



SRI CHANDRASEKHARENDRASARASWATHI VISWA MAHAVIDYALAYA

(Deemed to be University U/S 3 of UGC Act 1956) (Accredited with "A" Grade by NAAC)
Enathur, Kanchipuram - 631561

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

CURRICULUM AND SYLLABUS FOR FULL TIME

B.E. (Computer Science and Engineering)

(Applicable for students admitted from 2026-2027 onwards)

B.E. COMPUTER SCIENCE AND ENGINEERING

These regulations are applicable to the students admitted from the AY 2026-27 Onwards.

**CHOICE BASED CREDIT SYSTEM FOR B.E. (CSE) FULL-TIME PROGRAMME
CREDITS**

Theory courses: Courses with 4/3 credits will be assigned 4/3 Lecture hours per week.

Practical courses: Courses with 2 credits will be assigned 4 hours of lab/practical work per week

Each semester curriculum shall normally have a blend of theory and practical courses. In the first year the total number of credits will be 20 for each Semester. For semester III to VII, the average credits per semester will be 21 and for semester VIII, the credits will be 16. For the award of the degree, a student has to earn a minimum of 165 credits.

DURATION OF THE PROGRAMME

A student is normally expected to complete B.E (CSE) programme in four years and in any case, not more than seven years from the time of admission.

REGISTRATION FOR COURSES

A newly admitted student will automatically be registered for all the courses prescribed for the first year, without any option.

All other students shall submit a completed registration form indicating the list of courses intended to be credited during the next semester. This registration will be done a week before the last working day of the current semester. Late registration, with the approval of the Dean on the recommendation of the Head of the Department, along with a late fee will be done, up to the last working day.

Registration for the project work shall be done only for the final semester.

ASSESSMENT

The break-up of assessment and examination marks for theory subjects is as follows.

First Assessment Test	:	15 Marks
Second Assessment Test	:	15 Marks
Assignment & Attendance (seminars, group discussion)	:	10 Marks
Total (Internal Marks)	:	40 Marks
End semester Examination (External Marks)	:	60 Marks
Total (Internal + External)	:	100 Marks

The break-up of the assessment and examination marks for practical is as follows.

Observations	:	15 Marks
Model Test	:	15 Marks
Record book & Attendance	:	10 Marks
Total (Internal Marks)	:	40 Marks

End semester Examination (External Marks)	:	60 Marks
Total (Internal + External)	:	100 Marks

The project work will be assessed for 40 marks by a committee consisting of the Guide and the Head of the Department. The Head of the Department shall be the Chairman. 60 marks are allotted for the project viva voce examination at the end of the semester.

WITHDRAWAL FROM A COURSE

A student can withdraw from the course at any time before a date fixed by the Head of the Department prior to the second assessment, with the approval of the Dean on the recommendation of the Head of the Department.

TEMPORARY BREAK OF STUDY

A student can take a one-time temporary break of study covering the current year/semester and/or the next semester with the approval of the Dean on the recommendation of the Head of the Department, not later than seven days after the completion of the mid-semester test. However, the student must complete the entire program within the maximum period of seven years.

SUBSTITUTE ASSESMENT

A student, who has missed, for genuine reasons accepted by the Head of the Department, one or more of the assessments of a course other than the end semester examination, may take a substitute assessment for any one of the missed assessments. The substitute assessment must be completed before the commencement of the end-semester examination.

A student who wishes to have a substitute assessment for a missed assessment must apply to the concerned faculty member within a week from the date of the missed assessment.

ATTENDANCE REQUIREMENTS

To be eligible to appear for the examination in a particular course, a student must put in a minimum of 80% of attendance in the course. However, if the attendance is 70% or above but less than 80% in any course, the authorities can permit the student to appear for the examination in the course on payment of the prescribed condonation fee.

A student who withdraws from or does not meet the minimum attendance requirement in the course must re-register for and repeat the course.

PASSING AND DECLARATION OF EXAMINATION RESULTS

All assessments of all the courses on the absolute mark basis will be considered and passed by the results passing board in accordance with the rules of the University. Thereafter, the Controller of Examinations shall convert the marks for each course to the corresponding letter grade as follows, compute the grade point average & cumulative grade point average and prepare the grade cards.

90 to 100 marks	-	Grade 'S'
80 to 89 marks	-	Grade 'A'
70 to 79 marks	-	Grade 'B'
60 to 69 marks	-	Grade 'C'
55 to 59 marks	-	Grade 'D'
50 to 54 marks	-	Grade 'E'
less than 50 marks	-	Grade 'F'
Insufficient attendance	-	Grade 'I'
Withdrawn from the course	-	Grade 'W'

A student who obtains less than 50 marks out of 100 in the subject or less than 24 out of 60 in External exam or is absent for the examination will be awarded Grade 'F'.

A student who earns a grade of S, A, B, C, D or E for a course is declared to have successfully completed that course and earned the credits for that course. Such a course cannot be repeated by the student.

A student who obtains letter grade F in a course has to reappear for the examination in that course.

The following grade points are associated with each letter grade for calculating the grade point average.

S – 10; A-9; B-8; C-7; D-6; E-5; F-0

A student can apply for reevaluation of one or more of his /her examination answer papers within a week from the date of issue of Grade sheet to the student on payment of the prescribed fee per paper. The application must be made to the Controller of Examinations with the recommendation of the Head of the Department.

After results are declared, Grade cards will be issued to the students. The Grade card will contain the list of courses registered during the year/semester, the grades scored and the grade point average (GPA) for the year/semester.

GPA is the sum of the products of the number of credits of a course with the grade point scored in that course, taken over all the courses for the Year/Semester, divided by the sum of the number of credits for all courses taken in that year/semester. CGPA is similarly calculated considering all the courses taken from the time of admission.

After successful completion of the program, the Degree will be awarded with the following classification based on CGPA:

For First Class with Distinction, the student must earn a minimum of 165 credits within four years from the time of admission, pass all the courses in the first attempt and obtain a CGPA of 8.25 or above.

For First Class, the student must earn a minimum of 165 credits within four years from the time of admission and obtain a CGPA of 6.5 or above.

For Second Class, the student must earn a minimum of 165 credits within seven years from the time of admission.

ELECTIVES

Apart from the various Core courses offered in the curriculum of the branch of specialization, a student can choose electives from a list of electives offered by the Department and from other Departments with the approval of the Head of the Department and the Head of the Department offering the course.

EXAMINATION PATTERN FOR MANDATORY COURSES

There will not be any External examination for Mandatory Courses. Performance of students will be assessed through tests and assignments conducted by the Department. The internal assessment pattern is as follows.

First test	: 30 Marks
Second test	: 30 Marks
Assignment (G.D + Seminar + Attendance + Class test)	: 40 Marks

Total Marks	: 100 Marks
Passing Minimum marks	: 50%

EXAMINATION PATTERN FOR INDUSTRIAL AND TRAINING PRACTICE

There will be external examination for Industrial and Training Practice. Performance of students will be assessed through offline and online internship in various companies along with presentation.

The internal and external assessment pattern is as follows.

Internal Presentation and Certificates	: 40 Marks
External Presentation	: 60 Marks
Total Marks	: 100Marks
Passing Minimum marks	: 50%

Marks are allotted for continuous reviews and internal presentation (40) and external presentation (60). A Candidate shall be declared to have passed the examination, if he/she has secured a minimum mark of 50%.

MAPPING OF PEOS, POS and PSOs

PROGRAMME EDUCATIONAL OBJECTIVES (PEOs)

1. Provide engineering insight to problem solving to succeed in Technical Profession through precise education and to prepare students to excel in postgraduate programs.
2. To provide students with fundamental knowledge and ability to expertise in Computer Science and Engineering.
3. III. Prepare students with good scientific and engineering breadth so as to analyze, design and create products, solutions to problems in the area of Computer Science and Engineering.
4. IV. To inculcate in students professional, effective communication skills, team work, multidisciplinary approach and an ability to relate engineering issues to broader social context.
5. Prepare students to be aware of excellence, leadership, written ethical codes and guidelines and lifelong learning needed for successful professional career by providing them with an excellent academic environment.

PROGRAM OUTCOME(S) (POs) for B.E (CSE)

1. **Engineering Knowledge:** Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
2. **Problem Analysis:** Identify, formulate, review research literature, and analyzes complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences and engineering sciences.
3. **Design/Development of Solutions:** Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.
4. **Conduct Investigations of Complex Problems:** Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions.
5. **Modern Tool Usage:** Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modelling to complex engineering activities with an understanding of the limitations.
6. **The Engineer and Society:** Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.
7. **Environment and Sustainability:** Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.
8. **Ethics:** Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

9. **Individual and Team Work:** Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.
10. **Communication:** Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.
11. **Project Management and Finance:** Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.
12. **Life-long Learning:** Recognize the need for, and have the preparation and ability to engage in independent and lifelong learning in the broadest context of technological change.

PROGRAM SPECIFIC OUTCOMES (Pso) for B.E.(CSE)

- To apply fundamental knowledge of computing and techniques to develop more efficient and effective in software, hardware mechanisms.
- To analyze, design, implement, and evaluate a computational system to meet desired needs within dynamic realistic constraints.
- To apply innovative ideas into reality, enhancing research capability, ethical and entrepreneurial practice.

DEFINITION OF CREDIT

Sl.No	No of hours per week	No of credits
1.	1 Hr. Lecture (L) per week	1
2.	1 Hr. Tutorial (T) per week	1
3.	1 Hr. Practical (P) per week	0.5

CREDIT DISTRIBUTION

Sl.No	Category	Credit
1.	Humanities and Social Science Including Management Courses (HSMC)	10
2.	Basic Science Courses(BSC)	24
3.	Engineering Science Courses(ESC)	29
4.	Professional Core Courses(PCC)	68
5.	Professional Elective Course(PEC)	12
6.	Open Elective Courses(OEC)	6
7.	Mandatory Courses(MC)	NC
8.	Industrial Training & Practice(INT.)	1
9.	Project Work(PROJ)	15
Total Credits		165

COURSE CODE AND DEFINITION

Course Code	Definitions
L	Lecture
T	Tutorial
P	Practical
IA	Internal Assessment
EA	External Assessment
TM	Total Marks
HSMC	Humanities and Social Science Including Management Courses
BSC	Basic Science Courses
ESC	Engineering Science Courses
PCC	Professional Core Courses
PEC	Professional Elective Course
OEC	Open Elective Courses
MC	Mandatory Courses
INTE.	Industrial Training & Practice
PROJ.	Project Work

SUMMARY OF CREDITS

Category/ Semester	HSMC	BSC	ESC	PCC	PEC	OEC	MC	Inte.	Proj.	Total
I		8	12							20
II	4	8	8							20
III	1	4	4	14						23
IV	3	4	5	10			NC			22
V	1			21						22
VI	1			13	6		NC	1	2	23
VII				10	3	3	NC		3	19
VIII					3	3			10	16
Total	10	24	29	68	12	6	NC	1	15	165

NC - Non Credit

CURRICULUM OF B.E.(CSE)

SEMESTER - I									
Sl. No	Course Type	Course Title	Hours per Week			C	IA	EA	TM
			L	T	P				
1		Engineering Mathematics - I	4	0	0	4	40	60	100
2		Engineering Physics	3	0	2	4	40	60	100
3		Basic Electrical Engineering	3	0	2	4	40	60	100
4		Essentials of Computing	3	0	4	5	40	60	100
5		Engineering Graphics & Design	2	0	2	3	40	60	100
6		Yoga/NSS	2	0	0	NC	-	-	-
Total						20	Credit: 20/165		

SEMESTER - II									
Sl. No	Course Type	Course Title	Hours per Week			C	IA	EA	TM
			L	T	P				
1		English	2	0	0	2	40	60	100
2		Probability and Statistics	4	0	0	4	40	60	100
3		Engineering Chemistry	3	0	2	4	40	60	100
4		Design Thinking & IDEA Lab	2	0	2	3	40	60	100
5		Programming for Problem Solving	3	0	4	5	40	60	100
6		Universal Human Values	1	0	0	1	100	-	100
7		Humanities (Soft Skills-I)	1	0	0	1	100	-	100
Total						20	Credit: 40/165		

SEMESTER - III									
Sl. No	Course Type	Course Title	Hours per Week			C	IA	EA	TM
			L	T	P				
1		Engineering Mathematics - II	4	0	0	4	40	60	100
2		Digital Logic Design	3	0	2	4	40	60	100
3		Computer Organization and Architecture	3	0	2	4	40	60	100
4		Data Structures and Algorithms	3	0	4	5	40	60	100
5		Fundamentals of Machine Learning	3	0	4	5	40	60	100
6		Humanities (Soft Skills-II)	1	0	0	1	100	-	100
Total						23	Credit: 63/165		

SEMESTER - IV									
Sl. No	Course Type	Course Title	Hours per Week			C	IA	EA	TM
			L	T	P				
1		Discrete Mathematics	4	0	0	4	40	60	100
2		Fundamentals of Embedded Systems and IoT	3	0	4	5	40	60	100
3		Design and Analysis of Algorithm	3	0	4	5	40	60	100
4		Object Oriented Programming	3	0	4	5	40	60	100
5		Management - I (Organizational Behavior)	3	0	0	3	40	60	100
6		Mandatory Course (Indian Knowledge System)	1	0	0	NC	-	-	-
Total						22	Credit: 85/165		

SEMESTER - V									
Sl. No	Course Type	Course Title	Hours per Week			C	IA	EA	TM
			L	T	P				
1		Theory of Computation	3	0	0	3	40	60	100
2		Operating System	3	0	4	5	40	60	100
3		Database Systems	3	0	4	5	40	60	100
4		Computer Networks	3	0	4	5	40	60	100
5		Introduction to Cyber Security	3	0	0	3	40	60	100
6		Entrepreneurship & Start-ups	2	0	0	1	40	60	100
Total						22	Credit: 107/165		

SEMESTER - VI									
Sl. No	Course Type	Course Title	Hours per Week			C	IA	EA	TM
			L	T	P				
1		Compiler Design	3	0	4	5	40	60	100
2		Data Mining	3	0	4	5	40	60	100
3		Software Engineering	3	0	0	3	40	60	100
4		Professional Elective-I	3	0	0	3	40	60	100
5		Professional Elective-II	2	0	2	3	40	60	100
6		Creative and Innovative Project	0	0	4	2	40	60	100
7		Industrial Training and Practices	0	0	2	1	40	60	100
8		Humanities (Soft Skills-II)	1	0	0	1	100	-	100
9		Mandatory Course (Environmental Science)	0	0	0	NC	-	-	-
Total						23	Credit: 130/165		

SEMESTER - VII									
Sl. No	Course Type	Course Title	Hours per Week			C	IA	EA	TM
			L	T	P				
1		Web Technologies	3	0	4	5	40	60	100
2		Professional Elective-III	3	0	0	3	40	60	100
3		Open Elective-I (MOOC)	3	0	0	3	40	60	100
4		Mobile Application Development	3	0	4	5	40	60	100
5		Project Work Phase-I	0	0	6	3	40	60	100
6		Mandatory Course (Constitution of India)	0	0	0	NC	-	-	-
Total						19	Credit: 149/165		

SEMESTER - VIII									
Sl. No	Course Type	Course Title	Hours per Week			C	IA	EA	TM
			L	T	P				
1		Professional Elective-IV (MOOC)	3	0	0	3	40	60	100
2		Open Elective-II (MOOC)	3	0	0	3	40	60	100
3		Project Work Phase -II	0	0	20	10	40	60	100
Total						16	Credit: 165/165		

Humanities and Social Science Including Management Courses (HSMC)						
Sl.No	Category	Course Title	L	T	P	C
1.	HSMC	English	2	0	0	2
2.	HSMC	Universal Human Values	1	0	0	1
3.	HSMC	Humanities (Soft Skills-I)	1	0	0	1
4.	HSMC	Humanities (Soft Skills-II)	1	0	0	1
5.	HSMC	Humanities (Soft Skills-III)	1	0	0	1
6.	HSMC	Management - I (Organizational Behavior)	3	0	0	3
7.	HSMC	Entrepreneurship & Start-ups	2	0	0	1
Total						10

BASIC SCIENCE COURSES(BSC)						
Sl.No	Category	Course Title	L	T	P	C
1.	BSC	Mathematics - I (Calculus and Linear Algebra)	4	0	0	4
2.	BSC	Engineering Physics (Semiconductor)	3	0	2	4
3.	BSC	Mathematics - II (Probability and Statistics)	4	0	0	4
4.	BSC	Engineering Chemistry	3	0	2	4
5.	BSC	Mathematics - III (Differential Calculus)	4	0	0	4
6.	BSC	Discrete Mathematics	4	0	0	4
Total						24

Engineering Science Courses (ESC)						
Sl. No	Category	Course Title	L	T	P	C
1.	ESC	Basic Electrical Engineering	3	0	2	4
2.	ESC	Essentials of Computing	3	0	2	5
3.	ESC	Engineering Graphics & Design	2	0	2	3
4.	ESC	Design Thinking & IDEA Lab	2	0	2	3
5.	ESC	Programming for Problem Solving	3	0	4	5
6.	ESC	Digital Logic Design	3	0	2	4
7.	ESC	Fundamentals of Embedded Systems and IoT	3	0	4	5
Total						29

