

REGULATIONS - 2023 CURRICULUM AND SYLLABI

(2023-2024)

B.E COMPUTER SCIENCE
AND ENGINEERING ARTIFICIAL
INTELLIGENCE AND
MACHINE LEARNING

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KCG COLLEGE OF TECHNOLOGY AUTONOMOUS

REGULATIONS 2023

B.E. COMPUTER SCIENCE ENGINEERING (ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING)

CHOICE BASED CREDIT SYSTEM CURRICULUM FOR SEMESTERS I TO VIII

SEMESTER-I

S1.	Course					ods	Total	
No.	Code	Course Title	Category	Pe	_	/eek		Credits
140.	Couc			L	T	P	Periods	
	23IP101	Induction						
	2311 101	Programme		_	_	-		-
		T	HEORY					
1	23HS101	Essential	HSMC	3	0	0	3	3
1	23[15][0]	Communication	HSMC	3	U	U	3	3
	001///101	Matrices and	DCC.	0	0	0	2	- 0
2	23MA101	Calculus	BSC	3	0	0	3	3
	22 4 3 (101	Programming in	ECC	0	1	0		
3	23AM101	C and C++	ESC	3	1	0	4	4
4	23HS102	Heritage of Tamils	HSMC	1	0	0	1	1
	CINE	THEORY A	ND PRACT	TIC.	AL	S	MOLOG	iΥ
_	00DI 1444	Engineering	BSC	UNI	/ER	2	AUTONOMO	US .
5	23PH111	Physics	BSC	3	0	2	5	4
	23CY111	Engineering	BSC	3	٥	2	5	4
6	23CY111	Chemistry	BSC	3	0	2	5	4
		PRA	CTICALS					
		Programming in						
7	23AM121	C and C++	ESC	0	0	4	4	2
		Laboratory						
8	23HS121	Communication	HSMC	0	0	2	2	1
0	23/15121	Skills Laboratory	пэмс	U	U	2	2	1
		General Clubs /						
		Technical Clubs /						
9	23HS122	NCC/NSS/	HSMC	0	0	2	2	1*
	, 2011012	Extension						
		Activities						
	ı	TOTAL	L	16	0	12	28	22
* 701.	1	rnad by the students r		1.1	• 1	1 3.4	1. C1 1	

^{*} The grades earned by the students will be recorded in the Mark Sheet, however the same shall not be considered for the computation of CGPA

SEMESTER -II

S1. No.	Course code	Course Title	Category		rio Pei Vee	: k	Total Contact Periods	Credits
		THE	ORY					
1	23HS201/ 23HS202	Professional English/ Foreign language	HSMC	3	0	0	3	3
2	23MA202	Discrete Mathematics	BSC	3	1	0	4	4
3	23PH205	Physics for Information Science	BSC	3	0	0	3	3
4	23IT201	Data Structures and Algorithms	PCC	3	0	0	3	3
5	23HS203	Tamils and T <mark>ec</mark> hnology	HSMC	1	0	0	1	1
	N. W.	THEORY AND	PRACTI	CA	LS			
6	23EE281	Basic Electrical and Electronics Engineering	ESC	2	0	2	NQLO AUTONOM	3
7	23ME211	Engineering Graphics	ESC	3	0	2	5	4
		PRACT	TICALS					
8	23ME221	Engineering Practices Laboratory	PCC	0	0	4	4	2
9	23IT221	Data Structures and Algorithms Laboratory	PCC	0	0	4	4	2
10	23HS221	Soft Skills	EEC	0	0	2	2	1*
* 771.		TOTAL	11 1	18	1	14	33	25

^{*} The grades earned by the students will be recorded in the Mark Sheet, however the same shall not be considered for the computation of CGPA

SEMESTER-III

S1. No.	Course code	Course Title	Category]	rio Per /ee		Total Contact Periods	Credits
		THEC	DRY	L	1	1		
1	23MA204	Probability and Statistics	BSC	3	1	0	4	4
2	23CS302	Database Management Systems	PCC	3	0	0	3	3
3	23AM301	Python Programming for AI&ML	PCC	3	0	0	3	3
4	23HS301	Universal Human Values and Ethics	HSMC	3	0	0	3	3
	3/1/	THEORY AND	PRACTIC	ALS	3			ř
5	23AM311	Artificial Intelligence Essentials	PCC	3	0	2	5	4
6	23AM312	Data Warehousing and Knowledge Discovery	PCC	3	0	2	DLGGY TONOMOU	4
		PRACTI	CALS					
7	23CS322	Database Management Systems Laboratory	PCC	0	0	4	4	2
8	23AM321	Python Programming for AI&ML Lab	PCC	0	0	4	4	2
9	23ES391	Presentation Skills	EEC	0	0	2	2	1*
		TOTAL		18	1	14	33	25

