# SY SEM-I

				llege of Engineerin						
			(Government	Aided Autonomous AY 2021-22	Institute)					
			Co	urse Information						
Progra	mme			nation Technology)						
Class,		ter	Second Year B.							
Course										
Course			Probability and	Statistics						
Desired Requisites: Engineering Maths										
Те	achin	g Scheme		Examination	Scheme (Marks)					
Lectur		2 Hrs/week	T1	T2	ESE	Total				
Tutori		-	20	20	60	100				
Practic		-								
Interac	ction	-		Cr	edits: 2					
			~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~							
		1 . 1.1 1		ourse Objectives		.•				
1					tics for mathematical estima	tions.				
2 3		•		els based on statistic	al.					
3	lo ar		l and fuzzy system							
A + +1	and of		students will be a	CO) with Bloom's T	axonomy Level					
CO1				for engineering pro	hlem	Annly				
CO1 CO2			olems into mather			Apply Apply				
CO2 CO3		• •	and distribution			Analyze				
	Allar	yze the statistic		JI uata		Anaryze				
Modu	le		Μ	odule Contents		Hours				
Ι	D fu jo	nction, cumula	n variable, Con ative distribution distribution, joi	function, bivariate	ariable, probability mass discrete random variable, ction of two dimensional	4				
II		robability Dist aussian distribu		l distribution, Unifo	rm distribution.	4				
III	St M M S	tatistical Meth leasure of Cent lean deviation, ymmetry, Skew	ods: ral tendency, Me variance, Standar yness, Kurtosis, ar	asure of dispersion,	Range, Quartile deviation, cient of variance, moments,	5				
IV	In O	rganization of d	pes of Characteri data, Population a	stics: Attributes and nd sample, Methods	d variables, Collection and s of sampling.	3				
V	C de	efinition and its	ribution: definition properties.	on and its propertie	es, Student t- distribution:	4				
VI	R al	<b>Test of Hypothesis</b> Random samples, parameter, statistic, standard error of statistic, null and alternative hypothesis, critical region, level of significance, Types of error, large sample test, Small sample test								
				Text Books						
1	2018	-	·	Mathematical Statis	stics", Sultan Chand & Sons					
2	Vijay	Rohatgi, "An	Introduction to pr	obability and statist	tics", Willey, 2 <sup>nd</sup> edition, 20	00				
1	S.Ro 2014		y and Statistics j	<b>References</b> for Engineers and S	Scientists", Academic Press	, 5 <sup>th</sup> edition,				

	Useful Links													
1	1 https://nptel.ac.in/courses/111/105/111105041/													
	CO-PO Mapping													
		Programme Outcomes (PO)											PSO	
	1	2	3	4	5	6	7	8	9	10	11	12	1	2
CO1	1												1	
CO2	2				2									
CO3					3									
The stre	The strength of mapping is to be written as 1,2,3; Where, 1:Low, 2:Medium, 3:High													
Each CC	) of the	course	must	map to	at leas	st one P	Ю.							

Assessment

The assessment is based on 2 in-semester examinations in the form of T1 (Test-1) and T2 (Test-2) of 20 marks each. Also there shall be 1 End-Sem examination (ESE) of 60 marks. T1 shall be typically on modules 1 and 2, T2 based typically on modules 3, 4 and ESE shall be on all modules with nearly 50% weightage on modules 1 to 4 and 50% weightage on modules 5, 6.

Assessment Plan based on Bloom's Taxonomy Level										
<b>Bloom's Taxonomy Level</b>	Bloom's Taxonomy Level T1 T2 Lab ESE									
Remember	Not	Not Allowed	Not Allowed	Not						
	Allowed			Allowed						
Understand	5	5	10	20						
Apply	10	5	15	30						
Analyze	5	5	15	25						
Evaluate		5	15	20						
Create			5	5						
Total	20	20	60	100						

				llege of Engineerin							
			Government	Aided Autonomous AY 2021-22	Institute)						
			Co	urse Information							
Progr	amme		1	ation Technology)							
Class,			Second Year B.	Tech., Sem III							
Cours											
Cours			Discrete Mather								
Desire	ed Req	uisites:	Fundamentals o	f algebra and calcul	us.						
Т	eachin	g Scheme		Examination	Scheme (Marks)						
Lectu	re	3 Hrs/week	T1	T2	ESE	Total					
Tutor	ial	-	20	20	60	100					
Practi		-									
Intera	action	-		Cr	edits: 3						
			C	ourse Objectives							
1	Ton	rovide students		of sets and function	n relations						
2				and trees data struct							
3	-		s of Boolean algel								
		Cou	rse Outcomes (C	CO) with Bloom's T	<b>Faxonomy Level</b>						
At the			students will be a	-							
CO1				osition to solve appl	ied problems	Apply					
CO2		•	ctions and solve r			Apply					
CO3	Cons	struct trees and g	graph to modulate	real-time problem		Analyze					
Modu	ıle		M	odule Contents		Hours					
I	Li Li N V fo a	nfinite Sets, M Iultisets. Propo Vell-Formed Fo or Statement C nd Quantifiers,	ombinations of S athematical Indu sitions, Logical rmulas, Tautologi alculus, Predicate	ction, Principle of Connectives, Condi es, Logical Equival Calculus, The Sta d Variable, Infere	nfinite Sets, Uncountably Inclusion and Exclusion itional and Biconditionals ences, Theory of Inference tement Function, Variable ence Theory of Predicate	7					
Π	F In V R C	<b>Relation and Fu</b> ntroduction, A F Varshall's Algo Relation and L	<b>Inctions:</b> Relational Model prithm, Equivaler attices, Chain a	for Data Bases, Prop nce Relation and I nd Antichains, A	perties of Binary Relation, Partition, Partial Ordering Job-Scheduling Problem of Functions, Invertible	, 0					
III	<b>Graphs and Planar Graphs:</b> Introduction, Basic Terminologies, Multigraphs and Weighted Graphs, Digraphs and Relation, Representation of Graphs, Operations on Graphs, Paths and										
IV	T T T A	<b>Trees and Cut-S</b> Trees, Rooted Tr Tree, Spanning Algorithm, Prim	Sets: rees, Path Length Trees and Cut- 's Algorithms, Tra								
V	It a Is R	nd Lagrange's somorphisms a	oups, Subgroups, Theorem, Perm nd Automorphism Domains, and Fiel	utation Groups, C ns, Homomorphism	aluation of Powers, Coset Codes and Group Codes as and Normal Subgroups phisms, Polynomial Ring	, 7					

VI	Boolean Algebras:Lattices and Algebraic Systems, Principle of Duality, Basic Properties of Algebraic System Defined by Lattices, Distributive and Complemented Lattices, Boolean Lattices and Boolean Algebras, Uniqueness of Finite Boolean /expressions6
	Text Books
1	C. L. Liu, D P Mohapatra, "Elements of Discrete Mathematics: A Computer Oriented Approach", TMG, 3rd Edition, 2011.
2	J.P. Tremblay &R. Manohar, "Discrete Mathematical structure with applications to computer", TMG, 1st Edition, 1997
3	Kenneth H. Rosen," Discrete Mathematics and Its Application", TMG, 7th Edition, 2011
	References
1	K.D. Joshi, "Foundation of Discrete Mathematics", 2019
2	Lipschutz, Marc Lipson, "Discrete mathematics", Schaum'soutline series, 3rd Edition, 2007
	Useful Links
1	https://nptel.ac.in/courses/106/106106183/
2	https://nptel.ac.in/courses/106/106/106094/
3	https://nptel.ac.in/courses/111/107/111107058/

CO-PO Mapping													
										PS	PSO		
1	2	3	4	5	6	7	8	9	10	11	12	1	2
1												1	
2				2									
				3									
	1 1 2	1 2 1 2	1         2         3           1         2         3           2         2         2	P 1 2 3 4 1 2 3 4 2	Program           1         2         3         4         5           1            2          2           2            2         3         3	Programme C	Programme Outcom	Programme Outcomes (PC	Programme Outcomes (PO) PS				

# Assessment

The assessment is based on 2 in-semester examinations in the form of T1 (Test-1) and T2 (Test-2) of 20 marks each. Also there shall be 1 End-Sem examination (ESE) of 60 marks. T1 shall be typically on modules 1 and 2, T2 based typically on modules 3, 4 and ESE shall be on all modules with nearly 50% weightage on modules 1 to 4 and 50% weightage on modules 5, 6.

Assessme	Assessment Plan based on Bloom's Taxonomy Level											
<b>Bloom's Taxonomy Level</b>	T1	T2	Lab ESE	Total								
Remember	Not Allowed	Not Allowed	Not Allowed	Not Allowed								
Understand	5	5	10	20								
Apply	10	5	15	30								
Analyze	5	5	15	25								
Evaluate		5	15	20								
Create			5	5								
Total	20	20	60	100								

				ollege of Engineering the Aided Autonomous						
			, _ 0 , 0 , 10 , 10 , 10 , 10	AY 2021-22						
			C	ourse Information						
Progra	amme		B.Tech. (Inforr	mation Technology)						
Class,			Second Year B	. Tech., Sem III						
Cours										
Cours		-	Data Structures							
Desire	ed Req	uisites:	Programming i	n C including pointe	ers and File Handling					
Те	eachin	g Scheme		Examination	n Scheme (Marks)					
Lectur	re	3 Hrs/week	T1	T2	ESE	Total				
Tutori	ial	-	20	20	60	100				
Practi	ical	-			<u></u> _					
Intera	ction	-		C	redits: 3					
				Course Objectives						
1			cepts of structur							
2				list, stack, queue etc						
3	To d			solving real time app						
				CO) with Bloom's	Faxonomy Level					
			students will be							
CO1					nic memory allocation	Understand				
CO2	-			-linear data structure		Apply				
CO3	Ident	ity need of recu	irsion and execut	te recursive algorithi	ms	Analyze				
Modu	مار		Μ	odule Contents		Hours				
Wittu		ntroduction:	141	odule Contents		nours				
Ι	B E fi	asic Concepts: fficiency, Recu	ursion: Direct a owers of Hanoi,	and Indirect recursi	ata Structure, Algorithm ion, analysis of recursiv n, Introduction to Painter	e 6				
II	L C d d	<b>inked Lists:</b> oncept of link ynamic storage eletion, inversio	ted organization management, ci on, concatenatio	rcular linked list, O n, computation of	st, doubly linked list ar perations such as insertion length, traversal on linke s using linked lists	n, 6				
III	Iist, Representation and manipulations of polynomials using linked lists         III       Stacks and Queues:         Fundamentals stack and queue as ADT, Representation and Implementation of stack and queue using sequential and linked organization, Circular queue: representation and implementation,         Application of stack for expression evaluation and for expression conversion,         Backtracking, Stacks and Recursion, Priority queue Doubly Ended Queue.									
IV	T B (1	rees: asic terminolog ecursive and n	ees: bic terminology, binary trees and its representation, binary tree traversals cursive and nonrecursive), operations such as copy, equal on binary tree,							
		Basic terminology binary trees and its representation binary tree traversals								

VI	<ul> <li>Searching &amp; Sorting Technique: Search: Importance of searching, Sequential, Binary, Fibonacci searching, Sorting: Internal and External Sorts, Insertion, Shell, Heap, Quick sort, Merge sort, Radix sort, Two-way merge sort</li> <li>Hashing: Hashing functions, overflow handling with and without chaining open addressing: linear, quadratic, double, rehashing, Indexing Techniques hashed indexes, Tree indexing – Btrees (concept only implementation not expected), File Handling.</li> </ul>					
	Text Books					
		<b>TTT</b> . 1				
1	Richard F. Gilberg, Behrouz A. Forouzan, " <i>Data Structures, A Pseudocode Approach C</i> ", Cengage Learning, 2nd Edition, 2005	With				
2	2 S. Lipschutz, " <i>Data Structures with C</i> ", Schaum's Outlines Series, Tata McGraw-Hill, 1st edition, 2010					
3	Narsimha Karumanchi "Data Structure and algorithms", Careermonk 5th edition, 201	1				
	References					
1	Yashavant Kanetkar, "Understanding pointers in C", 3rdedition, BPB Publication					
2	Brian W. Kernighan and Dennis M. Ritchie, "The C Programming Language", 2ndEo Prentice Hall of India	lition,				
	Useful Links					
1	https://nptel.ac.in/courses/106/102/106102064/					
2	https://nptel.ac.in/courses/106/106/106106127/					
3	https://nptel.ac.in/courses/106/103/106103069/					

CO-PO Mapping													
										PS	PSO		
1	2	3	4	5	6	7	8	9	10	11	12	1	2
2				1									
	3											1	
	1			2								1	
	1 2	1 2 2 3 1	1         2         3           2	P 1 2 3 4 2 3 3 4 1	Program           1         2         3         4         5           2          1         1         1           3           2         1           1         2         3          2				CO-PO Mapping           Programme Outcomes (PO)           1         2         3         4         5         6         7         8         9           2          1         1           1           9           3           1 <td< td=""><td>Programme Outcomes (PO)</td><td>Programme Outcomes (PO)</td><td>Programme Outcomes (PO)</td><td>Programme Outcomes (PO) PS</td></td<>	Programme Outcomes (PO)	Programme Outcomes (PO)	Programme Outcomes (PO)	Programme Outcomes (PO) PS

# Assessment

The assessment is based on 2 in-semester examinations in the form of T1 (Test-1) and T2 (Test-2) of 20 marks each. Also there shall be 1 End-Sem examination (ESE) of 60 marks. T1 shall be typically on modules 1 and 2, T2 based typically on modules 3, 4 and ESE shall be on all modules with nearly 50% weightage on modules 1 to 4 and 50% weightage on modules 5, 6.

Assessme	Assessment Plan based on Bloom's Taxonomy Level											
Bloom's Taxonomy Level	T1	T2	Lab ESE	Total								
Remember	Not Allowed	Not Allowed	Not Allowed	Not Allowed								
Understand	5	5	10	20								
Apply	10	5	15	30								
Analyze	5	5	15	25								
Evaluate		5	15	20								
Create			5	5								
Total	20	20	60	100								

				ollege of Engineerin					
			(Government	Aided Autonomous	Institute)				
				AY 2021-22					
Due qu				urse Information					
Progra Class,			Second Year B.	nation Technology)					
Class, Cours			Second Tear D.						
Cours			Microprocessor	9					
		uisites:			Basic Electronics course.				
Desire	u nu	uisites.	Thist year mion	nation reenhology i	Busic Electronics course.				
Т	eachin	g Scheme		Examination	Scheme (Marks)				
Lectu		3 Hrs/week	T1	T2	ESE	Total			
Tutori		-	20	20	60	100			
Practi	ical	-		11					
Intera		-		Cr	edits: 3				
			1						
			С	ourse Objectives					
1				les of logic design					
2	To d	iscuss the vario	us operations of n	nicroprocessors					
3	To ii	nstruct the desig	ning of assembly	language programs					
				CO) with Bloom's <b>T</b>	<b>Faxonomy Level</b>				
			students will be a						
CO1				o scheme the circuit		Understand			
CO2			<u>1</u>	ssors with instructio	n set	Apply			
CO3	Stud	y memory and i	nput/output interl	face		Analyze			
Modu				odule Contents		Hours			
Ι		Digital Electron		India design arreit	ation table state transition	C			
1		liagram, system		l logic design, excit	ation table, state transition	6			
			s & 8085 microp	racessar					
					chnology, microprocessor				
Π		CPU organization, Introduction to processor technology, microprocessor architecture, single chip microcomputer, microcomputer systems. The 8085							
		MPU, parametric considerations, internal architecture, introduction to 8085							
		· 1		8085 instructions.	)				
			echniques & inte						
III	V	Writing assembly language programs, debugging, looping, counting, indexing,							
111		arithmetic operations related to memory, counters & delays, stacks, Interrupts,							
			ace, data commur	nication.					
		ntroduction to							
IV					& 8086, programming,				
			andard programm	ning structures in 8	8086, string, procedure &	Ŭ			
		nacros.	00006						
		ntroduction to		Din description	00026 magistar				
V					80836 register set, special ion, data types used in real				
		•							
		<b>0386 Memory</b>		ng modes of 80386.					
VI				mentation address t	translation, protection in	7			
1 1		• •	troduction to prot		ransianon, protocuon m	, ,			
	3	Shienation, III				1			
				Text Books					
1	M. N	/Iorris Mano & I	Michael D. Cilett		Pearson Prentice Hall				
1	1	ication, 4th Edit							
2				r architecture, progr	ramming & applications",	New			
۷	Age	International pu	blication,5th edit	ion, 2015					

3	A K Ray & K M Bhurchandi, " <i>Advanced microprocessors &amp; peripherals</i> ", second edition, Tata McGraw-Hill education private limited, 2ndedition, 2012.
	References
1	Floyd & Jain, "Digital fundamentals", Pearson education, eighth edition, 2007.
2	James Turley, "Advanced 80386 programming techniques", Tata McGraw-Hill, second edition, 2005.
	Useful Links
1	https://nptel.ac.in/courses/106/108/106108100/
2	https://nptel.ac.in/courses/108/107/108107029/
3	https://nptel.ac.in/courses/108/105/108105102/

	CO-PO Mapping													
		Programme Outcomes (PO) PSO												
	1	2	3	4	5	6	7	8	9	10	11	12	1	2
CO1			2		1									
CO2		1											2	
CO3			1										1	
The stren Each CO								e, 1:Lo	w, 2:M	ledium	, 3:Hig	gh		-

Assessment

The assessment is based on 2 in-semester examinations in the form of T1 (Test-1) and T2 (Test-2) of 20 marks each. Also there shall be 1 End-Sem examination (ESE) of 60 marks. T1 shall be typically on modules 1 and 2, T2 based typically on modules 3, 4 and ESE shall be on all modules with nearly 50% weightage on modules 1 to 4 and 50% weightage on modules 5, 6.

