

Affiliated to

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



Evaluation Scheme & Syllabus

For

Master Of Integrated Technology

Computer Science and Engineering

First Year

(Effective from the Session: 2023-24)

Master Of Integrated Technology Computer Science and Engineering EVALUATION SCHEME SEMESTER-I

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S.	Subject Codes	Subject	P	erio	ds	Evaluation Schemes					nd ester	Total	Credit
No.			L	Т	P	СТ	TA	TOTAL	PS	TE	PE		
		3 WEEKS COMPL	ULSC	DRY	IND	υςτια	ON PR	OGRAM					
1	BMIAS0103	Engineering Mathematics-I	3	1	0	30	20	50		100		150	4
2	BMIAS0101A	Engineering Physics	3	1	0	30	20	50		100		150	4
3	BMIASL0101	Acquiring Business Communication (ABC)	2	0	0	30	20	50		50		100	2
4	BMICSE0103	Design Thinking-I	2	1	0	30	20	50		50		100	3
5	BMICSE0151	Problem-Solving using Python	0	0	6				50		100	150	3
6	BMIAS0151A	Engineering Physics Lab	0	0	2				25		25	50	1
7	BMIASL0151	Acquiring Business Communication (ABC) Lab	0	0	4				50		50	100	2
8	BMIME0151	CAD and Digital Manufacturing	0	0	6				50		100	150	3
9		MOOCs (For B.Tech. Hons. Degree)											
		TOTAL										950	22

* List of MOOCs Based Recommended Courses for first year (Semester-I) B. Tech Students

S.No.	Subject Code	Course Name	University / Industry Partner Name	No of Hours	Credits
1	BMC0001	Design Thinking for innovation	Infosys Springboard	6 hrs	0.5
2	BMC0003	Programming Fundamentals using Python - Part 1	Infosys Springboard	43h 25m	3.5

L: Lecture, T: Tutorial, P: Practical, CT: Class Test, TA: Teacher Assessment, PS: Practical Sessional, TE: Theory End Semester Exam., PE: Practical End Semester Exam.

Abbreviation Used:-

Master Of Integrated Technology Computer Science and Engineering <u>EVALUATION SCHEME</u> SEMESTER-II

SI.	⁹ Subject		Periods		Eva	aluati	ion Schen	Evaluation Schemes			Total	Credit	
No.	Codes	, v	L	Т	Р	СТ	ТА	TOTAL	PS	TE	PE		
1	BMIAS0203	Engineering Mathematics-II	3	1	0	30	20	50		100		150	4
2	BMIEC0201	Basic Electrical and Electronics Engineering	3	1	0	30	20	50		100		150	4
3		Foreign Language	2	0	0	30	20	50		50		100	2
4	BMICSE0252	Advanced Python	0	0	6				5 0		100	150	3
5	BMIASL0251	Communication for Career Enhancement	0	0	4				5 0		50	100	2
6	BMIEC0251	Basic Electrical and Electronics Engineering Lab	0	0	2				2 5		25	50	1
7	BMICSE0251	C Programming	0	0	6				5 0		100	150	3
8		MOOCs (For B.Tech. Hons. Degree)											
		TOTAL										850	19

*Foreign Language:

1. BMIASL0202 French

2. BMIASL0203 German

3. BMIASL0204 Japanese

* List of MOOCs Based Recommended Courses for first year (Semester-II) B. Tech Students.

S. No.	Subject Code	Course Name	University/ Industry Partner Name	N. of Hours	Credits
1.	BMC0002	Next Gen Technologies	Infosys Springboard	10h 14m	0.5
2	BMC0004	Programming In C	Infosys Springboard	17h 7 m	1

PLEASE NOTE:-

• Internship (3-4 weeks) shall be conducted during summer break after II semester and will be assessed during III semester

Abbreviation Used:-

L: Lecture, T: Tutorial, P: Practical, CT: Class Test, TA: Teacher Assessment, PS: Practical Sessional, TE: Theory End Semester Exam., PE: Practical End Semester Exam.

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 to18 =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 credits

SYLLABUS

B. Te	ch.:- First Se	emester						
Bran	ch- CSE/CSE	-R/CS/IT/CSE(IOT)/ECE/ECE	(VLSI)/ME	/M.Tech.(Integrated)			
Subj	ect Code- B	MIAS0103			L - T - P			
					3 - 1 - 0			
Subj	ect Name- E	NGINEERING N	MATHEMATIC	S - I	No. of hours- 42			
techni aims i enable in the Cour CO1 CO2- Leibn CO3- CO4-	iques in linear to equip the stu e them to tackli ir disciplines. • SE Outcome • Apply the cor itz theorems a • Apply partial • Apply the cor	algebra, different idents with stand e more advanced — After compl ncept of matrices ncept of successiv nd total derivativ differentiation fo	tial calculus-I, d ard concepts and level of mathem detion of this c s to solve linear s we differentiation es. or evaluating ma integral to find a	ifferential ca d tools from natics and ap ourse stud simultaneous n and partial xima, minim area, volume	differentiation to solve proble na, Taylor's series and Jacobia	l that will 1 useful ms of		
Cour	se Content							
Uni t	Module	Topics Covered	Pedagogy	Lecture Require d (T=L+P)	Aligned Practical/Assignment/ Lab	CO Mappin g		
Unit 1	Matrices	Types of Matrices: Symmetric, Skew-	Classroom,PP T,	8	1.1, 1.2, 1.3, 1.4	CO1		

		symmetric	M.Tutor,			
		and	Smart Board			
		Orthogonal	Sinare board			
		Matrices;				
		Complex				
		Matrices,				
		Inverse and				
		Rank of				
		matrix using				
		elementary				
		transformatio				
		ns, System of				
		linear				
		equations,				
		Characteristic				
		equation,				
		Cayley-				
		Hamilton				
		Theorem and				
		its				
		application,				
		Eigen values				
		and				
		eigenvectors;				
		Diagonalisatio				
		n of a Matrix.				
		Successive				
		Differentiatio				
		n (nth order				
		derivatives),				
		Leibnitz	Classroom, PP			
		theorem and	T,			
Unit	Differential	its				
2	Calculus -I	application,	M.Tutor,	8	2.1, 2.2, 2.3	CO2
 		Asymptotes,	Smart Board			
		Curve tracing:				
		Cartesian and				
		Polar co-				
		ordinates.				
		Partial				
		derivatives,				
		uciivatives,				

		Total derivative, Euler's Theorem for homogeneous functions				
Unit 3	Differential Calculus -II	Taylor and Maclaurin's theorems for a function of one and two variables, Jacobians, Approximatio n of errors. Maxima and Minima of functions of several variables, Lagrange Method of Multipliers.	Classroom,PP T, M.Tutor, Smart Board	8	3.1, 3.2, 3.3	CO3
Unit 4	Multivariab le Calculus	Multiple integration: Double integral, Triple integral, Change of order of integration, Change of variables, Application: Areas and volumes, Beta & Gama function and	Classroom,PP T, M.Tutor, Smart Board	10	4.1, 4.2, 4.3	CO4

		their properties, Dirichlet's integral and its applications.				
Unit 5	Aptitude-I	Simplification , Percentage, Profit, loss & discount, Average, Number & Series, Coding & decoding, Algebra.	Classroom,PP T, M.Tutor, Smart Board	8	5.1, 5.2, 5.3, 5.4	CO5

References-

Text Books:

1. B. V. Ramana, Higher Engineering Mathematics, Tata Mc Grew-Hill Publishing Company Ltd.

2. B. S. Grewal, Higher Engineering Mathematics, Khanna Publisher.

3. R K. Jain & S R K. Iyenger, Advance Engineering Mathematics, Narosa Publishing House.

Reference Books:

1. E. Kreyszig, Advance Engineering Mathematics, John Wiley & Sons.

2. Peter V. O'Neil, Advance Engineering Mathematics, Thomson (Cengage) Learning.

3. Maurice D. Weir, Joel Hass, Frank R. Giordano, Thomas, Calculus, Eleventh Edition, Pearson.

4. D. Poole, Linear Algebra: A Modern Introduction, 2nd Edition, Brooks/Cole.

5. Veerarajan T., Engineering Mathematics for first year, Tata McGraw-Hill, New Delhi.

6. Ray Wylie C and Louis C Barret, Advanced Engineering Mathematics, Tata Mc-Grew-Hill; Sixth Edition.

- P. Siva Ramakrishna Das and C. Vijayakumari, Engineering Mathematics, 1st Edition, Pearson India Education Services Pvt. Ltd
- **8.** Advanced Engineering Mathematics. Chandrika Prasad, Reena Garg.
- **9.** Engineering Mathematics I. Reena Garg.
- **10.** Quantitative Aptitude by R.S. Agrawal.

Links:

Unit 1: https://www.youtube.com/watch?v=kcL5WWJjmIU

https://www.youtube.com/watch?v=VTHz4gjzsKI

https://youtu.be/56dEt9EOZ_M

https://www.youtube.com/watch?v=njDiwB43w80

https://www.youtube.com/watch?v=N33SOw1A5fo

https://www.youtube.com/watch?v=yLi8RxqfowA

www.math.ku.edu/~lerner/LAnotes/Chapter5.pdf

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/www/Handouts/CayleyHamilton.pdf

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

https://math.okstate.edu/people/binegar/3013-S99/3013-I16.pdf

Unit 2: 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

https://www.youtube.com/watch?v=PkuPGKSacu0&list=PL2FUpm_Ld1Q3H00wVFuwjWOo1gtMXk1eb

https://www.youtube.com/watch?v=QeWrQ9Fz3Wo&t=22s

https://www.youtube.com/watch?v=5dFrWCE6bHg

https://www.youtube.com/watch?v=WX6O9TiFYsA&t=110s

https://www.youtube.com/watch?v=GII1ssdR2cg&list=PLhSp9OSVmeyK2yt8hdoo3Qze3O0Y67qaY

Unit 3: 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

https://www.youtube.com/watch?v=jiEaKYI0ATY

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

Unit 4: <u>https://www.youtube.com/watch?v=3BbrC9JcjOU https://www.youtube.com/watch?v=-DduB46CoZY</u>

https://www.youtube.com/watch?v=VvKAuFBJLs0

https://www.youtube.com/watch?v=4rc3w1sGoNU

https://www.youtube.com/watch?v=X6kp2o3mGtA&t=1003s

https://www.youtube.com/watch?v=wtY5fx6VMGQ&t=1151s

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

Unit 5: <u>https://www.GovernmentAdda.com</u>

B. Tech First Semester	
Branch- CSE/CSE-	
R/CS/CYS/IT/CSE(AI)/CSE(IOT)/CSE(DS)/CSE(AI	ML)/M. Tech. Integrated
Subject Code-BMIAS0101A	L - T - P
	3 – 1- 0
Subject Name- ENGINEERING PHYSICS	No. of hours-40
Course Objective-	
1. To provide the knowledge of Relativistic Mechanics and their uses to	o engineering applications.
2. To provide the knowledge of Quantum Mechanics and to explore pos	ssible engineering utilization.
3. To provide the knowledge of interference and diffraction.	

4. To provide the knowledge of the phenomenon of semiconductors and its uses to engineering applications.

5. To provide the basic knowledge of Optical Fiber and Laser which is necessary to understand the working of modern engineering tools and techniques.

Course Outcome – After completion of this course students will be able to:

CO1 - Solve the relativistic mechanics problems.

CO2- Apply the concept of quantum mechanics.

CO3- Apply the laws of optics and their application in various processes.

CO4- Define the laws of semiconductors.

CO5- Explain the working of modern engineering tools and techniques of optical fiber and laser.

Course Content										
Uni t	Module	Topics Covered	Pedago gy	Lecture Requir ed (T=L+P)	Aligned Practical/Assignment /Lab	CO Mappi ng				
Unit 1	Relativistic Mechanics	Frame of reference, Inertial & non- inertial frames, Galilean transformations, Michelson Morley experiment, Postulates of special theory of relativity, Lorentz transformations, Length contraction, Time dilation, Velocity addition theorem, Variation of mass with velocity, Einstein's mass energy relation, Relativistic	Smartboa rd, PPT	8	Assignment 1.1,1.2,1.3	CO1				

		relation between energy and momentum, Massless particle. Some engineering applications(qualitat ive): Global positioning system (GPS), Application to Satellites.				
Unit 2	Quantum Mechanics	Introduction to wave-particle duality, de Broglie matter waves, Phase and group velocities, Heisenberg's uncertainty principle and its applications, Wave function characteristics and significance, Time- dependent and time- independent Schrödinger's wave equations, Particle in one-dimensional rigid box, Theory of Quantum excitation of the Higgs field (Higgs Boson or GOD particle)(qualitative)	Smartboa rd, PPT	8	Assignment 2.1, 2.2, 2.3/Exp. 7,5, 19	CO2
Unit 3	Wave Optics	Coherent sources, Interference in uniform and wedge shaped thin films, Necessity of	Smartboa rd, PPT	10	Assignment 3.1, 3.2/Exp.1,2,4	CO3

		extended sources, Newton's Rings and its applications, Fraunhofer diffraction at single slit and at double slit, absent spectra, Diffraction grating, grating spectra, Rayleigh's criterion of resolution, Resolving power of grating, Optical filters.				
Unit 4	Semiconduc tor Physics and Information Storage	(a) Introduction to the concept of electrical conductivity, conductivity of conductors and semiconductors, Fermi-Dirac probability distribution function, Position of Fermi level in intrinsic semiconductors and extrinsic semiconductors, variation of Fermi level with temperature (qualitative), Photovoltaic effect, working of a solar cell on the basis of band diagrams and Applications.	Smartboa rd, PPT	6	Assignment 4.1, 4.2/Exp.5, 8, 9, 11, 12, 20, 22	CO4

Unit 5	Fiber Optics & Laser	 (b) Basics of magnetic, and semiconductor memories Fiber Optics: Introduction to fiber optics, Acceptance angle, Numerical aperture, Normalized frequency, Classification of fiber, Attenuation and Dispersion in optical fibers. Laser: Absorption of radiation, Spontaneous and stimulated emission of radiation, Einstein's coefficients, Population inversion, Ruby Laser, He-Ne Laser. Recent applications of optical fibers and Laser(Qualitative): Laser-guided UAV (Drone). 	Smartboa rd, PPT	8	Assignment 5.1, 5.2/ Exp.16, 17, 18	CO5

- 2. Brijlal & Subramanian, Optics (S. Chand)
- **3.** Neeraj Mehta, Applied Physics for Engineers (PHI Learning, New)

Reference Books:

- **1.** Robert Resnick, Introduction to Special Theory of Relativity (Wiley)
- 2. Katiyar and Pandey, Engineering Physics: Theory and Practical (Wiley India)
- **3.** H. K. Malik and A. K. Singh, Engineering Physics- (McGrawHill)

4. J.W. Jewett , Jr. and R. A. Serway , Physics for Scientists and Engineers with Modern Physics,7th Edn. (CENGAGE Learning)

- 5. C. Kittel, Solid State Physics,7th Edn. (Wiley Eastern)
- 6. V. Raghavan, Materials Science and Engineering (Prentice Hall, India)
- 7. S.O. Pillai , Solid State Physics,5th Edn (New Age International)
- 8. R. Booker and E. Boysen, Nanotechnology (Wiley Publ.)
- 9. K.Rajagopal, Engineering Physics, 2nd Edn. (PHI Learning)
- **10.** G. Aruldhas , Engineering Physics (PHI Learning)
- 11. S.D. Jain and G.S. Sahasrabudhe , Engineering Physics (Universities Press)
- **12.** L. F. Bates, Modern Magnetism, (Cambridge Univ. Press)
- **13.** F.T.S.Yu , X.-Y.Yang, Introduction to Optical Engineering (Cambridge Univ.Press)
- **14.** G.Keiser, Optical Communications Essentials (Tata McGrawHill)

Links:

UNIT1: <u>https://www.youtube.com/watch?v=lzBKIY4f1XA&list=PL10WTjZXSIIHKMnU4UCxpPsH-yAf_n1O6&index=11</u>

UNIT2: http://nptel.ac.in/, http://www.mit.edu/

UNIT3: https://www.youtube.com/watch?v=bWTxf5dSUBE, http://ocw.mit.edu/, http://nptel.ac.in/

UNIT4: https://www.youtube.com/watch?v=6vyYRnLvnqI

UNIT5:

https://www.youtube.com/watch?v=0GD-18Jqnro,

https://www.youtube.com/watch?v=dQhhcgn8YZo

B. Tech. – First Semester	
Branch – CS/CSE/ CSE (R)/ IT/CSE(DS)/CSE(IOT)/CSE(AIML)/CSE(AI)/	CYS/
ECE/ECE(VLSI) /ME/M. Tech (Int)/BT	
Subject Code-BMIASL0101	L - T -
	Р
	2 - 0 -
	0
Subject Name- Acquiring Business Communication (ABC)	No. of
	hours
	24 +
	48 =
	72

Course Objectives:

• To improve proficiency in the English language to the Intermediate level (B1/B2) of CEFR (Common European Framework of Languages).

- To impart business communication skills.
- To motivate students to look within and create a better version of 'self.'
- To introduce the key concepts of ethics, etiquette, and life skills.
- To train for enhanced career prospects.

Course Outcomes:

After the completion of the course, the students will be able to

CO1 – Improve proficiency in English to the next level of CEFR.

CO2 - Develop business communication skills.

CO3 - Demonstrate improved versions of themselves.

CO4 – Acquire the concepts to cope better at the workplace.

CO5 – Participate in the placement process with confidence.

Course Content

Module	Topics Covered	Pedagogy	Lecture Requir ed (T=L+P)	Aligned Practical/Assignmen t/Lab	CO Mappin g
l - Reading with Cognitive Skills	Importance of communicating in English Overview of ABC Objective: To motivate the students to acquire the skill of communicating well. Outcome: The students realize the importance and understand the course and what is expected of them.	Video Clips of famous personalities who have learnt to communicate well e.g., Kapil Dev, Jahnvi Panwar, APJ Abdul Kalam, etc.	1	Assignment 1: Story Review (PDF of short stories to be shared to encourage reading habits)	C01
	Basics of Workplace Communication • Process • Barriers Objective: To facilitate the student's ability to identify and analyse	Video streaming followed by Discussions and problem-solving activities.	1	Humorous video clips on miscommunication - Students will analyse the video clips for a deeper understanding of the nuances of effective and	CO2

aspects of miscommunication in real-life situations. Outcome: The students can identify impediments to effective communication and learn to overcome those.			ineffective communication.	
Reading ComprehensionObjective: To foster students' reading comprehension skills by engaging them in activities that involve comprehending texts - understanding instructions, filling forms, interpreting professional contents.Outcome: The students will become adept at navigating diverse texts, understanding, and following directions, and accurately filling out official forms.	Students will actively interact with the reading material by engaging in this activity, collaborating with their peers, and refining their comprehension skills. The think- pair-share approach fosters critical thinking, oral communication, and the ability to construct meaning from written texts.	1	Think-Pair-Share for Reading Comprehension (academic texts, Journals, research papers, general interest)	CO1
Reading Techniques for Time Management	Practice reading a variety of texts and focus on identifying	1	Activity 1: Skim and Scan Race	CO4

Objective: To develop students' ability to quickly locate relevant information in texts.Outcome: Students will learn to read and comprehend faster.	keywords, headings, and topic sentences. Also, to analyze and synthesize information from a selected text and use it for tasks such as paraphrasing, note making, chart and table representation.		Activity 2: Speed Reading Challenge Activity 3: Information Gap Activity	
Online Assessment: Apply the various reading techniques to extract information from a given text.	Online Assessment	1		
Critical ReadingObjective: To promote critical thinking and engage students in thoughtful discussions about a selected reading material.Outcome: The students will develop skills in identifying key arguments, evaluating evidence, and challenging assumptions.	Group discussion on selected material.	1	Critical Reading Discussion Circle – On short stories, movies, reviews.	CO3
Hansei Session Objective: To develop students' cognitive skill and critical thinking. through a Outcome: The students will develop self- awareness, metacognition, and a	The students will be able to reflect on their reading experiences, evaluate their cognitive skills employed during the process, and identify	1	Hansei activity focused on reading comprehension.	CO4

II – Business Writing	growth mindset, empowering students to become more effective and efficient readers.Vocabulary BuildingObjective: To expand participants' vocabulary and deepen their understanding of word 	strategies for improving their comprehension. Introduction to the General Service List of Words by Michael West, to familiarize students with word formation concepts in the context of business communication, enhancing their ability to understand and create a specialized vocabulary for effective professional interactions.	1	Activity 1: Word Association Activity 2: Vocabulary Charades Activity 3: Word Formation Relay using prefixes and suffixes. Activity 4: Root Word Finder	CO2
	Language Toolbox Objective: To enhance language proficiency of the students by helping them bring in variety in their usage of words. Outcome: The students will become familiar with good workplace vocabulary and acquire linguistic versatility.	Studying and practising abbreviations, one-word substitutions, homophones, homonyms, synonyms, and antonyms. Students will develop a deeper understanding of these language tools and improve their ability to	2	Activity 1: Homophone Pictionary Activity 2: Synonym and Antonym Match-Up Activity 3: One-Word Substitution Brainstorm Activity 4: Abbreviation Scavenger Hunt Class Assignment: To fill in or identify the corporate terms, cliches and technical terminology in the assigned text.	CO2

	Sentence Construction Objective: To help the students know the correct sentence construction rules and techniques. Outcome: The students will be able to use effective and well-formed sentences.	communicate effectively in various contexts. The students will actively participate in the Sentence Building activities, thereby enhancing their understanding of the requisites of a good sentence.	2	Activity 1: Sculpting a good Sentence. Activity 2: Sentence Construction Masterclass Activity 3: Framing a story using jumbled sentences. Activity 4: Analysing famous dialogues from movies or novels.	CO1
	Paragraph writing Objective: To make the students understand the fundamental organization of a paragraph. Outcome: Students will be able to compose effective paragraphs and express their views and opinions in an organized, and logical manner.	The students will participate in a blog writing activity wherein they will be asked to compose paragraphs based on visual and verbal prompts. Through the activity the students will be familiarised with the important aspects of paragraph writing like unity, coherence, clarity, etc.	2	Writing a blog through Visual and verbal prompts.	C01
III - Mastering the art of listening and Speaking	Art of Listening Objective: To practice active listening,	The module includes guided practice sessions, role- plays, and simulations to	1	Activity 1: Listening exercises.	CO1

