-them					
NPTEL/ Y Module 1 Module 2 Module 3 Module 4	A https://www.youtube.com/watch?v=ldYzbV0NDp8 https://www.youtube.com/watch?v=ldYzbV0NDp8 https://www.youtube.com/watch?v=0Fi83BHQsMA https://www.youtube.com/watch?v=q654-kmF3Pc http://www.uhv.org.in/ https://swayam.gov.in/nd1_noc19_mg60/preview https://swayam.gov.in/nd1_noc19_mg60/preview https://www.udemy.com/course/design-thinking-for-beginners/ https://www.interaction-design.org/literature/article/personas-why-and-https://www.forbes.com/sites/sap/2016/08/25/innovation-with-design-fl thinking/#340511486908 https://www.criticalthinking.org/pages/defining-critical-thinking/766 https://www.udemy.com/course/critical-thinker-academy/	how-you-should-use-them					

TA* - Teacher Assessment marks on the basis of defined Teaching Methodologies like Quiz, Assignment, Video Assignment, Seminar, Group discussion, PBL or any other defined by respective faculty members and may vary to subject-wise and faculty-wise

40

Course Code: CNC0103	Course Name: Essence of Indian Traditional Knowledge	T	Т	D	C
Course Coue, ChCoros	L COUISE Maine. Essence of indian frautional Knowledge	4 1	1 1		•



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Course Offered in: B.Tech- First Semester	2	0	0	NC
ME				ı

Pre-requisite: Philosophical Systems, Spiritual Practices, Cultural Heritage, Ayurveda and Traditional Medicine, Architecture

Course Objectives: To enable the students to understand the importance of our surroundings and encourage them to contribute towards sustainable development

towards sustainable development.

Course	Outcome: After completion of the course, the student will be able to	Bloom's Knowledge Level (KL)
CO1	Understand the basics of past Indian politics and state polity.	K2
CO2	Understand the Vedas, Upanishads, languages & literature of Indian society.	K2
CO3	Know the different religions and religious movements in India.	K4
CO4	Identify and explore the basic knowledge about the ancient history of Indian agriculture, science & technology, and ayurveda.	K4
CO5	Identify Indian dances, fairs & festivals, and cinema.	K1

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	1	2	2	1	1	3	2	2	2	1	2		
CO2	1	1	2	1	1	3	2	2	2	1	2		
CO3	1	1	2	1	1	3	2	3	3	2	2		
CO4	2	2	3	2	2	3	3	2	2	1	2		
CO5	1	1	2	1	1	3	2	2	2	2	3		

Course Contents / Syllabus

Module 1 Society State and Polity in India

8 hours

State in Ancient India: Evolutionary Theory, Force Theory, Mystical Theory Contract Theory, Stages of State Formation in Ancient India, Kingship, Council of Ministers Administration Political Ideals in Ancient India Conditions' of the Welfare of Societies, The Seven Limbs of the State, Society in Ancient India, Purusārtha, Varnāshrama System, Āshrama or the Stages of Life, Marriage, Understanding Gender as a social category, The representation of Women in Historical traditions, Challenges faced by Women.

Module 2 Indian Literature, Culture, Tradition, and Practice 8 hours

Evolution of script and languages in India: Harappan Script and Brahmi Script. The Vedas, the Upanishads, the Ramayana and the Mahabharata, Puranas, Buddhist And Jain Literature in Pali, Prakrit And Sanskrit, **Sikh Literature**, Kautilya's Arthashastra, Famous Sanskrit Authors, Telugu Literature, Kannada Literature, Malayalam Literature, Sangama Literature Northern Indian Languages & Literature, Persian And Urdu, Hindi Literature

Module 3 Indian Religion, Philosophy, and Practices 8 hours

Pre-Vedic and Vedic Religion, Buddhism, Jainism, Six System Indian Philosophy, Shankaracharya, Various Philosophical Doctrines, Other Heterodox Sects, Bhakti Movement, Sufi movement, Socio religious reform movement of 19th century, Modern religious practices.

Module 4 Science, Management and Indian Knowledge System 8 hours

Astronomy in India, Chemistry in India, Mathematics in India, Physics in India, Agriculture in India, Medicine in India, Metallurgy in India, Geography, Biology, Harappan Technologies, Water Management in India, Textile Technology in India, Writing Technology in India Pyrotechnics in India Trade in Ancient India/India's Dominance up to Pre-colonial Times.

Module 5	Cultural Heritage and Performing Arts	8 hours
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Indian Architect, Engineering and Architecture in Ancient India, Sculptures, Pottery, Painting, Indian Handicraft, UNESCO'S List of World Heritage sites in India, Seals, coins, Puppetry, Dance, Music, Theatre, drama, Martial Arts Traditions, Fairs and Festivals, UNESCO'S List of Intangible Cultural Heritage, Calenders, Current developments in Arts and Cultural, Indian's Cultural Contribution to the World. Indian Cinema

			Total Lecture H	ours 40 hours			
Textbook	•						•
S.No	Book Title		Author				
1.	Indian Art and Cu	lture: for civi	Nitin Singhania				
Refer	ence Books:						
S.No	Book Title		Author				
1.	The Wonder that	was India (34)	th impression)			A. L. Basham	
NPTEL/ Y	outube/ Faculty Vic	deo Link:				I	
Module 1	https://www.ye	outube.com/w	vatch?v=cjh7v	CAvKhc			
Module 2	https://www.ye	outube.com/w					
Module 3	https://www.yo	outube.com/w					
Module 4	https://www.yo	outube.com/w					
Module 5	https://www.ye	outube.com/w					
Mode of I	Evaluation						
			CIE			ESE	Total
ST1	ST2	ST3	TA1*	TA2*	Attendance		
			5	5	10		
30				20	<u> </u>		50

TA* - Teacher Assessment marks on the basis of defined Teaching Methodologies like Quiz, Assignment, Video Assignment, Seminar, Group discussion, PBL or any other defined by respective faculty members and may vary to subject-wise and faculty-wise



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NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY GREATER NOIDA-201306

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Module 5Business Organizations and E-Governance8 hoursSole Traders, Partnerships: Companies: The Company's Act: Introduction, Formation of a Company, Memorandum of Association,

Sole Traders, Partnerships: Companies: The Company's Act: Introduction, Formation of a Company, Memorandum of Association, Articles of Association, Prospectus, Shares, Directors, General Meetings and Proceedings, Auditor, Winding up. E-Governance and

Patents, Copyright and its Ownership, Infringement of Copyright, Civil Remedies for Infringement, Regulation to Information, Introduction, Right to Information Act, 2005, Information Technology Act, 2000, Electronic Governance, Secure Electronic Records and Digital Signatures, Digital Signature Certificates, Cyber Regulations Appellate Tribunal, Offences, Limitations of the Information



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role of engineers in E-Governance, Need for reformed engineering serving at the Union and State level, Role of I.T. professionals in Judiciary, Problem of Alienation and Secessionism in few states creating hurdles in Industrial development.

•						Total Lecture	Hours 40 hours
Textbook	:						
S.No	Book Title					Author	
1.	Introduction to the	e Indian Cons	stitution			Brij Kishore Sharma	
Referenc	e Books:						
S.No	Book Title					Author	
1.	The Indian Consti	tution				Madhav Khosla	
NPTEL/	Youtube/ Faculty Vi	deo Link:					
Module 1	https://www.y	outube.com/v	vatch?v=nTlEN	N7K8aAU			
Module 2	https://www.y	outube.com/v	watch?v=UrnO	<u>bUbUSUc</u>			
Module 3	https://www.y	outube.com/v	watch?v=Ryxv2	ZWEJBos			
Module 4	https://www.y	outube.com/v	watch?v=uGmY	YOelffrI			
Module 5	https://www.y	outube.com/v	watch?v=BBM	D2YLbb_c			
Mode of	Evaluation						
			CIE			ESE	Total
ST1	ST2	ST3	TA1* 5	TA2* 5	Attendance 10		
	30	<u>l</u>		20	10		50

TA* - Teacher Assessment marks on the basis of defined Teaching Methodologies like Quiz, Assignment, Video Assignment, Seminar, Group discussion, PBL or any other defined by respective faculty members and may vary to subject-wise and faculty-wise



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CO4	3	2	3	2	3	-	-	-	-	1	2			
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Course Code: CAS0203C Course Name: Differential Equations and Numerical Techniques