PROFESSIONAL CORE COURSES(PCC)						
Sl.No	Category	Course Title	L	T	P	C
1.		Computer Organization and Architecture	3	0	2	4
2.		Data Structures and Algorithms	3	0	4	5
3.		Fundamentals of Machine Learning	3	0	4	5
4.		Design and Analysis of Algorithm	3	0	4	5
5.		Object Oriented Programming	3	0	4	5
6.		Theory of Computation	3	0	0	3
7.		Operating System	3	0	4	5
8.		Database Systems	3	0	4	5
9.		Computer Networks	3	0	4	5
10.		Introduction to Cyber Security	3	0	0	3
11.		Compiler Design	3	0	4	5
12.		Data Mining	3	0	4	5
13.		Software Engineering	3	0	0	3
14.		Web Technologies	3	0	4	5
15.		Mobile Application Development	3	0	4	5
Total						68

PROFESSIONAL ELECTIVE COURSE(PEC)						
Sl.No	Category	Course Title	L	T	P	C
1.	PEC	Professional Elective-I	3	0	0	3
2.	PEC	Professional Elective-II	2	0	2	3
3.	PEC	Professional Elective -III	3	0	0	3
4.	PEC	Professional Elective -IV	3	0	0	3
Total						12

OPEN ELECTIVE COURSES(OEC)						
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Sl.No	Category	Course Title	L	T	P	C
1.	OEC	Open Elective - I	3	0	0	3
2.	OEC	Open Elective -II	3	0	0	3
Total						6

MANDATORY COURSES(MC)						
Sl. No	Category	Course Title	L	T	P	C
1.		Indian Knowledge System	1	0	0	NC
2.		Environmental Science	1	0	0	NC
3.		Constitution of India	1	0	0	NC

PROFESSIONAL ELECTIVES	
SEMESTER-VI	
Subject Code	Subject Name
Professional Elective-I	
	Software Architecture
	DevOps Engineering
	Software Project Management
	Software Testing
	Advanced Programming
Professional Elective-II	
	Deep Learning
	Natural Language Processing
	Business Intelligence & Data Warehousing
	Soft Computing
	Computer Vision
SEMESTER- VII	
Professional Elective-III	
	Cloud Computing
	Distributed Systems
	Parallel Computing
	Big data Analytics
	Quantum Computing
SEMESTER-VIII	
Professional Elective-IV	
	Augmented & Virtual Reality
	Data Visualization
	Speech and Pattern Recognition (Sensory Technologies)
	UX/UI Design
	Software Design Thinking

OPEN ELECTIVES		
SEMESTER- VII		
Subject Code	Subject Name	Offered Department
Open Elective - I		
	Engineering Economics	Commerce / Management
	Principles of Management	Allied Health Science
	Computational Biology	Commerce / Management
	Financial Computing	CIVIL
	Smart Cities and Sustainability	Chemistry
	Disaster Management	Commerce / Management
SEMESTER- VIII		
Open Elective - II		
	Business Analytics	Commerce / Management
	Professional Ethics	Education
	Health Informatics	Allied Health Science/ Ayur Vedha
	Fintech	Commerce / Management
	Assistive Technology	Mechanical
	Smart Agriculture	Chemistry
	Research methodology and IPR	R&D / Law

I – SEMESTER

Course Code		L	T	P	C
Course Title	ENGINEERING MATHEMATICS - I	4	0	0	4
OBJECTIVES					
•	To understand matrix theory, including eigenvalues, eigenvectors, and quadratic forms, for solving engineering problems.				
•	To apply numerical methods for solving algebraic and transcendental equations using both direct and iterative techniques.				
•	To learn interpolation, numerical differentiation, and integration methods for approximating functions and values.				
•	To evaluate multiple integrals and use Beta and Gamma functions in engineering applications.				
•	To apply vector calculus concepts and theorems to solve problems in physics and engineering fields.				
OUTCOMES					
•	Solve problems involving eigenvalues, eigenvectors, and reduce matrices and quadratic forms to canonical forms.				
•	Apply numerical methods to find approximate solutions of algebraic and transcendental equations.				
•	Use interpolation techniques and numerical integration/differentiation for estimating values from data.				
•	Evaluate double and triple integrals, and apply Beta and Gamma functions in engineering contexts.				
•	Compute gradient, divergence, and curl, and apply vector integral theorems in physical applications.				
UNIT - I		MATRICES			
Eigen Value and Eigen Vectors – Properties of Eigen Values – Cayley-Hamilton Theorem – Reduction to Diagonal Form – Reduction of Quadratic Form to Canonical Form – Nature of Quadratic Forms.					
UNIT - II		NUMERICAL SOLUTIONS TO ALGEBRAIC EQUATIONS			
Introduction – Solution of Algebraic and Transcendental Equations – Bisection Method, Method of False Position, Newton’s Method – Solution of Linear Simultaneous Equations – Direct Methods of Solution – Gauss Elimination, Gauss-Jordan Method – Indirect Methods of Solution – Jacobi’s Method, Gauss-Seidel Method.					
UNIT - III		INTERPOLATION, NUMERICAL DIFFERENTIATION AND INTEGRATION			
Finite Differences – Newton’s Interpolation Formula – Interpolation with Unequal Intervals – Lagrange’s Formula – Divided Differences – Newton’s Divided Difference Formula. Numerical Differentiation – Formulae for Derivatives – Numerical Integration – Newton-Cote’s Quadrature Formula – Trapezoidal Rule – Simpson’s 1/3 rd Rule – Simpson’s 3/8 th Rule.					
UNIT - IV		MULTIPLE INTEGRALS AND BETA-GAMMA FUNCTIONS			
Double Integrals – Change of Order of Integration – Double Integrals in Polar Coordinates – Area enclosed by Plane Curves – Triple Integrals – Volume of Solids – Beta Function – Gamma Function – Relation between Beta Function and Gamma Function.					

UNIT - V	VECTOR CALCULUS
Scalar and Vector Point Functions-Vector Operator del. - Del applied to Scalar Point Functions - Gradient - Del applied to Vector Point Functions-Divergence and Curl - Del applied twice to Point Functions - Del applied to Product of Point Functions - Integration of Vectors - Line Integrals-Circulation-Work - Surface Integral-Flux - Green's Theorem in the Plane - Stoke's Theorem - Volume Integral - Divergence Theorem - Irrotational and Solenoidal Fields.(statement only for theorems)	
TEXT BOOK	
B.S. Grewal, Higher Engineering Mathematics, 42 nd Edition, Khanna Publishers.	
REFERENCES	
1.	Erwin Kreyszig, Advanced Engineering Mathematics, 10 th Edition.
PREPARED BY	
Dept. of Mathematics	

Course Code		L	T	P	C
Course Title	ENGINEERING PHYSICS	3	0	2	4
PRE-REQUISITES					
Basic knowledge on particle nature of light, photons, black body, atoms and electrons, wave equations and quantum physics, microscopes, ground state and excited states of atoms, p-n junction and Zener diodes, transistors, Boolean algebra and logic operations, properties of conductors, semiconductors and insulators					
OBJECTIVES					
The student will acquire knowledge on:					
•	Black body radiation, wave particle duality, De Broglie matter waves, physical significance of wave function, Schrodinger time wave equations and applications				
•	Einstein's theory on matter-radiation interaction, Laser principle and Properties, Nd:YAG and CO2 lasers, applications of lasers - IR thermography.				
•	Light propagation in optical fiber, fiber parameters, types and applications, fiber losses.				
•	PN junction diode and Zener diode characteristics, BJT, FET, D-MOSFET, E-MOSFET Characteristics, Logic Gates and Universal Building Blocks.				
•	Dielectric materials, internal field, Superconductors, nanomaterial, methods of synthesis, shape memory alloys (SMA) and Biomaterials				
COURSE OUTCOMES					
At the end of the course, the student will gain adequate knowledge about:					
CO1	Concept of black body radiation, De Broglie matter waves, physical significance of wave function, Schrodinger time independent and dependent wave equations and application to one dimensional potential well.				
CO2	Einstein's theory on spontaneous and stimulated emissions, basic principles and properties of Laser, designing and working of Nd: YAG and CO2 lasers, applications, IR thermograph.				
CO3	Optical fiber, fiber parameters, types and applications, fiber losses				
CO4	PN junction diode and Zener diode characteristics, BJT, FET, D-MOSFET, E-MOSFET Characteristics, Logic Gates and Universal Building Blocks.				
CO5	Nature of Dielectric materials, derivation of Internal field for a dielectric slab and formation of Clausius-Mossotti relation, Superconductors, types, BCS theory, nanomaterials, Ball milling and PVD method of synthesis, shape memory alloys (SMA) and Biomaterials, their nature and applications				
UNIT - I QUANTUM PHYSICS					
Black body radiation-Planck's law - Energy distribution function, Wave - particle duality- de Broglie matter waves - Concept of wave function and its physical significance - Heisenberg's Uncertainty Principle - Schrodinger's wave equation - Time independent and Time dependent equations- Tunneling -Scanning tunneling microscope.					
UNIT - II LASER PHYSICS					
Einstein's theory of matter - radiation interaction and A and B coefficients; Properties of laser- spontaneous and stimulated emission, amplification of light by population inversion, different types of lasers: solid-state laser(Nd:YAG), gas lasers (CO2), applications -IR Thermography					

UNIT - III FIBRE OPTICS	
Optical fiber- structure - core and cladding - principle [TIR] - types- material, mode, refractive index profile -Fiber losses -Expression for acceptance angle and numerical aperture. Applications-Endoscope and optical fiber Communication.	
UNIT - IV SEMICONDUCTOR DEVICES AND APPLICATIONS	
Introduction to P-N junction Diode and V-I characteristics, Zener diode and its characteristics, Introduction to BJT, input-output and transfer characteristics of NPN transistor CE mode, FET and MOSFET characteristics. Basic logic gates - NAND, NOR as Universal building block.	
UNIT V NEW ENGINEERING MATERIALS	
Dielectric materials: Definition- Dielectric loss - Internal field - Claussius-Mossotti relation. Superconducting materials: Introduction - Properties-Meissner effect - Type I & Type II superconductors - BCS theory. Nano materials: Introduction - Synthesis of nano materials - Top down and bottom-up approach- Ball milling- Thermal evaporation method. Smart materials: Shape memory alloys-Biomaterials (properties and applications)	
EXPERIMENTS (Any 8)	
1.	Determination of Rigidity Modulus & Moment of Inertia using Torsional Pendulum
2.	Determination of Young's Modulus
3.	Determination of Wavelength of Laser light using transmission grating.
4.	Determination of particle size using LASER
5.	Measurement of numerical aperture of an optical fiber.
6.	Determination of wavelength of light using Newton's Rings apparatus.
7.	Determination of Velocity of sound waves in liquid using Ultrasonic interferometer.
8.	Determination of wavelength of prominent colors of mercury spectrum using grating.
9.	Determination of number of lines per meter of the grating using normal incidence method.
10.	Determination of refractive index of the given prism using minimum deviation method.
11.	Determination of emissivity of the surface of a black body.
12.	Basic logic gates- Verification of truth tables
13.	NAND-Universal building block
14.	NOR-Universal building block
15.	Zener diode- I-V characteristics
TEXT BOOKS	
1.	Sathyaprakash, "Quantum Mechanics", Pragati Prakashan, 2016 [unit I]
2.	K.Venkataraman, R.Raja, M.Sundararajan, "Applied Physics for Engineers", SciTech, 2014 [units II,III,V]
3.	V.K.Mehta, "Principles of Electronics", S Chand & Co, 2014 [unit -IV]

REFERENCE BOOKS	
1.	V. Devanathan, "Quantum Mechanics", Narosa, 2011
2.	M.N. Avadhanulu, "Engineering Physics", S Chand & Co, 2007
3.	B L Theraja, "Basic Electronics (Solid State)", S Chand & Co, 2005
4.	D. Halliday, R. Resnick and J. Walker, "Fundamentals of Physics", Wiley, 2001
5.	Arthur Beiser, Shobhit Mahajan, "Concepts of Modern Physics", McGraw Hill Education, 2009
PREPARED BY	
Dept. of Physics	

Course Code											L	T	P	C
Course Title	BASIC ELECTRICAL ENGINEERING										3	0	2	4
OBJECTIVES														
•	To understand and analyze basic electric and magnetic circuits.													
•	To study the working principles of electrical machines and power converters.													
•	To introduce the components of low voltage electrical installations.													
COURSE OUTCOMES														
At the end of the course student will be able to:														
CO1	Explain the basic electrical quantities and laws.													
CO2	Explain the construction, types and applications of electrical machines.													
CO3	Study the working principles of power converters.													
CO4	Show the tariff for a given load and energy consumption.													
CO5	Introduce the components of low voltage electrical installations and its applications.													
POs and COs MAPPING TABLES														
	PO01	PO02	PO03	PO04	PO05	PO06	PO07	PO08	PO09	PO10	PO11	PO12		
CO01	S	S	L	L	M	M	M	-	S	M	-	S		
CO02	S	S	M	M	M	S	M	L	S	M	L	M		
CO03	S	S	M	M	S	M	M	-	M	M	-	M		
CO04	S	S	S	S	S	M	M	M	M	M	L	M		
CO05	S	S	M	S	M	M	L	L	S	M	L	M		
UNIT - I DC CIRCUITS														
Electrical circuit elements (R, L and C), voltage and current sources, Kirchoff current and voltage laws, analysis of simple circuits with dc excitation-Superposition, Thevenin and Norton Theorems.														
UNIT - II AC CIRCUITS														
Representation of sinusoidal waveforms, peak and rms values, real power, reactive power, apparent power, power factor. Analysis of single-phase ac circuits consisting of R, L, C, RL, RC, RLC combinations (series), series resonance -Three-phase balanced circuit-voltage and current relationship in star and delta connections.														
UNIT - III ELECTRICAL MACHINES (STATIC)														
Magnetic materials, BH characteristics, ideal and practical transformer, equivalent circuit, transformer losses, regulation and efficiency. Auto-transformer and three-phase transformer connections														
UNIT - IV ELECTRICAL MACHINES (ROTATING)														
Construction and working principle - DC motor, Three-phase induction motor and Single-phase induction motor - torque -slip characteristics (three phase)-starting and speed control of three phase induction motor - Construction and working principle of DC generator and Three phase alternator.														

UNIT - V POWER CONVERTERS AND ELECTRICAL INSTALLATIONS	
DC-DC buck and boost converters – Single phase voltage source inverters – Switch Fuse Unit (SFU), MCB, ELCB, MCCB, Types of Cables - Earthing - Types of Batteries - Power factor improvement.	
LIST OF EXPERIMENTS	
1.	Study of Electric Motors (AC & DC Motors).
2.	Load Test on Single Phase Induction Motor.
3.	Load Test on Three Phase Induction Motor.
4.	Load Test on Single Phase Transformer.
5.	Load Test on Three Phase Alternator.
6.	Speed Control of DC Motor.
7.	Speed Control of Three Phase Induction Motor (Pole Changing Method).
8.	Study of Multi meter, CRO and LCR Meter.
9.	Measurement of Voltage, Current and Power.
10.	Verification of Kirchoff's Law.
11.	Verification of Thevenin's Theorem.
12.	B ·H Curve of a Magnetic Material.
13.	Rectifier Circuit Analysis (AC – DC).
14.	Inverter Circuit Analysis (DC – AC).
15.	Chopper Circuit Analysis (DC – DC).
16.	Series and Parallel RLC Circuit Analysis.
TEXT BOOKS	
1.	D. P. Kothari and I. J. Nagrath, "Basic Electrical Engineering", Tata McGraw Hill, 2010.
2.	D. C. Kulshreshtha, "Basic Electrical Engineering", McGraw Hill, 1 st Edition July 2017
REFERENCES	
1.	L. S. Bobrow, "Fundamentals of Electrical Engineering", Oxford University Press, 2011.
2.	E. Hughes, "Electrical and Electronics Technology", Pearson, 2010.
3.	V. D. Toro, "Electrical Engineering Fundamentals", Prentice Hall India, 1989.
PREPARED BY	
Dept. of EEE	

Course Code												L	T	P	C
Course Title	ESSENTIALS OF COMPUTING											3	0	4	5
PRE-REQUISITES															
Basic mathematical knowledge, logical reasoning skills, and familiarity with basic computer operations.															
OBJECTIVES															
•	To introduce basic concepts of computers and networking.														
•	To develop problem-solving skills using logical reasoning and algorithm design tools.														
•	To provide a foundation in Python programming concepts.														
•	To enable the use of data structures in Python for data handling.														
•	To develop problem-solving skills using functions, searching, and graph techniques.														
COURSE OUTCOMES															
At the end of course, the students will be able to															
1.	Understand the fundamental concepts of computers, memory organization, and networking.														
2.	Apply problem-solving techniques using algorithms, flowcharts, pseudocode, and number system conversions.														
3.	Develop Python programs using data types, operators, iterative and control structures.														
4.	Implement and manipulate data structures in Python.														
5.	Analyze and apply functions, searching algorithms, and graph traversal techniques to solve problems.														
POs and COs MAPPING TABLES															
	PO 01	PO 02	PO 03	PO 04	PO 05	PO 06	PO 07	PO 08	PO 09	PO 10	PO 11	PO 12	PSO 01	PSO 02	PSO 03
C OO 1	3	2	-	-	1	-	-	-	-	-	-	-	2	1	-
C OO 2	3	3	2	1	1	-	-	-	-	-	-	-	2	2	-
C OO 3	3	2	2	-	2	-	-	-	-	-	-	-	3	2	1
C OO 4	3	2	3	-	2	-	-	-	-	-	-	-	3	3	1
C OO 5	3	3	2	2	2	-	-	-	-	-	-	1	3	3	2
LEGEND:1-LOW, 2 - MEDIUM, 3-HIGH															
UNIT - I	INTRODUCTION TO COMPUTER AND NETWORKING														9

