## **M.A.M SCHOOL OF ENGINEERING**

(Autonomous)

(Accredited by NAAC || Approved by AICTE || Affiliated to Anna University) Trichy – Chennai Trunk Road, Siruganur, Tiruchirappalli – 621 105



## UG CURRICULUM (I to VIII SEMESTERS)

### **B.E. COMPUTER SCIENCE AND ENGINEERING**

#### **Choice Based Credit System (CBCS)**

(For the students admitted during the Academic year 2024- 25 and onwards)

**REGULATIONS 2024** 

#### M.A.M SCHOOL OF ENGINEERING

(AUTONOMOUS)

#### **REGULATIONS 2024**

#### **CHOICE BASED CREDIT SYSTEM**

#### **B.E. COMPUTER SCIENCE AND ENGINEERING**

#### I. PROGRAM EDUCATIONAL OBJECTIVES (PEOs)

- 1. Apply their technical competence in computer science to solve real world problems, with technical and people leadership.
- 2. Conduct cutting edge research and develop solutions on problems of social relevance.
- 3. Work in a business environment, exhibiting team skills, work ethics, adaptability and lifelong learning.

#### II.PROGRAM OUTCOMES (POs)

PO1	Engineering Knowledge: Apply the knowledge of mathematics ,science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.
PO2	Problem Analysis: Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences ,and engineering sciences.
PO3	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 healthand safety, and the cultural, societal, and environmental considerations.
PO4	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.
PO5	Modern Tool Usage:Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.

PO6	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.
PO7	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.
PO8	Ethics: Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.
PO9	Individual and Teamwork: Function effectively as an individual, and as member or leader in diverse teams, and in multi-disciplinary settings.
PO10	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.
PO11	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.
PO12	Life-long Learning :Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change.

#### III.PROGRAM SPECIFIC OUTCOMES (PSOs)

PSO1	Exhibit design and programming skills to build and automate business solutions using cutting edge technologies.
PSO2	Strong theoretical foundation leading to excellence and excitement towards research, to provide elegant solutions to complex problems.
PSO3	Ability to work effectively with various engineering fields as a team to design, build and develop system applications

# CURRICULUM

#### M.A.M SCHOOL OF ENGINEERING

#### DEPARTMENT OF COMPUTER SCIENCE ENGINEERING

#### **REGULATIONS 2024**

#### CHOICE BASED CREDIT SYSTEM

#### (Students admitted from the Academic Year 2024 – 25 onwards) I TO VIII SEMESTERS

#### CURRICULUM

Induction Program (Mandatory)	3 weeks duration
Induction program for students to be offered right at the start of the first year	<ul> <li>Physical activity</li> <li>Creative Arts</li> <li>Universal Human Values</li> <li>Literary</li> <li>Proficiency Modules</li> <li>Lectures by Eminent People</li> <li>Visits to local Areas</li> <li>Familiarization to Dept./Branch&amp; Innovations</li> </ul>

#### **B.E. COMPUTER SCIENCE AND ENGINEERING**

0.11-	Course Code	Course	L	т	Ρ	•	Мах	Cotogory		
S.No						С	CA	ES	Total	Category
		THE	ORY	COUR	SES				•	1
1.	24HS101	Communicative English	3	0	0	3	40	60	100	HS
2.	24BS101	Matrices & Calculus	3	1	0	4	40	60	100	BS
3.	24ES104	Programming in C	3	0	0	3	40	60	100	ES
4.	24HS102	Heritage of Tamil	1	0	0	1	40	60	100	HS
	1	THEORY COURSES W	ITH L	ABOR	ATOR	Y CON	PONEN	Т	1	1
5.	24BS102	Engineering Chemistry	3	0	2	4	50	50	100	BS
		LABOR		RY CO	URSE	S			•	
6.	24HS103	Communicative English Laboratory	0	0	2	1	60	40	100	HS
7.	24ES105	Programming in C Laboratory	0	0	4	2	60	40	100	ES
8.	24ES106	Engineering Practices lab	0	0	2	1	60	40	100	ES
9.	24ES107	Workshop Practices Lab	0	0	2	1	60	40	100	ES
		TOTAL	13	1	12	20				

		S	EMES	TER I	I					
		THE	ORY	COUR	SES					-
S.No	Course	Course	L	т	Р	С		imum N	larks	Category
0.110	Code		-	•	•		CA	ES	Total	Category
1.	24BS202	Discrete Mathematics	3	1	0	4	40	60	100	BS
2.		Language Elective	2	0	0	2	40	60	100	HS
3.	24HS201	Tamils and Technology	1	0	0	1	40	60	100	HS
4.	24ES201	Design Thinking	2	0	0	2	40	60	100	ES
5.	24ES208	Python Programming	3	0	0	3	40	60	100	ES
	1	THEORY COURSES W	/ITH L	ABOR		RY COI		NT		<u> </u>
6.	24BS203	Physics for Engineers	3	0	2	4	50	50	100	BS
7.	24ES210	Data Structures & Algorithms	3	0	2	4	50	50	100	ES
		LABOR	RATOF	RY CO	URSE	S				
8.	24ES209	Python Programming Laboratory	0	0	4	2	60	40	100	ES
9	24ES205	Engineering Drawing	0	0	4	2	60	40	100	ES
10.	24TP201	Aptitude Skills and Communication skills I	0	0	2	1	100		100	EEC
		TOTAL	17	1	14	25				
								•	•	-
			EMES							
		THE	ORY	COUR	SES					
S.No	Course Code	Course	L	т	Ρ	С		imum N ES	Total	Category
1.	24BS301	Statistics &Numerical	3	1	0	4	40	60	100	BS
•		Methods								
2.	24CS301	Fundamentals of Data Science	3	0	0	3	40	60	100	PC
3.	24CS302	Java Programming	3	0	0	3	40	60	100	PC
4.	24CS303	Web development	3	0	0	3	40	60	100	PC
		THEORY COURSES W	/ITH L	ABOR		RY COI	MPONE	NT		
5.	24CS304	Design and Analysis of Algorithm's	3	0	2	4	50	50	100	PC
6.	24CS305	Digital Principles and System Design	3	0	2	4	50	50	100	PC
	•	LABOR	RATOF	RY CO	URSE	S				·
7.	24 CS306	Data Science Lab	0	0	4	2	60	40	100	PC
8.	24 CS307	Java Programming Lab	0	0	4	2	60	40	100	PC
9.	24TP301	Aptitude Skills and Communication skills II	0	0	2	1	100		100	EEC
			18	1	14	26				

		SI	EMES	FER IN	/					
	1	THE	ORY C	OUR	SES		1			1
S.No	Course	Course	L	т	Р	С		imum N	larks	Category
	Code		_	-			CA	ES	Total	outogoij
1	24CS401	Theory of Computation	3	0	0	3	40	60	100	PC
2	24CS402	Database Management Systems	3	0	0	3	40	60	100	PC
3	24CS403	Operating Systems	3	0	0	3	40	60	100	PC
4.	24MC401	Environmental Science	3	0	0	0	40	60	100	МС
		THEORY COURSES W	ITH L	ABOR	ATOR	Y COI	<b>NPONEN</b>	T	1	1
5.	24CS404	Computer Networks	3	0	2	4	50	50	100	PC
6	24CS405	Object Oriented Software Engineering	3	0	2	4	50	50	100	PC
		LABOR	ATOR	Y COL	JRSES					
7.	24CS406	Operating Systems Lab	0	0	4	2	60	40	100	PC
8.	24CS407	Database Management Systems Lab	0	0	4	2	60	40	100	PC
9.	24TP401	Aptitude Skills III & Technical Skills I	0	0	2	1	100	-	100	EEC
		TOTAL	18	0	14	22				
		9	EMES		,					
	Course						Max	imum N	larks	
S.No	Code	Course	L	т	Р	С	СА	ES	Total	- Category
1.	24CS501	Embedded System and IOT	3	0	0	3	40	60	100	PC
2.	-	Professional Elective-I	3	0	0	3	40	60	100	PE
3.	-	Professional Elective-II	3	0	0	3	40	60	100	PE
4.	-	Open Elective-I	3	0	0	3	40	60	100	OE
		THEORY COURSES W	TH LA	BOR	ATOR	Y CON	IPONEN	т		
5.	24CS502	Artificial Intelligence and Machine Learning	3	0	2	4	50	50	100	PC
6.	24CS503	Compiler Design	3	0	2	4	50	50	100	PC
		LABOR	ATOR	Y COL	JRSES	•				
	24CS505	Internship	0	0	0	2	100	-	100	EEC
7.		Antitude Obille IV/ 9	1							
7. 8.	24TP501	Aptitude Skills IV & Technical Skills II	0	0	2	1	100	-	100	EEC

		S	EMES	TER V	1					
		THE	ORY	COUR	SES					
C No	Course	Course		т	Р	С	Мах	imum N	larks	
S.No	Code		L			C	СА	ES	Total	Category
1.	24HS601	Principles of Management	3	0	0	3	40	60	100	HS
2.	24CS601	Mobile Application and Development	3	0	0	3	40	60	100	PC
3.	-	Professional Elective-III	3	0	0	3	40	60	100	PE
4.	-	Professional Elective-IV	3	0	0	3	40	60	100	PE
5.	-	Open Elective–II	3	0	0	3	40	60	100	OE
		THEORY COURSES W	/ITH L	ABOR	RATOF	RY CO	MPONE	NT		
6.	24CS602	Cloud Computing	3	0	2	4	50	50	100	PC
		LABOR	ATOR	Y COI	URSE	5				
7.	24CS603	Mobile App Development Lab	0	0	4	2	60	40	100	PC
8.	24CS604	Design an App	0	0	4	2	60	40	100	EEC
9.	24TPS05	Aptitude Skills V & Technical Skills III	0	0	2	1	100	-	100	EEC
		TOTAL	18	0	12	24				

		SI	EMES	TER V	11					
		THE	ORY	COUR	SES					
S.NO	Course	0		т	Р	P C	Max	imum N	larks	Cotogony
3.110	Code	Course	L	•	F		СА	ES	Total	Category
1.	24HS701	Human Values and Ethics	3	0	0	3	40	60	100	HS
2.	24CS701	Cryptography and Cyber Security	3	0	0	3	40	60	100	PC
3.	-	Professional Elective–V	3	0	0	3	40	60	100	PE
4.	-	Open Elective–III	3	0	0	3	40	60	100	OE
		12	0	0	12					

SEMESTER VIII												
S.NO	Course Code	Course		т	Р	С	Мах	imum N	larks	Cotogony		
5.NU							СА	ES	Total	Category		
	LABORATORY COURSES											
1.	24CS801	Project Work	0	0	20	10	60	40	100	EEC		
		TOTAL	0	0	20	10	60	40	100			

		PROFESSIONAL ELECTIVE COURSE	S			
S.No	CourseCode	Course	L	Т	Р	С
		VERTICAL I (CYBER SECURITY)	1	1		
1.	24CSX01	Security Assessment and Risk Analysis	3	0	0	3
2.	24CSX02	Malware Detection and Analysis	3	0	0	3
3.	24CSX03	Ethical Hacking and Security	3	0	0	3
4.	24CSX04	Digital and Mobile Forensics	3	0	0	3
5.	24CSX05	Crypto currency and Block chain Technologies	3	0	0	3
6.	24CSX06	Security and Privacy in Cloud	3	0	0	3
7.	24CSX07	Social Network Security	3	0	0	3
8.	24CSX08	Web Application Security	3	0	0	3
		VERTICAL II (DATA SCIENCE)				
9.	24CSX09	Social Network Analysis	3	0	0	3
10.	24CSX10	Big Data Analytics	3	0	0	3
11.	24CSX11	Natural Language Processing	3	0	0	3
12.	24CSX12	Deep Learning Concepts	3	0	0	3
13.	24CSX13	Text and Speech Analysis	3	0	0	3
14.	24CSX14	Business Analytics	3	0	0	3
15.	24CSX15	Image and Video Analytics	3	0	0	3
16.	24CSX16	Image Processing and Computer Vision	3	0	0	3