S.No	Book Title	Author
1	Higher Engineering Mathematics, Tata Mc Graw-Hill Publishing Company Ltd.	B. V. Ramana,
2	Higher Engineering Mathematics, Khanna Publisher	B.S. Grewal
3	Advance Engineering Mathematics, Narosa Publishing House.	R K. Jain & S R K. Iyenger
4	Advance Engineering Mathematics, University Science Press	N.P. Bali
Refer	ence Books:	
S.No	Book Title	Author
1	Advance Engineering Mathematics, John Wiley & Sons.	E. Kreyszig
2	Advance Engineering Mathematics, Thomson (Cengage) Learning.	Peter V. O'Neil
3	Calculus, Eleventh Edition, Pearson.	Maurice D. Weir, Joel Hass, Frank R. Giordano, Thomas
4	Calculus and Analytical Geometry, Ninth Edition Pearson.	G.B Thomas, R L Finney
5	Numerical Methods, TMH Publishing Company Ltd, New Delhi	E. Balagurusamy
6	Fourier Series and Boundary Value Problems, 8th Edition-Tata McGraw-Hill.	James Ward Brown and Ruel V Churchill
7	Engineering Mathematics for first year, Tata McGraw-Hill, New Delhi.	Veerarajan T.
8	Ordinary Differential Equations, Application, Model and Computing, CRC Press T&F Group.	Charles E Roberts Jr
9	Advanced Engineering Mathematics, 6th Edition, Tata McGraw-Hill.	Ray Wylie C and Louis C Barret
11	Engineering Mathematics, 1st Edition, Pearson India Education Services Pvt. Ltd.	P. Sivaramakrishna Das and C. Vijayakumari
12	Advanced Engineering Mathematics By Khanna Publishing House, Delhi.	Chandrika Prasad, Reena Garg
NPTEL/ Y	outube/ Faculty Video Link:	
Module 1	https://www.youtube.com/watch?v=Ql42qcOLKfo&t=7s	
	https://www.youtube.com/watch?v=qIyx1kFTqT8	
	https://www.youtube.com/watch?v=n_3ZmnVnrc4	
	https://www.youtube.com/watch?v=19Vt7ds8Lvw	
Module 2	https://www.youtube.com/watch?v=NmRQ3sjp8Eo https://youtu.be/gG_bDhPibQo	
Module 3	https://youtu.be/nmp-5tSp-UY	
	https://youtu.be/6ANT4eD6fII	
	https://youtu.be/c9NibpoQjDk	
	https://www.youtube.com/playlist?list=PLNOGIXC4kCBT8G5pWCrH71hmwa	AVwsBY3
Module 4	https://www.youtube.com/watch?v=HUKR4LWrZ14&t=74s	
	https://www.youtube.com/watch?v=uei7JPnPpVg	
	https://www.youtube.com/watch?v=ummJvI0Ax2Q	
	https://www.youtube.com/watch?v=bWTmUWWZnhQ	
	https://www.youtube.com/watch?v=wpN1wn98XiA	



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	https://www.y	outube.com/w	vatch?v=gK1Y	/11UxOhw								
	https://www.youtube.com/watch?v=Clwkvn77QrE&t=10s											
	https://www.youtube.com/watch?v=LGxE_yZYigI											
Module 5	Iodule 5 https://archive.nptel.ac.in/courses/111/107/111107105/											
Mode of Eva	luation											
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ST1	ST2	ST3	TA1* 5	TA2* 5	Attendance 10							
	30 20 100 150											

TA* - Teacher Assessment marks on the basis of defined Teaching Methodologies like Quiz, Assignment, Video Assignment, Seminar, Group discussion, PBL or any other defined by respective faculty members and may vary to subject-wise and faculty-wise



Course Off	de: CEC02					I Electi	ronics a	and IoT	System	S				T	P	C
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CO2	3	3	3	-	-	-	-	-	-	-	-	2	2		2	
CO3	3	3	3	-	-	-	-	-	-	-	-	3	3		2	
CO4	3	3	3	-	-	-	-	-	-	-	-	3	3		3	
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S.No.	Boo	ok Title				Au	thor	
1.	"Mo	odern digital Elec	ctronics", Tat	a McGraw Hil	l, 4th edition,	2009 R.I	P. Jain	
2.	"Int	ernet of Things:	A Hands-On	Approach", O	rient Blacksw	ran Private Ar	shdeep Bahga and V	ijay Madisetti
	Lin	nited, 1st New De	elhi, 2015.					
NPTEI	L/ You	utube/ Faculty V	ideo Link:					
		https://www.yo	utube.com/pl	aylist?list=PLl	bRMhDVUM	IngfV8C6ElNAUaQQ	z06wEhFM5	
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TA* - Teacher Assessment marks on the basis of defined Teaching Methodologies like Quiz, Assignment, Video Assignment, Seminar, Group discussion, PBL or any other defined by respective faculty members and may vary to subject-wise and facultywise



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Course Code: CME0201	Course Name: Automotive Engineering	L	T	P	C
Course Offered in: B.Tech- Second	l Semester	2	0	0	2
ME					

Pre-requisite: NIL

Course Objectives: This course aims to introduce fundamental concepts of automobile engineering, including vehicle layout, power dynamics, and resistances. It will explore the principles and performance of internal combustion engines, as well as the emerging field of electric and hybrid vehicles. Students will gain an understanding of essential vehicle systems like transmission, breaking, and electrical components. Finally, the course will expose students to modern automotive technologies, including ADAS, connectivity, and future trends in the industry.

Course Out	come: After completion of the course, the student will be able to	Bloom's Knowledge Level (KL)
CO1	Describe the fundamental principles of automobile engineering, including the general layout of a vehicle and the concepts of power, torque, and various resistances to motion.	K2
CO2	Explain the working principles, components, and performance characteristics of both Spark Ignition and Compression Ignition internal combustion engines, including their cycles, timing diagrams, emissions, and firing order.	K2
СОЗ	Explain EV, hybrid types, propulsion types, energy, and comparing their environmental and economic impacts against conventional vehicles.	K2
CO4	Discuss ADAS, telematics, infotainment, sensors, ECUs, CAN bus, autonomous/connected concepts, advanced materials, IoT, and cybersecurity trends.	K2

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	2	2	1	1	2	2	2	2	1	1	2	2	3
CO2	3	2	2	2	2	2	3	2	2	1	1	2	3	3
CO3	3	2	2	1	2	2	2	2	1	1	1	2	2	2
CO4	3	2	1	1	2	2	2	2	1	1	1	2	3	3

Course Contents / Syllabus

Module 1	Introduction to Automotive Engineering	10 hours

Introduction to Automobile Engineering: Definition, history, and importance of automobiles in modern transportation.

Classification of Automobiles: Based on purpose, fuel type, drive type, and body style (e.g., passenger cars, commercial vehicles, electric vehicles).

Vehicle Configurations: Front-engine, rear-engine, mid-engine layouts; drive types – FWD, RWD, AWD/4WD.

 $\textbf{Introduction to Vehicle Dimensions and Terminology:} \ \ \textbf{Wheelbase, track width, ground clearance, approach/departure angles, etc.} \\$



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General Layout of an Automobile: Overview of main systems powertrain, chassis, suspension, braking, steering, electrical, and body components.

Transmission and Braking System: Clutch Systems, Gearboxes, Final Drive and Differential, Drive Configurations.

Module 2 I.C. Engines Vehicles 8 hours

Introduction to I.C. Engines: Basic principles and working of internal combustion engines; classification – spark ignition (SI) and compression ignition (CI) engines.

Engine Types and Configurations: 2-stroke vs 4-stroke engines, inline vs V-type engines, air-cooled vs water-cooled engines.

Main Components of I.C. Engines: Engine block, piston, crankshaft, connecting rod, camshaft, valves, cylinder head, flywheel.

Engine Systems Overview: Fuel supply system (carburetor, fuel injection, common rail direct injection). Ignition system (battery ignition, magneto, spark plugs). Cooling system (radiator, thermostat, coolant, water pump). Lubrication system (wet sump, dry sump, oil pump, oil filters).

Basic Engine Terminology: Bore, stroke, compression ratio, displacement, power, torque, efficiency.

Module 3 Electric and Hybrid Vehicles 7 hours

Introduction to Electric Vehicles (EVs): Evolution, need for electrification, advantages and challenges of electric mobility.

Classification of Electric Vehicles: Battery Electric Vehicles (BEVs), Hybrid Electric Vehicles (HEVs), Plug-in Hybrid Electric Vehicles (PHEVs), and Fuel Cell Vehicles (FCVs).

Basic Components of an Electric Vehicle: Electric motor, battery pack, power electronics, inverter, converter, and electric drivetrain.