Computer – classifications of computers – Generations – Basic Organizations of Computers-Types of Memory – Basics of Computer Networking –Types of Computer Network Architecture- Network devices.		
UNIT - II	PROGRAMMING FUNDAMENTALS AND ESSENTIALS	9
Problem definition - Logical Reasoning -Algorithm representation and implementation – Flowchart –Pseudocode –Programming Languages-Paradigms-Number system –Conversion Number system		
UNIT - III	INTRODUCTION TO PYTHON PROGRAMMING	9
Introduction to Python, Tokens in Python- Variables, Keywords, Comments, Literals, Data types, Indentation, Operators, types and its precedence, Expressions, Type Casting. Control Structures: Selective statements – if, if-else, nested if, if – elif ladder statements; Iterative statements - while, for, range functions, nested loops, else in loops, break, continue and pass statements.		
UNIT - IV	DATA STRUCTURES IN PYTHON	9
List: Create, Access, Slicing, Negative Indices, List Operations, Methods and comprehensions. Tuples: Create, Indexing and Slicing, Operations on tuples. Dictionary: Create, add, and replace values, operations & Methods on dictionaries. Sets: Create, access, set operations and Methods. String Operations and Methods, Regular expression.		
UNIT - V	FUNCTIONS, SEARCHING AND GRAPH TECHNIQUES	9
Functions, arguments and its types, Recursion, Lambda -Searching – Binary and Linear Search. Introduction to Graph, Graph Traversals - Depth-First Search and Breadth-First Search		
LIST OF EXPERIMENTS (LAB)		
UNIT - I	INTRODUCTION TO COMPUTER AND NETWORKING	
1.	<ol style="list-style-type: none"> 1. Identification of Computer Peripherals. 2. Identifying the Networking devices and components. 3. Study of Network Devices 	
UNIT - II	PROGRAMMING FUNDAMENTALS AND ESSENTIALS	
2	<ol style="list-style-type: none"> 1. Algorithm development for simple mathematical problems 2. Solving problems based on number systems and logics. 	
UNIT - III	INTRODUCTION TO PYTHON PROGRAMMING	
3	<ol style="list-style-type: none"> 1. Basic Python programs on - Input and Output 2. Python programs on - Operators 3. Python programs on - Loops 4. Python programs on -control structure with its types 	
UNIT - IV	DATA STRUCTURES IN PYTHON	
4	<p>Lists</p> <ol style="list-style-type: none"> 1. Python programs on List Operations and Methods 2. Python programs on List comprehension 3. Python programs on List Conversion with other data structures <p>Tuple</p> <ol style="list-style-type: none"> 1. Python programs on Tuple Operations and Methods 2. Python programs on tuple conversion with other data structures <p>Sets</p> <ol style="list-style-type: none"> 1. Python programs on Set operations and Methods 2. Python programs on set conversion with other data structures 	

	<p>Dictionaries</p> <ol style="list-style-type: none"> 1. Python programs on dictionary operations and Methods 2. Write a program to check if a given key exists in a dictionary or not. 3. Write a program to add a new key-value pair to an existing dictionary. <p>String:</p> <ol style="list-style-type: none"> 1. Python programs on String built -in functions, methods and operations 2. Python Programs on string to check strings are anagrams or not and check if the substring is present in a given string or not. 3. Python Programs on Regular expression: Matching the patterns, Search and replace
UNIT - V	FUNCTIONS, SEARCHING AND GRAPH TECHNIQUES
5	<ol style="list-style-type: none"> 1. Python Programs on Built -in Functions & user defined functions 2. Python Programs on Lambda & Recursion 3. Python program to perform Linear Search and Binary search 4. Python program to implement BFS traversal 5. Python program to implement DFS traversal
Lab Tools and Environments	
<ul style="list-style-type: none"> • Computer system -Linux • Basic system tools and file management • IDLE, PyCharm, Visual Studio Code, Jupyter Notebook, pip 	
Programming Environment:	
<ol style="list-style-type: none"> 1. Python 3.10 2. Jupyter Notebook/JupyterLab/IDLE/Google CoLab 	
Core Libraries: sys, os, math, random, datetime, json, re, and collections	
Cloud & Collaboration Platforms: Google Colab / Jupyter Notebook / Kaggle	
Frameworks (basic exposure): NumPy and Pandas	
Data Formats & APIs: JSON, CSV, and XML, Python libraries along with basic API for handling web-based data communication in Python.	
TEXT BOOKS	
1.	Thareja, R. (2020). Fundamentals of computers. Oxford University Press.
2.	Allen B. Downey, Think Python: How to Think Like a Computer Scientist, Third edition, O'Reilly Publishers, 2024
3.	Python Programming using problem solving Approach by Reema Thareja, Oxford University, Higher Education Oxford University Press; First edition (10 June 2017).
4.	Data Structures and Algorithms in Python", by Michael T. Goodrich and Robert, Tamassia, Wiley, 1st Edition.
REFERENCES	
1.	Venkatesh, G., & Mukund, M. (2021). Computational thinking. Notion Press.
2.	Taming Python by Programming", Jeeva Jose, Khanna Book Publishing Company.
3.	Charles Dierbach, "Introduction to Computer Science using Python", Wiley, 2015
4.	Michel Dawson, "Python Programming for Absolute Beginners" , Third Edition, Course Technology Cengage Learning Publications, 2013.
LEARNING OUTCOMES	
1.	Students will learn the working principles of computers, memory systems, and basic networking concepts.

2.	Students will learn logical problem-solving and algorithm design techniques.				
3.	Students will learn Python programming using basic constructs and techniques.				
4.	Students will learn data organization using Python data structures.				
5.	Students will learn problem-solving using functions, searching, and graph techniques.				
PREPARED BY					
Ms D.Gayathri & Mr D Jeevankumar					
Course Code		L	T	P	C
Course Title	ENGINEERING GRAPHICS AND DESIGN	2	0	2	3
OBJECTIVES					
•	To introduce and develop the students towards the graphical skills for effective communication of concepts, ideas and design of engineering products.				
•	To make the students aware of existing national and international standards practiced in technical drawings, drafting and presentations				
•	To introduce drafting software and its uses in design and detailing by using AutoCAD.				
COURSE OUTCOMES					
•	Draw orthographic projections of lines, planes and solids				
•	Draw projections of solids including cylinder, prism and pyramid.				
•	Draw section of solids including cylinder, prisms and pyramids.				
•	Draw the development of surfaces including cylinder, pyramid and prism				
•	Draw projection of lines, planes, solids, orthographic projection, Isometric projection, and section of solids including cylinder, cone, prism, pyramid and building drawing using Auto CAD.				
UNIT - I	INTRODUCTION TO ENGINEERING DRAWING				
Principles of Engineering Graphics and their significance, usage of Drawing instruments, lettering, Conic sections including the Rectangular Hyperbola (General method only); Cycloid, Epicycloid, Hypocycloid and Involute; Scales - Plain, Diagonal and Vernier Scales;					
UNIT - II	ORTHOGRAPHIC PROJECTIONS				
Principles of Orthographic Projections-Conventions - Projections of Points and lines inclined to both planes; Projections of planes inclined Planes - Auxiliary Planes;					
UNIT - III	PROJECTIONS OF REGULAR SOLIDS				
Inclined to HP & VP - Auxiliary Views; Draw simple annotation, dimensioning and scale. Floor plans that include: windows, doors, and fixtures such as WC, bath, sink, shower, etc					
UNIT - IV	SECTIONS AND SECTIONAL VIEWS OF RIGHT ANGULAR SOLIDS				
Prism, Cylinder, Pyramid, Cone - Auxiliary Views; Development of surfaces of Right Regular Solids - Prism, Pyramid, Cylinder and Cone; Draw the sectional orthographic views of geometrical solids, objects from industry and dwellings (foundation to slab only)					
UNIT - V	ISOMETRIC PROJECTIONS				
Principles of Isometric projection - Isometric Scale, Isometric Views, Conventions; Isometric Views of lines, Planes, Simple and compound Solids; Conversion of Isometric Views to Orthographic Views and Vice-versa, Conventions;					

UNIT - VI	
Overview of Computer Graphics-theory of CAD software-Drawing Area, Dialog boxes and windows- Different methods of zoom as used in CAD-Isometric Views of lines, Planes, Simple and compound Solids Customization & CAD Drawing-ISO and ANSI standards for coordinate dimensioning and tolerancing; dimensions to objects-various ways of drawing circles, Annotations, layering & other functions-Setting up and use of Layers, layers to create drawings-color coding according to building drawing practice; Drawing sectional elevation showing foundation to ceiling-Introduction to Building Information Modelling (BIM)	
LIST OF EXPERIMENTS	
I.	Introduction to engineering design (CAD)
II.	Introduction to Auto cad
III.	Introduction to BIM
1.	Drafting and modeling with co-ordinate systems
2.	Creation of a simple machined component
3.	Creation of title block
4.	Creation of orthographic views of a cone, cylinder and hexagon
5.	Creation of sectional views of a cone, cylinder and hexagon
6.	Creation of orthographic views
7.	Creation of isometric view of a V-block.
8.	Conversion of 3D to 2D drawings
9.	Creation of 3D solid machine component
10.	Creation of 3D solid V block
11.	Building plan of a simple office
12.	Building plan of a simple home
13.	Creation of simple steel truss
TEXT BOOKS	
1.	Bhatt N.D., Panchal V.M. & Ingle P.R., (2014), Engineering Drawing, Charotar Publishing House.
2.	Shah, M.B. & Rana B.C. (2010), Engineering Drawing and Computer Graphics, Pearson Education.
REFERENCES	
1.	Agrawal B. & Agrawal C. M. (2017), Engineering Graphics, TMH Publication.
2.	Narayana, K.L. & P Kannaiah (2008), Text book on Engineering Drawing, Scitech Publishers.
3.	Auto Cad User Manual.
PREPARED BY	
Dept. of Mech.	

II – SEMESTER

Course Title	ENGLISH											L	T	P	C
Course Code												2	0	0	2
OBJECTIVES															
•	To enhance proficiency in English language skills.														
•	To develop ability to think analytically, speculatively and imaginatively.														
•	To see themselves as professionals, as part of a discipline with skills and abilities valuable in business, teaching, publishing, etc.														
COURSE OUTCOMES															
After the successful completion of the course students will be able to															
CO1	Understand the nuances of grammar and vocabulary in speaking and writing														
CO2	Listen and comprehend different spoken excerpts critically, infer and implied meanings.														
CO3	Speak convincingly, express their opinions clearly, initiate a discussion, negotiate, and argue using appropriate communicative strategies.														
CO4	Read different genres of texts, infer implied meanings and critically analyze and evaluate them for ideas as well as for Method of presentation.														
CO5	Write effectively and persuasively and by using different techniques of writing such as narration, description, exposition and argument as well as creative, critical, analytical and Evaluative writing.														
POs and COs MAPPING TABLES															
	PO 01	PO 02	PO 03	PO 04	PO 05	PO 06	PO 07	PO 08	PO 09	PO 10	PO 11	PO 12			
CO 01	-	-	-	-	M	L	L	L	M	M	L	M			
CO 02	-	-	-	-	M	L	L	L	L	L	L	M			
CO 03	-	-	-	-	L	L	L	L	L	L	L	L			
CO 04	-	-	-	-	L	L	L	L	L	L	L	L			
CO 05	-	-	-	-	M	L	L	L	M	M	L	M			
UNIT - I	VOCABULARY BUILDING														
1.1	The concept of Word Formation														
1.2	Root words from foreign languages and their use in English														
1.3	Acquaintance with prefixes and suffixes from foreign languages in English to form derivatives.														
1.4	Synonyms, antonyms, and standard abbreviations.														
UNIT - II	BASIC WRITING SKILLS														
2.1	Sentence Structures														
2.2	Use of phrases and clauses in sentences														
2.3	Importance of proper punctuation														
2.4	Creating coherence														
2.5	Organizing principles of paragraphs in documents														

2.6	Techniques for writing precisely
UNIT - III	IDENTIFYING COMMON ERRORS IN WRITING
3.1	Subject-verb agreement
3.2	Noun-pronoun agreement
3.3	Misplaced modifiers
3.4	Articles
3.5	Prepositions
3.6	Redundancies
3.7	Clichés
UNIT - IV	NATURE AND STYLE OF SENSIBLE WRITING
4.1	Describing
4.2	Defining
4.3	Classifying
4.4	Providing examples or evidence
4.5	Writing introduction and conclusion
UNIT - V	WRITING PRACTICES
5.1	Comprehension
5.2	Précis Writing
5.3	Essay Writing
PRACTICE: ORAL COMMUNICATION	
(This unit involves interactive practice sessions in Language Lab)	
<ul style="list-style-type: none"> • Listening Comprehension • Pronunciation, Intonation, Stress and Rhythm • Common Everyday Situations: Conversations and Dialogues • Communication at Workplace • Interviews • Formal Presentations 	
TEXT BOOK	
1.	Practical English Usage. Michael Swan. OUP. 4th edition.
2.	Remedial English Grammar. F.T. Wood. Macmillan. Jan-2014.
REFERENCES	
1.	On Writing Well. William Zinsser. Harper Resource Book. 9th May 2006.
2.	Study Writing. Liz Hamp-Lyons and Ben Heasley. Cambridge University Press. Press, 2nd edition, 31st Jan 2007.
3.	Communication Skills. Sanjay Kumar and PushpLata. Oxford University Press. 2nd Edition, 2015.
4.	Exercises in Spoken English. Parts. I-III. CIEFL, Hyderabad. Oxford University Press
PREPARED BY	
Dept. of English	

Course Code	<<Course Code>>											L	T	P	C
Course Title	PROBABILITY AND STATISTICS											4	0	0	4
PRE-REQUISITES															
OBJECTIVES															
•	To introduce fundamental concepts of probability theory, including conditional probability, Bayes' theorem, and random variables.														
•	To familiarize students with discrete and continuous probability distributions and their applications.														
•	To develop an understanding of statistical measures such as central tendency, dispersion, correlation, and regression.														
•	To equip students with techniques for curve fitting and conducting large sample hypothesis testing.														
•	To enable students to perform small sample hypothesis tests using t, F, and chi-square distributions.														
COURSE OUTCOMES															
At the end of course, the students will be able to															
1.	Apply basic concepts of probability, including Bayes' theorem and moment generating functions, to analyze random events.														
2.	Use standard discrete and continuous probability distributions to model and solve real-world problems.														
3.	Compute and interpret statistical measures such as mean, variance, correlation, regression, skewness, and kurtosis.														
4.	Perform curve fitting using least squares and conduct large-sample hypothesis testing.														
5.	Apply small-sample tests such as t-test, F-test, and chi-square test for inference and decision-making.														
POs and COs MAPPING TABLES															
	PO 01	PO 02	PO 03	PO 04	PO 05	PO 06	PO 07	PO 08	PO 09	PO 10	PO 11	PO 12	PSO 01	PSO 02	PSO 03
CO 01															
CO 02															
CO 03															
CO 04															
CO 05															
LEGEND: 1-LOW, 2 - MEDIUM, 3-HIGH															
UNIT - I	PROBABILITY														12
Introduction to Probability, Probability spaces, conditional probability, Bayes' Theorem, Discrete and Continuous one dimensional random variables - Expectations, Moments, Variance of a sum, Moment generating function, Tchebyshev's Inequality.															
UNIT - II	PROBABILITY DISTRIBUTIONS														12

Discrete Distributions - Binomial, Poisson and Negative Binomial distributions, Continuous Distributions - Normal, Exponential and Gamma distributions.		
UNIT - III	STATISTICS	12
Measures of Central tendency, Measures of dispersion, coefficient of variation, Moments, Skewness and Kurtosis, Correlation, Rank Correlation and Regression (Bivariate)		
UNIT - IV	TESTING OF HYPOTHESIS-I	12
Curve fitting by the method of least squares- fitting of straight lines, second degree parabolas and more general curves. Test of significance: Large sample test for single proportion, difference of proportions, single mean, difference of means, and difference of standard deviations.		
UNIT - V	TESTING OF HYPOTHESIS-II	12
Test for single mean, difference of means and correlation coefficients, test for ratio of variances - Chi-square test for goodness of fit and independence of attributes.		
TEXT BOOKS		
1.	T. Veerarajan, Probability, Statistics and Random Processes, Third edition, Tata McGraw- Hill, New Delhi, 2010.	
2.	S.P. Gupta, Statistical Methods, 31st edition, Sultan chand and sons, New Delhi, 2002.	
REFERENCES		
1.	Loeve, M. (2012). Probability Theory I. United States: Springer New York.	
PREPARED BY		
Dept. of Mathematics		