S.No         Course         L         T         P         C           VERTICAL III VURTUAL AND AUGMENTED REALITY)           17.         24CSX17         Augmented Reality and Virtual Reality         3         0         0         3           18.         24CSX18         Data Visualization         3         0         0         3           19.         24CSX20         User Interface Design         3         0         0         3           20.         24CSX21         Graphics and Multimedia         3         0         0         3           21.         24CSX23         pigtal Marketing         3         0         0         3           22.         24CSX23         Visual Effects         3         0         0         3           23.         24CSX23         Visual Effects         3         0         0         3           24.         24CSX24         Film Making and Radio Podcasting         3         0         0         3           25         24ITX01         Software Testing         3         0         0         3           26.         24ITX02         DevOps         3         0         0         3           26							
(VIRTUAL AND AUGMENTED REALITY)           17.         24CSX17         Augmented Reality and Virtual Reality         3         0         0         3           18.         24CSX18         Data Visualization         3         0         0         3           19.         24CSX19         Game Development         3         0         0         3           20.         24CSX20         User Interface Design         3         0         0         3           21.         24CSX21         Graphics and Multimedia         3         0         0         3           22.         24CSX22         Digital Marketing         3         0         0         3           23.         24CSX23         Visual Effects         3         0         0         3           24.         24CSX24         Film Making and Radio Podcasting         3         0         0         3           24.         24TX01         Software Testing         3         0         0         3           26.         24TX02         DevOps         3         0         0         3           26.         24TX05         Ul and UX Design         3         0         0         3	S.No	CourseCode	Course	L	Т	Р	С
10.         10. <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>							
10.         24CSX19         Game Development         3         0         0         3           20.         24CSX20         User Interface Design         3         0         0         3           21.         24CSX21         Graphics and Multimedia         3         0         0         3           22.         24CSX22         Digital Marketing         3         0         0         3           22.         24CSX23         Visual Effects         3         0         0         3           23.         24CSX24         Film Making and Radio Podcasting         3         0         0         3           24.         24CSX24         Film Making and Radio Podcasting         3         0         0         3           24.         24CSX24         Film Making and Radio Podcasting         3         0         0         3           25.         24ITX01         Software Testing         3         0         0         3           26.         24ITX02         DevOps         3         0         0         3           28.         24ITX04         Internet of Things         3         0         0         3           30.         24ITX05         U	17.	24CSX17	Augmented Reality and Virtual Reality	3	0	0	3
10.         10. <td>18.</td> <td>24CSX18</td> <td>Data Visualization</td> <td>3</td> <td>0</td> <td>0</td> <td>3</td>	18.	24CSX18	Data Visualization	3	0	0	3
21.         24CSX21         Graphics and Multimedia         3         0         0         3           22.         24CSX22         Digital Marketing         3         0         0         3           23.         24CSX23         Visual Effects         3         0         0         3           24.         24CSX24         Film Making and Radio Podcasting         3         0         0         3           24.         24CSX24         Film Making and Radio Podcasting         3         0         0         3           25.         24ITX01         Software Testing         3         0         0         3           26.         24ITX02         DevOps         3         0         0         3           27.         24ITX03         C# and .Net Framework         3         0         0         3           28.         24ITX04         Internet of Things         3         0         0         3           30.         24ITX05         UI and UX Design         3         0         0         3           31.         24ITX07         Ubiquitous Computing         3         0         0         3           32.         24CSX21         Graphics and	19.	24CSX19	Game Development	3	0	0	3
21.1         1.5         0.5 <td>20.</td> <td>24CSX20</td> <td>User Interface Design</td> <td>3</td> <td>0</td> <td>0</td> <td>3</td>	20.	24CSX20	User Interface Design	3	0	0	3
Image of the second s	21.	24CSX21	Graphics and Multimedia	3	0	0	3
24.         24CSX24         Film Making and Radio Podcasting         3         0         0         3           VERTICAL IV (FULL STACK DEVELOPMENT)           25         24ITX01         Software Testing         3         0         0         3           26.         24ITX02         DevOps         3         0         0         3           27.         24ITX03         C# and .Net Framework         3         0         0         3           28.         24ITX04         Internet of Things         3         0         0         3           30.         24ITX05         UI and UX Design         3         0         0         3           31.         24ITX06         Software Project Management         3         0         0         3           32.         24CSX21         Graphics and Multimedia         3         0         0         3           33.         24CSX25         Knowledge Engineering         3         0         0         3           33.         24CSX26         Soft Computing         3         0         0         3           33.         24CSX26         Soft Computing         3         0         0         3	22.	24CSX22	Digital Marketing	3	0	0	3
VERTICAL IV (FULL STACK DEVELOPMENT)         0         0         3           25         24ITX01         Software Testing         3         0         0         3           26.         24ITX02         DevOps         3         0         0         3           27.         24ITX03         C# and .Net Framework         3         0         0         3           28.         24ITX04         Internet of Things         3         0         0         3           29.         24ITX05         UI and UX Design         3         0         0         3           30.         24ITX06         Software Project Management         3         0         0         3           31.         24ITX07         Ubiquitous Computing         3         0         0         3           32.         24CSX21         Graphics and Multimedia         3         0         0         3           33.         24CSX25         Knowledge Engineering         3         0         0         3           33.         24CSX26         Soft Computing         3         0         0         3           34.         24CSX26         Soft Computing         3         0         0 <td>23.</td> <td>24CSX23</td> <td>Visual Effects</td> <td>3</td> <td>0</td> <td>0</td> <td>3</td>	23.	24CSX23	Visual Effects	3	0	0	3
(FULL STACK DEVELOPMENT)         25.       24ITX01       Software Testing       3       0       0       3         26.       24ITX02       DevOps       3       0       0       3         27.       24ITX03       C# and .Net Framework       3       0       0       3         28.       24ITX04       Internet of Things       3       0       0       3         29.       24ITX05       UI and UX Design       3       0       0       3         30.       24ITX06       Software Project Management       3       0       0       3         31.       24ITX07       Ubiquitous Computing       3       0       0       3         32.       24CSX21       Graphics and Multimedia       3       0       0       3         32.       24CSX25       Knowledge Engineering       3       0       0       3         33.       24CSX26       Soft Computing       3       0       0       3         33.       24CSX26       Soft Computing       3       0       0       3         34.       24CSX26       Soft Computing       3       0       0       3	24.	24CSX24	Film Making and Radio Podcasting	3	0	0	3
25       24ITX01       Software Testing       3       0       0       3         26.       24ITX02       DevOps       3       0       0       3         27.       24ITX03       C# and .Net Framework       3       0       0       3         28.       24ITX04       Internet of Things       3       0       0       3         29.       24ITX05       UI and UX Design       3       0       0       3         30.       24ITX06       Software Project Management       3       0       0       3         31.       24ITX07       Ubiquitous Computing       3       0       0       3         32.       24CSX21       Graphics and Multimedia       3       0       0       3         32.       24CSX25       Knowledge Engineering       3       0       0       3         33.       24CSX26       Soft Computing       3       0       0       3         33.       24CSX26       Soft Computing       3       0       0       3         34.       24CSX26       Soft Computing       3       0       0       3         35.       24CSX27       Deep Neural Networks </td <td></td> <td></td> <td></td> <td></td> <td></td> <td></td> <td></td>							
27.       24ITX03       C# and .Net Framework       3       0       0       3         28.       24ITX04       Internet of Things       3       0       0       3         29.       24ITX05       UI and UX Design       3       0       0       3         30.       24ITX06       Software Project Management       3       0       0       3         31.       24ITX07       Ubiquitous Computing       3       0       0       3         32.       24CSX21       Graphics and Multimedia       3       0       0       3         32.       24CSX25       Knowledge Engineering       3       0       0       3         33.       24CSX25       Soft Computing       3       0       0       3         33.       24CSX26       Soft Computing       3       0       0       3         34.       24CSX27       Deep Neural Networks       3       0       0       3         35.       24CSX28       Reinforcement Learning       3       0       0       3         36.       24CSX28       Computer Vision       3       0       0       3         37.       24CSX28       Co	25	24ITX01		3	0	0	3
28.         24ITX04         Internet of Things         3         0         0         3           29.         24ITX05         UI and UX Design         3         0         0         3           30.         24ITX06         Software Project Management         3         0         0         3           31.         24ITX07         Ubiquitous Computing         3         0         0         3           32.         24CSX21         Graphics and Multimedia         3         0         0         3           VERTICAL V (ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING)           33.         24CSX25         Knowledge Engineering         3         0         0         3           34.         24CSX25         Soft Computing         3         0         0         3           34.         24CSX26         Soft Computing         3         0         0         3           35.         24CSX27         Deep Neural Networks         3         0         0         3           36.         24CSX28         Reinforcement Learning         3         0         0         3           37.         24CSX28         Computer Vision         3         0         0	26.	24ITX02	DevOps	3	0	0	3
29.       24ITX05       UI and UX Design       3       0       0       3         30.       24ITX06       Software Project Management       3       0       0       3         31.       24ITX07       Ubiquitous Computing       3       0       0       3         32.       24CSX21       Graphics and Multimedia       3       0       0       3         33.       24CSX21       Graphics and Multimedia       3       0       0       3         33.       24CSX25       Knowledge Engineering       3       0       0       3         34.       24CSX26       Soft Computing       3       0       0       3         34.       24CSX26       Soft Computing       3       0       0       3         35.       24CSX27       Deep Neural Networks       3       0       0       3         36.       24CSX28       Reinforcement Learning       3       0       0       3         37.       24CSX28       Computer Vision       3       0       0       3         38.       24CSX30       Feature Engineering       3       0       0       3         38.       24CSX30 <td< td=""><td>27.</td><td>24ITX03</td><td>C# and .Net Framework</td><td>3</td><td>0</td><td>0</td><td>3</td></td<>	27.	24ITX03	C# and .Net Framework	3	0	0	3
30.       24ITX06       Software Project Management       3       0       0       3         31.       24ITX07       Ubiquitous Computing       3       0       0       3         32.       24CSX21       Graphics and Multimedia       3       0       0       3         VERTICAL V (ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING)         33.       24CSX25       Knowledge Engineering       3       0       0       3         34.       24CSX26       Soft Computing       3       0       0       3         35.       24CSX27       Deep Neural Networks       3       0       0       3         36.       24CSX28       Reinforcement Learning       3       0       0       3         36.       24CSX28       Computer Vision       3       0       0       3         37.       24CSX28       Computer Vision       3       0       0       3         38.       24CSX30       Feature Engineering       3       0       0       3         39.       24CSX31       Object Detection and Face Recognition       3       0       0       3	28.	24ITX04	Internet of Things	3	0	0	3
31.         24ITX07         Ubiquitous Computing         3         0         0         3           32.         24CSX21         Graphics and Multimedia         3         0         0         3           VERTICAL V (ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING)           33.         24CSX25         Knowledge Engineering         3         0         0         3           34.         24CSX26         Soft Computing         3         0         0         3           35.         24CSX27         Deep Neural Networks         3         0         0         3           36.         24CSX28         Reinforcement Learning         3         0         0         3           37.         24CSX28         Computer Vision         3         0         0         3           36.         24CSX28         Computer Vision         3         0         0         3           37.         24CSX30         Feature Engineering         3         0         0         3           38.         24CSX31         Object Detection and Face Recognition         3         0         0         3	29.	24ITX05	UI and UX Design	3	0	0	3
32.24CSX21Graphics and Multimedia3003VERTICAL V (ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING)33.24CSX25Knowledge Engineering300334.24CSX26Soft Computing300335.24CSX27Deep Neural Networks300336.24CSX28Reinforcement Learning300337.24CSX28Computer Vision300338.24CSX30Feature Engineering300339.24CSX31Object Detection and Face Recognition3003	30.	24ITX06	Software Project Management	3	0	0	3
VERTICAL V (ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING)33.24CSX25Knowledge Engineering300334.24CSX26Soft Computing300335.24CSX27Deep Neural Networks300336.24CSX28Reinforcement Learning300337.24CSX28Computer Vision300338.24CSX30Feature Engineering300339.24CSX31Object Detection and Face Recognition3003	31.	24ITX07	Ubiquitous Computing	3	0	0	3
(ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING)33.24CSX25Knowledge Engineering300334.24CSX26Soft Computing300335.24CSX27Deep Neural Networks300336.24CSX28Reinforcement Learning300337.24CSX28Computer Vision300338.24CSX30Feature Engineering300339.24CSX31Object Detection and Face Recognition3003	32.	24CSX21	Graphics and Multimedia	3	0	0	3
33.       24CSX25       Knowledge Engineering       3       0       0       3         34.       24CSX26       Soft Computing       3       0       0       3         35.       24CSX27       Deep Neural Networks       3       0       0       3         36.       24CSX28       Reinforcement Learning       3       0       0       3         37.       24CSX28       Computer Vision       3       0       0       3         38.       24CSX30       Feature Engineering       3       0       0       3         39.       24CSX31       Object Detection and Face Recognition       3       0       0       3		1	(ARTIFICIAL INTELLIGENCE AND MACHIN	E	I	L	1
34.       24CSX26       Soft Computing       3       0       0       3         35.       24CSX27       Deep Neural Networks       3       0       0       3         36.       24CSX28       Reinforcement Learning       3       0       0       3         37.       24CSX28       Computer Vision       3       0       0       3         38.       24CSX30       Feature Engineering       3       0       0       3         39.       24CSX31       Object Detection and Face Recognition       3       0       0       3	33.	24CSX25		3	0	0	3
35.24CSX27Deep Neural Networks300336.24CSX28Reinforcement Learning300337.24CSX28Computer Vision300338.24CSX30Feature Engineering300339.24CSX31Object Detection and Face Recognition3003	34.			3	0	0	3
37.24CSX28Computer Vision300338.24CSX30Feature Engineering300339.24CSX31Object Detection and Face Recognition3003	35.			_		-	-
38.24CSX30Feature Engineering300339.24CSX31Object Detection and Face Recognition3003	36.	24CSX28	Reinforcement Learning	3	0	0	3
39.     24CSX31     Object Detection and Face Recognition     3     0     0     3	37.	24CSX28	Computer Vision	3	0	0	3
	38.	24CSX30	Feature Engineering	3	0	0	3
40. 24CSX32 Text and Visual Analytics 3 0 0 3	39.	24CSX31	Object Detection and Face Recognition	3	0	0	3
	40.	24CSX32	Text and Visual Analytics	3	0	0	3

S.No	CourseCode	Course	L	т	Р	С
		VERTICAL VI (CLOUD COMPUTING AND DATA PROCESS TECHNOLOGIES)	ING			
41.	24CSX33	Foundation of Cloud Computing	3	0	0	3
42.	24CSX34	Data Storage and Management in Cloud	3	0	0	3
43.	24CSX35	Virtualization Techniques	3	0	0	3
44.	24CSX36	Security and Privacy in Cloud	3	0	0	3
45.	24CSX37	Data Analysis in Cloud Computing	3	0	0	3
<b>46</b> .	24CSX38	Edge Computing	3	0	0	3
47.	24CSX39	Cloud Service Management	3	0	0	3
48.	24CSX40	Big Data Integration and Processing	3	0	0	3

	OPEN ELECTIVES I											
S.No	Course Code	Course	L	т	Ρ	С						
1.	24CSY01	Digital Engineering	3	0	0	3						
2.	24CSY02	Assistive Technology	3	0	0	3						
3.	24CSY03	Computational Thinking	3	0	0	3						
4.	24CSY04	Cloud Computing Essentials	3	0	0	3						
5.	24CSY05	Quantum Computing	3	0	0	3						
		OPEN ELECTIVES II										
S.No	Course Code	Course	L	т	Р	С						
1.	24CSY06	Graph Theory	3	0	0	3						
2.	24CSY07	IT Project Management	3	0	0	3						
3.	24CSY08	Recommender Systems	3	0	0	3						
4.	24CSY09	Agile Methodologies	3	0	0	3						
5.	24CSY10	Software Testing Tools and Techniques	3	0	0	3						
		OPEN ELECTIVES III										
S.No	Course Code	Course	L	т	Р	С						
1.	24CSY11	IT in Agricultural System	3	0	0	3						
2.	24CSY12	Bockchain Technologies	3	0	0	3						
3.	24CSY13	Next Generation Networks	3	0	0	3						
4.	24CSY14	Generative AI	3	0	0	3						
5.	24CSY15	Robotics	3	0	0	3						

<b>S</b> .No.	Catagory			Cre	dits Pe	r Seme	ster			Total	Credits
<b>3</b> .NO.	Category	I	П	Ш	IV	V	VI	VII	VIII	Credit	in%
1	HS	5	3				3	3		14	8.6
2	BS	8	8	4						20	12.3
3	ES	7	13							20	12.3
5	PC			21	21	11	9	3		65	40.1
6	PE					6	6	3		15	9.2
7	OE					3	3	3		9	5.5
8	EEC		1	1	1	3	3		10	19	11.7
9	МС				0					0	0
	Total	20	25	26	22	23	24	12	10	162	100

**HS**–Humanities and Social Science

- **BS**–Basic Science
- **ES**–Engineering Science
- PC–Professional Core
- **PE** Professional Elective
- **OE**–Open Elective

**EEC**–Employability Enhancement Course

- MC–Mandatory course
- **CA**–Continuous Assessment
- **ES**–End Semester Examination

R 2024		SCIENCE & HUMANITIES SEMESTE							
24110404	00		L	Т	Ρ	С			
24HS101		OMMUNICATIVE ENGLISH - I	3	0	0	3	HS		
	C	COMMON TO: ALL PROGRAMS		1	1	1	I		
COURSE O	BJEC	TIVES:							
The objectives	of learr	ning this course are to:							
Enable	e learne	rs to use words appropriately in their con	nmur	nicati	on.				
🗸 Enhan	ice learr	ners' grammatical accuracy in communica	ation						
<ul> <li>Develo</li> </ul>	op learn	ers ability to read and listen to texts in Er	nglisł	า.					
Streng	then the	e communication skills of the learners.							
✓ Help let	earners	write appropriately in professional contex	ds						
COURSE O	UTCO	MES:							
At the end of t	his cours	se, students are able to							
CO1: Understa	and the l	basic grammatical structures and apply t	hem	in rig	ht co	ontext			
-		ort cause and effects in events, industrial	proc	esse	s thr	ough	technical texts.		
		e words in a professional context.			_				
•		tion presented in tables, charts and othe	r gra	phic	form	S.			
		sumes in the context of job search.							
UNIT:	I	BASICS OF	LAN	IGU.	AGE			9	
Sequential Wr speech, Simpl	iting – co e Tense	ochures (technical context), telephone m onnecting ideas using transitional words is – Form, Function and Meaning; ms; One word substitution							
Pedagogical	Tools	Black board, chalk, group discuss	ion, r	ole p	olay, <u>y</u>	youtu	be videos, NPTEL vi	deos	
UNIT:		INTRODUCTION TO FUNDAM						9	
	enses, S	ographies, travelogues, newspaper repor ubject-Verb Agreement, Idioms; <b>Vocabu</b>					and Effect Essays, <b>G</b>	Grammar:	
Pedagogica	al Tools	Black board, chalk, group discuss	ion, r	ole p	olay, y	youtu	be videos, NPTEL vi	deos	
UNIT:		NARRATION AN	D S	UM	MAT	ION		9	
Reading – Re	ading ad	dvertisements, Case Studies, Writing- C	heck	-list,	Instru	uction	ns. Grammar:		
Perfect Tenses	s, Imper	atives; Adjectives, <b>Vocabulary:</b> Languag	ge Ga	ames	s/ Gro	oup D	iscussion.		
Pedagogical	Tools:	Black board, chalk, group discuss	ion, r	ole p	olay, y	youtu	be videos, NPTEL vi	deos	
UNIT: I	V	REPORTING OF EVEN	ITS	AN	D R	ESE	ARCH	9	
Reading –New	vspaper	articles; Writing – Recommendations, 1	rans	codir	ng <b>G</b> i	ramm	nar – Reported		
Speech, Pronc	ouns - P	ossessive & Relative pronouns, <b>Vocabu</b>	lary:	Oral	Pres	sentat	tion.		
Pedagogical	Tools	Black board, chalk, group discuss	ion, r	ole p	olay, y	youtu	be videos, NPTEL vi	deos	
UNIT:	V	THE ABILITY TO PUT IDEAS C	RI	NFO	RM	ATIC		9	
Reading – Co	mpany p	profiles, Statement of Purpose, (SOP), a	ı exc	erpt	of int	erviev	w with professionals;	Writing –	
		ation – Cover letter & Resume; <b>Grammar</b> al Verbs; <b>Vocabulary:</b> Informal Vocabula				-		s. Degrees	
Pedagogical	Tools	Black board, chalk, group discuss	ion, r	ole p	olay, y	youtu	be videos, NPTEL vi	deos	
							Total Po	eriods :45	

SI.No	Authors	Title of the Book	Publisher	Year of publication
1	Raymond, Murphy	English Grammar in Use (5 <sup>th</sup> Edition)	Cambridge Press: New York	2019
2	Dr. KN. Shoba, and Dr. Lourdes Joevani	English for Science & Technology	Cambridge University Press	2021
REFER	ENCE BOOKS:			
SI.No	Authors	Title of the Book	Publisher	Year of publication
1	Meenakshi Raman & Sangeeta Sharma	Technical Communication Principles And Practices	Oxford Univ. Press	2016
2	Lakshmi Narayanan	A Course Book on Technical English	Scitech Publications (India) Pvt. Ltd.	2017
3	Kulbhusan Kumar	Effective Communication Skill	R S Salaria, Khanna Publishing House.	2018
WEB L	EARNING RESOURCES:		· •	
-	store.acolad.com/products/englis			
	www.cambridge.es/en/catalogue	/business-english/other-ti	tles/cambridge-english-	
for/engine	-			
-	shipcon.eu.com/english-for-engir			
	www.udemy.com/course/english-			
o nttps://s	store.acolad.com/products/englis	sn-tor-engineering		

CO – P	O – PO – PSO MAPPING														
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO 10	PO 11	PO 12	PS 01	PS O2	<b>PS O3</b>
CO1	-	-	-	-	-	1	1	-	-	-	-	3	-	-	-
CO2	-	3	-	-	-	-	3	3	-	3	-	3	-	-	-
CO3	-	-	-	-	2	-	2	-	-	3	-	3	-	-	-
CO4	-	-	-	-	-	3	-	1	2	3	-	3	-	-	-
CO5	-	-	-	-	-	-	-	-	-	3	3	3	-	-	-
AVG	-	3	-	-	2	2	2	2	2	3	3	3	-	-	-