Assessment Plan based on Bloom's Taxonomy Level									
Bloom's Taxonomy Level	T1	Τ2	Lab ESE	Total					
Remember	Not Allowed	Not Allowed	Not Allowed	Not Allowed					
Understand	5	5	10	20					
Apply	10	5	15	30					
Analyze	5	5	15	25					
Evaluate		5	15	20					
Create			5	5					
Total	20	20	60	100					

			llege of Engineerin Aided Autonomous	0, 0				
		(Government	AY 2021-22	Institute)				
		Co	urse Information					
Programm	e	1	nation Technology)					
Class, Sem		Second Year B. Tech., Sem III						
Course Coo			,					
Course Na		Data Communio	cation					
Desired Re	quisites:	Basics of comm						
	•	1						
Teachi	ng Scheme		Examination	n Scheme (Marks)				
Lecture	3 Hrs/week	T1	T2	ESE	Total			
Tutorial	-	20	20	60	100			
Practical	-							
Interaction	-		Cı	redits: 3				
			ourse Objectives					
		ots of data commu		· · ·				
	-		g schemes in data co	mmunication				
<b>3</b> To i		d packet switching						
			CO) with Bloom's T	Taxonomy Level				
	/	students will be a		-	Understand			
	ummarize the components involved in data communication system							
	lentify different encoding schemes ifferentiate packet switching and circuit switching techniques in data							
(())	-	switching and cir	cuit switching techr	iiques in data	Analyze			
com	munication							
Module		М	dulo Contonta		Hours			
	Intraduction to	data communica	odule Contents		Hours			
I	Data Commun	ications and I Model, Data Cor	Networking for	Today's Enterprise, A vorks, and The Internet-An	6			
II ,	<b>Data Transmiss</b> Data communica Transmission, Tr Transmission M	ion: tion Concepts and ransmission Impai fedia, Wireless T	irments, Channel Ca	log and Digital Data pacity. Media:- Guided less Propagation, Line-of-	6			
III 1	Sight TransmissionEncoding techniques:Digital Data- Digital Signals, Digital Data- Analog Signals, Analog Data- Digital Signals, Analog Data- Analog Signals. Digital data communication techniques:- Asynchronous and Synchronous Transmission, Types of Errors, Error Detection and Correction, Hamming Code, CRC, Checksum, Line7							
IV	Configurations.Multiplexing:Frequency Division Multiplexing, Synchronous Time Division Multiplexing, Statistical Time Division Multiplexing, Asymmetric Digital Subscriber Line, xDSL. Spread Spectrum:- The Concept of Spread Spectrum, Frequency- Hopping Spread Spectrum, Direct Sequence Spread Spectrum, Code Division Multiple Access.7							
V	<b>Telephone Netw</b> Telephone netw	vork:		odems, Latest telephone	5			
VI		nunication Netw		ching Networks, Circuit- -Switching Principles	8			
			Text Books					

1	William Stallings, "Data and Computer Communications", PHI, 9th Edition, 2011.									
2	Behrouz A. Forouzan, "Data communication and Networking", TMGH, 5th Edition, 2013.									
3	Wayne Tomasi, "Introduction to Data Communication and Networking", Pearson, 2007									
References										
1	Achyut S Godbole and Atul Kahate, "Data Communications and Networks", TMGH, 2nd									
1	Edition, 2008.									
2	Simon Haykin,"Digital Communication Systems", Wiley, 1st Edition,2014.									
3	Simon Haykin and Michael Moher, "Introduction to Analog and Digital Communications",									
5	Wiley, 2nd Edition 2007									
	Useful Links									
1	https://nptel.ac.in/courses/106/105/106105082/									
2	https://nptel.ac.in/courses/106/108/106108098/									
3	https://nptel.ac.in/courses/106/105/106105080/									

	CO-PO Mapping													
	Programme Outcomes (PO)												PSO	
	1	2	3	4	5	6	7	8	9	10	11	12	1	2
CO1			3											
CO2		2			1									
CO3							3		2		2			
The streng	gth of 1	mappii	ng is to	be wr	itten as	1,2,3;	Where	e, 1:Lo	w, 2:M	ledium	, 3:Hig	gh		

Each CO of the course must map to at least one PO.

### Assessment

The assessment is based on 2 in-semester examinations in the form of T1 (Test-1) and T2 (Test-2) of 20 marks each. Also there shall be 1 End-Sem examination (ESE) of 60 marks. T1 shall be typically on modules 1 and 2, T2 based typically on modules 3, 4 and ESE shall be on all modules with nearly 50% weightage on modules 1 to 4 and 50% weightage on modules 5, 6.

Assessme	Assessment Plan based on Bloom's Taxonomy Level										
Bloom's Taxonomy Level	T1	T2	Lab ESE	Total							
Remember	Not Allowed	Not Allowed	Not Allowed	Not Allowed							
Understand	5	5	10	20							
Apply	10	5	15	30							
Analyze	5	5	15	25							
Evaluate		5	15	20							
Create			5	5							
Total	20	20	60	100							

			Walchand Co	llege of Engineerin	g, Sangli						
			(Government)	Aided Autonomous I	Institute)						
				AY 2021-22							
D			1	urse Information							
Progr		4		B.Tech. (Information Technology) Second Year B. Tech., Sem III							
/	Semes e Code		Second Year B.	Tech., Sem III							
	e Coue e Nam		Data Structures	Lah							
	ed Requ				rs and File Handling						
Desire	u neq.			<u> </u>							
T	eaching	g Scheme	Examination Scheme (Marks)								
Lectu	re	-	LA1								
Tutor		-	30	30	40	100					
Practi		2 Hrs/Week		~							
Intera	ction	-		Cr	edits: 1						
			C	unco Obiostivos							
	Tode	velon skills in t		<b>purse Objectives</b>	nts for advanced compute	rscience					
1	course			proputing the stude.							
2			ept of ADT and to	use appropriate dat	a structure for modelling	given					
2	proble					-					
3		<i>v</i> 1	recursion, variou	is searching and sort	ing algorithms with their	performance					
U	comp	arisons.	0 1 (0		<b>T</b> 1						
Atthe	and of		rse Outcomes (C students will be a	O) with Bloom's T	axonomy Level						
CO1		ate various data		.010 10,		Apply					
CO1	-		on various data s	tructures		Apply					
CO2				ous data structures		Create					
		1	0								
			List of Exp	eriments / Lab Act	ivities						
List of	f Exper	iments:									
1	D	1 1 .		. c							
1.			ructures and point								
2.	U		rays and pointers								
3.		-	mmand line argun	nents							
4.	-	mentation of re		1., 1.,							
5.				and its applications							
6.		1 0	•	st and its application							
7.				st and its application							
8.			-	and their application	18						
9.	-		ouble ended queu		1-						
	-			recursive tree travers	sais						
11				11. Binary search tree and application							
	12. Implementation of graph, DFS, BFS										
12	-	-	-		<b>F</b> 'll						
12 13	. Imple	mentation of se	earching : linear s	earch, binary search							
12 13	. Imple . Sortir	mentation of se	earching : linear s	-	, Fibonacci search k sort, merge sort, radix so	ort					
12 13 14	. Imple . Sortir etc.	mentation of se ng Methods: Ins	earching : linear s sertion sort, shell	-		ort					
12 13 14	. Imple . Sortir etc.	mentation of se	earching : linear s sertion sort, shell	-		ort					
12 13 14	. Imple . Sortir etc.	mentation of se ng Methods: Ins	earching : linear s sertion sort, shell	sort, heap sort, quicl		ort					
12 13 14	<ul> <li>Imple</li> <li>Sortir etc.</li> <li>Imple</li> <li>Richa</li> </ul>	mentation of se ag Methods: Ins mentation of ha rd F. Gilberg, F	earching : linear s sertion sort, shell ashing Behrouz A. Forou	sort, heap sort, quich Text Books zan, "Data Structure							
12 13 14 15	<ul> <li>Imple</li> <li>Sortir etc.</li> <li>Imple</li> <li>Richa</li> <li>C", C</li> <li>S. Lip</li> </ul>	mentation of se ag Methods: Ins mentation of ha rd F. Gilberg, H engage Learnin sschutz, "Data	earching : linear s sertion sort, shell ashing Behrouz A. Forou ag, 2nd Edition, 2	sort, heap sort, quicl Text Books zan, "Data Structure 005	k sort, merge sort, radix so	ch With					
12 13 14 15 1	<ul> <li>Imple</li> <li>Sortir etc.</li> <li>Imple</li> <li>Richa</li> <li>C", C</li> <li>S. Lip</li> <li>editio</li> </ul>	mentation of se og Methods: Ins mentation of ha rd F. Gilberg, H engage Learnin oschutz, " <i>Data</i> n, 2010	earching : linear s sertion sort, shell ashing Behrouz A. Forou ng, 2nd Edition, 2 Structures with C	sort, heap sort, quick Text Books zan, "Data Structure 005 ", Schaum's Outline	k sort, merge sort, radix so	<i>ch With</i> 11, 1st					

	References									
1	Yashavant Kanetkar, "Understanding pointers in C", 3rdedition, BPB Publication									
2	Brian W. Kernighan and Dennis M. Ritchie, "The C Programming Language", 2ndEdition,									
	Prentice Hall of India									
	Useful Links									
1	https://nptel.ac.in/courses/106/102/106102064/									
2	https://nptel.ac.in/courses/106/106/106106127/									
3	https://nptel.ac.in/courses/106/103/106103069/									

	CO-PO Mapping													
		Programme Outcomes (PO) PSO												
	1 2 3 4 5 6 7 8 9 10 11 12 1 2													
CO1		1	2											
CO2				3	2									
CO3				2									2	
The streng	gth of 1	mappir	ng is to	be wr	itten as	\$ 1,2,3;	Where	e, 1:Lo	w, 2:N	ledium	, 3:Hig	gh		
Each CO	oftha		muct +	mon to	at loag	t one D	$\mathbf{n}$							

Each CO of the course must map to at least one PO.

	Assessment										
There are three components of lab assessment, LA1, LA2 and Lab ESE. IMP: Lab ESE is a separate head of passing. LA1, LA2 together is treated as In-Semester Evaluation.											
AssessmentBased onConducted byTypical Schedule (for 26-week Sem)											
LA1	Lab activities,	Lab Course	During Week 1 to Week 6	30							
LAI	attendance, journal	Faculty	Marks Submission at the end of Week 6	50							
LA2	Lab activities,	Lab Course	During Week 7 to Week 12	30							
LAZ	attendance, journal	Faculty	Marks Submission at the end of Week 12	50							
Lab ESE	Lab activities,	Lab Course	During Week 15 to Week 18	40							
Lab ESE	attendance, journal	Faculty	Marks Submission at the end of Week 18	40							

Assessme	Assessment Plan based on Bloom's Taxonomy Level										
<b>Bloom's Taxonomy Level</b>	LA1	LA2	Lab ESE	Total							
Remember	Not Allowed	Not Allowed	Not Allowed	Not Allowed							
Understand	5			05							
Apply	20	20	20	60							
Analyze	5	5	10	20							
Evaluate		5	5	10							
Create			5	5							
Total	30	30	40	100							

			Walchand Co	ollege of Engineeri	ing, Sangli				
			(Government	Aided Autonomous	s Institute)				
			~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	AY 2021-22					
D				urse Information	<u> </u>				
Progra				nation Technology	)				
	Class, Semester     Second Year B. Tech., Sem III       Course Code     Image: Code second s								
Course			Miananna agus	ua Tah					
			Microprocessor		Basic Electronics course.				
Desire	a Keq	uisites:	First year mior	mation reciniology	Basic Electronics course.				
	Teaching Scheme     Examination Scheme (Marks)								
Lectur									
Tutori		-	30	30	40	100			
Practi		2 Hrs/Week			N 1147 A				
Intera	ction	-		(	Credits: 1				
			С	ourse Objectives					
1	To de	monstrate the f		ciples of logic desig	gn				
2			operations of mi						
3	To gi		embly language						
				CO) with Bloom's	Taxonomy Level				
			students will be						
CO1				al and sequential lo		Apply			
CO2			& form structured	d microprocessor p	rograms in assembly	Apply			
	langu					A 1			
CO3	l est a	and debug micro	oprocessor progr	ams		Analyze			
1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12.	Desig Desig Study Imple Numi Direc Study Imple two 1 Imple divisi Asser Asser . Use s . Desig . Solve	gning of a comb y Half Adder & ement below ad- bers with 16 – b et Addressing m y 8085 kit & des ement LHLD & 6 – bit numbers ement repetitive ion. mbly level prog mbly level prog subroutines & an gn a program for e programs lister	Subtractor, Full dressing modes & oit answer. Regist ode. Indirect Ad sign a program of DAD instruction addition & subt ram to calculate ram to find smal range a series of r Conversion HE d above using 80	using MUX & DEI Adder & Subtracto & perform Addition ter addressing mod dressing mode. f Block Transfer & n & analyze the pro- raction algorithms sum of series of nu lest & largest numb Numbers in ascen- X to Binary number 85 simulator.	r n, subtraction of two 8 – bit e. Immediate Addressing M Block Exchange. ogram of Addition & subtract for 8 bit multiplication & 8 mbers. per from series of numbers. ding & descending order.	ction of			
		1 00							
			Kishaal D. Cil. "	Text Books	Deemen Durud'r II 11				
1	publi	cation, 4th Editi	on, 2008		Pearson Prentice Hall				
2	Age l	International pu	blication,5th edit	tion, 2015	gramming & applications",				
3				anced microproces. ed, 2ndedition, 201	sors & peripherals", secon 2.	d edition, Tata			
				References					
	Co	urse Contents for	BTech Programm	e, Department of Inf	formation Technology, AY202	1-22			

1	Floyd & Jain, "Digital fundamentals", Pearson education, eighth edition, 2007.
2	James Turley, "Advanced 80386 programming techniques", Tata McGraw-Hill, second edition,
	2005.
	Useful Links
1	https://nptel.ac.in/courses/106/108/106108100/
2	
-	https://nptel.ac.in/courses/108/107/108107029/

						CO-I	PO Ma	pping						
				Р	rograi	nme O	outcom	es (PC	))				PS	<b>50</b>
	1	2	3	4	5	6	7	8	9	10	11	12	1	2
CO1				2										
CO2			1										2	
CO3					2				1					
The stren	ath of a	moneir	a ia ta	ho we	tton or	1 2 2.	Whon	1.L a		[adium	2.11:			1

Assessment							
There are three components of lab assessment, LA1, LA2 and Lab ESE. IMP: Lab ESE is a separate head of passing. LA1, LA2 together is treated as In-Semester Evaluation.							
Assessment	Based on	Conducted by	Typical Schedule (for 26-week Sem)	Marks			
LA1	Lab activities,	Lab Course	During Week 1 to Week 6	30			
LAI	attendance, journal	Faculty	Marks Submission at the end of Week 6	50			
LA2	Lab activities,	Lab Course	During Week 7 to Week 12	30			
LAZ	attendance, journal	Faculty	Marks Submission at the end of Week 12	50			
Lab ESE	Lab activities,	Lab Course	During Week 15 to Week 18	40			
Lab ESE	attendance, journal	Faculty	Marks Submission at the end of Week 18	40			

Assessment Plan based on Bloom's Taxonomy Level						
Bloom's Taxonomy Level	LA1	LA2	Lab ESE	Total		
Remember	Not Allowed	Not Allowed	Not Allowed	Not Allowed		
Understand	5			05		
Apply	20	20	20	60		
Analyze	5	5	10	20		
Evaluate		5	5	10		
Create			5	5		
Total	30	30	40	100		

			llege of Engineerir Aided Autonomous		
		(Oovernmeni	AY 2021-22		
		Co	urse Information		
Programm	e	B.Tech. (Inform	ation Technology)		
Class, Sem	ester	Second Year B.	Tech., Sem III		
Course Co					
Course Na			gramming Laborator	у	
Desired Re	quisites:	C Programming			
<b>T</b> 1.	0.1		<b>F</b> • • •		
Lecture	ng Scheme	LA1	LA2	Scheme (Marks) Lab ESE	Total
Tutorial	-	30	30	40	100an
Practical	2 Hrs/week	50	50	10	100
Interaction			Cı	edits: 2	
		<u> </u>			
		C	ourse Objectives		
	introduce basic p		•		
	define basic conc				
<b>3</b> To (		ing and templates			
			CO) with Bloom's T	Taxonomy Level	
		students will be a		<b>C</b> + +	A _1
			mming concept usin	ng C++	Apply
		ndling using C++	ion & commission	momming situations	Apply
	lyse virtual and	pure virtual lunci	ion & complex prog	ramming situations	Analyze
Module		M	odule Contents		Hours
I	Programming ch using cout. Direc conversions. Ret	oriented program paracteristics of or ctives. Input with urning values from	bject-oriented lang cin. Type bool. T	we need object oriented. guages C and C++.Output ne setw manipulator. Type nce arguments. Overloaded g by reference.	2
П	<b>Object and Clas</b> Introduction Creat outside class defi Arrays within a static member fur functions Return	ses : ating a class and o inition Nesting of class Memory a nctions Array of	bbjects Defining me member functions llocation of objects objects ,Objects as	mber functions inside and Private member functions Static data members and function arguments Friend Instructor Destructors	6
III				operators, data conversion, keywords. Explicit and	4
IV	constructors, me hierarchies, inhe	mber function, in pritance and grap	nheritance in the En phics shapes, publi	ed class. Derived class nglish distance class, class c and private inheritance, rogram development.	4
V	Inheritance-II: Multiple Inherita inheritance, Virtu		nheritance, Multilev	el inheritance, Hybrid	4
VI	<b>Templates:</b> Class Templates,	Function templa	tes, File read write i	n c++	6
		List of Exp	eriments / Lab Ac	tivities	