(Professiona I & Empathetic Listening)	empathy, and effective communication. Outcome : Participants will engage in focused listening and learn to comprehend and respond.	develop active listening skills and empathy. Reflection and discussion sessions encourage self- awareness and strategy exploration. Instructors provide personalized feedback to refine participants' listening abilities.		Activity 2: Listening to various suggested podcasts. Class Assignment: Task- based listening exercise	
	 Phonetic Understanding Objective: To develop participants' ability to enunciate each sound clearly in Standard Indian English (Neutral Accent). Outcome: Participants will improve their auditory perception skills and develop a heightened awareness of the subtle sound distinctions in Standard English. 	It aims to develop participants' ability to enunciate sounds clearly in Standard Indian English. It includes focused practice on sound production, auditory perception training, and increasing awareness of sound distinctions in Standard English. This pedagogy enhances participants' communication	1	Activity1: Pronunciation exercises in English Activity 2: Identifying the common English words pronounced differently in different regions of the world.	CO1

	clarity and comprehension in English.			
Nuances of Specific To his participants una recognize and participants una recognize and participants una recognize and participants una recognize and participants una dimodulation, tou and accent. Outcome: Parti will enhance the to differentiate between simila and improve the pronunciation at in Standard Engrowords.	elp derstand, bractice ion, voice ne, pitch, and accent. Through interactive activities and targeted exercises, participants develop a keen awareness of these aspects of speech and apply r sounds eir ability these interactive activities and targeted exercises, participants develop a keen awareness of these aspects of speech and apply them in their communication.	1	Activity 1: Application- based exercises on the nuances of speaking. Activity 2: Listen to the suggested list of podcasts/ ted talks. Activity 3: Practicing correct pronunciation of commonly mispronounced words.	CO3
Art of Public Sp Objective: To h	elp practical	1	Activity 1: Delivering extempore speeches on familiar topics	CO2
students speak confidence in p			Activity 2: JAM sessions	

non-ve speech Outco gain a speaki profes enviro enhan	me: Students will wareness of ing in a ssional onment and ace their overall ounication in	awareness of professional speaking and improve their overall English communication abilities, leading to enhanced public speaking proficiency.			
Object the ab intervi Outco be abl profes enviro answe questi	me: Students will e to speak in a	It focuses on providing students with practical guidance and training in interview skills through interactive exercises, mock interviews, and feedback sessions.	1	Activity 1: Speaking tests. Activity 2: Mock Interview Sessions	CO5
Object self-re contin profes empat and sp throug activit	tive: To foster effection and suous growth in ssional and thetic listening beaking skills gh a Hansei y. me: By engaging Hansei activity,	Reflecting on their experiences	1	Hansei Activity: Create a video on a topic that will interest college students incorporating the nuances of speaking that you have learned.	CO4

	participants will reflect on their experiences with professional and empathetic listening and speaking, identify areas of strength and areas for improvement, and develop strategies to enhance their skills. This activity promotes self-awareness, active listening, effective communication, and empathy, empowering participants to build stronger relationships, enhance their professional interactions, and become more impactful communicators in various settings.			Activity1: Pole-play activity	
IV - Refining the Triad: (Ethical, Empathetica I Leadership & Synergy)	Leadership role play: Objective: Recognize the values that leaders/celebrities demonstrate. Outcome: Students will get motivated to look within and create a better version of themselves.	The teaching pedagogy for the Leadership Role Play session involves interactive role- playing activities where students portray leaders or celebrities and demonstrate their values and qualities.	1	Activity1: Role-play activity (Hansei) Activity 2: Take the colored paper and write about the value that is closest to your heart and how you will demonstrate a leader in your life. Online Assessment: Links to videos of some famous leaders and celebrity interviews will be shared. Taking inspiration from them students will work in pairs and will enact and	CO 3

			record their interview videos.	
Etiquette & Ethics:Objective: Students will recognize the key features of corporate etiquetteOutcome: Students will be able to learn and imbibe corporate etiquetteetiquetteimbibecorporate etiquettesituations.	The teaching pedagogy for the Etiquette & Ethics module involves interactive discussions, case studies, and role- playing exercises to help students recognize key features of corporate etiquette.	1	Activity 1: Videos on corporate etiquette and recognizing the key features. Online Assessment: Hansei Activity - Take an interview of various working-class people.	CO4
Emotional Intelligence in real-life workplace scenariosObjective: To make students identify and be aware of emotions by introducing the concepts of values and life skillsOutcome: Students will be able to harness the emotions and apply it to thinking and problem solving: Manage and regulate emotions.	It involves experiential learning through discussions, case studies, and interactive exercises to help students identify and be aware of their emotions.	1	Activity 1: Think- Pair- Share activities using various emojis and emotions in different situations. Activity 2: To show NDTV's Coverage on the lead actress of "SECRET SUPERSTAR" Zaira Wasim and her battle with Anxiety and Depression.	CO4
Hansei ActivityObjective: To promoteself-reflectionandcontinuousgrowth	Self - reflection	1	Activity: Hansei (Self- Reflection) Understanding themselves better in terms of	CO4

ethical leadership,	Emotional Intelligence by
empathetic leadership,	Quick-Self Check (Situation
and creating synergy	based activity).
through a Hansei	
activity.	
Outcome: By engaging	
in the Hansei activity,	
participants will reflect	
on their experiences	
with ethical and	
empathetic leadership	
and creating synergy	
within teams or	
organizations.	

Course Book – There are no course books. Hand-outs and materials will be prepared by the teachers, who will have an instructional manual to help them.

Reference Books:

1. Cambridge English Business Benchmark (Pre-intermediate to Intermediate), 2nd edition, Norman Whitby, Cambridge University Press, 2006, UK.

2. Improve Your Writing ed. V.N. Arora and Laxmi Chandra, Oxford Univ. Press, 2001, New Delhi.

3. Technical Communication – Principles and Practices by Meenakshi Raman & Sangeeta Sharma, Oxford Univ. Press, 2016, New Delhi.

4. Talbot, Fiona. Improve Your Global Business English Kogan Page, 2012.

5. Leech Geoffery. Communicative Grammar of English. Pearson Education Harlow, United Kingdom, 1994.

6. Sethi. J. A Course in Phonetics and Spoken English Prentice Hall India Learning Private Limited; second edition (1999)

7. Anderson, Paul V. Technical communication. 8th ed. Cengage Learning, 2011.

8. IELTS 11: General Training with answers. Cambridge English

Links:

Online reference e books and other reference materials:

1. http://promeng.eu/downloads/training-materials/ebooks/soft-skills/effective-communication-skills.pdf

- 2. http://ncert.nic.in/textbook/pdf/iees101.pdf
- **3.** http://www.infocobuild.com/education/audio-video-courses/literature/CommunicationSkills-IIT-Kanpur/lecture-09.html

Online Resources:

- 4. <u>https://www.youtube.com/watch?v=JIKU_WT0Bls</u>
- 5. https://www.youtube.com/watch?v=6Ql5mQdxeWk
- 6. <u>https://www.youtube.com/watch?v=fE_cS75Lcvc</u>

(MTUTOR LINK):

- 7. <u>https://www.m-tutor.com/courses-</u> detail.php?tid=859133&topicid=198404&viewtype=&searchtopics=&selectedcourse=396&selectedsubjec t=5710&selectedunit=&filter=landing
- <u>https://www.m-tutor.com/courses-</u> <u>detail.php?tid=858987&topicid=198291&viewtype=&searchtopics=&selectedcourse=396&selectedsubje</u> <u>ct=5710&selectedunit=&filter=landing</u>
- 9. <u>https://www.m-tutor.com/courses-</u> detail.php?tid=858472&topicid=197673&viewtype=&searchtopics=&selectedcourse=396&selectedsubjec t=5710&selectedunit=&filter=landing
- 10. <u>https://www.m-tutor.com/courses-</u> <u>detail.php?tid=858967&topicid=198195&viewtype=&searchtopics=&selectedcourse=396&selectedsubjec</u> <u>t=5710&selectedunit=&filter=landing</u>

Free Apps to Practice English:

- 1. Memrise https://www.memrise.com
- 2. Open Language https://open-language.en.uptodown.com
- 3. Duolingo https://englishtest.duolingo.com/applicants
- 4. Rosetta Stone https://www.rosettastone.com/product/mobile-apps/
- 5. FluentU https://www.rosettastone.com/product/mobile-apps/

B. Tech.-First Semester

Branch - CS/CSE/ CSE (R)/ IT/CSE(DS)/CSE(IOT)/CSE(AIML)/CSE(AI)/CYS/ ECE/ECE(VLSI) /ME/M. Tech (Int.)/BT

Subject Code-BMICSE0103	L - T - P
	2-1-0
Subject Name- Design Thinking- I	No. of hours-40

Course Objective- 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.

Course Outcome – After completion of this course students will be able to:

CO1 - Develop a strong understanding of the design process and apply it in a variety of business settings

CO2-Analyze self, culture, teamwork to work in a multidisciplinary environment and exhibit empathetic behaviour

CO3- Formulate specific problem statements of real time issues and generate innovative ideas using design tools

CO4- Apply critical thinking skills in order to arrive at the root cause from a set of likely causes

CO5- Demonstrate an enhanced ability to apply design thinking skills for evaluation of claims and arguments

Course Content

Uni t	Module	Topics Covered	Pedagogy	Lecture Require d (T=L+P)	Aligned Practical/Assignment/ Lab	CO Mappi ng
Uni t 1	Introduction	An overview of future skills, introduction to design thinking, traditional		10	Practical Approach (Discussion and Activities), Workshop at School of Future Skills	

problem solving versus design thinking, history of design thinking, wicked problems. Innovation and creativity, the role of innovation and creativity in organization s, creativity in teams and their environment s, design	Smartboard/PPT/T ext book/Reference book	C	Activity related to observation & team building exercise	CO 1
creativity,				
the role of				
innovation				
Introduction				
to elements				
and				
principles of				
design, 13				
Musical				
Notes for				
Design				
Mindset,				
Examples of				
Great				
Design,				
Design				
Approaches				
across the				
world.				

	Ethical Values and	Understandi ng humans as a combination of I (self) and body, basic physical needs up to actualization				
Uni t 2	Empathy	the gap between desires and actualization Understandi ng culture in family, society, institution, startup, socialization process. Ethical behaviour: effects on self, society, understandin g core values and feelings, negative sentiments and how to overcome them, definite human conduct:	ext book/Reference book	8	Practical Approach (Discussion and Activities)/ Assignment Activity related to Empathy Map and Journey Mapping	CO 2

 · · · · · · · · · · · · · · · · · · ·	
universal	
human goal,	
developing	
human	
consciousne	
ss in values,	
policy,	
poncy,	
and	
character.	
Understand	
stakeholders	
, techniques	
to	
empathize,	
identify key	
user	
problems.	
Empathy	
tools-	
Interviews,	
empathy	
maps,	
emotional	
mapping,	
immersion	
and	
observations	
, Emotional	
Intelligence,	
customer	
journey	
maps,	
classifying	
insights after	
Observation	
S, Classifying	
Classifying	
Stakeholders	
, Individual	

		activity- 'Moccasin walk' Defining the problem statement, creating personas, Point of	Smartboard/PPT/T			
Uni t 3	Problem Statement and Ideation	Research identifying drivers, information gathering, target groups, samples, and feedbacks. Idea Generation basic design directions, Themes of Thinking, inspirations and references, brainstormin g, inclusion, sketching and presenting ideas, idea evaluation, double diamond approach,	book	8	Practical Approach (Discussion and Activities)/ Assignment Activity related to Brainstorming and Six Thinking Hats	CO 3

Uni	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 collaboratio n and brainstormin g tools - Mural, JamBoard.	Smartboard/PPT/T ext book/Reference book		Practical Approach (Discussion and	
t 4	thinking, the difference between critical and	book	6	Activities)/Assignment Activity related to identifying Biases	

		1.		,
		ordinary		
		thinking,		
		characteristi		
		cs of critical		
		thinkers,		
		critical		
		thinking		
	Critical	skills-		CO 4
	Thinking	linking		0.04
	TIIIIKIIIg	ideas,		
		structuring		
		arguments,		
		recognizing		
		incongruenc		
		es, five		
		pillars of		
		critical		
		thinking,		
		argumentati		
		on versus		
		rhetoric,		
		cognitive		
		bias,		
		tribalism,		
		and politics.		
		Case study		
		on applying		
		critical		
		thinking on		
		different		
		scenarios.		
		The		
		argument,		
		claim, and		
Uni		statement,		
t 5		identifying		
		premises and		
		conclusion,		
		truth and		

	logic	Smartboard/PPT/T		Practical Approach	
Terteral	conditions,	ext	0	(Discussion and	
Logic and	valid/invalid	book/Reference	8	Activities)/Assignment	
Argumentati	arguments,	book			CO 5
on	strong/weak				
	arguments,				
	deductive				
	argument,				
	argument				
	diagrams,				
	logical				
	reasoning,				
	scientific				
	reasoning,				
	logical				
	fallacies,				
	propositiona				
	l logic,				
	probability,				
	and				
	judgment,				
	obstacles to				
	critical				
	thinking.				
	Group				
	activity/role				
	plays on				
	evaluating				
	arguments.				

Text Books:

1. Arun Jain, UnMukt : Science & Art of Design Thinking, 2020, Polaris

2. Jeanne Liedta, Andrew King and Kevin Benett, Solving Problems with Design Thinking – Ten Stories of What Works,2013,Columbia Business School Publishing

3. RR Gaur, R Sangal, G P Bagaria, A Foundation Course in Human Values and Professional

Ethics, First Edition, 2009, Excel Books: New Delhi

Reference Books:

1. Vijay Kumar, 101 Design Methods: A Structured Approach for Driving Innovation in Your Organization, 2013, John Wiley and Sons Inc, New Jersey

2. Mootee, I. (2013). Design thinking for strategic innovation: What they can't teach you at business or design school. John Wiley & Sons.

3. Gavin Ambrose and Paul Harris, Basics Design 08: Design Thinking, 2010, AVA Publishing SA

4. Roger L. Martin, Design of Business: Why Design Thinking is the Next Competitive Advantage, 2009, Harvard Business Press, Boston MA

Links:

Unit I

https://nptel.ac.in/courses/110/106/110106124/

https://nptel.ac.in/courses/109/104/109104109/

https://designthinking.ideo.com/

https://blog.hypeinnovation.com/an-introduction-to-design-thinking-for-innovation-managers

https://www.creativityatwork.com/design-thinking-strategy-for-innovation/

https://www.youtube.com/watch?v=GFffb2H-gK0

Unit II

https://aktu.ac.in/hvpe/

http://aktu.uhv.org.in/

https://nptel.ac.in/courses/110/106/110106124/

https://swayam.gov.in/nd1 noc19 mg60/preview

Unit III

https://nptel.ac.in/courses/110/106/110106124/

https://swayam.gov.in/nd1_noc19_mg60/preview

https://www.udemy.com/course/design-thinking-for-beginners/

https://www.designthinking-methods.com/en/

https://www.interaction-design.org/literature/article/personas-why-and-how-you-should-use-them

Unit IV

https://www.forbes.com/sites/sap/2016/08/25/innovation-with-design-thinking-demands-critical-thinking/#340511486908

https://www.criticalthinking.org/pages/defining-critical-thinking/766

Unit V

https://www.udemy.com/course/critical-thinker-academy/

https://swayam.gov.in/nd2_aic19_ma06/preview

List of Suggested projects: An indicative list of projects where you will have to be actively engaged in field work to interact with stakeholders & apply Design Tools, such as –

Institutional Projects

- 1. Improving canteen experience
- 2. Improving library usage by students
- 3. Facilitating interaction between students of diverse ethnic backgrounds
- 4. Making college campus plastic-free
- 5. Segregating different kind of domestic waste
- 6. Adopting to plastic-ban
- 7. How can we improve classroom experience of students?
- 8. How can we ensure better communication with our institution alumni?

Or

Social Projects

- 9. How can we ensure that clean drinking water is handled properly?
- 10. How might we feed everybody in the world?
- 11. How can we solve voters' dissatisfaction by changing the voting system?
- 12. How can we help the school drop-outs to continue the study?
- 13. How to solve issue of waste management?
- 14. How can we solve issue of insensitivity of peoples towards street animals?

15. How to solve the issue of gender inequality in society / college / schools?

- 16. How can we improve College Experiences and helping teachers?
- 17. How can we ensure secured financial transactions and minimize scams?
- 18. Facilitating Water Conservation in domestic households
- 19. Making the elderly adapt to mobiles/smartphones.
- 20. Use design thinking to use empty lot's in our neighbourhood.
- Or

A project on the theme: teens, human rights, water, privacy, violence, equity, immigration, change with growth, food waste and robotics.

Or

Industrial Projects

21. Windsor Airline's consistent flight delays are hurting the company's bottom line. How might we ensure that Windsor Airlines flights leave on time.

22. Being part of an ever-connected society, many people in the Global North can barely fathom that still more than 1.5 billion people live off the grid. Instead of simply plugging in, they use kerosene lanterns that only illuminate spots in their home, walk miles to charge their mobile phones, or run a diesel genset for their business. How do you reinvent Solar Energy Supply for them?

23. NGO provides services and financial support to people with developmental disabilities. But for parents of children with disabilities, navigating the long and sometimes bewildering bureaucratic process required to get such services often challenges their patience and persistence. Before NGO can determine which services, if any, are best for a child, staffers conduct a thorough assessment that entails meetings with parents, home visits by social workers, and evaluations by medical professionals including speech pathologists, psychologists, and nurses. Design a process to ensure Better and faster Service.

24. A company wish to provide internet access to everyone. Design a low cost, easily applicable model.

25. Use 'design thinking' can help lose weight, stop worrying, and change life of peoples.

26. Assume you are called in to help the struggling community bank, with around 40 employees and six branches. You immediately noticed that all banks offered the same lousy experience: bland, boring, forgettable. Most banks offer the same products at basically the same rates, too. If Xling was able to come up with a great product, it would be copied by the bigger banks within days. What could you do to make the bank better?

27. Your city metro train service is facing issues of troublesome experiences of travelers. The team has notices that the queues often built up at the service counters because customers asked the same simple questions again and again. How would you improve the services.

28. Violent crime and the loss of young lives in assaults pose a frightening problem in many urban city districts. Use design thinking to find how to 'Designing Out Crime Research Center' as solution.

29. City Hospital simply wishes improving staff hand-washing habits could prevent these needless infections. While hospitals have plenty of communal sinks and hand-sanitizing dispensers, time-strapped caregivers simply don't use them, they noticed medical staff wiped their hands on their scrubs. Use design thinking to give solutions.

30. The Wiley produces traditionally crafted 'Dutch Wax Print' fabrics for Indian markets. Lately, the organization faces disrupted markets, competition, and Chinese counterfeit. Use design thinking to come up with a new vision to secure its future.

Or any of your Startup Idea as project

B. Tech.- First Semester Branch-CSE/CSE-R/CS/IT/M.Tech.(int.)/CSE(IOT)/CSE(DS)/CSE(AI)/CSE((AIML)/CYS/ECE/ECE(VLSI)/ME/B T

Subj	ect Code-BM	IICSE0151			L- T- P	
					0-0-6	
Subj	ect Name- Pi	roblem Solving	susing Python	I	No. of hours-68	
Cour	se Objective	- To provide B	Basic knowled	ge of Pytho	on programming and to	
imple	ement progra	amming skills f	or solving real	-world pro	blems.	
Cour	se Outcome	_				
CO1	- Understandir	ng basic program	ming logic.			
CO2-	- Implement py	rthon programs u	sing decision co	ntrol statem	ents.	
CO3-	· Implement us	er defined functi	ons and modules	s in python.		
CO4-	· Implement py	rthon data structu	ures –lists, tuple:	s, set, dictio	naries.	
CO5-	- Apply prograr	nming concepts t	o solve real wor	ld problem		
Cour	se Content					
Uni t	Module	Topics Covered	Pedagogy	Lecture Require d	Aligned Practical/Assignment/ Lab	CO Mappin g
				(T=L+P)		

Unit	Basics of	Problem	Lecture ,		Implementation of basic	1
1.	python	Solving,	Hands-on		Python programs.	
	programmi	Techniques,	exercise,	6(4+2)		
	ng	Algorithm,	Demonstratio			
		Building	n, practical			
		blocks of	lab			
		algorithms				
		(statements,				
		state, control				
		flow,				
		functions),				
		Notation,				
		Flow chart,				
		Pseudo code,				
		programming				
		language,				
		Categories of				
		programming				
		languages.				
		A Brief History		3(1+2)	Installation of IDE and	1
		of Python,			Command Prompt.	
		Applications				
		areas of				
		python <i>,</i> The				
		Programming				
		Cycle for				
		Python,				
		Python IDE,				
		Interacting				
		with Python				
		Programs.				
		Elements of		3(1+2)	Demonstrate the use of	1
		Python:			these in python programs.	
		keywords and				
		identifiers,				
		variables,				
		data types				

		and type conversion, operators in python, expressions in python, strings.		3(1+2)	Develop python program to demonstrate use of Operators.	1
Unit 2	Decision Control Statements	Conditionals: Conditional statement in Python (if-else statement, its working and execution)	Hands-on exercise, Demonstratio n, lectures, practical lab	3(1+2)	Develop programs for the use of conditional statements.	2
		Nested-if statement and elif statement in Python, Expression Evaluation & Float Representatio n.		4(1+3)	Develop programs of different types of statements.	2
		Loops: Purpose and working of loops, while loop, For Loop, Nested Loops, Break and Continue, pass statement.		7(2+5)	Hands on practice on Loops.	2

Unit	Function	Introduction	Lecture ,	4(1+3)	Learn about how to call or	3
3	and	of Function,	Hands-on		create the functions.	
	Modules	calling a	exercise,			
		function,	Demonstratio			
		Function	n, practical			
		arguments,	lab			
		built in				
		function, scope rules				
		scoperules				
		Passing		7(4+3)	Hands-on functions .	
		function to a				
		function,				
		recursion,				
		Lambda				
		functions				
		Modules and		4(1+3)	Develop python programs	
		Packages:			for modules.	
		Importing				
		Modules,				
		writing own				
		modules,				
		Standard				
		library				
		modules, dir(
) Function,				
		Packages in				
		Python				
Unit	Basic Data	Strings: Basic	Lecture ,	3(1+2)	Implement and play with	4
4	structures	operations,	Hands-on		strings.	
	in Python	Indexing and	exercise,			
		Slicing of	Demonstratio			
		Strings,	n, practical			
		Comparing	lab			
		strings				