R 2024		SCIENCE & HUMANITIES					SEMEST	ER: I
24BS101		MATRICES AND CALCULUS	L	Т	Ρ	С	BS	
2400101			3	1	0	4	80	
COURSE OBJ	IECTI		N13					
	_	g this course are to:						
<ul> <li>Develop practical a</li> <li>Familiariz engineeri</li> <li>Make the</li> <li>Acquaint applicatio</li> <li>Make the model en</li> </ul> COURSE OUT At the end of this	the applica ze the ing. studer the s ons. studer gineeri <b>CCOM</b> course	use of matrix algebra techniques that tions. student with functions of several variables nts understand various techniques of integration tudent with mathematical tools needed in nt acquire sound knowledge of techniques in s ng problems.	s. this on. evalu solving	is r uating g ord	needo g mu inary	ltiple differ	integrals ar	ches of nd their ons that
CO2: Apply the b CO3: Apply differ CO4: Apply multip	basic te ent me ple inte c applic	chniques and theorems function of several va thods of integration in solving practical probler gral ideas in solving areas, volumes and other cation problems described by second and hig	riables ms. r pract	s in o ical p	ther a	areas ems.	of mathemat	ics
UNIT: I		MATRICE	S					9+3
Statement and ap	plication m to ca	vectors of a real matrix - Properties of Eigen ons of Cayley- Hamilton theorem ( without proc nonical form by orthogonal transformation-Na Chalk & Board, PPT, NPTEL video, you tube	of) - Dia ture of	agon: f qua	alizat dratio	ion of c form	matrices- Re s.	
UNIT: II	0	FUNCTIONS OF SEVER			-			9+3
Partial derivatives		I derivative - Jacobian and properties - Taylor values of functions of two variables - Lagrange	's serie	es ex	pans	ion fo	r function of	973
Pedagogical Tool	s	Chalk & Board, PPT, NPTEL video, you tube	video,	Grou	ıp Di	scuss	ion	
UNIT: III			CULI	JS				9+3
of irrational function	egrals, ons	tegrals - Substitution rule - Techniques or Trigonometric substitutions, Integration of ration						tegration
Pedagogical Tool	S	Chalk & Board, PPT, NPTEL video, you tube	video,	Grou	ıp Di	scuss	ion	
UNIT: IV								9+3
		ge of order of integration - Double integrals in d volume ( except spherical , cylindrical coord			linate	es - Tr	iple integrals	
Pedagogical Tool	S	Chalk & Board, PPT, NPTEL video, you tube	video,	Grou	ıp Di	scuss	ion	
UNIT: V		ORDINARY DIFFERENTIA						9+3
Euler Cauchy equ	uation -	r linear differential equations with constant coe method of variation parameters.						
Pedagogical Tool	S	Chalk & Board, PPT, NPTEL video, you tube	video,	Grou	ıp Di	scuss		l
							Total Peri	ods :60

TEXT	BOOKS:			
SI. No	Authors	Title of the Book	Publisher	Year of publication
1	Kreyszig.E	Advanced Engineering Mathematics	John Wiley and sons, New Delhi	2016
2	Grewal B.S	Higher Engineering Mathematics	Khanna Publishers, New Delhi	2018
3	James Stewart	Calculus : Early Transcendentals	Cengage Learning, New Delhi	2015
REFEI	RENCE BOOKS:			
SI. No	Authors	Title of the Book	Publisher	Year of Publication
1	Bali.N, M.Goyal Watkins.C	Advanced Engineering Mathematics	Lakshmi Publications, New Delhi	2015
2	Ramana B.V	Higher Engineering Mathematics	McGraw Hill Education, New Delhi	2016
3	Narayanan.S, Manicavasagam Pillai.T.K	Calculus	S.Vishwanathan Publishers, Chennai	2009
WEB I	LEARNING RESOURCES	:		
1 https:/	//nptel.ac.in/courses/11110815	7		
2 <u>https:/</u>	//nptel.ac.in/courses/11110412	<u>5</u>		
3 <u>https:/</u>	//nptel.ac.in/courses/11110512	<u>1</u>		
4 <u>https:/</u>	//nptel.ac.in/courses/11110408	<u>5</u>		
	//nptel.ac.in/courses/11110452			
	//www.brainkart.com/subject/M	atrices-and-Calculus_454/		
	//youtu.be/i8FukKfMKCI			
	//youtu.be/wRR715lkK-E			
	//youtu.be/iGJxxlyqrRM			
	<u>s://youtu.be/yyc4yhIFATk</u>			
11 <u>https</u>	://youtu.be/Ziu0y2kWTCM			

CO – PO	O – PO – PSO MAPPING														
	P01	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO 10	PO 11	PO 12	PS 01	PS O2	<b>PS O3</b>
CO1	3	3	1	1	-	-	-	-	-	-	-	3	-	-	-
CO2	3	3	1	1	-	-	-	-	-	-	-	3	-	-	-
CO3	3	3	1	1	-	-	-	-	-	-	-	3	-	-	-
CO4	3	3	1	1	-	-	-	-	-	-	-	3	-	-	-
CO5	3	3	3	3	-	-	-	-	-	-	-	2	-	-	_
AVG	3	3	1	1	-	-	-	-	-	-	-	3	-	-	-

R 2024		COMPUTER SCIENCE AND ENGINEERING					SEMESTER:I				
24ES104		PROGRAMMING IN C	L	Т	Ρ	С	ES				
			3	0	0	3					
		Common to CSE, IT AND AI&DS Department	S								
COURSE O											
<ul> <li>To ur</li> <li>To de</li> </ul>	nderstand evelop C evelop C evelop m evelop ap o input/ou	rning this course are: d the constructs of C Language. Programs using basic programming constructs programs using arrays and strings odular applications in C using functions oplications in C using pointers and structures utput and file handling in C									
CO1: Develop CO2: Design CO3: Develop CO4: Develop	At the end of this course, students are able to: CO1: Develop simple applications in C using basic constructs CO2: Design and implement applications using arrays and strings CO3: Develop and implement modular applications in C using functions. CO4: Develop applications in C using structures and pointers. CO5: Design applications using sequential and random access file processing										
UNIT:	I	<b>BASICS OF C PROGRAMMING</b>					9				
Algorithm, a	nd Flowd	hart for problem solving with Sequential Logic Structure	e – A	pplic	catio	ns of	f C Language -				
Structure of	C progra	m - C programming: Data Types - Constants – Operato	rs -	Inpu	t/Out	put s	statements,				
Assignment	stateme	nts – Control flow statements – Preprocessor directives	- Co	mpil	atior	n pro	cess, Library				
Functions.											
Pedagogica	I Tools	Black board, chalk, Group Discussion, Role Play, Y	′outu	be Vi	deos	,Npte	el videos.				
UNIT:	II	ARRAYS AND STRINGS					9				
Introduction	to Arrays	s: Declaration, Initialization - Passing Arrays to Function	s – I	Multi	dime	ensio	onal Arrays -				
String opera	itions – N	ULL Character - Reading and Writing a String – Proces	sing	the	Strin	igs –	- Character				
arithmetic –	Searchir	g and Sorting of Strings - Selection sort, linear and bina	ary s	earc	h.						
Pedagogica	I Tools	Black board, chalk, Group Discussion, Role Play, Y	′outu	be Vi	deos	,Npte	el videos.				
UNIT:	III	FUNCTIONS AND POINTERS					9				
Modular pro	grammin	g - Function prototype, function call, Built-in functions (s	string	g fun	ction	s, m	ath functions) -				
I/O functions	s - (Form	atted scanf() & printf(), getchar (), putchar (), getche(), g	jets(	), pu	ts())	– R	ecursion –				
Pointers – P	Pointers – Pointer operators – Pointer arithmetic – Arrays and pointers – Array of pointers – Pointers as										
Function Arg	guments,	Functions Returning Pointers - Parameter passing.									
Pedagogica	I Tools	Black board, chalk, Group Discussion, Role Play, Y	′outu	be V	deos	,Npte	el videos.				
UNIT:	IV	FILE PROCESSING					9				
Files – Inp	out/ Outpu	ut Operations on Files - Error Handling During I/O Operations	ation	is - T	урея	s of f	ile processing:				
Sequential a	access, F	andom access – Sequential access file - Random acce	ss fi	le - (	Comi	man	d line arguments				
Pedagogica	I Tools	Black board, chalk, Group Discussion, Role Play, Y	Pedagogical Tools       Black board, chalk, Group Discussion, Role Play, Youtube Videos, Nptel videos.								

#### Recommended by *I<sup>st</sup>* BOS held on 10.9.2024 & Approved by *I<sup>st</sup>* Academic Council held on 25.11.24

UNIT: V	STRUCTURES AND UNION	9						
Structure - Nested st	ructures – Pointer and Structures – Array of structures – Self referentia	l structures –						
Dynamic memory all	ocation – typedef – Union - STORAGE CLASSES: Storage classes-Au	tomatic variables -						
External variables - S	Static variables.							
Pedagogical Tools Black board, chalk, Group Discussion, Role Play, Youtube Videos, Nptel videos.								
		Total Periods : 45						

TEXT	BOOKS:									
SI. No	Authors	Title of the Book	Publisher	Year of publication						
1	E Balagurusamy	Programming in ANSI C	Tata McGraw Hill	2010						
2	Yashwant Kanetkar	Let us C	Notion Press	2020						
3	ReemaThareja	Programming in C	Oxford University Press	2016						
REFE	RENCE BOOKS:									
SI. No	Authors	Title of the Book	Publisher	Year of publication						
1	Paul Deitel and Harvey Deitel	C How to Program with an Introduction to C++	BPB Publications	2018						
2	Kernighan, B.W and Ritchie,D.M	The C Programming language	Pearson Education	2015						
3	Byron S. Gottfried	Schaum's Outline of Theory and Problems of Programming with C	McGraw-Hill Education	21996						
WEB	LEARNING RESOUR	CES:								
1. htt	ps://en.cppreference.co	om/w/c/language								
2. https://www.programiz.com/c-programming										
3. https://www.w3schools.com/c/										
4. https://www.geeksforgeeks.org/c-programming-language/										
5. htt	5. https://www.javatpoint.com/c-programming-language-tutorial									

#### CO PO PSO MAPPING

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO 10	PO11	PO12	PSO1	PSO2	PSO3
CO1	2	2	2	1	2	1	1	1	2	-	3	2	2	2	-
CO2	2	3	2	1	2	1	1	1	2	-	3	2	2	2	-
CO3	3	2	2	1	3	1	1	1	2	-	3	3	2	2	-
CO4	2	3	3	1	2	1	2	1	2	-	3	2	2	3	-
CO5	2	3	3	1	2	1	-	-	2	1	2	2	2	2	-
AVG	2	3	3	1	2	1	1.5	1	2	1	2.5	2.5	2	2.5	-

Recommended by *I<sup>st</sup>* BOS held on 10.9.2024 & Approved by *I<sup>st</sup>* Academic Council held on 25.11.24

R 2024			S	CIENC	E & HU	MANITIES					SEMESTE	R: I
24HS102		தமிழ	ர் மரா	Ц / Не	eritage o	f Tamil	L	Т	P	C	HS	
			CO	MMON	TO: AL	L PROGRA	1 MS	0	0	1		
COURSE OB.	JEC.	TIVES:										
The objectives of	learr	ning this cou	irse are	to								
✓ Learn th	ne Ex	tensive liter	ature of	classica	al tamil							
✓ Review	the fi	ne arts heri	tage of t	amil cul	ture							
✓ Realize	the c	ontribution	of tamil i	in Indiar	n freedom	struggle						
COURSE OUT	гсо	MES:										
At the end of this	cour	se, students	are abl	e to								
CO1: Understand	the the	weaving an	d cerami	ic techn	ology of a	ncient tamil pe	ople	e natu	re.			
CO2: Understand	the	constructior	ı technol	logy, bu	ilding mat	erials in sanga	am p	eriod	and c	case st	udies.	
CO3: Infer the me	etal p	rocess, coii	ו and be	ads mai	nufacturin	g with relevan	t arc	haeol	ogica	l evide	nce.	
CO4: Realize the	agric	culture meth	ods, irrie	gation te	echnology	and pearl divi	ng.		•			
CO5: Apply the k	-			-		•	5					
UNIT: I					•		ERA		RE			3
Dravidian Langua	ades	– Tamil as	a Class							l – Dis	tributive Justi	ce in
Sangam Literatur												
Land - Bakthi Lite						of minor Poet	ry -	Devel	opme	ent of M	Nodern literatu	ire in
Tamil - Contributi	ion of	Bharathiya	r and Bh	harathid	hasan							
Pedagogical Tools		Board & Ch	alk, PP1	T, NPTE	EL video, y	vou tube video	, Gro	oup D	iscus	sion		-
UNIT: II		HE	RITAG	E - RO		F PAINTING CULPTURE		ОМ	ODE	ERN A	ART –	3
Hero stone to mo												
Terracotta sculpt												
Mridangam, Para	ii, Ve	enai, Yazha	and Nad	haswara	am - Role	of Temples in	Soc	ial an	d Ecc	nomic	Life of Tamils	
Pedagogical Tools		Chalk & Bo	ard, PPT	T, NPTE	EL video, y	ou tube video	, Gro	oup Di	iscus	sion		
UNIT: III						ID MARTIA						3
Therukoothu, Kar dance - Sports ar				iyanKoo	othu, Oyilla	attam, Leather	Pup	petry	, Silaı	nbatta	m, Valari, Tige	ər
Pedagogical	iu Ga											
Tools		Chalk & Bo	ard, PPT	T, NPTE	EL video, y	ou tube video	, Ro	le Pla	у			
UNIT: IV						DNCEPT OF			-	<u> </u>		3
Flora and Fauna		0			•				0			
of Tamils - Educa during Sangam A						cient Cities and	2 PO	rts of a	Sang	am Ag	e -Export and	Import
Pedagogical	Č.		•				-					
Tools		Chalk & Bo	ard, PP1	T, NPTE	EL video, y	ou tube video	, Gro	oup D	iscus	sion		1
UNIT: V		CONTR	IBUTI	ON OF		S TO INDIA IDIAN CUL			ONA	LMC	VEMENT	3
Contribution of Ta India – Self-Resp Manuscripts – Pri	bect N	/lovement -	Role of	Siddha								s &
Pedagogical						be video, Gro		lieouo	sion			
Tools	Chall		° 1° 1 , INP		eo, you lu		սր Ե	iscus	51011		_	_
											Total Perio	ds :15

SI. No	Authors	Title of the Book	Publisher	Year of publication
1	Dr.K.K.Pillay	tamilnadu history people and culture	Tamilnadu Textbook and Education works Corporation	2019
2	EL Sundaram	Computer Tamil	Vikatanprasuram	2016
3	Dr.S.Singaravelu	Social Life of the Tamils - The Classical Period	International Institute of Tamil Studies.	2001
4	Dr.S.V.Subatamanian, Dr.K.D. Thirunavukkarasu	Historical Heritage of the Tamils	International Institute of Tamil Studies	2010
5	Dr.M.Valarmathi	The Contributions of the Tamils to Indian Culture	International Institute of Tamil Studies	2001
6		Keeladi - 'Sangam City Civilization on the banks of river Vaigai'	Department of Archaeology& Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu	2019
7	Dr. K. K. Pillay	Studies in the History of India with Special Reference to Tamil Nadu	The Author	1979
8		Porunai Civilization	Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu	2019
9	R.Balakrishnan	Journey of Civilization Indus to Vaigai	RMRL	2019
10	Dr.K.K.Pillay	Social Life of Tamils	A joint publication of TNTB & ESC and RMRL	1975
VEB	LEARNING RESOURCES:	·	·	-
•	/youtu.be/8J3UJXu4JZ0?si=ekqrc_			
-	www.youtube.com/live/WbnNQM2			
	www.youtube.com/live/10Z7NdBP	2	6	
	/www.youtube.com/live/xkrRTmvP /youtu.be/ByHvsH0I080?si=O2HnE			

CO – P	CO – PO – PSO MAPPING														
	P01	PO2	PO3	PO4	PO5	PO6	P07	P08	PO9	PO 10	PO 11	PO 12	PS 01	<b>PS O2</b>	PS 03
CO1	-	-	-	-	-	-	3	3	-	2	-	3	-	-	-
CO2	-	-	-	-	-	-	3	3	-	2	-	3	-	-	-
CO3	-	-	-	-	-	-	3	3	-	2	-	3	-	-	-
CO4	-	-	-	-	-	-	3	3	-	2	-	3	-	-	-
CO5	-	-	-	-	-	-	3	3	-	2	-	3	-	-	-
AVG	-	-	-	-	-	-	3	3	-	2	-	3	-	-	-