Course Code		L	T	P	C
Course Title	ENGINEERING CHEMISTRY	3	0	2	4
UNIT - I MOLECULAR ENGINEERING AND NANOTECHNOLOGY					
Review of chemical bonding - MO theory - formation of H ₂ , He ₂ , O ₂ , N ₂ , CO and HF - hybridization definition- CH ₄ , C ₂ H ₄ and C ₂ H ₂ - Supramolecular chemistry definition - types of molecular assemblies - molecular machines (concepts only) - Nanomaterials-differences between bulk and nanophases - synthesis (top-down and bottom-up) - Applications: sensors, energy devices, coatings .					
UNIT - II ENGINEERING MATERIALS - POLYMERS, CERAMICS & COMPOSITES					
Polymers - introduction - types - advanced functional polymers -conducting polymers - biodegradable plastics - PLA and cellulose derivatives - Engineering ceramics - properties - types - oxide (Alumina and zirconia) non-oxide (SiC) and composite ceramics (metal cements) - applications - Composite materials: classification and uses.					
UNIT - III ELECTROCHEMISTRY AND CORROSION CONTROL					
Electrodes - types of electrodes - SEP - Nernst equation -Electrochemical cells, EMF, Nernst equation for cells -Batteries- Ni-Cd and Li-ion batteries - supercapacitors - introduction only - fuel cells introduction and types - Corrosion: types of corrosion - mechanisms, protection strategies.					
UNIT - IV WATER TREATMENT TECHNOLOGY					
Water as universal solvent - hardness-types - units of hardness -estimation of hardness - disadvantages of hard water - scale and sludges - water softening methods - ion exchange method, RO methods - Wastewater treatment: primary to tertiary methods - water pollutants types- heavy metals, microplastics and pesticide residues - effects. Domestic water treatment.					
UNIT - V INTRODUCTION TO GREEN CHEMISTRY					
Introduction to Green Chemistry - definition, scope, and significance - Twelve Principles of Green Chemistry - Atom Economy - definition, calculation, and applications, Carbon Footprint and Water Footprint - concepts and relevance in chemical industries -LCA - introduction- importance- Green Synthetic Methodologies - use of green solvents, supercritical fluids, and ionic liquids - Solvent- Free Reactions - techniques and advantages - Microwave-Assisted and Sonochemical Reactions -principles, mechanisms, and applications					
ANY EIGHT EXPERIMENTS OF THE FOLLOWING					
1.	Kinetics of Green synthesis of silver nanoparticles-Colorimetry				
2.	Determination of hardness of water (EDTA method)				
3.	Estimation of DO of water samples				
4.	Estimation of COD of water samples				
5.	Verification of Nernst equation for an electrode				
6.	Electrochemical cell construction and EMF measurement				
7.	Corrosion studies of metals				
8.	Prediction of Feasibility of cells				
9.	Bioplastic preparation and testing				
10.	Ion exchange water purification				

11.	Green synthesis of bis-naphthol
12.	Air particulate analysis using filter method
TEXT BOOKS	
1.	Jain & Jain, Engineering Chemistry, Dhanpat Rai Publishing, Latest Edition.
REFERENCE	
1.	P.C. Jain & Monika Jain, Engineering Chemistry, Dhanpat Rai Publishing.
2.	Shashi Chawla, A Textbook of Engineering Chemistry, Dhanpat Rai & Co.
3.	S.S. Dara & S.S. Umare, Engineering Chemistry, S. Chand & Company.
4.	R. Mukhopadhyay, Advanced Engineering Chemistry, New Age International.
5.	Anastas & Warner, Green Chemistry: Theory and Practice, Oxford University Press.
PREPARED BY	
Dept. of Chemistry	

Course Title	DESIGN THINKING AND IDEA LAB	L	T	P	C
Course Code		2	0	2	3
OBJECTIVES					
•	To understand various learning process, understanding the problems and enhancement techniques on innovative engineering products.				
•	To understand the importance of the design thinking tools.				
•	To learn about the problem-solving techniques and gain the knowledge about Empathy methods.				
•	To develop skills in ideation, product design tools and prototyping.				
•	To develop skills in testing, innovations, and collaboration on novel products				
COURSE OUTCOMES					
CO1	Classify the various learning principles and styles, memory technologies, and assess the emotional experience when examining emotional expressions in engineering education in order to create novel products.				
CO2	Discover the importance of brainstorming and how to apply design thinking tools to produce new products through innovative thinking.				
CO3	Propose the suitable problem-solving techniques through different Empathy tools and methods on defining problem statement on new products.				
CO4	Generate new ideation techniques applied on new product design and evaluate prototype effectiveness on different suitable developed prototype models.				
CO5	Apply diffusive and convective mass transfer equations and correlations to solve problems for different applications.				
UNIT - I	BASICS OF LEARNING, UNDERSTANDING AND ENHANCEMENT TECHNIQUES				
Principles and Dimensions of Learning Process - Learning Styles - Human Centered Design - Assessing and Interpreting - Learning Retention process - Memory Enhancement Techniques - Emotions and Psychology - Importance of Peer Learning.					
UNIT - II	DESIGN THINKING TOOLS & TECHNIQUES				
Design Thinking process - Need of Design Thinking - Objectives of Design Thinking - Design Thinking Frameworks - Design Thinking Mindsets - Design Thinking Tools - Empathize, Define, Ideate, Prototype and Test.					
UNIT- III	EMPATHY				
Role of Empathy - Methods and tools of Empathy - Defining the problem - Analysis and Synthesis - Empathy Mapping & its types - Double diamond design thinking -Ethical reasoning.					
UNIT - IV	IDEATION, PROTOTYPING & TESTING				
Ideation methods - Brainstorming techniques - Prototype - Need of Prototype - Types of Prototype - Rapid Prototyping - Testing: Purpose of testing - Types of testing - Designing for business growth					
UNIT - V	ETHICS & SUSTAINABILITY				
Values of morals - Five ways of ethical thinking - Ethical issues - Sources of ethics - Universal principle of Ethics - Ethical design test - Sustainability and sustainable futures - Pillers of sustainability - Sustainable design - Desing thinking for 2030 agenda.					

CASE STUDIES (Practical only)	
Real life case studies – Karnataka health promotion trust – Shriram life insurance corporation – Government of Odisha – Kotak Mahindra Bank - Design Thinking for Patient waiting in Hospitals - Design Thinking for Higher Education – Design Thinking for developing the application / Technology – Design Thinking for Patient waiting in Hospitals - Design Thinking for Seat confirmation in Train/Flight transport - Design Thinking for reducing effect of Global warming.	
LIST OF EXPERIMENTS FOR LABORATORY COURSE	
1.	To study the working principles and operation of normal lathe machine
2.	To study the, working and operation of different welding equipment's.
3.	To study the working principles and operation of wood lathe machine.
4.	To study the machining of 3D geometry on soft material such as soft wood or modelling
5.	To study the 2D profile cutting on plywood /MDF (6-12 mm) for press fit designs.
6.	To study the 3D 2D profile cutting of press fit box/casing in acrylic (3 or 6 mm 32 thickness)/cardboard, MDF (2 mm) board using laser cutter & engraver
7.	Scanning of computer mouse geometry surface. 3D printing of scanned geometry using FDM or SLA printer.
8.	Schematic and PCB layout design of a suitable circuit, fabrication and testing of the circuit
9.	Embedded programming using Arduino and/or Raspberry Pi.
10.	Design and implementation of a capstone project involving embedded hardware, software and machined or 3D printed enclosure.
<ul style="list-style-type: none"> • Discussion and Implementations of a Mini Project • Documentation of the Mini Project (Report & Video) 	
TEXT BOOK	
1.	Balaguruswamy, E., "Design Thinking", Mc Graw Hill, First Edition, January 2024.
2.	Idris Mootee, Design thinking for strategic innovation, Wiley publications, 2013.
3.	Hasso Plattner, Christoph Meinel and Larry Leifer (eds), "Design Thinking: Understand – Improve – Apply", Springer, 2011.
4.	Michael Lewrick, Patrick Link, and Larry Leifer, The Design Thinking Playbook: Mindful Digital Transformation of Teams, Products, Services, Businesses and Ecosystems, 2018, John Wiley & Sons.
REFERENCES	
1.	Tom Kelley, The Art of Innovation: Lessons in Creativity from IDEO, America's Leading Design Firm, Currency/Doubleday, 2001
2.	Tim Brown, Change by Design: How Design Thinking Transforms Organizations and Inspires Innovation, HarperCollins Publishers Ltd, 2009
3.	Ulrich & Eppinger, Product Design and Development, 3rd Edition, McGraw Hill, 2004.
4.	Kevin Otto, Kristin Wood, Product Design: Techniques in Reverse Engineering and New Product Development, Pearson publications, 2001.
5.	All-in-One Electronics Simplified, A.K. Maini; 2021. ISBN-13: 978-9386173393, Khanna Book Publishing Company, New Delhi.

6.	3D Printing & Design, Dr. Sabrie Soloman, ISBN: 978-9386173768, Khanna Book Publishing Company, New Delhi.
7.	The Big Book of Maker Skills: Tools & Techniques for Building Great Tech Projects. Chris Hackett. Weldon Owen; 2018. ISBN-13: 978-1681884325.
PREPARED BY	
Dept. of Mechanical	

Course Code												L	T	P	C
Course Title	PROGRAMMING FOR PROBLEM SOLVING											3	0	4	5
PRE-REQUISITES															
Basic Knowledge of Computer Science															
OBJECTIVES															
•	The course is designed to provide complete knowledge of C														
•	To Provide Students an exposure to gain the knowledge														
•	To Ensure that Students begin to learn the concepts of basic programming														
•	To design a creative solution for real world problems.														
•	To develop awareness of learning the basic concepts and creating algorithms.														
COURSE OUTCOMES															
At the end of course, the students will be able to															
1.	Makes students gain abroad perspective about the uses of computers in the engineering industry.														
2.	Develops a basic understanding of computers, the concept of algorithm and algorithmic thinking.														
3.	Develops the ability to analyze a problem, develop an algorithm to solve it.														
4.	Develops the use of the C programming language to implement various algorithms, And develops the basic concepts and terminology of programming in general.														
5.	Introduces the features of data structures in this C Programming language														
POs and COs MAPPING TABLES															
	PO 01	PO 02	PO 03	PO 04	PO 05	PO 06	PO 07	PO 08	PO 09	PO 10	PO 11	PO 12	PSO 01	PSO 02	PSO 03
CO 01	3	-	-	-	-	3	2	-	-	1	-	3	2	1	-
CO 02	3	3	2	2	-	-	-	-	-	-	-	2	2	-	1
CO 03	3	3	3	2	1	-	-	-	-	-	-	2	2	1	1
CO 04	3	2	3	2	3	-	-	-	2	2	-	3	2	-	2
CO 05	3	2	3	3	3	-	-	1	-	2	1	2	1	-	3
LEGEND:1-LOW, 2 - MEDIUM, 3-HIGH															
UNIT - I	INTRODUCTION														9
Introduction - C Characterset, Constants,Variables, DataTypes. Operators - Arithmetic expressions and precedence. Decision Control Structures - Conditional Statements, Logical Operators. Loop Control Statements - for, while, do-while, return, break, continue. Case Control Statements - switch, case, goto.															
UNIT - II	FUNCTIONS AND POINTERS														9

Functions - Introduction. Parameter passing in functions - Call by Value, Call by Reference. Recursive function. Storage class - Pointers - Introduction, Basic programs for Pointer arithmetic.		
UNIT - III	ARRAYS AND STRUCTURES	9
Introduction. Types of Arrays – Single Dimension Array, Multi Dimension Array, Introduction to Structure, Array of Structures, Introduction to Union, Array of union. String – Introduction, String Operations.		
UNIT - IV	FILE HANDLING	9
Introduction to File - File Operations – Opening, Reading File content to display in console, Writing console content to file, read the content from file to the writing to another file, Overwriting and Appending file, Random Access File handling,		
UNIT -V	PREPROCESSOR , COMMANDLINE ARGUMENTS AND MEMORY MANAGEMENT	9
Preprocessor directives - Features, Macro Expansion - Macros with Arguments, Macros versus Functions. Basics programs for Command line arguments. Memory Management - Dynamic Memory Allocation Functions, Applications of Dynamic Memory.		
LIST OF EXPERIMENTS		
UNIT - I	DATATYPES & CONTROL STRUCTURES	
1.	Basic programs in data types.	
2.	Problems in Decision making statements. 1) Find the Biggest among 3 numbers. 2) Find Even or odd 3) Arithmetic operations using Switch-Case Statements	
3.	Problems in looping statements. 1) Find the Sum of series using (i) For loop (ii) While loop 2) Generate the Fibonacci series 3) Check whether the number is prime or not.	
UNIT - II	FUNCTIONS AND POINTERS	
4.	Swapping of numbers using call by value, call by reference.	
5.	Find factorial using recursive functions.	
6.	Basic programs in pointer.	
UNIT - III	ARRAYS AND STRUCTURES	
7.	Matrix Manipulation.	
8.	Display the student information & marks using Structure & Unions	
9.	Demonstrate array of structures.	
10.	String operations-string copy, string reverse, string concatenate.	
UNIT - IV	FILE HANDLING	
11.	Reading File Content and Displaying in Console	
12.	Writing User Input from Console into a File	
13.	File Overwriting and Appending Operations in C	

UNIT - V		PREPROCESSOR COMMANDLINE ARGUMENTS AND DYNAMIC MEMORY ALLOCATION
14.	Demonstration of Preprocessor Directives in C	
15.	Display Command Line Arguments	
16.	Basic programs in Dynamic Memory allocation Functions	
Programming Environment: Dev-C++ / Visual Studio Code/turbo C		
Cloud & Collaboration Platforms: (optional) GitHub environment		
TEXTBOOKS& REFERENCES		
1.	Yashavant Kanetkar, Let Us C, BPB Publications, Latest revised edition, 2023.	
2.	E. Balagurusamy, Programming in ANSI C, McGraw-Hill Education, Eighth edition, 2023.	
3.	Vijitha Robinson, C Programming: Mastering the Basics, Standard Edition, First edition, 2024.	
4.	A. Khan, C Programming Language: Comprehensive Guide, Code Academy, First edition, 2025.	
REFERENCES		
1.	J. Thomas, C Programming Quick Book (Reference Guide), Code Academy, First edition, 2025.	
2.	K. N. King, C Programming: A Modern Approach, W. W. Norton & Company, Second edition (Updated reprint), 2023	
3.	Mike McGrath, C Programming in Easy Steps, McGraw-Hill, Sixth edition, 2023.	
4.	Ashok N Kamthane,“ Computer Programming”, Pearsoneducation,2011.	
5.	https://nptel.ac.in/courses/106104074	
LEARNING OUTCOMES		
1.	Understand basic concepts of computers and problem-solving techniques using algorithms, pseudocode, and flowcharts.	
2.	Develop C programs using data types, operators, and control structures to solve computational problems.	
3.	Apply arrays, functions, and searching/sorting techniques for efficient data processing.	
4.	Demonstrate the use of structures, pointers, strings, and dynamic memory allocation in real-time applications.	
5.	Implement file handling, preprocessor directives, and command-line arguments to build complete C-based applications.	
PREPARED BY		
Dr.C.K.Gomathy, Dr.V.Geetha AssistantProfessors/CSE		

Course Title	UNIVERSAL HUMAN VALUES	L	T	P	C
Course Code		1	0	0	1
PRE-REQUISITES					
Nil					
OBJECTIVES					
The student will acquire knowledge on:					
•	To help the students appreciate the complementarity between 'VALUES' and 'SKILLS' to ensure sustained happiness and prosperity which are the core aspirations of all human beings.				
•	To facilitate the development of a Holistic perspective among students towards happiness and prosperity based on a correct understanding of the Human reality and the rest of existence				
•	To highlight Holistic understanding in terms of ethical human conduct, trustful and mutually fulfilling human behaviour and mutually enriching interaction with Nature.				
•	This course is intended to provide a much-needed orientation input in value education to the young enquiring minds.				
COURSE OUTCOMES					
At the end of the course, the student will gain adequate knowledge about:					
CO1	They would become more responsible in life, and in handling problems with sustainable solutions, while keeping human relationships and human nature in mind.				
CO2	They would have better critical ability.				
CO3	They would also become sensitive to their commitment towards what they have understood (human values, human relationship and human society)				
CO4	It is hoped that they would be able to apply what they have learnt to their own self in different day-to-day settings in real life, at least a beginning would be made in this direction				
UNIT - I INTRODUCTION TO VALUE EDUCATION					
Right Understanding, Relationship and Physical Facility (Holistic Development and the Role of Education) Understanding Value Education, Self-exploration as the Process for Value Education, Continuous Happiness and Prosperity - the Basic Human Aspirations, Happiness and Prosperity - Current Scenario, Method to Fulfill the Basic Human Aspirations					
UNIT - II HARMONY IN THE HUMAN BEING					
Understanding Human being as the Co-existence of the Self and the Body, Distinguishing between the Needs of the Self and the Body, The Body as an Instrument of the Self, Understanding Harmony in the Self, Harmony of the Self with the Body, Programme to ensure self-regulation and Health					
UNIT - III HARMONY IN THE FAMILY AND SOCIETY					
Harmony in the Family - the Basic Unit of Human Interaction, 'Trust' - the Foundational Value in Relationship, 'Respect' - as the Right Evaluation, Other Feelings, Justice in Human-to Human Relationship, Understanding Harmony in the Society, Vision for the Universal Human Order					
UNIT - IV HARMONY IN THE NATURE/EXISTENCE					