- 1. Program on input/output stream
- 2. Program on class and objects.
- 3. Program on Inline/Friend functions.
- 4. Program on Constructor/Destructors.
- 5. Program static variables/class/functions.
- 6. Program on polymorphism.
- 7. Program on different types of inheritance.
- 8. Program on operator overloading.
- 9. Program on File Operations.
- 10 D т

10	10. Program on Templates.						
	Text Books						
1	E.Balguruswamy, "Object Oriented Programming C++", Tata McGraw Hill, 3rd Edition, 2006.						
2	Bjarne Stroustrup, "The C++ Programming language", Third edition, Pearson Education.						
	References						
1	Robert Laffore, "Object Oriented Programming in c++", SAMS publication, 4thEdition, 2008.						
	Useful Links						
1	https://nptel.ac.in/courses/106/105/106105151/						
2	https://nptel.ac.in/courses/106/101/106101208/						

	CO-PO Mapping													
				Р	rograi	nme C	<b>Jutcom</b>	nes (PC	))				PS	0
	1	2	3	4	5	6	7	8	9	10	11	12	1	2
CO1				2										
CO2		2			3								2	
CO3			3		3								2	1
The stren	oth of 1	mannir	n is to	he wr	itten ac	123.	Where	1.Lo	$\frac{1}{2}$	ledium	3.Hi	rh		

	Assessment								
	There are three components of lab assessment, LA1, LA2 and Lab ESE. IMP: Lab ESE is a separate head of passing. LA1, LA2 together is treated as In-Semester Evaluation.								
Assessment	Based on	Conducted by	Typical Schedule (for 26-week Sem)	Marks					
LA1	Lab activities,	Lab Course	During Week 1 to Week 6	30					
LAI	attendance, journal	Faculty	Marks Submission at the end of Week 6	50					
LA2	Lab activities,	Lab Course	During Week 7 to Week 12	30					
LAZ	attendance, journal	Faculty	Marks Submission at the end of Week 12	50					
Lab ESE	Lab activities,	Lab Course	During Week 15 to Week 18	40					
Lau ESE	attendance, journal	Faculty	Marks Submission at the end of Week 18	40					

Assessme	Assessment Plan based on Bloom's Taxonomy Level						
<b>Bloom's Taxonomy Level</b>	LA1	LA2	Lab ESE	Total			
Remember	Not Allowed	Not Allowed	Not Allowed	Not Allowed			
Understand	5			05			
Apply	20	20	20	60			
Analyze	5	5	10	20			
Evaluate		5	5	10			
Create			5	5			
Total	30	30	40	100			

		Walchand Co	llege of Engineerir	ng, Sangli					
		(Government)	Aided Autonomous	Institute)					
			AY 2021-22						
		1	urse Information						
Program			ation Technology)						
	Semester	Second Year B.	Tech., Sem III						
Course									
Course		Python Program							
Desired	Requisites:	Computer Progr	amming						
	aching Scheme	<b>T</b> 1 4		n Scheme (Marks)					
Lecture		LA1		Lab ESE	Total				
<u>Tutoria</u>		30	30 30 40 100						
Practica									
Interac	tion 1 Hr/week		Cı	redits: 2					
		~							
1	To define the ' 'C		ourse Objectives						
	To define the signifi								
	To discuss the progr To make use of the c								
3			<b>O) with Bloom's</b> T						
At the e	end of the course, the			axonomy Level					
	Implement the progr				Apply				
		-			Apply				
CO2     Analyse built in model in Python programming     Analyse									
CO3	Design application u	ising Python libra	ries		Create				
Modul	0	Ma	dule Contents		Hours				
wiodule	Introduction to		oune Contents		nours				
		v	anching Programs	Control Structures, Strings					
Ι				cations, Recursion, Global	4				
	variables.	ion, i unetions ui	ia scoping, specifi						
	Advanced featu	res of Python:							
Π		•	s and Parameters	Strings, Tuples, Lists and	4				
11			Functions as Objec	0 1					
			•	//J.					
***		ject-Oriented Pro	8 8	montation - 1 To C	4				
III		ypes and Classes	, inneritance, Enca	apsulation and Information	4				
	Hiding.								
	Python-Numpy			1 ·					
				dexing, Numpy operations.	6				
IV	<b>Pandas:</b> Series,	Data frames, m		lata, groupby, merging &					
IV		· · · ·							
IV	concatenation, op	perations, data inp	out and data output.						
	concatenation, op Python for Data	Visualization:			4				
IV V	concatenation, opPython for DataData Visualization	Visualization: ion through libra		tlib, Seaborn, Plotly and	4				
	concatenation, op <b>Python for Data</b> Data Visualizati Cufflinks, Geogr	Visualization: ion through libra aphical Plotting.	aries like: Matplo	tlib, Seaborn, Plotly and	4				
	concatenation, opPython for DataData VisualizatiCufflinks, GeogrText mining mode	Visualization: ion through libra aphical Plotting. delling using NL	aries like: Matplo TK:		4				
	concatenation, opPython for DataData VisualizatiCufflinks, GeogrText mining moText Corpus, Set	Visualization: ion through libra raphical Plotting. delling using NL entence Tokeniza	aries like: Matplo TK: tion, Word Token	ization, Removing special	4				
	concatenation, opPython for DataData VisualizatiCufflinks, GeogrText mining moText Corpus, SeCharacters, Expanded	Visualization: ion through libra raphical Plotting. delling using NL entence Tokeniza anding contraction	aries like: Matplo TK: tion, Word Token s, Removing St	ization, Removing special copwords, Correcting	4				
V	concatenation, opPython for DataData VisualizatiCufflinks, GeogrText mining moText Corpus, SeCharacters, Expawords: repeated	<b>Visualization:</b> ion through libra raphical Plotting. <b>Idelling using NL</b> entence Tokeniza anding contraction l characters, Ste	aries like: Matplo TK: tion, Word Token s, Removing St emming & lemma	ization, Removing special copwords, Correcting trization, Part of Speech					
V	concatenation, opPython for DataData VisualizatiCufflinks, GeogrText mining moText Corpus, SeCharacters, Expawords: repeatedTagging, Feature	<b>Visualization:</b> ion through libra raphical Plotting. <b>delling using NL</b> entence Tokeniza anding contraction characters, Ste e Extraction, B	aries like: Matplo TK: tion, Word Token s, Removing St	ization, Removing special copwords, Correcting trization, Part of Speech					
V	concatenation, opPython for DataData VisualizatiCufflinks, GeogrText mining moText Corpus, SeCharacters, Expawords: repeated	<b>Visualization:</b> ion through libra raphical Plotting. <b>delling using NL</b> entence Tokeniza anding contraction characters, Ste e Extraction, B	aries like: Matplo TK: tion, Word Token s, Removing St emming & lemma	ization, Removing special copwords, Correcting trization, Part of Speech					
V	concatenation, opPython for DataData VisualizatiCufflinks, GeogrText mining moText Corpus, SeCharacters, Expawords: repeatedTagging, Feature	<b>Visualization:</b> ion through libra raphical Plotting. <b>Idelling using NL</b> entence Tokeniza anding contraction l characters, Ste e Extraction, B oblem	aries like: Matplo TK: tion, Word Token s, Removing St emming & lemma	ization, Removing special copwords, Correcting atization, Part of Speech TF-IDF model, Text					

- 1. Problem solving using core Python functionality like strings, variables, functions.
- 2. Problem solving using core Python functionality like tuples, dictionary, list, objects
- 3. Problem solving using Class & object concepts.
- 4. Problem statement on inheritance in classes
- 5. Problem based on encapsulation in classes
- 6. Problem statement on array
- 7. Problem statement on NumPy libraries with different operations
- 8. Problem statement on Pandas libraries with different operations
- 9. Problem statement on data visualization using Matplot Libraries.
- 10. Problem statement on data visualization using Seaborn Libraries.
- 11. Problem statement on text mining application using NLTK

# **Text Books**

1	R. Nageswara Rao, "Core Python Programming", Dreamtech Press, 2nd Edition, 2017
2	Chun, J Wesley, "Core Python Programming", Pearson, 2nd Edition, 2007 Reprint 2010

	References
1	Barry, Paul, Head First Python, O Rielly, 2nd Edition, 2010
2	Lutz, Mark, Learning Python, O Rielly, 4th Edition, 2009
	Useful Links
1	https://onlinecourses.nptel.ac.in/noc19_mg47/preview
2	https://docs.python.org/3/tutorial/
3	https://www.learnpython.org/

	CO-PO Mapping													
		Programme Outcomes (PO) PSO												50
	1	2	3	4	5	6	7	8	9	10	11	12	1	2
CO1			2										3	
CO2				2	3							2		3
CO3	<b>CO3</b> 1 2 3													
The stren	The strength of mapping is to be written as 1,2,3; Where, 1:Low, 2:Medium, 3:High													
Each CO	of the	course	must i	nap to	at leas	t one P	Ю.							

Assessment										
There are three components of lab assessment, LA1, LA2 and Lab ESE. IMP: Lab ESE is a separate head of passing. LA1, LA2 together is treated as In-Semester Evaluation.										
Assessment	nent Based on Conducted by Typical Schedule (for 26-week Sem) Mark									
LA1	Lab activities,	Lab Course	During Week 1 to Week 6	30						
LAI	attendance, journal	Faculty	Marks Submission at the end of Week 6	50						
LA2	Lab activities,	Lab Course	During Week 7 to Week 12	30						
LAZ	attendance, journal	Faculty	Marks Submission at the end of Week 12	50						
Lab ESE	Lab activities,	Lab Course	During Week 15 to Week 18	40						
Lab ESE	attendance, journal	Faculty	Marks Submission at the end of Week 18	40						
Week 1 indice	ates starting week of a	semester. The tyr	vical schedule of lab assessments is shown							

Assessme	Assessment Plan based on Bloom's Taxonomy Level											
<b>Bloom's Taxonomy Level</b>	LA1	LA2	Lab ESE	Total								
Remember	Not Allowed	Not Allowed	Not Allowed	Not Allowed								
Understand	5			05								
Apply	20	20	20	60								
Analyze	5	5	10	20								
Evaluate		5	5	10								
Create			5	5								
Total	30	30	40	100								

# SY SEM-II

				ollege of Engineerin						
			(Government	Aided Autonomous	Institute)					
			Ca	AY 2021-22 urse Information						
Progra	amma		1	nation Technology)						
Class,		ster	Second Year B.							
Cours			Second Tear D.							
Cours			Theory of Com	outation						
		uisites:	Discrete Mather							
			1							
Te	eachin	g Scheme		Examination	Scheme (Marks)					
Lectur	re	3 Hrs/week	T1	Total						
Tutori		-	20	20	60	100				
Practi		-								
Intera	ction	-		Cr	redits: 3					
			~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~							
1	T 1	C 1		ourse Objectives						
1			ntals of computer							
2 3		v		their relationships	aaamizara					
3	10 lf			ge descriptors and r CO) with Bloom's T						
At the	and of		students will be a		axonomy Level					
CO1				-	ches	Understand				
$\frac{CO1}{CO2}$			problem formulation with relevant solving approaches. ish language-based problems into suitable classes.							
CO3			•	e recognition and ap		Analyze Create				
00		Sil dostraet mae	lines for languag	e recognition una up	piloutons.	Create				
Modu				odule Contents		Hours				
×		0	ular Languages							
Ι					ve definitions, Regular	6				
		*		Operations on Regu	ılar languages					
		inite State Ma								
II		Deterministic Finite Automata (DFA) representation, DFA design examples, Nondeterministic finite automata (NEA) NEA with Null ( $\triangle$ ) transitions								
11		Nondeterministic finite automata (NFA), NFA with Null (^) transitions, Equivalence of DFAs, NFAs and NFA-^s. Kleene's Theorem & Proofs,								
		finimization of		and MPA- 5. Kiec	lies meorem & moors	,				
		Grammars & Languages Definition and Types of grammars and languages, Derivation trees and								
III		ambiguity, Context Free Languages (CFL) & Non CFL's., Union, Concatenation								
		and Kleene's operations, Intersection and complements of CFLs, Pumping								
	L	emma.		1						
	P	ush Down Aut	omata (PDA)							
IV					e and conversions to each					
				is & PDAs., Top-Do	own, & Bottom-up parsing					
			al Form (CNF)			.				
V					minating ^ production and					
·		-		liminating useless	variables from CFG, CNF	·   ·				
		ignificance, Ap	-							
		Turing Machines (TM)								
VI		Models of Computation, definition of TM as Language Acceptor, Combining TMs, Turing computable functions, TM design examples, Variations in TM,								
			TM, and Univers							
				Text Books						
1	John	C. Martin, "Int	roduction to Lang	guages & Theory of	Computation", TMH, 4th	Ed. 2010				
2					Introduction to Automata T	heory,				
-	Lang	uages and Com	putations", Pears	son Edu. 3rd Ed. 200	)8					

	References
1	J. P. Tremblay & R. Manohar, "Discrete Mathematical Structures with Applications to
1	Computer Science", TMH, 2008
2	Michael Sipser, "Introduction to Theory of Computations", Thomson Brooks/Cole, 3rd Ed.
	2014
3	K.L.P. Mishra & N. Chandrasekaran, "Theory of Computer Science", PHI, 3rd Ed. 2006
	Useful Links
1	https://nptel.ac.in/courses/106/104/106104028/
2	https://cglab.ca/~michiel/TheoryOfComputation/TheoryOfComputation.pdf
3	https://www.geeksforgeeks.org/introduction-of-theory-of-computation/

	CO-PO Mapping													
		Programme Outcomes (PO) PSO												0
	1	1 2 3 4 5 6 7 8 9 10 11 12 1									1	2		
CO1	2	3			3									
CO2		2			1									
CO3	CO3 3 1 1													
The stren	gth of 1	nappir	The strength of mapping is to be written as 1,2,3; Where, 1:Low, 2:Medium, 3:High											

Each CO of the course must map to at least one PO.

Assessment The assessment is based on 2 in-semester examinations in the form of T1 (Test-1) and T2 (Test-2) of 20 marks each. Also there shall be 1 End-Sem examination (ESE) of 60 marks. T1 shall be typically on modules 1 and 2, T2 based typically on modules 3, 4 and ESE shall be on all modules with nearly 50% weightage on modules 1 to 4 and 50% weightage on modules 5, 6.

Assessm	Assessment Plan based on Bloom's Taxonomy Level										
<b>Bloom's Taxonomy Level</b>	T1	T2	ESE	Total							
Remember	Not Allowed	Not Allowed	Not Allowed	Not Allowed							
Understand	5	5	10	20							
Apply	10	5	15	30							
Analyze	5	5	15	25							
Evaluate		5	15	20							
Create			5	5							
Total	20	20	60	100							

				llege of Engineerin Aided Autonomous	0, 0						
			Government	AY 2021-22	<i>Institute)</i>						
			Co	urse Information							
Progra	amme			ation Technology)							
Class,			Second Year B.	Tech., Sem IV							
Course											
Course			Computer Arch								
Desire	d Req	uisites:	Digital Electron	ics, Microprocessor							
Τ.	1- *	- C - L		<b>F</b>							
Lectur		g Scheme 3 Hrs/week	T1	Examination T2	Scheme (Marks) ESE	Total					
Tutori		- 20 20 60									
Practio			20	20	00	100					
Intera		-		Cr	edits: 3						
meeru	etion				cuitor c						
			C	ourse Objectives							
1	To pi	ovide fundame		f processors archited	cture						
2	To in	troduce the me	mory organization	n architecture							
3	To in			ution speedup by pi							
				CO) with Bloom's T	<b>Faxonomy Level</b>						
			students will be a								
CO1			gn issues in comp			Understand					
CO2				f computer operatio		Apply					
CO3	Evalu	ate the perform	nance metrics for	computer architectu	re	Evaluate					
Module Module Contents											
			ctions and progra								
Ι					instructions & instruction	n 4					
				proutines, encoding	of machine instructions.						
II		rithmetic desig		Deetle's alequithes 1	it unin manandina division	5					
11				ons, guard bits and	oit-pair recording, divisior	, 3					
		ontrol design	inders and operation	ions, guard ons and	rounding.						
			complete instru	ction sequencing	of control signals micr	2 4					
III	b	rogrammed con	trol. microinstruc	complete instruction, sequencing of control signals, micro rol, microinstruction format, microinstruction sequencing, and							
		t slice concept	, <del>-</del>	,	1 <del>0</del> ,						
		lemory hierard	chy								
	C	omputer memo	ory organization		ry memories, Read-Onl						
IV					replacement algorithms						
ΤV					& interleaving, hit rate &	2					
					rtual memories, addres	s					
			ory management	requirement.							
		O interface	onization 1/0	annad I/O and i	mont more al I/O D'	+					
V					mory mapped I/O, Direc						
v					ndling mechanisms, devic /O interfaces, synchronou						
			data transfer, I/C		o moraces, synchronou	3					
		ipelining									
X 7T		Basic concepts in pipelining, data hazards, instruction hazards, influence of									
VI					onsiderations, performanc						
				ation of computer a							
				Toyt Doole							
1	J Ha	ves, "Compute	r Architecture an	Text Books	Graw Hill, 3rd edition, 20	)17					
2				<i>nization</i> ", 5th editio							
	· · 10		comparer organ		, _010						

	References									
1	D. Patterson, Morgan Kaufmann "Computer Architecture", 6th edition, 2017									
2	2									
	Useful Links									
1	https://www.geeksforgeeks.org/computer-organization-and-architecture-tutorials/									
2	https://www.coursera.org/learn/comparch#syllabus									
3	https://www.javatpoint.com/computer-organization-and-architecture-tutorial									

	CO-PO Mapping													
		Programme Outcomes (PO)											PSO	
	1	2	3	4	5	6	7	8	9	10	11	12	1	2
CO1	3		1											
CO2			2											
CO3	2	3											1	
The strength of mapping is to be written as 1,2,3; Where, 1:Low, 2:Medium, 3:High														
Each CO	of the	course	must 1	nap to	at leas	t one P	Ю.				-			

AssessmentThe assessment is based on 2 in-semester examinations in the form of T1 (Test-1) and T2 (Test-2) of 20marks each. Also there shall be 1 End-Sem examination (ESE) of 60 marks. T1 shall be typically onmodules 1 and 2, T2 based typically on modules 3, 4 and ESE shall be on all modules with nearly 50%weightage on modules 1 to 4 and 50% weightage on modules 5, 6.