R 2024		SCIENCE & HUMAN	ITIES	S			SEN	IESTER: I
24BS102		ENGINEERING CHEMISTRY	L	Т	Ρ	С		BS
2400102			3	0	2	4		20
		COMMON TO: AI & DS, C	SE, E	ECE an	Id IT			
COURSE OF								
		arning this course are to: und understanding of water quality param	otore	and wate	r troatm	ont to	chnique	e
		e basic concepts and applications of phas					unique	5.
		e understanding of different types of fuels				perties	and co	mbustion
characteristics.		· · · · · · · · · · · · · · · · · · ·						
✓ Familiai	rize	he students with the different energy sour	ces, o	perating	principle	es, wo	rking pr	ocesses and
		gy conversion and storage devices.						
		ledge on the basic principles and prepara	tory m	ethods o	of nonma	aterial.		
COURSE OUT								
		urse, students are able to						
		e quality of water from quality parameter of	data, a	nalyze a	nd prop	ose th	e suitab	le treatment
		to treat water. erent forms of energy resources and appl	v thom	for cuit	able apr	licatio	ne in on	orav soctors
		vledge of phase rule and alloys for materia						ergy sectors.
		ecommend suitable fuels for engineering						
		ncepts of nano science and nanotechnolo					s of Nar	no materials.
UNIT: I		WATER TECH		-				9
Water: Sources	, imp	urities and water quality parameters, Hard	dness	of water	- types	– expr	ession	of hardness –
		: Scale and sludge, Priming &foaming. N						
		tment (phosphate, colloidal, sodium al						
		ange or demineralization and zeolite proce						
		, Ozonation, break-point chlorination). De						e Osmosis.
Pedagogical To	ols	Chalk & Board, PPT, NPTEL Videos, yo					sion	
UNIT: II		ENERGY SOURCES AND						9
		water nuclear power plant, breeder reactor						
		rcells; Recent developments in solar ce						
		eries: Types of batteries, Primary battery (						
		Electric vehicles – working principles; Fuel orage principle, types and examples.	cens.	Π2-U2 IL	ier cen,		iei,micro	
Pedagogical To		Chalk & Board, PPT, NPTEL Videos, yc	utubo	videos		licouco	vion	
UNIT: III	015	PHASE RULE A				nscuss	SIOT	9
	rodu						otor ov	-
		ction, definition of terms with examples. hase rule; Construction of a simple eutect						
		son's process, FeCl <sub>3</sub> -H <sub>2</sub> O system.	e prias	se ulagre		0.0011	ponent	System. Ieau-
		Definition- properties of alloys- significant	ce of a	llovina.	Allovs-N	ichrom	ne and s	stainless steel
		ent of steel. Introduction to composites –						
Pedagogical To		Chalk & Board, PPT, NPTEL Videos, yo				Discuss	sion	
UNIT: IV		FUELS AND CO						9
	tion	Classification of fuels; Coal and col				(nroxi	mate a	ind ultimate)
		ufacture of metallurgical coke (Otto Hoffm						, ·
		Bergius process), Property - Knocking, Po						
	•	: Introduction: Calorific value - higher and				•		,
		n and carbon footprint.					0	2
Pedagogical To	ols	Chalk & Board, PPT, NPTEL Videos, yo	utube	videos,	Group D	)iscuss	sion, Ro	le Play
UNIT: V		NANO TECH	NOLO	GY				9
Basics: Distinct	ion I	between molecules, nanomaterials and b	ulk ma	terials;	Size-de	pender	nt prope	erties (optical,
electrical, mech	anic	al and magnetic); Types of nanomaterials	: Defin	ition, pro	operties	and u	ses of -	nanoparticle,
		d, nanowire and nanotube. Preparation of			-	el, las	er ablat	tion, chemical
	on, /	nalytical techniques- SEM, TEM, Application	tions o	f nanom	aterials			
Pedagogical	Ch	alk & Board, PPT, NPTEL Videos, youtub	e vide	os, Grou	ıp Discu	ssion		
Tools				.,				

		Total Periods :45
Practica	al Exercises: (Any six experiments to be conducted)	Total Periods:30
1. P	reparation of Na <sub>2</sub> CO <sub>3</sub> as a primary standard and determination of types and amo	ount of alkalinity in
water san	nple	
2.	Determination of total, temporary & permanent hardness of water t	by EDTA method.
3.	Determination of chloride content of water sample by Argentometri	c method.
4.	Estimation of sodium /potassium present in water using a flame ph	otometer.
5.	Estimation of copper content of the given solution by lodometry	
6. Deter	mination of strength of given hydrochloric acid using pH meter.	

7. Determination of strength of acids in a mixture of acids using conductivity meter.

- 8. Estimation of iron content of the given solution using potentiometer
- 9. Estimation of Nickel in steel

TEXT BOOKS

**Total Periods :75** 

No	Authors	Title of the Book	Publisher	Year of publication
1	P.C.Jain and Monica Jain	Engineering Chemistry	16 <sup>th</sup> Edition,Dhanpat Rai Publishing Company (P) Ltd, New Delhi	2018
2	S.S. Dara	A Text book of Engineering Chemistry	S.Chand Publishing,12 <sup>th</sup> Edition	2018
3	Vairam S, Kalyani P and Suba Ramesh	Engineering Chemistry	2 <sup>nd</sup> Edition, Wiley India Pvt. Ltd., New Delhi	2014
4	J Mendham RC Denn MJK Thomas David J Barnes	Vogel's Textbook of Quantitative Chemical Analysis	Pearson Education	2018
REFEF	RENCE BOOKS:			
SI. No	Authors	Title of the Book	Publisher	Year of publication
1	B.S. Murty, P. Shankar, Baldev Raj, B. B. Rath and James Murday	Text book of nano science and nanotechnology	Universities Press-IIM Series in Metallurgy and Materials Science	2018
2	Shikha Agarwal	Engineering Chemistry- Fundamentals and Applications	Cambridge University Press, Delhi, Second Edition	2019
3	O.G.Palanna	Engineering Chemistry	McGraw Hill Education (India) Private Limited, 2 <sup>nd</sup> Edition	2017
4	Prasanta Rath	Engineering Chemistry	Cengage Learning India, Pvt., Ltd., Delhi. 1 <sup>st</sup> Edition	2015
	EARNING RESOURCES:			
https://	nptel.ac.in/courses/105106119			
	nptel.ac.in/courses/103103206			
https://	ununu brainkart aamsartiele eks			
https:// https://	www.brainkart.com>article pha			
https:// https:// https://	nptel.ac.in/courses/113/104/11	3104008/ (Unit 4)		
https:// https:// https:// https://	nptel.ac.in/courses/113/104/11 nptel.ac.in/courses/104103019	3104008/ (Unit 4) ( Unit 5)	/ ( All Units)	
https://u https://u https://u https://u https://u https://u	nptel.ac.in/courses/113/104/11 nptel.ac.in/courses/104103019 www.brainkart.com/subject/en www.youtube.com/watch?v=41	3104008/ (Unit 4) 9 (Unit 5) 9 gineering-chemistry_264/ RDA_B_dRQ0(Reverse 0	Dsmosis)	
https://i https://i https://i https://i https://i https://i	nptel.ac.in/courses/113/104/11 nptel.ac.in/courses/104103019 www.brainkart.com/subject/en	3104008/ (Unit 4) 9 (Unit 5) 9 gineering-chemistry_264/ RDA_B_dRQ0(Reverse 0	Dsmosis)	

<u>https://www.youtube.com/watch?v=Pme64aNaE5A</u> (Otto-Hoffmman Method) <u>https://www.youtube.com/watch?v=VxMM4g2Sk8U</u> (Lithium ion Batteries)

CO – PO	CO – PO – PSO MAPPING														
	P01	PO2	PO3	PO4	PO5	PO6	PO7	P08	PO9	PO 10	PO 11	PO 12	PS 01	<b>PS O2</b>	<b>PS O3</b>
CO1	3	2	2	1	-	1	1	-	-	-	-	1	-	-	-
CO2	3	1	2	1	-			-	-	-	-	2	-	-	-
CO3	3	1	-	-	-	-	-	-	-	-	-	-	-	-	-
CO4	3	1	1	-	-	1	2	-	-	-	-	-	-	-	-
CO5	2	1	1		-	-	-	-	-	-	-	-	-	-	-
AVG	3	1	2	1	-	1	2	-	-	-	-	2	-	-	-

R 2024	SCIENCE & HUMANITIES					SEMESTER: I
0410400	COMMUNICATIVE ENGLISH	L	Т	Ρ	С	50
24HS103	LABORATORY	0	0	2	2	BS
	COMMON TO: ALL PROGRAMS					
COURSE OBJ	ECTIVES:					
The objectives of	learning this course are to:					
Improve	the communicative competence of learners					
	rners use language effectively in academic /work conte	exts				
Develop	various listening strategies to comprehend various type	pes c	of aud	lio ma	ateria	ls like
Build on	students' English language skills by engaging them in	n liste	ning,	spea	aking	
<ul> <li>Use lang</li> </ul>	juage efficiently in expressing their opinions via variou	is me	edia.			
COURSE OUT	COMES:					
At the end of this	course, students are able to					
CO1: Identify varie	ed group discussion skills and apply them to take part	in ef	fectiv	e		
CO2: Listen to and	d understand different points of view in a discussion					
CO3: Speak fluen	tly and accurately in formal and informal communicativ	ve co	ontext	s		
CO4: Describe pro	oducts and processes and explain their uses and purp	oses	clea	rly ar	nd ac	curately
CO5: Express the	ir opinions effectively in both formal and informal discu	ussio	ns			
LIST OF EXPER						
1. Write abo	ut a self introduction for your future job opportunities					
2. Write a te	lephonic conversation between a father and a son on	"care	er"			
3. Write a pr	oduct description for a fire extinguisher					
4. Give any	one product user manual					
5. Prepare a	TED talk about artificial intelligence					
6. Describe	a famous person's inspirational you heard before in yo	our lif	e			
7. Write abo	ut panel discussion					
8. Write you	r view and opinion the solve the water scarcity					
						Total Periods :30

CO – F	CO – PO – PSO MAPPING														
	P01	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	-	-	-	-	-	1	1	-	-	-	-	3	-	-	-
CO2	-	3	-	-	-	-	3	3	-	3	-	3	-	-	-
CO3	-	-	-	-	2	-	2	-	-	3	-	3	-	-	-
CO4	-	-	-	-	-	3	-	1	2	3	-	3	-	-	-
CO5	-	-	-	-	-	-	-	-	-	3	3	3	-	-	-
AVG	-	3	-	-	-	1	-	1	1	-	3	3	-	-	-

R 2024	COMPUTER SCIENCE AND ENGINEERING					SEMESTER:I
24ES105	PROGRAMMING IN C LABORATORY	L 0	Т 0	P 4	C 2	ES
	Common to CSE,IT and AI&DS Departments	5				
COURSE O	BJECTIVES:					
<ul> <li>To fa</li> <li>To de</li> <li>COURSE O</li> </ul>	es of learning this course are: miliarize with C programming constructs. evelop programs in C using basic constructs. evelop programs in C using arrays. evelop applications in C using strings, pointers, functions. evelop applications in C using structures. evelop applications in C using file processing. UTCOMES: f this course, students can able to					
CO1: Dewold CO2: Develo CO3: Develo CO4: Develo CO5: Develo CO6: Develo	nstrate knowledge on C programming constructs. op programs in C using basic constructs. op programs in C using arrays and strings. op applications in C using pointers, functions. op applications in C using structures. op applications in C using file processing. <b>PERIMENTS:</b>					
Group A:						
<ol> <li>Write</li> </ol>	<ul> <li>a C Program to find the sum of digits.</li> <li>a C Program to check whether a given number is Armstrong or</li> <li>a C Program to check whether a given number is Prime or not.</li> <li>a C Program to generate the Fibonacci series.</li> <li>a C Program to display the given number is Adam number or n</li> <li>a C Program to print reverse of the given number and string.</li> <li>a C Program to find minimum and maximum of 'n' numbers using</li> <li>a C Program to arrange the given number in ascending order.</li> <li>a C Program to add and multiply two matrices.</li> <li>a C Program to calculate NCR and NPR.</li> <li>a C program to count the total number of vowels or consonants</li> <li>a C program in C to read a sentence and replace lowercase ch rcase and vice versa.</li> </ul>	ot. ng a s in a	rray. a strir			
Group B:						
<ol> <li>Write</li> </ol>	a C Program to find the grade of a student using else if ladder. a C Program to implement the various string handling function. a C Program to create an integer file and displaying the even n a C Program to calculate quadratic equation using switch-case a C Program to count number of characters, words and lines in a C Program to generate student mark list using array of structu- a C Program to create and process the student mark list using a C Program to create and process pay bill using file a C Program to create and process inventory control using file a C Program to create and process electricity bill using file a C Program to create how a file stored on the disk is read. a C program to read the file and store the lines in an array. <b>Question from Group A and another one Question from Grou</b>	umb a te ures file	ext file	е.	oulso	ory for End
Semester E	xamination.					
					Т	otal Periods : 60

#### CO PO PSO MAPPING

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PS01	PS02	PS03
CO1	2	2	2	1	2	1	1	1	2	-	3	2	2	2	-
CO2	2	3	2	1	2	1	1	1	2	-	3	2	2	2	-
CO3	3	2	2	1	3	1	1	1	2	-	3	3	2	2	-
CO4	2	3	3	1	2	1	2	1	2	-	3	2	2	3	-
CO5	2	3	3	1	2	1	-	-	2	1	2	2	2	2	-
CO6	2	2	2	1	2	1	1	1	2	-	3	2	2	2	-
AVG	2	3	2	1	2	1	1	1	2	1	3	2	2	2	-

R 20	024					GENE	ERAL I	ENGIN	EERIN	IG						SEMES	STER: I
24 ES	5 106		ENC	SINEE	RING I	PRAC	<b>FICES</b>	LABO	RATO	RY		L 0	Т 0	P 2	C 1	E	S
	ļ		сом	MON	TO AL	L BRA	NCHE		S, CSE	E, BME,		<u> </u>	-				
COUF	RSE O	BJEC	<b>FIVES</b> :														
The m	nain ob	jective	es of th	is coui	rse are	to:											
• • •	Impai Impai Know PCB.	rt the K rt the ki v about	nowled nowledg Solder	ge abo ge of v and tes	ut the starious l st simpl	stair cas basic el e electr	se wirin ectroni onic cir	ig, wirin c comp cuits; A	ig layou onents Assemb	he electr it and its le and te ctronics.	conne st sim	cti	ons		c com	oonents o	on
COUF	RSE O	итсо	MES:														
C( C( C( C(	D2:Und D3:Mea D4:Stuc	e variou erstanc isure th ly the c	is elect the st e elect onstruc	rical joi tair cas trical qu ction, w	nts in co e wiring uantities orking	ommon J, wiring s using orinciple	housel layout ammet e and w	and its er, voltr /iring o	conne neter,w f single	wire worl ctions attmeter phase e imple ele	and e nergy	me	eter.		ts on I	PCB.	
LIST	OF EX	PERIN	IENTS	6:													
I EL	ECTRIC	CAL EN	IGINEE	RING	PRAC1	ICE											
2. Fitti 3. Stai 4. Mea circi	ng and r case v asureme	Installa wiring. ent of e	ition of	househ Il quant	nold app ities – N	oliances voltage,	S- LED	TV,Fan t, powe		nergy me ver factor		С					
							0)										
(peak- 2. Veri 3. Ger 4. Solo	II ELECTRONIC ENGINEERING PRACTICE 1. Study of Electronic components and equipments – Resistor, colour coding, Measurement of AC signal parameter (peak-peak, rms period, frequency) using CRO. 2. Verification of logic gates AND, OR, EX-OR and NOT. 3. Generation of Clock Signal. 4. Soldering simple electronic circuits and checking continuity. 5. Assembling and testing electronic components on a small PCB.																
															1	otal Per	iods :30
CO PO	D PSC	) MAP	PING	:													
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO1 <sup>2</sup>		PO1	2	PS01	PS02	PS03

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PS01	PS02	PS03
CO1	3	2	-		1	1	1	-	-	-	-	2	2	1	1
CO2	3	2	-		1	1	1	-	-	-	-	2	2	1	1
CO3	3	2	-		1	1	1	-	-	-	-	2	2	1	1
CO4	3	2	-		1	1	1	-	-	-	-	2	2	1	1
CO5	3	2	-		1	1	1	-	-	-	-	2	2	1	1
AVG	3	2	-		1	1	1	-	-	-	-	2	2	1	1

1-Low, 2-Medium, 3-High

R 2024	MECHANICAL ENGINEERING					SEMESTER: I
0450407		L	Т	Ρ	С	PC
24ES107	WORKSHOP PRACTICE LABORATORY	0	0	2	1	FG
	COMMON TO: AI&DS, BME, CSE, ECE, EEE a	and	T			
COURSE O	BJECTIVES:					
The main of	pjectives of this course are to:					
Prace	tice few basic engineering operations in welding, and sheet metal works	S.				
• Make	e the specified skills in fitting operations.					
Perfc	orm few basic operations to produce wooden joints					
• Make	e pipe connections for household applications.					
COURSE O	UTCOMES:					
Upon comple	tion of this course, the students will be able to:					
CO1-Draw pi	pe line plan; lay and connect various pipe fittings used in common hou	seho	ld plu	ımbir	ig wo	rk
CO2Saw; pla	n; make joints in wood materials used in common household wood wo	rk.				
CO3-Weld va	rious joints in steel plates using arc welding work;					
CO4-Make a	tray out of metal sheet using sheet metal work.					
CO5-Prepare	metal joints using fitting tools					
PRACTICA	L EXERCISES:					
1. Plumbing	Works: Hands-on-exercise: Basic pipe connections – Mixed pipe mater	ial co	onneo	ction	– Pip	e connections
with differe	nt joining components for pumping water from sump to overhead tank	and	pipe	coni	nectio	ons from
overhead t	ank to bath shower and wash basin.					
2. Carpentry	using modern tools only: Hands-on-exercise: Wood work, joints such	as T	, Mo	rtise	and T	enon and Dove
Tail.						
3. Welding: F	reparation of butt joints, lap joints and T- joints by Arc welding and Gas	s wel	ding			
4. Sheet Meta	al Work: Model making – Trays and funnels.					
5. Fitting: Pre	paration of Square fitting and V – fitting models.					
						Total Periods: 30