Types of Electric Motors Used: DC motors, Brushless DC (BLDC), Induction motors, Permanent Magnet Synchronous Motors (PMSM).

Battery Technologies: Lead-acid, Nickel-Metal Hydride (NiMH), Lithium-ion batteries – structure, working, advantages, limitations.

Hybrid Powertrain Architectures: Series, parallel, and series-parallel hybrids working principles and power flow.

Regenerative Braking and Energy Recovery: Concept and operation in EVs and hybrids.

Comparison with I.C. Engine Vehicles: Efficiency, emissions, range, maintenance, and overall performance.

Module 4Modern Automotive Technologies7 hours

Automotive Electronics: Role of Electronic Control Units (ECUs), Integrated Circuit Modules (ICMs), sensors, and actuators in controlling vehicle performance, safety, and emissions.

On-Board Diagnostics (OBD): OBD-II and OBD-III systems, real-time monitoring, diagnostic trouble codes (DTCs), and advanced fault detection systems.

Advanced Driver Assistance Systems (ADAS) – Features like Lane Departure Warning (LDW), Forward Collision Warning (FCW), Automatic Emergency Braking (AEB), Pedestrian Detection, Adaptive Cruise Control (ACC), Traffic Sign Recognition (TSR), and 360-degree cameras.

		Total Lecture Hours 32 ho	ours
Textbook:			
S. No.	Book Title	Author	
1	Automobile Engineering	Newton and Steeds	
2	Automobile Engineering	Ramakrishna, PHI, India.	



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2	Automobile En	gineering		TT	TI, Pearson India					
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Reference B	ooks:									
3	Automobile En	gineering		Krii	oal Singh					

TA* - Teacher Assessment marks on the basis of defined Teaching Methodologies like Quiz, Assignment, Video Assignment, Seminar, Group discussion, PBL or any other defined by respective faculty members and may vary to subject-wise and faculty-wise



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CO3	Deve	Develop Python-based data processing workflows K3														
CO4	Anal	yze the i	mpact a	nd real-v	world ap	plicatio	ns of AI								K4	-
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CO-PO	Mappi	ing (Scal	le 1: Lo	w, 2: M	edium,	3: High) 			1						
CO-P Mappi		PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PS	01	PSO2	PSO3
CO		3	2	-	-	2	-	-	-	-	-	-	1		1	2
CO2	2	2	3	_	-	2	-	_	_	_	-	_	1	Ĺ	1	2
CO3	3	2	2	2	2	3	-	-	-	-	_	-	1		2	2
CO4	1	2	2	2	2	3	2	1	2	-	_	-	1		1	2
Course (ts / Syll	abus								ı					
Module 1	1			Introdu	iction to	o AI								8	hours	
Learning. Module 2	, Deep 2 ce of I	Learnin Data, Info	g, Natur ormation	al Langi Data L in, Know	uage Pro iteracy	ocessing and An	, Compu alysis	iter Visi	ion, Gen	erative .	AI			8	hours	AI- Mach
Module 3				Compu	te, Ana	lysis an	d Visua	lization	Į					1	0 hours	
Introduct	ion to	Python,	Librarie	s (Panda	ıs, Num	Py, Mat	plotlib),	Import	and Exp	ort of D	ata, IDE,	Google	Colal	o, Ka	ggle Ker	nel.
Module 4	4			Applica	tions o	f AI								4	hours	
				riculture	e, Trans	portatio	n, Retai	1 and E	E-comme	erce, En	tertainme	ent and I	Media	a, Sr	nart Hor	nes and Io
Robotics Fotal Le			on											2	0 hours	
Textbool		nours												3	o nours	
S.No		k Title								L	Author					
1			elligenc	e: A Mo	dern An	proach	Pearson	Educat	ion 4 th I		Stuart Rus	ssell & P	eter l	Vorv	iσ	
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2		ficial Int	elligenc	e, McGr	aw-Hill	Educati	ion, 3rd	Edition,	, 2009	I	Elaine Ric	ch, Kevir	Kni	ght,	Shivasha	nkar B. Na
Referenc																
S.No		k Title									Author					
1	Arti 202		elligenc	e and M	achine I	Learning	, Dream	tech Pre	ess, 1st I	Edition, I	P. S. Desh	npande				
2	Pytł				Pandas	s, Nump	y, and N	Matplotl	ib, Apre	ss; 2nd	Wolfgang	Ertel				
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NPTEL/ Module 1		,	www.yo	utube.co	m/watc	h?v=fV2	2k2ivttL	0&ab c	hannel=	nptelhro	<u>d</u>					



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Module 3 https://www.youtube.com/watch?v=VX6kCjwdNPw												
Module 4	Iodule 4 https://www.youtube.com/watch?v=kaI20cdbMjo											
Mode of Eva	aluation											
			CIF			ECE	Total					
ST1	ST2	ST3	CIE TA1* 5	TA2* 5	Attendance 10	ESE	Total					

TA* - Teacher Assessment marks on the basis of defined Teaching Methodologies like Quiz, Assignment, Video Assignment, Seminar, Group discussion, PBL or any other defined by respective faculty members and may vary to subject-wise and faculty-wise

LAB Course Code: CEC0251	LAB Course Name: Digital Electronics and IoT Systems Lab	L	Т	P	С		
Course Offered in: B.Tech- Second Seme	Course Offered in: B.Tech- Second Semester						
ME		0	U	4	1		



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Pre-requisite:

Course Objectives: The student will learn about

- 1. Verification of truth table of various type of logic gates.
- 2. Designing and verification of different type of combinational circuits.
- 3. Implementation and verification of truth table of various type of flip-flops.
- **4.** Designing and implementation of different types of sequential circuits.
- **5.** Implementation of Programming in IoT development boards with IO sensors.

Course	Course Outcome: After completion of the course, the student will be able to			
Course	Outcome. After completion of the course, the student will be able to	Level (KL)		
CO1	Verify truth table of various type of Logic Gates.	K2		
CO2	Design, implement and verify combinational logic circuits.	K4		
CO3	Implement and verify truth table of various types of flip-flops.	К3		
CO4	Design and analyse different types of sequential logic circuits.	K4		
CO5	Implement programming in IoT development boards with IO sensors	К3		

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	2	-	-	-	-	-	-	3	2	2	1	2	2
CO2	3	3	3	-	-	-	-	-	3	2	2	1	2	2
CO3	3	2	3	-	-	-	-	-	3	2	2	1	2	2
CO4	3	3	3	-	-	-	-	-	3	2	2	1	2	2
CO5	3	3	3	-	-	-	-	-	-	2	2	1	2	2

List Of Practical's (Indicative & Not Limited To)

- 1. Verification of the truth tables of Basic Logic Gates and Universal Logic Gates using TTL ICs.
- a) AND (7408)
- b) OR (7432)
- c) NOT (7404)
- d) NAND (7400)
- e) NOR (7402)
- **2.** Implementation of the given Boolean function using TTL Logic Gates (NOT, AND and OR Gates) in SOP for following Boolean expressions:
- a) Y1=AB'+A'B
- b) Y2=ABC+A'B'C'+A'C
- c) $F(A,B,C,D)=\sum (0,2,5,7,8,10,13,15)$
- 3. Implementation of the given Boolean function using TTL Logic gates (NOT, AND and OR Gates) in POS forms for following Boolean expressions:
- a) Y1=(A'+B)(A+B')
- b) Y2=(A+B+C)(A'+B'+C')(A'+C)
- c) F(A,B,C,D) = M(0,2,5,7,8,10,12,15)
- **4.** Implementation of Half-adder, Full-adder and Full-adder using two Half-adder with TTL Logic Gates (EXOR-7486, AND-7408, OR-7432) and verify its truth table.
- **5.** Implementation of Half-subtractor, Full-subtractor and Full-subtractor using two Half-subtractor with TTL Logic Gates (EXOR-7486, AND-7408, OR-7432) and verify its truth table.
- **6.** Implement 2 Bit magnitude comparator using logic gates and verify the truth table.
- 7. Implement and verify $F(A,B,C) = \sum (3, 5, 6, 7)$ using



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- a) 8:1 multiplexer.
- b) 4:1 multiplexer
- **8.** Verification of truth table of flip-flop using NAND gate (7400) & NOR gates (7402).
 - a) RS Flip Flop
 - b) JK Flip Flop
 - c) D Flip Flop
 - d) T Flip Flop
- 9. Implement D flip flop using SR flip flop and verify the truth table.
- 10. Design Mod N Synchronous Up Counter & Down Counter using 7476 JK Flip-flop
- 11. Describing hardware in IoT: Hardware Architecture of Arduino UNO Board, Types of Arduino Board
- **12.** Fundamentals of Arduino Programming: Installation of Arduino IDE, Working with structures, Variables, Flow control, Digital i/o f. Analog i/o, Time, Math, Random, Serial
- 13. Interfacing Arduino with I/O Devices: Push button, LED, Ultrasonic Sensor

Total Hours: 48 hrs.