Assessm	Assessment Plan based on Bloom's Taxonomy Level										
Bloom's Taxonomy Level	T1	T2	ESE	Total							
Remember	Not Allowed	Not Allowed	Not Allowed	Not Allowed							
Understand	5	5	10	20							
Apply	10	5	15	30							
Analyze	5	5	15	25							
Evaluate		5	15	20							
Create			5	5							
Total	20	20	60	100							

			ollege of Engineerin							
		(Government	Aided Autonomous	Institute)						
		~	AY 2021-22							
D			urse Information							
Program		· · · · · · · · · · · · · · · · · · ·	nation Technology)							
<u>/</u>	Semester	Second Year B.	Tech., Sem IV							
Course Course		Computer Noty	roulza							
	Requisites:	Computer Netw	cation and Networki	na						
Desireu	r Kequisites:	Data Communi		lig						
Tes	aching Scheme		Examination	Scheme (Marks)						
Lecture	1.	T1	T2	ESE	Total					
Tutoria		20	20	60	100					
Practic		20	20	00	100					
Interac			Cr	edits: 3						
		С	ourse Objectives							
1	To provide fundam		f Computer network	.s						
	To instruct the tran									
	To compare wireles		-							
	*		CO) with Bloom's T	<b>Faxonomy Level</b>						
At the e	end of the course, th	e students will be	able to,							
CO1	CO1 Explain fundamentals of computer networks									
CO2	Utilize functions of	Jtilize functions of various layers and protocols for network services								
CO3	Differentiate wired	and wireless techn	nologies in computer	r network	Analyze					
Modul			odule Contents		Hours					
Ι	Framing, error o Dynamic Alloc	<b>Data link layer</b> Framing, error control, flow control, The Channel Allocation Problem: Static & Dynamic Allocation, Multiple Access Protocols- ALOHA, CSMA, CSMA/CD. Ethernet Cabling, Coding, MAC Protocol, Frame structure, Binary exponential Back-Off Algorithm								
Π	Network LayerNetwork Layer Design issues- Packet Switching, Services to transport layer,implementation of connection oriented & connectionless services, Routing-									
III	flow control, bu	nsport protocol- A	Addressing, connect ing, crash recovery.	ion establishment, release, UDP, RPC, RTP.	6					
IV		nodel, TCP proto	col, TCP segment a control in TCP, tin	header, TCP connection ner management.	6					
V	Application Layer         DNS—The Domain Name System-name space, resource records, name servers.         Electronic Mail- architecture and service, user agent, message format and transfer final delivery. The World Wide Web-architecture overview, Application layer protocol: HTTP, FTP, SMTP.									
VI	Mobile techno	<b>lobile Technolog</b> logies: GSM/GPI pand satellite Netw	RS, Introduction, I	Fundamentals of Satellite	6					
			Tout Do - I							
1	Andrew S. Tannen	allm "Computer	Text Books Networks", PHI, 5th	rEdition 2013						
1	Andrew S. Talifell	Jaum, Computer	1 VCI WOIRS, 1111, 31	11.411011, 2013						

2	James F. Kurose, Keith W. Ross, "Computer Networking: A Top-Down Approach", 6 <sup>th</sup> Edition, Pearson Publication									
3	Behrouz A. Forouzan, "Data Communication and Networking" TMGH 4th edition., 2013									
	References									
1	Jochen Schiller "Mobile Communications", Pearson Education, 2nd Edition, 2000									
2	Theodore S. Rapport, "Wireless communication (Principles and practice)", Pearson Education,									
2	2nd edition 2010									
3	Dr. Sunilkumar Manavi and M. Kakkasageri, "Wireless and mobile networks concepts and									
5	protocols", Wiley publication, 2nd edition, 2016									
	Useful Links									
1	https://www.coursera.org/learn/fundamentals-network-communications#syllabus									
2	https://www.udacity.com/course/computer-networkingud436									
3										

	CO-PO Mapping														
		Programme Outcomes (PO)												PSO	
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	
CO1	3	1													
CO2		2	1		2										
CO3			3										2		
CO3	41 0		3		<u> </u>	1.0.0		1 T		- 1º	<u> </u>		2		

### Assessment

The assessment is based on 2 in-semester examinations in the form of T1 (Test-1) and T2 (Test-2) of 20 marks each. Also there shall be 1 End-Sem examination (ESE) of 60 marks. T1 shall be typically on modules 1 and 2, T2 based typically on modules 3, 4 and ESE shall be on all modules with nearly 50% weightage on modules 1 to 4 and 50% weightage on modules 5, 6.

Assessment Plan based on Bloom's Taxonomy Level											
<b>Bloom's Taxonomy Level</b>	T1	T2	ESE	Total							
Remember	Not Allowed	Not Allowed	Not Allowed	Not Allowed							
Understand	5	5	10	20							
Apply	10	5	15	30							
Analyze	5	5	15	25							
Evaluate		5	15	20							
Create			5	5							
Total	20	20	60	100							