Understanding Harmony in the Nature, Interconnectedness, self-regulation and Mutual Fulfilment among the Four Orders of Nature, Realizing Existence as Co-existence at All Levels, The Holistic Perception of Harmony in Existence

UNIT V IMPLICATIONS OF THE HOLISTIC UNDERSTANDING - A LOOK AT PROFESSIONAL ETHICS

Natural Acceptance of Human Values, Definitiveness of (Ethical) Human Conduct, A Basis for Humanistic Education, Humanistic Constitution and Universal Human Order, Competence in Professional Ethics Holistic Technologies, Production Systems and Management Models-Typical Case Studies, Strategies for Transition towards Value-based Life and Profession

TEXT BOOKS

1.	The Textbook A Foundation Course in Human Values and Professional Ethics, R R Gaur, R Asthana, G P Bagaria, 2nd Revised Edition, Excel Books, New Delhi, 2019. ISBN 97893-87034- 47-1
2.	The Teacher's Manual for A Foundation Course in Human Values and Professional Ethics, R R Gaur, R Asthana, G

REFERENCE BOOKS

1.	Jeevan Vidya: EkParichaya, A Nagaraj, Jeevan Vidya Prakashan, Amar kantik, 1999
2.	Human Values, A.N. Tripathi, New Age Intl. Publishers, New Delhi, 2004
3.	The Story of Stuff (Book).
4.	The Story of My Experiments with Truth - by Mohandas Karamchand Gandhi
5.	Small is Beautiful - E. F Schumacher
6.	Slow is Beautiful - Cecile Andrews
7.	Economy of Permanence - J C Kumarappa
8.	Bharat Mein Angreji Raj - Pandit Sunderlal
9.	Rediscovering India - by Dharampal
10.	Hind Swaraj or Indian Home Rule - by Mohandas K. Gandhi
11.	India Wins Freedom - Maulana Abdul Kalam Azad
12.	Vivekananda - Romain Rolland (English)
13.	Gandhi - Romain Rolland (English)
14.	Sussan George, 1976, How the Other Half Dies, Penguin Press. Reprinted 1986, 1991
15.	Donella H. Meadows, Dennis L. Meadows, Jorgen Randers, William W. Behrens III, 1972, Limits to Growth - Club of Rome's report, Universe Books.
16.	A Nagraj, 1998, JeevanVidya EkParichay, Divya Path Sansthan, Amarkantik.
17.	P L Dhar, RR Gaur, 1990, Science and Humanism, Commonwealth Publishers.
18.	A N Tripathy, 2003, Human Values, New Age International Publishers.
19.	Subhas Palekar, 2000, How to practice Natural Farming, Pracheen (Vaidik) KrishiTantra Shodh, Amravati.
20.	E G Seebauer & Robert L. Berry, 2000, Fundamentals of Ethics for Scientists & Engineers, Oxford University Press

21.	. M Govindrajran, S Natrajan & V.S. Senthil Kumar, Engineering Ethics (including Human Values), Eastern Economy Edition, Prentice Hall of India Ltd.
22.	B P Banerjee, 2005, Foundations of Ethics and Management, Excel Books.
23.	B L Bajpai, 2004, Indian Ethos and Modern Management, New Royal Book Co., Lucknow. Reprinted 2008.
Web links and Video Lectures (e-Resources):	
1.	Value Education websites,
2.	https://www.uhv.org.in/uhv-ii ,
3.	http://uhv.ac.in ,
4.	http://www.uptu.ac.in
5.	Story of Stuff, http://www.storyofstuff.com
6.	Al Gore, An Inconvenient Truth, Paramount Classics, USA
7.	Charlie Chaplin, Modern Times, United Artists, USA
8.	IIT Delhi, Modern Technology - the Untold Story
9.	Gandhi A., Right Here Right Now, Cyclewala Productions
10.	https://www.youtube.com/channel/UCQxWr5QB_eZUnwxSwxXEkQw
11.	https://fdp-si.aicte-india.org/8dayUHV_download.php
12.	https://www.youtube.com/watch?v=8ovkLRYXIjE
13.	https://www.youtube.com/watch?v=OgdNx0X923I
14.	https://www.youtube.com/watch?v=nGRcbRpvGoU
15.	https://www.youtube.com/watch?v=sDxGXOgYEKM
PREPARED BY	

Course Title												L	T	P	C
Course Code	SOFT SKILLS (VOCATION AND SKILL ENHANCEMENT COURSE)											1	0	0	1
PRE-REQUISITES															
•	Knowledge of English Language														
OBJECTIVES															
•	To develop communication skills and writing skills through individual/group activities.														
•	To improve the quality of conversations in day to day life														
•	To understand the thumb rules in English grammar														
•	To improve vocabulary in English														
•	To develop professional and positive attitudes														
COURSE OUTCOMES															
CO1	Have good command over the language														
CO2	Write reports and technical documents effectively														
CO3	Understand the thumb rules in English Grammar														
CO4	Relate, choose and determine the usage of right vocabulary.														
CO5	Participate in group discussion, interviews and deliver presentations														
POs and COs MAPPING TABLES															
	PO01	PO02	PO03	PO04	PO05	PO06	PO07	PO08	PO09	PO10	PO11	PO12			
CO01	-	-	-	-	-	-	-	M	-	M	-	-			
CO02	-	-	-	-	-	-	-	-	-	S	-	-			
CO03	-	-	-	-	-	-	-	M	-	M	-	-			
CO04	-	-	-	-	-	-	-	-	-	S	-	-			
CO05	-	-	-	-	-	-	-	M	-	M	M	-			
Importance of Developing Communication Skills															
Common Errors in Spoken English															
Error Correction Exercises															
Thumb Rules in English Grammar															
Grammar Exercises Related to Nouns, Verbs & Articles															
Reading Comprehension – Sentences, Paragraphs & Passages															
Effective Communication Skills – Good Vocabulary & Basic Grammar															
Subject Verb Agreement															
Vocabulary – Synonyms & Antonyms															
Writing Essays, Reports etc															

Conversations in Day to Day Life	
Story Development from Hints	
Speaking Exercises (Each student to speak for 3 minutes)	
Spelling Exercise & Punctuation	
Pronunciation	
TEXT BOOK	
1.	Dr. NDV. Prasada Rao, "High School English Grammar and Composition", Wren and Martin, S. Chand Publishers, 2017 Edition.
2.	S. C. Gupta, "English Grammar and Composition", Very Useful for All Competitive Examinations, Arihant Publications, 2020 Edition.
3.	Howard Jackson, "Grammar and Vocabulary: A Resource Book for Students", Routledge Publications, 2002 Edition.
PREPARED BY	

III – SEMESTER

Course Code		L	T	P	C										
Course Title	ENGINEERING MATHEMATICS - II	4	0	0	4										
PRE-REQUISITES															
OBJECTIVES															
•	To equip students with techniques to solve ordinary differential equations using analytical and numerical methods.														
•	To develop an understanding of partial differential equations and methods of finding their general and particular solutions.														
•	To introduce Fourier series and their applications in representing periodic functions.														
•	To familiarize students with Laplace transforms and their use in solving differential equations.														
•	To provide a foundation in Fourier transforms and their properties for analyzing signals and systems.														
COURSE OUTCOMES															
At the end of course, the students will be able to															
1.	Solve ordinary differential equations using analytical methods and numerical techniques such as Taylor's series, Runge-Kutta, and Milne's methods.														
2.	Formulate and solve partial differential equations using appropriate methods including Charpit's method.														
3.	Represent periodic functions using Fourier series and apply them to solve engineering problems.														
4.	Apply Laplace transforms and their properties to solve differential equations and evaluate integrals.														
5.	Use Fourier transforms to analyze signals and solve problems involving integral transforms														
POs and COs MAPPING TABLES															
	PO 01	PO 02	PO 03	PO 04	PO 05	PO 06	PO 07	PO 08	PO 09	PO 10	PO 11	PO 12	PSO 01	PSO 02	PSO 03
CO 01															
CO 02															
CO 03															
CO 04															
CO 05															
LEGEND:1-LOW, 2 - MEDIUM, 3-HIGH															
UNIT - I	DIFFERENTIAL EQUATIONS				12										
Method of variation of parameters - Equations reducible to linear equations with constant coefficients: Cauchy's homogeneous linear equation.- solving of Ordinary differential															

equations using Numerical methods: Taylor's series, Runge-Kutta method of fourth order for solving first order equations - Milne's predictor corrector methods.		
UNIT - II	PARTIAL DIFFERENTIAL EQUATIONS	12
Formation of partial differential equations - Solution of a partial differential equation - Equations solvable by direct integration - Linear equations of first order - Non linear equations of the first order - Charpit's method - Homogeneous linear equations with constant coefficients - Rules for finding complementary functions - Rules for finding particular integral - Solution of homogeneous linear equation of any order.		
UNIT - III	FOURIER SERIES	12
Introduction - Euler's Formulae - Conditions for a Fourier expansion - Functions having points of discontinuity - Change of interval - Odd and even function - Expansions of odd or even periodic functions - Half-range series - Typical wave-forms - Parseval's formula.		
UNIT - IV	LAPLACE TRANSFORMS	12
Definition, Properties of Laplace transforms: Linearity Property, First shifting property, Change of scale property - Transforms of derivatives - Transforms of integrals - Multiplication by t^n - Division by t - Evaluation of integrals by Laplace transform - Inverse transforms: Method of partial fractions - Other methods of finding inverse - Convolution theorem (without proof) Application to differential equations		
UNIT - V	FOURIER TRANSFORMS	12
Fourier integral theorem (without proof) - Fourier Sine and Cosine integrals - Complex form of Fourier integral - Fourier transform - Fourier sine and Cosine transforms - Properties of Fourier Transforms: Linear property, Change of scale property, Shifting property -Parseval's identity for Fourier transforms (without proof)		
TEXT BOOKS		
1.	B.S. Grewal, Higher Engineering Mathematics, 42nd Edition, Khanna Publishers.	
REFERENCES		
1.	Coddington, E. A, An Introduction to Ordinary Differential Equations. United Kingdom: Dover Publication. (2012).	
2.	Simmons, G. F. Differential Equations: With Applications and Historical Notes. India: Tata McGraw-Hill. (2003)	
3.	John, F. Partial Differential Equations. Germany: Springer New York(2013)	
4.	Evans, L. C. Partial Differential Equations. United States: American Mathematical Society(2022)	
PREPARED BY		
Dept. of Mathematics		

Course Code												L	T	P	C
Course Title	DIGITAL LOGIC DESIGN											3	0	2	4
PRE-REQUISITES															
Basic Electrical and Electronics Engineering															
OBJECTIVES															
•	To understand and apply various number systems for solving simple conversion and arithmetic problems.														
•	To simplify mathematical expressions using Boolean algebra and Boolean functions for basic digital logic problems.														
•	To understand combinational circuits using standard digital design techniques.														
•	To design synchronous sequential circuits and registers.														
•	To understand various memory devices and design digital circuits using HDL programming.														
COURSE OUTCOMES															
At the end of course, the students will be able to															
1.	Apply various number systems and perform arithmetic operations for digital computation.														
2.	Simplify Boolean expressions using Boolean algebra and Karnaugh maps for digital logic applications.														
3.	Design and implement combinational logic circuits for digital applications.														
4.	Design synchronous sequential circuits and registers for digital system operations.														
5.	Develop HDL programs to model digital circuits and examine various memory devices used in digital systems.														
POs and COs MAPPING TABLES															
	PO 01	PO 02	PO 03	PO 04	PO 05	PO 06	PO 07	PO 08	PO 09	PO 10	PO 11	PO 12	PSO 01	PSO 02	PSO 03
CO 01	L	M	M	H				M					3	2	1
CO 02	L	M	M	H			L	M					3	2	1
CO 03	L	M	L	H				L	L				3	2	2
CO 04	L	H	M	M		M		L	M	M			3	2	2
CO 05	L	M	M	M		M		M	M				3	2	2
LEGEND: 1-LOW, 2 - MEDIUM, 3-HIGH															
UNIT - I	NUMBER SYSTEMS														9
Number systems: Decimal, Binary, Octal, Hexadecimal - Codes: ASCII code, Gray Code, BCD code - Complements - Error Detection and Error Correction.															
UNIT - II	BOOLEAN ALGEBRA														9
Truth Table - theorems and properties of Boolean algebra, Boolean functions, canonical and standard forms, K-map (upto 4 Variables), Don't care conditions - Minimization and Quine-McCluskey method of minimization.															

UNIT - III	COMBINATIONAL CIRCUITS	9
Digital logic gates - Design procedure - Universal Gates - Adder - Subtractor - Encoder - Decoder - Multiplexer - Demultiplexer.		
UNIT - IV	SYNCHRONOUS SEQUENTIAL CIRCUITS AND REGISTERS	9
SEQUENTIAL CIRCUITS: Flip flop - SR Flip flop - D Flip flop - JK Flip flop - Master Slave Flip Flop. REGISTERS AND COUNTERS: Registers- Shift Register - Ripple Counter - Synchronous Counter.		
UNIT - V	LOGIC FAMILIES AND PROGRAMMABLE LOGIC DEVICES	9
HDL Programming: Introduction to HDL Programming, HDL for Combinational Circuits, HDL for sequential logic circuits. Programmable Logic Devices: Programmable Logic Array (PLA)-Programmable Array Logic (PAL) - PROM.		
LIST OF EXPERIMENTS		
UNIT - I	NUMBER SYSTEMS	
1.	Verification of truth tables of the Logic gates.	
2.	Design and implement code conversion (Binary to Gray and Gray to Binary code converters, BCD to Excess-3 and Excess-3 to BCD)	
UNIT - II	BOOLEAN ALGEBRA	
3.	Implementation the Boolean function $F(A, B, C) = A'B'C + ABC' + AB'C$ using logic gates	
4.	Verify Demorgan's Theorem for 2 variables using logic gates.	
UNIT - III	COMBINATIONAL CIRCUITS	
5.	Design and Implementation of Full Adder and Full Subtractor Circuits using logic gates.	
6.	Design and Implementation of a function using Multiplexer and Demultiplexer.	
UNIT - IV	SYNCHRONOUS SEQUENTIAL CIRCUITS AND REGISTERS	
7.	Design and verify the operation of D Flip-Flop and JK Flip-Flop	
8.	Design and implement SISO, PIPO/PISO, SIPO shift registers and verify their outputs.	
UNIT - V	LOGIC FAMILIES AND PROGRAMMABLE LOGIC DEVICES	
9.	Design of logic gates using HDL and verify their outputs.	
10.	Design Adder/ Subtractor using HDL programming.	
Digital Trainer Kit, Xilinx Software , HDL		
TEXT BOOKS		
1.	M. Morris Mano, "Digital Design", 6th Edition, Pearson Education (Singapore) Pvt. Ltd., New Delhi, 2018.	
2.	W.H. Gothmann, "Digital Electronics - An Introduction, Theory and Practice", Prentice Hall of India, 2nd Edition 2000	
3.	Frank Vahid "VHDL for Digital Design-With RTL design, VHDL & Verilog" - John Wiley & Sons, 2010	
4.	R. P. Jain and Kishor Sarawadekar, "Modern Digital Electronics", McGraw Hill Education, 5th Edition, 2022.	