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woae	OI.	L va	luation

	CIE								
PS1	PS2	PS3	(If mentioned						
5	10	10	in curriculum)						
	25	50							

LAB Course Code: CCSE0252	L	T	P	C
Course Offered in: B.Tech- Second Semes	0	0	6	3
ME				



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Course Objectives: To provide Basic knowledge of Python programming and to implement programming skill for solving real world problems

Course	Course Outcome: After completion of the course, the student will be able to						
CO1	Apply basic Python constructs (variables, data types, control flow)	K2					
CO2	Develop modular programs using functions, recursion, and modules.	K4					
CO3	Use data structures, file operations, and exception handling in Python.	K5					
CO4	Implement object-oriented concepts	K4					
CO5	Build GUI applications using Tkinter and OOP techniques.	K3					

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2	PSO3
CO1	3	1	1	-	2	-	-	1	-	-	2			
CO2	3	2	2	1	2	-	-	1	-	-	2			
CO3	2	2	2	1	1	-	-	1	-	-	2			
CO4	3	3	2	1	2	-	-	1	-	-	2			
CO5	3	3	2	-	2	=	-	1	-	2	2			

Course Contents / Syllabus

Module 1 Introduction 14 hours

Introduction: A Brief History of Python, Applications areas of python, Keywords and Identifiers, variables, data types and type conversion, Indexing and Slicing, operators in python, Operator precedence and associativity, Conditional Statements: if statement, ifelse statement, Nested-if statement and elif statements. Loops: Purpose and working of loops, while loop, for loop, else with loop statement, Nested Loops, break, continue and pass statement

Module 2 Function and Modules

15 hours

Function: Built in function, user defined function, Function arguments, passing functions to a function, recursion, Lambda functions, Namespaces. Functional Programming: higher order functions, Map, filter, Reduce. Closures and its characteristics, Decorators, decorating function with argument and iterator, Modules and Packages: Importing Modules, writing own modules, Standard library modules, Packages in Python

Module 3 Basic Data structures, Exception and File Handling

14 hours

Python Basic Data Structures: Strings, Basic operations of strings, comparing strings, string formatting, Built-in string methods and function, Lists, Tuples, Sets and Dictionaries with built-in methods, List Comprehension. Exception Handling: Errors, Run Time Errors, Try-except statement, Raise, Assert. Files and Directories: Open a File, Reading and Writing data from files close a File, Read and Write operation.

Module 4 Object Oriented Concepts

14 hours

Object-oriented programming: User-defined classes, Object as an argument, Class variables and Instance variables, Constructor, Parameterized constructor, Encapsulation: Introduction, Data hiding, Instance methods, Class method, Static methods, property method, Magic Methods in python, Instances as Return Values.

Module 5 Advanced Object-Oriented Techniques and GUI Programming

15 hours

Introduction to inheritance, Types of inheritance, super () function, Abstract class, Polymorphism: Method overriding, Method Overloading. Tkinter: Creating a GUI Application, Widgets: Frame, Label, Button, Entry, Radio button, Check button, Canvas, and Menu.

Total Lect	Total Lecture Hours					
Textbook						
S.No	Book Title	Author				



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1	"Beginning Python-From Novice to Professional"—Third Edition, Apress	Magnus Lie Hetland
2	Python Programming using Problem solving approach by OXFORD Higher education	Reema Thareja
Reference	e Books:	
S.No	Book Title	Author
1.	Introduction to Computation and Programming Using Python ", Revised and expanded Edition, MIT Press.	John V Guttag
2.	Introduction to Computer Science using Python: A Computational Problem-Solving Focus, Wiley India Edition.	Charles Dierbach
3.	"Think Python: How to Think Like a Computer Scientist", 2nd edition, Updated for Python 3, Shroff/O'Reilly Publishers.	Allen B. Downey,
4.	Introduction to Programming in Python: An Inter-disciplinary Approach, Pearson India Education Services Pvt. Ltd.,2016.	Robert Sedgewick, Kevin Wayne, Robert Dondero:
5.	An Introduction to Python – Revised and updated for Python 3.2, Network Theory Ltd.	Guido van Rossum and Fred L. Drake Jr,
NDTEL /	Youtube/ Faculty Video Link:	
MFIEL/	Toutube/ Faculty video Link:	
Module 1	https://nptel.ac.in/courses/106/106/106106182/	
Module 1 Module 2	https://nptel.ac.in/courses/106/106/106106182/ https://nptel.ac.in/courses/106/106/106106212/ https://www.youtube.com/watch?v=PqFKRqpHrjw https://nptel.ac.in/courses/106/106/106106145/	
Module 1 Module 2	https://nptel.ac.in/courses/106/106/106106182/ https://nptel.ac.in/courses/106/106/106106212/ https://www.youtube.com/watch?v=PqFKRqpHrjw https://nptel.ac.in/courses/106/106/106106145/ https://www.youtube.com/watch?v=m9n2f9lhtrw	
Module 1 Module 2 Module 3	https://nptel.ac.in/courses/106/106/106106182/ https://nptel.ac.in/courses/106/106/106106212/ https://www.youtube.com/watch?v=PqFKRqpHrjw https://nptel.ac.in/courses/106/106/106106145/ https://www.youtube.com/watch?v=m9n2f9lhtrw https://www.youtube.com/watch?v=oSPMmeaiQ68	
Module 1 Module 2 Module 3	https://nptel.ac.in/courses/106/106/106106182/ https://nptel.ac.in/courses/106/106/106106212/ https://www.youtube.com/watch?v=PqFKRqpHrjw https://nptel.ac.in/courses/106/106/106106145/ https://www.youtube.com/watch?v=m9n2f9lhtrw https://www.youtube.com/watch?v=oSPMmeaiQ68 nptel.ac.in/courses/106/106/106106145/	
Module 1 Module 2 Module 3 Module 4	https://nptel.ac.in/courses/106/106/106106182/ https://nptel.ac.in/courses/106/106/106106212/ https://www.youtube.com/watch?v=PqFKRqpHrjw https://nptel.ac.in/courses/106/106/106106145/ https://www.youtube.com/watch?v=m9n2f9lhtrw https://www.youtube.com/watch?v=oSPMmeaiQ68 nptel.ac.in/courses/106/106/106106145/ www.youtube.com/watch?v=ixEeeNjjOJ0&t=4s	
Module 1 Module 2 Module 3 Module 4	https://nptel.ac.in/courses/106/106/106106182/ https://nptel.ac.in/courses/106/106/106106212/ https://www.youtube.com/watch?v=PqFKRqpHrjw https://nptel.ac.in/courses/106/106/106106145/ https://www.youtube.com/watch?v=m9n2f9lhtrw https://www.youtube.com/watch?v=oSPMmeaiQ68 nptel.ac.in/courses/106/106/106106145/ www.youtube.com/watch?v=ixEeeNjjOJ0&t=4s https://nptel.ac.in/courses/106/106/106106145/	
Module 1 Module 2 Module 3 Module 4 Module 5	https://nptel.ac.in/courses/106/106/106106182/ https://nptel.ac.in/courses/106/106/106106212/ https://www.youtube.com/watch?v=PqFKRqpHrjw https://nptel.ac.in/courses/106/106/106106145/ https://www.youtube.com/watch?v=m9n2f9lhtrw https://www.youtube.com/watch?v=oSPMmeaiQ68 nptel.ac.in/courses/106/106/106106145/ www.youtube.com/watch?v=ixEeeNjjOJ0&t=4s	
Module 1 Module 2 Module 3 Module 4 Module 5	https://nptel.ac.in/courses/106/106/106106182/ https://nptel.ac.in/courses/106/106/106106212/ https://www.youtube.com/watch?v=PqFKRqpHrjw https://nptel.ac.in/courses/106/106/106106145/ https://www.youtube.com/watch?v=m9n2f9lhtrw https://www.youtube.com/watch?v=oSPMmeaiQ68 nptel.ac.in/courses/106/106/106106145/ www.youtube.com/watch?v=ixEeeNjjOJ0&t=4s https://nptel.ac.in/courses/106/106/106106145/ https://www.youtube.com/watch?v=NMTEjQ8-AJM	Total
Module 1 Module 2 Module 3 Module 4 Module 5	https://nptel.ac.in/courses/106/106/106106182/ https://nptel.ac.in/courses/106/106/106106212/ https://www.youtube.com/watch?v=PqFKRqpHrjw https://nptel.ac.in/courses/106/106/106106145/ https://www.youtube.com/watch?v=m9n2f9lhtrw https://www.youtube.com/watch?v=oSPMmeaiQ68 nptel.ac.in/courses/106/106/106106145/ www.youtube.com/watch?v=ixEeeNjjOJ0&t=4s https://nptel.ac.in/courses/106/106/106106145/ https://www.youtube.com/watch?v=NMTEjQ8-AJM Evaluation	Total