Course Information         Programme       B.Tech. (Information Technology)         Class, Semester       Second Year B. Tech., Sem IV         Course Code       Course Name       Software Engineering         Desired Requisites:       Object Oriented Language       Total         Teaching Scheme       Examination Scheme (Marks)       Total         Lecture       3 Hrs/week       T1       T2       ESE       Total         Tutorial       -       20       20       60       100         Practical       -       Course Objectives       Total         Interaction       -       Credits: 3       Course Objectives         1       To introduce software development process       Z       To comprehend the requirement gathering techniques using process model         3       To acquaint with object oriented design using the Unified Modeling Language (UML)       Course Outcomes (CO) with Bloom's Taxonomy Level         At the end of the course, the students will be able to,       Conpare various process model for software development       Understand         CO1       Compare various process model for software development       Apply				, cover ninent	Aided Autonomous AY 2021-22					
Programme         B. Tech. (Information Technology)           Class, Semester         Second Year B. Tech., Sem IV           Course Code         Software Engineering           Desired Requisites:         Object Oriented Language           Teaching Scheme         Examination Scheme (Marks)           Lecture         3 Hrs/week         T1         T2         ESE         Total           Interaction         -         Credits: 3         Total         100           Practical         -         Credits: 3         Total         100           Tacaching Scheme         Examination Scheme (Marks)         Course Objectives           1         To introduce software development process         7         To acquain twit object oriented design using the Unified Modeling Language (UML)           COI         Comprehend the requirement gathering techniques using process model         Apply           COI         Comprevarious process model for software development         Understan           COI         Comprevarious process model for software process.         Apply           COI         Comprevarious process model for software development         Understan           COI         Comprevarious process model for software development, project software Process. Characteristics of a software process. Software requirements, problem.         Apply				Co						
Class, Semester         Second Year B. Tech., Sem IV           Course Code         Course Outree           Desired Requisites:         Object Oriented Language           Teaching Scheme         Examination Scheme (Marks)           Lecture         3 Hrs/week         T1         T2         ESE         Total           Intorial         -         20         20         60         100           Practical         -         Course Objectives         -         100           1         To introduce software development process         Course Objectives         -           2         To comprehend the requirement gathering techniques using process model         3         To acquaint with object oriented design using the Unified Modeling Language (UML)           Course Outcomes (CO) with Bloom's Taxonomy Level           At the end of the course, the students will be able to,         Course Course Cole of the students will be able to,         Understan           CO3         Create object-oriented design for real-time applications         Create         Apply           CO3         Create object-oriented resonal for software for cost. Software requirements, problem Analysis, Requirements Specification. Cost estimation, project scheduling, staffing and personnel planning. Software Configuration Management plans, Quality Assurance plans, Project Monitoring Plans, Risk Management         7	Progra	mme		1						
Course Code         Software Engineering           Course Name         Software Engineering           Desired Requisites:         Object Oriented Language           Teaching Scheme         Examination Scheme (Marks)           Lecture         3 Hrs/weck         TI         T2         ESE         Total           Interaction         -         20         20         60         100           Practical         -         Credits: 3         Total           Interaction         -         Credits: 3           To introduce software development process         1         To comprehend the requirement gathering techniques using process model         3           To acquaint with object oriented design using the Unified Modeling Language (UML)         Course Outcomes (CO) with Bloom's Taxonomy Level           At the end of the course, the students will be able to,         Understam           CO1         Compare various process model to engineering problems         Apply           GO3         Create object-oriented design for real-time applications         Create           Introduction & Software Processes         Hours         Hours           Introduction & Software Processes         The S/W problem, the software congineering Approach & Benefits. Software Processe, Characteristics of a software process. Software requirement plans, sistfing and personnel planning. Software Conf			ster							
Course Name         Software Engineering           Desired Requisites:         Object Oriented Language           Teaching Scheme         Examination Scheme (Marks)           Lecture         3 Hirs/week         T1         T2         ESE         Total           Intorial         -         20         60         100         Practical         -         Imteraction         -         -         -         - <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>										
Desired Requisites:         Object Oriented Language           Teaching Scheme         Examination Scheme (Marks)           Lecture         3 Hrs/week         T1         T2         ESE         Total           Interial         -         20         20         60         100           Practical         -         Course Objectives         Total           Interaction         -         Course Objectives         -           1         To introduce software development process         Course Outcomes (CO) with Bloom's Taxonomy Level         -           At the end of the course, the students will be able to,         Course Outcomes (CO) with Bloom's Taxonomy Level         Monger various process model for software development         Understant           CO01         Compare various process model for software development         Understant         Apply           CO1         Compare various process model for software forgineering problems         Apply         Apply           CO3         Create object-oriented design for real-time applications         Create         Hours           Introduction & Software Process.         Module Contents         Hours           Introduction & Software Engineering Approach & Benefits. Software Process, Characteristics of a software process. Software requirements, problem, the software Configuration Management plans, Staffing and personnel planning. Sof				Software Engine	eering					
Teaching Scheme         Examination Scheme (Marks)           Lecture         3 Hrs/week         T1         T2         ESE         Total           Tutorial         -         20         20         60         100           Practical         -         -         Credits: 3         -           Interaction         -         Credits: 3         -         -           Interaction         -         Credits: 3         -         -           Interaction         -         Credits: 3         -         -           Introduce software development genering techniques using process model         -         -         -           Interaction         -         Create Only Software engineering techniques using process model         -         -           Introduce software engineering process model to engineering problems         Apply         -         -         -           CO3         Create object-oriented design for eal-time applications         Create         -         -           Module         Module Contents         Hours         -         -         -           Introduction & Software Processes         -         -         -         -         -           Introductin & Software Procesting         -	Desired	l Rea	uisites:							
Lecture         3 Hrs/week         T1         T2         ESE         Total           Interial         -         20         20         60         100           Practical         -         -         0         100           Interaction         -         Credits: 3         -           1         To introduce software development process         -         -         -           2         To comprehend the requirement gathering techniques using process model         -         -         -           3         To acquaint with object oriented design using the Unified Modeling Language (UML)         -         Course Outcomes (CO) with Bloom's Taxonomy Level           At the end of the course, the students will be able to,         CO1         Compare various process model for software development         Understand           C01         Compare various process model for software development         Understand         Apply           C03         Create object-oriented design for real-time applications         Create         Module         Module Contents         Hours           Introduction & Software Processes         The S/W problem, the software Engineering Approach & Benefits. Software Process, Characteristics of a software proces. Software requirements, problem, Process, Characteristics of a software process. Software requirements plans, Quality Assumace plans, Project Monitoring Plans, Ri				5	6 6					
Lecture         3 Hrs/week         T1         T2         ESE         Total           Interial         -         20         20         60         100           Practical         -         -         0         100           Interaction         -         Credits: 3         -           1         To introduce software development process         -         -         -           2         To comprehend the requirement gathering techniques using process model         -         -         -           3         To acquaint with object oriented design using the Unified Modeling Language (UML)         -         Course Outcomes (CO) with Bloom's Taxonomy Level           At the end of the course, the students will be able to,         CO1         Compare various process model for software development         Understand           C01         Compare various process model for software development         Understand         Apply           C03         Create object-oriented design for real-time applications         Create         Module         Module Contents         Hours           Introduction & Software Processes         The S/W problem, the software Engineering Approach & Benefits. Software Process, Characteristics of a software proces. Software requirements, problem, Process, Characteristics of a software process. Software requirements plans, Quality Assumace plans, Project Monitoring Plans, Ri	Te	achin	g Scheme		Examination	Scheme (Marks)				
Practical         -         Credits: 3           Interaction         -         Credits: 3           1         To introduce software development process         -           2         To comprehend the requirement gathering techniques using process model         3           3         To acquaint with object oriented design using the Unified Modeling Language (UML)           Course Outcomes (CO) with Bloom's Taxonomy Level           At the end of the course, the students will be able to,         Understam           COI         Compare various process model for software development         Understam           CO2         Apply software engineering process model to engineering problems         Apply           CO3         Create object-oriented design for real-time applications         Create            Introduction & Software Processes         Hours           Introduction & Software Processes         The S/W problem, the software Engineering Approach & Benefits. Software         7           staffing and personnel planning. Software Configuration Management plans, Quality Assurance plans, Project Monitoring Plans, Risk Management         7           Software Design and Testing         Objective, Design principles, module level concepts, Design notation and specifications. Artifacts system design document, & detailed design document, Structured Design methodology. Programming Practice, Metrics: Testing, Trypes of testing tools <t< td=""><td></td><td></td><td>2</td><td>T1</td><td></td><td>· · · · · · · · · · · · · · · · · · ·</td><td>Total</td></t<>			2	T1		· · · · · · · · · · · · · · · · · · ·	Total			
Interaction         -         Credits: 3           I         To introduce software development process         -           2         To comprehend the requirement gathering techniques using process model         -           3         To acquaint with object oriented design using the Unified Modeling Language (UML)         -           Course Outcomes (CO) with Bloom's Taxonomy Level         -         -           At the end of the course, the students will be able to,         Understame         -           CO1         Compare various process model to engineering problems         Apply           CO2         Apply software engineering process model to engineering problems         Apply           CO3         Create object-oriented design for real-time applications         Create           Module         Module Contents         Hours           Introduction & Software Processes         The S/W problem, the software Engineering Approach & Benefits. Software         7           staffing and personnel planning. Software Configuration Management         7         7           Module Software Design and Testing         Objective, Design principles, module level concepts, Design notation and specifications, Artifacts system design document & detailed design document, Structural testing. Testing object oriented Programs, Regression Testing, Types of testing tools         7           V         Agile Processes         Agile Pr	Tutoria	al	-	20	20	60	100			
Course Objectives           1         To introduce software development process         1           2         To comprehend the requirement gathering techniques using process model         3           3         To acquaint with object oriented design using the Unified Modeling Language (UML)           Course Outcomes (CO) with Bloom's Taxonomy Level           At the end of the course, the students will be able to,         COI           CO1         Compare various process model for software development         Understant           CO2         Apply software engineering process model to engineering problems         Apply           CO3         Create object-oriented design for real-time applications         Create           Module         Module Contents         Hours           Introduction & Software Processes         The S/W problem, the software process. Software requirements, problem Analysis, Requirements Specification. Cost estimation, project scheduling, staffing and personnel planning. Software Configuration Management plans, Quality Assurance plans, Project Monitoring Plans, Risk Management         7           Software Design and Testing         Objective, Design principles, module level concepts, Design notation and specifications. Artifacts system design document & detailed design document, Structural besign tendodolgy. Programming Practice, Metrics: Testing 7           Fundamentals (manual and automated testing), Testing Levels, Functional testing, Structural Modelling         5	Practic	al	-		ll	I				
1       To introduce software development process         2       To comprehend the requirement gathering techniques using process model         3       To acquaint with object oriented design using the Unified Modeling Language (UML)         Course Outcomes (CO) with Bloom's Taxonomy Level         At the end of the course, the students will be able to,       Understam         C01       Compare various process model for software development       Understam         C02       Apply software engineering process model to engineering problems       Apply         C03       Create object-oriented design for real-time applications       Create         Module       Module Contents       Hours         Matroduction & Software Processes       The S/W problem, the software Engineering Approach & Benefits. Software       7         Analysis, Requirements Specification. Cost estimation, project scheduling, staffing and personnel planning. Software Configuration Management plans, Quality Assurance plans, Project Monitoring Plans, Risk Management       7         Software Design and Testing       Objective, Design methodology. Programming Practice, Metrics: Testing       7         Itsting. Structural testing, Testing object oriented Programs, Regression Testing, Types of testing tools       7         Agile Processes       7       4       Agile Processes       7         III       Agile Processes       7			-		Cr	edits: 3				
1       To introduce software development process         2       To comprehend the requirement gathering techniques using process model         3       To acquaint with object oriented design using the Unified Modeling Language (UML)         Course Outcomes (CO) with Bloom's Taxonomy Level         At the end of the course, the students will be able to,       Understam         C01       Compare various process model for software development       Understam         C02       Apply software engineering process model to engineering problems       Apply         C03       Create object-oriented design for real-time applications       Create         Module       Module Contents       Hours         Matroduction & Software Processes       The S/W problem, the software Engineering Approach & Benefits. Software       7         Analysis, Requirements Specification. Cost estimation, project scheduling, staffing and personnel planning. Software Configuration Management plans, Quality Assurance plans, Project Monitoring Plans, Risk Management       7         Software Design and Testing       Objective, Design methodology. Programming Practice, Metrics: Testing       7         Itsting. Structural testing, Testing object oriented Programs, Regression Testing, Types of testing tools       7         Agile Processes       7       4       Agile Processes       7         III       Agile Processes       7				1						
1       To introduce software development process         2       To comprehend the requirement gathering techniques using process model         3       To acquaint with object oriented design using the Unified Modeling Language (UML)         Course Outcomes (CO) with Bloom's Taxonomy Level         At the end of the course, the students will be able to,       Understam         C01       Compare various process model for software development       Understam         C02       Apply software engineering process model to engineering problems       Apply         C03       Create object-oriented design for real-time applications       Create         Module       Module Contents       Hours         Matroduction & Software Processes       The S/W problem, the software Engineering Approach & Benefits. Software       7         Analysis, Requirements Specification. Cost estimation, project scheduling, staffing and personnel planning. Software Configuration Management plans, Quality Assurance plans, Project Monitoring Plans, Risk Management       7         Software Design and Testing       Objective, Design methodology. Programming Practice, Metrics: Testing       7         Itsting. Structural testing, Testing object oriented Programs, Regression Testing, Types of testing tools       7         Agile Processes       7       4       Agile Processes       7         III       Agile Processes       7				C	ourse Objectives					
2       To comprehend the requirement gathering techniques using process model         3       To acquaint with object oriented design using the Uniffed Modeling Language (UML)         Course Outcomes (CO) with Bloom's Taxonomy Level         At the end of the course, the students will be able to,       Understame         CO1       Compare various process model for software development       Understame         CO2       Apply software engineering process model to engineering problems       Apply         CO3       Create object-oriented design for real-time applications       Create         Module       Module Contents       Hours         Module       Module Contents       Hours         Introduction & Software Processes       The S/W problem, the software Engineering Approach & Benefits. Software Analysis, Requirements Specification. Cost estimation, project scheduling, staffing and personnel planning. Software Configuration Management plans, Quality Assurance plans, Project Monitoring Plans, Risk Management       7         Software Design and Testing       Objective, Design principles, module level concepts, Design notation and specifications, Artifacts system design document & detailed design document, Fundamentals (manual and automated testing). Testing Levels, Functional testing, Structural testing, Testing object oriented Programs, Regression Testing, Types of testing tools       7         III       Agile Processes       Agile Modelling.       7         Interfaces, Types	1	To in	troduce softwa		V					
To acquaint with object oriented design using the Unified Modeling Language (UML)         Course Outcomes (CO) with Bloom's Taxonomy Level         At the end of the course, the students will be able to,       Understant         CO1       Compare various process model for software development       Understant         CO2       Apply software engineering process model to engineering problems       Apply         CO3       Create object-oriented design for real-time applications       Create         Module       Module Contents       Hours         Introduction & Software Processes       Hours staffing and personnel planning, Software configuration Management plans, Quality Assurance plans, Project Monitoring Plans, Risk Management       7         Software Design and Testing       Objective, Design principles, module level concepts, Design notation and specifications, Artifacts system design document & detailed design document, Structured Design methodology. Programming Practice, Metrics: Testing 7       7         III       Agile Processes       7       3         III       Agile Methodologies, Dynamic system development, Feature-driven Design, Crystal Agile Modelling.       5         V       Classes, Relationships, Common mechanisms. Diagrams, Class Diagrams, Interfaces, Types and Roles, Packages, Instances and Object Diagram       6         Motule       Behavioral Modelling       1       6         VI       Classes, Su	2					ng process model				
Course Outcomes (CO) with Bloom's Taxonomy LevelAt the end of the course, the students will be able to,UnderstandCO1Compare various process model for software developmentUnderstandCO2Apply software engineering process model to engineering problemsCreateCO3Create object-oriented design for real-time applicationsCreateModuleModule ContentsHoursIntroduction & Software ProcessesInterduction & Software Engineering Approach & Benefits. Software Process, Characteristics of a software process. Software requirements, problem Analysis, Requirements Specification. Cost estimation, project scheduling, staffing and personnel planning, Software Configuration Management plans, Quality Assurance plans, Project Monitoring Plans, Risk Management7IISoftware Design and Testing Objective, Design principles, module level concepts, Design notation and specifications, Artifacts system design document & detailed design document, structured Design methodology. Programming Practice, Metrics: Testing Types of testing tools7IIIAgile Processes IIIIAgile Processes Agile Methodologies, Dynamic system development, Feature-driven Design, Types of testing tools5IVClasses, Relationships, Common mechanisms. Diagrams, Class Diagrams, Interfaces, Types and Roles, Packages, Instances and Object Diagram Interfaces, Types and Roles, Packages, Instances and Object Diagram Interfaces, Types and Roles, Packages, Instances and Object Diagram Interfaces, State chart diagrams.6VIArchitectural Modelling Components, Deployment, Collaboration, Patterns and Frame works,7	3						IL)			
At the end of the course, the students will be able to,       CO1       Compare various process model for software development       Understame         CO2       Apply software engineering process model to engineering problems       Apply         CO3       Create object-oriented design for real-time applications       Create         Module       Module Contents       Hours         Introduction & Software Processes       The S/W problem, the software Engineering Approach & Benefits. Software Process, Characteristics of a software process. Software requirements, problem       7         Analysis, Requirements Specification. Cost estimation, project scheduling, staffing and personnel planning, Software Configuration Management       7         Objective, Design and Testing       Objective, Design principles, module level concepts, Design notation and specifications, Artifacts system design document & detailed design document, structured Design methodology. Programming Practice, Metrics: Testing Tubes of testing tools       7         III       Structural testing, Testing object oriented Programs, Regression Testing, Types of testing tools       5         IIII       Agile Processes       1       5         IIII       Agile Methodologies, Dynamic system development, Feature-driven Design, Crystal Agile Modelling.       7         IV       Classes, Relationships, Common mechanisms. Diagrams, Class Diagrams, Interfaces, Types and Roles, Packages, Instances and Object Diagram       6         VI										
CO2         Apply software engineering process model to engineering problems         Apply           CO3         Create object-oriented design for real-time applications         Create           Module         Module Contents         Hours           Introduction & Software Processes         The S/W problem, the software Engineering Approach & Benefits. Software Process, Characteristics of a software process. Software requirements, problem Analysis, Requirements Specification. Cost estimation, project scheduling, staffing and personnel planning, Software Configuration Management plans, Quality Assurance plans, Project Monitoring Plans, Risk Management         7           Software Design and Testing         Objective, Design principles, module level concepts, Design notation and specifications, Artifacts system design document & detailed design document, Structured Design methodology. Programming Practice, Metrics: Testing Fundamentals (manual and automated testing), Testing Levels, Functional testing, Structural testing, Testing object oriented Programs, Regression Testing, Types of testing tools         5           III         Agile Processes         5           III         Agile Methodologies, Dynamic system development, Feature-driven Design, Crystal Agile Modelling.         5           IV         Classes, Relationships, Common mechanisms. Diagrams, Class Diagrams, Interactions, Use case, Use case diagram, Interaction Diagrams and Activity diagrams, Events and signals, State Machines, Processes and Threads, Time and space, State chart diagrams.         6           VI         Components, Deployment, Collaboration, Patterns and Frame	At the e	end of				<b>v</b>				
CO3       Create object-oriented design for real-time applications       Create         Module       Module Contents       Hours         Introduction & Software Processes       The S/W problem, the software Engineering Approach & Benefits. Software Process, Characteristics of a software process. Software requirements, problem Analysis, Requirements Specification. Cost estimation, project scheduling, staffing and personnel planning, Software Configuration Management plans, Quality Assurance plans, Project Monitoring Plans, Risk Management       7         Software Design and Testing       Objective, Design principles, module level concepts, Design notation and specifications, Artifacts system design document & detailed design document, Structured Design methodology. Programming Practice, Metrics: Testing Fundamentals (manual and automated testing), Testing Levels, Functional testing, Structural testing, Testing object oriented Programs, Regression Testing, Types of testing tools       5         III       Agile Processes       5         III       Agile Modelling.       5         IV       Classes, Relationships, Common mechanisms. Diagrams, Class Diagrams, Interfaces, Types and Roles, Packages, Instances and Object Diagram       7         V       Behavioral Modelling       6         VI       Components, Deployment, Collaboration, Patterns and Frame works, 7	CO1	Com	pare various pro	ocess model for so	oftware developmen	t	Understand			
Module         Module Contents         Hours           Introduction & Software Processes         The S/W problem, the software Engineering Approach & Benefits. Software Process, Characteristics of a software process. Software requirements, problem Analysis, Requirements Specification. Cost estimation, project scheduling, staffing and personnel planning, Software Configuration Management plans, Quality Assurance plans, Project Monitoring Plans, Risk Management         7           Software Design and Testing         Objective, Design principles, module level concepts, Design notation and specifications, Artifacts system design document & detailed design document, Structured Design methodology. Programming Practice, Metrics: Testing Fundamentals (manual and automated testing), Testing Levels, Functional testing, Structural testing, Testing object oriented Programs, Regression Testing, Types of testing tools         5           III         Agile Processes         5           IV         Classes, Relationships, Common mechanisms. Diagrams, Class Diagrams, Interfaces, Types and Roles, Packages, Instances and Object Diagram         7           V         Behavioral Modelling         6           VI         Components, Deployment, Collaboration, Patterns and Frame works, 7         7	CO2	Appl	pply software engineering process model to engineering problems							
Introduction & Software Processes The S/W problem, the software Engineering Approach & Benefits. Software Process, Characteristics of a software process. Software requirements, problem Analysis, Requirements Specification. Cost estimation, project scheduling, staffing and personnel planning, Software Configuration Management plans, Quality Assurance plans, Project Monitoring Plans, Risk Management7Software Design and Testing Objective, Design principles, module level concepts, Design notation and specifications, Artifacts system design document & detailed design document, Structured Design methodology. Programming Practice, Metrics: Testing Fundamentals (manual and automated testing), Testing Levels, Functional testing, Structural testing, Testing object oriented Programs, Regression Testing, Types of testing tools5IIIAgile Processes Agile Modelling.5IVClasses, Relationships, Common mechanisms. Diagrams, Class Diagrams, Interfaces, Types and Roles, Packages, Instances and Object Diagram7VInteractions, Use cases, Use case diagram, Interaction Diagrams and Activity diagrams, Events and signals, State Machines, Processes and Threads, Time and space, State chart diagrams.6VIComponents, Deployment, Collaboration, Patterns and Frame works,7	CO3	Creat								
Introduction & Software Processes The S/W problem, the software Engineering Approach & Benefits. Software Process, Characteristics of a software process. Software requirements, problem Analysis, Requirements Specification. Cost estimation, project scheduling, staffing and personnel planning, Software Configuration Management plans, Quality Assurance plans, Project Monitoring Plans, Risk Management7Software Design and Testing Objective, Design principles, module level concepts, Design notation and specifications, Artifacts system design document & detailed design document, Structured Design methodology. Programming Practice, Metrics: Testing Fundamentals (manual and automated testing), Testing Levels, Functional testing, Structural testing, Testing object oriented Programs, Regression Testing, Types of testing tools5IIIAgile Processes Agile Modelling.5IVClasses, Relationships, Common mechanisms. Diagrams, Class Diagrams, Interfaces, Types and Roles, Packages, Instances and Object Diagram7VInteractions, Use cases, Use case diagram, Interaction Diagrams and Activity diagrams, Events and signals, State Machines, Processes and Threads, Time and space, State chart diagrams.6VIComponents, Deployment, Collaboration, Patterns and Frame works,7	· ·			-			·			
IThe S/W problem, the software Engineering Approach & Benefits. Software Process, Characteristics of a software process. Software requirements, problem Analysis, Requirements Specification. Cost estimation, project scheduling, staffing and personnel planning, Software Configuration Management plans, Quality Assurance plans, Project Monitoring Plans, Risk Management7Software Design and Testing Objective, Design principles, module level concepts, Design notation and specifications, Artifacts system design document & detailed design document, Structured Design methodology. Programming Practice, Metrics: Testing Fundamentals (manual and automated testing), Testing Levels, Functional testing, Structural testing, Testing object oriented Programs, Regression Testing, Types of testing tools7IIIAgile Processes Agile Methodologies, Dynamic system development, Feature-driven Design, Crystal Agile Modelling.5IVClasses, Relationships, Common mechanisms. Diagrams, Class Diagrams, Interfaces, Types and Roles, Packages, Instances and Object Diagram6VInteractions, Use cases, Use case diagram, Interaction Diagrams and Activity diagrams, Events and signals, State Machines, Processes and Threads, Time and space, State chart diagrams.7	Modul	e	Module Contents							
Software Design and Testing Objective, Design principles, module level concepts, Design notation and specifications, Artifacts system design document & detailed design document,IIStructured Design methodology. Programming Practice, Metrics: Testing Fundamentals (manual and automated testing), Testing Levels, Functional testing, Structural testing, Testing object oriented Programs, Regression Testing, Types of testing tools7IIIAgile Processes Agile Methodologies, Dynamic system development, Feature-driven Design, Crystal Agile Modelling.5IVClasses, Relationships, Common mechanisms. Diagrams, Class Diagrams, Interfaces, Types and Roles, Packages, Instances and Object Diagram7VInteractions, Use cases, Use case diagram, Interaction Diagrams and Activity diagrams, Events and signals, State Machines, Processes and Threads, Time and space, State chart diagrams.6VIComponents, Deployment, Collaboration, Patterns and Frame works,7	Ι	The S/W problem, the software Engineering Approach & Benefits. Software Process, Characteristics of a software process. Software requirements, problem Analysis, Requirements Specification. Cost estimation, project scheduling, staffing and personnel planning, Software Configuration Management plans,								
III       Agile Methodologies, Dynamic system development, Feature-driven Design, Crystal Agile Modelling.       5         IV       Structural Modelling       7         IV       Classes, Relationships, Common mechanisms. Diagrams, Class Diagrams, Interfaces, Types and Roles, Packages, Instances and Object Diagram       7         V       Behavioral Modelling       7         Interactions, Use cases, Use case diagram, Interaction Diagrams and Activity diagrams, Events and signals, State Machines, Processes and Threads, Time and space, State chart diagrams.       6         VI       Architectural Modelling       7         VI       Components, Deployment, Collaboration, Patterns and Frame works, 7       7	Π	Software Design and TestingObjective, Design principles, module level concepts, Design notation and specifications, Artifacts system design document & detailed design document,IStructured Design methodology. Programming Practice, Metrics: Testing Fundamentals (manual and automated testing), Testing Levels, Functional testing, Structural testing, Testing object oriented Programs, Regression Testing,								
IV       Classes, Relationships, Common mechanisms. Diagrams, Class Diagrams, Interfaces, Types and Roles, Packages, Instances and Object Diagram       7         V       Behavioral Modelling       1         Interactions, Use cases, Use case diagram, Interaction Diagrams and Activity diagrams, Events and signals, State Machines, Processes and Threads, Time and space, State chart diagrams.       6         VI       Architectural Modelling       7         VI       Components, Deployment, Collaboration, Patterns and Frame works, 7       7	III	A C	gile Methodol rystal Agile Mo	odelling.	system developmer	nt, Feature-driven Design	n, 5			
Behavioral Modelling         V       Interactions, Use cases, Use case diagram, Interaction Diagrams and Activity       6         viagrams, Events and signals, State Machines, Processes and Threads, Time and space, State chart diagrams.       6         VI       Components, Deployment, Collaboration, Patterns and Frame works, 7	IV	C	lasses, Relatio	onships, Commo			s, 7			
Architectural ModellingVIComponents, Deployment, Collaboration, Patterns and Frame works,7	V	B Ir di	ehavioral Mod ateractions, Use agrams, Events	lelling cases, Use case c s and signals, Stat	liagram, Interaction	Diagrams and Activity	d 6			
		A	rchitectural M	<b>I Modelling</b> Deployment, Collaboration, Patterns and Frame works,						

2	Roger S Pressman, "Software Engineering – A Practitioner's Approach", McGraw Hill, USA, 7 <sup>th</sup> Edition, 2007								
3	Pankaj Jalote, "An Integrated Approach to Software Engineering", Narosa Publication, 3rd								
	Edition, 2005								
	References								
1	Pfleeger, "Software Engineering", Pearson Education India, New Delhi, 3rd Edition, 2009								
2	Mike O'Docherty, "Object-Oriented Analysis & Design: Understanding System Development								
2	with UML 2.0", John Wiley & Sons Publication, 2nd Edition, 2005								
3	Terry Quatrain,", Visual Modeling with Rational Rose 2002 And UML", Pearson, 2006								
	Useful Links								
1	https://www.coursera.org/specializations/software-development-lifecycle#courses								
2	https://www.udemy.com/course/sdlc-models/								
3									

	CO-PO Mapping														
		Programme Outcomes (PO)												PSO	
	1	2	3	4	5	6	7	8	9	10	11	12	1	2	
CO1	2								3		3				
CO2	1	2			2										
CO3		3											2		
TT1 /	1 0	•	• .	1	•	100	XX 71	1 T	2.14	r 1.	<b>0 TT</b>	1			

#### Assessment

The assessment is based on 2 in-semester examinations in the form of T1 (Test-1) and T2 (Test-2) of 20 marks each. Also there shall be 1 End-Sem examination (ESE) of 60 marks. T1 shall be typically on modules 1 and 2, T2 based typically on modules 3, 4 and ESE shall be on all modules with nearly 50% weightage on modules 1 to 4 and 50% weightage on modules 5, 6.