REFERENCES	
1.	A. Anand Kumar, "Fundamentals of Digital Circuits", PHI Learning Private Limited, 4th Edition, 2021.
2.	A. P. Godse and D. A. Godse, "Digital IC Applications", Technical Publications, 1st Edition, 2007.
3.	D. J. Comer, "Digital Logic and State Machine Design", Oxford University Press Inc., 3rd Edition, 2012.
4.	Thomas L. Floyd and R. P. Jain, "Digital Fundamentals", Pearson Education, 11th Edition, 2017.
5.	John F. Wakerly, "Digital Design: Principles and Practices", Pearson Education / PHI, 4th Edition, 2008.
6.	Charles H. Roth Jr. and Larry L. Kinney, "Fundamentals of Logic Design", Cengage / Thomson Learning, 6th Edition, 2019.
7.	R. Anand, "Digital Electronics", Khanna Publishing House, 2018.
LEARNING OUTCOMES	
By the end of this course, learners will be able to:	
1.	Understanding of number systems and solve related arithmetic and conversion problems.
2.	Analyze and simplify Boolean expressions for digital logic design applications.
3.	Design combinational circuits using standard digital design methodologies.
4.	Design synchronous sequential circuits for digital system operations.
5.	Develop HDL programs for digital circuit implementation and examine memory devices in digital systems.
PREPARED BY	
Department of ECE & Coordinated by Dr.T.Lakshmibai	

Course Code												L	T	P	C
Course Title	COMPUTER ORGANIZATION & ARCHITECTURE											3	0	2	4
PRE-REQUISITES															
Programming Fundamentals and Data Representation															
OBJECTIVES															
•	Understand the fundamentals of computer organization and architecture														
•	Analyze the design and operation of CPU and instruction execution														
•	Learn data representation and arithmetic operations in computers														
•	Examine input/output organization and data transfer mechanisms														
•	To describe memory hierarchy and concept of virtual memory.														
COURSE OUTCOMES															
At the end of course, the students will be able to															
1.	Explain the basic structure and operation of a computer system, including instruction execution and control mechanisms.														
2.	Analyze the organization and functioning of the CPU, including registers, instruction formats, and addressing modes.														
3.	Apply arithmetic algorithms and data representation techniques used in computer systems.														
4.	Evaluate input/output organization and data transfer methods, including interrupt and DMA techniques.														
5.	Understand the basics of memory systems and its type's.														
POs and COs MAPPING TABLES															
	PO 01	PO 02	PO 03	PO 04	PO 05	PO 06	PO 07	PO 08	PO 09	PO 10	PO 11	PO 12	PSO 01	PSO 02	PSO 03
CO 01	3	2	-	-	-	-	-	-	-	-	-	1	3	-	-
CO 02	3	3	1	-	-	-	-	-	-	-	-	1	3	1	-
CO 03	3	2	2	-	-	-	-	-	-	-	-	1	3	2	-
CO 04	3	2	1	-	1	-	-	-	-	-	-	1	2	2	1
CO 05	3	3	2	-	1	-	-	-	-	-	-	2	3	2	2
LEGEND:1-LOW, 2 - MEDIUM, 3-HIGH															
UNIT - I	BASIC COMPUTER ORGANIZATION AND DESIGN													9	
Instruction Code, Operation Code, Stored Program Concept, Registers and memory of Basic Computer, Common Bus System for Basic Computer, Instruction Format, Control Unit of Basic Computer. Instruction Cycle of Basic computer, Determining Type of Instruction, Memory Reference Instructions, Input- Output Instructions.															
UNIT - II	CENTRAL PROCESSING UNIT													9	
General register organization, Stack organization, Instruction format, Addressing Modes(Implied Mode, Immediate Mode, Register Mode, Register Indirect Mode, Auto															

increment or Auto decrement Mode, Direct Address Mode, Indirect Address Mode), Data transfer and manipulation, program control, Reduced Instruction Set Computer (RISC) - CISC Characteristics, RISC Characteristics		
UNIT - III	COMPUTER ARITHMETICS	9
Addition and subtraction, Multiplication and division algorithm, Floating point arithmetic Operations, decimal arithmetic unit.		
UNIT - IV	INPUT OUTPUT ORGANIZATION	9
Input-Output Interface: I/O Bus and Interface Modules, I/O vs. Memory Bus, Isolated vs. Memory-Mapped I/O, Asynchronous Data Transfer: Strobe, Handshaking, Modes of Transfer: Programmed I/O, Interrupt-Initiated I/O, Direct memory Access, Priority Interrupt: Polling, Daisy-Chaining, Parallel Priority Interrupt, Direct Memory Access, Input- Output Processor, DMA vs. IOP		
UNIT - V	MEMORY ORGANIZATION	9
Memory Hierarchy, Main Memory, RAM and ROM Chips, Memory address Map, Memory Connection to CPU, Auxiliary Memory (Magnetic Disk, Magnetic Tape), Associative Memory: Hardware Organization, Match Logic, Read Operation, Write Operation, Cache Memory: Locality of Reference, Hit & Miss Ratio, Mapping, Write Policies, virtual memory.		
TEXT BOOKS		
1	M. Morris Mano, "Computer System Architecture", Prentice-Hall of India, Pvt. Ltd., Third edition(Revised), 2017.	
2	Carl Hamacher, Zvonko Vranesic, Safwat Zaky, Naraig Manjikian, "Computer Organization and Embedded Systems", McGraw-Hill Publishing, 2011	
REFERENCES		
1	William Stallings, "Computer Organization and Architecture", Prentice-Hall of India, Pvt. Ltd., Eleventh edition, 2019.	
2	Vincent P. Heuring and Harry F. Jordan, "Computer System Design and Architecture", Prentice-Hall of India, Pvt. Ltd., Second edition, 2003.	
3	Andrew S. Tanenbaum and Todd Austin, "Structured Computer Organization", Pearson Education, 6th Edition, 2013 / Reprint 2016.	
4	David A. Patterson and John L. Hennessy, "Computer Organization and Design: The Hardware/Software Interface", Morgan Kaufmann / Elsevier, 6th Edition, 2020.	
LIST OF EXPERIMENTS		
UNIT - I	BASIC COMPUTER ORGANIZATION AND DESIGN	
1.	Demonstration of Personal Computer Components, Dismantling and Assembly.	
2.	To design and simulate Common Bus System for Basic Computer.	
UNIT - II	CENTRAL PROCESSING UNIT	
3.	To simulate AND, OR, NOT, NAND, NOR Gates.	
4.	To simulate Encoder/Decoder.	
UNIT - III	COMPUTER ARITHMETICS	
5.	To design and simulate ALU unit for Booth Multiplication Algorithm.	
6.	To design and simulate ALU unit for Division algorithm.	
UNIT - IV	INPUT OUTPUT ORGANIZATION	

7.	To design and simulate Handshaking Data Transfer.
8.	To design and simulate a Direct Memory Access (DMA) controller.
UNIT - V	MEMORY ORGANIZATION
9.	To design and simulate Associative Memory with match logic.
10.	To design and simulate Memory for Write and Read instruction.
REFERENCES	
1.	"Verilog HDL: A guide to Digital Design and Synthesis" - Samir Palnitkar , SunSoft Press 1996.
WEB REFERENCES	
1.	http://download.xilinx.com/direct/ise9_tutorials/ise9tut.pdf
2.	http://web.stanford.edu/class/ee183/handouts_win2003/Modelsim_short_tutorial.pdf
3.	http://bertrand.granado.free.fr/Sysprog/SysProg/Cours_files/modelsim_tut.pdf
Programming Environment: Model Sim - Altera 10.3D(QUARTUS -II 15.0)	
LEARNING OUTCOMES	
1.	Understand the basic organization of a computer system, instruction cycle, and control unit operations.
2.	Analyze CPU architecture, including registers, instruction formats, and addressing modes.
3.	Apply arithmetic operations and algorithms used for data processing in computer systems.
4.	Explain input-output organization and data transfer techniques such as interrupts and DMA.
5.	Understand memory organization, hierarchy, cache, and virtual memory concepts.
PREPARED BY	
Dr. T. Sundar, AP/CSE & Dr. N C A. Boovarahan, AP/CSE	

Course Code												L	T	P	C
Course Title	DATA STRUCTURES AND ALGORITHMS											3	0	4	5
PRE-REQUISITES															
Basic knowledge in C Programming & problem-solving skills															
OBJECTIVES															
•	To understand the principles of algorithmic efficiency and the practical trade-offs between time and space.														
•	To understand fundamental concepts of searching and basic sorting techniques to build a foundation for problem-solving.														
•	To explain and implement linear and non-linear data structures including stacks, queues, lists, trees, and graphs.														
•	To develop the ability to select and design appropriate data structures for common engineering scenarios.														
COURSE OUTCOMES															
At the end of course, the students will be able to															
1.	Describe algorithm efficiency qualitatively and understand the impact of data size on performance														
2.	Implement searching algorithms and evaluate their practical behavior in different scenarios.														
3.	Design and implement linear data structures and demonstrate their core operations.														
4.	Understand and implement tree data structures (Binary Trees, BST) and explain the necessity of balanced trees (AVL, B-Tree).														
5.	Implement graph traversals, basic sorting techniques, and hashing methods for efficient data processing.														
POs and COs MAPPING TABLES															
	PO 01	PO 02	PO 03	PO 04	PO 05	PO 06	PO 07	PO 08	PO 09	PO 10	PO 11	PO 12	PSO 01	PSO 02	PSO 03
CO 01	3	3	1	1	1	-	-	-	-	-	-	2	3	2	1
CO 02	3	3	2	2	2	-	-	-	-	-	-	1	3	3	1
CO 03	3	3	3	2	2	-	-	-	2	1	-	1	3	3	2
CO 04	3	3	3	2	2	-	-	-	1	-	-	2	3	3	2
CO 05	3	3	2	2	2	-	-	-	1	-	-	2	3	3	2
LEGEND:1-LOW, 2 - MEDIUM, 3-HIGH															
UNIT - I		INTRODUCTION													9
Basic Terminologies & Data Structures - Elementary Data Organizations, Primitive and non-primitive. Array data structure - Single and multi-dimensional arrays; Memory Representation. Data Structure Operations - Insertion, deletion, traversal. Basics of Algorithm - Definition, Characteristics, Algorithm Efficiency (No notations). Time vs. Space trade-offs.															
UNIT - II		STACKS AND QUEUES													9

Abstract Data Types (ADT) - Introduction to ADT & its importance. ADT Stack - PUSH, POP, PEEK Algorithms. Stack Applications - List of applications, Infix to Postfix and Parentheses Balancing algorithms using array. ADT Queue - Algorithms of ENQUEUE, DEQUEUE in Simple Queue, Circular Queue. Applications of Queues. Priority Queue - FindMin, Insert, DeleteMin, Implementation using unordered array.		
UNIT - III	LINKED LISTS	9
Linked List Basics - Linked List Representation in memory, Comparison with Arrays. Linked List Algorithms - Insertion (Beginning, Position, End), Deletion (Beginning, Position, End) and Traversing for Singly linked list & Doubly linked list. Implementation of Stack using Linked List.		
UNIT - IV	TREES	9
Tree Basics - Introduction & Terminology. Binary Tree - Introduction and Insertion, Deletion, Level-Order, In-Order, Pre-Order and Post-Order Algorithms. Binary Search Tree - Introduction and Insertion, Deletion, Level-Order, In-Order, Pre-Order and Post-Order Algorithms. Applications of Binary Tree & BST. AVL Tree - Introduction and necessity of Rotations, AVL Tree applications. Introduction to B-Tree - What is B-Tree and its applications.		
UNIT - V	GRAPHS, SORTING AND HASHING	9
Graph Basics - Introduction & Terminology. Traversal Algorithms - BFS & DFS. Sorting Algorithms - Selection, Bubble, Quick & Merge. Introduction to Heap and Heap Sort using Arrays. Hashing - Hash Functions-Separate Chaining, Open Addressing, Collision		
LIST OF EXPERIMENTS		
UNIT - I	INTRODUCTION	
1.	Implementation of Basics Array Operations (Insertion, Deletion, Traversal)	
2.	Building a Dynamic Employee Record System using Structure Pointers	
UNIT - II	STACKS AND QUEUES	
3.	Implementation of stack and expression conversion - Infix To Postfix	
4.	Postfix Expression evaluation using Stack	
5.	Implementation of Simple Queue using Array	
6.	Implementation of Priority Queue using unordered Array	
UNIT - III	LINKED LISTS	
7.	Implementation of Singly Linked List (Insertion, Deletion, and Traversal).	
8.	Implementation of Circular Queue using Linked List	
UNIT - IV	TREES	
9.	Implementation and Traversal (In-order, Pre-order, Post-order) of a Binary Search Tree.	
UNIT - V	GRAPHS, SORTING AND HASHING	
10.	Implement Graph Search algorithms (BFS & DFS)	
11.	Implementation of Bubble, Selection and Heap Sorts	
12.	Implementation of Hashing with Collision Resolution with Linear Probing	
Lab Tools and Environments (optional)		

Programming Environment: C-Programming using GCC / VS Code / Code::Blocks	
Core Libraries: Standard C Library	
Database Tools: (optional) None	
Cloud & Collaboration Platforms: (optional) GitHub environment	
Frameworks (basic exposure): (optional) None	
Data Formats & APIs: (optional) None	
TEXT BOOKS & REFERENCES	
5.	Seymour Lipschutz, "Data Structures", McGraw Hill Education; 1st edition, 2014.
6.	R.S. Salaria, "Data Structures", Khanna Publishing House, 2021.
References	
1.	T. H. Cormen, C. E. Leiserson, R L Rivest and C Stein, "Introduction to Algorithms" 3rd Edition, MIT press, 2009.
2.	https://onlinecourses.swayam2.ac.in/e-learning/preview/cec26_cs05
LEARNING OUTCOMES	
1.	Understand fundamental concepts of algorithms, data structures, and their role in problem-solving.
2.	Explain the importance of time-space trade-offs without relying on formal mathematical notations.
3.	Implement and apply linear data structures such as stacks, queues, and linked lists to solve real-world problems.
4.	Navigate hierarchical data structures and understand their role in organized data retrieval.
5.	Use graph structures, sorting, and hashing methods to process and organize data effectively.
PREPARED BY	
Ms.S.E.Viswapriya , Mr.Bhadram Suresh kumar	

Course Code	<<Course Code>>											L	T	P	C
Course Title	FUNDAMENTALS OF MACHINE LEARNING											3	0	4	5
PRE-REQUISITES															
Basics of Linear Algebra, Probability, and Statistics Programming knowledge (Python) Fundamentals of Data Structures															
OBJECTIVES															
•	To understand the fundamentals and applications of Machine Learning														
•	To learn supervised and unsupervised learning techniques														
•	To analyze and evaluate machine learning models														
•	To apply ML algorithms to real-world datasets														
•	To introduce advanced topics such as ensemble, reinforcement, and deep learning														
COURSE OUTCOMES															
At the end of course, the students will be able to															
1.	CO1: Understand and describe fundamental concepts and applications of machine learning														
2.	CO2: Apply supervised learning algorithms for prediction tasks														
3.	CO3: Analyze unsupervised learning techniques for clustering														
4.	CO4: Evaluate machine learning models using ensemble techniques														
5.	CO5: Apply reinforcement and deep learning concepts to real-world problems														
POs and COs MAPPING TABLES															
	PO 01	PO 02	PO 03	PO 04	PO 05	PO 06	PO 07	PO 08	PO 09	PO 10	PO 11	PO 12	PSO 01	PSO 02	PSO 03
CO 01	3	2	-	-	-	-	-	-	-	-	-	-	-	-	-
CO 02	3	3	2	-	2	-	-	-	-	-	-	-	-	-	-
CO 03	3	3	2	2	2	-	-	-	-	-	-	-	-	-	-
CO 04	3	3	2	3	2	-	-	-	2	-	-	-	-	-	-
CO 05	2	2	2	2	2	-	-	2	2	2	-	2	-	-	-
LEGEND:1-LOW, 2 - MEDIUM, 3-HIGH															
UNIT - I	INTRODUCTION TO MACHINE LEARNING														9
Definition and characteristics of Machine Learning. Types of Machine Learning: Supervised, Unsupervised, Reinforcement Learning. Applications of Machine Learning. Machine Learning workflow. Dataset handling and preprocessing. Feature selection techniques. Dataset division: Training, Testing, Validation sets. Cross-validation. Overfitting and underfitting.															
UNIT - II	SUPERVISED LEARNING														9

Regression and classification concepts. Linear Regression, Logistic Regression, K-Nearest Neighbors (KNN), Support Vector Machine (SVM). Model evaluation metrics: MSE, R ² Score, Confusion Matrix, Precision, Recall, F1-Score, ROC Curve. Bias-variance tradeoff.		
Case Study (Local Needs): Crop yield prediction using regression for Tamil Nadu agricultural data.		
UNIT - III	UNSUPERVISED LEARNING	9
Introduction to unsupervised learning. Clustering techniques: Hierarchical (Agglomerative, Divisive), K-Means. Cluster evaluation methods. Association rules. Applications.		
Case Study (Regional Needs): Customer segmentation using clustering for regional retail market analysis.		
UNIT - IV	ENSEMBLE LEARNING	9
Introduction to ensemble learning. Bagging, Boosting. Random Forest. AdaBoost, Gradient Boosting. Voting and stacking. Advantages and limitations.		
Case Study (Global Needs): Recommendation system using ensemble methods for global e-commerce platforms.		
UNIT - V	REINFORCEMENT LEARNING AND DEEP LEARNING	9
Basics of Reinforcement Learning: agent, environment, reward, policy. Markov Decision Process. Introduction to Deep Learning: Neural Networks, Perceptron, Multilayer Perceptron. Applications in NLP and Computer Vision.		
LIST OF EXPERIMENTS		
UNIT - I	INTRODUCTION TO MACHINE LEARNING	
1.	Perform data preprocessing on a given dataset.	
2.	Implement dataset splitting and cross-validation.	
UNIT - II	SUPERVISED LEARNING	
3.	Implement Linear Regression and evaluate performance.	
4.	Implement a classification model (KNN/SVM) and compute evaluation metrics.	
UNIT - III	UNSUPERVISED LEARNING	
5.	Implement K-Means clustering.	
6.	Perform hierarchical clustering and compare results.	
UNIT - IV	ENSEMBLE LEARNING	
7.	Implement Random Forest and analyze performance.	
8.	Implement boosting techniques and compare results.	
UNIT - V	REINFORCEMENT LEARNING & DEEP LEARNING	
9.	Implement a basic reinforcement learning model	
10.	Build a neural network using TensorFlow/Keras.	
Lab Tools and Environments (optional)		
Programming Environment: Python, Jupyter Notebook, Google Colab		