#### CO PO PSO MAPPING:

	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PS01	PS02	PS03
CO1	3	2	-	-	1	1	1	-	-	-	-	2	2	1	1
CO2	3	2	-	-	1	1	1	-	-	-	-	2	2	1	1
CO3	3	2	-	-	1	1	1	-	-	-	-	2	2	1	1
CO4	3	2	-	-	1	1	1	-	-	-	-	2	2	1	1
CO5	3	2	-	-	1	1	1	-	-	-	-	2	2	1	1
AVG	3	2	-	-	1	1	1	-	-	-	-	2	2	1	1

R 2024	DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING SEMESTER:										
24ES201		DESIGN THINKING	L T P C 2 0 0 2	ES							
		COMMON TO ALL BRANCHES									
COURSE O											
		ning this course are to: ew ways of creative thinking.									
		ovation cycle of Design Thinking process for developing inno	vative product	s which useful for a							
studen	it in pre	paring for an engineering career and to apply them for the pro-									
COURSE OUT	-	is: his course, the students will be able to:									
		and the Concept of Design Thinking through its principles. Ie tools and techniques of Design Thinking and to apply them	in real life cas	es.							
✓ CO3 U	Inderst	and the different stages of Structured Models used in Design	thinking.								
		e perspectives of design thinking in the entrepreneurial activit om the real world case studies about how to apply the cond		thinking in product							
develo			Sept of design								
UNIT: I		RVIEW OF DESIGN THINKING		6							
		gn Thinking – Conceptual Understanding, Evolution of Desigr	-								
		guity Rule, Re-Design Rule and Tangibility Rule) – Cycle of De	sign Thinking -	- Resources (3Ps)							
– Applications.											
Pedagogical Tools       Chalk & Board, PPT, Brainstorming, Flipped Class Room         UNIT: II       TOOLS AND TECHNIQUES FOR DESIGN THINKING											
UNIT: II		S AND TECHNIQUES FOR DESIGN THINKING		6							
		ation, Stakeholder Mapping, Journey Mapping, Mind Map		• •							
-	-	nt Thinking, Ethnography, Brainstorming, Story Telling, Role all be taught only to level of understanding the core concept)	e Playing, Us	er interviews. (Ali							
			an Study Math	od							
Pedagogical To		Chalk & Board, PPT, Brainstorming, Group Discussion, Ca GN THINKING MODELS	se Sludy Mell								
				6							
		lel – Phases of Discover, Define, Develop and Deliver – Feed del – Empathize, Define, Ideate, Prototype and Test.	Iback Mechani	sm.							
Pedagogical	Tools	Chalk & Board, PPT, Empathy Interviews & User Research									
UNIT: IV	DESI	GN THINKING FOR ENTREPRENEURS		6							
Idea of Growt	th Desi	gn, Comparison of Growth Design and Product Design, Grow	th Process Mo	del : What is? -							
		ws? - What Works, Principle of Optimism.									
	-	nking : 5 Approaches – Utilitarian, Rights, Fairness, Common	Good and Vir	tue - Ethical							
Issues – Ethic		•									
Pedagogical		Chalk & Board, PPT, NPTEL video, you tube video									
UNIT: V		E STUDIES		6							
-	ents w	ere not visiting a healthcare center for a free health checkup	p - Karnataka	Health Promotion							
Trust	~ ~ ~		and wore at!!!	abandaning aslas							
-		cers were not accessing help even though it was available a objection was raised in a sales call -Shriram Life Insurance Co		avanuoriing sales							
		APP - Government of Odisha.									
		Banking APP – Kotak Mahindra Bank									
Pedagogical	-	Chalk & Board, PPT, Brainstorming, TEDx like public Spe	ech								
		τοτ/	AL PERIODS	30							

TEXT BOOKS:										
SI. No	Authors	Title of the Book	Publisher	Year of publication						
1E Bala Guruswamy, Bindu VijayakumarDesign Thinking – A Business PerspectiveMcGraw Hill Education (India) Private Limited.2024										
REFERE	ENCE BOOK:									
1	David Lee	Design Thinking In the Class Room	Ulysses Press	2018						
WEB LE	ARNING RESOURCES:									
1 NPTEI	-									
1.https://	/youtu.be/6-5J6YTrYf4?si=	WE9MLo-2tbccTWNG								
2.https://	/youtu.be/4nTh3AP6knM?s	i=rdEHE4yGxSJ4zDji								
3.https://youtu.be/j6Ro7TPzRoo?si=wa75cakOWyR0dSZC										
4.https://youtu.be/DmLVfQfxtPU?si=q6NyR6yCmir3Y2ia										
5.https://youtu.be/OE2ooXUEAwc?si=A3yYLYTOKvuYx_Cn										

#### CO – PO – PSO MAPPING

со					PSO										
	P01	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	2			2							2			
CO2	3	2			2							2			
CO3	3	2			2							2			
CO4	3	2			2							2			
CO5	3	2			2							2			
Avg	3	2			2							2			

R 20	)24	SC	IENCE & HUMANITI	ES			SEM	ESTE	R: II		
24BS	202	DISCRETE	MATHEMATICS	L 3	T P 1 0	C 4		BS			
			OMMON TO: AI&DS,	CSE	<u>, IT</u>						
2222	Extend st Understa Understa Familiariz Understa	nd the basic conce nd the basic conce ze the applications	d mathematical maturity ar epts of combinatorics. epts of graph theory. of algebraic structures. nd significance of lattices a		-				y used		
COURSE	COURSE OUTCOMES:										
CO1: Ha CO2: Be CO3: Ha CO4: Ha	ve knowle aware of ve knowle ve an une	the counting prince edge of graph theo derstanding in iden	ots needed to test the logic	er scie levels	nce eng 3.	ineeri	-	and field	ds.		
UN	IIT: I		LOGIC AND P	ROO	FS				9+3		
			quivalences - Predicates a - Proof methods and strate		antifiers	– Nes	sted quant	tifiers –	Rules		
	ical Tools	Chalk & Board	<u>l, PPT, NPTEL video, you </u>								
	IT: II		COMBINATO						9+3		
combinat	tions – Re and excl	ecurrence relations usion principle and		ce rela	ations –				-		
	ical Tools	Chalk & Board	I, PPT, NPTEL video, you		rideo				0.0		
Graphs a	• •		GRAPH erminology and special typ nnectivity – Euler and Har	bes of	•	– Mat	rix represe	entatior	9+3 n of		
Pedagog	ical Tools	Chalk & Board	l, PPT, NPTEL video, you	tube v	rideo						
UNI	T: IV		ALGEBRAIC STR	UCT	JRES				9+3		
			nd monoids - Groups – Sul neorem – Definitions and e						al		
Pedagog	ical Tools	Chalk & Board	l, PPT, NPTEL video, you	tube v	rideo	_					
UN	IT: V		LATTICES AND BOOL	EAN	ALGEB	RA			9+3		
	artial ordering – Posets – Lattices as posets – Properties of lattices - Lattices as algebraic systems – Su ttices– Some special lattices – Boolean algebra – Sub Boolean Algebra.										
Pedagog	ical Tools	Chalk & Board	l, PPT, NPTEL video, you	tube v	rideo						
TEXT BO							То	otal Pe	riods:60		
SI.No	Authors		Title of the Book	Ρι	ıblisher			Year	of cation		
1	Rosen. I	К.Н.	Discrete Mathematics and its Applications	Hi De	Edition, Il Pub. C elhi, Spe lition	o. Ltd		2017			

(Recommended by I<sup>st</sup> BOS held on 05.09.24 & Approved by I<sup>st</sup> Academic Council held on 25.11.24)

2	Tremblay. J.P. and Manohar. R	Discrete Mathematical Structures with Applications to Computer Science	Tata McGraw Hill Pub. Co. Ltd, New Delhi, 30th Reprint	2011					
REFER	ENCE BOOKS:								
1	Grimaldi. R.P.	Discrete and Combinatorial Mathematics: An Applied Introduction	5 <sup>th</sup> Edition, Pearson Education Asia, Delhi.	2013					
2	Koshy. T.	Discrete Mathematics with Applications	Elsevier Publications.	2006					
3	Lipschutz. S. and Mark Lipson	Discrete Mathematics	Schaum's Outlines, Tata McGraw Hill Pub. Co. Ltd., New Delhi, 3rd Edition	2010					
WEB LE	ARNING RESOURCES:								
1 https://	//www.brainkart.com/subject/	Discrete-Mathematics_94/							
	//nptel.ac.in/courses/1111040								
	//nptel.ac.in/courses/1111060								
4 https://	//nptel.ac.in/courses/1111060	)52							
5 https://	5 https://nptel.ac.in/courses/111106086								
7 https:/	//nptel.ac.in/courses/1111061	37							
	//youtu.be/HipVU5vz3Q8?si=								
9 https://	9 https://youtu.be/wsvPWTDZXT0?si=5v1SJPl3O4yAe5_z								

CO – F	<u> </u>	PSO MA	PPIN	G								_			
	Р	PO2	PO	PO	PO	PO	PO	PO	PO	PO	PO	PO	PS	PS	PS
	0		3	4	5	6	7	8	9	10	11	12	01	02	O3
	1														
CO1	3	3	2	-	-	-	-	-	-	-	-	2	-	-	-
CO2	3	3	-	-	-	-	-	-	-	-	-	-	-	-	-
CO3	-	3	2	-	-	2	-	-	-	3	-	-	-	-	-
CO4	-	2	2	2	-	-	-	-	-	-	-	-	-	-	-
CO5	-	2	2	2	-	-	-	-	-	2	-	-	-	-	-
Avg	3	3	2	2	-	2	-	-	-	3	-	2	-	-	-

(Recommended by I<sup>st</sup> BOS held on 05.09.24 & Approved by I<sup>st</sup> Academic Council held on 25.11.24)

R 2024		SCIENCE & HUMANITIES SEMESTER: II											
24HS204		German	L	Т	P	C	HS						
			2	0	0	2							
			): ALL	PROG	RAMS								
COURSE OB													
-		ing this course are: ners use words appropriately	in thoir c	ommunic	otion								
		rners ability to read and lister											
	•	the communication skills of th											
COURSE OU	•												
		e, students can able to											
		German Language and read											
CO2: understan	d the G	German Language and listen											
		German Language and speak	ĸ										
	d the G	German Language and write											
UNIT: I		ze the following types of t		eading			8						
performance (cir of audio cassett poem, short sto invitation. ii. The pupils ca transport timeta programme, ad columns in a new iii. The pupils un announcements iv. The pupils un announcements iv. The pupils m - they recognise - they recognise - they recognise - they recognise learnt as well as - they look for ar - they recognise - they work with - they perceive t - they make use language or the between them.	nema, es, of for ory, dia an unc ble, cir vertise wspape derstal , signs ake us persor the co persor the cor e the pa interna- the cor word c he fore e of the ir first	theatre, concert, sport); a tell videocassettes and of CDs; a lary, comics, picture novel, g derstand the following types ty map, a programme of a p ment, notice, article in a d er and magazine, comics, cut nd in detail the type of proble denoting advice and forbiddin the of the following strategies v rrelation between text and pic hal names, numbers and date eaning of punctuation marks a relation between the title of a arts of speech and clauses, v ationalisms. k main points of information in mmunicative function of the t	levision a articles in reeting of of text of performa lictionary tings of r m and th ngs, simp while rea- cture. es. and text - text and word roo n a text. ypes of t a critical l egies whi ucing pie	and radio dictiona card, pers globally a ince (cine and lex reports, p e instruct ple forms ding: typograph main poi ts, prefixe ext listed ook at the ch they h ces of in	program ries and l sonal lett and/or se ema, the icon, me oem, sho tions in th , invitatio hy. ints of inf es, suffix under po eir own c ave acqu formatior	inme; noti lexica; a ter, e- m lectively: atre, com enu, pers ort story, s ne text bo ins and g formation res and e bint (i). ulture in t	ce; folder page of books, form to be filled in; menu; ail letter, announcement, leaflet, catalogue, label, cert, sport), T.V. & radio conal letter, e-mail letter, short texts of information. bok as well as short reeting cards.						
Pedagogical Too	ols	Board & Chalk, PPT, youtuk	pe videos	5									
		<u> </u>											

UNIT: II	Listening	8								
The pupils are in a position to understand different German language texts globally or in detail through a direct contact or over the media. The texts should follow the standards of level A1 of the <i>Framework</i> and observe the phonetical and intonation variants of the German language. Of special significance in the training for the skill o <i>listening</i> is the inclusion of sight perception. i. The pupils understand questions and instructions of the teacher during the lesson. ii. The pupils can create correlations between hearing texts and pictures. iii. The pupils can understand short dialogues between two or several partners who refer to themes and situations already dealt with. iv. The pupils can understand short everyday and especially tourist- related information (e.g., at the post office in a travel agency, at the railway station / airport). v. The pupils infer main announcements from conversations on themes and situations already dealt with. vi. The pupils can understand short literary form news, advertisements and programme information on Radic or in T.V. as well as from easy descriptive texts. viii. The pupils can understand short literary forms like poems and songs on the basis of directed explanation. viii. The pupils make use of the following strategies while listening: - they put forward hypotheses and examine them in the light of the intention of the statement of various types or text.										
<ul> <li>they put forward hyp text.</li> <li>they recognise inton</li> </ul>	potheses and examine them in the light of the intention of the statement of various ty ation models, linguistic and metalinguistic means of expressing affirmation and nega									
<ul> <li>theyrecognise the co</li> <li>they work with a dial</li> </ul>										
Pedagogical Tools	Board & Chalk, PPT, youtube videos									
UNIT: III	Speaking	7								
Contents. i. The pupils reproduct ii. The pupils ask and iii. The pupils participlesson. iv. The pupils hold sh themes and situations v. The pupils make sh vi. The pupils make sh vi. The pupils make sh vii. The pupils make sh viii. The pupils can ma - they ask for and ther - they signal lack of ur - they direct the conver- - they make use of cl	- they draw up the construction plan of a text they have heard.         Pedagogical Tools       Board & Chalk, PPT, youtube videos         UNIT: III       Speaking       7         The pupils realize in their statements ways of speaking which are mentioned in the subsequent part entitled <i>Contents.</i> 7         i. The pupils reproduce the phonetic and intonation pattern correctly.       ii. The pupils ask and answer questions in connection with the themes and situations already dealt with.         iii. The pupils participate in conversation with their teacher and / or with their classmates in the course of the									
time. - they make use of pa Pedagogical Tools	ralinguistic means. Board & Chalk, PPT, youtube videos									

(Recommended by I<sup>st</sup> BOS held on 05.09.24 & Approved by I<sup>st</sup> Academic Council held on 25.11.24)

UNIT: IV Writing	7
i. The pupils fill in tables with key words according to a text they have read or heard.	
ii. The pupils fill in easy forms, write greeting cards, invitations and short personal announcements.	
iii. The pupils lay down vocabulary cards according to a preset pattern.	
iv. The pupils write short texts to photos and pictures.	
v. The pupils make use of the following strategies while writing:	
<ul> <li>they employ preset patterns and examples with sense.</li> </ul>	
- they use reference works for self correction of mistakes.	
Pedagogical Tools Board & Chalk, PPT, youtube videos	

## **TEXT CUM REFERENCE BOOKS:**

The aims, methods and contents, as they are formulated in the syllabus for German as a second foreign language for level 1 (A1), are to be adopted in the textbook for this level. While the autonomy of the school in the choice of the textbook and related material is respected, choice is to be made of a work which contains the following basic text material.

**TOTAL PERIODS:30** 

3.1. Pupils' book which contains the learning material obligatory for level 1, as well as the grammar overview and an alphabetical word list;

3.2. Work book with exercises, which supplement the learning material of the pupil's book and makes possible a differentiation within the class of pupils and various social forms (single, partner, group work) during the lesson. The book contains tests which help the periodical control of the learning process and success;

3.3. Teacher's book in which the concept of the pupil's book is presented, methodological tips given and alternative lesson schemes suggested, additional cultural (*Landeskunde*) and linguistic information included, as well as indications of possible forms of control and assessment of performance. It includes also I listening comprehension texts, exercises on cassette, keys to the tests and vocabulary to each unit;

3.4. Cassettes with listening comprehension texts from the pupil's book and where possible phonetic and grammar tests as well as further authentic texts which contribute towards the development of listening comprehension.