List of Practical's

Sr. No	Program Title	CO Mapping
1	Print "Hello, World!" and perform basic arithmetic operations.	CO1
2	Display Python keywords and identifiers.	CO1
3	Program to demonstrate variable declaration and type conversion.	CO1
4	Demonstrate indexing and slicing on a list and string.	CO1
5	Use arithmetic, relational, and logical operators in a program.	CO1
6	Show operator precedence and associativity with example expressions.	CO1
7	Write a program using if and if-else conditions.	CO1
8	Implement nested if and elif statements to categorize age groups.	CO1



9	Write a program using a while loop to generate Fibonacci series.	CO1
10	Use a for loop to print the multiplication table of a number.	CO1
11	Create and call a user-defined function for factorial.	CO2
12	Write a function to compute GCD of two numbers using recursion.	CO2
13	Program with all types of function arguments (default, keyword, variable-length).	CO2
14	Use lambda function to sort a list of tuples by second element.	CO2
15	Implement higher-order functions: map, filter, and reduce.	CO2
16	Create a closure that captures the outer function's variable.	CO2
17	Write and use a simple decorator to log function execution.	CO2
18	Import and use built-in module math and datetime.	CO2
19	Create and import a user-defined module.	CO2
20	Create a package with multiple modules and use them in a script.	CO2
21	Perform basic operations on strings and demonstrate built-in string methods.	CO3
22	Compare strings and demonstrate different string formatting styles.	CO3
23	Create a list and demonstrate slicing, appending, and sorting.	CO3
24	Implement tuple packing and unpacking with basic operations.	CO3
25	Create a set, add/remove items, and perform set operations.	CO3
26	Create and manipulate a dictionary with nested structures.	CO3
27	Demonstrate list comprehension to generate a square number list.	CO3
28	Handle exceptions using try-except-finally blocks.	CO3
29	Raise custom exceptions with raise and validate input with assert.	CO3
30	Read a file line by line and count the frequency of each word.	CO3
31	Create a class with instance variables and methods.	CO4
32	Implement constructor and parameterized constructor in a class.	CO4
33	Show encapsulation using private attributes and getter/setter.	CO4
34	Demonstrate class method, static method, and property decorator.	CO4
35	Overridestr andlen magic methods for a custom class.	CO4
36	Create and return class instances from another class.	CO4
37	Demonstrate single and multiple inheritance with method overriding.	CO4
38	Use super () to invoke parent methods from a subclass.	CO4
39	Create an abstract class and implement it in a derived class.	CO4
40	Show polymorphism with method overloading (via default args) and overriding.	CO4
41	Reuse inheritance examples and show hierarchical/multilevel inheritance.	CO5
42	Create a basic GUI window using Tkinter.	CO5
43	Add Labels, Buttons, and Entry fields to a GUI form.	CO5



44	Implement Radio buttons and Check buttons with event handling.	CO5
45	Personal Expense Tracker: A Python app to record and categorize daily expenses for better budgeting.	CO5
46	Library Management System: A GUI-based tool to manage book issue, return, and inventory for small libraries.	CO5
47	Weather Forecast App: A real-time weather dashboard using API to display city-wise conditions.	CO5
48	Quiz Application: An interactive Python quiz system with scoring and question randomization.	CO5
49	File Organizer: A desktop utility to auto-sort files into folders based on their extensions.	CO5
50	Personal Expense Tracker: A Python app to record and categorize daily expenses for better budgeting.	CO5



"ER" verbs with exceptions

Skilled writing

Module 5

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY GREATER NOIDA-201306

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3 hours

Course	Offere	d in: B.Te	ech- Sec	ond Sem	ester								2	0	0	2
		ME														
		Basic und														
Course	Object	ives: 1. To														c
	1		o enable	the stude	ents acqu	are the f	our basi	c skills L	LSRW (I	_istening	, Speakin	g, Readin	g, and \	Writ	ing) of	ť
anguage			1-4	C 41		4141	4:11	la a a la la 4					D1	, -	IZ	1 - 1
Jourse	Outcor	ne: After	completi	on or the	course,	me stud	ent win	be able t	.0				Level		Know	iea
CO1	Paco	gnize the	hasic sor	inde latti	are num	hare wo	rds and	nhracac	of Franc	·h			LCVCI		K1	
CO2		lop basic				ocis, wo	rus, and	pinases	OI I ICIIC						K2	_
CO3		imple voc				dav-to-d	lav life.								K3	
CO4		duce a thir													K3	
C O5	Deve	lop basic	skills in	writing a	nd speak	ing									K3	
CO-PO	Mappi	ng (Scale	1: Low,	2: Med	ium, 3: 1	High)										
CO-PO Mappii		PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	L	PSO2	2
CO1		-	1	1	-	-	-	1	1	2	3	1				
CO2		-	1	1	-	-	-	1	1	2	3	2				
CO3		-	2	2	1	-	1	1	1	3	3	2				
CO4		-	2	2	1	-	1	1	1	3	3	2				
CO5		0	2	2	1	0	1	1	1	3	3	2				
Course	Conten	ts / Sylla	bus	-I	1	·L		· I	· L		- L	- I	- L	-		
Aodule				Introdu	ction to	French									5 hou	rs
•	Verbs- Basic a	bject pror être, avo adjectives actory que	ir (How to				rm)									
		actory que														
Module				Vocabu											6 hou	rs
•	Colors Basic v Article How to Use of Vocab	of the wee vocabular es (indefin o make no C'est and ulary of n action of a	y nite and d ouns plur d Ce sont ationality	lefinite) al												
Module	3			Everyda	ay Comi	non Sin	nple Sen	tences							7 hou	rs
•	Contra	cted artic	les with	à and de											_	
•		ulary of tr	_													
•		preposition	ons à anc	l en												
•	Time	2														
• \/[a,J1		on 3 ways	s to fram				ply acco	rdingly							21	
Module		1 C.C.	:1	Reading	g & Wri	ung									3 hou	13
•		ulary of fa	-													
•	Introdu	action of a	a ramily i	member												



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• H	low to fill a basic f	form						
• H	low to write a brie	f post card in I	French					
							Total Lecture Hours	24 hours
Reference	Books:							
S.No	Book Title					A	uthor	
1.	Edito 1 (Méthod	de de français/	Cahiers d'exe	rcices)				
2.	Echo A1 (Métho	ode de français	s/Cahier d'exe	ercices)				
3.	Saison A1 (Méth	node de frança	is/Cahier d'ex	ercices)				
Youtube/	Faculty Video Li	ink:						
Module 1	Learn French	French for E	Beginners Fre	nch Alphab	et L' alpha	abet français 1	Pronunciation. https://youtu	ı.be/-
		?si=HprcsXX			' -	, ,		
Module 2	French numb	ers 1-100 (wit	h free PDF)	French grai	nmar for be	ginners (https://	://youtu.be/ZfSxfqCM7Hw	?si=Q-
	FZGetSpeCP	PhPX2)		•				
Module 3	French verbs	(avoir; être; fa	nire; aller) en o	chanson				
	(https://youtu	ı.be/-1RvCib-(Zg?si=KVM	xpD RWik	xTbWr)			
Module 4	Les articles	définis le, la l	es, l'					
		be/oeqs_Qbgt	8Q?si=sPYnC	3Vdqd74vU	JY8L			
Module 5	les articles	indéfinis un,	une, des					
	https://youtu.	be/oeqs Qbgt	8Q?si=0fNCa	zC8okbluH	<u>lgf</u>			
Mode of I	Evaluation							
			CIE				ESE	Total
ST1	ST2	ST3	TA1*	TA2*	TA3*	Attendance		
			10	10	10	10		
	60				40			100

TA* - Teacher Assessment marks on the basis of defined Teaching Methodologies like Quiz, Assignment, Video Assignment, Seminar, Group discussion, PBL or any other defined by respective faculty members and may vary to subject-wise and faculty-wise