		Regular expressions. Python Basic Data Structure: Sequence, Unpacking Sequences, Mutable Sequences,		4(1+3)	Demonstration of the regular expression.	
		Lists, Looping in lists, Tuples, Sets, Dictionaries. Map, filter, Reduce, Comprehensi on		7(3+4)	Implement different methods for these data structures.	
Unit 5	File and Exception handling	Files and Directories: Introduction to File Handling in Python, Reading and Writing files, Additional file methods, Working with Directories.	Lecture , Hands-on exercise, Demonstratio n, practical lab	4(1+3)	Learn Python file handling methods and python file operations	5
		Exception Handling, Errors, Run Time Errors, Handling IO Exception, Try-except		6(2+4)	Learn about Python exception handling methods	5

		statement,				
		Raise				
Refere	ences-					
Text B	ooks:					
	-		•			Third Edition, Apress
	Python Prograeducation	amming using Pr	oblem solving a	pproach by I	ReemaThareja	OXFORD Higher
		ambert, —Funda	mentals of Pythe	on: First Pro	grams, CENGA	GE Learning, 2012.
Ref	erence Bool	ks:				
2. (2.	expanded Edit Charles Dierba Solving Focus,	ion, MIT Press ,	2013 on to Computer ion, 2013.	Science usir	ng Python: A Co	ython", Revised and omputational Problem
Links:	Alleri B. Down	cy, minkrytho	<u></u>			
UNIT 1	https://npte	el.ac.in/courses/	106/106/106106	5 <u>182/</u>		
		el.ac.in/courses/				
	https://npte		6/106/106106212	2/		
UNIT 2	https://npte	l.ac.in/courses/10	6/106/106106212 watch?v=PqFKR	<u>2/</u> qpHrjw		
UNIT 2	https://npte	l.ac.in/courses/10 w.youtube.com/	<u>6/106/106106212</u> watch?v=PqFKR 5/106/106106145	2/ qpHrjw		
UNIT 2	https://npte	l.ac.in/courses/10 w.youtube.com/ .ac.in/courses/100	<u>6/106/106106212</u> watch?v=PqFKR 5/106/106106145 watch?v=m9n2f	<u>apHrjw</u> 2/ 2/ 9 <u>lhtrw</u>		
UNIT 2	https://npte https://www https://nptel https://www https://www	I.ac.in/courses/10 w.youtube.com/ .ac.in/courses/100 w.youtube.com/	6/106/106106212 watch?v=PqFKR 5/106/106106145 watch?v=m9n2f watch?v=oSPMr	<u>apHriw</u> 2/ 9 <u>lhtrw</u> neaiQ68		
UNIT 2	https://npte	I.ac.in/courses/10 w.youtube.com/ .ac.in/courses/100 w.youtube.com/ w.youtube.com/	6/106/106106212 watch?v=PqFKR 5/106/106106145 watch?v=m9n2f watch?v=oSPMr 5/106/106106145	2/ apHrjw 2/ 9lhtrw meaiQ68		
UNIT 2 UNIT 3	https://npte	I.ac.in/courses/10 w.youtube.com/ .ac.in/courses/100 w.youtube.com/ w.youtube.com/ .ac.in/courses/100	6/106/106106212 watch?v=PqFKR 5/106/106106145 watch?v=m9n2f watch?v=oSPMr 5/106/106106145 watch?v=ixEeeN	2/ apHrjw 3/ 9lhtrw meaiQ68 3/ ijOJ0&t=4s		

<u>LAB:</u>

List of Practicals							
Lab No.	Unit	Торіс	Program Logic Building	CO Mapping			
1.1	1	Basic Python(Syntax, Variable, Type Conversion)	Python Program to Print Statement	CO1			
1.2	1	Basic Python(Syntax, Variable, Type Conversion)	Swap two variables without using a temporary variable.	CO1			
1.3	1	Basic Python(Syntax, Variable, Type Conversion)	Check if a given number is even or odd.	CO1			
1.4	1	Basic Python(Syntax, Variable, Type Conversion)	Find the largest of three numbers.	CO1			
1.5	1	Basic Python(Syntax, Variable, Type Conversion)	Convert a string to an integer.	CO1			
1.6	1	Basic Python(Syntax, Variable, Type Conversion)	Convert an integer to a string.	CO1			

1.7	1	Basic Python(Syntax, Variable, Type Conversion)	Convert a string to a floating-point number.	CO1
1.8	1	Basic Python(Syntax, Variable, Type Conversion)	Convert a floating-point number to an integer.	CO1
1.9	1	Basic Python(Syntax, Variable, Type Conversion)	WAP to demonstrate implicit and explicit type conversion.	CO1
1.10	1	Basic Python(Syntax, Variable, Type Conversion)	Convert Employee Count to Binary	CO1
1.11	1	Basic Python(Syntax, Variable, Type Conversion)	Convert Revenue to Currency Format	CO1
1.12	1	Operators	Write a program to Calculate Sum of 5 Subjects and Find Percentage (Max Mark in each subject is 100).	CO1
1.13	1	Operators	Write a program to find gross salary.	CO1
1.14	1	Operators	Write a program to Calculate Area of Rectangle, Square.	CO1
1.15	1	Operators	Write a program to Calculate Area of Scalene Triangle and Right-angle Triangle.	CO1
1.16	1	Operator	Write a program to find the perimeter of a circle, rectangle and triangle.	CO1

1.17	1	Operator	Write a program to Compute Simple Interest.	CO1
1.18	1	Operator	Write a program to Convert Fahrenheit temperature in to Celsius.	CO1
1.19	1	Operator	Write a program to Find the Gravitational Force Acting Between Two Objects.	CO1
1.20	1	Operator	Write a program to swap the values of two variables with and without using third variable.	CO1
1.21	1	Operator	Write a program to perform arithmetic operations on a = 8, b = 3.	CO1
1.22	1	Operator	Write a program to apply relational operations on a=8, b=3.	CO1
1.23	1	Operator	Write a program to apply assignment operations on a=8, b=3.	CO1
1.24	1	Operator	Write a program to apply logical operations on a=8, b=3.	CO1
1.25	1	Operator	Write a program to apply bitwise operations on a=8, b=3.	CO1
1.26	1	Operator	Write a program to apply identity operators.	CO1
1.27	1	Operator	Write a program to Swap the Contents of two Numbers using Bitwise XOR Operation	CO1
1.28	1	Operator	WAP to find the absolute value of the given number.	CO1

1.29	1	Operator	Write a program to Add two Complex Numbers.	CO1
1.30	1	Operator	Write a Program to find roots of a quadratic expression.	CO1
1.31	1	Arithmetic Operator	Program to perform basic arithmetic operations (addition, subtraction, multiplication, division) on two numbers.	CO1
1.32	1	Arithmetic Operator	Program to calculate the area of a rectangle using the multiplication operator.	CO1
1.33	1	Arithmetic Operator	Program to calculate the average of a list of numbers using the division operator.	CO1
1.34	1	Comparison Operator	Program to compare two numbers and determine if they are equal.	CO1
1.35	1	Comparison Operator	Program to compare two numbers and determine whether they are greater than or less than .	CO1
1.36	1	Comparison Operator	Program to check if a given string is equal to a specific value.	CO1
1.37	1	Logical Operator	Write a program to apply Logical AND operator on two operands.	CO1
1.38	1	Logical Operator	Write a program to apply Logical OR operator on two operands.	CO1

1.39	1	Logical Operator	Write a program to apply Logical NOT operator on an operand.	CO1
1.40	1	Assignment operator	Program to increment or decrement a variable using assignment operators.	CO1
1.41	1	Assignment operator	Program to calculate compound interest using compound assignment operators.	CO1
1.42	1	Bitwise Operator	Program to perform bitwise AND, OR, XOR, left shift, and right shift operations.	CO1
1.43	1	Bitwise Operator	Program to check if a given number is odd or even using bitwise operators.	CO1
2.1	2	Conditional Statements	Write a program to Accept two Integers and Check if they are Equal.	CO 2
2.2	2	Conditional Statements	Write a program to Check if a given Integer is Positive or Negative and Odd or Even.	CO 2
2.3	2	Conditional Statements	Write a program to Check if a given Integer is Divisible by 7 or not.	CO 2
2.4	2	Conditional Statements	Write a program to find the greatest of three numbers using else if ladder.	CO 2
2.5	2	Conditional Statements	Write a program to find the greatest of three numbers using Nested if.	CO 2
2.6	2	Conditional Statements	Write a program to convert an Upper-case character into lower case and vice-versa.	CO 2

2.7	2	Conditional	Write a program to check weather an entered year	CO 2
		Statements	is leap year or not.	
2.8	2	Conditional	Write a Program to check whether an alphabet	CO 2
		Statements	entered by the user is a vowel or a constant.	
2.9	2	Conditional	Write a program to print day according to the day	CO 2
		Statements	number entered by the user.	
2.10	2	Conditional	Write a program to print color name, if user enters	CO 2
		Statements	the first letter of the color name.	
2.11	2	Conditional	Write a program to Simulate Arithmetic Calculator.	CO 2
		Statements		
2.12	2	Conditional	Write a menu driven program for calculating area of	CO 2
		Statements	different geometrical figures such as circle, square,	
			rectangle, and triangle.	
2.13	2	Conditional	WAP that accepts the marks of 5 subjects and finds	CO 2
		Statements	the percentage marks obtained by the student. It	
			also prints grades according to the following	
			criteria: Between 90-100% Print 'A', 80-90% Print	
			'B', 60-80% Print 'C', 50-60% Print 'D', 40-50% Print	
			'E', Below 40% Print 'F'.	
2.14	2	Conditional	WAP to enter a character and then determine	CO 2
		Statements	whether it is a vowel, consonants, or a digit.	
2.15	2	Loops	Write a program to display all even numbers from 1	CO 2
			to 20	
2.16	2	Loops	Write a program to print all the Numbers Divisible	CO 2
			by 7 from 1 to 100.	

2.17	2	Loops	Write a program to print table of any number.	CO 2
2.18	2	Loops	Write a program to Find the Sum of first 50 Natural Numbers using for Loop.	CO 2
2.19	2	Loops	Write a program to calculate factorial of a given number using for loop and also using while loop.	CO 2
2.20	2	Loops	Write a program to count the sum of digits in the entered number.	CO 2
2.21	2	Loops	Write a program to find the reverse of a given number.	CO 2
2.22	2	Loops	Write a program to Check whether a given Number is Perfect Number.	CO 2
2.23	2	Loops	Write a program to Print Armstrong Number from 1 to 1000.	CO 2
2.24	2	Loops	Write a program to Compute the Value of X ⁿ .	CO 2
2.25	2	Loops	Write a program to Calculate the value of ⁿ C _r .	CO 2
2.26	2	Loops	Write a program to generate the Fibonacci Series.	CO 2
2.27	2	Loops	Write a program to check whether a given Number is Palindrome or Not.	CO 2
2.28	2	Loops	Write a program to Check whether a given Number is an Armstrong Number.	CO 2
2.29	2	Loops	Write a program to print all prime numbers from 1- 500.	CO 2

2.30	2	Loops	Write a program to find the Sum of all prime numbers from 1-1000.	CO 2
2.31	2	Loops	Write a program to display the following pattern:	CO 2
			* * * *	
			* * * *	
			* * * *	
			* * * *	
			* * * *	
2.32	2	Loops		CO 2
			Write a program to display the following pattern:	
			*	
			* *	
			* * *	
			* * * *	
			* * * *	
2.33	2	Loops		CO 2
			Write a program to display the following pattern:	
			1	
			12	
			123	
			1234	

			12345	
2.34	2	Loops	Write a program to display the following pattern: A BB CCC DDD	CO 2
			EEEE	
2.35	2	Loops	Write a program to display the following pattern: * * * * * * * * * * * *	CO 2
2.36	2	Loops	Write a program to display the following pattern: 1 2 3 4 5 1 2 3 4 1 2 3 1 2 3 1 2 1	CO 2
2.37	2	Loops	Write a program to display the following pattern:	CO 2

				1
			*	
			* * *	
			* * * *	
			* * * * * *	
2.38	2	Loops	Write a program to display the following pattern:	CO 2
			* * * * * * *	
			* * * * * *	
			* * * *	
			* * * * *	
			* * *	
			*	
2.39	2	Loops	Write a program to display the following pattern	CO 2
			(Pascal Triangle):	
			1	
			1 1	
			1 2 1	
			1 3 3 1	
			14641	
			1 5 10 10 5 1	
2.40	2	Loops	Write a program to display the following pattern:	CO 2
			1	

			23	
			4 5 6	
			78910	
2.41	2	Loops	Write a program to display the following pattern:	CO 2
	_			
			ABCDEFGFEDCBA	
			ABCDEF FEDCBA	
			A B C D E E D C B A	
			A B C D D C B A	
			АВС СВА	
			A B B A	
			A A	
2.42	2	Loops	Write a program to display the following pattern:	CO 2
			*	
			* *	
			* * *	
			* * * *	
			* * * *	
			* * * *	

			at at at at]
			* * * *	
			* * *	
			* *	
			*	
2.43	2	Loops	Write a program to display the following pattern:	CO 2
			0 0	
			01 10	
			010 010	
			0101 1010	
			0101001010	
2.44	2	Loops	Write a program to display the following pattern:	CO 2
			А	
			ВС	
			D E F	
			GHIJ	
			ΚΙΜΝΟ	
2.45	2	Loops	Write a program to display the following pattern:	CO 2
			А	
			ВАВ	

			CBABC	
			DCBABCD	
			EDCBABCDE	
2.46	2	Loops	Write a program to Find the Sum of A.P Series.	CO 2
2.47	2	Loops	Write a program to Find the Sum of G.P Series.	CO 2
2.48	2	Loops	Write a program to Find the Sum of H.P Series.	CO 2
2.49	2	Loops	Write a program to print the following sequence of integers. 1, 2, 4, 8, 16, 32	CO 2
2.50	2	Loops	Write a program to find the Sum of following Series: (1*1) + (2*2) + (3*3) + (4*4) + (5*5) + + (n*n)	CO 2
2.51	2	Loops	Write a program to find the Sum of following Series: $(1^{1}) + (2^{2}) + (3^{3}) + (4^{4}) + (5^{5}) + + (n^{n})$	CO 2
2.52	2	Loops	Write a program to find the Sum of following Series: (1!/1) + (2!/2) + (3!/3) + (4!/4) + (5!/5) + + (n!/n)	CO 2
2.53	2	Loops	Write a program to print the following Series: 1, 2, 3, 6, 9, 18, 27, 54, upto n terms	CO 2
2.54	2	Loops	Write a program to print the following Series:	CO 2

			2, 15, 41, 80, 132, 197, 275, 366, 470, 587	
2.55	2	Loops	Write a program to print the following Series:1, 3, 4, 8, 15, 27, 50, 92, 169, 311	CO 2
2.56	2	Loops	Write a program to Convert the given Binary Number into Decimal.	CO 2
2.57	2	Loops	Write a program to Convert Binary to Hexadecimal.	CO 2
2.58	2	Loops	Write a program to find out L.C.M. of two numbers.	CO 2
2.59	2	Loops	Write a program to find out H.C.F. of two numbers.	CO 2
2.60	2	Loops	Python Program to Accept Three Digits and Print all Possible Combinations from the Digits.	CO 2
2.61	2	Loops	Python Program to Print Odd Numbers within a Given Range.	CO 2
2.62	2	Loops	Python Program to Find the Smallest Divisor of an Integer.	CO 2
2.63	2	Loops	Python Program to Count the Number of Digits in a Number	CO 2
2.64	2	Loops	Python program to find GCD between two given integer numbers.	CO 2
3.1	3	Functions	Write a Python function to find the Max of three numbers.	CO3
3.2	3	Functions	Write a Python function to sum all the numbers in a list. Sample List : (8, 2, 3, 0, 7) Expected Output : 20	CO3

3.3	3	Functions	Write a Python program to reverse a string.	CO3
			Sample String : "1234abcd"	
			Expected Output : "dcba4321"	
3.4	3	Functions	Write a Python function to check whether a	CO3
			number falls in a given range.	
3.5	3	Functions	Write a Python function that accepts a string and	CO3
			calculate the number of upper-case letters and	
			lower-case letters.	
			Sample String: 'The quick Brow Fox'	
			Expected Output :	
			No. of Upper case characters : 3	
			No. of Lower case Characters : 1	
3.6	3	Functions	Write a Python function that takes a number as a	CO3
			parameter and check the number is prime or not.	
3.7	3	Functions	Write a Python function that checks whether a	CO3
			passed string is palindrome or not.	
3.8	3	Functions	Write a Python function that prints out the first n	CO3
			rows of Pascal's triangle.	
3.9	3	Functions	Write a Python function that accepts a hyphen-	CO3
			separated sequence of words as input and prints	
			the words in a hyphen-separated sequence after	
			sorting them alphabetically.	
			Sample Items: green-red-yellow-black-white	
			Expected Result: black-green-red-white-yellow	
3.10	3	Functions	Python function to convert height (in feet and	CO3
			inches) to centimeters	

3.11	3	Functions	Python function to Convert Celsius to Fahrenheit.	CO3
3.12	3	Functions	Implement a function to check if two strings are anagrams of each other.	CO3
3.13	3	Functions	Python function to display all the Armstrong number from 1 to n.	CO3
3.14	3	Recursion	Write a program using recursion to compute factorial of a given number.	CO3
3.15	3	Recursion	Write a program to print Fibonacci Series using recursion.	CO3
3.16	3	Recursion	Write a program to calculate sum of numbers 1 to N using recursion.	CO3
3.17	3	Recursion	Write a program to Find Sum of Digits of the Number using Recursive Function.	CO3
3.18	3	Recursion	Write a program to print Tower of Hanoi using recursion.	CO3
3.19	3	Recursion	Python Program to Determine How Many Times a Given Letter Occurs in a String Recursively	CO3
3.20	3	Recursion	Python Program to Find the Binary Equivalent of a Number Recursively	CO3
3.21	3	Recursion	Python Program to Find the GCD of Two Numbers Using Recursion	CO3
3.22	3	Recursion	Python Program to Find the Power of a Number Using Recursion	CO3

3.23	3	Recursion	WAP to compute the sum of all the elements of the list using reduce() function.	CO3
3.24	3	Modules and	A) Write a program to create a module and import	CO3
		Pacakges	the module in another python program.	
3.25	3	Modules and	Write a program program to import all objects from	CO3
		Pacakges	a modules, specific objects from module and	
			provide custom import name to the imported object	
			from the module.	
3.26	3	Modules and	Create a python package having atleast two	CO3
		Pacakges	modules in it.	
3.27	3	Modules and	Create a python package having atleast one	CO3
		Pacakges	subpackage in it.	
4.1	4	String	Python program to check whether the string is	CO 4
			Symmetrical or Palindrome	
4.2	4	String	Ways to remove i'th character from string in Python	CO 4
4.3	4	String	Python program to Check if a Substring is Present in	CO 4
			a Given String	
4.4	4	String	Find length of a string in python (4 ways)	CO 4

4.5	4	String	Python program to print even length words in a string	CO 4
4.6	4	String	Python program to accept the strings which	CO 4
			contains all vowels	
4.7	4	String	Remove all duplicates from a given string in Python	CO 4
4.8	4	String	Python program to Maximum frequency character in String	CO 4
4.9	4	String	Python Program to Replace all Occurrences of 'a' with \$ in a String	CO 4
4.10	4	String	Python Program to Form a New String where the First Character and the Last Character have been Exchanged	CO 4
4.11	4	String	Python Program to Count the Number of Vowels in a String	CO 4
4.12	4	String	Python Program to Take in a String and Replace Every Blank Space with Hyphen	CO 4
4.13	4	String	Python Program to Calculate the Length of a String Without Using a Library Function	CO 4
4.14	4	String	Python Program to Remove the Characters of Odd Index Values in a String	CO 4
4.15	4	String	Python Program to Calculate the Number of Words and the Number of Characters Present in a String	CO 4
4.16	4	String	Python Program to Take in Two Strings and Display the Larger String without Using Built-in Functions	CO 4

4.17	4	Ctring	Buthan Bragram to Chack if a String is a Dangram or	CO 4
4.17	4	String	Python Program to Check if a String is a Pangram or	CO 4
			Not	
			(A pangram is a sentence that uses all 26 letters of	
			the English alphabet at least once. like" The quick	
			brown fox jumps over the lazy dog")	
4.18	4	String	Python Program to Accept a Hyphen Separated	CO 4
			Sequence of Words as Input and Print the Words in	
			a Hyphen-Separated Sequence after Sorting them	
			Alphabetically	
4.19	4	String	Python Program to Form a New String Made of the	CO 4
			First 2 and Last 2 characters From a Given String	
4.20	4	String	Python Program to Count the Occurrences of Each	CO 4
			character in a Given String Sentence	
4.21	4	String	Python Program to Check if a Substring is Present in	CO 4
			a Given String	
4.22	4	String	Python Program to Find the Most Repeated Word in	CO 4
			a String.	
4.23	4	Regular Expression	Write a python program to check the validity of a	CO 4
			password given by the user. The password should	
			satisy the following criteria:	
			i) Contain atleast 1 letter between a and z.	
			ii) Contain atleast 1 number between 0 and 9.	
			iii) Contain atleast 1 letter between A and Z.	
			iv) Contain atleast 1 character from \$,#,@.	
			v) Maximum length of password 6.	
			vi) Maximum length of password:12.	