Core Libraries: NumPy, Pandas, Matplotlib, Scikit-learn, TensorFlow, Keras	
Database Tools: (optional) MySQL / PostgreSQL – for structured data storage and querying MongoDB – for handling unstructured and semi-structured data SQLite – lightweight database for small ML applications	
Cloud & Collaboration Platforms: (optional) Google Colab – cloud-based Python environment for ML experiments Kaggle – datasets, notebooks, and competitions GitHub – version control and project collaboration AWS / Microsoft Azure / Google Cloud – cloud-based ML deployment (basic exposure)	
Frameworks (basic exposure): (optional) Scikit-learn – core machine learning algorithms TensorFlow – deep learning framework Keras – high-level neural network API PyTorch – emerging deep learning framework	
Data Formats & APIs: (optional) CSV, Excel – structured datasets JSON, XML – semi-structured data formats REST APIs – accessing real-time data Open datasets (Kaggle, UCI Repository)	
TEXT BOOKS	
7.	<i>Aurélien Géron, Hands-On Machine Learning with Scikit-Learn, Keras & TensorFlow, 3rd Edition, O'Reilly Media, 2022. (Units Covered: I-V)</i>
8.	<i>Kevin P. Murphy, Probabilistic Machine Learning: An Introduction, MIT Press, 2022. (Units Covered: I-V)</i>
9.	<i>Jeeva Jose, Introduction to Machine Learning, Khanna Book Publishing Co., 2020. (Units Covered: I- V)</i>
10.	<i>Rajeev Chopra, Machine Learning, Khanna Book Publishing Co., 2021. (Units Covered: I -IV)</i>
REFERENCES	
1.	Ethem Alpaydin, <i>Introduction to Machine Learning</i> , 4th Edition, MIT Press, 2020.
2.	Christopher M. Bishop, <i>Pattern Recognition and Machine Learning</i> , Springer, 2006
3.	Ian Goodfellow, Yoshua Bengio, Aaron Courville, <i>Deep Learning</i> , MIT Press, 2016.
4.	Tom M. Mitchell, <i>Machine Learning</i> , McGraw Hill Education, 2017.
5.	John Paul Mueller and Luca Massaron, <i>Machine Learning for Dummies</i> , Wiley, 2016.
6	E-LEARNING RESOURCES 1. NPTEL / SWAYAM: <i>Introduction to Machine Learning</i> , IIT Madras 2. Udacity – <i>Intro to Machine Learning</i> 3. Coursera – <i>Machine Learning (Duke University)</i>
LEARNING OUTCOMES	
1.	Understand machine learning fundamentals and terminology
2.	Identify and preprocess datasets for analysis
3.	Implement supervised and unsupervised

4.	Evaluate model performance using appropriate metrics
5.	Develop intelligent solutions using ML techniques
PREPARED BY	
Rajalakshmi R Assistant Professor-CSE	

IV – SEMESTER

Course Code											L	T	P	C
Course Title	DISCRETE MATHEMATICS										4	0	0	4
OBJECTIVES														
•	To familiarize with sets and relations.													
•	To learn counting techniques													
•	To familiarize with logic													
•	To familiarize with algebraic structures and Boolean algebra													
•	To understand graph networks and its applications													
OUTCOMES														
For a given logic sentence express it in terms of predicates, quantifiers, and logical connectives. For a given a problem, derive the solution using deductive logic and prove the solution based on logical inference and classify its algebraic structure. Students can evaluate Boolean functions, simplify expressions using the properties of Boolean algebra and develop the given problem as graph networks and solve with techniques of graph theory.														
After the successful completion of the course students will be able to														
Sl. No	Course Outcome											Bloom's Level		
1.	Express a given logical sentence in terms of predicates, quantifiers, and logical connectives											Understanding and Applying		
2.	derive the solution for a given a problem using deductive logic and prove the solution based on logical inference and classify its algebraic structure											Understanding and Applying		
3.	Evaluate Boolean functions, simplify expressions using the properties of Boolean algebra											Understanding and Applying		
4.	Develop the given problem as graph networks and solve with techniques of graph theory.											Understanding and Applying		
POs and COs MAPPING TABLES														
	PO 01	PO 02	PO 03	PO 04	PO 05	PO 06	PO 07	PO 08	PO 09	PO 10	PO 11	PO 12		
CO01	S	S	S	S	L	M	S	L	M	M	L	S		
CO02	S	S	S	S	S	M	L	L	M	M	S	S		
CO03	S	S	M	M	S	M	L	L	M	M	L	S		
CO04	S	S	M	M	S	M	L	L	M	M	L	S		
UNIT - I	SETS, RELATION AND FUNCTION													
Finite and infinite sets, Countable and uncountable sets, Size of a set, Set operations, Ordered pairs and Cartesian products, Relations, Types of relations, Some operations on relations, Properties of relations, Equivalence classes, Partition of a set, Matrix representation of a relation, Representation of relations by graphs, Hasse diagrams for partial ordering relation.														
UNIT - II	COMBINATORICS AND PROOF TECHNIQUES													
Basic counting techniques-Inclusion and Exclusion, Pigeon-hole principle, Permutation and Combination. Principles of mathematical induction: The Well-Ordering principle, Recursive														

definition, The Division algorithm: Prime numbers, The Greatest common divisor: Euclidean algorithm.	
UNIT - III	PROPOSITIONAL LOGIC
Basic connectives and truth tables, Logical equivalence: The laws of logic, Logical implication, Rules of inference, The use of quantifiers. Proof techniques: Some terminology, Proof methods, and Strategies, Forward proof, Proof by contradiction, Proof by contraposition.	
UNIT - IV	ALGEBRAIC STRUCTURES AND MORPHISM
Algebraic structures with one binary operation, Semigroups, Monoids, Groups, Congruence relation and Quotient structures, Permutation groups, Substructures, Normal subgroups, Algebraic structures with two binary operations, Rings, Integral domain, and Fields. Boolean algebra and Boolean ring, Identities of boolean algebra, Duality, Representation of boolean function, Disjunctive and Conjunctive normal form	
UNIT - V	GRAPHS AND TREES
Graphs and their properties, Degree, Connectivity, Path, Cycle, Sub graph, Isomorphism, Eulerian and Hamiltonian walks, Graph coloring, Coloring maps, and Planar graphs, Coloring vertices, Coloring edges, List Coloring, Perfect graph, definition properties, and Example, rooted trees, trees and sorting, weighted trees, and prefix codes, Shortest distances by Prim's and Kruskal's algorithm.	
TEXT BOOKS	
1.	Kenneth H. Rosen, Discrete Mathematics and its Applications, Tata McGraw - Hill
2.	Susanna S. Epp, Discrete Mathematics with Applications, 4th edition, Wadsworth Publishing Co. Inc.
3.	C L Liu and D P Mohapatra, Elements of Discrete Mathematics A Computer Oriented Approach, 3rd Edition by, Tata McGraw - Hill.
4.	J.P. Tremblay and R. Manohar, Discrete Mathematical Structure and It's Application to Computer Science", TMG Edition, TataMcgraw-Hill
5.	Norman L. Biggs, Discrete Mathematics, 2nd Edition, Oxford University Press.
6.	Schaum's Outlines Series, Seymour Lipschutz, Marc Lipson,
7.	Veerarajan, Discrete Mathematics, Tata McGraw - Hill.
PREPARED BY	
Dept of Mathematics	

Course Code												L	T	P	C
Course Title	FUNDAMENTALS OF EMBEDDED SYSTEMS AND IoT											3	0	4	5
PRE-REQUISITES															
Basic knowledge in Digital Logics.															
OBJECTIVES															
•	To understand the architecture and programming concepts of microprocessors and microcontrollers for embedded applications.														
•	To apply Embedded C programming techniques for interfacing memory and I/O devices in embedded systems.														
•	To analyze real-time operating system concepts and scheduling mechanisms in embedded environments.														
•	To develop IoT-based applications using Arduino programming with sensor and actuator interfacing.														
•	To implement IoT communication protocols and open platforms for cloud-connected embedded applications.														
COURSE OUTCOMES															
At the end of course, the students will be able to															
1.	Explain the architecture, instruction set, and programming model of 8086 microprocessor.														
2.	Develop assembly language programs and interface peripheral devices using 8051 microcontroller.														
3.	Apply Embedded C programming for memory and I/O interfacing with multitasking concepts in embedded systems.														
4.	Design Arduino-based IoT applications by integrating sensors and actuators.														
5.	Implement IoT communication protocols and open platforms for cloud-enabled embedded system applications.														
POs and COs MAPPING TABLES															
	PO 01	PO 02	PO 03	PO 04	PO 05	PO 06	PO 07	PO 08	PO 09	PO 10	PO 11	PO 12	PSO 01	PSO 02	PSO 03
CO 01	3	2	1	-	1	-	-	-	-	-	-	2	3	2	1
CO 02	3	2	2	-	2	-	-	-	-	-	-	2	3	3	1
CO 03	3	3	2	1	3	-	-	-	1	-	-	2	3	3	2
CO 04	2	2	3	1	3	-	-	-	1	1	-	2	3	3	2
CO 05	2	3	3	2	3	-	-	-	1	1	-	3	3	2	2
LEGEND: 1-LOW, 2 - MEDIUM, 3-HIGH															
UNIT - I	INTRODUCTION TO MICROPROCESSOR (8086)													9	
Introduction to 8086 Microprocessor, Architecture, Addressing Modes, Instruction Set, Interrupts and Simple Assembly Language programs: String Operations, Manipulations															
UNIT - II	INTRODUCTION TO MICROCONTROLLER (8051)													9	
8-Bit Microcontroller – Architecture – Instruction Set and Programming – Programming Parallel Ports – Timers and Serial Port – Interrupt Handling.															

UNIT - III	EMBEDDED C PROGRAMMING	9
Memory And I/O Devices Interfacing - Programming Embedded Systems in C - Need For RTOS - Multiple Tasks and Processes - Context Switching - Priority Based Scheduling Policies.		
UNIT - IV	IoT WITH ARDUINO PROGRAMMING	9
Introduction to Concept of IoT Devices - IoT Configurations - Basic Components - Introduction to Arduino - Types of Arduino - Arduino Tool chain - Arduino Programming Structure - Sketches - Pins - Input/Output From Pins Using Sketches - Introduction to Arduino Shields - Integration of Sensors and Actuators with Arduino		
UNIT - V	IoT COMMUNICATION AND OPEN PLATFORMS	9
IoT Communication Models and APIs - IoT Communication Protocols - Introduction to Bluetooth, WiFi, ZigBee. Open Platform (Raspberry Pi) - Architecture - Programming - Interfacing - Accessing GPIO Pins - Sending and Receiving Signals Using GPIO Pins .		
LIST OF EXPERIMENTS		
UNIT - I	INTRODUCTION TO MICROPROCESSOR (8086)	
1.	Write a ALP to perform basic arithmetic operation in various addressing modes on two 16-bit Numbers.	
2.	Write a ALP to determine sum of elements in an array (Smallest and Largest).	
UNIT - II	INTRODUCTION TO MICROCONTROLLER (8051)	
3.	Write a microcontroller program to perform basic arithmetic operation on two 8 bit numbers.	
4.	Write a ALP to determine sum of elements in an array (Ascending and Descending)	
UNIT - III	EMBEDDED C PROGRAMMING	
5.	Write Basic and arithmetic Programs Using Embedded C.	
6.	Develop Embedded C programs to control LEDs/Switches.	
UNIT - IV	IoT WITH ARDUINO PROGRAMMING	
7.	LED Blinking using Arduino Programming.	
8.	Interface Push Button with Arduino for Digital Input Control.	
UNIT - V	IoT COMMUNICATION AND OPEN PLATFORMS	
9.	Introduction to Raspberry PI platform.	
10.	Interfacing sensors with Raspberry PI.	
Lab Tools and Environments (optional)		
Microprocessor (8086) Trainer Kit ,Microcontroller (8051) Trainer Kit, Arduino IDE development board, Raspberry PI kit		
TEXT BOOKS		
1.	Raj Kamal, "Embedded Systems: Architecture, Programming and Design", Tata McGraw-Hill Education, 2nd Edition, 2008, Reprint 2011.	
2.	Muhammad Ali Mazidi, Janice Gillispie Mazidi and Rolin D. McKinlay, "The 8051 Microcontroller and Embedded Systems", Pearson Education, 2nd Edition, 2013.	
3.	Douglas V. Hall and Andrew L. Rood, "Microprocessors and Interfacing: Programming and Hardware", McGraw-Hill Education, 2nd Edition, 1991.	

4.	Arshdeep Bahga and Vijay Madiseti, "Internet of Things: A Hands-on Approach", Universities Press, 1st Edition, 2015.
REFERENCES	
1.	David Hanes, Gonzalo Salgueiro, Patrick Grossetete, Rob Barton and Jerome Henry, "IoT Fundamentals: Networking Technologies, Protocols and Use Cases for the Internet of Things", Cisco Press, 1st Edition, 2017.
2.	Olivier Hersent, David Boswarthick and Omar Elloumi, "The Internet of Things: Key Applications and Protocols", Wiley, 2nd Edition, 2012.
3.	Krishna Kant, "Microprocessors and Microcontrollers: Architecture, Programming and System Design", PHI Learning Pvt. Ltd., 2nd Edition, 2014.
4.	Michael J. Pont, "Embedded C", Pearson Education, 2nd Edition, 2012.
5.	Qing Li and Caroline Yao, "Real-Time Concepts for Embedded Systems", CMP Books, 1st Edition, 2003.
LEARNING OUTCOMES	
By the end of this course, learners will be able to:	
1.	Understand microprocessor and microcontroller architecture and their instruction execution process.
2.	Develop assembly and Embedded C programs for embedded hardware interfacing applications.
3.	Analyze multitasking and scheduling mechanisms in embedded real-time systems.
4.	Design Arduino-based embedded and IoT applications using sensors and actuators.
5.	Implement communication protocols and cloud connectivity in IoT platforms.
PREPARED BY	
Department of ECE & Coordinated by Dr.T.Lakshmibai	

Course Code												L	T	P	C
Course Title	DESIGN AND ANALYSIS OF ALGORITHMS											3	0	4	5
PRE-REQUISITES															
Basic knowledge of C programming and data structures implementation.															
OBJECTIVES															
•	To understand fundamental concepts of algorithm analysis and asymptotic behavior.														
•	To apply various algorithm design techniques such as Divide and Conquer, Greedy, and Dynamic Programming.														
•	To design and analyze graph algorithms for optimization problems.														
•	To apply state-space search techniques like Backtracking and Branch & Bound.														
•	To understand Lower Bound Theory and efficient string-matching techniques.														
COURSE OUTCOMES															
At the end of course, the students will be able to															
1.	Analyze the time complexity of iterative algorithms from DS using formal asymptotic notations.														
2.	Formulate and solve recurrence relations for recursive algorithms using Master's and Tree methods.														
3.	Design and analyze Greedy and Dynamic Programming solutions for real-world optimization.														
4.	Apply Backtracking and Branch & Bound to solve "hard" problems through state-space exploration.														
5.	Implement string matching and understand the theoretical lower limits of comparison-based algorithms														
POs and COs MAPPING TABLES															
	PO 01	PO 02	PO 03	PO 04	PO 05	PO 06	PO 07	PO 08	PO 09	PO 10	PO 11	PO 12	PSO 01	PSO 02	PSO 03
CO 01	3	3	1	2	-	-	-	1	3	1	1	3	3	1	2
CO 02	3	3	3	2	1	-	-	1	3	3	2	3	3	3	2
CO 03	3	3	2	3	1	-	-	1	3	3	2	3	3	2	3
CO 04	3	3	3	2	1	-	-	1	3	3	2	3	3	3	2
CO 05	3	3	1	2	-	-	-	2	3	2	3	3	3	1	2
LEGEND:1-LOW, 2 - MEDIUM, 3-HIGH															
UNIT - I	FOUNDATIONS OF ALGORITHM ANALYSIS														9
Introduction - Algorithm Characteristics, performance measurements (Time & Space complexity). Total space vs Auxiliary Space. Asymptotic Analysis - Definitions and Properties of best, average, and worst-case behavior. Analysis - Performance analysis of iterative algorithms (Linear Search, Selection Sort, Bubble Sort). Performance Time-Space trade-offs															
UNIT - II	RECURSIVE ANALYSIS & DIVIDE AND CONQUER														9