Course Code: CASL0203 Course Name: German L T P C



Health and Body, Vacations
Leisure Activities, Celebrations ¬

NOIDA INSTITUTE OF ENGINEERING AND TECHNOLOGY GREATER NOIDA-201306

Course	Offere	d in B.Teo	ch- Seco	nd Semo	ester								2	0	0	2
	0	ME														_
Pre-req	quisite:	Basic und	erstand	ing of E	nglish L	anguag	e								1	
Course	Object	ives:														
•	To hel	p the stude	ents lear	n to artic	ulate in	German	languag	e in day-	to-day r	eal-life s	ituations.					
•		able the stu								king, Re	ading, and	d Writing) of lan	guag	e lear	ning.
Course	Outcor	me: After	completi	ion of the	e course,	the stud	lent will	be able t	0				Bloo	m's	Know	ledge
															el (KL)
CO1		erstand and				erman L	anguage	concept	s and the	e culture					K1	
CO2		gnise the f				1									K1	
CO3	_	simple voc and write				everyda	y conver	sations							K3 K2	
CO5		complex se				ic writin	a chille								K3	
		ing (Scale					g skiiis								IX.J	
CO		PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO	1	PSO2	;
				1					_		_					
CO	01	-	1	1	-	-	-	1	1	2	3	1				
CO	02	-	1	1	-	-	-	1	1	2	3	2				
CO	03	-	2	2	1	-	1	1	1	3	3	2				
CO	04	_	2	2	1	_	1	1	1	3	3	2				
CO		_	2	2	1	_	1	1	1	3	3	2				
		sta / Crillol			1		1	1	1	<u> </u>	3					
Module		nts / Syllal		Introdu	otion to	Cormo	n								4 hou	TPC
• Letter				muouu	ction to	Germa	11								4 110u	18
		tings and S	Salf Intro	aduction												
		nouns and			ne (Pagu	ilar and l	[rragular	Verbe)								
• W-Q		iouns and	verb eo	njugatio	ns (Regu	iiai aiid i	irregulai	V C103)								
• Simple		nces														
Module		ilees		Vocabu	lary bui	ilding									4 hou	rs
		of German	Articles												- 1104	10
• Nouns	-		7 II tile ies	, (Bermin	e una m	deriiiie)										
• Days,	, Month	s, & Seaso	ons													
• Adjec	tives															
• Negat	ion															
Madala	. 2			E										-	4 h a	
Module				Everyd	ay comn	non sim	pie sent	ences							4 hou	rs
BasicImper		118														
• Date a		ie														
		en ¬ (Basio	c evervd	av life co	onversati	ions and	making	appointr	nents)							
Module		, ,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,		Reading					/						6 hou	rs
• Separa	able Ve	rbs	<u> </u>			-								1		
• Posses																
• Senter	nces - N	omminati [*]	v, Akkus	sativ, Da	tiv ¬ Tra	anslation	ıs (Engli	sh to Ge	rman, Ge	erman to	English)					
• Sho	ort Text	and Form	Filling													
Module	e 5			Skilled	Writing										6 hou	rs
• Chang	geable P	reposition	S													
• Prese	nt Perfe	ect Tense														
• Past T	ense of	– To have	and To	Be												
TT 1.1	1.5	1 17														



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ST1	ST2	ST3	TA1*	TA2*	TA3*	Attendance	ESE	Totai
Mode of I	Evaluation		CIE				ESE	Total
Module 5	https://www.	youtube.com/v	vatch?v=Dmv	2BzXv_7U	J https://ww	w.youtube.com	/watch?v=lN-5Z4puA6U	
Module 4	https://www.	youtube.com/v	watch?v=Kj_L	8uAffG8 l	nttps://www	.youtube.com/w	vatch?v=nf1rzqG3nvA	
Module 3	https://www.	youtube.com/v	watch?v=bD4v	vSw6AWp	s			
Module 2							/watch?v=t0uLiNMvY6o	
Module 1							tch?v=LLTX3k1gJ0A watch?v= CyME2ZobD60)
	Youtube/ Faculty							
3. Lan	gescheidt Dictiona	ary						
	zwerk A1 (Goyal S dio D A1 (Goyal S							
	ence Books:							
Textbook S.No	Book Title					Au	thor	
T 41 1							Total Lecture Hours	24 hours

TA* - Teacher Assessment marks on the basis of defined Teaching Methodologies like Quiz, Assignment, Video Assignment, Seminar, Group discussion, PBL or any other defined by respective faculty members and may vary to subject-wise and faculty-wise

Course Code: CASL0204 Course Name: Japanese L T P C



Course Of	fered in: B.Te		ond Sem	ester								2	0	0	2
Pre-requis												, ,		1	
Course Ob	jectives:														
1. To	help the stud	ents leari	n to artic	ulate in J	apanese	languag	e in day-	to-day r	eal-life s	ituations.					
2. To	enable the stu	udents ac	quire the	e four bas	sic skills	LSRW ((Listenin	ig, Speak	ing, Rea	ding, and	Writing)				
Course Ou	tcome: After	completi	on of the	e course,	the stude	ent will b	e able to)						Know el (KL)	_
CO1 U	Jnderstand and	l be fami	liar with	basic Ja	panese L	anguage	concept	ts and the	culture	•]	K1	
CO2 F	Recognise the f	fundame	ntal voca	bulary.]	K1	
	Jse simple voc				everyday	convers	ations.							K3	
	Read and write													K2	
	Jse complex se					skills.]	K3	
СО-РО М	apping (Scale	1: Low,	2: Medi	ium, 3: I	High)			1		1	1	1			
CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO	1	PSO	2
CO1	-	1	1	-	-	-	1	1	2	3	1	-		-	
CO2	-	1	1	-	-	-	1	1	2	3	2	-		-	
CO3	-	2	2	1	-	1	1	1	2	3	2	-		-	
CO4	-	2	2	1	-	1	1	1	3	3	2	-		-	
CO5	-	2	2	1	-	1	1	1	3	3	2	-		-	
	ntents / Sylla														
Module 1				ction to	_									5 hou	
expressions	atures of Japas, Numerals, M	Ionths na	me Days	of the w	eek, Tim		_					-	_	_	
	e sentences, Se													<i>-</i> 1	
Module 2				lary buil				4 77	6	(TTO . G.		1.00		5 hou	
	nguage, and p								t pattern	s (KO, SC), AA, an	id DO)	, Co	nversa	tions
Module 3			Everyda	ay comm	on simp	le sente	nces							5 hou	rs
	lessons 5&6,													s, Mak	ing a
	aking an enqui					is & Veg	getables,	Names o	of the An	imais, Qu	estion for	rmatio		4 hou	
	ased Newspap					Form	of Writ	ting _ 10) Charac	ters Shor	ning Cou	interc		4 hou	
	aseu Newspap ıles – particles														
_	e, Adjectives,				, _ (10),	د (۱٫۰)	<u></u> (m), τ	(mo), A	, (ga), \	(ya)., Ka	ua, DUSIII	ic, Ora	111111	ui - F10	ociit,
Module 5	c, Adjectives,		Skilled '											5 hou	
	text on onese				subject	object r	ossessiv	e Moda	l verbs					- Hou	
VV 1100 B11010		, 014		110 0115	suejeet,	oojeet, p	0000001	<u>, , , , , , , , , , , , , , , , , , , </u>	. , 6105	Tota	ıl Lectur	e Hou	rs	24 Ho	urs
Textbook:															
S.No	Book Title								A	uthor					
1.	Minna no nih	ongo – N	N5							A Corpora	tion				
S.No	Book Title									uthor					
	outube/ Facult	y Video	Link:												
		vw voutu	be.com/	@Nihon(Goal/con	nmunity									
Module 1	https://ww	v w.youtu													
Module 2	https://ww			watch?v=	=wDpsF9	00DoeI&	zlist=PLa	ag_mhJf	CJ-1-EZ	cPapMFP	TlzVzwja	<u>z33M</u>			



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Module 4	https://www.y	youtube.com/v	watch?v=W q	W904Gn3	M&list=PL	Sdfd1Q7hZrDF	wVYpsrxWqsridv	P6kTK
Mode of Eval	uation							
			CIE				ESE	Total
ST1	ST2	ST3	TA1* 10	TA2* 10	TA3* 10	Attendance 10		
	60	ı			40			100

TA* - Teacher Assessment marks on the basis of defined Teaching Methodologies like Quiz, Assignment, Video Assignment, Seminar, Group discussion, PBL or any other defined by respective faculty members and may vary to subject-wise and faculty-wise



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Course Offered in: B.Tech- Second Semester	0	0	4	2
ME				

Pre-requisite: The students should have completed ABC course in semester I

Course Objectives:

- 1. To improve proficiency in Business English to the upper-intermediate level of CEFR (Common European Framework of Reference).
- 2. To improve professional communication skills.