4.24	4	Regular Expression	Write a python program to validate mobile number.	CO 4
4.25	4	Regular Expression	 Given an input file which contains a list of names and phone numbers separated by spaces in the following: i) Phone number contains a 3- or 2-digit area code and a hyphen followed by an 8-digit number. ii) Find all names having phone number with a 3digit area code using regular expression. 	CO 4
4.26	4	List	Program to interchange first and last elements in a list	CO 4
4.27	4	List	WAP to find min, max and average of elements of a list having numeric data	CO 4
4.28	4	List	Program to check if element exists in list	CO 4
4.29	4	List	Program for Reversing a List	CO 4
4.30	4	List	Program to Multiply all numbers in the list	CO 4
4.31	4	List	Program to find smallest and largest number in a list	CO 4
4.32	4	List	Program to find second largest number in a list	CO 4
4.33	4	List	Program to print all even numbers in a range	CO 4
4.34	4	List	Program to print all negative numbers in a range	CO 4
4.35	4	List	Program to Remove multiple elements from a list in Python	CO 4
4.36	4	List	Program to Cloning or Copying a list	CO 4

4.37	4	List	Program to Count occurrences of an element in a list	CO 4
4.38	4	List	Program to find Cumulative sum of a list	CO 4
4.39	4	List	Program to Break a list into chunks of size N in Python	CO 4
4.40	4	List	Python Program to transpose of Matrix.	CO 4
4.41	4	List	Python Program to Add Two Matrices.	CO 4
4.42	4	List	Python Program to Multiply Two Matrices.	CO 4
4.43	4	List	Program to get K th Column of Matrix	CO 4
4.44	4	List	WAP to print all even numbers of a list using list comprehension.	CO 4
4.45	4	List	WAP that prompts user to enter an alphabet and then print all the words that starts with that alphabet from the list of words.	CO 4
4.46	4	List	WAP to transpose a given matrix using list comprehension.	CO 4
4.47	4	List	Print All the characters of a string using list Comprehension	CO 4
4.48	4	List	Write a program to calculate square of numbers upto n using list comprehension.	CO 4
4.49	4	Tuple	Python program to Find the size of a Tuple	CO 4
4.50	4	Tuple	Python – Maximum and Minimum K th elements in Tuple	CO 4

4.51	4	Tuple	Create a list of tuples from given list having number	CO 4
			and its cube in each tuple	
4.52	4	Tuple	Python – Flatten tuple of List to tuple	CO 4
4.53	4	Set	Python Program to Count the Number of Vowels Present in a String using Sets	CO 4
4.54	4	Set	Python Program to Check Common Letters in Two Input Strings	CO 4
4.55	4	Set	Python Program that Displays which Letters are in the First String but not in the Second	CO 4
4.56	4	Set	Python Program that Displays which Letters are Present in Both the Strings	CO 4
4.57	4	Set	Python Program that Displays which Letters are in the Two Strings but not in Both	CO 4
4.58	4	Dictionary	Python Program to Add a Key-Value Pair to the Dictionary	CO 4
4.59	4	Dictionary	Python Program to Concatenate Two Dictionaries into One.	CO 4
4.60	4	Dictionary	Python Program to Check if a Given Key Exists in a Dictionary or Not	CO 4
4.61	4	Dictionary	Python Program to Generate a Dictionary that Contains Numbers (between 1 and n) in the Form (x,x*x).	CO 4
4.62	4	Dictionary	Python program to create an instance of an Ordered dict using a given dictionary. Sort the dictionary	CO 4

			during the creation and print the members of the	
			dictionary in reverse order.	
4.63	4	Dictionary	Python Program to Sum All the Items in a Dictionary	CO 4
4.64	4	Dictionary	WAP to create dictionary which has characters of given string as keys and frequency of characters as values.	CO 4
4.65	4	Dictionary	Python Program to Multiply All the Items in a Dictionary	CO 4
4.66	4	Dictionary	Python Program to Remove the Given Key from a Dictionary	CO 4
4.67	4	Dictionary	Python Program to Form a Dictionary from an Object of a Class	CO 4
4.68	4	Dictionary	Python Program to Map Two Lists into a Dictionary	CO 4
4.69	4	Comprehension	Write a program Filtering even numbers from a list using tuple comprehension	CO 4
4.70	4	Comprehension	Creating a list of tuples from two lists using comprehension function	CO 4
4.71	4	Comprehension	Extracting the first character from each word in a list of strings	CO 4
4.72	4	Comprehension	Swapping keys and values in a dictionary	CO 4
4.73	4	Comprehension	Filtering even numbers from a dictionary:	CO 4
4.74	4	Comprehension	Write a Program to calculate square of number using dictonary comprehension	CO 4

5.1	5	File handling and Exceptional Handling	Python program to read file word by word	CO 5
5.2	5	File handling and Exceptional Handling	Python program to read character by character from a file	CO 5
5.3	5	File handling and Exceptional Handling	Python – Get number of characters, words, spaces and lines in a file	CO 5
5.4	5	File handling and Exceptional Handling	Program to Find 'n' Character Words in a Text File	CO 5
5.5	5	File handling and Exceptional Handling	Python Program to obtain the line number in which given word is present	CO 5
5.6	5	File handling and Exceptional Handling	Count number of lines in a text file in Python	CO 5
5.7	5	File handling and Exceptional Handling	Python Program to remove lines starting with any prefix	CO 5
5.8	5	File handling and Exceptional Handling	Python Program to Eliminate repeated lines from a file	CO 5
5.9	5	File handling and Exceptional Handling	Python Program to read List of Dictionaries from File	CO 5
5.10	5	File handling and Exceptional Handling	Python – Append content of one text file to another	CO 5

5.11	5	File handling and	Python program to copy odd lines of one file to	CO 5
		Exceptional Handling	other	
5.12	5	File handling and Exceptional Handling	Python Program to merge two files into a third file	CO 5
5.13	5	File handling and Exceptional Handling	Python program to Reverse a single line of a text file	CO 5
5.14	5	File handling and Exceptional Handling	Python program to reverse the content of a file and store it in another file	CO 5
5.15	5	File handling and Exceptional Handling	Python Program to handle divide by zero exception.	CO 5
5.16	5	File handling and Exceptional Handling	WAP to handle multiple exception.	CO 5
5.17	5	File handling and Exceptional Handling	Python program to combine each line from first file with the corresponding line in second file.	CO 5
5.18	5	File handling and Exceptional Handling	Write a program to copy the contents of one file to another.	CO 5
5.19	5	File handling and Exceptional Handling	Write a program to print First 5 line in a file	CO 5
5.20	5	File handling and Exceptional Handling	 a) Write a program to catch the following exception: i) Value error ii) Index error iii) Name error 	CO 5

	iv) Type error
	v) Divide zero error
	b) Write a program to create user defined
	exceptions.
	c) Write a program to understand the use of
	else and finally block with try block.
	d) Write a python program that uses raise and
	exception class to throw an exception.

LAB:

Subject Code-BMIAS0151A	L	т	Ρ		
	0	0	2		
Subject Name- ENGINEERING PHYSICS LAB			ours:		
(Common for all branches except CSBS)					
Course Objective-					
1. To provide the practical knowledge of the phenomenon of interference, diffraction and polarization.					

2. To provide the practical knowledge of energy band gap and resistivity.

3. To provide the practical knowledge of the measurement techniques of magnetism.

4. To provide the practical knowledge of the flow of liquids and characteristics of photoelectric cell.

5. To provide the practical knowledge of Planck's constant and dielectric constant.

Course Outcome- After completion of this course students will be able to:

CO1- Apply the practical knowledge of the phenomenon of interference, diffraction and polarization.

CO2- Understand energy band gap and resistivity.

List of Dreaticals

CO3- Develop the measurement techniques of magnetism.

CO4- Analyze the flow of liquids and characteristics of photoelectric cell.

CO5- Understand Planck's constant and dielectric constant.

Total No. of Practicals: 22(Minimum Ten experiments should be performed)

Lab No.	Unit	Торіс	Program Logic Building	CO Mapping
1		To determine the wavelength of monochromatic light by Newton's ring.		CO1
2		To determine the focal length of two lenses by nodal slide and to verify the formula for the focal length of combination of two lenses.		CO1
3		To determine the specific rotation of cane sugar solution using Polarimeter.		CO1

4	To determine the wavelength of spectral lines using plane transmission grating.	C01
5	To determine the specific resistance of a given wire using Carey Foster's bridge.	CO2
6	To study the variation of magnetic field along the axis of current carrying - circular coil and then to estimate the radius of the coil.	СОЗ
7	To verify Stefan's Law by electrical method.	CO2
8	To study the Hall effect and determine the Hall Coefficient, carrier density and mobility of a given semiconductor material using Hall effect setup.	CO2
9	To determine the energy band gap of a given semiconductor material.	CO2
10	To determine the coefficient of viscosity of a liquid.	CO4
11	To calibrate a voltmeter using potentiometer.	CO2
12	To calibrate a ammeter using potentiometer.	CO2
13	To determine E.C.E. of copper using Tangent or Helmholtz galvanometer.	СО3
14	To determine the magnetic susceptibility of a ferromagnetic salt (FeCl ₃) by using Quincke's tube method.	СОЗ
15	To study the hysteresis curve and then to estimate the retentivity and coercivity of a given ferromagnetic material.	CO3

16	To determine the angle of divergence of laser beam using He-Ne Laser.	C01
17	To determine the wavelength of laser using diffraction grating.	C01
18	To determine the numerical aperture of optical fiber.	C01
19	To determine the Planck's constant using LEDs of known wavelength.	CO5
20	To determine the resistivity of given material using four probe method.	CO2
21	To determine the dielectric constant of the material by charging and discharging of capacitor.	CO5
22	To determine the characteristics of photoelectric cell.	CO4

Subject Code-BMIASL0151					Т	Ρ	
Subject Name- ABC (Lab)					0	4	
				Tot	al No	. of H	ours: 48
Total No. of	Activities – 24			<u> </u>			
List of Activi	ties						
Activity	Modules	Торіс	Program Logic Building			CO Mapping	
Anubhava Activities	1	Getting rid of stage fear	Participants will gain confidence in expressing themselves through dance, overcome inhibitions, and develop a sense of freedom and creativity.			CO2	

Dumb Charades	1	Enhancing communication skills and non- verbal expressions	Participants will improve their ability to communicate effectively using non- verbal cues, develop teamwork and collaboration skills, and enhance their creativity in conveying messages.	CO1
Chinese Whisper	1	Developing active listening and accurate communication skills	Participants will enhance their listening skills, practice conveying information accurately, and understand the importance of clear communication and active listening in avoiding miscommunication.	CO1
Picture Reading – Story Telling	2	Practice sessions for storytelling skills	Participants will enhance their ability to comprehend and interpret information from visual aids, develop storytelling skills, and engage in imaginative and creative thinking.	CO3
Reading Diagrams, Graphs, and Pie Charts	2	Exercises based on charts and diagrams	Participants will improve their ability to interpret and analyse data presented in diagrams, graphs, and pie charts, develop critical thinking skills, and make informed decisions based on visual information.	CO1
Assessment	2	Online Assessment		
Analysing Case Studies	2	Case Study: Badger Mining Corp Case Study	Participants will develop critical thinking skills, analyse the effectiveness of communication practices, and gain insights into real- world communication challenges and their solutions.	CO4
Reading Comprehension Exercise	2	Exercises based on reading comprehension	Participants will enhance their reading comprehension abilities, improve vocabulary and language skills, and develop strategies for efficient and effective reading.	CO1

Filling a Form	1	Filling forms accurately	Participants will improve their ability to understand and follow instructions, enhance their attention to detail, and develop proficiency in accurately filling out forms.	CO2
Flipped Classroom	1	Interactive reading experience through flipped class methodology	Participants will actively engage with reading materials, participate in discussions and activities that deepen understanding, and develop independent learning skills.	CO1
Infographics	1	Analysing information based on infographics	Participants will improve their ability to interpret and analyse information presented in infographics, develop visual literacy skills, and effectively communicate complex concepts using visual aids.	CO1
Songs and decoding the lyrics.	1	Decoding song lyrics	Participants will enhance their listening skills, improve understanding of language nuances through song lyrics, and develop an appreciation for different genres of music.	CO1
Assessment	2	Online Assessment	I	
Listening to instructions and directions	1	Listening based activity	Participants will improve their listening comprehension, enhance their ability to follow instructions & directions, and practice attention to detail.	CO2
Speech Analysis	2	Speech Analysis	Participants will develop critical thinking skills, analyze speech techniques and delivery styles, and gain insights into effective public speaking strategies.	CO3
Views on News	2	News Analysis	Participants will develop active listening skills, gain knowledge of current events, and engage in thoughtful discussions to express their views and opinions.	CO4

Introducing your partner	4	Introducing others and oneself	Participants will improve their active listening skills, develop clarity in communication, and effectively convey specific information about their partner and themselves to others.	CO2
Role Plays	4	Role Playing Situations	Participants will practice effective communication strategies, develop empathy and understanding, and improve their ability to handle real-life situations through role-playing exercises.	CO4
GD (Group Discussion)	4	Group Discussions	Participants will enhance their ability to express their opinions, actively listen to others, and engage in constructive discussions to develop well-rounded perspectives.	CO5
Interview Handling Skills	4	Mock Interviews: Practising Behavioural and FAQs	The students will be able to respond to behavioural interview questions efficiently.	CO5
Presentation Skills	4	Articulating insights: Presentations	Participants will enhance their ability to deliver engaging presentations, effectively communicate their ideas, and exhibit confidence in public speaking.	CO5
Final Assessment	2	Writing Task for the Final Internal Assessment	Final Assessment	
Final Assessment	2	Group Presentations for Final Internal Assessment	Final Assessment	

	iect Co	de-BN	ME/M. Tech (Int.)/BT /IIME0151			L - T - P	
]			0-0-6			
Sub	ject Na	me- (Computer Aided Design	n (CAD) and	Digital	No. of hours-	
Mar	nufactu	iring					
		-	/e- To Impart and famili		-		-
			art knowledge of 2-Dimension				
	e the stu nologies		o experience digital manufa ustries.	acturing proces	ses. 10 exp	Main current and emergin	ig digitai
	urse out			the students w	vill be able	to	
,	CO1	Unde	rstand the importance of draw	ving in engineeri	ng.		
	CO2		in 2-Dimensional spaces.		0		
	CO3		e models in 3-Dimensional sp				
	CO4		rstand the concept of digital n	e			
	CO5		y the knowledge of digital ma	nufacturing in in	dustries.		
Cou	irse Cor	itent	· · · · · · · · · · · · · · · · · · ·	<u></u>	· •	1	1
Un it	Modu	le	Topics Covered	Pedagogy	Lectur e Requir ed (T=L+P)	Aligned Practical/Assignm ent/Lab	CO Mappi ng
1	Introdu to CAD	ction	Introduction to Engineering Drawings, Scale, Coordinate System, Types of View: Orthographic, Isometric & Perspective, Type of Projection, Sections of solids and Development of surfaces, Introduction to CAD Software such as AutoCAD/PTC Creo/CATIA/Fusion 360/Solid Works etc., Exploring GUI, Workspaces, Co-ordinate systems, File Management, Display Control.	PPT/Animate d Videos/ Experiment based learning/ Activity based learning	8=2+6	CAD Lab (AutoCAD, PTC CREO)	CO-1

2	Working on CAD in 2D environment	Starting with Sketching, Working with Drawing Aids, Editing Sketched Objects, Layers, Creating Text and Tables, Dimensioning and Detailing of Drawings, Editing Dimensions, Dimension Styles, Adding Constraints to Sketches, Hatching Drawings, Paper Layout, Plotting Drawings in AutoCAD, Template Drawings.	PPT/Animate d Videos/ Experiment based learning/ Activity based learning/ Software based	8=2+6	CAD Lab (AutoCAD)	CO-2
3	Working on CAD in 3D environment	Introduction to 3D Modeling, 3D Environment and Drawing, Modeling Workflow, Editing Models, Sectioning a Model and Creating Drawings, Visualization, Downstream, Rectangular 3D coordinates, 3D Construction techniques, Constructing wireframe objects, Constructing solid primitives, dynamically changing a 3D view, and shading a 3D model, Blueprint Drawing, Uses of Digital Prototype.	PPT/Animate d Videos/ Experiment based learning/ Activity based learning/ Software based	8=2+6	CAD Lab (AutoCAD)	CO-3
4	Introduction to Digital Manufacturi ng	Introduction to workshop layout, engineering materials, Fitting, Carpentry, Forging, Casting, Welding, Forming. Basic Machining Tools- Lathe, Milling, Drilling, Shaper, Grinding. Introduction to Digital Manufacturing: - additive manufacturing, basics of automation & robotics; Concepts of Industry 5.0 (Videos & Quizzes)	PPT/Animat ed Videos/ Experiment based learning/ Activity based learning/ Simulation/ Virtual Labs	8=2+6	Workshop, CAD Lab	CO-4

5	Applications of Digital Manufacturi ng	3D Modelling and simulation of- various Forming, Machining in CAD Basic introduction to 3D Printing & Technologies (FDM, LDM, SLA)- Slicing software, Types of Production, Various types of Industries, Introduction to Smart Factory.	PPT/Animate d Videos/ Experiment based learning/ Activity based learning/ Simulation/ Virtual Labs	8=2+6	CAD Lab (AutoCAD)	CO-5
		Patna, Amity Universit om Training Centre Ahr	-	ersity, VI	T Vellore, IMT Pun	e,
	t Books:		nauabau.			
	4. CAD 5. A co Delhi 6. Indu	g. Drawing by Bhatt ND. D by CAM by M.P. Grover. urse in Workshop technology strial automation and Robotics C Fundamentals and Programm	s by A.K. Gupta	., S K Arora	, Laxmi publication	
Ref	Internation 2. Com House Program 3. Adva 4. Kalp Pearson 1 5. Rapi 6. CNC	s: g. Drawing +AUTOCAD 6 th E onal Publishers puter Aided Engineering Draw vt. Ltd., New Delhi, 3rdrevised ance CAD Modelling by Nico akjian S. And Steven S. Schm Education India Edition, 2002 d Product Development, Kimu C Machines by M.Adhitan, B.S D/CAM, by Groover and Zimn	wing - S. Triyam d edition-2006 la & Duhovnik nid, "Manufactur ura Fumihiko S Pabla; New ag	baka Murth ring Enginee e internatior	y, - I.K. International Pu ering and Technology", 4 nal.	C
Link	(S:	·				
	<u>ps://www.yc</u> 1pNIsF-R	outube.com/watch?v=9	}YxK7TuEKf E	&list=PLI	MtzJAOD3B7Z0kA0	ibqdVPZ

Lab	UNIT		Simulato	
No.		Торіс	r/ Software	CO Mapping
•				
1		To create design of a robotic Arm model on CAD	AutoCA D	CO1
2			AutoCA	
2		To draw & design a Cell phone adapter in CAD Software.		CO1
3		To create layout of job shop, batch shop and continuous manufacturing on CAD	AutoCA D	CO1
4		To create rayour of joe shop, outen shop and continuous manarationing on erib	AutoCA	
4		To draw the orthographic projection view of Hub, Arms, and Face of a Pulley		CO1
5		To draw the isometric projection view of Pipe, 90 degree elbow and 180 degree	AutoCA	CO1
		bend of a piping system	AutoCA	
6		To draw the isometric projection view of motor coupling in CAD Software		CO1
7			AutoCA	
		To draw the orthographic projection view of a Study Chair.		CO1
8		To draw the isometric projection view of one way mobile connector	AutoCA D	CO1
		To draw the isometric projection view of one way mobile connector	AutoCA	
9		Two dimensional drawings of Cam and Rocker Arm on AutoCAD.	D	CO1
10	1		AutoCA	GO1
	1	To create a design of a Soap Case on CAD software.	D AutoCA	CO1
11		To draw a two way cable connector on CAD software.		CO1
12			AutoCA	
12		To draw orthographic projections of hexagonal bolt in CAD Software.		CO1
13		Two dimensional drawings of weaker on AutoCAD	AutoCA	CO1
		Two dimensional drawings of washer on AutoCAD.	AutoCA	COI
14		Two dimensional drawings of Gaskets of a vacuum pump on AutoCAD.		CO1
15			AutoCA	
10		To create 2D Drawings of Ring and Pinion Gear in CAD Software.		CO1
16		To draw and design a phone stand/tripod in CAD software	AutoCA D	CO1
17			AutoCA	
17		To draw an orthographic projection view of Edge Flange in CAD Software		CO1
18			AutoCA	GO1
		To draw the orthographic projection view of Fork End of a Knuckle Shaft	D AutoCA	CO1
19		To draw an orthographic projection view of Roller Stud in CAD Software		CO1
20			AutoCA	
20	2	To design a quadcopter drone on CAD		CO2
21		To design a digital camera on CAD	AutoCA D	CO2
				02

22	To design the lawout of intent device connector on CAD	AutoCA
	To design the layout of intent device connector on CAD	D CO2
23	To model & design a motor coupling in CAD Software.	AutoCA D CO2
24		AutoCA
	To design a 3D Model of a one way mobile connector.	D CO2
25	To supply 2D drawings of Halical Coopin AutoCAD Software	AutoCA D CO2
	To create 2D drawings of Helical Gear in AutoCAD Software.	D CO2 AutoCA
26	To draw & design a socket welded produced elbow in CAD Software.	D CO2
	To draw te design a socket wended produced croow in CAD Software.	AutoCA
27	To create 2D model of crane hook	D CO2
		AutoCA
28	Two dimensional drawing of seal cover on AutoCAD software.	D CO2
20		AutoCA
29	Two dimensional drawings of a Friction plate on AutoCAD.	D CO2
30		AutoCA
30	To create 2D drawing of a threaded rod using AutoCAD Software.	D CO2
31		AutoCA
51	Create 2D drawings of Cam and camshaft bearings in AutoCAD	D CO2
32		AutoCA
32	To design a socket weld cross fitting model in CAD Software.	D CO2
33		AutoCA
55	To draw orthographic view of engine cylinder head in CAD software	D CO2
34		AutoCA
51	To demonstrate & draw a threaded rod using AutoCAD Software.	D CO2
35		AutoCA
	To design a wrench in AutoCAD Software.	D CO2
36		AutoCA
	To design a wrist watch in AutoCAD Software.	D CO2
37		AutoCA
	To design a slip-on flange in AutoCAD Software.	D CO2
38	To design a CAR Wheel in CAR Software	AutoCA
	To design a CAR Wheel in CAD Software.	D CO2 AutoCA
39	Modelling and designing of steering wheel of a car in CAD software	
		D CO2 AutoCA
40	To create drawings of a Connecting Rod and Gudgeon pin on CAD software.	D CO2
	To demonstrate a Butt-weld Straight Pipe Tee fitting and design it in CAD	AutoCA
41	Software.	D CO2
		AutoCA
42	To create a 2D drawing of Cotter and Sleeve	D CO2
		AutoCA
43	To create 2D drawing of Knuckle Pin, Taper Pin and Collar in CAD Software	D CO2
	To create 2D drawing of Knackie Fin, Taper Fin and Conar in Crib Software	AutoCA
44	To design a digital X-ray Machine on CAD	D CO2

			AutoCA	
45		To design & assemble a 3D pipe routing in CAD Software.	D	CO2
46		To design an electric motor on CAD	AutoCA D	CO2
47			AutoCA	
47		To create design of a CNC Lathe on CAD	D	CO2
48		To create design of a Shaper Machine on CAD	AutoCA D	CO2
49			AutoCA	
		To create design of a Milling Machine on CAD	D AutoCA	CO2
50		To create design of a drilling Machine on CAD	D	CO2
51			AutoCA	
		To create design of carpentry joints on CAD	D AutoCA	CO2
52		To create 2D drawings of Cam and followers on CAD	D	CO2
53		To serve de la constance de la constan	AutoCA	COL
		To create design of a 3D printer machine on CAD	D AutoCA	CO2
54		To create layout of workshop on CAD	D	CO2
55		To design & assemble a 3d model of Cotter and Sleeve Joint with all dimensions	AutoCA	CO2
		and allowances To design & assemble a 3d model of knuckle joint with dimensions and allowances	D AutoCA	CO3
56		in CAD Software.	D	CO3
57		To draw & model a spinel apping in AutoCAD Software	AutoCA	CO3
		To draw & model a spiral spring in AutoCAD Software.	D AutoCA	05
58		To design an edge flange on base flange using CAD Software.	D	CO3
59		To model & design a Roller Stud in CAD Software.	AutoCA D	CO3
		To model & design a Kohel Stud in CAD Software.	D AutoCA	05
60		To model & design a Pulley used to transmit power.	D	CO3
61	3	To model & design a 3D Model of a Study Chair in AutoCAD Software.	AutoCA D	CO3
<i>(</i> 2)		To model & design a 5D model of a Study Chair in AutoCAD Software.	AutoCA	05
62		To design the 3D assembly of Cam and Rocker Arm on AutoCAD.	D	CO3
63		To create a 3D model of water bottle in CAD Software.	AutoCA D	CO3
64		To create a 5D model of water bothe in CAD Software.	AutoCA	005
64		To create the 3D drawing of Differential on AutoCAD.	D	CO3
65		Modelling and designing of door lock handle in CAD software	AutoCA D	CO3
66		would be and designing of door lock handle in CAD software	AutoCA	
66		To design & model a chain ring in CAD Software.	D	CO3
67			AutoCA D	CO3
L		1	1	