Assessment Plan based on Bloom's Taxonomy Level											
<b>Bloom's Taxonomy Level</b>	T1	T2	ESE	Total							
Remember	Not Allowed	Not Allowed	Not Allowed	Not Allowed							
Understand	5	5	10	20							
Apply	10	5	15	30							
Analyze	5	5	15	25							
Evaluate		5	15	20							
Create			5	5							
Total	20	20	60	100							

lemonstrate wire nake students far Cou	(Government Con B.Tech. (Inform Second Year B. Computer Netw Data Communic LA1 30 LA1 a0 control control control control control control control control control control control control control control control c	rork Lab cation and Networkin <b>Examination</b> <b>LA2</b> 30 <b>Cre</b> <b>Durse Objectives</b> vireless networks twork scenario in sim he packets in standar <b>O) with Bloom's Ta</b>	stitute)  Scheme (Marks) Lab ESE 40 dits: 1 mulator d engineering tool.	<b>Total</b> 100
ster le ne quisites: ng Scheme - 2 Hrs/Week - lassify the conce lemonstrate wire nake students fan Cou f the course, the lement wired and nonstrate data lin	Com B.Tech. (Inform Second Year B. Computer Netw Data Communic LA1 30 Computer Netw Data Communic Computer Netw Data Communic LA1 state Communic Computer Netw Data Communic Computer Netw Computer Netw Data Communic Communic Computer Netw Data Communic Communic Communic Computer Netw Data Communic Computer Netw Data Communic Communic Computer Netw Data Communic Communic Communic Communic Communic Communic Communic Communic Communic Communic Communic Communic Communic Communic Communic Communic State Communic Communic Communic State Communic Communic State Communic State Comm	AY 2021-22 urse Information nation Technology) Tech., Sem IV ork Lab cork Lab cation and Networkin Examination LA2 30 Cree purse Objectives vireless networks twork scenario in sim he packets in standar O) with Bloom's Ta	scheme (Marks) Lab ESE 40 dits: 1	
ster le ne quisites: ng Scheme - 2 Hrs/Week - lassify the conce lemonstrate wire nake students fan Cou f the course, the lement wired and nonstrate data lin	B.Tech. (Inform Second Year B. Computer Netw Data Communic LA1 30 Computer Netw Data Communic data Communic LA1 30 Computer Netw Data Communic LA1 30 Computer Netw Data Communic LA1 30 Computer Netw Data Communic State Communic Computer Netw Data Communic State Communic Computer Netw Data Communic State Communic State Communic Computer Netw Data Communic State Communic State Communic State Communic State Communic State Communic Computer Netw Data Communic State Communic Communic State Communic State Communic St	arse Information nation Technology) Tech., Sem IV ork Lab cation and Networkin <b>Examination</b> LA2 30 Cree wireless networks twork scenario in sim he packets in standar (O) with Bloom's Ta	Scheme (Marks) Lab ESE 40 dits: 1	
ster le ne quisites: ng Scheme - 2 Hrs/Week - lassify the conce lemonstrate wire nake students fan Cou f the course, the lement wired and nonstrate data lin	Second Year B. Computer Netw Data Communic LA1 30 ept of wired and w ed and wireless ne miliar to analyse t rse Outcomes (C students will be a	Tech., Sem IV ork Lab cation and Networkin <b>Examination</b> <b>LA2</b> 30 <b>Cre</b> <b>Durse Objectives</b> vireless networks twork scenario in sim he packets in standar <b>O) with Bloom's Ta</b>	Scheme (Marks) Lab ESE 40 dits: 1	
ster le ne quisites: ng Scheme - 2 Hrs/Week - lassify the conce lemonstrate wire nake students fan Cou f the course, the lement wired and nonstrate data lin	Second Year B. Computer Netw Data Communic LA1 30 ept of wired and w ed and wireless ne miliar to analyse t rse Outcomes (C students will be a	Tech., Sem IV ork Lab cation and Networkin <b>Examination</b> <b>LA2</b> 30 <b>Cre</b> <b>Durse Objectives</b> vireless networks twork scenario in sim he packets in standar <b>O) with Bloom's Ta</b>	Scheme (Marks) Lab ESE 40 dits: 1	
le ne quisites: ng Scheme - - 2 Hrs/Week - lassify the conce lemonstrate wire nake students fan Cou f the course, the lement wired and nonstrate data lin	Computer Netw Data Communic LA1 30 ept of wired and w ed and wireless ne miliar to analyse t rse Outcomes (C students will be a	rork Lab cation and Networkin <b>Examination</b> <b>LA2</b> 30 <b>Cre</b> <b>Durse Objectives</b> vireless networks twork scenario in sim he packets in standar <b>O) with Bloom's Ta</b>	Scheme (Marks) Lab ESE 40 dits: 1	
uisites:         ng Scheme         -         -         2 Hrs/Week         -         lassify the concellemonstrate wire         nake students fair         Cou         f the course, the         lement wired and         nonstrate data lin	Data Communio	Examination         LA2         30         Cre         ourse Objectives         vireless networks         twork scenario in sim         he packets in standar         O) with Bloom's Ta	Scheme (Marks) Lab ESE 40 dits: 1	
Ing Scheme	LA1 30 Co ept of wired and w ed and wireless ne miliar to analyse t rrse Outcomes (C students will be a	Examination         LA2         30         Cree         Ourse Objectives         vireless networks         twork scenario in sim         he packets in standar         O) with Bloom's Ta	Scheme (Marks) Lab ESE 40 dits: 1	
- 2 Hrs/Week - lassify the conce lemonstrate wire nake students fan Cou f the course, the lement wired and nonstrate data lin	30 Co ept of wired and w ed and wireless ne miliar to analyse t <b>rrse Outcomes (C</b> students will be a	LA2 30 Cre burse Objectives vireless networks twork scenario in sim he packets in standar (O) with Bloom's Ta	Lab ESE 40 dits: 1 nulator d engineering tool.	
- 2 Hrs/Week - lassify the conce lemonstrate wire nake students fan Cou f the course, the lement wired and nonstrate data lin	30 Co ept of wired and w ed and wireless ne miliar to analyse t <b>rrse Outcomes (C</b> students will be a	LA2 30 Cre burse Objectives vireless networks twork scenario in sim he packets in standar (O) with Bloom's Ta	Lab ESE 40 dits: 1 nulator d engineering tool.	
- lassify the conce lemonstrate wire nake students fan <b>Cou</b> f the course, the lement wired and nonstrate data lin	30 Co ept of wired and w ed and wireless ne miliar to analyse t <b>rrse Outcomes (C</b> students will be a	30 Cre vireless networks twork scenario in sim he packets in standar (O) with Bloom's Ta	40 dits: 1 nulator d engineering tool.	
- lassify the conce lemonstrate wire nake students fan <b>Cou</b> f the course, the lement wired and nonstrate data lin	Co ept of wired and w ed and wireless ne miliar to analyse t rse Outcomes (C students will be a	Cre ourse Objectives vireless networks twork scenario in sim he packets in standar (O) with Bloom's Ta	dits: 1 nulator d engineering tool.	100
- lassify the conce lemonstrate wire nake students fan <b>Cou</b> f the course, the lement wired and nonstrate data lin	ept of wired and w ad and wireless ne miliar to analyse t arse Outcomes (C students will be a	ourse Objectives vireless networks twork scenario in sin he packets in standar (O) with Bloom's Ta	ulator d engineering tool.	
lemonstrate wire nake students far <b>Cou</b> f the course, the lement wired and nonstrate data lin	ept of wired and w ad and wireless ne miliar to analyse t arse Outcomes (C students will be a	ourse Objectives vireless networks twork scenario in sin he packets in standar (O) with Bloom's Ta	ulator d engineering tool.	
lemonstrate wire nake students far <b>Cou</b> f the course, the lement wired and nonstrate data lin	ept of wired and w ad and wireless ne miliar to analyse t arse Outcomes (C students will be a	vireless networks twork scenario in sim he packets in standar <b>O) with Bloom's Ta</b>	d engineering tool.	
lemonstrate wire nake students far <b>Cou</b> f the course, the lement wired and nonstrate data lin	ept of wired and w ad and wireless ne miliar to analyse t arse Outcomes (C students will be a	vireless networks twork scenario in sim he packets in standar <b>O) with Bloom's Ta</b>	d engineering tool.	
lemonstrate wire nake students far <b>Cou</b> f the course, the lement wired and nonstrate data lin	ed and wireless ne miliar to analyse t rse Outcomes (C students will be a	twork scenario in sim he packets in standar ( <b>O) with Bloom's T</b> a	d engineering tool.	
nake students far Cou f the course, the lement wired and nonstrate data lin	miliar to analyse t rse Outcomes (C students will be a	he packets in standar O) with Bloom's Ta	d engineering tool.	
Cou f the course, the lement wired and nonstrate data lin	rse Outcomes (C students will be a	O) with Bloom's Ta		
f the course, the lement wired and constrate data lin	students will be a		T1	
lement wired and nonstrate data lin		h h h h h	ixonomy Level	
nonstrate data lin	a wireless nelwori			A
				Apply Analyze
	~			Analyze
J	sis and capturing			Allalyze
	List of Fyn	eriments / Lab Acti	vities	
eriments:		criments / Eab / Reti	vities	
Demonstrate hal Design different simulators Demonstrate the network simulat Demonstrate the network simulat Evaluate perforr simulators Create and simu Create and simu	f duplex and full computer networ communication t ors communication t ors nance of TCP and late wired networ	duplex link in simula k topologies and eva hrough different topo hrough different topo UDP with net centri k scenario using NSC	and configure the noc	vations sing network n agent using n agent using rs using network le
es F. Kurose, k	Keith W. Ross, ' ion, 2012 n , "Data Commu	Computer Networki. References nication and Networ	ng: A Top-Down App	on, 2017
	Evaluate perform simulators Create and simu Create and simu nodes rew S. Tannenba es F. Kurose, H lication, 5 <sup>th</sup> Editi rouz A. Forouza	simulators Create and simulate wired network Create and simulate different wire nodes rew S. Tannenbaum, <i>"Computer I</i> es F. Kurose, Keith W. Ross, <i>"</i> lication, 5 <sup>th</sup> Edition, 2012 rouz A. Forouzan , <i>"Data Commu</i> odore S. Rapport, <i>"Wireless com</i>	Evaluate performance of TCP and UDP with net centri simulators Create and simulate wired network scenario using NSC Create and simulate different wireless network scenario nodes Text Books rew S. Tannenbaum, "Computer Networks", PHI, 5thI es F. Kurose, Keith W. Ross, "Computer Networki lication, 5 <sup>th</sup> Edition, 2012 References rouz A. Forouzan , "Data Communication and Networ odore S. Rapport, "Wireless communication (Principle	Evaluate performance of TCP and UDP with net centric computing parameter simulators Create and simulate wired network scenario using NSG and configure the noc Create and simulate different wireless network scenario using NSG and configured nodes <u>Text Books</u> rew S. Tannenbaum, " <i>Computer Networks</i> ", PHI, 5thEdition, 2013 es F. Kurose, Keith W. Ross, " <i>Computer Networking: A Top-Down App</i> lication, 5 <sup>th</sup> Edition, 2012 <u>References</u> rouz A. Forouzan , " <i>Data Communication and Networking</i> " TMGH 4th edition odore S. Rapport, " <i>Wireless communication (Principles and practice), Pear</i>

	Useful Links
1	https://nptel.ac.in/courses/106/105/106105183/
2	https://onlinecourses.swayam2.ac.in/cec19_cs07/preview
3	https://www.coursera.org/browse/information-technology/networking

	CO-PO Mapping													
		Programme Outcomes (PO) PSO												
	1	2	3	4	5	6	7	8	9	10	11	12	1	2
CO1	2													
CO2		3											1	
CO3									2				2	
The streng	The strength of mapping is to be written as 1.2.3: Where, 1:Low, 2:Medium, 3:High										rh			

	Assessment										
There are three components of lab assessment, LA1, LA2 and Lab ESE. IMP: Lab ESE is a separate head of passing. LA1, LA2 together is treated as In-Semester Evaluation.											
Assessment	Based on	Conducted by	Typical Schedule (for 26-week Sem)	Marks							
LA1	Lab activities,	Lab Course	During Week 1 to Week 6	30							
LAI	attendance, journal	Faculty	Marks Submission at the end of Week 6	50							
LA2	Lab activities,	Lab Course	During Week 7 to Week 12	30							
LAZ	attendance, journal	Faculty	Marks Submission at the end of Week 12	50							
Lab ESE	Lab activities,	Lab Course	During Week 15 to Week 18	40							
Lab ESE	attendance, journal	Faculty	Marks Submission at the end of Week 18	40							

Assessme	Assessment Plan based on Bloom's Taxonomy Level										
Bloom's Taxonomy Level	LA1	LA2	Lab ESE	Total							
Remember	Not Allowed	Not Allowed	Not Allowed	Not Allowed							
Understand	5			05							
Apply	20	20	20	60							
Analyze	5	5	10	20							
Evaluate		5	5	10							
Create			5	5							
Total	30	30	40	100							

		Walchand Col	lege of Engineering	g, Sangli	
			Aided Autonomous I		
			AY 2021-22		
		1	Irse Information		
Progra			ation Technology)		
<u>(</u>	Semester	Second Year B.	Tech., Sem IV		
Course			· T 1		
Course		Software Engine			
Desired	Requisites:	Object Oriented	Programming		
Te	aching Scheme		Examination	Scheme (Marks)	
Lecture		LA1	LA2	Lab ESE	Total
Tutoria	ıl -	30	30	40	100
Practic	al 2 Hrs/Week			1	1
Interac	tion -		Cr	edits: 1	
			urse Objectives		
1	To explain methods of				
2	To comprehend the c	<u> </u>	-	<u> </u>	
3	To instruct fundamer		* *		
A / 1			O) with Bloom's T	axonomy Level	
	and of the course, the				<b>TT 1</b> / 1
	Convert the requirem		<u> </u>		Understand
	Use software project	¥		pment life cycle	Apply
CO3	Rehash software com	iponent in develop	Sment file cycle		Analyze
		List of Fyn	eriments / Lab Act	ivitios	
List of	Experiments:		A ments / Lab Act	Ivities	
2. To as 3. To pe 4. To pe 5. To pe 6. To du 7. To du 8. To du 9. To du 10. To cu 11. To p	sign the requirement erform the system ana erform the function or erform the user's view raw the structural view raw the behavioral vie raw the behavioral vie raw the behavioral vie raw the implementation draw the environment perform various testim	engineering tasks alysis : Requireme riented diagram : I v analysis : Use ca w diagram : Class ew diagram : Sequ ew diagram : State on view diagram : 0 cal view diagram : ng using the testing	nt analysis, SRS DFD and Structured use diagram diagram, object diagram, Colla chart diagram, Act Component diagram Deployment diagra g tool unit testing, ir	gram aboration diagram ivity diagram 1 m	
			Text Books		
1	Sommerville. "Softw	are Engineering"		ı India,New Delhi,1st E	Edition, 2006
2	Roger S Pressman, " 7 <sup>th</sup> Edition, 2007	Software Enginee	ring – A Practitione	er's Approach", McGra	aw Hill, USA,
3	Pankaj Jalote, "An Edition, 2005	Integrated Appr	oach to Software	Engineering", Narosa	Publication, 3 <sup>rd</sup>
		-	References		
1 2		<i>Object-Oriented</i>	Analysis & Design	a, New Delhi, 3rd Edit <i>n: Understanding Syst</i> ion 2005	
3				2 And UML",Pearson, 3	3rd Edition,
	· ·		TT 61T · 1		
			Useful Links		

1	https://onlinecourses.nptel.ac.in/noc19_cs69/preview
2	https://nptel.ac.in/courses/106/105/106105182/
3	https://www.coursera.org/specializations/software-development-lifecycle#courses

CO-PO Mapping														
				Р	rograi	nme C	)utcon	nes (PC	D)				PS	<b>50</b>
	1	2	3	4	5	6	7	8	9	10	11	12	1	2
CO1	2	1			3									
CO2		2									1			
CO3			3										2	
The stren	The strength of mapping is to be written as 1,2,3; Where, 1:Low, 2:Medium, 3:High													
Each CO	of the	course	must r	nap to	at leas	t one P	Ю.							