3.5. I.T. Material which instills in the pupil an awareness of the German-speaking world and encourages him/her to make use of interactive exercises with partners abroad and in one's own country (e-mail) and to satisfy the desire to research and increase one's knowledge of certain aspects of topics treated in class (internet). This medium should make up for the lack of actual resources at school and complete the overall picture of the German-speaking media.

CO –	PO –	PSO	MAP	PING	ì										
	PO1	PO2	PO3	PO4	PO5	PO6	P07	P08	PO9	PO 10	PO 11	PO 12	<b>PS 01</b>	<b>PS O2</b>	PS O3
CO1	3	1	1	2	-	-	-	-	-	-	-	-	-	-	-
CO2	1	3	2	1	-	-	-	-	-	-	-	-	-	-	-
CO3	1	2	3	1	-	-	-	-	-	-	-	-	-	-	-
CO4	2	1	1	3	-	-	-	-	-	-	_	-	-	-	-
AVG	1.75	1.75	1.75	1.75	-	-	-	-	-	-	-	-	-	-	-

R 2024	Lang	uages				SEMESTE	R: II
24HS205	Italian	L	Т	Р	С	HS	
24113203	Italiali	2	0	0	2	115	
	COMMON TO:	ALL BI	RANCH	IES			
COURSE OBJECT	IVES:						
The objectives of learn	ing this course are: use words appropriately in their c	ommuni	cation				
	ability to read and listen to texts			ige.			
Ø To strengthen the c	ommunication skills of the learner	rs.	•	-			
COURSE OUTCO	MES:						
	se, students can able to						
	alian Language- basics of day-to umbers, alphabet, habitual actior					• •	, and
-	imple terms aspects of his/her ba			-		-	eas of
immediate basic need.							
	inner Level A1						15
alphabet, habitual action <b>Topics</b> • Introducing yourse				ikes, all		s, knowing the nu	mbers,
<ul> <li>Saying hello and g</li> <li>Nationality</li> </ul>	oodbye						
<ul> <li>Nationality</li> <li>Asking and Saying</li> </ul>	how one is						
Apologizing							
<ul> <li>Spelling one's nam</li> <li>Ordering Food</li> </ul>	le						
Reading simple me							
Asking and telling	ime						
<ul> <li>Grammar</li> <li>Personal Subject F</li> <li>Definite and indefinite</li> </ul>							
Nouns							
<ul> <li>Adjectives</li> <li>Present Tense of a</li> </ul>	regular verb						
<ul> <li>Interrogatives</li> </ul>							
	rd & Chalk, PPT, youtube videos						
UNIT: II Beg	ginner Level A2						15
	in simple terms aspects of his/he	er backgi	ound, in	nmediat	e enviro	nment & matters in	n areas
of immediate basic nee Topics	30						
Booking a table at							
<ul> <li>Understanding a m</li> <li>Understanding sim</li> </ul>							
	nents/disagreements						
Adjectives     Some Italian regime							
<ul> <li>Some Italian recipe</li> <li>Some expressions</li> </ul>							
<ul> <li>Talking about past</li> </ul>							

#### • Writing a greeting card

#### Grammar

- The verb sapere and potere
- More about the verb piacere
- Prepositions in and a
- Regular and Irregular participles
- The present perfect
- The Adverb fa

### More interrogatives

#### Tools Board & Chalk, PPT, youtube videos

Required:

1.

2.

## **TOTAL PERIODS :30**

# TEXT CUM REFERENCE BOOKS:

### Italian Language Textbooks

- Nuovo Espresso 1 (A1-A2) (Alma Edizioni)
- Covers greetings, introductions, ordering food, and city directions.
- Grammar focus on articles, present tense, passato prossimo, and prepositions.
- Includes listening exercises, cultural notes, and interactive practice.
- Italian Grammar in Practice (A1-A2) (Susanna Nocchi)
- Practical grammar explanations with exercises.
- Good for mastering verbs like *sapere*, *potere*, and *piacere*.
- 3. Practice Makes Perfect: Basic Italian (Alessandra Visconti)
  - Focus on conversational phrases, simple dialogues, and essential grammar.
  - Great for pronunciation and everyday vocabulary like time, directions, and ordering food.
- 4. **Progetto Italiano Junior 1** (*Edilingua*) if teaching younger learners.

### Supplementary Online Resources:

- BBC Languages Italian: Interactive lessons for beginners.
- **Duolingo/Busuu:** For extra vocabulary practice.
- ItalianPod101: Great for listening and pronunciation practice.

CO –	PO – P	SO M	APPIN	G											
	PO1	PO2	PO3	PO4	Р	PO6	PO	PO8	PO9	PO	PO	PO	PSO1	PSO2	PSO
					0		7			10	11	12			3
					5										
CO1	3	2	2	3	-	-	-	-	-	-	-	-	-	-	-
CO2	2	3	3	2	-	-	-	-	-	-	-	-	-	-	-
Avg	2.5	2.5	2.5	2.5	-	-	-	-	-	-	-	-	-	-	-

R 2024	Langu	lages				SEMESTER: II
24HS203	Japanese	L	Т	Р	С	HS
	-	2	0	0	2	
	COMMON TO	D: ALL	BRANC	CHES		
COURSE OB	JECTIVES:					
Ø To enable lea Ø To develop le		exts in Ja				
At the end of thi	s course, students can able to					
	the Japanese Language - Topics &		lary			
	the Japanese Language -Gramma					
	t the Japanese Language - Cultural t the Japanese Language - Skills W					
		OIK				8
Module 1:     Introduce vo	Topics & Vocabulary					Ŏ
<ul> <li>Shopping</li> <li>Describing a</li> <li>Transportati</li> <li>Time and nu</li> <li>Everyday ob</li> <li>Places – sho</li> <li>Daily life – r</li> <li>Job</li> <li>Home</li> <li>Culture</li> </ul>	umbers – telling and asking the time, ojects ops, important buildings outines, free time f People and Things umbers	counting	ı cardinal	number	3	
Module 2:	Grammar	503				8
<ul> <li>Basic Japar (ya).</li> <li>Present, Pa</li> <li>Pronouns –</li> </ul>	 nese grammar rules – particles : か (l st, Future subject, object, possessive	ka), は (w	va), の (no	o), と (to)	,を(0),に	_
<ul> <li>Singular vs.</li> <li>Word order</li> </ul>	– sentence, question, negative					
<ul> <li>Question for</li> </ul>	rmation					
<ul> <li>Modal ve</li> </ul>	rbs Board & Chalk, PPT, youtube video	20				
Tools Required:		5				
Module 3:	Cultural Content					7
	g systems in Japanese (Hiragana, K	atakana	Kanii)			/ *
<ul> <li>How to bow</li> </ul>			· ·····			
<ul> <li>Japanese ci</li> </ul>	urrency					

- Shops in Japan ٠
- •
- Transportation Excursions to Japanese spas (温泉onsen)

Tools	Board & Chalk, PPT, youtube videos		
Required:			
Module 4:	Skills Work		7
<ul><li>Basic pronu</li><li>Listening ad</li><li>Numbers at</li></ul>	aking-inc. situational exercises & interaction inciation rules ctivities nd Counters rules ctice (Hiragana)		
Tools	Board & Chalk, PPT, youtube videos		
Required:			
		TOTAL PERIO	DS : 30
TEXT CUM F	REFERENCE BOOKS:		
	: An Integrated Course in Elementary Japanese (Eri Banno et al.)		
<ol> <li>Genki I</li> </ol>	An integrated Course in clementary Japanese (Ch Danno et al.)		
1. <b>Genki</b> I 0	Covers self-introductions, shopping, daily routines, and transportation.		
	Covers self-introductions, shopping, daily routines, and transportation. Introduces particles, sentence structure, and essential grammar.		
0 0 0	Covers self-introductions, shopping, daily routines, and transportation. Introduces particles, sentence structure, and essential grammar. Includes cultural notes, listening exercises, and hiragana practice.		
0 0 0	Covers self-introductions, shopping, daily routines, and transportation. Introduces particles, sentence structure, and essential grammar. Includes cultural notes, listening exercises, and hiragana practice. <b>no Nihongo Shokyu I</b>		
0 0 2. <b>Minna</b> 0	Covers self-introductions, shopping, daily routines, and transportation. Introduces particles, sentence structure, and essential grammar. Includes cultural notes, listening exercises, and hiragana practice. <b>no Nihongo Shokyu I</b> Great for practical conversations like shopping and asking for services.		
0 0 2. <b>Minna</b> 0 0	Covers self-introductions, shopping, daily routines, and transportation. Introduces particles, sentence structure, and essential grammar. Includes cultural notes, listening exercises, and hiragana practice. <b>no Nihongo Shokyu I</b> Great for practical conversations like shopping and asking for services. Strong grammar foundation with exercises on particles and verb conjug.	ations.	
0 0 2. <b>Minna</b> 0 0 0	Covers self-introductions, shopping, daily routines, and transportation. Introduces particles, sentence structure, and essential grammar. Includes cultural notes, listening exercises, and hiragana practice. <b>no Nihongo Shokyu I</b> Great for practical conversations like shopping and asking for services. Strong grammar foundation with exercises on particles and verb conjug. Requires a translation guide unless you're familiar with Japanese.	ations.	
0 0 2. Minna 0 0 3. Japane	Covers self-introductions, shopping, daily routines, and transportation. Introduces particles, sentence structure, and essential grammar. Includes cultural notes, listening exercises, and hiragana practice. <b>no Nihongo Shokyu I</b> Great for practical conversations like shopping and asking for services. Strong grammar foundation with exercises on particles and verb conjug. Requires a translation guide unless you're familiar with Japanese. <b>se for Busy People I</b> (AJALT)		
0 0 2. <b>Minna</b> 0 0 0	Covers self-introductions, shopping, daily routines, and transportation. Introduces particles, sentence structure, and essential grammar. Includes cultural notes, listening exercises, and hiragana practice. <b>no Nihongo Shokyu I</b> Great for practical conversations like shopping and asking for services. Strong grammar foundation with exercises on particles and verb conjug. Requires a translation guide unless you're familiar with Japanese.		

- NHK World: Easy Japanese (free online lessons with dialogues and videos) ٠
- Tae Kim's Guide to Japanese Grammar (online resource for grammar concepts) •

CO –	PO –	PSO N	MAPP	ING											
	PO	PO2	PO	PO4	PO5	PO	PO	PO	PO9	PO	PO	РО	PSO1	PSO2	PSO
	1		3			6	7	8		10	11	12			3
CO1	3	1	1	2	-	-	-	-	-	-	-	-	-	-	-
CO2	1	3	1	2	-	-	-	-	-	-	-	-	-	-	-
CO3	1	1	3	2	-	-	-	-	-	-	-	-	-	-	-
CO4	1	1	1	3	-	-	-	-	-	-	-	-	-	-	-
Avg	1.5	1.5	1.5	2.25	-	-	-	-	-	-	-	-	-	-	-

R 2024		SCIENCE & HUMANITIE	S				SEMESTER: II
			L	Т	Ρ	С	
24HS201		Tamils and Technology	1	0	0	1	HS
		COMMON TO: ALL PRO	GR/	AMS	;		
COURSE OBJE		ES:					
		ing this course are to:					
<ul> <li>Underst</li> </ul>	and th	g, ceramic and construction technology of T e agriculture, irrigation and manufacturing evelopment of scientific Tamil and computing	techr		y of t	amil.	
COURSE OUTC	COME	6:					
		se, students can able to :					
		weaving and ceramic technology of ancient		•	•		
		construction technology, building materials		-	•		
	-	rocess, coin and beads manufacturing with				eolo	gical evidence.
	-	culture methods, irrigation technology and p edge of scientific Tamil and Tamil computing		aiving	g.		
	KIIOWIG	WEAVING AND CERAMI	•	CHN		GY	3
		ing Sangam Age – Ceramic technology				-	
Pedagogical Too		Black board, chalk, Group Discussion, Ro	ole P	lay, Y	outul	be Vi	deos,Nptel videos .
UNIT: II		DESIGN AND CONSTRUCT	TION	TEC	HNO	LOG	Y 3
Building materia Sculptures and Nayaka Period	als and Temple - Type	ural construction House & Designs in h d Hero stones of Sangam age – Details es of Mamallapuram - Great Temples of C study Madurai Meenakshi Temple)- Thirun re at Madras during British Period	of S Chola	tage s and	Con: othe	struct er woi	ions in Silapathikaram - ship places - Temples of
Pedagogical Too	ols	Black board, chalk, Group Discussion, Ro	ole P	lay, Y	outul	be Vi	deos,Nptel videos .
UNIT: III		MANUFACTURING T	ECH	NOL	OGY		3
source of histor -Shell beads/ SilapathikaramT	y - Mir bon heruk	Metallurgical studies - Iron industry - Iron Iting of Coins – Beads making-industries S Ite beats - Archeological evidence Dothu, Karakattam, VilluPattu, Kaniya ger dance - Sports and Games of Tamils.	tone es -	bead G	s - G emst	lass l one	
Pedagogical Too	ols	Black board, chalk, Group Discussion, Ro	ole P	lay, Y	outul	be Vi	deos,Nptel videos .
UNIT: IV		AGRICULTURE AND IRRIGATION TEC	HNO	LOG	Y		3
Concept of Tami	ils - Ec	mils &Agam and Puram Concept from Tho lucation and Literacy during Sangam Age - ng Sangam Age - Overseas Conquest of C	Anci Chola	ient C s	Cities	and	Ports of Sangam Age -
Pedagogical Too	ols	Black board, chalk, Group Discussion, Ro	ole Pl	lay, Y	outul	be Vi	deos,Nptel videos .
UNIT: V		SCIENTIFIC TAMIL & TAMIL COMPUTI	NG				3
		ntific Tamil - Tamil computing – Digitalizat al Academy – Tamil Digital Library – Online					

Pedagogical Tools

Black board, chalk, Group Discussion, Role Play, Youtube Videos, Nptel videos.

				Total Periods :15
TEXT C			1	Magnaf
SI.No	Authors	Title of the Book	Publisher	Year of publication
1	Dr.K.K.Pillay	Tamilnadu history people and culture	Tamilnadu Textbook and Education works Corporation	2019
2	EL Sundaram	Computer Tamil	Vikatanprasuram	2016
3	Dr.S.Singaravelu	Social Life of the Tamils - The Classical Period	International Institute of Tamil Studies.	2001
4	Dr.S.V.Subatamanian, Dr.K.D. Thirunavukkarasu	Historical Heritage of the Tamils	International Institute of Tamil Studies	2010
5	Dr.M.Valarmathi	The Contributions of the Tamils to Indian Culture	International Institute of Tamil Studies.	2001
6	Dr. R. Sivanantham	Keeladi - 'Sangam City Civilization on the banks of river Vaigai'	Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu	2019
7	Dr.K.K.Pillay	Studies in the History of India with Special Reference to Tamil Nadu	This Author	1979
8		Porunai Civilization	Department of Archaeology & Tamil Nadu Text Book and Educational Services Corporation, Tamil Nadu	2019
9	R.Balakrishnan	Journey of Civilization Indus to Vaigai	RMRL	2019
10	Dr.K.K.Pillay	Social Life of Tamils	A joint publication of TNTB & ESC and RMRL	1975
WEB LE	ARNING RESOURCES:			
	//youtu.be/jteRvnNiD6w?si=H			
	//youtu.be/WZwdo20QgP8?s			
	://youtu.be/05e3v0xGA9k?si= ://youtu.be/bxYdHw4rvec?si=			
	://youtu.be/MRfbeJvJZ0k?si=			
	://youtu.be/BS_BSDZp6HA?s			

CO –	PO – F	SO M	APPIN	G											
	P01	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO 10	PO 11	PO 12	PS O1	PS O2	PSO 3
CO1	-	-	-	-	-	-	3	3	-	2	-	3	-	-	-
CO2	-	-	-	-	-	-	3	3	-	2	-	3	-	-	-
CO3	-	-	-	-	-	-	3	3	-	2	-	3	-	-	-
CO4	-	-	-	-	-	-	3	3	-	2	-	3	-	-	-
CO5	-	-	-	-	-	-	3	3	-	2	-	3	-	-	_
AVG	-	-	-	-	-	-	3	3	-	2	_	3	-	-	-

R 2024	[	DEPARTMENT OF COMPUTER SCIENCE AND ENGIN	NEE	RING	3		SEMESTER:II
24ES208		PYTHON PROGRAMMING	L 3	Т 0	P 0	C 3	ES
		Common to Al&DS, CSE and IT					·
COURSE O							
<ul> <li>To ut</li> <li>To le</li> <li>To de</li> <li>To ut</li> </ul>	nderstan arn to so efine Pytl se Pythol	rning this course are: d the basics of algorithmic problem solving. lve problems using Python conditionals and loops. hon functions and use function calls to solve problems. n data structures - lists, tuples, dictionaries to represent utput with files in Python	con	nple>	dat	Э.	
COURSE							
CO1: Develo CO2: Write s CO3: Decon CO4: Repre	op algorit simple Py npose a sent com	Irse, students able to hmic solutions to simple computational problems and e ython programs using conditionals and loops for solving Python program into functions. Ipound data using Python lists, tuples, dictionaries etc.				e Py	thon programs.
UNIT:	I	COMPUTATIONAL THINKING AND PROBLEM	SOL	VIN	G		9
(statements, problem solvi minimum in a Pseudo code	state, co ng, simple list, Flow to find the Simplicity,	buting – Identification of Computational Problems -Algorithms ntrol flow, functions), notation (pseudo code, flow chart, pro- e strategies for developing algorithms (iteration, recursion). Ill chart to insert a card in a list of sorted cards, Pseudo code to e position of the largest element in an list of n numbers, Towe Large ecosystem). Evolution (From 1991 to 2025, Version 0 Black board, chalk, Group Discussion, Role Play, Y	ograi lustra find ers of .9.0 f	mmin ative an ir Han to 3.1	ng lar probl ntege oi. Fo (2.3).	guag ems: r nur eatur Insta	ge), algorithmic Flowchart to find mber in a range, res of Python allation of Python
UNIT:	II	DATA TYPES, EXPRESSIONS, STATEMEI	NTS				9
Python inter	preter ar	d interactive mode, debugging; values and types: int, fl	oat,	bool	ean,	strir	ng, and list;
variables, ex	pressior	ns, statements, packing and unpacking arguments, prec	ede	nce	of op	erat	ors, comments;
Illustrative p	rograms:	swap the values of two variables, circulate the values of	of n v	varia	bles	dis	tance between
two points, r	everse th	ne string.					
Pedagogica	I Tools	Black board, chalk, Group Discussion, Role Play, Y	/outu	be V	ideos	,Npt	el videos.
UNIT:	III	CONTROL FLOW, FUNCTIONS, STRING	S				9
Conditionals	: Boolea	n values and operators, conditional (if), alternative (if-el	se),o	chair	ned c	ond	itional
(if-elif-else);	Iteration:	state, while, for, break, continue, pass; Fruitful function	s: re	turn	valu	es, p	parameters, local
and global s	cope, fur	nction composition, recursion; Strings: string slices, imm	nutat	oility,	strir	ig fu	nctions and
	-	ule; Lists as arrays. Illustrative programs: square root, g		expo	nent	iatio	n, sum an array
of numbers,	factorial	, fibonacci series, palindrome, linear search, binary sea	rch.				