		AutoCA	1
68		AutoCA D	CO3
69	To draw and modelling of Camshaft assembly used in multicylinder engines.	AutoCA D	CO3
70		AutoCA	
		D AutoCA	CO3
71	3D modelling of a kitchen sink in CAD Software.	D	CO3
72		AutoCA D	CO3
73		AutoCA D	CO3
74		AutoCA	005
/4	To design a wrist watch in AutoCAD Software.	D	CO3
75		AutoCA D	CO3
76		AutoCA	
70	Modelling and designing of English toilet seat in CAD software	D A set a C A	CO3
77	Modelling and designing of steering wheel of a car in CAD software	AutoCA D	CO3
78		AutoCA	
70		D	CO3
79		AutoCA D	CO3
80		AutoCA	
80	Modelling and designing of transition duct in CAD software	D	CO3
81		AutoCA D	CO3
02		AutoCA	005
82	To design a 3D Model of a bike suspension in CAD Software.	D	CO3
83		AutoCA D	CO3
0.4	To model & design of a Dione Fair in CAD Software.	AutoCA	05
84	To demonstrate & design a Motorcycle front sprocket in CAD Software.	D	CO3
85		AutoCA D	CO3
86		AutoCA	
00	To draw elevation and plan of a town on CAD.	D	CO3
87	To create an assembly of a Connecting Rod on CAD software.	AutoCA D	CO3
88	To design a water ten in AutoCAD Software	AutoCA	
		D AutoCA	CO3
89	To design a Foot Step Power Generator in Designing Software.	D	CO3
90		AutoCA D	CO3
	•	•	

				1
			Virtual	
91			Simulato	
		Introduction and demonstration of manufacturing processes- Fitting, Carpentry	r	CO4
			Process	
9			Simulato	
2				004
		To simulate different fitting operations through simulation		CO4
9			Process	
		To Introduce students to basic wood carving techniques using carving chisels and	Simulato	
3		gouges	r	CO4
94		To practice carving simple designs or patterns on wooden blocks.		CO4
7		To practice carving simple designs of patterns on wooden blocks.		04
			Virtual	
95			Simulato	
		Introduction and demonstration of manufacturing Processes- Forging, Casting	r	CO4
		To teach students basic hammering techniques used in forging, such as drawing out,		
96		upsetting, bending.		CO4
				01
97		Demonstrate the process of punching holes or slots in a forged work piece using a		CO.4
-		punch and drift		CO4
			Process	
98			Simulato	
10		To simulate forging process like punching, upsetting using process simulator		CO4
		To simulate forging process like punching, upsetting using process simulator		07
			Process	
99			Simulato	
		To perform casting experiments using materials like aluminium or bronze.	r	CO4
	4		Process	
100	•		Simulato	
100		To investigate the effect of mold temperature on cast parts.		CO4
		To investigate the effect of mold temperature on cast parts.		CO4
			Process	
101			Simulato	
		To investigate the effect of pouring temperature on cast parts	r	CO4
			Process	
102			Simulato	
102				CO 1
		To investigate the effect of cooling rate on cast parts		CO4
			Virtual	
103			Simulato	
		Introduction and demonstration of manufacturing Processes- Welding, Forming.	r	CO4
		<u> </u>	Virtual	
104				
104			Simulato	CO.1
		To study different welded joints using different welding techniques.		CO4
			Process	
105			Simulato	
		To simulate Electric arc welding through different welding techniques		CO4
			Process	
100				
106			Simulato	A A I
		To simulate MIG welding with the help of the processes simulator		CO4
			Process	
107			Simulato	
		To simulate TIG welding with the help of the processes simulator		CO4
		10 simulate 110 werding with the help of the processes simulator	۴	COT

		x 7° / 1
		Virtual
108		Simulato
	To study basic metal forming techniques(rolling, extrusion, wire drawing)	r CO4
		Virtual
109		Simulato
107	To simulate colling and access using subtral simulator	
	To simulate rolling process using virtual simulator	r CO4
		Virtual
110		Simulato
	To simulate extrusion process using virtual simulator	r CO4
		Virtual
111		Simulato
111		
	To simulate wire drawing process using virtual simulator	r CO4
		Virtual
112		Simulato
	Study of Machining Tools- Lathe, Milling	r CO4
		Virtual
110		
113		Simulato
	Study of Machining Tools- Drilling, Shaper, Grinding	r CO4
		Process
114		Simulato
111	To simulate letter machine to obtain desired shape and size	r CO4
	To simulate lathe machine to obtain desired shape and size.	
		Process
115		Simulato
	To simulate drill machine to obtain holes of different diameter.	r CO4
		Process
116		Simulato
110		
	To simulate lathe machine to obtain desired shape and size.	r CO4
		Construc
		tion
		Equipme
117		nt
		Simulato
	Study and demonstration of automation & robotics	r CO4
118	To study the concepts of Industry 4.0	CO4
		Construc
		tion
		Equipme
119	3D Modelling and simulation of Machining in CAD	
1 1		nt
		Simulato
	5	Simulato r CO5
	5	r CO5
	5	r CO5 Construc
	5	r CO5 Construc tion
120	5	r CO5 Construc tion Equipme
120	5	r CO5 Construc tion Equipme nt
120	5 3D Modelling and simulation of sheet bending in CAD	r CO5 Construc tion Equipme

		Process	
121	Setting up of work piece zero position and tool adjustment in CNC Turning	Simulato	
121	machine	r	CO5
	Inacimie	Control	COS
122		System	
	To society and simulate CNC Destances for termine exerction and descine	Simulato	CO5
	To write and simulate CNC Part program for turning operation as per drawing		CO5
		Control	
123		System	
		Simulato	005
	To write and simulate CNC Part program for facing operation as per drawing	r	CO5
		Control	
124		System	
		Simulato	
	To write and simulate CNC Part program for drilling operation as per drawing	r	CO5
		Control	
125		System	
125		Simulato	
	To write and simulate CNC Part program for milling operations.	r	CO5
		Process	
126		Simulato	
	Study of FDM 3D Printing Technology.	r	CO5
		Process	
127		Simulato	
	Study of LDM 3D Printing Technology.	r	CO5
		Process	
128		Simulato	
	Study of SLA 3D Printing Technology.		CO5
		Process	
129		Simulato	
	Visualization and conversion of CAD model on a slicing software.		CO5
		Robotics	
130	Create a product using a 3D printer machine tool through different 3D printing	Simulato	
	techniques	r	CO5
 		Process	
131	Study of different type of production systems used in industry- Job, Batch, Mass,	Simulato	
1.51	Continuous (Case Studies and Examples)	r	CO5
┝──┥	Continuous (Case Studies and Examples)	Process	005
122			
132	Study of different types of industries (Case Studies and Examples)	Simulato	CO5
	Study of unterent types of industries (Case Studies and Examples)		COS
122		Robotics	
133		Simulato	00 <i>7</i>
	Design and implementation of Smart factory for Industry Revolution 4.2	r	CO5
		Smart	
134	To create digital twins of given parts using smart manufacturing simulation	manufact	
	software	uring	CO5

		simulator	
135		Robotics Simulato r	CO5
136		Robotics Simulato r	CO5
137	Objective is to teach students how to optimize machining processes using CNC machines. Through experiments, students learn to analyse different parameters such as cutting speed, feed rate, and tool path strategies to achieve desired machining results, including surface finish, accuracy, and cycle time reduction	Simulato	CO5
138		Robotics Simulato r	CO5
139	Objective is to help students understand the impact of machining variables on the quality of machined parts. Through experiments, students can explore variables like tool geometry, tool material, cutting parameters, and machining strategies to analyse their effects on surface finish, dimensional accuracy, and tool life.	Simulato	CO5
140	experiments, students can understand the importance of simulation in preventing collisions, verifying tool paths, and optimizing machining processes.	Robotics Simulato	CO5
141	Objective is to develop students' problem-solving and troubleshooting skills in CNC machining. Through experiments, students encounter and resolve issues such as tool breakage, incorrect tool paths, or machine errors, helping them develop critical thinking and decision-making abilities.	Simulato	CO5

B. Tech Second Semester	
Branch- CSE/CSE-R/CS/IT/ECE/ECE(VLSI)/ME/CSE(IOT)	/M.Tech.(Integrated)
Subject Code-BMIAS0203	L - T - P

	3-1-0
Subject Name- Engineering Mathematics-II	No. of hours- 42

Course Objective- The objective of this course is to familiarize the engineering students with techniques of solving Ordinary Differential Equations, Fourier series expansion, Laplace Transform and vector calculus and its application in real world. It aims to equip the students with adequate knowledge of mathematics that will enable them in formulating problems and solving problems analytically.

Course Outcome -

CO1 - Apply the concept of differentiation to solve differential equations.

CO2- Apply the concept of convergence of sequence and series to evaluate Fourier series.

CO3- Apply the Laplace transform to solve ordinary differential equations.

CO4- Apply the concept of vector calculus to evaluate line, surface and volume integrals.

CO5- Solve the problems of Proportion & Partnership, Problem of ages, Allegation & Mixture, Direction, Blood relation, Simple & Compound interest, Geometry and Mensuration.

Course Content

Uni t	Module	Topics Covered	Pedagog Y	Lecture Require d (T=L+P)	Aligned Practical/Assignment/L ab	CO Mappin g
Uni t 1	Ordinary Differenti al Equation of Higher Order	Linear differential equation of nth order with constant coefficients,	Smart Board And PPT	10 hours	1.1,1.2,1.3&1.4	CO1

		Cauchy- Euler equation, Simultaneous linear differential equations, Second order linear differential equations with variable coefficients, Solution by changing independent variable, Reduction of order, Normal form, Method of variation of parameters,				
		variation of				
Uni t 2	Sequences and series	Definition of Sequence and series with examples, Convergence of sequence	Smart Board And PPT	8 hours	2.1&2.2	CO2

		and series, Tests for convergence of series, (p- test, D' Alembert's test or Ratio test, Raabe's test). Fourier series, Half range Fourier sine and cosine series.				
Uni t 3	Laplace Transfor m	Laplace transform, Existence theorem, Laplace transforms of derivatives and integrals, Initial and final value theorems, Unit step function, Dirac- delta function, Laplace transform of periodic function, Inverse	Smart Board And PPT	8 hours	3.1,3.2&3.3	CO3

		Laplace transform, Convolution theorem, Application to solve simple linear and simultaneous differential equations.				
Uni t 4	Vector Calculus	Vector differentiatio n: Gradient, Curl and Divergence and their Physical interpretation , Directional derivatives, Tangent and Normal planes. Vector Integration: Line integral, Surface integral, Volume integral,	Smart Board And PPT	8 hours	4.1,&4.2	CO4

Uni t 5	Aptitude- II	without proof) and their applications. Ratio, Proportion & Partnership, Problem of ages, Allegation & Mixture, Direction, Blood relation , Simple &	Smart Board And PPT	8 hours	5.1,5.2&5.3	CO5
Refei	rences-	Compound interest, Geometry and Mensuration, Puzzles.				

Text Books:

1. B. V. Ramana, Higher Engineering Mathematics, Tata McGraw-Hill Publishing Company Ltd..

2. B. S. Grewal, Higher Engineering Mathematics, Khanna Publisher.

Text Books:

- 1. E. Kreyszig, Advance Engineering Mathematics, John Wiley & Sons.
- 2. Peter V. O'Neil, Advance Engineering Mathematics, Thomson (Cengage) Learning.
- **3.** Maurice D. Weir, Joel Hass, Frank R.Giordano, Thomas, Calculus, Eleventh Edition, Pearson.
- **4.** G.B Thomas, R L Finney, Calculus and Analytical Geometry, Ninth Edition Pearson.
- **5.** James Ward Brown and Ruel V Churchill, Fourier Series and Boundary Value Problems, 8th Edition-Tata McGraw-Hill.
- **6.** D. Poole, Linear Algebra : A Modern Introduction, 2nd Edition, Brooks/Cole.
- 7. Veerarajan T., Engineering Mathematics for first year, Tata McGraw-Hill, New Delhi.
- **8.** Charles E Roberts Jr, Ordinary Diffrential Equations, Application, Model and Computing, CRC Press T&F Group.
- **9.** Ray Wylie C and Louis C Barret, Advanced Engineering Mathematics, 6th Edition, Tata McGraw-Hill.
- **10.**James Ward Brown and Ruel V Churchill, Complex Variable and Applications, 8th Edition, Tata McGraw-Hill.
- **11.**P. Sivaramakrishna Das and C. Vijayakumari, Engineering Mathematics, 1st Edition, Pearson India Education Services Pvt. Ltd.
- **12.**Advanced Engineering Mathematics By Chandrika Prasad, Reena Garg Khanna Publishing House, Delhi.
- **13.**Quantitative Aptitude by R.S. Aggrawal.

Links:

UNIT-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

<u>UNIT-2</u>

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

https://www.youtube.com/watch?v=gK1Y11UxOhw

https://www.youtube.com/watch?v=Clwkvn77QrE&t=10s

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

UNIT-3

https://youtu.be/nmp-5tSp-UY

https://youtu.be/6ANT4eD6fll

https://youtu.be/c9NibpoQjDk

https://www.youtube.com/playlist?list=PLNOGIXC4kCBT8G5pWCrH71hmwaAvwsBY3

<u>UNIT-4</u>

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

https://youtu.be/yq5olnzDCGc

https://youtu.be/2SB3IVCwW1w

https://www.khanacademy.org/math/multivariable-calculus/integrating-multivariable-functions/line-integralsvectors/v/line-integra

https://www.khanacademy.org/math/multivariable-calculus/integrating-multivariable-functions/3dflux/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

https://www.khanacademy.org/math/multivariable-calculus/greens-theorem-and-stokes-theorem/stokestheorem/v/stokes-theorem-intuition https://www.youtube.com/watch?v=eSqznPrtzS4

<u>UNIT-5</u>

https://www.GovernmentAdda.com

CSE(AMIL)/CSE(AI)/CYS/ME/BT	
Subject Code-BMIEC0201	L - T - P
	3 – 1 - 0
Subject Name- Basic Electrical & Electronics	No. of hours- 49
Engineering	
Course Objective-	
 To provide the basics of DC and AC and phase) electrical circuits. To study motors used in robotics, the ba calculation. To impart elementary knowledge of layo Energy Consumption. 	sics of transformer and its efficiency

circuits, Earthing, and energy calculation.

CO3: Illustrate and analyze special motors, working principles of a single-phase transformer and components of Power system.

CO4: Explain the construction, working principle, and application of PN junction diode, Zener diode and Display devices.

CO5: Explain the concept of Op-Amp, Digital multimeter, Sensors, IoT and its applications.

Cou	Course Content								
Uni t	Module	Topics Covered	Pedago gy	Lectur e Requir ed (T=L+ P)	Aligned Practical/Assignment /Lab	CO Mappi ng			
Unit 1	D.C CIRCUIT ANALYSIS AND NETWORK THEOREMS	Concept of network, Active and passive elements, voltage and current sources, concept of linearity and linear network, unilateral and bilateral elements, source transformation , Kirchhoff's Law: loop and	Digital Smart Board, PPT, m- Tutor	10	Assignment 1.1, Assignment 1.2	CO1			

		nodal methods of analysis, star delta transformation , network theorems: Superposition theorem, Thevenin's theorem, Norton's theorem, maximum power transfer theorem.				
Unit 2	STEADY STATE ANALYSIS OF AC CIRCUIT	SinglephaseACcircuit:ACfundamentals,fundamentals,offundamentals,ofphasors,ofphasors,phasorrepresentationof sinusoidallyvaryingvaryingvoltageandcurrent,analysisanalysisofseriesandparallelRLCcircuits,j-notation,Differenttypesof	Digital Smart Board, PPT, m- Tutor	10	Assignment 2.1, Assignment 2.2	CO2

		power, power factor, resonance in series and parallel circuits. Importance of Earthing, Elementary calculations for energy consumption,				
Unit 3	SINGLE PHASE TRANSFORME R AND ELEMENTS OF POWER SYSTEM	Single Phase Transformer: Principle of operation, construction, EMF equation, equivalent circuit, losses and efficiency. Introduction to Elements of Power System: General layout of Power system, Conventional and renewable	Digital Smart Board, PPT, m- Tutor	10	Assignment 3.1, Assignment 3.2	CO3

		energy sources. Special motors used in robotics: Brushless motor, stepper motor, servomotor				
Unit 4	SEMICONDUC TOR DIODE AND THEIR APPLICATION S	Introduction of Semiconduct ors: Intrinsic and Extrinsic, P-N Junction Diode: Depletion layer, V-I characteristics , Half and Full Wave rectification, DC charger architecture for EV. Breakdown Mechanism: Zener and Avalanche, Zener Diode as Shunt Regulator.	Digital Smart Board, PPT, m- Tutor	10	Assignment 4.1, Assignment 4.2	CO4

		Display Devices				
		Liquid Crystal				
		Display				
		(LCD), Light				
		Emitting				
		Diode (LED),				
		Organic-Light				
		Emitting				
		Diode (O-				
		LED), 7-				
		segment				
		display.				
		Introduction,				
		Op-Amp				
		Basic,				
		Practical Op-				
		Amp Circuits				
		(Inverting				
		Amplifier,				
		Noninverting	Digital			
II	OPERATIONAL	Amplifier,	Smart			
Unit 5	AMPLIFIERS	Summing	Board,	9	Assignment 5.1, Assignment 5.2	CO5
5		Amplifier,	PPT, m-			
		Integrator,	Tutor			
		Differentiator)				
		•				
		Electronic				
		Instrumentat				
		ion				
		Digital				
		Multimeter				

	(DMM),		
,	Types of		
	sensor,		
]	Introduction to		
]	IoT and its		
	application in		
	smart Grid.		

References-

Text Books:

- 1. D. P. Kothari and I. J. Nagrath, "Basic Electrical Engineering", Tata McGraw Hill.
- 2. D. C. Kulshreshtha, "Basic Electrical Engineering", McGraw Hill.
- 3. C.L. Wadhwa, Basic Electrical Engineering, Pearson Education
- 4. J.B. Gupta, Basic Electrical Engineering, Kataria& Sons
- 5. Robert L. Boylestad / Louis Nashelsky"Electronic Devices and Circuit Theory", Latest Edition, Pearson Education.
- 6. H S Kalsi, "Electronic Instrumentation", Latest Edition, TMH Publication.

Reference Books:

- 1. E. Hughes, "Electrical and Electronics Technology", Pearson, 2010.
- 2. L. S. Bobrow, "Fundamentals of Electrical Engineering", Oxford University Press.
- 3. V. D. Toro, "Electrical Engineering Fundamentals", Pearson India.
- 4. David A. Bell, "Electronic Devices and Circuits", Latest Edition, Oxford University Press.
- 5. Jacob Millman, C.C. Halkias, Stayabratajit, "Electronic Devices and Circuits", Latest Edition, TMH.

Links:

UNIT-1

- 1. https://youtu.be/FjaJEo7knF4
- 2. https://youtu.be/UsLbB5k9iuY
- 3. https://youtu.be/1QfNg965OyE
- 4. https://youtu.be/wWihXHCOmUc

UNIT-2

- 1. https://youtu.be/ulGKCeOoR88
- 2. https://youtu.be/YLGrugmDvc0
- 3. https://youtu.be/0f7YkVorOmY
- 4. https://youtu.be/LM2G3cunKp4
- https://youtu.be/LM2G3cunKp4
 https://youtu.be/S5464NnKOq4

UNIT-3

- 1. https://youtu.be/GgckE4H5AJE
- 2. https://youtu.be/OKkOif2JYRE
- 3. https://youtu.be/qSyUFp3Qk2I
- 4. https://youtu.be/GROtUE6ILc4
- 5. https://youtu.be/k_FqhE0uNEU

UNIT-4

- 1. https://youtu.be/EdUAecpYVWQ?list=PLwjK_iyK4LLBj2yTYPYKFKdF6kIg0ccP2
- 2. https://youtu.be/MZPeRlst8rQ
- 3. https://youtu.be/qQucInufX-s
- 4. https://youtu.be/tPFI2_PdCYA
- 5. https://youtu.be/zA-UtZ-s9GA

UNIT-5

- $1. \ https://youtu.be/AuZ00cQ0UrE?list=PLwjK_iyK4LLDBB1E9MFbxGCEnmMMOAXOH$
- 2. https://youtu.be/aU24RWIgJVs?list=PLwjK_iyK4LLDBB1E
- 3. https://youtu.be/c5NeTnp_poA
- 4. https://youtu.be/KLGbPgls18k

https://youtu.be/UFJzQH3G1Ko?list=PLVrieKUj5RceFRq5MKy-f-EHdumStFPLt

B. Tech.- Second Semester

Branch- Branch – CS/ CSE/CSE (R)/ IT/CSE(DS)/CSE(IOT)/CSE(AIML)/CSE(AI)/CYS/ ECE/ECE(VLSI)/ ME/M. Tech (Integrated)/ BT

Subject Code- BMIASL0202	L - T - P
	2 - 0 - 0
Subject Name- French Language	No. of hours- 24

Course Objectives:

1. To help the students learn to articulate in French language in day-to-day real-life situations.

2. To enable the students acquire the four basic skills LSRW (Listening, Speaking, Reading, and Writing) of language learning.

Course Outcomes:

After the completion of the course, the students will be able to

CO1 - Recognize the basic sounds, letters, numbers, words, and phrases of French.

CO2 - Develop basic French vocabulary.

CO3 - Use simple vocabulary and sentences in day-to-day life.