Course Outcome: After completion of the course, the students will be able to

S. No	Course Outcome	Bloom's Knowledge
		Level (KL)
CO1	Apply key concepts of soft skills in real life scenarios.	K3
CO2	Understand conversations and discussions on a variety of topics.	K2
CO3	Express ideas clearly and effectively through oral communication.	K3
CO4	Understand and analyse main ideas of complex texts.	K4
CO5	Construct clear and detailed texts on a wide range of topics.	K6

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
CO1	1	1	1	1	1	1	1	1	2	3	1
CO2	1	1	1	1	1	1	1	1	2	3	1
CO3	1	1	1	1	1	1	1	1	2	3	1
CO4	1	2	2	2	2	2	1	1	2	3	1
CO5	1	1	2	2	2	2	1	1	2	3	1

List of Practical

1. Introduction

• To the course

Anubhav Activity

On score improvement

2. Listening to a variety of accents in English

• The students will develop their ability to comprehend English conversations with diverse speakers.

3. Vocabulary Games

• The students will enhance their vocabulary through various interesting exercises and word-games.

4. Role Play

• The students will practice how to meet, greet, and converse in miscellaneous professional scenarios.

5. Deciphering the main points and summarizing

• The students will develop the ability to grasp the main point and summarize lengthy documents

6.. Writing professional emails

• The students will practice and develop ability to write clear and concise emails.

7. Critiquing Films/Videos

• The students will improve their listening and critical thinking skills, and will revise rules of reported speech.

8. News Reports

• The students will practice speaking with correct pronunciation and intonation.

9. Time Bound Case Study Analysis

• The students will learn to focus and analyze assigned content

10. Essay Writing

• The students will practice writing essays on the domain specific topics with emphasis on corrective grammar (as per the



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need).

11. Presentations based on the Essay

• The students will learn to organize the content logically and present their ideas coherently.

12. Vocabulary Enhancement Exercise

• The students will acquire domain specific terms.

13. Listen and Repeat (Emphasis on accepted Accent, Rhythm, Intonation)

Read out loud (Emphasis on pauses)

14. Passage Writing Based on Pictures

The students will write passages on pictures and will discuss correct grammatical structures based on the passages.

15. Peer Talk on specific topics of general interest

• The students will develop conversational skills by discussing topics in pairs and will record their response to general questions asked by their peers.

16. Responding to general questions (Ref: ES Test)

• The students will develop the ability to respond spontaneously to general questions.

17. Identifying Errors

• The students will learn to identify & rectify structural errors.

18. Solving Para-Jumbles

• The students will learn to organize ideas in a passage

19. Language Toolbox

The students will do exercises on Active & Passive Voices and cloze tests.

20. Goal setting & Self discovery

• The students will set their short-term & long-term goals and will explore adjectives that best describe themselves.

21. Extempore speeches

• The students will hone their spontaneous public speaking skills.

22. Group Discussions

• The students will improve their ability to express their views clearly while discussing a topic in a group.

23. Role Play Activity

• The students will perform role plays on campus behaviour, language, and dress sense of students.

24. Anubhav Activity

The students will reflect on the semester and the road map ahead.

				Total Hours: 48 hrs.
Mode of Evaluation				
	CIE		PE	Total
PS1	PS2	PS3		
10	20	20		
	50	·	50	100

T-4-1 II ---- 40 b

Course Code: CMB0201	Course Name: Innovation and Entrepreneurship	L	T	P	C
Course Offered in: B.Tech- Second Semest	2	0	0	2	



		ME														
Pre-requ	uisite:												1			
	-			_	_				-	-			• •	ng them wit		
			_				_						-	fine differer		
			nploy cr	eative p	roblem-	solving	techniqu	es, and	grasp t	he core	principle	s of enti	repreneur	ship and th		
entreprer			1	C.1		.1 . 1							l Di .	TZ 1 1		
Course		ne: After												's Knowledg vel (KL)		
CO1	entrep	oreneurshi	ip.	•										K2		
CO2	ventu													K3		
CO3	princi	lop a basi iples of M	VP deve	lopment										K6		
CO4	eleme	Formulate and present a concise pitch for a startup concept and describe the components of the												K2		
entrepreneurial ecosystem.																
СО-РО	Mappi	ng (Scale	1: Low	2: Med	ium, 3:	High)	1	1	_		_			1		
CO-PO Mappin	POI											PSO1	PSO2			
CO1		2	2	-	1	1	1	1	-	2	1	2				
CO2		2	2	2	2	2	2	2	1	1	2	2				
CO3		3	1	2	3	2	2	1	1	1	1	1				
CO4		1	2	1	2	1	-	1	-	-	1	2				
CO5 2 1 1 1 1 1 2 2 1																
CO5		2	1	1	1	1	1	-	1	2	2	1				
	Conton			1	1	1	1	-	1	2	2	1				
Course (2 ats / Sylla		1			1	-	1	2	2	1		8 hours		
Course (Module	1	its / Sylla	bus	Introdu	iction to	Innovat	ion						tive vs. S	8 hours		
Course (Module Defining	1 Innov	ats / Sylla l	bus pes (Pro	Introdu	ocess, Se	Innovatervice, B	tion usiness	Model),	Importa	nce in T	Technolog	y, Disrup		Sustaining v		
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Refere	nce Bo	oks:										
S.No	Book	Title with pub	lication agen	cy & year				Author				
1.	Entre	preneurship - N	ew Venture C	Creation, Pe	arson Publ	ications		David H Holt				
NPTEI	L/ Yout	ube/ Faculty Vi	deo Link:									
Modul	Module 1 https://www.youtube.com/watch?v=UEngvxZ11sw											
Modul	e 2	https://www.y	youtube.com/	playlist?lis	t=PLLy 2	LiUCG87C	USdZ0z0ihunS1Q	<u>SrNqXFN</u>				
Mode	of Eval	uation										
				CIE				ESE	Total			
S	T1	ST2	ST3	TA1*	TA2*	TA2*	Attendance					
60 10 10 10 10 10 100												



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Course	Offere	ed in: B.T	ech- Sec	ond Sen	ester								2	0	0	NC
		ME	E													
		Basic und														
Course	Objec	tives: Acq	quaint the	students	s with leg	gacies of	constitu	itional de	evelopm	ent in Ind	dia and he	lp those t	o under	stanc	l the i	nost
diversifi	ied lega	al docume	nt of Indi	ia and ph	ilosophy	behind	it.									
Course	Outco	me: After	complet	ion of th	e course,	the stud	lent will	be able t	to				Bloo	m's I	Know	ledge
													Level (KL))
CO1	Iden	tify and ex	xplore the	e basic fe	eatures a	nd moda	lities ab	out India	ın constit	tution.				ŀ	ζ1	
CO2		erentiate a									er and stat	e level			ζ2	
CO3																
CO4 Discover and apply different laws and regulations related to engineering practices. K4																
CO5 Correlate role of engineers with different organizations and governance models. K4 CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)																
CO-PO	Mapp	ing (Scar	e 1: Low	, 2: Mea	1um, 3:	Hign)	1	1	1	1	1	1				
CO-PO Mappi		PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO	1	PSO2	2
CO)1	1	1	2	1	1	3	2	2	1	2	1				
CO)2	1	2	2	1	1	3	2	2	2	2	1				
CO)3	1	2	2	1	1	3	2	3	1	2	1				
CO)4	2	2	3	2	2	3	3	3	2	2	2				
CO)5	2	2	3	2	1	3	2	3	2	3	2				
Course	Conte	nts / Sylla	bus													
Module	1			Introdu	iction ar	nd Basic	Inform	ation ab	out Indi	ian Cons	stitution			:	8 hou	rs
of 1935	and I	constitut	ependenc	e Act of	f 1947,E	nforcem	ent of the	he Const	titution,	Indian C	Constitutio	on and its	Salien	t Fea	atures	, The
		e Constitu														
	•	n, Centre-									ceaure, 1 Pule Fina		•			

constitutional amendments in India, Emergency Provisions: National Emergency, President Rule, Financial Emergency, and Local Self Government – Constitutional Scheme in India.