Assessment										
There are three components of lab assessment, LA1, LA2 and Lab ESE. IMP: Lab ESE is a separate head of passing. LA1, LA2 together is treated as In-Semester Evaluation.										
Assessment	Based on	Conducted by	Typical Schedule (for 26-week Sem)	Marks						
LA1	Lab activities,	Lab Course	During Week 1 to Week 6	30						
LAI	attendance, journal	Faculty	Marks Submission at the end of Week 6	50						
LA2	Lab activities,	Lab Course	During Week 7 to Week 12	30						
LAZ	attendance, journal	Faculty	Marks Submission at the end of Week 12	50						
Lab ESE	Lab activities,	Lab Course	During Week 15 to Week 18	40						
Lab ESE	attendance, journal	Faculty	Marks Submission at the end of Week 18	40						

Assessme	Assessment Plan based on Bloom's Taxonomy Level										
Bloom's Taxonomy Level	LA1	LA2	Lab ESE	Total							
Remember	Not Allowed	Not Allowed	Not Allowed	Not Allowed							
Understand	5			05							
Apply	20	20	20	60							
Analyze	5	5	10	20							
Evaluate		5	5	10							
Create			5	5							
Total	30	30	40	100							

			(Government	Aided Autonomous Inst	itute)					
				AY 2021-22						
				ourse Information						
	amme			nation Technology)						
	Seme		Second Year B.	Tech., Sem IV						
	e Cod		T D	· T 1						
	e Nam		Java Programm							
Desire	a Keq	uisites:	Object Oriented	Programming						
Te	achin	g Scheme		Examination Sc	heme (Marks)					
Lectur		-	LA1	LA2	Lab ESE	Total				
Futori		_	30	30	40	100				
Practi		2 Hrs/week								
Intera		1 Hr/week		Credi	ts: 2					
			С	ourse Objectives						
1	To ir	troduce the obj	ect-oriented conc							
2	To ir	culcate the Java	a APIs like multi	threading and socket pro	ogramming					
3	To ir	struct about van	rious applications	s of the GUI packages of	f Java					
		Cou	rse Outcomes (	CO) with Bloom's Taxe	onomy Level					
At the			students will be							
CO1	Dem	onstrate the obj	ect-oriented featu	ires		Apply				
CO2			ze the concepts of event handling and multi-threading							
CO3	Crea	te to design solu	ution for using ap	propriate GUI		Create				
Modu				odule Contents		Hours				
Modu	F		rogramming in .	Java						
Modu	F S	tructure of Java	r <b>ogramming in .</b> Program, Java p	<b>Java</b> rogramming environme	nt-JVM, JIT Compiler	,				
Modu I	F S B	tructure of Java sytecode, A si	r <b>ogramming in .</b> Program, Java p mple Java prog	<b>Java</b> rogramming environme gram, source file decl	aration rules, namin	g a				
	F S B c	tructure of Java sytecode, A si onventions, obj	rogramming in a Program, Java p mple Java prog jects and classe	<b>Java</b> rogramming environmer gram, source file decl s – declaring classes	aration rules, namin and objects, declarin	g 3				
	F S B c m	tructure of Java sytecode, A si onventions, obj nember variable	rogramming in . Program, Java p mple Java prog jects and classe s, defining meth	<b>Java</b> rogramming environmer gram, source file decl s – declaring classes ods, constructors, using	aration rules, namin and objects, declarin	g 3				
	F S B c m fi	tructure of Java sytecode, A si onventions, obj nember variable nal and static ko	rogramming in a Program, Java p mple Java prog jects and classe es, defining meth eyword, garbage	<b>Java</b> rogramming environmer gram, source file decl s – declaring classes ods, constructors, using	aration rules, namin and objects, declarin	g 3				
	F S B c m fi I	tructure of Java bytecode, A si onventions, obj nember variable nal and static kon nheritance and	rogramming in a Program, Java p mple Java prog jects and classe s, defining meth eyword, garbage package	<b>Java</b> rogramming environmer gram, source file decl s – declaring classes ods, constructors, using collection	aration rules, namin and objects, declarin objects, this keyword	, g 3				
	F S B cu m fi Iu V	tructure of Java sytecode, A si onventions, obj nember variable nal and static ko <b>nheritance and</b> What is inheritan	rogramming in a Program, Java p mple Java prog jects and classe es, defining meth eyword, garbage package nec, types of inhe	Java rogramming environmer gram, source file decl s – declaring classes ods, constructors, using collection ritance, interfaces, super	aration rules, namin and objects, declarin objects, this keyword r keyword, final classe	g 3 l, s 2				
Ι	F S B c n fi fi U V a	tructure of Java sytecode, A si onventions, obj nember variable nal and static kon <b>nheritance and</b> What is inheritant nd methods, pa	rogramming in a Program, Java p mple Java prog jects and classe es, defining meth eyword, garbage package nec, types of inhe	<b>Java</b> rogramming environmer gram, source file decl s – declaring classes ods, constructors, using collection	aration rules, namin and objects, declarin objects, this keyword r keyword, final classe	g 3 l, s 2				
Ι	F S B cu fi L V a p	tructure of Java sytecode, A si onventions, obj nember variable nal and static ke <b>nheritance and</b> What is inheritan nd methods, pa ackage	rogramming in a Program, Java p mple Java prog jects and classe es, defining meth eyword, garbage package nec, types of inhe ackages – impor	Java rogramming environmer gram, source file decl s – declaring classes ods, constructors, using collection ritance, interfaces, super	aration rules, namin and objects, declarin objects, this keyword r keyword, final classe	g 3 l,				
I	F S B cu fi fi U V au P E	tructure of Java sytecode, A si onventions, obj nember variable nal and static ko <b>nheritance and</b> What is inheritan nd methods, pa ackage <b>Exception Hand</b>	rogramming in . Program, Java p mple Java prog jects and classe es, defining meth eyword, garbage <b>package</b> nee, types of inhe ackages – impor	Java rogramming environmer gram, source file decl s – declaring classes ods, constructors, using collection ritance, interfaces, super ting packages, naming	aration rules, namin and objects, declarin objects, this keyword r keyword, final classe a package, creating	s 2				
Ι	F S B cu n fi fi L V au P E E	tructure of Java sytecode, A si onventions, obj nember variable nal and static ko <b>nheritance and</b> What is inheritan nd methods, pa ackage <b>Exception Hand</b> xception handl	rogramming in . Program, Java p mple Java prog jects and classe es, defining meth eyword, garbage package nce, types of inhe ackages – impor	Java rogramming environmer gram, source file decl s – declaring classes ods, constructors, using collection ritance, interfaces, super ting packages, naming exception? dealing wit	aration rules, namin and objects, declarin objects, this keyword r keyword, final classe a package, creating	s 2				
I	F S B cc fi fi In V au p E E E	tructure of Java sytecode, A si onventions, obj nember variable nal and static kon <b>heritance and</b> What is inheritan nd methods, pa ackage <b>Exception Hand</b> xception, types	rogramming in . Program, Java p mple Java prog jects and classe s, defining meth eyword, garbage package nee, types of inhe ackages – impor lling and I/O ing – what is of exceptions, IC	Java rogramming environmer gram, source file decl s – declaring classes ods, constructors, using collection ritance, interfaces, super ting packages, naming exception? dealing wit	aration rules, namin and objects, declarin objects, this keyword r keyword, final classe a package, creating	s 2				
I II III	F S B cu fi Ii V au p E E E E E E	tructure of Java sytecode, A si onventions, obj nember variable nal and static ke <b>nheritance and</b> What is inheritan nd methods, pa ackage <b>Exception Hand</b> exception, types <b>Event Handling</b>	rogramming in . Program, Java p mple Java prog jects and classe es, defining meth eyword, garbage package nee, types of inhe ackages – impor lling and I/O ing – what is of exceptions, IC , AWT and Swin	Java rogramming environmen gram, source file decl s – declaring classes ods, constructors, using collection ritance, interfaces, super ting packages, naming exception? dealing with stream classes	aration rules, namin and objects, declarin objects, this keyword r keyword, final classe a package, creating h errors, hierarchy o	f 2				
I	F S B c m fi I V a P E E E E E E	tructure of Java sytecode, A si onventions, obj nember variable nal and static kon <b>nheritance and</b> What is inheritan nd methods, pa ackage <b>Exception Hand</b> xception, types <b>Exception,</b> types <b>Excent Handling</b> vent handling	rogramming in . Program, Java p mple Java prog jects and classe es, defining meth eyword, garbage package nee, types of inhe ackages – impor lling and I/O ing – what is of exceptions, IC , AWT and Swin – basics of ever	Java rogramming environmer gram, source file decl s – declaring classes ods, constructors, using collection ritance, interfaces, super ting packages, naming exception? dealing with stream classes ng ut handling, AWT hiera	aration rules, namin and objects, declarin objects, this keyword r keyword, final classe a package, creating h errors, hierarchy o	f 2				
I II III	F S B cu fi fi U V au p E E E E E A	tructure of Java sytecode, A si onventions, obj nember variable nal and static ko <b>nheritance and</b> What is inheritan nd methods, pa ackage <b>exception Hand</b> exception handle exception, types ovent Handling went handling	rogramming in . Program, Java p mple Java prog jects and classe es, defining meth eyword, garbage nee, types of inhe ackages – impor lling and I/O ing – what is of exceptions, IC , AWT and Swin – basics of ever ts, swing advance	Java rogramming environmen gram, source file decl s – declaring classes ods, constructors, using collection ritance, interfaces, super ting packages, naming exception? dealing with stream classes ng th handling, AWT hiera ed components.	aration rules, namin and objects, declarin objects, this keyword r keyword, final classe a package, creating h errors, hierarchy o	f 2				
I II III IV	F S B C M M f f f L V V au P F E E E E E E A N	tructure of Java sytecode, A si onventions, obj nember variable nal and static ko <b>nheritance and</b> What is inheritan nd methods, pa ackage <b>exception Hand</b> xception, types <b>event Handling</b> went handling <b>MT component</b> <b>fultithreading</b>	rogramming in . Program, Java p mple Java prog jects and classe es, defining meth eyword, garbage package nee, types of inhe ackages – impor lling and I/O ing – what is of exceptions, IC , AWT and Swin – basics of ever ts, swing advance and Networking	Java rogramming environmen gram, source file decl s – declaring classes ods, constructors, using collection ritance, interfaces, super ting packages, naming exception? dealing wit stream classes ng th handling, AWT hiera ed components.	aration rules, namin and objects, declarin objects, this keyword r keyword, final classe a package, creating h errors, hierarchy o archy, types of events	g     3       s     2       f     2       s,     2				
I II III	F S B C M M fi L V V au P E E E E E E E A A P	tructure of Java sytecode, A si onventions, obj nember variable nal and static ko <b>nheritance and</b> What is inheritan ackage <b>Exception Hand</b> xception handl xception, types <b>Event Handling</b> WT component <b>fultithreading</b> rocesses and th	rogramming in . Program, Java p mple Java prog jects and classe s, defining meth eyword, garbage package nee, types of inhe ackages – impor lling and I/O ing – what is of exceptions, IC , AWT and Swit – basics of ever ts, swing advance and Networking preads, runnable	Java rogramming environmen gram, source file decl s – declaring classes ods, constructors, using collection ritance, interfaces, super ting packages, naming exception? dealing wit stream classes ng th handling, AWT hiera ed components. g interface, thread class,	aration rules, namin and objects, declarin objects, this keyword r keyword, final classe a package, creating h errors, hierarchy o archy, types of events	g     3       s     2       f     2       s,     2				
I II III IV	F S B C M fii L V V au P E E E E E E A N P P S	tructure of Java sytecode, A si onventions, obj nember variable nal and static ko <b>nheritance and</b> What is inheritan nd methods, pa ackage <b>Exception Hand</b> xception handl xception, types <b>Exent Handling</b> went handling went handling frocesses and the tates, thread prior	rogramming in . Program, Java p mple Java prog jects and classe s, defining meth eyword, garbage package nee, types of inhe ackages – impor lling and I/O ing – what is of exceptions, IO , AWT and Swin – basics of ever ts, swing advance and Networking preads, runnable porities, socket pro-	Java rogramming environmer gram, source file decl s – declaring classes ods, constructors, using collection ritance, interfaces, super ting packages, naming exception? dealing wit stream classes ng it handling, AWT hiera ed components.	aration rules, namin and objects, declarin objects, this keyword r keyword, final classe a package, creating h errors, hierarchy o archy, types of events	g     3       s     2       f     2       s,     2				
I II III IV V	F S B C M M F C M M V A C M C C M M C C M M C M C M C M C M C	tructure of Java sytecode, A si onventions, obj nember variable nal and static ko <b>nheritance and</b> What is inheritan nd methods, pa ackage <b>Exception Hand</b> xception handl xception, types <b>Exent Handling</b> went handling went handling frocesses and the tates, thread price <b>Patabase Hand</b>	rogramming in . Program, Java p mple Java prog jects and classe s, defining meth eyword, garbage package nee, types of inhe ackages – impor lling and I/O ing – what is of exceptions, IC , AWT and Swin – basics of ever ts, swing advance and Networking nreads, runnable prities, socket pro-	Java rogramming environmer gram, source file decl s – declaring classes ods, constructors, using collection ritance, interfaces, super ting packages, naming exception? dealing with estream classes ng it handling, AWT hiera ed components. j interface, thread class, pgramming ons Framework	aration rules, namin and objects, declarin objects, this keyword r keyword, final classe a package, creating h errors, hierarchy of archy, types of events thread objects, threa	g     3       s     2       f     2       d     2				
I II III IV	F S B cu m fi lu V au p F E E E E E E E S T D D D	tructure of Java sytecode, A si onventions, obj nember variable nal and static ke <b>nheritance and</b> What is inheritan nd methods, pa ackage <b>exception Hand</b> exception, types <b>event Handling</b> went handling wort handling to component <b>fultithreading</b> rocesses and the tates, thread price <b>atabase Handl</b> Database – desig	rogramming in . Program, Java p mple Java prog jects and classe es, defining meth eyword, garbage nee, types of inhe ackages – impor lling and I/O ing – what is of exceptions, IC , AWT and Swin – basics of ever ts, swing advance and Networking nreads, runnable prities, socket pro- ling and Collection of JDBC, the socket pro-	Java rogramming environmer gram, source file decl s – declaring classes ods, constructors, using collection ritance, interfaces, super ting packages, naming exception? dealing wit stream classes ng it handling, AWT hiera ed components.	aration rules, namin and objects, declarin objects, this keyword r keyword, final classe a package, creating h errors, hierarchy of archy, types of events thread objects, threa ge, JDBC types, Drive	g     3       s     2       f     2       g     3       r     2				

# List of Experiments:

1. Program on input/output stream.

2. Program on class and objects.

3. Program on Constructor/Destructors.

4. Program static variables/class/functions.

5. Program on polymorphism.

6. Program on different types of inheritance and interface.

7. Program on exception handling objects.

8. Program on multithreading.

9. Program on TCP/UDP communication.

10. Program on Swing components.

11. Program on AWT components.

12. Program on Database Connectivity and operations for data handling.

13. Program on different collections like TreeSet, Set, HashMap, ArrayList, Date, etc.

Text	Books

1	Cay S. Horstmann, "Core Java Volume I Fundamentals", Prentice Hall, 11th Edition, 2018
2	Cay S. Horstmann, "Core Java Volume II Advanced Features", Prentice Hall, 11th Edition, 2019

	References									
1	Herbert Schildt, "Java: The Complete Reference", McGraw Hill Education, 9th Edition, 2014									
2	E. Balguruswamy, "Programming with Java: A Primer", McGraw Hill Education, 5 <sup>th</sup> Edition, 2014									
	Useful Links									
1	https://www.coursera.org/specializations/object-oriented-programming									
2	https://www.udemy.com/course/java-tutorial/									
3	https://www.codecademy.com/learn/learn-java									

CO-PO Mapping														
	Programme Outcomes (PO)										PS	0		
	1	2	3	4	5	6	7	8	9	10	11	12	1	2
CO1		2		1										
CO2									2					
CO3					2									1

The strength of mapping is to be written as 1,2,3; Where, 1:Low, 2:Medium, 3:High Each CO of the course must map to at least one PO.