CO4 - Introduce a third person

CO5 - Develop basic skills in writing and speaking

	Course Content								
Uni t	Module	Topics Covered	Pedagogy	Lecture Require d (T=L+P)	Aligned Practical/Assignment /Lab	CO Mappi ng			
Unit 1	Introducti on to French	 Basic greetings French letters, sounds and accents Numbers The subject pronouns Verbs- être, avoir Basic adjective s (How to change into feminine form) Introduct ory questions and Self introduct ion 	Audio-lingual method & reference of the learning aids	5 hours	Assignment on- Greetings, numbers, verb conjugation, adjective and basic questions	C01			

Unit 2	Vocabular y Building	 Days of the week, months of the year and date Colors Basic vocabular y Articles (indefinit e and definite) How to make nouns plural Use of C'est and Ce sont Vocabula ry of nationalit y and 	Learning through attractive pictures, word-picture association & question- answer patterns.	6 hours	Assignment on- days, months, colors, articles, nationality, professions and making sentences plural	CO2
		nationalit				
Unit 3	Everyday Common Simple Sentences	 Contract ed articles with à Vocabula ry of transport s Use of prepositi 	Communicati ve method and learning through videos, Total Physical Respond Methodolog y (TPR), activities	7 hours	Assignment on- contracted articles, transports, prepositions (à and en), time, negative sentences, and questions	CO3

Unit 4	Reading & Writing	 en Time Negation 3 ways to frame question and how to reply according ly Vocabula ry of family members Introduct ion of a family member "ER" verbs with exception s 	include: dialogue framing, question making. Tasked- Based Learning, Grammar- Translation Method, Reading Aids, Reference Books	3 hours	Assignment on- family members and verb conjugation	CO4
Unit 5	Skilled writing	 How to fill a basic form How to write a brief post card in French. 	Communicati ve and Tasked- Based Learning method, activities might include: developing writing skills through various forms of exercises.	3 hours	Assignment on- writing post card in French and filling form	CO5

Reference Books: 1. Edito 1 (Méthode de français/Cahiers d'exercices)

- 2. Echo A1 (Méthode de français/Cahier d'exercices)
- 3. Saison A1 (Méthode de français/Cahier d'exercices)

B. Tech.- Second Semester Branch- CS/ CSE/CSE (R)/ IT/CSE(DS)/CSE(IOT)/CSE(AIML)/CSE(AI)/CYS/ ECE/ECE(VLSI)/ ME/M. Tech (Integrated)/ BT Subject Code – BMIASL0203 L - T - P 2 - 0 - 0 Subject Name – German Language No. of hours- 24 **Course Objectives:** 1. To help the students learn to articulate in German language in day-to-day real-life situations. 2. To enable the students acquire the four basic skills LSRW (Listening, Speaking, Reading, and Writing) of language learning. **Course Outcomes:** After the completion of the course, the students will be able to **CO1** - Understand and be familiar with basic German Language concepts and the culture **CO2-** Recognise the fundamental vocabulary **CO3-** Use simple vocabulary and sentences in everyday conversations **CO4-** Read and write simple sentences **CO5-** Use complex sentences and develop basic writing skills **Course Content** Aligned СО Uni Topics Lectur Module Pedagogy **Practical/Assignmen** Mappi Covered t е ng t/Lab

				Requir ed (T=L+P)		
Uni t 1	Introducti on to German	 Letters and Numbers German Greetings and Self Introducti on Personal Pronouns and Verb Conjugati ons (Regular and Irregular Verbs) W- Question Simple Sentences 	Audio-lingual method & reference books	4 Hours	Assignment on – Verb Exercises, Question Making	CO1
Uni t 2	Vocabular y building	 The concept of German Articles (Definite and Indefinite) Nouns and Articles Days, Months, & Seasons Adjectives Negation 	Learning through attractive pictures, audio- lingual method <u>Activities</u> will include pantomi ming, word- picture association & question-answer patterns.	4 Hours	Assignment on – Articles ,Vocabulary, Negative Sentences	CO2
Uni t 3	Everyday common	 Basic directions Imperativ 	Communicative method and learning through videos, Total	4 Hours	Assignment on – Sentence Making and Dialogue	СОЗ

	simple sentences	 Date and Time Modal Verben (Basic everyday life conversati ons and making appointm ents) 	Physical Respond Methodology (TPR),			
Uni t 4	Reading and Writing	 Separable Verbs Possessiv e Pronouns Sentences Nommina tiv, Akkusativ, Dativ Translatio ns (English to German, German to English) Short Text and Form Filling 	Tasked-Based Learning, Grammar- Translation Method, Reading Aids, Reference Books	6 Hours	Assignment on – Translations and Sentence Making, Form Filling exercises	CO4
Uni t 5	Skilled Writing	 Changeab le Prepositio ns Present Perfect Tense Past Tense of – To have and To Be 	Communicative and Tasked- Based Learning method, Grammar- Translation, activities will include developing writing skills through various	6 Hours	Assignment on - Vocabulary Exercises, Usage of Prepositions, Changing a sentence/Text from Present tense to past tense, E-mail writing	CO5

	Health	forms of					
	and Body,	exercises.					
	Vacations						
	Leisure						
	Activities,						
	Celebratio						
	ns						
	E-mail						
	Writing						
Reference Books:							
 Netzwerk A1 (Goyal Saab Publications) Studio D A1 (Goyal Saab Publications) 							

Langescheidt Dictionary

B. Tech.- Second Semester

Branch -CS/ CSE/CSE (R)/ IT/CSE(DS)/CSE(IOT)/CSE(AIML)/CSE(AI)/CYS/ ECE/ECE(VLSI)/ ME/M. Tech (Integrated)/ BT

Subject Code – BMIASL0204	L - T - P
	2 - 0 - 0
Subject Name – Japanese Language	No. of hours- 24

Course Objectives:

1. To help the students learn to articulate in Japanese language in day-to-day real-life situations.

2. To enable the students acquire the four basic skills LSRW (Listening, Speaking, Reading, and Writing) of language learning.

Course Outcomes:

After the completion of the course, the students will be able to

CO1 - Understand and be familiar with basic Japanese Language concepts and the culture.

CO2- Recognise the fundamental vocabulary.

CO3- Use simple vocabulary and sentences in everyday conversations.

CO4- Read and write simple sentences.

CO5- Use complex sentences and develop basic writing skills.

Cou	Course Content									
Uni t	Module	Topics Covered	Pedagogy	Lecture Requir ed (T=L+P)	Aligned Practical/Assignment /Lab	CO Mappi ng				
Uni t 1	Introducti on to Japanese	 General features of Japanese Japanese Japanese scripts Pronuncia tion of Japanese words Classroom instruction s Daily greetings and expression s Numerals, Months name Days of the week, Time & Calendar Family members Vocabular y lessons 1&2 Sentence pattern & Example sentences Self- introducti on 	Audio- lingual method & reference books	5 Hours	Assignment on – Verb Exercises, Question Making	CO1				

		(jikoshoka				
		i)				
Uni t 2	Vocabular y building	-	Learning through attractive pictures, audio- lingual method. Activities might include pantomimin g, word- picture association & question- answer patterns.	5 Hours	Assignment on – Articles, Vocabulary, and Negative Sentences	CO2
Uni t 3	Everyday common simple sentences	 Vocabular y lessons 5&6 Grammar explanatio n Colour & taste Conversat ions in post office Conversat ions with friends Making a request Making an enquiry – Railway Station 	Communicat ive method and learning through videos, Total Physical Respond Methodolog y (TPR), activities might include dialogue framing,	5 Hours	Assignment on – Sentence Making and Dialogue	CO3

		 Buying Fruits & Vegetable s Names of the Animals Question formation 	question making.			
Uni t 4	Reading and Writing	 Scanning based Newspape r reading Transporta tion KANJI Form of Writing – 40 Characters Shopping Counters Basic Japanese grammar rules – particles: か (ka), l‡ (wa), の (no), ½ (to), ½ (to), ½ (to), ½ (to), ½ (ni), ‡ (mo), が (ga), * (ya). Kara, Soshite Grammar - Present, Past, Future Adjectives Vocabular y Lessons 7&8 	Tasked- Based Learning, Grammar- Translation Method, Reading Aids, Reference Books	4 Hours	Assignment on – Translations and Sentence Making	CO4

Uni t 5	Skilled Writing	 Write short text on oneself. Grammar: Pronouns subject, object, possessive Modal verbs 	Communicat ive and Tasked- Based Learning method, Grammar- Translation, activities might include - developing writing skills through various forms of exercises.	5 Hours	Assignment on - Vocabulary Exercises, Usage of Prepositions, Changing a sentence/Text from Present tense to past tense.	CO5
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Reference Book(s):

Minna no nihongo – N5

Link(s):

https://www.youtube.com/@NihonGoal/community

B. Tech.-Second Semester

Branch- CS/ CSE/CSE (R)/ IT/CSE(DS)/CSE(IOT)/CSE(AIML)/CSE(AI)/CYS/ ECE/ECE(VLSI)/ ME/M. Tech (Integrated)/ BT

Subject Code-BMICSE0252	L - T - P
	0 –0 - 6
Subject Name- Advanced Python	No. of hours- 78 hours

Course Objective- To become familiar with Python's Object-Oriented Concepts, functional programming And create GUI application and to gain the knowledge of Python libraries.

Course Outcome -

- **CO1** Implement classes and create instances in python
- **CO2-** Implement GUI based Python application
- **CO3-** Use Python libraries for data handling.
- **CO4-** Analyze data using visualization libraries.
- **CO5-** Analyze web scraping application for real world data

Course Content

Unit	Modu le	Topics Covered	Pedagogy	Lectur e Requir ed	Aligned Practical/Assignm ent/Lab	CO Mapp ing
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				(T=L+P)		
Unit 1	Classe s and Objec ts	Introduction: Python Classes and objects, User-Defined Classes, Class Variables and Instance Variables	Lecture , Hands-on exercise, Demonstra tion, practical lab	4(3+1)	Learn to create python classes and objects.	1
		Instance methods, Class method, static methods,		4(2+2)	Perform different types of class methods.	1
		constructor in python, parametrized constructor, Magic Methods in python,		3(3+2)	Create a constructor to initialize an object in Python, Different types of constructors, Constructor overloading and chaining	1
		Object as an argument, Instances as Return Values, namespaces,		2(1+1)	Implementation of Object as an argument, Instances and namespace	1

Unit 2	Functi onal and GUI Progr ammi ng	Introduction to inheritance and polymorphism, Abstract Class, Introduction to Abstraction and Encapsulation Functional Programming: Immutability, Closures and Decorators, generators	Hands-on exercise, Demonstra tion, lectures, practical lab	8(3+5) 6(2+4)	Implementing inheritance and types of polymorphism. Implementation of Decorators and generators	1 2
		Co-routines, iterators, Declarative programming		3(2+1)	Implement the functions of iterators and co routines	2
		GUI Programming: Intro to GUI Programming, Settling widgets in the window's interior,		3(0+3)	Demonstration of GUI interface.	2

		Numeric				
		Widgets,				
		Boolean		2(0+2)	Implement	2
		Widgets,			different types of	
		Selection			GUI widgets.	
		Widgets, String				
		Widgets, Date				
		Picker, Color				
		Picker,				
		Container				
		Widgets,				
		Creating a GUI		2(0+2)	Create GUI	2
		Application,			application using	
		Tkinter,			Tkinter and	
		button, canvas			components.	
	1:1	Nume Dun Dania	Lastura	2(1.2)	Demonstration on	2
	Librar	NumPy: Basic	Lecture ,	3(1+2)	Demonstration on	3
	ies for	Operation,	Hands-on		numpy, and	
	Data	Indexing,	exercise,		mathematical	
Unit 3	Handl	slicing and	Demonstra		operations on	
	ing	Iterating	tion,		numpy.	
			practical			
			lab			
		Multidimensio		3(1+2)	Implementation of	
		nal arrays, NumPy Data			Multi-dimensional	
		types, Reading			array.	
		and writing data on Files				
		SciPy:		3(1+2)	Learn to	
		Introduction to			demonstrate the	
		SciPy, Create			SciPy libraries.	
			1 · · · · · · · · · · · · · · · · · · ·			

		function, modules of SciPy. Pandas : Series		3(1+2)	Learn to	
		and Data Frames, Grouping, aggregation, Merge Data Frames,			demonstrate the use of pandas, data frames	
		Generate summary tables, Group data into logical pieces, Manipulation of data		3(1+2)	Creating tables and groups.	
Unit 4	Librar ies in Data Visual izatio n	Matplotlib: Scatter plot, Bar charts, histogram, Stack charts	Lecture , Hands-on exercise, Demonstra tion, practical lab	3(1+2)	Learn to demonstrate the different visualization methods.	4
		Legend title Style, Figures and subplots,		1(0.5+ 0.5)	Implementation on charts and figures.	4
		Plotting function in pandas, Labelling and		3(1+2)	Implementation on plots and figures.	4

	arranging figures, Save plots.				
	Seaborn: style function, color palettes, heatmaps ,distribution plots, category plot, regression plot		3(1+2)	Implementation of seaborn library	4
	Plotly : Lineplots , Areaplots, Scatterplots, Bubbleplots , Stacked bar charts,		2(1+1)	Implementation of different types of plots.	4
	Grouped bar charts, Pie charts, Tables, Dashboards		2(1+1)	Implementation of charts.	4
Unit 5	 V Web Scraping: e Introduction, b Web Crawling c V/s Web r Scraping, Uses a of Web P Scraping, i Components of a Web Scraper, 	Lecture , Hands-on exercise, Demonstra tion, practical lab	3(1+2)	Learn to scrap the data.	5

v i t p y t h o n	working of a Web Scraper, Crawl, Parse and Transform Store the Data			
	Beautiful Soup: Introduction to Beautiful Soup library, Accessing Tags, Navigable Strings, Navigating and searching with Beautiful Soup, Web Scraping	3(1+2)	Demonstration of web scrapping using Beautiful Soup.	5
	Example: Scraping Flipkart Website	4(1+3)	Learn to scrapping of Flipkart website.	5
	Introd uction to Githu b	2(1+1)	Implementation of Projects on Github.	5

Refer	ences-	
Text E	Books:	
2. 3.	Edition, Peter M Allen B. edition,	Lie Hetland, "Beginning Python-From Novice to Professional"—Third Apress lorgan, Data Analysis from Scratch with Python, Al Sciences Downey, "Think Python: How to Think Like a Computer Scientist", 2nd Updated for Python 3, Shroff/O'Reilly Publishers, 2016 Grinberg, Developing Web applications with python, OREILLY
Refer	ence Boo	oks:
2. 3.	Burkhar DOUG H Libr Exa Kenneth Learning	hillips, Python 3 Object-oriented Programming - Second Edition, O'Reilly d Meier, Python GUI Programming Cookbook - Third ,Packt IELLMANN, THE PYTHON 3 STANDARD LIBRARY BY EXAMPLE, :Pyth 3 Stan m _2 (Developer's Library) 1st Edition, Kindle Edition n A. Lambert, —Fundamentals of Python: First Programs و, CENGAGE g, 2012.
LIIIKS.	Unit 1	https://nptel.ac.in/courses/106/106/106106145/
	Unit 2	https://www.python- course.eu/python3_inheritance.php
	Unit 3	<u>https://realpython.com/courses/functional-</u> programming-python/
	Unit 4	https://realpython.com/python-gui-tkinter/
	Unit 5	https://nptel.ac.in/courses/106/107/106107220/
		https://nptel.ac.in/courses/106/106/106106212/

LAB:

List o	of Pract	icals		
Lab No.	Unit	Торіс	Program Logic Building	CO Mapping
1.1	1	Class and object	Write a program illustrating class definition and accessing class members.	CO 1
1.2		Class and object	Write a program to implement default constructor, parameterized constructor, and destructor.	CO 1
1.3	1	Class and object	Create a Python class named Rectangle constructed by a length and width. a. Create a method called area which will compute the area of a rectangle.	CO 1
1.4	1	Class and object	 Create a class called Numbers, which has a single class attribute called MULTIPLIER, and a constructor which takes the parameters x and y (these should all be numbers). a. Write an instance method called add which returns the sum of the attributes x and y. b. Write a class method called multiply, which takes a single number parameter a and returns the product of a and MULTIPLIER. 	CO 1

1.5	1	Class and object	Create a class named as Student to store the name and marks in three subjects. Use List to store the marks. a. Write an instance method called compute to compute total marks and average marks of a student. b. Write a method called display to display student information.	CO 1
1.6	1	Class and object	 Write a program that has a class called Fraction with attributes numerator and denominator. a. Write a method called getdata to enter the values of the attributes. b. Write a method show to print the fraction in simplified form. 	CO 1
1.7	1	Class and object	 Write a program that has a class Numbers with a list as an instance variable. a. Write a method called insert_element that takes values from user. b. Write a class method called find_max to find and print largest value in the list. 	CO 1
1.8	1	Class and object	Create a class called Complex. Write a menu driven program to read, display, add and	CO 1

			subtract two complex numbers by creating corresponding instance methods.	
1.9	1	Class and object	 Write a program that has a class Point with attributes x and y. a. Write a method called midpoint that returns a midpoint of a line joining two points. b. Write a method called length that returns the length of a line joining two points. 	CO 1
1.10	1	Class and object	Write a Python program to create a class called "Rectangle" with attributes length and width. Include methods to calculate the perimeter and area of the rectangle.	CO 1
1.11	1	Class and object	Implement a Python class called "BankAccount" with attributes account number, account holder name, and balance. Include methods to deposit and withdraw money from the account.	CO 1
1.12	1	Class and object	Write a Python program to create a class called "Student" with attributes roll number, name, and marks in three subjects. Include a method to calculate the average marks of the student.	CO 1
1.13	1	Class and object	Implement a Python class called "Car" with attributes make, model, and year. Include methods to start the car, stop the car, and display its details.	CO 1

1.14	1	Magic Method	Write a program to illustrate the use of following built-in methods: a. hasattr(obj,attr) b. getattr(object, attribute_name [, default]) c. setattr(object, name, value) d. delattr(class_name, name)	CO 1
1.15	1	Inheritance	Write a program to create class Employee. Display the personal information and salary details of 5 employees using single inheritance.	CO 1
1.16	1	Inheritance	WAP that extends the class Employee. Derive two classes Manager and Team Leader from Employee class. Display all the details of the employee working under a particular Manager and Team Leader.	CO 1
1.17	1	Inheritance	Write a program that has a class Point. Define another class Location which has two objects (Location and destination) of class Point. Also, define a function in Location that prints the reflection on the y-axis.	CO 1
1.18	1	Polymorphism	Write a program to overload + operator to multiply to fraction object of fraction class which contain two instance variable numerator and denominator. Also, define the instance	CO 1

			method simplify() to simplify the fraction objects.	
1.19	1	Polymorphism	 26. Write a program to compare two-person object based on their age by overloading > operator. . 	CO 1
1.20	1	Polymorphism	Write a program to overload in operator.	CO 1
2.1	2	Functional Programming	WAP to Show the concept of inner function.	CO2
2.2	2	Functional Programming	WAP to create closure.	CO2
2.3	2	Functional Programming	WAP to create a decorator which will convert a string into upper case string.	CO2
2.4	2	Functional Programming	WAP to show the concept of nested decorator.	CO2
2.5	2	Functional Programming	WAP to calculate sum of 1,2,3,4,5 using reduce function.	CO2
2.6	2	Functional Programming	WAP to generate numbers from 1 to 10 using generator.	CO2

r	1	1		1
2.7	2	Functional Programming	WAP to decide number is even or odd using generator.	CO2
2.8	2	Functional Programming	WAP to generate square of 1,2,3,4,5,6,7,8,9,10 using generator.	CO2
2.9	2	Functional Programming	WAP to generate square of even number upto 10 using generator and save in list.	CO2
2.10	2	Functional Programming	WAP to make a co-routine which will print all name with prefix Dear.	CO2
2.11	2	Functional Programming	WAP to close a co-routine.	CO2
2.12	2	Functional Programming	WAP to iterate tuple using iter() and next() method.	CO2
2.13	2	Functional Programming	WAP to iterate a string using iter and next method.	CO2
2.14	2	GUI Programming	Hello World: Display a simple "Hello, World!" message box.	CO 2

2.15	2	GUI Programming	Button: Create a button that displays a message when clicked.	CO 2
2.16	2	GUI Programming	Entry: Create a text entry field and display the entered text.	CO 2
2.17	2	GUI Programming	Check button: Create a checkbox and display the selected options	CO 2
2.18	2	GUI Programming	Radio button: Create radio buttons and display the selected option.	CO 2
2.19	2	GUI Programming	List box: Create a list box and display the selected items.	CO 2
2.20	2	GUI Programming	Text: Create a text area and display the entered text.	CO 2
2.21	2	GUI Programming	Menu: Create a menu with different options.	CO 2
2.21	2	GUI Programming	Message: Display a message in a dialog box.	CO 2

2.23	2	GUI Programming	Progress bar: Create a progress bar that updates over time python	CO 2
2.24	2	GUI Programming	Scale: Create a scale widget and display the selected value.	CO 2
2.25	2	GUI Programming	Spin box: Create a spin box and display the selected value.	CO 2
2.26	2	GUI Programming	Canvas: Create a canvas and draw shapes on it.	CO 2
2.27	2	GUI Programming	Label Frame: Create a labeled frame with widgets inside.	CO 2
2.28	2	GUI Programming	Scrollbar: Add a scrollbar to a widget like a text area or list box	CO 2
2.29	2	GUI Programming	Frame: Create a frame and place widgets inside it.	CO 2
2.30	2	GUI Programming	Tree view: Create a tree view widget to display hierarchical data	CO 2
2.31	2	GUI Programming	Notebook: Create a notebook widget with tabs.	CO 2
2.32	2	GUI Programming	File Dialog: Open a file dialog to select a file.	CO 2
2.33	2	GUI Programming	Color Dialog: Open a color dialog to select a color.	CO 2

2.34	2	GUI	Button Counter: Create a button that	CO 2
		Programming	increments a counter when clicked.	
2.35	2	GUI	Checkbox List: Display a list of checkboxes and	CO 2
		Programming	show selected options.	
2.36	2	GUI	Dropdown Menu: Create a dropdown menu	CO 2
		Programming	with multiple options.	
2.37	2	GUI	Slider Value Display: Display the current value	CO 2
		Programming	of a slider widget.	
2.38	2	GUI	Text Input and Button: Take user input in a text	CO 2
		Programming	box and display it when a button is clicked.	
2.39	2	GUI	Radio Buttons: Present a set of options as	CO 2
		Programming	radio buttons and display the selected option.	
2.40	2	GUI	Progress Bar: Show the progress of a task using	CO 2
		Programming	a progress bar widget.	
2.41	2	GUI	Password Input: Create a password input field	CO 2
		Programming	that hides the entered characters.	
2.42	2	GUI	File Uploader: Enable users to upload files and	CO 2
		Programming	display the selected file name.	
3.1	3	NumPy	Creating Arrays: Create NumPy arrays using	CO 3
			various methods like np.array(), np.zeros(),	
			np.ones(), np.arange(), etc.	
3.2	3	NumPy	Array Shape and Size: Get the shape and size of	CO 3
			a NumPy array using the shape and size	
			attributes.	
3.3	3	NumPy	Array Indexing: Access and modify individual	CO 3
			elements of a NumPy array using indexing	