			Black board, chalk, Group Discussion, F	Role Play, Youtube Videos,N	ptel videos.		
Ped	agogical Tools						
			LISTS, TUPLES, DICTION	ARIES			
	UNIT: IV				9		
Lists:	list operations,	list slice	es, list methods, list loop, mutability, al	iasing, cloning lists, list pa	arameters; Tuples:		
tuple	assignment, tup	ole as re	eturn value; Dictionaries: operations a	nd methods; advanced list	processing - list		
comp	rehension; Illus	trative p	programs: Bubble sorting, Insertion, se	election, merge sort, histog	gram, Add Two		
Matri	ces, Transpose	a Matri	x, Students marks statement, Retail bi	ll preparation.			
Ped	agogical Tools		Black board, chalk, Group Discussion, F	Role Play, Youtube Videos,N	,Nptel videos.		
	UNIT: V		FILES, MODULES, PACK	AGES	9		
Files	and exceptions	: text file	es, reading and writing files, format op	erator; command line argu	uments, errors		
and e	exceptions, hand	dling ex	ceptions, modules (numpy, pandas, so	cipy, matplotlib, statmodels	s), packages;		
Illustr	ative programs:	word c	ount, copy file, check voting eligibility,	count the number of eacl	h vowel in a		
string	ı, random numb	er gene	eration, time series analysis, Marks rai	nge validation (0-100).			
Ped	agogical Tools		Black board, chalk, Group Discussion, F	Role Play, Youtube Videos,N	ptel videos.		
					Total Periods : 45		
	BOOKS:						
TEX1 SI. No	BOOKS:	;	Title of the Book	Publisher	Year of		
SI.	Authors		Think Python: How to Think like a	Publisher O'Reilly Publishers			
SI. No			Think Python: How to Think like a Computer Scientist	O'Reilly Publishers	Year of publication 2016		
<b>SI</b> . <b>No</b> 1	Authors Allen B. Dow	vney	Think Python: How to Think like a Computer Scientist Computational Thinking: A	O'Reilly Publishers BCS Learning &	Year of publication		
SI. No	Authors	vney	Think Python: How to Think like a Computer Scientist	O'Reilly Publishers	Year of publication 2016		
<b>SI.</b> <b>No</b> 1 2 <b>REFE</b>	Authors Allen B. Dow	vney ner	Think Python: How to Think like a Computer Scientist Computational Thinking: A Beginner's Guide to Problem	O'Reilly Publishers BCS Learning &	Year of publication 2016 2017		
<b>SI.</b> No 1	Authors Allen B. Dow Karl Beech	vney her (S:	Think Python: How to Think like a Computer Scientist Computational Thinking: A Beginner's Guide to Problem	O'Reilly Publishers BCS Learning &	Year of publication 2016		
SI. No 1 2 REFE SI.	Authors Allen B. Dow Karl Beech	vney her (S: and	Think Python: How to Think like a Computer Scientist Computational Thinking: A Beginner's Guide to Problem Solving and Programming	O'Reilly Publishers BCS Learning & Development Limited	Year of publication 2016 2017 Year of		
SI. No 1 REFE SI. No 1	Authors Allen B. Dow Karl Beech RENCE BOOK Authors Paul Deitel a Harvey Deitel	vney her (S: and itel	Think Python: How to Think like a Computer Scientist Computational Thinking: A Beginner's Guide to Problem Solving and Programming Title of the Book Python for Programmers Computational Thinking: A Primer	O'Reilly Publishers BCS Learning & Development Limited Publisher Pearson Education	Year of publication 2016 2017 Year of publication 2021		
SI. No 1 2 REFE SI. No	Authors Allen B. Dow Karl Beech RENCE BOOK Authors Paul Deitel	vney her (S: and itel	Think Python: How to Think like a Computer Scientist Computational Thinking: A Beginner's Guide to Problem Solving and Programming Title of the Book Python for Programmers Computational Thinking: A Primer for Programmers and Data	O'Reilly Publishers BCS Learning & Development Limited <b>Publisher</b>	Year of publication 2016 2017 Year of publication		
SI. No 1 REFE SI. No 1	Authors Allen B. Dow Karl Beech RENCE BOOK Authors Paul Deitel Harvey Dei G Venkatesh	vney her (S: and itel	Think Python: How to Think like a Computer Scientist Computational Thinking: A Beginner's Guide to Problem Solving and Programming Title of the Book Python for Programmers Computational Thinking: A Primer	O'Reilly Publishers BCS Learning & Development Limited Publisher Pearson Education	Year of publication 2016 2017 Year of publication 2021		
SI. No 1 REFE SI. No 1	Authors Allen B. Dow Karl Beech RENCE BOOK Authors Paul Deitel Harvey Dei G Venkatesh	vney her (S: and itel and ukund	Think Python: How to Think like a Computer Scientist Computational Thinking: A Beginner's Guide to Problem Solving and Programming Title of the Book Python for Programmers Computational Thinking: A Primer for Programmers and Data Scientists Introduction to Computation and Programming Using Python: With	O'Reilly Publishers BCS Learning & Development Limited Publisher Pearson Education	Year of publication 2016 2017 Year of publication 2021		
SI. No 1 REFE SI. No 1 2	Authors Allen B. Dow Karl Beech RENCE BOOK Authors Paul Deitel Harvey Dei G Venkatesh Madhavan Mu	vney her (S: and itel and ukund	Think Python: How to Think like a Computer Scientist Computational Thinking: A Beginner's Guide to Problem Solving and Programming Title of the Book Python for Programmers Computational Thinking: A Primer for Programmers and Data Scientists Introduction to Computation and	O'Reilly Publishers BCS Learning & Development Limited Publisher Pearson Education Notion Press	Year of publication 2016 2017 2017 Year of publication 2021 2021		
SI. No 1 REFE SI. No 1 2 3	Authors Allen B. Dow Karl Beech RENCE BOOK Authors Paul Deitel Harvey Dei G Venkatesh Madhavan Mu	vney her (S: and itel and ukund tag	Think Python: How to Think like a Computer Scientist Computational Thinking: A Beginner's Guide to Problem Solving and Programming Title of the Book Python for Programmers Computational Thinking: A Primer for Programmers and Data Scientists Introduction to Computation and Programming Using Python: With Applications to Computational Modeling and Understanding Data	O'Reilly Publishers BCS Learning & Development Limited Publisher Pearson Education Notion Press	Year of publication 2016 2017 2017 Year of publication 2021 2021		
SI. No 1 REFE SI. No 1 2 3 WEB	Authors Allen B. Dow Karl Beech RENCE BOOK Paul Deitel a Harvey Dei G Venkatesh Madhavan Mu John V Gut	vney her (S: and itel and ukund tag	Think Python: How to Think like a Computer Scientist Computational Thinking: A Beginner's Guide to Problem Solving and Programming Title of the Book Python for Programmers Computational Thinking: A Primer for Programmers and Data Scientists Introduction to Computation and Programming Using Python: With Applications to Computational Modeling and Understanding Data	O'Reilly Publishers BCS Learning & Development Limited Publisher Pearson Education Notion Press	Year of publication 2016 2017 2017 Year of publication 2021 2021		
SI. No 1 REFE SI. No 1 2 3 WEB 1. htt	Authors Allen B. Dow Karl Beech RENCE BOOK Authors Paul Deitel a Harvey Dei G Venkatesh Madhavan Mu John V Gut LEARNING RE ps://www.pythor	vney her (S: and itel and ukund tag tag	Think Python: How to Think like a Computer Scientist Computational Thinking: A Beginner's Guide to Problem Solving and Programming Title of the Book Python for Programmers Computational Thinking: A Primer for Programmers and Data Scientists Introduction to Computation and Programming Using Python: With Applications to Computational Modeling and Understanding Data	O'Reilly Publishers BCS Learning & Development Limited Publisher Pearson Education Notion Press MIT Press	Year of publication 2016 2017 2017 Year of publication 2021 2021		

3. https://www.w3schools.com/python/

## CO PO PSO MAPPING

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
CO1	3	3	3	3	2	-	-	-	-	-	2	2	3	3	-
CO2	3	3	3	3	2	-	-	-	-	-	2	2	3	-	-
CO3	2	2	-	2	2	-	-	-	-	-	1	-	3	-	-
CO4	1	2	-	-	1	-	-	-	-	-	1	-	2	-	-

R 2024	SCIENCE & HUMANII	IES				SEMES	FER: II
24BS204	PHYSICS FOR ENGINEERS	L 3	Т 0	P 2	C 4	BS	6
	COMMON TO: AI & DS, CS	E, EC	E an	d IT	•		
COURSE OBJE	CTIVES:						
-	rning this course are to:						
	understanding of rotational dynamics of mu	•					
	knowledge of transfer of heat in conductors	and ir	sulat	ors			
	e basics of oscillations, optics and lasers udents to understand the importance of qua	ntum	hveid	~			
	d classify crystal structures of materials	inturn	Jiiyot	.5			
At the end of this cou	urse, students are able to						
	d analyze the rotational dynamics of multi-	carticle	s				
CO2: Apply the conc	epts of heat transfer in various application	5.					
	strong foundational knowledge in oscillation	ons, op	tics a	nd la	sers		
	basics of quantum physics.						
	ystal structures of materials						
UNIT: I	MECHA		<u> </u>				9
	ics: Center of mass (C.M) – CM of cor						
	particles. Rotation of rigid bodies: Rotation heorems of M .I –moment of inertia of co						
	ynamics of rigid bodies – conservation of a						
	ecule - gyroscope - torsional pendulum -	-					
oscillations.		acabi	0 001	laala			noninioai
Pedagogical Tools	Chalk & board, PPT, NPTEL videos an	d Youti	ube vi	deos			
UNIT: II	THERMAL	HYS	CS				9
Transfer of heat en	ergy – thermal expansion of solids and	iquids	– exp	bansi	on j	oints - bimetal	lic strips -
thermal conduction,	convection and radiation -rectilinear heat	low – t	herma	al coi	nduc	tivity - Forbe's	and Lee's
	and experiment-conduction through co	•				•	l)–thermal
insulation – applicati	ons: heat exchangers, refrigerators, ovens	and sc	lar wa	ater h	eate	ers.	
Pedagogical Tools	Chalk & board, PPT, NPTEL videos an	d Youti	ibe vi	deos			
UNIT: III	OSCILLATIONS, OPT						9
	otion - resonance -analogy between ele					-	•
-	standing waves - traveling waves - Energ						• •
	nd refraction of light waves - total in						
	ory of air wedge and experiment. Theory n - Einstein's coefficients - populatio						
	-Basic applications of lasers in industry.		151011	- 1	NU-T	AG lasel, C	$J_2$ lasel,
Pedagogical Tools	Chalk & board, PPT, NPTEL videos an	d Vouti		doos			
							9
UNIT: IV	BASIC QUANTUN aves - Electrons and matter waves – Com					arodingor ogur	-
-	independent forms) - meaning of wave fu	-				• ·	•
	al well: 1D,2D and 3D Boxes- Normaliz					•	•
principle	,	· -··,					
Pedagogical Tools	Chalk & board, PPT, NPTEL videos an	d Youti	ıbe vi	deos			
0.0					cil h		

UN	IT: V		CRYSTAL ST	RUCTURE	9
Introductio	on – Classific	ation of solid	s –Space lattice –Basis-La	attice parameter – Unit ce	ell – Crystal system
–Miller in	idices –d-spa	cing in cubio	c lattice - Calculation of	number of atoms per	unit cell – Atomic
radius-Co	ordination nui	mber – Packiı	ng factor for SC, BCC, FC	C and HCP structures – cr	ystal imperfection –
Burger ve	ector.				
Pedagogi	cal Tools	Chalk & boa	rd, PPT, NPTEL videos and	d Youtube videos	
				Тс	otal Periods: 45
Practica	al Exercise	s: (Any six	experiments to be co	onducted) Tota	I Periods: 30
1. Non-un	niform bending	- Determinati	on of Young's modulus		
2. Uniform	n bending – D	etermination of	of Young's modulus		
3.Torsiona	al pendulum	- Determinati	on of rigidity modulus of	wire and moment of ine	rtia of regular and
irregular c	objects.				-
4. Laser-	Determination	of the wave I	ength of the laser using gra	ating	
5. Optical	fibre -Determ	ination of num	nerical aperture (NA) and a	cceptance angle (AA)	
6. Air wed	lge - Determin	ation of thickr	ness of a thin sheet/wire		
7. Ultraso	nic interferom	eter – determ	ination of the velocity of so	und and compressibility of	liquids
			velocity of ultrasonic wave		•
	harmonic osc				
				Тс	otal Periods: 75
TEXT B					
SI.No			Title of the Book	Publisher	Veer
51.INO	Authors			Publisher	Year of
4	DKlenner		An Introduction to	McCrow Lill Education	publication
1	D.Kleppner R.Kolenkow	and	An Introduction to Mechanics	McGraw Hill Education	2017
				(Indian Edition)	2018
2	Gaur,R.K.an	•	Engineering Physics	DhanpatRai Publishers	
3	D.Halliday, and J.Walke	R.Resnick r	Principles of Physics	Wiley (Indian Edition)	2015
4	Arthur	Beiser,	Concepts of Modern	McGraw-Hill (Indian	2017
	ShobhitMah	ajan,	Physics	Edition)	
	S.RaiChoud	hury			
5	M.Arumugar	n	Engineering Physics	Anuradha publications	2010
6	Gaur,R.K.an	dGupta,S.L	Engineering Physics	DhanpatRai Publishers	2018
REFERI	L ENCE BOO	KS:			
1	R.Wolfson		Essential University	Pearson Education	2020
-			Physics. Volume 1 & 2	(Indian Edition)	
2	K.Thyagaraj	an and	Lasers: Fundamentals	Laxmi Publications,	2019
	A.Ghatak		and Applications	(Indian Edition)	
3	R.K.Rajput		Thermal Engineering	Laxmi Publications,	2011
4	S.O.Pillai,		Solid State Physics	New Age International,	2018
				(Multicolour Edition)	
WEB LE	ARNING R	RESOURCE	S:		-
	-		list=PLyQSN7X0ro203puV	hQsmCj9qhIFQ-As8e (F	Rotating Objects,
	of Inertia, Rota	,			
			<u>104/104/104104085/</u> (Lase	,	
3. <u>https://</u>	www.youtube.	com/playlist?l	ist=PL1gyM10tgL1hK9666	oGndGIWDQdpQzkY9	
(NPTEL: I	Heat transfer I	ectures by Dr	.Gangesh A. Viswanathan,	IITB)	

4 <u>https://archive.nptel.ac.in/courses/115/101/115101107/</u> (Quantum mechanics)

5 <u>https://youtu.be/5EiZjZjG-IY</u> (NPTEL lectures: Crystal Structure - 2 (Unit Cell, Lattice, Crystal)

6. <u>https://www.youtube.com/watch?v=mx2P1\_M-7UA&list=PLFE3074A4CB751B2B&index=9</u> (Rotations, Part I: Dynamics of Rigid Bodies)

7. https://www.youtube.com/watch?v=UzrZxpup3rc&list=PLFE3074A4CB751B2B&index=10

(Rotations, Part II: Parallel Axis Theorem)