Introduction - Recursion, Sub-Problem reduction, Recursive call stack, base case formulation. Recurrence Relations - Mathematical modeling. Methods for Solving Recurrences - Substitution Method, Recursion Tree Method and Master's Theorem. Divide & Conquer Strategy - Introduction and complexity analysis of Recursive Binary Search, Merge Sort, and quick sort.		
UNIT - III	GREEDY & DYNAMIC PROGRAMMING	9
Greedy Strategy - Introduction, Fractional Knapsack Problem & analysis, Minimum Spanning Tree definition, Kruskal's and Prim's algorithm, and complexity analysis. Dynamic Programming Strategy - Principle of optimality, Travelling Salesman Problem (TSP) and analysis, Multistage Graph problem & complexity analysis. Shortest Paths - Single Source Shortest Path (Dijkstra's and Floyd-Warshall), All-Pair Shortest Path (Floyd-Warshall) and complexity analysis.		
UNIT - IV	STATE SPACE & ADVANCED TECHNIQUES	9
State Space Search - Introduction and State Space Tree logic. Backtracking strategy - N-Queen and Graph Coloring problems and complexity analysis. Branch & Bound - 0/1 Knapsack optimization and Traveling Salesperson Problem and complexity analysis. Network Flow - Introduction and Ford-Fulkerson Algorithm (Maximum flow problems).		
UNIT - V	STRING MATCHING & COMPUTATIONAL LIMITS	9
String Matching - Naive and Brute Force String Matching algorithms. Lower Bound Theory - Theoretical limits of comparison-based sorting. Modern Algorithmic Topics - Introduction to Randomized Algorithms (Las Vegas vs. Monte Carlo); Conceptual analysis of Randomized QuickSort.		
LIST OF EXPERIMENTS		
UNIT - I	FOUNDATIONS OF ALGORITHM ANALYSIS	
1.	Implementation of Bubble, Selection Sorts	
UNIT - II	RECURSIVE ANALYSIS & DIVIDE AND CONQUER	
2.	Implement Tower of Hanoi & Recursive Binary Search	
UNIT - III	GREEDY & DYNAMIC PROGRAMMING	
3.	Implement Fractional Knapsack using greedy method	
4.	Implement Minimum Spanning Tree Kruskal's Algorithm	
5.	Implement Travelling Salesman Problem using Held-Karp	
6.	Implement Dijkstra's algorithm for Single Source Shortest Path	
7.	Implementation of the Floyd-Warshall algorithm for All-Pair Shortest Path	
UNIT - IV	STATE SPACE & ADVANCED TECHNIQUES	
8.	Implement Network Flow algorithm using the Ford-Fulkerson method	
9.	Implementation of the N-Queen problem using Backtracking	
UNIT - V	STRING MATCHING & COMPUTATIONAL LIMITS	
10.	Implement Randomized algorithm Quick Sort	
11.	Implementation of the Naive String Matching algorithm for pattern detection	
Lab Tools and Environments (optional)		
Programming Environment: C-Programming using GCC / VS Code / Code::Blocks		

Core Libraries: Standard C Libraries	
Database Tools: (optional) None	
Cloud & Collaboration Platforms: (optional) GitHub environment	
Frameworks (basic exposure): (optional) None	
Data Formats & APIs: (optional) None	
TEXT BOOKS & REFERENCES	
11.	Design & Analysis of Algorithms, Gajendra Sharma, Khanna Book Publishing 2018.
12.	Fundamentals of algorithms, Horowitz E, Sahini S, Rajasekaran S., University Press 2008.
References	
1.	Introduction to algorithms, Cormen, Leiserson, Rivest, Stein, 3rd Edition, PHI. 2012
2.	Algorithm Design, Jon Kelinberg and Eva Tardos, 1st Edition, Pearson Education 2014.
3.	Data Structures and Program Design in C By Robert L. Kruse, C.L. Tondo, Bruce Leung, Pearson Education. 2007.
4.	https://onlinecourses.swayam2.ac.in/e-learning/preview/cec26_cs10
LEARNING OUTCOMES	
1.	Mastery in using formal asymptotic notations to quantify the performance of iterative algorithms.
2.	Competence in formulating recurrence relations and applying mathematical methods to solve recursive complexity.
3.	Ability to select and apply Greedy and Dynamic Programming strategies to solve complex engineering optimization problems.
4.	Understanding of state-space exploration through Backtracking, Branch & Bound, and Network Flow techniques.
5.	Knowledge of theoretical lower bounds in computation, string matching logic, and modern randomized algorithmic approaches.
PREPARED BY	
Ms.S.E.Viswapriya , Mr.Bhadram Suresh kumar	

Course Code												L	T	P	C
Course Title	OBJECT ORIENTED PROGRAMMING											3	0	4	5
PRE-REQUISITES															
Basic Programming skills.															
OBJECTIVES															
•	To understand the concept and principles of OOP as well as the purpose and usage of Exception Handling														
•	Design and implement a Collection classes and integration with real time applications														
•	To develop programs using the Java Collection API as well as the Java standard class library.														
•	To learn and understand Packages, Multi-threading concepts														
•	To Learn and Understand the concept of I/O, Applet and GUI programming with AWT														
COURSE OUTCOMES															
At the end of course, the students will be able to															
1.	Apply the concepts and Purpose of Object oriented Programming concepts for developing and Implementing required software.														
2.	Apply the principles of Collections classes and file concepts to implements various software applications														
3.	Implement the applications by using java API concepts, to discover errors of Java programs for collaborative programming/editing.														
4.	Design and Implementation of creating and using packages and Applet.														
5.	Design and Implements the concept of GUI based software applications using appropriate GUI API.														
POs and COs MAPPING TABLES															
	PO 01	PO 02	PO 03	PO 04	PO 05	PO 06	PO 07	PO 08	PO 09	PO 10	PO 11	PO 12	PSO 01	PSO 02	PSO 03
CO 01	3	2	2	1	2	-	-	-	-	-	-	1	3	2	1
CO 02	2	2	3	2	3	-	-	-	-	-	-	1	3	2	1
CO 03	2	3	2	2	3	-	-	-	1	-	-	1	2	3	1
CO 04	2	2	3	2	3	-	-	-	-	1	-	1	3	3	2
CO 05	2	2	3	1	3	-	-	-	1	1	-	1	3	2	2
LEGEND: 1-LOW, 2 - MEDIUM, 3-HIGH															
UNIT - I	INTRODUCTION TO OOPS														9
Overview of OOP - Object oriented programming paradigms, Concepts of object-oriented programming- C++ programming basics- Data types, Manipulators, Cin, Cout, Type conversion - Class and objects: Basics of class and objects-Overview of Java-Java Vs C++															
UNIT - II	JAVA BASICS														9

JVM- Java Basics: Java Tokens, Programming Structures in Java – Defining classes in Java – Constructors Methods -Access specifiers – Static members- Java Doc comments-String Handling: String Basics, String Operations.		
UNIT - III	INHERITANCE AND INTERFACES	9
Inheritance: Inheritance Syntax and types – Multiple Inheritance - Super keyword -Overloading Methods – Objects as Parameters-Method Overriding-Abstract Classes-Interfaces: Defining Interfaces, Extending Interfaces, Implementing Interfaces, Accessing Interfaces.		
UNIT - IV	PACKAGES, EXCEPTION HANDLING AND MULTITHREADING	9
Packages: Built-in packages- Creating, Accessing and Using Packages, Hiding Classes, Import command. Exception Handling basics – Multiple catch- Nested try – Java’s Built-in Exceptions – User defined Exception. Multithreaded Programming: Java Thread Model-Creating a Thread and Multiple Threads – Priorities -Multithreading life cycle.		
UNIT - V	I/O ,COLLECTIONS, APPLET AND AWT	9
I/O Basics – Reading and Writing Console I/O – Reading and Writing Files. Exploring java.Util: collections- Applet Fundamentals-Java Application Vs Java Applets, Applet life Cycle, AWT (Abstract windows toolkits), components, Containers.		
LIST OF EXPERIMENTS		
UNIT - I	INTRODUCTION TO OOPS	
1.	C++ Basics: Create a program to calculate employee gross salary using cin, cout, and manipulators for formatted output.	
2.	Type Conversion: Implement a program to demonstrate explicit and implicit type casting between different data types in C++.	
3.	Class Foundations: Design a class with data members and member functions to input and display data (use Access Specifiers also).	
UNIT - II	JAVA BASICS	
4.	Constructor Overloading: Create a Box class with multiple constructors to initialize dimensions (cube, rectangle, or default).	
5.	Static Members: Write a program to count the number of objects created for a class using a static variable and a static method.	
6.	String Operations: Develop a Java program by applying sting functions.	
UNIT - III	INHERITANCE AND INTERFACES	
7.	Implement Multilevel Inheritance	
8.	Implement Method Overriding in JAVA	
9.	Write JAVA program to implement Multiple Inheritance.	
UNIT - IV	PACKAGES, EXCEPTION HANDLING AND MULTITHREADING	
10.	User-defined Packages: Create a package com.math.operations containing a class for basic arithmetic and import it into a main application.	
11.	Exception Handling: Write a program that handles ArithmeticException (division by zero) and ArrayIndexOutOfBoundsException using a nested try-catch block.	
12.	Write JAVA program to implement Multithreading concept.	
UNIT - V	I/O ,COLLECTIONS, APPLET AND AWT	

13.	File I/O: Write a Java program that perform all file related operations
14.	Implement Collection Framework.
15.	AWT/ Applet Application: Design a simple "Calculator" GUI using AWT components (Buttons, TextFields, Labels).
Lab Tools and Environments (optional)	
Programming Environment: JDK Latest version	
TEXT BOOKS	
1.	Herbert Schildt, "Java The Complete Reference", 13th Edition, Tata McGraw Hill, 2025.
2.	JAVA : A Beginner's Guide Tenth Edition November 2024
3.	James Jaworski, "Java Unleashed", 4th revised edition, SAMS Tech media Publications, Digitized-2010.
REFERENCES	
1.	Kogent Solution Inc ,Java 6 Programming Black Book, New Ed, Dream tech Press, 2007
2.	Campione, Walrath and Huml, "The Java Tutorial", Addison Wesley, 2001.
3.	Elliotte Rusty Harold ,Java Network Programming, fourth Edition, O'Reilly Media, Inc.", 2013,
4.	Java Database Programming Bible, John O' Donahue, illustrated Edition, Wiley, 2002 (for Unit -V)
5.	Fundamentals of Java Programming , Authors: Ogihara, Mitsunori (2018)- ISBN 978-3-319-89491-1
WEB SOURCE REFERENCE	
https://onlinecourses.nptel.ac.in/noc22_cs47/preview	
LEARNING OUTCOMES	
By the end of this course, learners will be able to:	
1.	Students will be able to design and develop modular, reusable software components by applying core Object-Oriented Programming (OOP) principles such as inheritance, polymorphism, and encapsulation.
2.	Learners will be able to implement robust error-handling mechanisms using Java's Exception Handling framework
3.	Students will be able to create concurrent applications using Multithreading.
4.	Students will be able to utilize the Java Collection API and File I/O operations to efficiently store, retrieve, and manage complex data structures in real-time applications.
5.	Students will be able to design and implement interactive, user-friendly Graphical User Interfaces (GUIs) by leveraging AWT.
PREPARED BY	
Dr.P.Shanmugapriya and Dr.M.Saraswathi	

Course Code												L	T	P	C
Course Title	ORGANIZATIONAL BEHAVIOUR											3	0	0	3
PRE-REQUISITES															
OBJECTIVES															
•	To provide a comprehensive understanding of the fundamental concepts, evolution, and significance of Organizational Behaviour in modern management contexts.														
•	To develop insights into individual behaviour by examining perception, learning processes, and their influence on workplace effectiveness.														
•	To analyze personality traits, theories, and individual differences, including their implications for employee behaviour and organizational outcomes.														
•	To evaluate motivational theories, attitudes, and job satisfaction factors to enhance employee performance and organizational productivity.														
•	To understand group behaviour and team dynamics, enabling effective management of teams, collaboration, and workplace challenges.														
COURSE OUTCOMES															
At the end of course, the students will be able to															
1.	Understand the fundamental concepts, evolution, and significance of Organizational Behaviour in contemporary organizations. (K2)														
2.	Examine the role of perception and learning processes in shaping individual behaviour at the workplace. (K4)														
3.	Evaluate personality traits, theories, and individual differences and their impact on employee behaviour and organizational effectiveness. (K5)														
4.	Apply motivational theories and attitude-related concepts to improve job satisfaction and employee performance. (K3)														
5.	Analyze group behaviour and team dynamics to enhance collaboration and manage workplace challenges effectively. (K4)														
POs and COs MAPPING TABLES															
	PO 01	PO 02	PO 03	PO 04	PO 05	PO 06	PO 07	PO 08	PO 09	PO 10	PO 11	PO 12	PSO 01	PSO 02	PSO 03
CO 01	1	2	-	-	-	-	-	-	-	2	-	1	-	-	-
CO 02	-	3	-	-	-	-	-	-	-	2	-	-	-	1	-
CO 03	-	2	-	-	-	-	-	-	1	2	-	-	-	2	-
CO 04	-	2	-	-	-	-	-	-	1	-	1	-	-	2	1
CO 05	-	2	-	-	-	-	-	-	3	2	1	-	-	2	1
LEGEND:1-LOW, 2 - MEDIUM, 3-HIGH															
UNIT - I		INTRODUCTION TO ORGANIZATIONAL BEHAVIOUR													9
Meaning and Definition of Organizational Behaviour –Contributing disciplines of OB – Roles of OB in Contemporary Management – Historical Evolution of OB – OB as a Science– Emerging Issues in Organizational Behaviour															

UNIT - II	PERCEPTION AND LEARNING	9
Perception: Meaning, Elements, and Perceptual Process – Perceptual Selection, Grouping, and Biases – Learning: Social Learning Theory and Role Modelling		
UNIT - III	PERSONALITY	9
Personality: Meaning, Theories, and Assessment – Dark Triad and Abusive Personality – Personality Disorders and Workplace Implications		
UNIT - IV	MOTIVATION AND ATTITUDES	9
Motivation: Meaning and Process – Types of Motives – Theories of Motivation – Aligning Motivation with Performance – Incentives and Reward Systems – Work Motivation in Indian Context -Attitudes: Growth vs Fixed Mindset -Job Satisfaction: Causes and Consequences – Techniques for Improving Job Satisfaction.		
UNIT - V	GROUP BEHAVIOUR AND TEAM DYNAMICS	9
Nature of Groups and Teams – Stages of Group Development – Team Roles and Dynamics – Group Cohesiveness – Managing Team Performance – Problems in Teamwork (Free Riding, Social Loafing, Groupthink) – Virtual Teams and Team Analytics		
TEXT BOOKS		
1.	Stephen P. Robbins, Timothy A. Judge, Organisational Behavior, PHI Learning / Pearson Education, 16th edition, 2014	
2.	Fred Luthans, Organisational Behavior, McGraw Hill, 12th Edition, 2013.	
3.	Understanding Organizational Behaviour by Udai Pareek, Oxford University Press (Third Edition).	
4.	Behaviour in Organizations by Jerald Greenberg and Robert A. Baron, PHI learning private Ltd, New Delhi (Ninth Edition).	
5.	Ivancevich, Konopaske&Maheson, OranisationalBehavior& Management, 7th edition, Tata McGraw Hill, 2008.	
REFERENCES		
1.	McShane, Mary V. Glinow, Organizational Behavior, 8th Edition, Tata Mc Graw Hill, 2017.	
2.	Nelson, Quick, Khandelwal. ORGB – An innovative approach to learning and teaching. Cengage learning. 2nd edition. 2012	
LEARNING OUTCOMES		
1.	Describe the fundamental concepts, evolution, and significance of Organizational Behaviour in modern organizations.	
2.	Explain the role of perception and learning processes in influencing individual behaviour at the workplace.	
3.	Examine personality traits, theories, and their implications for employee behaviour and organizational effectiveness.	
4.	Apply motivation theories and attitude-related concepts to enhance job satisfaction and employee performance.	
5.	Analyze group behaviour and team dynamics to improve collaboration and effectiveness in organizational settings.	
PREPARED BY		
Dept. of MBA		

Course Code		L	T	P	C
Course Title	INDIAN KNOWLEDGE SYSTEM	1	-	-	NC
UNIT - I	History of Indian Knowledge System				
Genesis of Bhartiya Knowledge System-History of IKS					
UNIT - II	India's characteristic knowledge & India's epistemology				
IKS: Nature, Philosophy and Character-India's Epistemology- Knowledge Frameworks & Classification					
UNIT - III	Ancient Education System				
Ancient Scriptures-Ancient Education-Educating Sciences- Khagol Vijnana (Astronomy)- Vastukala (Architecture)- Ayurveda-Krishi Vijnana (Agricultural) Practices					
UNIT - IV	Scientific approaches of IKS & Torch-bearers				
Dhatu Vijnana (Metallurgy)- Ganita: Mathematics in India-Yuddha Vidhya (Military Sciences)- Niyuddha Kala (Martial Arts)- Environmental Sciences					
UNIT - V	Scientific approaches of IKS & Torch-bearers				
Chandashastra (Prosody)-Bhasa Va Vyakarana (Language and Grammar)- Bharata's Natyashastra (Science of Drama, Dance and Music)					
TEXT BOOKS					
1.	Introduction to Indian Knowledge System: Concepts and Applications, Archak, K.B. (2012). Kaveri Books, New Delhi.ISBN-13:978-9391818203				
2.	Introduction To Indian Knowledge System: Concepts and Applications, Mahadevan, B.Bhat, Vinayak Rajat,Nagendra Pavana R.N.PHI, ISBN: 9789391818203				
3.	Glimpse into Kautilya's Arthashastra Ramachandrudu P. (2010), Sanskrit Academy, Hyderabad ISBN:9788380171074				
4.	"Introduction" in Studies in Epics and Purāṇas, (Eds.), KM Munshi and N Chandrashekara Aiyer Bhartiya Vidya Bhavan				
REFERENCES					
1.	https://onlinecourses.swayam2.ac.in/e-learning/preview/ntr26_ed18				