3.4	3	NumPy	Array Slicing: Extract a subset of elements from a NumPy array using slicing.	CO 3
3.5	3	NumPy	Array Reshaping: Change the shape of a NumPy array using the reshape() function.	CO 3
3.6	3	NumPy	Array Arithmetic: Perform basic arithmetic operations (addition, subtraction, multiplication, division) on NumPy arrays.	CO 3
3.7	3	NumPy	Array Broadcasting: Perform element-wise operations on arrays with different shapes using broadcasting rules.	CO 3
3.8	3	NumPy	Array Aggregation: Calculate aggregate values on arrays, such as sum(), min(), max(), mean(), etc. using NumPy	CO 3
3.9	3	NumPy	Array Transposition: Transpose a NumPy array using the transpose() function.	CO 3
3.10	3	NumPy	Write a program that demonstrates advanced array indexing techniques, such as indexing with boolean arrays or using fancy indexing to select specific elements or subsets of an array.	CO3
3.11	3	NumPy	Write a program using NumPy to perform data manipulation tasks, such as sorting arrays, removing duplicates, or finding unique elements in an array.	CO3
3.12	3	NumPy	Array Sorting: Sort the elements of a NumPy array using the sort() function.	CO 3

3.13	3	NumPy	Array Filtering: Filter elements in a NumPy array based on a condition using boolean indexing.	CO 3
3.14	3	NumPy	Array Statistics: Calculate statistical measures like mean, median, standard deviation using functions like np.mean(), np.median(), np.std().	CO 3
3.15	3	NumPy	Array Randomization: Generate random numbers or arrays using functions from the np.random module.	CO 3
3.16	3	NumPy	Array Dot Product: Compute the dot product of two NumPy arrays using the dot() function.	CO 3
3.17	3	NumPy	Array Matrix Operations: Perform matrix operations like matrix multiplication, matrix inverse using functions from the np.linalg module.	CO 3
3.18	3	NumPy	Array File I/O: Save and load NumPy arrays from files using functions like np.save() and np.load().	CO 3
3.19	3	NumPy	Array Masking: Create a mask array to select or manipulate specific elements of a NumPy array based on a condition.	CO 3
3.20	3	NumPy	Array Broadcasting: Understand and utilize broadcasting rules in NumPy for efficient computations.	CO 3
3.21	3	Scipy	Write a program to finds the cube root of values using scipy library.	CO 3
3.22	3	Scipy	Write a program to computes the 10**x element-wise using scipy library.	CO 3

3.23	3	Scipy	Write a SciPy program to calculate Permutations and Combinations.	CO 3
3.24	3	Scipy	Write a SciPy program to calculates the inverse of any square matrix.	CO 3
3.25	3	Scipy	Write a SciPy program to calculates the Eigenvalues and Eigenvector.	CO 3
3.26	3	Panda	Read and Load a CSV File into a Pandas DataFrame using pandas.read_csv.	CO 3
3.27	3	Panda	Access and Display the First N Rows of a DataFrame using DataFrame.head(N).	CO 3
3.28	3	Panda	Access and Display the Last N Rows of a DataFrame using DataFrame.tail(N).	CO 3
3.29	3	Panda	Retrieve Basic Information about a DataFrame using DataFrame.info.	CO 3
3.30	3	Panda	Perform Descriptive Statistics on a DataFrame using DataFrame.describe.	CO 3
3.31	3	Panda	Filter Rows of a DataFrame based on a Condition using Boolean Indexing.	CO 3
3.32	3	Panda	Rename Columns in a DataFrame using DataFrame.rename.	CO 3
3.33	3	Panda	Group Data in a DataFrame using DataFrame.groupby.	CO 3
3.34	3	Panda	Perform Aggregation on Grouped Data using GroupBy.agg.	CO 3
3.35	3	Panda	Sort a DataFrame by One or Multiple Columns using DataFrame.sort_values.	CO 3

3.36	3	Panda	Perform Basic Arithmetic Operations on Columns of a DataFrame.	CO 3
3.37	3	Panda	Apply a Function to Each Element or Column of a DataFrame using DataFrame.apply or DataFrame.applymap.	CO 3
3.38	3	Panda	Reshape Data using Pivot Tables using DataFrame.pivot_table.	CO 3
3.39	3	Panda	Perform Data Visualization using pandas.plotting or matplotlib.pyplot.	CO 3
3.40	3	Panda	Save a DataFrame to a CSV File using DataFrame.to_csv.	CO 3
3.41	3	Panda	Perform Data Sampling or Random Selection using DataFrame.sample.	CO 3
3.42	3	SciPy	Find the roots of a mathematical equation using SciPy's root-finding functions, such as scipy.optimize.root.	CO 3
3.43	3	SciPy	Fit a polynomial function to a set of data points using SciPy's curve fitting functions, such as scipy.optimize.curve_fit	CO 3
3.44	3	SciPy	Perform linear regression on a dataset using SciPy's linear regression functions, such as scipy.stats.linregress.	CO 3
3.45	3	SciPy	Calculate the Fast Fourier Transform (FFT) of a signal using SciPy's FFT functions, such as scipy.fft.fft.	CO 3

3.46	3	SciPy	Solve a system of linear equations using SciPy's linear algebra functions, such as scipy.linalg.solve.	CO 3
3.47	3	SciPy	Perform numerical integration using SciPy's integration functions such as scipy.integrate.quad.	CO 3
3.48	3	SciPy	Calculate the eigenvalues and eigenvectors of a square matrix using SciPy's linear algebra functions, such as scipy.linalg.eig.	CO 3
4.1	4	matplotlib	Create a Simple Line Plot using matplotlib.pyplot.plot.	CO 4
4.2	4	matplotlib	Create a Scatter Plot using matplotlib.pyplot.scatter.	CO 4
4.3	4	matplotlib	Create a Bar Chart using matplotlib.pyplot.bar.	CO 4
4.4	4	matplotlib	Create a Histogram using matplotlib.pyplot.hist.	CO 4
4.5	4	matplotlib	Create a Pie Chart using matplotlib.pyplot.pie.	CO 4
4.6	4	matplotlib	Create a Box Plot using matplotlib.pyplot.boxplot.	CO 4
4.7	4	matplotlib	Create a Heatmap using matplotlib.pyplot.imshow.	CO 4
4.8	4	matplotlib	Customize Plot Labels and Titles using matplotlib.pyplot.xlabel, matplotlib.pyplot.ylabel, and matplotlib.pyplot.title.	CO 4

4.9	4	matplotlib	Customize Plot Colors, Line Styles, and Marker Styles using matplotlib.pyplot.plot parameters.	CO 4
4.10	4	matplotlib	Add Gridlines to a Plot using matplotlib.pyplot.grid.	CO 4
4.11	4	matplotlib	Add Legends to a Plot using matplotlib.pyplot.legend.	CO 4
4.12	4	matplotlib	Create Subplots using matplotlib.pyplot.subplots.	CO 4
4.13	4	matplotlib	Save a Plot as an Image File using matplotlib.pyplot.savefig.	CO 4
4.14	4	matplotlib	Create 3D Plots using mpl_toolkits.mplot3d module.	CO 4
4.15	4	matplotlib	Create Error Bars on a Plot using matplotlib.pyplot.errorbar.	CO 4
4.16	4	matplotlib	Customize Axis Ticks and Tick Labels using matplotlib.pyplot.xticks and matplotlib.pyplot.yticks.	CO 4
4.17	4	matplotlib	Create a Bar Plot with Stacked Bars using matplotlib.pyplot.bar and the bottom parameter.	CO 4
4.18	4	seaborn	Create a Scatter Plot using seaborn.scatterplot.	CO 4
4.19	4	seaborn	Create a Line Plot using seaborn.lineplot.	CO 4
4.20	4	seaborn	Create a Bar Plot using seaborn.barplot.	CO 4

r				,
4.21	4	seaborn	Create a Histogram using seaborn.histplot.	CO 4
4.22	4	seaborn	Create a Box Plot using seaborn.boxplot.	CO 4
4.23	4	seaborn	Create a Violin Plot using seaborn.violinplot.	CO 4
4.24	4	seaborn	Create a Heatmap using seaborn.heatmap.	CO 4
4.25	4	seaborn	Create a Pair Plot using seaborn.pairplot.	CO 4
4.26	4	seaborn	Create a Joint Distribution Plot using seaborn.jointplot.	CO 4
4.27	4	seaborn	Create a KDE (Kernel Density Estimate) Plot using seaborn.kdeplot.	CO 4
4.28	4	seaborn	Create a Categorical Scatter Plot using seaborn.stripplot.	CO 4
4.29	4	seaborn	Create a Categorical Bar Plot using seaborn.countplot.	CO 4
4.30	4	seaborn	Create a Facet Grid using seaborn.FacetGrid.	CO 4
4.31	4	seaborn	Customize Plot Colors and Styles using seaborn.set_palette and seaborn.set_style.	CO 4
4.32	4	seaborn	Add Error Bars to a Plot using seaborn.barplot or seaborn.pointplot with the ci parameter.	CO 4

4.33	4	seaborn	Create a Clustered Heatmap using seaborn.clustermap.	CO 4
4.34	4	seaborn	Create a Regression Plot using seaborn.regplot.	CO 4
4.35	4	seaborn	Create a Stacked Bar Plot using seaborn.barplot with the hue parameter.	CO 4
4.36	4	Plotly	Write a program to draw a line chart using Plotly	CO 4
4.37	4	Plotly	Write a program to draw a Bar chart using Plotly	CO 4
4.38	4	Plotly	Write a program to draw a scatter plot using Plotly	CO 4
4.39	4	Plotly	Write a program to draw a Bubble chart using Plotly	CO 4
4.40	4	Plotly	Write a program to draw a Violin Plots using Plotly	CO 4
4.41	4	Plotly	Write a program to draw a Gant chart using Plotly	CO 4
5.1	5	Web scrapping	Write a Python program to find the title tags from a given html document.	CO 5
5.2	5	Web scrapping	Write a Python program to retrieve all the paragraph tags from a given html document.	CO 5
5.3	5	Web scrapping	Write a Python program to get the number of paragraph tags of a given html document.	CO 5

5.4	5	Web scrapping	Write a Python program to extract the text in the first paragraph tag of a given html document.	CO 5
5.5	5	Web scrapping	Write a Python program to find the length of the text of the first <h2> tag of a given html document.</h2>	CO 5
5.6	5	Web scrapping	Write a Python program to find the text of the first <a> tag of a given html text.	CO 5
5.7	5	Web scrapping	Write a Python program to find the href of the first <a> tag of a given html document.	CO 5
5.8	5	Web scrapping	Write a Python program to a list of all the h1, h2, h3 tags from the webpage python.org.	CO 5
5.9	5	Web scrapping	Write a Python program to extract all the text from a given web page.	CO 5
5.10	5	Web scrapping	Write a Python program to print the names of all HTML tags of a given web page going through the document tree.	CO 5
5.11	5	Web scrapping	Write a Python program to retrieve children of the html tag from a given web page.	CO 5
5.12	5	Web scrapping	Write a Python program to retrieve all descendants of the body tag from a given web page.	CO 5
5.13	5	Web scrapping	Write a Python program to create a Beautiful Soup parse tree into a nicely formatted	CO 5

			Unicode string, with a separate line for each HTML/XML tag and string.	
5.14	5	Web scrapping	Write a Python program to find the first tag with a given attribute value in an html document.	CO 5
5.15	5	Web scrapping	Write a Python program to find tag(s) beneath other tag(s) in a given html document.	CO 5
5.16	5	Web scrapping	Write a Python program to find tag(s) directly beneath other tag(s) in a given html document.	CO 5
5.17	5	Web scrapping	Write a Python program to find the siblings of tags in a given html document.	CO 5
5.18	5	Web scrapping	Write a Python program to find tags by CSS class in a given html document.	CO 5
5.19	5	Web scrapping	Write a Python program to change the tag's contents and replace with the given string.	CO 5
5.20	5	Web scrapping	Write a Python program to add to a tag's contents in a given html document.	CO 5
5.21	5	Web scrapping	Write a Python program to insert a new text within a url in a specified position.	CO 5
5.22	5	Web scrapping	Write a Python program to insert tags or strings immediately before specified tags or strings.	CO 5

5.23	5	Web scrapping	Write a Python program to insert tags or strings immediately after specified tags or strings.	CO 5
5.24	5	Web scrapping	Write a Python program to extract a tag or string from a given tree of html document.	CO 5
5.25	5	Web scrapping	Write a Python program to remove a tag from a given tree of html document and destroy it and its contents.	CO 5

B. Tech. – Second Semester	
Branch – CS/ CSE/CSE (R)/ IT/CSE(DS)/CSE(IOT)/CSE(AIML)/CSE(AI)/CYS, (Integrated)/ BT	/ ECE/ECE(VLSI)/ ME/M. Tech
Subject Code-BMIASL0251	L - T - P
	0-0-4
Subject Name- Communication for Career Enhancement	No. of
	hours-
	48

Course Objectives:

- To improve proficiency in the English language to at least the Intermediate level (B1/B2) of CEFR (Common European Framework of Reference).
- To impart business communication skills.
- To improve verbal communication skills for the workplace.
- To help acquire collaborative and critical evaluation skills.
- To train for career enhancement.

Course Outcome:

After the completion of the course, the students will be able to

- **CO1** Improve proficiency in English to the next level of CEFR.
- **CO2** Develop business communication skills.
- **CO3** Demonstrate improved verbal communication skills for the workplace.
- **CO4** Acquire collaboration and critical evaluation skills.
- **CO5** Participate in the placement process with confidence.

Course Content

Module	Topics Covered	Pedagogy	Lecture Require d (T=L+P)	Aligned Practical/Assignment/La b	CO Mappin g
Interactions Level 1:	 Greet and take leave of people. Introducing oneself and others Conversation s in different situations Telephone conversation 	Includes audio- visual learning of situational interactions.	4	Incorporate video – audio. Role – play (record)	CO1

	c.				
will k meet strike Netw Icebr Objec netw creat envir intera activi Outco Partic enga convo	s come: Students know how to t, greet, and <u>e a conversation.</u> working and reaker Activities ective: To foster vorking skills and te a comfortable ronment through ractive icebreaker vities come: icipants will age in meaningful versations, build hections, and te a positive	Collaborative exercises and challenges to facilitate learning.	4	Gamification	CO2
netw atmo Play A Objec com by en spont conve role-p differ Outce Partie demo effec	vorking osphere Acting ective: To develop munication skills ngaging in ntaneous versations and playing in erent situations come: icipants will onstrate	Includes performative use of communicatio n skills through role playing.	6	Stage performance (record)	CO4

	adaptability in various scenarios				
Interactions Level 2: Introducing the vocabulary and sentence structures of polite conversations	Vocabulary Building Objective: To emphasize the importance of courteous words and tone while communicating. Outcome: Students will use better vocabulary and manners in conversations	Audio-visual aid for vocabulary building and understanding of sentence structure.	4	Through audio-video clips	CO1
	Presentations (Individual/Group) on topics of choice Objective: To deliver a clear and engaging presentation. Outcome: Improved presentation skills and effective communication.	Podcast-based learning covering varied storytelling and informative narratives.	4	Group activity utilizing podcast type recording	CO5
	Group Discussion Objective: To develop effective communication, listening, and critical thinking skills through engaging in group discussions Outcome: Participants will actively contribute to discussions, express their thoughts coherently, and	Group activity to foster skills of persuasion, and discussion.	6	Group activity	CO5

consider different				
perspectives				
Debates Objective: To improve persuasive speaking, critical thinking, and argumentation skills through engaging in formal debates Outcome: Participants will articulate their viewpoints, construct logical arguments, and engage in	Video-clip- based learning followed by practice.	6	Video clips of great debates to be shared first.	CO3
respectful debate				
Communication and Cinema Objective: To observe various aspects of speaking – pronunciation, tone, intonation, pitch and pauses in various movie clips Outcome: Participants will analyse to understand the articulation of various sounds and demonstrate full range of expression in communication.	Includes movies and shows to be observed and discussed.	4	Display movie clip from montage of movies like My Fair Lady, English Vinglish.	CO1
Impromptu Speaking Objective: To enhance spontaneous thinking, quick decision-making, and effective communication skills	Situation- based speaking challenge	4	Trainer to share tips on how to think on one's feet. JAM sessions (to be recorded)	CO5

through impromptu speaking exercises Outcome: Participants will deliver coherent and engaging speeches on given topics within a limited time frame Mock Job Interviews				
Objectives: To improve interview skills, communication, and self-presentation in a simulated job interview setting Outcome: Participants will demonstrate confidence, effective communication, and interview techniques necessary for successful job interviews	Mock interview simulated sessions	6	Simulated exercise	CO5
 Suggested Readings: 1. Rizvi, M. Ashraf. <i>Resumes and I</i> 2. Lesikar and Flatley. <i>Basic Busine</i> 10th Edition. Tata McGraw-Hill. 3. McGrath, E. H. and S. J. <i>Basic I</i> Delhi. 2012. 	ess Communica 2005.	ition: Skills	for Empowering the Intern	et Generation.

- 4. Thill, J. V. & Bovee, G. L. (1993). Excellence in Business Communication. McGraw Hill, New York.
- 5. Bowman, J.P. & Branchaw, P.P. (1987). Business Communications: From Process to Product. Dryden Press, Chicago.

Free Apps to Practice English:

- 11. Memrise https://www.memrise.com
- 12. Open Language <u>https://open-language.en.uptodown.com</u>
- 13. Duolingo https://englishtest.duolingo.com/applicants
- 14. Rosetta Stone https://www.rosettastone.com/product/mobile-apps/
- 15. FluentU https://www.rosettastone.com/product/mobile-apps/

Subje	ect Cod		L	Т	Р	
				0	0	2
Subje	ect Nar	ne- Basic Electrical & Electronics Engineering Lab)	No.	of Ho	ours: 32
Course	Objecti	ve-				
bel	havior of	t will learn laws and theorems used for analysis of electrical circuits single phase, transformer and different types of safety devices. t will learn about semiconductors diodes applications, Op-Amp circu	U U	with	steady	state
Cours	se Out	come-				
C01-	Apply th	ne principle of KVL/KCL and theorem to analysis DC Electric circui	ts.			
		strate the behavior of AC circuits connected to single-phase AC supp well as three phase electrical circuits.	ly and	mea	sure po	wer in
CO3-	Calculat	e efficiency of a single-phase transformer and energy consumption.				
CO4-	Underst	and the concept and applications of diode, Op-Amp, sensors and IoT				
Total	No. of	Practicals				
List o	of Prac	ticals				
Lab No.	Unit	Topic	ograi gic ildin		C M	O lapping
	I	 To Verify Kirchhoff's laws of a circuit To Verify Superposition Theorem of a circuit. To Verify Thevenin's Theorem of a circuit. To Verify Norton's Theorem of a circuit. 			CO	D1

	5. To Verify Maximum Power Transfer Theorem of a circuit.	
п	 6. Measurement of power and power factor in a single-phase ac series inductive circuit and improvement of power factor using capacitor. 7. Study of phenomenon of resonance in RLC series circuit and obtain resonant Frequency. 8. Study and Calibration of single-phase energy meter. 	CO2
ш	 9. To study wiring of distribution board including power plug using MCB, ELCB. 10. Visit your college substation and familiarize the supply system, Transformer, HT Panel, solar panel and Distribution etc. Perform Energy audit of labs and rooms of different blocks. 	CO3
IV	 11. Study of Cathode Ray Oscilloscope and perform: a) Calibration of CRO b) Component testing using CRO c) Draw the VI- characteristics of Diode. 12. To design half wave and full wave rectifier circuits using diode. 13. To generate random numbers using 7-Segment display using decoder IC 	CO4
v	 14. Design Op-Amp circuit for the following operations. a) inverting, b) non-inverting, c) adder, d) differentiator e) integrator circuit 15. To study wheat stone bridge by using load cell sensor. 16. To understand the concept of Wireless Home Automation System based on IoT for controlling lights and fans. 	CO4

B. Tech.-Second Semester

Branch- CS/ CSE/CSE (R)/ IT/CSE(DS)/CSE(IOT)/CSE(AIML)/CSE(AI)/CYS/ ECE/ECE(VLSI)/ ME/M. Tech (Integrated)/ BT

Subj	ect Code-BN	IICSE0251			L - T - P			
					0-0-6			
Subject Name-C Programming No. of hour								
found conce	dation in the C epts, and princi	programming la ples of C progra	of a C programming nguage. The course mming, as well as d develop complex i	aims to fam levelop their	iliarize student ability to write	ts with the s	yntax,	
Cour	rse outcome	5:						
CO 1 progr	•	and trace the exe	ecution of conditior	nal and iterat	tion	К1 КЗ		
	: Implement a ams.da	nd trace the exe	cution of condition	al and iterat	ion	K3		
	-	nowledge of me complex proble	emory allocation an ms	d binding, aı	rray,	КЗ К4		
applic	cations : Develop Com	l contrast betwe plex real-world a	en Structure and un	nion along w	ith their			
Uni t	Module	Topics Covered	Pedagogy	Lecture Require d (T=L+P)	Aligned Practical/A ignment/La		CO Mappin g	
I	Introduction to Algorithm and C Program	Programming using C: Concepts of Algorithm and Flowchart, Translator	T3, R1, Chalk & Duster/PPT/Onli ne Programs	2+2	Basic Prog	ram in C	CO1	

	and its types,Applicationsof Cprogramming, Structure ofC program,Overview ofcompilationandexecutionprocess in anIDE,transitionfromalgorithm toprogram,Syntax,logical errorsand Run timeerrors, objectand				
Toker Opera		T3, R1, Chalk & Duster/PPT/Onli ne Programs	3+3	Basic Program in C	CO1

		associativity, type conversion, mixed operands				
	Conditional Branching	if, else-if, nested if - else, switch statements, use of break, and default with switch	T3, R1, Chalk & Duster/PPT/Onli ne Programs	1+2	Programs using Conditional Statement	CO1
	Iteration and loops:	Concept of loops, for, while and do- while, multiple loop variables, use of break and continue statements, nested loop.	T3, R1, Chalk & Duster/PPT/Onli ne Programs	1+2	Programs using Looping Statement	C01
11	Functions:	Concept of Sub- programming , function, types of functions, passing parameters to functions: call by value Definition,	T3, R1, Chalk & Duster/PPT/Onli ne Programs	3+3	Function Programs	CO2
	Recursion	Definition, Types of recursive	T3, R1, Chalk & Duster/PPT/Onli ne Programs	1+2	Recursion Programs	CO2

		functions, Tower of Hanoi problem,				
	Storage:	scope of variable, local and global variables, Nesting of Scope, Storage classes: Auto, Register, Static and Extern	T3, R1, Chalk & Duster/PPT/Onli ne Programs	1+1	Programs showing use of Storage	CO2
	Pointers:	defining and declaring pointer, pointer arithmetic and scaling, Pointer Aliasing. call by reference	R1, R3, R4 Chalk & Duster/PPT/ Labs	2+2	Programs illustrating use of Pointers Arithmetic/Addressing/ Call by Reference	CO2
111	Arraya:	Array notation and representatio n (one and two dimensional), array using pointers, manipulating array elements,2-D array s used	R1, R3, R4 Chalk & Duster/PPT/ Labs	2+2	Programs illustrating use of Pointers Arithmetic/Addressing/ Call by Reference	CO3

		in matrix computation.				
	Strings:	Introduction, initializing strings, accessing string elements, Array of strings, Passing strings to functions, String functions like Strcat, strcmp, strcpy and any other functions	R1, R3, R4 Chalk & Duster/PPT/ Labs	2+3	Use of Arrays both Single and Multi- Dimensional.	CO3
IV	Structure:	Introduction, Initializing, defining and declaring structure, accessing members, Operations on individual members, Operations on structures, Structure within structure, Array of structure	T1, T2, R1, R2 Chalk & Duster/PPT/ Labs	2+2	Program Based on structure implementation	CO4

	Union:	Introduction , Initializing, defining and declaring structure, Accessing members, Operations on individual members, Operations on Union, Difference between Structure and Union	T1, T2, R1, R2 Chalk & Duster/PPT/ Labs	1+1		CO4
	Dynamic Memory Allocation	Introduction, Library functions– malloc, calloc, realloc and free.	T1, T2, R1, R2 Chalk & Duster/PPT/ Labs	1+1	Programs allocating memory during run time and manipulations	CO4
V	File Handling	Basics, File Types, File operations, File pointer, File opening modes, File handling functions, Command Line Arguments, File handling through command line argument, Record I/O in files	T1, T2, R1, R2 Chalk & Duster/PPT/ Labs	2+4	Implementation of Data Files and Command Line Arguments	CO5

Introduction to Embedded System, Factors for Selecting the Embedded Programming Language, Difference Between C and Embedded C, Keyword, Datatypes, Components T1, T2, R1, R2 to of Embedded Program, Duster/PPT/ Programming ng Structure, Basic concepts of Embedded Programming , Defining Macros, Types & File

Textbooks:

(T1) Herbert Schildt, "C: The Complete Reference", Osbourne McGrawHill, 4thEdition, 2002.