8. <u>https://youtu.be/7Bj3N1E7vZk?list=PLZOZfX\_TaWAHZOgn8CRjpqRElp5Dd-GaY</u>

(Introduction to heat transfer, conduction, convection, and radiation)

9. https://youtu.be/dRpyfm66GxM

(Particle in an Infinite Potential Well (QUANTUM MECHANICS)

					(	<u> </u>	PO –	PSO	MAP	PING					
	P01	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO 10	PO 11	PO 12	PS 01	PS O2	PS O3
CO1	3	3	2	1	1	1	-	-	-	-	-	-	-	-	-
CO2	3	-	1	1	-	-	-	-	-	-	-	1	-	-	-
CO3	3	3	2	1	2	1	-	-	-	-	-	-	-	-	-
CO4	3	3	1	1	2	1	-	-	-	-	-	-	-	-	-
CO5	3	1	-	-	-	-	-	-	-		-	-	-	-	-
AVG	3	2.5	1.5	1	1.6	1						1			

R 2024	[	DEPARTMENT OF COMPUTER SCIENCE AND ENGIN	NEER	ING	i		SEMESTER:II
24ES210		DATA STRUCTURES AND ALGORITHMS	L 3	T 0	P 2	C 4	ES
		Common to CSE, IT AND AI&DS Department	S				
COURSE O	-	-					
<ul> <li>To ur</li> <li>To de</li> <li>To ur</li> </ul>	nderstan esign line nderstan	rning this course are: d the concepts of ADTs ear data structures – lists, stacks, and queues d sorting, searching and hashing algorithms and Graph structures					
COURSE O	OUTCO	MES:					
CO1: Explai CO2: Design the net CO3: Design indexi CO4: Model CO5: Apply	n abstrae n, implen eds of di n, implen ing, and problem <u>Graph S</u>	is as graph problems and implement efficient graph algo tructures in real-world application	emer	nts s	uch	as s	earching, em.
UNIT:	I	ABSTRACT DATA TYPES					9
Abstract Dat	ta Types	(ADTs) – ADTs and classes – introduction to OOP – cla	sses	in P	ytho	<b>n</b> – i	nheritance –
namespaces	s – shallo	ow and deep copying, Introduction to analysis of algorith	ims –	asy	mpt	otic	notations –
recursion – a	analyzin	g recursive algorithms.					
Pedagogica	al Tools	Black board, chalk, Group Discussion, Role Play, Y	′outub	e Vi	deos	,Npte	el videos.
UNIT:	II	LINEAR STRUCTURES					9
List ADT –	- array-ba	ased implementations – linked list implementations – sin	ngly lir	nkec	d list	s – c	ircularly linked
lists –	doubly li	nked lists – applications of lists – Stack ADT – Queue A	DT –	dou	ıble	ende	ed queues.
Pedagogica	al Tools	Black board, chalk, Group Discussion, Role Play, Y	′outub	e Vi	deos	,Npte	el videos.
UNIT:	III	LINEAR STRUCTURES					9
Bubble sort	– selecti	on sort – insertion sort – merge sort – quick sort – linear	r sear	ch –	- bin	ary s	search –
hashing – ha	ash func	tions – collision handling – load factors, rehashing, and	efficie	ency			
Pedagogica	al Tools	Black board, chalk, Group Discussion, Role Play, Y	′outub	e Vi	deos	,Npte	el videos.
UNIT:	IV	TREE STRUCTURES					9
Tree ADT –	Binary T	ree ADT – tree traversals – binary search trees – AVL tr	ees –	- hea	aps	– mu	Iltiway search
trees.							
Pedagogica	al Tools	Black board, chalk, Group Discussion, Role Play, Y	⁄outub	e Vi	deos	,Npte	el videos.
UNIT:	V	GRAPH STRUCTURES					9
Graph ADT	<ul> <li>repres</li> </ul>	entations of graph – graph traversals – DAG – topologic	al orc	derin	ng –	shor	test paths –
minimum sp	anning t	rees.					

45 Periods

2010

2014

PRA	CTICAL EXERCISES			30 Periods
1 2 3 4 5 6 7 8 9	<ul> <li>Implement simple ADTs as Pytho</li> <li>Implement List ADT using Pythor</li> <li>Linked list implementations of Lis</li> <li>Implementation of Stack and Que</li> <li>Implementation of sorting and se</li> <li>Tree representation and traversa</li> <li>Implementation of Heaps</li> <li>Implementation of single source s</li> <li>Implementation of minimum span</li> <li>Mini Project <ul> <li>Creating a To-do list.</li> <li>Building a Phonebook.</li> <li>Build a simple calculator.</li> <li>Students grade checker.</li> <li>Plagiarism detection system.</li> <li>Banking management system</li> <li>Travel planner using Graph.</li> <li>Cash flow minimizer.</li> </ul> </li> </ul>	n arrays it eue ADTs arching algorithms I algorithms shortest path algorithm ining tree algorithms		30 Periods
				Total: 75 Periods
TFX	r BOOKS:			Total: 75 Periods
TEX SI. No	BOOKS: Authors	Title of the Book	Publisher	Total: 75 Periods Year of publication
SI.		Title of the Book         Data Structures and         Algorithms in Python	Publisher Wiley	Year of
<b>SI.</b> <b>No</b> 1	Authors Michael T. Goodrich, Roberto Tamassia, and Michael H.	Data Structures and		Year of publication
SI. No	Authors Michael T. Goodrich, Roberto Tamassia, and Michael H. Goldwasser	Data Structures and Algorithms in Python Data Structures and	Wiley Springer	publication 2021
<b>SI.</b> <b>No</b> 1 2 3	Authors Michael T. Goodrich, Roberto Tamassia, and Michael H. Goldwasser Lee, Kent D., Hubbard, Steve	Data Structures and Algorithms in Python Data Structures and Algorithms with Python Data Structures and Algorithmic Thinking with	Wiley Springer Edition	Year of publication 2021 2015
<b>SI.</b> <b>No</b> 1 2 3	Authors Michael T. Goodrich, Roberto Tamassia, and Michael H. Goldwasser Lee, Kent D., Hubbard, Steve Narasimha Karumanchi	Data Structures and Algorithms in Python Data Structures and Algorithms with Python Data Structures and Algorithmic Thinking with	Wiley Springer Edition	Year of publication 2021 2015
<b>SI.</b> <b>No</b> 1 2 3 <b>REFI</b> <b>SI.</b>	Authors Michael T. Goodrich, Roberto Tamassia, and Michael H. Goldwasser Lee, Kent D., Hubbard, Steve Narasimha Karumanchi ERENCE BOOKS:	Data Structures and Algorithms in Python Data Structures and Algorithms with Python Data Structures and Algorithmic Thinking with Python	Wiley Springer Edition Careermonk	Year of publication 2021 2015 2015 2015 Year of

#### Leiserson, Ronald L. Rivest, and Introduction to Algorithms PHI Learning **Clifford Stein** Data Structures and Algorithm Pearson 3 Mark Allen Weiss Education Analysis in C++

# **CO PO PSO MAPPING**

2

Thomas H. Cormen, Charles E.

	PO1	PO2	PO3	PO4	PO5	PO6	P07	PO8	PO9	PO10	PO11	PO12	PS01	PS02	PS03
CO1	2	2	2	1	2	-	-	-	-	-	-	2	2	-	-

CO2	2	3	2	1	2	-	-	-	-	-	-	2	2	-	-
CO3	3	2	2	1	3	-	-	-	-	-	-	3	2	-	-
CO4	2	3	3	1	2	-	-	-	-	-	-	2	2	-	-
CO5	2	3	3	1	2	-	-	-	-	-	-	2	2	-	-
AVG	3	2	2	2	2	-	-	-	2	2	2	2	2	2	2

R 2024	DEPARTMENT OF COMPUTER SCIENCE AND ENGIN	IEEI	RINC	3		SEMESTER:01
24ES209	PYTHON PROGRAMMING LABORATORY	L 0	Т 0	P 4	C 2	ES
	Common to CSE,IT AND AI&DS Departments	S				
	BJECTIVES:					
<ul> <li>To ut</li> <li>To le</li> <li>To pt</li> <li>To ut</li> </ul>	es of learning this course are: nderstand the problem solving approaches. arn the basic programming constructs in Python. ractice various computing strategies for Python-based solutions is se Python data structures - lists, tuples, dictionaries. b input/output with files in Python.	to re	al w	orld	orob	lems.
	f this course, students able to					
CO1: Develo CO2: Impler CO3: Deplo CO4: Proce CO5: Utilize	op algorithmic solutions to simple computational problems nent programs in Python using conditionals and loops for solving y functions to decompose a Python program. ss compound data using Python data structures. Python packages in developing software applications.	g pro	blen	ns.		
	PERIMENTS:					<i>a</i>
charts for Weight of 2.Python provariables, 3.Scientific p pyramid p 4.Implement library/Contuples)	ting real-time/technical applications using Lists, Tuples. (Items proponents of a car/ Materials required for construction of a buildir	ht of it, et the , Nu rese ng –(	a m c.) valu mbe nt in opera	otork es o r Pat a ation	oike, f two tern: s of	s, list &
- · ·	ting real-time/technical applications using Sets, Dictionaries. (La obile, Elements of a civil structure, etc operations of Sets & Dic	-	-		pone	ents of
6. Implemer	ting programs using Functions. (Factorial, largest number in a list ting programs using Strings. (reverse, palindrome, character co	st, ai	rea c	of sha	• •	
Matplotlib						
word cou 10.Impleme	iting real-time/technical applications using File handling. (copy fr int, longest word) nting real-time/technical applications using Exception handling. ( ge validity, student mark range validation)					
11.Exploring	Pygame tool. ect - Developing a game activity using Pygame like bouncing ba	ll, ca	ar rac	ce, C	ricke	et
					-	Total Periods : 60
1. INTE	<b>OMPONENTS REQUIRED: (For a Batch of 30 Students)</b> EL based desktop PC with min. 8GB RAM and 500 GB HDD, 17" mouse. – 30 Nos	or h	ighe	er TF	ΤM	onitor, Keyboard
	lows 10 or higher operating system / Linux Ubuntu 20 or higher.	_ 30	) No	\$		
	on 3.9 or above – 30 Nos	00		•		

# **CO PO PSO MAPPING**

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PS01	PS02	PS03
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO 10	P011	PO12	PSO1	PSO2	PSO3
CO1	2	2	2	1	2	1	1	1	2	-	3	2	2	2	-
CO2	2	3	2	1	2	1	1	1	2	-	3	2	2	2	-
CO3	3	2	2	1	3	1	1	1	2	-	3	3	2	2	-
CO4	2	3	3	1	2	1	2	1	2	-	3	2	2	3	-
CO5	2	3	3	1	2	1	-	-	2	1	2	2	2	2	-
AVG	2	3	2	1	2	1	1	1	2	1	3	2	2	2	-

R 2024	MECHANICAL ENGINEERING					SEMESTER: II
24 ES 205	ENGINEERING DRAWING	L 0	Т 0	P 4	C 2	PC
	COMMON TO : AI&DS, BME, CSE, ECE, EEE a	nd	T			-
COURSE O	BJECTIVES:					
The main ot	jectives of this course are to:					
To lea	arn conventions and use of drawing tools in making engineering drawin	gs				
• To dr	aw orthographic projection of points and lines					
• To ur	derstand the projection of planes and simple solids					
To te	ach the section of solids and obtain the development of surfaces of give	en so	olids			
• To de	liver how to draw isometric and perspective projections of the given so	lids				
COURSE O						
	mpletion of the course, the student are able to					
	Recognize the conventions and construct basic engineering curves.					
	Draw the projection of points and lines.					
	Sketch the projection of planes and simple solids.					
	Produce the projection section of solids and development of surfaces of	-				
CO5:	Develop the isometric projection and Perspective projections of the giv	en o	bject	S		
PRACTICA	_ EXERCISES:					
1. Fundamer	tal of drawing: Importance of graphics in engineering applications-Use	of d	raftin	g ins	trum	ents-BIS
convention	s and specifications – Size, layout and folding of drawing sheets – Lett	ering	and	dime	ensio	ning.
(Not for ex	amination)					
2. Fundamer	tal of drawing: Importance of graphics in engineering applications-Use	of d	raftin	g ins	trum	ents-BIS
convention	s and specifications – Size, layout and folding of drawing sheets – Lett	ering	and	dime	ensio	ning.
(Not for ex	amination)					
3. Projection	of straight lines (only First angle projection) inclined to both the principa	al pla	ines ·	- Det	ermir	nation of true I
lengths ar	d true inclinations by rotating line method.					
	of polygonal plane surface inclined to both the principal planes by rotat onal plane surface)	ing c	bject	met	hod (	Pentagonal
5. Projection	of Circular plane inclined to both the principal planes by rotating object	meth	nod.			
6. Projection	of simple prisms (Hexagon and pentagon) when the axis is inclined to	one d	of the	prin	cipal	planes.
7. Projection	of simple prisms (Hexagon and pentagon) when the axis is inclined to	one d	of the	prin	cipal	planes.
	of simple pyramids (Hexagon and pentagon), cylinder and cone when					
	of cylinder and cone when the axis is inclined to one of the principal pla	anes				
	of sectioned solids in simple vertical position when the cutting plane is			to the	one	of the
1 1	planes and perpendicular to the other – obtaining true shape of section					
	nent of lateral surfaces of simple and sectioned solids (Prism or Pyrami	•		. ,		
	isometric view of frustum of solids like Prism or Pyramid of pentagonal		2720	nel	hase	
			•		Juse	<u>.</u>
	ve projection of simple solids-Prisms, pyramids and cylinders by visual	ray f		Ju.		

# CO PO PSO MAPPING:

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PS01	PS02	PS03
CO1	3	3	3	3	2	-	-	-	-	3	-	2	1	3	2
CO2	3	3	3	3	2	-	-	-	-	3	-	2	1	3	2
CO3	3	3	3	3	2	-	-	-	-	3	-	2	1	3	2
CO4	3	3	3	2	2	-	-	-	-	3	-	2	1	3	2
CO5	3	3	3	2	2	-	-	-	-	3	-	2	1	3	2
AVG	3	3	3	2	2	-	-	-	-	3	-	2	1	3	2

R 2024	CAREER DEVELOPMENT AND PLACEMENT CE		SEMESTER:II									
	M.A.M.SCHOOL OF ENGINEERING											
24TP201	Aptitude and Communication Skills - I	L T P 0				EEC						
COURSE C	COURSE OBJECTIVES:											
The main objectives of this course are to:												
To Learn and Practice Vedic Mathematics Principles and Techniques												
● To L												
● Tou	nderstand the components of Presentation Skills and Delivery Te	echni	ique	s tha	t are	e needed for						
Individual & Group Presentations.												
To learn about personal grooming, body language and Dress code.												
COURSE OUTCOMES:												
At the end of this course, students are able to:												
CO1: Effectively applying the Vedic Mathematics Techniques to solve the Mathematical Aptitude Questions.												
CO2: Learn and Practice the ways of Effective Communication and hence to excel in Public Speaking.												
CO3: Present their Ideas in an professional way by learning the Presentation Skills and Delivery Techniques.												
CO4: Effectively apply the body language and show case them with better dress code and grooming.												
LIST OF ACTIVITIES/EXCERCISES:												
<ol> <li>LIST OF ACTIVITIES/EXCERCISES:         <ol> <li>Squares ending with 5 and 55.</li> <li>Multiplication of Numbers by 5, 25, 50, 125, 9, 99, 999, 9999.</li> <li>Multiplication of Two Numbers where Sum of unit digit is 10</li> <li>Multiplication of Two Numbers where Sum of unit digit is 10, 1000 others digits same</li> <li>Multiplication of Two numbers both having '5' at Unit digits.</li> <li>Multiples of 11, 111 &amp; 22, 33, 44, 55 etc.,</li> <li>Squaring of numbers using Base 10, 100, 1000, 50, 500, 5000.</li> <li>Multiplication of numbers more than or below the Base 10, 100, 1000, 50, 500, 5000.</li> <li>Squares ending with 555.</li> <li>Dividing of 9, 19, 29, 39, 49.</li> <li>Square Root &amp; Cube Root, Decimals, Fractions.</li> <li>Components of Effective Communication and Communication styles of others.</li> <li>Barriers of Communication.</li> <li>Dealing with emotions while communicating</li> <li>Just a Minute (JAM) Session</li> <li>Delivery Techniques &amp; Visual Effects / Individual &amp; Group Presentations</li> <li>SWOT Analysis</li> <li>Personality Enhancement &amp; Body Language.</li> <li>Hand Shaking &amp; Dress Code.</li> <li>Personal Grooming.</li> </ol></li> </ol>												
					-	Fotal Periods : 30						

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PS01	PS02	PS03
CO1	-	1	1	-	-	-	-	-	-	-	-	-	-	-	-
CO2	-	-	-	-	-	-	-	-	3	3	-	-	-	-	-
CO3	-	-	-	-	2	-	-	-	3	3	-	-	-	-	-
CO4	-	-	-	-	-	-	-	-	3	3	-	-	-	-	-
AVG	-	1	1	-	2	-	-	-	3	3	-	-	-	-	-

## CO PO PSO MAPPING