Assessment										
	ee components of lab a E is a separate head of		LA2 and Lab ESE. A2 together is treated as In-Semester Evaluat	ion.						
Assessment	Based on	Conducted by	Typical Schedule (for 26-week Sem)	Marks						
LA1	Lab activities,	Lab Course	During Week 1 to Week 6	30						
LAI	attendance, journal	Faculty	Marks Submission at the end of Week 6	50						
LA2	Lab activities,	Lab Course	During Week 7 to Week 12	30						
LAZ	attendance, journal Faculty Mar		Marks Submission at the end of Week 12	50						
Lob ESE	Lab activities,	Lab Course	During Week 15 to Week 18	40						
Lab ESE	attendance, journal	Faculty	Marks Submission at the end of Week 18	40						

Assessme	Assessment Plan based on Bloom's Taxonomy Level								
Bloom's Taxonomy Level	LA1	LA2	Lab ESE	Total					
Remember	Not Allowed	Not Allowed	Not Allowed	Not Allowed					
Understand	5			05					
Apply	20	20	20	60					
Analyze	5	5	10	20					
Evaluate		5	5	10					
Create			5	5					
Total	30	30	40	100					

			llege of Engineeri Aided Autonomous						
		~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	AY 2021-22						
D			urse Information						
Progra			B.Tech. (Information Technology)						
(	Semester	Second Year B.	Tech., Sem IV						
Course		A 1 1D	· • • •						
Course		Android Program		anta Larra Dua ana maina					
Desirec	l Requisites:	Object oriented	programming conc	epts, Java Programming					
Te	aching Scheme		Examinatio	n Scheme (Marks)					
Lectur		LA1	LA2	Lab ESE	Total				
Tutoria									
Practic					100				
Interac			С	redits: 2					
	1	I							
			ourse Objectives						
1				oping Android applications					
2	-			ogies on Android platform					
3	To provide user	interface application c							
A	1.0.1	Course Outcomes (C		Taxonomy Level					
		e, the students will be a			Applying				
CO1	-	evelop Android application using suitable tools and frameworks							
CO2		ical user interfaces using different advanced components							
CO3	Design solution	gn solution for user activities and handling database							
		14							
Modul	e Android O		Module Contents						
Ι	Overview o kernel, Nati Activity lif	view of Android, History, Android Versions, Android OS stack: Linux el, Native Libraries/DVM, Application Framework, Applications, Activity, vity lifecycle, Fragments, Activity Back Stack, Process and Threads, oid SDK, Android Emulator.							
Π	Intents and XML, And Layout, Fra is Intent? A	Layouts roid View Hierarchie me Layout Sliding, Us ndroid Intent Messagin	ing Padding and M ng via Intent Objec	s, Relative Layout, Table Margins with Layouts. What cts, Types of Intents, Using SMS), Broadcast Receivers	2				
III	Buttons, Te	<b>Input Controls, Input Events, Dialogs</b> Buttons, Text Fields, Checkboxes, Radio Buttons, Toggle Buttons, Spinners, Event Listeners, Event Handlers, Touch Mode, Handling Focus, Dialogs: Alerts,							
IV	Menus, Nor Menus, Op events, Cre	s, Toasis s, Notification and ActionBar s, Options menu, Context menu, Popup menu, Handling menu click , Creating a Notification, Notification actions, Notification priority, ging Notifications, Removing notifications							
V	Android Da Installing S	atabase QLite plugin, DbHelp	per, The Database	Schema and Its Creation, of other database used for	2				
VI	packages a multiplatfor iOS – Swit	er interface, data and and plugins, tools a m programming, platfo	and features, Ko orms, standard libr navigation and n	bility, platform integration, otlin – Kotlin overview, rary, official libraries, tools, nodel presentation, passing	2				

	List of Experiments / Lab Activities
List of	Experiments:
	Installation of Android SDK, emulator, creating simple project and study of android project structure.
2.	Installing apk on mobile device/tablet, configuring mobile device/tablet in Android Studio with developer option and running app directly on mobile device/tablet.
	Write a program to use of different layouts.(Create Login form using Linear Layout and Relative Layout).
	Write a program to study Intents for switching between activities Create Registration Activity and Registration Layout
5.	Write a program to use of Intents for SMS and Telephony
6.	Write a program to study and demonstrate BroadcastReceiver
	Write a program to demonstrate Buttons, Text Fields, Checkboxes, Radio Buttons, and Toggle Buttons with their events handler (Create an app which will cover the different components, and try adding the components and different events henceforth so as to create a fully developed Android application)
	Write a program to demonstrate Spinners, Touch Mode, Alerts, Popups, and Toasts with their events handler
9.	Write a program to demonstrate Touch Mode, Menus with their events handler
10.	Write a program to demonstrate notification with their action
11.	Write a program to study and use of SQLite database
12	. Study of publishing app to the Android Market.
	Text Books
1	Beginning Android application development by Wei-Mag Lee
2	Learning Android by Marko Gargenta Publisher: O'Reilly Media
3	Android Apps for Absolute Beginners by Wallace Jackson 2 <sup>nd</sup> Edition
	References
1	Reto Meier Publisher,"Professional Android 4 Application Development" Wiley India
2	Android in Action Third Edition W.Frank Ableson, Robi Sen, Chris King, C. Enrique Ortiz
3	The Android Developer's Cook book "Building Applications with the Android SDK" by James Steele
	Useful Links
1	https://developer.android.com/guide
2	https://www.classcentral.com/course/androidpart1-1178
3	https://www.udemy.com/topic/android-development/
4	https://kotlinlang.org/docs/home.html

						CO-l	PO Ma	pping						
	Programme Outcomes (PO)									PS	PSO			
	1	2	3	4	5	6	7	8	9	10	11	12	1	2
CO1														
CO2									2					
CO3														
The streng Each CO								e, 1:Lo	w, 2:N	ledium	i, 3:Hig	gh		

	Assessment							
There are three	There are three components of lab assessment, LA1, LA2 and Lab ESE.							
IMP: Lab ES	E is a separate head of	passing. LA1, LA	A2 together is treated as In-Semester Evaluation	on.				
Assessment	Assessment Based on Conducted by Typical Schedule (for 26-week Sem) Marks							

LA1	Lab activities,	Lab Course	During Week 1 to Week 6	30
LAI	attendance, journal Faculty Marks Submission at the end of V		Marks Submission at the end of Week 6	50
LA2	Lab activities,	Lab Course	During Week 7 to Week 12	30
LAZ	attendance, journal Faculty Marks Submission		Marks Submission at the end of Week 12	50
Lab ESE	Lab activities,	Lab Course	During Week 15 to Week 18	40
Labese	attendance, journal	Faculty	Marks Submission at the end of Week 18	40

Assessme	Assessment Plan based on Bloom's Taxonomy Level								
Bloom's Taxonomy Level	LA1	LA2	Lab ESE	Total					
Remember	Not Allowed	Not Allowed	Not Allowed	Not Allowed					
Understand	5			05					
Apply	20	20	20	60					
Analyze	5	5	10	20					
Evaluate		5	5	10					
Create			5	5					
Total	30	30	40	100					

			Walchand Co	llege of Engineering	g, Sangli		
			(Government)	Aided Autonomous I	nstitute)		
			~	AY 2021-22			
D			1	urse Information			
Progra		4		nation Technology)			
Class, Cours			Second Year B.	Tech., Sem IV			
Cours			Mini Project-1				
		uisites:	Programming fu	indamentals			
	uncq		Trogramming re				
		g Scheme			Scheme (Marks)	1	
Lectu		-	LA1	LA2	Lab ESE	Total	
Tutor		-	30	30	40	100	
Practi		2 Hrs/Week			1.4 1		
Intera	ction	-		Cro	edits: 1		
			Co	ourse Objectives			
1	To pr	ovide guidance	to select & build	the ideas			
2 To find real-world challenges by IT based Solution							
3	3 To inculcate team spirit in students by project management						
	1 0			O) with Bloom's Ta	axonomy Level		
At the end of the course, the students will be able to,         CO1       Explore the concepts of programming languages, tools and technologies         Apply							
CO1						Apply Evaluate	
CO2 CO3		•	· ·	efine problem statem tions to various prob		Create	
	Desig	gii project modu	les to report solut	tions to various prob.		Cleate	
				eriments / Lab Acti			
				maximum 3 to 5 stud			
				eloping any applicati	ion software based on f	following areas.	
			valent language.				
			nt (Sponsored Pro	viously learned Tech	nology		
3. FIO	Jem si	atements based	on current of pre-	viously learned leen	illology.		
Projec	t/Mini-	Project group sl	hould submit wor	kable project at the e	end of second semester		
					ex/Word and submitted		
with s	oft cop	oy on CD/DVD	(with code, PPT	F, PDF, Text report	document & referenc	e material) or on	
online							
Studen	its shoi	uld maintain a p	roject log book co	ontaining weekly pro	ogress of the project.		
				Text Books			
1				I CAL DUUKS			
-	1						
				References			
1							
4	1			Useful Links			
1							

						PO-I	PO Ma	pping						
Programme Outcomes (PO)							PS	0						
	1	2	3	4	5	6	7	8	9	10	11	12	1	2
CO1		1			2								3	2
CO2											2		2	1
CO3					2					3				

	Assessment							
There are three components of lab assessment, LA1, LA2 and Lab ESE. IMP: Lab ESE is a separate head of passing. LA1, LA2 together is treated as In-Semester Evaluation.								
Assessment	Based on	Conducted by	Typical Schedule (for 26-week Sem)	Marks				
LA1	Lab activities,	Lab Course	During Week 1 to Week 6	30				
LAI	attendance, journal	Faculty	Marks Submission at the end of Week 6	50				
LA2	Lab activities,	Lab Course	During Week 7 to Week 12	30				
LAZ	attendance, journal	Faculty	Marks Submission at the end of Week 12	50				
Lab ESE	Lab activities,	Lab Course	During Week 15 to Week 18	40				
LauESE	attendance, journal	Faculty	Marks Submission at the end of Week 18	40				

Assessme	Assessment Plan based on Bloom's Taxonomy Level								
<b>Bloom's Taxonomy Level</b>	LA1	LA2	Lab ESE	Total					
Remember	Not Allowed	Not Allowed	Not Allowed	Not Allowed					
Understand	5			05					
Apply	20	20	20	60					
Analyze	5	5	10	20					
Evaluate		5	5	10					
Create			5	5					
Total	30	30	40	100					

			lided Autonomous Ins							
			rse Information							
Programm										
		B.Tech. (Information Technology) Second Year B. Tech., Sem IV								
Class, Sem		Second Year B. I	ecn., Sem Iv							
Course Co										
Course Na		Presentation and	Report Writing							
Desired Re	equisites:									
<b>T</b> 1										
	ing Scheme	TAI		Scheme (Marks)						
Lecture	-	LA1	LA2	ESE	Total					
Tutorial	-	30	30	40	100					
Practical	-									
Interaction	1 Hr/week		Cre	dits: 1						
		Cou	rse Objectives							
			hnical content prepa	aration and presentati	on					
	To use various report writing tools									
<b>3</b> To	•		f presentation and re	· · · · ·						
<u> </u>			D) with Bloom's Ta	axonomy Level						
	,	students will be ab	,	1 4	A 1					
CO1 Use appropriate charts, tables and figures in presentation and report Apply										
		dentify suitable tools towards practicing write-up and presentation Analyse report and presentations of the technical work Create								
CO3 Cre	eate effective repo	ort and presentation	s of the technical w	Ork	Create					
		List of Evna	riments / Lab Activ	vition						
I'4 CE	•	List of Expe	riments / Lab Activ	vittes						
List of Exp	Technical Repo	rt Writing								
			s using proper Tense	e and grammar						
		of various types of		e and grammar.						
2. LA				tellectual Property Ri	ohts (IPR)					
		paper type for poss		teneetuur rioperty iti	gius (ii iv),					
3. Ex	periment 3: Study	of technical report	t Structure - I							
- 1				olem statement, Objec	tives					
4. Ex		of technical report		, <u>,</u>						
	Methodolog	gies, Results, Discus	ssions, Conclusion,	Acknowledgements						
5. Ex	periment 4: Use c	of Bibliographies/re	ferences and proper	citations in reports.						
6. Ex	periment 5: Use o	of Citations, referrin	ng style and method	of using citations.						
7. Ex	periment 6: Study	of Plagiarism								
		agiarism, b. Minim	izing plagiarism							
PART – B	Presentatio									
	T's and Animatio		1 57							
-		re, Number of slide	s and Time manager	ment						
9. Pre	, , • · · •									
9. Pre 10. Pre	esentation styles	Fan data unun de l'								
9. Pre 10. Pre 11. Fig	ures and Tables f	for data representati	ions							
9. Pre 10. Pre 11. Fig <b>Part –C</b>	ures and Tables f Tools and H	Practices								
9. Pre 10. Pre 11. Fig <b>Part –C</b> 12. MS	ures and Tables f <b>Tools and F</b> S Office, Open Of	Practices flice, Latex, Beame	r, Flash, GNU Plot							
9. Pre 10. Pre 11. Fig <b>Part –C</b> 12. MS	ures and Tables f <b>Tools and F</b> S Office, Open Of	Practices flice, Latex, Beame								
9. Pre 10. Pre 11. Fig <b>Part –C</b> 12. MS	ures and Tables f <b>Tools and F</b> S Office, Open Of	Practices ffice, Latex, Beame y, Grammarly, Ging	r, Flash, GNU Plot ger, 1 Checker, Turr							
9. Pre 10. Pre 11. Fig <b>Part – C</b> 12. MS 13. En	ures and Tables f Tools and F S Office, Open Of d Note; Mendeley	Practices ffice, Latex, Beame y, Grammarly, Ging	r, Flash, GNU Plot ger, 1 Checker, Turr Text Books	nitin etc.	20					
9. Pre 10. Pre 11. Fig <b>Part –C</b> 12. MS 13. En 1 Ko	ures and Tables f Tools and F S Office, Open Of d Note; Mendeley thari C. R, <i>"Rese</i>	Practices ffice, Latex, Beame y, Grammarly, Ging arch Methodology"	r, Flash, GNU Plot ger, 1 Checker, Turr Text Books <sup>7</sup> , 2 <sup>nd</sup> Edition, New 4							

	References								
1	Melville Stuart and Goddard Wayne, "Research Methodology: An Introduction For Science & Engineering Students", 1 <sup>st</sup> Edition, Kenwyn Juta & Co. Ltd., 1996								
2	2 G. Ramamurthy, " <i>Research Methodology</i> ", 2 <sup>nd</sup> Edition, Dream Tech Press, New Delhi, 2015								
	Useful Links								
1	https://onlinecourses.swayam2.ac.in/ntr21_ed23/preview								
1	Academic Research & Report Writing								
2	https://onlinecourses.swayam2.ac.in/cec21_ge18/preview								
2	Academic Writing								
3	https://onlinecourses.nptel.ac.in/noc21_ge12/preview								
3	Qualitative Research Methods And Research Writing								
4	https://onlinecourses.nptel.ac.in/noc21 hs44/preview								
4	Effective Writing								

CO-PO Mapping														
Programme Outcomes (PO)								PSO						
1	2	3	4	5	6	7	8	9	10	11	12	1	2	
					1		3							
				2								1		
				1					3					
	1	1 2	1 2 3	P 1 2 3 4	1 2 3 4 5	Programme C           1         2         3         4         5         6           1         2         3         4         5         1	Programme Outcom           1         2         3         4         5         6         7           1         2         3         4         5         6         7	Programme Outcomes (PC           1         2         3         4         5         6         7         8           1         1         1         3         3         3         3         3	Programme Outcomes (PO)           1         2         3         4         5         6         7         8         9           1         2         3         4         5         6         7         8         9           1         1         3         1         3         3         1         3	Programme Outcomes (PO)           1         2         3         4         5         6         7         8         9         10           1         2         3         4         5         6         7         8         9         10	Programme Outcomes (PO)           1         2         3         4         5         6         7         8         9         10         11              1	Programme Outcomes (PO)           1         2         3         4         5         6         7         8         9         10         11         12	Programme Outcomes (PO)           1         2         3         4         5         6         7         8         9         10         11         12         1	Programme Outcomes (PO)         PSO           1         2         3         4         5         6         7         8         9         10         11         12         1         2           1         2         3         4         5         6         7         8         9         10         11         12         1         2           1         1         1         3         1         1         1         2

Assessment								
There are three components of lab assessment, LA1, LA2 and Lab ESE. IMP: Lab ESE is a separate head of passing. LA1, LA2 together is treated as In-Semester Evaluation.								
Assessment	Based on	Conducted by	Typical Schedule (for 26-week Sem)	Marks				
т. а. 1	Lab activities,	Lab Course	During Week 1 to Week 6	30				
LA1	attendance, journal	Faculty	Marks Submission at the end of Week 6	50				
LA2	Lab activities,	Lab Course	During Week 7 to Week 12	30				
	attendance, journal	Faculty	Marks Submission at the end of Week 12	50				
Lab ESE	Lab activities,	Lab Course	During Week 15 to Week 18	40				
Lab ESE	attendance, journal	Faculty	Marks Submission at the end of Week 18	40				

Week 1 indicates starting week of a semester. The typical schedule of lab assessments is shown, considering a 26-week semester. The actual schedule shall be as per academic calendar. Lab activities/Lab performance shall include performing experiments, mini-project, presentations, drawings, programming and other suitable activities, as per the nature and requirement of the lab course. The experimental lab shall have typically 8-10 experiments.

Assessment Plan based on Bloom's Taxonomy Level								
<b>Bloom's Taxonomy Level</b>	LA1	LA2	Lab ESE	Total				
Remember	Not Allowed	Not Allowed	Not Allowed	Not Allowed				
Understand	5			05				
Apply	20	20	20	60				
Analyze	5	5	10	20				
Evaluate		5	5	10				
Create			5	5				
Total	30	30	40	100				