(T2) Computer Concepts and Programming in C, E Balaguruswami, McGrawHill

(T3) Let Us C by Yashwant P.Kanetkar. BPB publication

(T4) K.R Venugopal, "Mastering C", TMH

(T5) Yashwant P. Kanetkar, "Working with C", BPB publication

Reference Books:

(R1) The C programming by Kernighan Brain W.and Ritchie Dennis M., Pearson Education.

(R2) Computer Science-A Structured Programming Approach Using C, by Behrouz A. Forouzan, Richard F. Gilberg, Thomson, Third Edition, Cengage Learning-2007.

(R3) Computer Basics and C Programming by V.Rajaraman, PHI Learning pvt. Limited, 2015.

(R4) Schrum's Outline of Programming with C by Byron Gottfried, McGraw-Hill

(R5) Computer Fundamentals and Programming in C.Reema Thareja, Oxford Publication

Links:

E-Book Links:

(E1)<u>https://en.wikibooks.org/wiki/C_Programming</u>

(E2)<u>https://en.wikibooks.org/wiki/A_Little_C_Primer</u>

(E3) https://www.goodreads.com/book/show/6968572-ansi-c-programming

LAB:

List	List of Practical				
Lab No.	Unit	Торіс	Program Logic Building	CO Mapping	

1.1	1	Pattern Printing	Half pyramid of *	CO1
1.2	1	Pattern Printing	Half pyramid of numbers	CO1
1.3	1	Pattern Printing	Half pyramid of alphabets	CO1
1.4	1	Pattern Printing	Inverted half pyramid of *	CO1
1.5	1	Pattern Printing	Inverted half pyramid of numbers	CO1
1.6	1	Pattern Printing	Full pyramid of *	CO1
1.7	1	Pattern Printing	Full pyramid of numbers	CO1
1.8	1	Pattern Printing	Inverted full pyramid of *	CO1
1.9	1	Pattern Printing	Pascal's triangle	CO1
1.10	1	Pattern Printing	Floyd's triangle	CO1
1.11	1	Pattern Printing	Half pyramid of *	CO1
1.12	1	Pattern Printing	Half pyramid of numbers	CO1
1.13	1	Pattern Printing	Half pyramid of alphabets	CO1
1.14	1	Pattern Printing	<u>C Program to Print Diamond Pattern</u>	CO1
1.15	1	Pattern Printing	<u>C Program to Print Floyd's Triangle</u>	CO1
1.16	1	Pattern Printing	<u>C Program to Print Pascal Triangle</u>	CO1
1.17	1	Pattern Printing	Star Pattern Programs in C	CO1
1.18	1	Pattern Printing	Pyramid Patterns in C	CO1
1.19	1	Decision Making and Iterative programming using screen design	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.	CO1

			— Whoever is forced to pick up the last matchstick loses the game.	
1.20	1	Decision Making and Iterative programming using screen design	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.	CO1
1.21	1	Decision Making and Iterative programming	Design a Calculator which performs Number system conversion	CO1
1.22	1	Decision Making and Iterative programming	<u>C Program to Simulate a Simple arithmetic Calculator</u>	CO1
1.23	1	Decision Making and Iterative programming	<u>C Program to Evaluate the Given Polynomial Equation</u>	CO1
1.24	1	Decision Making and Iterative programming	<u>C Program to Find Mean, Variance and Standard</u> <u>Deviation</u>	CO1
1.25	1	Decision Making and Iterative programming	<u>C Program to Add Two Complex Numbers</u>	CO1
1.26	1	Decision Making and Iterative programming	<u>C Program to Find Power of a Number</u>	CO1
1.27	1	Decision Making and Iterative programming	<u>C Program to Calculate Pow (x,n)</u>	CO1

1.28	1	Decision Making and Iterative programming	<u>C program to Find the Sum of Arithmetic Progression</u> <u>Series</u>	CO1
1.29	1	Decision Making and Iterative programming	<u>C program to Find the Sum of Geometric Progression</u> <u>Series</u>	CO1
1.30	1	Decision Making and Iterative programming	<u>C program to Find the Sum of Harmonic Progression</u> <u>Series</u>	CO1
1.31	1	Decision Making and Iterative programming	<u>C Program to Find Sum of Series 1 + 1/2 + 1/3 + 1/4 +</u> + 1/N	CO1
1.32	1	Decision Making and Iterative programming	<u>C Program to Find Sum of Series 1^2 + 2^2 + + n^2</u>	CO1
1.33	1	Decision Making and Iterative programming	<u>C Program to Find Sum of Series 1^3 + 2^3 + 3^3 + +</u> <u>n^3</u>	CO1
1.34	1	Decision Making and Iterative programming	<u>C Program to Find Sum of the Series 1/1! + 2/2! + 3/3! +</u> 1/N!	CO1
1.35	1	Decision Making and Iterative programming	Accept five subject marks of the student. Calculate his percentage. If his percentage is below 35 mark him "fail". If between 35to 45 "Third Div", 45-60 Second and above 60 then first. Do this process till the user wishes. No field should be left blank.	CO1

	1	Design a program which displays following options on screen	CO1
		 Figure Exit Enter Choice Once valid choice is entered it executes further. 	
		If choice one is entered, then it should display	
		1.TRAINGLE	
		2.SQUARE	
		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	
1.36		Do you wish to continue (Y/N)? And should work accordingly.	

			Before Every Menu the screen should be cleared,	
1.37	1	Decision Making and Iterative programming	<u>C Program to Find the Largest Number Among Three</u> <u>Numbers</u>	CO1
1.38	1	Decision Making and Iterative programming	<u>C Program to Find the Roots of a Quadratic Equation</u>	CO1
1.39	1	Decision Making and Iterative programming	<u>C Program to Check Leap Year. Evaluate all the cases.</u>	CO1
1.40	1	Decision Making and Iterative programming	<u>C Program to Check Whether a Number is Positive or</u> <u>Negative</u>	CO1
1.41	1	Decision Making and Iterative programming	<u>C Program to Check Whether a Character is an Alphabet</u> or not	CO1
1.42	1	Decision Making and Iterative programming	<u>C Program to Calculate the Sum of Natural Numbers</u>	CO1
1.43	1	Decision Making and Iterative programming	<u>C Program to Find Factorial of a Number</u>	CO1

1.44	1	Decision Making and Iterative programming	<u>C Program to Generate Multiplication Table</u>	CO1
1.45	1	Decision Making and Iterative programming	<u>C Program to Display Fibonacci Sequence</u>	CO1
1.46	1	Decision Making and Iterative programming	<u>C Program to Find GCD of two Numbers</u>	CO1
1.47	1	Decision Making and Iterative programming	<u>C Program to Find LCM of two Numbers</u>	CO1
1.48	1	Decision Making and Iterative programming	<u>C Program to Display Characters from A to Z Using Loop</u>	CO1
1.49	1	Decision Making and Iterative programming	<u>C Program to Reverse a Number using looping concepts</u>	CO1
1.50	1	Decision Making and Iterative programming	<u>C Program to Check Whether a Number is Palindrome or</u> <u>Not</u>	CO1
1.51	1	Decision Making and Iterative programming	<u>C Program to Check Whether a Number is Prime or Not</u>	CO1
1.52	1	Decision Making and Iterative programming	<u>C Program to Check Armstrong Number</u>	CO1
1.53	1	Decision Making and Iterative programming	<u>C Program to Display Armstrong Number Between Two</u> Intervals	CO1
1.54	1	Decision Making and Iterative programming	<u>C Program to Display Factors of a Number</u>	CO1

	1	Decision Making	C Program to Make a Simple Calculator Using	CO1
		and Iterative	switchcase	
1.55		programming		
	1			<u>CO1</u>
	1	Decision Making	<u>C Program to Check Whether a Number is Even or Odd</u>	CO1
		and Iterative		
1.56		programming		
	1	Decision Making	<u>C Program to Check Whether a Character is a Vowel or</u>	CO1
		and Iterative	Consonant	
1.57		programming		
	1	Decision Making	<u>C Program to Find the Largest Number Among Three</u>	CO1
		and Iterative	<u>Numbers</u>	
1.58		programming		
	1	Decision Making	C Program to Check Whether a Number is Positive or	CO1
	-	and Iterative	Negative	001
1.59		programming		
1.07				
	1	Decision Making	<u>C Program to Calculate the Sum of Natural Numbers</u>	CO1
		and Iterative		
1.60		programming		
	1	Decision Making	<u>C Program to Find Factorial of a Number</u>	CO1
	1	and Iterative		001
1.61		programming		
1.01		programming		
	1	Decision Making	C Program to Generate Multiplication Table	CO1
		and Iterative		
1.62		programming		
	1	Decision Making	<u>C Program to Display Fibonacci Sequence</u>	CO1
	1	Decision Making and Iterative	<u>C Program to Display Piboliacci sequence</u>	COI
1.63				
1.05		programming		
	1	Decision Making	C Program to Display Prime Numbers Between Intervals	CO1
		and Iterative	Using Function	
1.64		programming		
	4			
	1	Decision Making	<u>C Program to Check Prime or Armstrong Number Using</u>	CO1
1		and Iterative	User-defined Function	
1.65		programming		
1				1

1.66	1	Decision Making and Iterative programming	<u>C Program to Check Whether a Number can be Expressed</u> as Sum of Two Prime Numbers	CO1
1.67	1	Decision Making and Iterative programming	<u>C Program to Find the Sum of Natural Numbers using</u> <u>Recursion</u>	CO1
2.1	2	Recursion	<u>C Program to Find Factorial of a Number Using Recursion</u>	CO2
2.2	2	Recursion	<u>C Program to Find G.C.D Using Recursion</u>	CO2
2.3	2	Function	<u>C Program to Convert Binary Number to Decimal and</u> <u>vice-versa</u>	CO2
2.4	2	Recursion	C program to calculate the power using recursion	CO2
2.5	2	Function	<u>C Program to Check Prime or Armstrong Number Using</u> <u>User-defined Function</u>	CO2
2.6	2	Recursion	<u>C Program to Find the Sum of Natural Numbers using</u> <u>Recursion</u>	CO2
2.7	2	Case Study	Design a calculator	CO2
2.8	2	Case Study	 Design a Menu Driven program which performs the functions as per the menu 1. Add Details of students 2. Search the student data 3. Display the records 4. 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	

			Name must not be blank, and first letter should be alphabet	
			Student details should contain	
			Name. Age, Class, Roll-No	
2.9	2	Recursion	C Program to add two number using recursion.	CO2
2.10	2	Recursion	C Program to find sum of digit of number using recursion.	CO2
2.11	2	Recursion	Write a method in C which will remove any given character from a String.	CO2
3.1	3	Array	<u>C Program to Calculate Average Using Arrays</u>	CO3
3.2	3	Array	<u>C Program to Find Largest Element in an Array</u>	CO3
3.3	3	Array	C Program to search an element	CO3
3.4	3	Array	<u>C Program to Add Two Matrices Using Multi-dimensional</u> <u>Arrays</u>	CO3
3.5	3	Array	<u>C Program to Multiply Two Matrices Using Multi-</u> dimensional Arrays	CO3
3.6	3	Array	<u>C Program to Find Transpose of a Matrix</u>	CO3
3.7	3	Array	<u>C</u> program to illustrate Point Arithmetic	CO3
3.8	3	Array	C Program to Access Array Elements Using Pointer	CO3
3.9	3	Array	<u>C Program to Find Largest Number Using Dynamic</u> <u>Memory Allocation</u>	CO3
3.10	3	Array	C Program to Calculate Average Using Arrays	CO3
3.11	3	Array	<u>C Program to Find Largest Element in an Array</u>	CO3
3.12	3	Array	<u>C Program to Calculate Standard Deviation</u>	CO3
3.13	3	String Handling	<u>C Program to Find the Frequency of Characters in a String</u>	CO3
3.14	3	String Handling	<u>C Program to Count the Number of Vowels, Consonants</u> and so on	CO3

3.15	3	String Handling	<u>C Program to Remove all Characters in a String Except</u> <u>Alphabets</u>	CO3
3.16	3	String Handling	<u>C Program to Find the Length of a String</u>	CO3
3.17	3	String Handling	C Program to Concatenate Two Strings	CO3
3.18	3	String Handling	<u>C Program to Copy String Without Using strcpy()</u>	CO3
3.19	3	String Handling	<u>C Program to Sort Elements in Lexicographical Order</u> (Dictionary Order)	CO3
3.20	3	String Handling	<u>C Program to Find the Frequency of Characters in a String</u>	CO3
3.21	3	String Handling	Write a method in C which will remove any given character from a String.	CO3
3.22	3	String Handling	Write a program in C to count occurrence of a given character in a String.	CO3
3.23	3	String Handling	Write a program in C to check if two Strings are Anagram.	CO3
3.24	3	String Handling	Write a program in C to check a String is palindrome or not.	CO3
3.25	3	String Handling	C program to check given character is vowel or consonant.	CO3
3.26	3	String Handling	C program to check given character is digit or not.	CO3
3.27	3	String Handling	C program to replace the string space with a given character.	CO3
3.28	3	String Handling	C program to convert lowercase char to uppercase of string.	CO3
3.29	3	String Handling	C program to convert lowercase vowel to uppercase in string.	CO3
3.30	3	String Handling	C program to delete vowels in a given string.	CO3
3.31	3	String Handling	C program to count Occurrence Of Vowels & Consonants in a String.	CO3
3.32	3	String Handling	C program to print the highest frequency character in a String.	CO3

3.33	3	String Handling	C program to Replace First Occurrence Of Vowel With '-' in String.	CO3
3.34	3	String Handling	C program to count alphabets, digits and special characters.	CO3
3.35	3	String Handling	C program to separate characters in a given string.	CO3
3.36	3	String Handling	C program to remove blank space from string.	CO3
3.37	3	String Handling	C program to count blank space from string.	CO3
3.38	3	String Handling	C program to concatenate two strings.	CO3
3.39	3	String Handling	C program to remove repeated character from string.	CO3
3.40	3	String Handling	C program to calculate sum of integers in string.	CO3
3.41	3	String Handling	C program to print all non-repeating character in string.	CO3
3.42	3	String Handling	C program to copy one string to another string.	CO3
3.43	3	String Handling	C Program to sort characters of string.	CO3
3.44	3	String Handling	C Program to sort character of string in descending order.	CO3
3.45	3	Arrays	Write a program in C for, In array 1-100 numbers are stored, one number is missing how do you find it.	CO3
3.46	3	Arrays	Write a program in C for, In a array 1-100 multiple numbers are duplicates, how do you find it.	CO3
3.47	3	Arrays	Write a program in C to find first duplicate number in a given array.	CO3
3.48	3	Arrays	Write a program in C to remove duplicate elements form array in C.	CO3
3.49	3	Arrays	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.	CO3
3.50	3	Arrays	Write a program in C for, How to compare two array is equal in size or not.	CO3

3.51	3	Arrays	Write a program in C to find largest and smallest number in array.	CO3
3.52	3	Arrays	Write a program in C to find second highest number in an integer array.	CO3
3.53	3	Arrays	Write a program in C to find top two maximum number in array?	CO3
3.54	3	Arrays	C program to print array in reverse Order.	CO3
3.55	3	Arrays	C program to reverse an Array in two ways.	CO3
3.56	3	Arrays	C Program to calculate length of an array.	CO3
3.57	3	Arrays	C program to insert an element at end of an Array.	CO3
3.58	3	Arrays	C program to insert element at a given location in Array.	CO3
3.59	3	Arrays	C Program to delete element at end of Array.	CO3
3.60	3	Arrays	C Program to delete given element from Array.	CO3
3.61	3	Arrays	C Program to delete element from array at given index.	CO3
3.62	3	Arrays	C Program to find sum of array elements.	CO3
3.63	3	Arrays	C Program to print all even numbers in array.	CO3
3.64	3	Arrays	C Program to print all odd numbers in array.	CO3
3.65	3	Arrays	C program to perform left rotation of array elements by two positions.	CO3
3.66	3	Arrays	C program to perform right rotation in array by 2 positions.	CO3
3.67	3	Arrays	C Program to merge two arrays.	CO3
3.68	3	Arrays	C Program to find highest frequency element in array.	CO3
4.1	4	Structure	<u>C Program to Store Information of a Student Using</u> <u>Structure</u>	CO4

4.2	4	Structure	<u>C Program to Store Information of Students Using</u> <u>Structure</u>	CO4
4.3	4	Structure	<u>C Program to Store Data in Structures Dynamically</u>	CO4
4.4	4	Structure	<u>C Program to Store Information of a Student Using</u> <u>Structure</u>	CO4
4.5	4	Structure	<u>C Program to Add Two Distances (in inch-feet system)</u> using Structures	CO4
4.6	4	Mini Project	Snake Game Mini Project in C is a basic console program with no graphics. You may play the famous "Snake Game" in this project exactly as you would anywhere else. To move the snake, use the up, down, right, and left arrows. Food is placed at various co-ordinates on the screen for the snake to consume. The snake's length and score will both rise by one element each time it consumes the food.	CO4
5.1	5	File Handling	<u>C Program to Write a Sentence to a File</u>	CO5
5.2	5	File Handling	<u>C Program to Read the First Line From a File</u>	CO5
5.3	5	File Handling	<u>C Program to showcase use of DMA</u>	CO5
5.4	5	File Handling	<u>C Program to Write a record to a File</u>	CO5
5.5	5	File Handling	<u>C Program to Read the last Line From a File</u>	CO5
5.6	5	Command Line Argument	Program to create a file using command line argument	CO5
5.7	5	File Handling	Program to copy one file into another	CO5
5.8	5	Macros	Implement macro handling	CO5
5.9	5	File Handling	Program to write a structure into a file and display its content	CO5
5.10	5	File Handling	Program to search a record in a file	CO5
5.11	5	Macro	Program to implement multi line macro and Conditional Macros	CO5

5.12	5	Graphics	Program to draw Circle/Rectangle/Triangle/ A Hut/with colors in it	CO5
5.13	5	Hardware	Program to shut down/ sleep a system if not component is being touched	CO5
5.14	5	File Handling	Write a program in C to create and store information in a text file.	CO5
5.15	5	File Handling	Write a program in C to read an existing file.:	CO5
5.16	5	File Handling	Write a program in C to write multiple lines to a text file.:	CO5
5.17	5	File Handling	Write a program in C to read the file and store the lines in an array.	CO5
5.17				
	5	File Handling	Write a program in C to find the number of lines in a text file.	CO5
5.18				
	5	File Handling	Write a program in C to find the content of a file and the number of lines in a text file.	CO5
5.19				
	5	File Handling	Write a program in C to count the number of words and characters in a file.	CO5
5.20				
5.21	5	File Handling	C Program to list all files and sub-directories in a directory	CO5
5.22	5	File Handling	C Program to count number of lines in a file	CO5
5.23	5	File Handling	C Program to print contents of file	CO5
5.24	5	File Handling	C Program to copy contents of one file to another file	CO5
5.25	5	File Handling	C Program to merge contents of two files into a third file	CO5
5.26	5	File Handling	C Program to read records from a data file	CO5

5.27	5	File Handling	C Program to count number of lines, words, characters, blank space in a file	CO5
5.28	5	File Handling	<u>C Program to Illustrate how User Authentication is Done</u>	CO5
5.29	5	File Handling	<u>C Program to Shutdown Computer in Linux</u>	CO5
5.30	5	File Handling	<u>C Program to Compute First N Fibonacci Numbers using</u> <u>Command Line Arguments</u>	CO5
5.31	5	File Handling	<u>C Program to Generate Fibonacci Series using Command</u> Line Argument	CO5
5.32	5	Case Study	Design an ATM Simulation using C	CO5
5.33	5	Case Study	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 	
5.34	5		A Library in charge is facing problems in handling books and customers. Design a solution using C regarding his problem	CO5
5.35	5		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	CO5

system is written entirely in the C programming	
language.	
 You will be greeted with a "Welcome Screen" 	
when you build and execute the project.	
Following that, many choices will appear on your	
computer screen. Select the required project	
modification function from the drop-down menu.	
The admin is in charge of the majority of the	
system. He has the ability to add and remove	
teachers. He can also add students. Following the	
addition of instructors, the administrator may	
finally assign grades to the pupils. All of the data	
has been preserved.	