Module 2 **Union Executive and State Executive**

Powers of Indian Parliament Functions of Rajya Sabha, Functions of Lok Sabha, Powers and Functions of the President, Comparison of powers of Indian President with the United States, Powers and Functions of Vice-President, Powers and Functions of the Prime Minister, Judiciary - The Independence of the Supreme Court, Appointment of Judges, Judicial Review, Public Interest Litigation, Judicial Activism, LokPal, Lok Ayukta, The Lokpal and Lok ayuktas Act 2013, State Executives - Powers and Functions of the Governor, Powers and Functions of the Chief Minister, Functions of State Cabinet, Functions of State Legislature, Functions of High Court and Subordinate Courts.

Module 3 Introduction and Basic Information about Legal System

The Legal System: Sources of Law and the Court Structure: Enacted law -Acts of Parliament are of primary legislation, Common Law or Case law, Principles taken from decisions of judges constitute binding legal rules. The Court System in India and Foreign Courtiers (District Court, District Consumer Forum, Tribunals, High Courts, Supreme Court). Arbitration: As an alternative to resolving disputes in the normal courts, parties who are in dispute can agree that this will instead be referred to arbitration. Contract law, Tort, Law at workplace.

Module 4 **Intellectual Property Laws and Regulation to Information** 8 hours

Intellectual Property Laws: Introduction, Legal Aspects of Patents, Filing of Patent Applications, Rights from Patents, Infringement of Patents, Copyright and its Ownership, Infringement of Copyright, Civil Remedies for Infringement, Regulation to Information, Introduction, Right to Information Act, 2005, Information Technology Act, 2000, Electronic Governance, Secure Electronic Records and Digital Signatures, Digital Signature Certificates, Cyber Regulations Appellate Tribunal, Offences, Limitations of the Information Technology Act.

Module 5 **Business Organizations and E-Governance** 8 hours

Sole Traders, Partnerships: Companies: The Company's Act: Introduction, Formation of a Company, Memorandum of Association, Articles of Association, Prospectus, Shares, Directors, General Meetings and Proceedings, Auditor, Winding up. E-Governance and



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role of engineers in E-Governance, Need for reformed engineering serving at the Union and State level, Role of I.T. professionals in Judiciary, Problem of Alienation and Secessionism in few states creating hurdles in Industrial development.

· ·						Total Lecture	Hours 40 hours						
Textbook	κ:						<u>.</u>						
S.No	Book Title					Author							
1.	Introduction to th	e Indian Cons	stitution			Brij Kishore Sharma							
Referenc	e Books:												
S.No	Book Title					Author							
1.	The Indian Const	tution				Madhav Khosla							
NPTEL/	Youtube/ Faculty Vi	deo Link:				1							
Module 1	Module 1 https://www.youtube.com/watch?v=nTlEN7K8aAU												
Module 2	https://www.y	outube.com/v	watch?v=UrnO	<u>bUbUSUc</u>									
Module 3	https://www.y	outube.com/v	watch?v=Ryxv2	ZWEJBos									
Module 4	https://www.y	outube.com/v	watch?v=uGmY	YOelffrI									
Module 5	https://www.y	outube.com/v	watch?v=BBM	D2YLbb_c									
Mode of	Evaluation												
			CIE			ESE	Total						
ST1	ST2	ST3	TA1* 5	TA2* 5	Attendance 10								
	30	1	 	20			50						

TA* - Teacher Assessment marks on the basis of defined Teaching Methodologies like Quiz, Assignment, Video Assignment, Seminar, Group discussion, PBL or any other defined by respective faculty members and may vary to subject-wise and faculty-wise



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Course Co	urse Code: CNC0203 Course Name: Essence of Indian Traditional Knowledge							
Course Of	fered in: B.Tech- Second Semes	ter	2	0	NC			
	ME							

Pre-requisite: Philosophical Systems, Spiritual Practices, Cultural Heritage, Ayurveda and Traditional Medicine, Architecture **Course Objectives:** To enable the students to understand the importance of our surroundings and encourage them to contribute towards sustainable development.

Course	Outcome: After completion of the course, the student will be able to	Bloom's Knowledge
		Level (KL)
CO1	Understand the basics of past Indian politics and state polity.	K2
CO2	Understand the Vedas, Upanishads, languages & literature of Indian society.	K2
CO3	Know the different religions and religious movements in India.	K4
CO4	Identify and explore the basic knowledge about the ancient history of Indian agriculture, science &	K4
	technology, and ayurveda.	11.1
CO5	Identify Indian dances, fairs & festivals, and cinema.	K1

CO-PO Mapping (Scale 1: Low, 2: Medium, 3: High)

CO-PO Mapping	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PSO1	PSO2
CO1	1	2	2	1	1	3	2	2	2	1	2		
CO2	1	1	2	1	1	3	2	2	2	1	2		
CO3	1	1	2	1	1	3	2	3	3	2	2		
CO4	2	2	3	2	2	3	3	2	2	1	2		
CO5	1	1	2	1	1	3	2	2	2	2	3		

Course Contents / Syllabus

Module 1 Society State and Polity in India 8 hours

State in Ancient India: Evolutionary Theory, Force Theory, Mystical Theory Contract Theory, Stages of State Formation in Ancient India, Kingship, Council of Ministers Administration Political Ideals in Ancient India Conditions' of the Welfare of Societies, The Seven Limbs of the State, Society in Ancient India, Purusārtha, Varnāshrama System, Āshrama or the Stages of Life, Marriage, Understanding Gender as a social category, The representation of Women in Historical traditions, Challenges faced by Women.

Module 2 Indian Literature, Culture, Tradition, and Practice 8 hours

Evolution of script and languages in India: Harappan Script and Brahmi Script. The Vedas, the Upanishads, the Ramayana and the Mahabharata, Puranas, Buddhist And Jain Literature in Pali, Prakrit And Sanskrit, **Sikh Literature**, Kautilya's Arthashastra, Famous Sanskrit Authors, Telugu Literature, Kannada Literature, Malayalam Literature, Sangama Literature Northern Indian Languages & Literature, Persian And Urdu, Hindi Literature

Module 3 Indian Religion, Philosophy, and Practices 8 hours

Pre-Vedic and Vedic Religion, Buddhism, Jainism, Six System Indian Philosophy, Shankaracharya, Various Philosophical Doctrines, Other Heterodox Sects, Bhakti Movement, Sufi movement, Socio religious reform movement of 19th century, Modern religious practices.

Module 4 Science, Management and Indian Knowledge System 8 hours

Astronomy in India, Chemistry in India, Mathematics in India, Physics in India, Agriculture in India, Medicine in India, Metallurgy in India, Geography, Biology, Harappan Technologies, Water Management in India, Textile Technology in India, Writing Technology in India Pyrotechnics in India Trade in Ancient India/,India's Dominance up to Pre-colonial Times.



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Module 5										
Indian Arc	chitect, Engineering	and Architec	ture in Ancien	t India, Scu	Ilptures, Pottery, Painti	ng, Indian Handicraft, UNES	CO'S List of			
	•					rtial Arts Traditions, Fairs a				
	-	Cultural Her	itage, Calender	rs, Current	developments in Arts a	nd Cultural, Indian's Cultural	Contribution			
to the Wor	ld. Indian Cinema									
							1			
						Total Lecture Hours	40 hours			
Textbook						T				
S.No	Book Title					Author				
1.		lture: for civi	l services and o	other compo	etitive Examinations	Nitin Singhania				
Refer	ence Books:									
C N	D 1 754									
S.No	Book Title					Author				
1.	The Wonder that	was India (34)	th impression)			B. L. Basham				
NPTEL/ Y	outube/ Faculty Vi	deo Link:								
Module 1	https://www.y	outube com/v	vatch?v=cjh7v0	AvKhe						
Wiodule 1	nttps://www.y	outube.com/w	aten: v=ejii7 ve	CAVICIC						
Module 2	https://www.y	outube.com/w	atch?v=fCiOP	PDZW-30						
Module 3	https://www.y	outube.com/w	atch?v=JnFeK	Cp0T3AQ						
Module 4	https://www.y	outube.com/w	vatch?v=_d8N2	2hKMpw8						
Module 5	https://www.y	outube.com/w	atch?v=8D6U	yaVj1tY						
Mode of F	 Evaluation									
1,1000 01 1										
			CIE			ESE Total				
ST1	ST2	ST3	TA1*	TA2*	Attendance					
			5	5	10					
	30			2	0		50			

TA* - Teacher Assessment marks on the basis of defined Teaching Methodologies like Quiz, Assignment, Video Assignment, Seminar, Group discussion, PBL or any other defined by respective faculty members and may vary to subject-wise and facultywise