^{*} The grades earned by the students will be recorded in the Mark Sheet, however the same shall not be considered for the computation of CGPA

SEMESTER-IV

	SEVIESTER-1V									
S1.	Course				rioc		Total			
No	Course	Course Title	Category	Per	We	ek	Contact	Credits		
	code			L	T	P	Periods			
		THI	EORY			<u> </u>				
		T								
1	23AM401	Foundation of Software Engineering	PCC	3	0	0	3	3		
2	23AM402	Object Oriented Programming using Java	PCC	3	0	0	3	3		
3	23AM403	Principles and Practices of Machine Learning	PCC	3	0	0	3	3		
		THEORY ANI	O PRACTI	CA	LS					
4	23AM411	Operating Systems Principles		3	0	2	5	4		
5	23AM412	Automata Theory and Compiler Engineering	PCC	3	0	2	5	4		
6	23AM413	Big Data Computing and Tools	BSC	3	0	2	4	3		
	NEE	PRAC	TICALS	UNVER	CITY	LN	LEGROMAN	i i		
7	23AM421	Principles and Practices of Machine Learning Laboratory	PCC	0	0	4	4	2		
8	23AM422	Object Oriented Programming using Java Laboratory	PCC	0	0	4	4	2		
9	23ES491	Aptitude and Logical Reasoning - 1	EEC	0	0	2	2	1*		
		TOTAL		17	0	14	31	24		
* T1		11 أحرب والمروان بياو و والا يتوا أو وميد		1 :		-				

^{*} The grades earned by the students will be recorded in the Mark Sheet, however the same shall not be considered for the computation of CGPA

SEMESTER-V

S1. No.	Course Code	Course Title	Category	Periods Per Week L T P		r Contact		Credits
		THE	ORY	L	1	Г		
1	23RE501	Research Methodology and Intellectual Property Rights	ESC	2	0	0	2	2
2	23AM501	Deep Learning Techniques	PCC	3	0	0	3	3
3		Department Elective 1	DEC	-	-	-	1	3
4	WIE	Department Elective 2	DEC	_	-	-		3
5	S. C. S.	Open Elective - 1 (Emerging Technologies)	OEC	3	0	0	3	3
	18	THEORY AND	PRACTI	CAI	LS			
6	23AM511	Computer Network Architecture and Protocols	PCC	3	0	2	AU 5 NO	GY 10U4
		PRACT	CICALS					
7	23AM521	Deep Learning Techniques Laboratory	PCC	0	0	4	4	2
8	23AM522	Mini Project	EEC	0	0	3	3	2
9	23AM523	Summer Internship	EEC	0	0	0	0	1
10	23ES591	Aptitude and Logical Reasoning-2	EEC	0	0	2	2	1*
		TOTAL		_	-	-	-	23

^{*} The grades earned by the students will be recorded in the Mark Sheet, however the same shall not be considered for the computation of CGPA

SEMESTER VI

Sl. No.	Course Code	Course Title	Category		erio Per Wee		Total Contact Periods	credits
				L	T	P	1 errous	
		THE	ORY					
1		Department Elective 3	DEC	-		-	ı	3
2		Department Elective 4	DEC	1	1	-	ı	3
3		Open Elective-2 (Management /Safety Courses)	OEC	3	0	0	3	3
		THEORY AND	PRACTI	CA	ALS			
4	23CE611	Environmental Science and Engineering	ESC	3	0	2	5	4
5	23AM611	Statistical Natural Language Processing	PCC	3	0	2	5	4
6	23AM612	Visual Data Processing	PCC	3	0	2	N(5L0	G\4
		PRAC	ΓICALS					ADUS
7	23AM621	Project Work - Phase 1	EEC	0	0	4	4	2
8	23AM622	Technical Training	EEC	0	0	2	2	1
9	23AM623	Technical Seminar- 1	ESC	0	0	2	2	1
		TOTAL		-	-	-	-	25

SEMESTER -VII

S1. No.	Course Code	Course Title	Category	_	rio Per [ee]	k	Total Contact Periods	Credits
				L	T	P	Terrous	
1		Open Elective-3 (Management Courses)	OEC	3	0	0	3	3
2		Department Elective	DEC	-	-	-	-	3
3		Department Elective	DEC	1	-	ı	1	3
4	23AM701	Technical Comprehension EEC 2 0 0	0	2	2			
	,ooW	THEORY ANI) PRACTI	[CA]	LS			
5	23AD711	Generative AI	PCC	3	0	2	5	4
		PRAC	TICALS		4			
6	23AM721	Project Work – Phase 2	EEC	0	0	6	6	3
7	23AM722	Technical Seminar - 2	ESC	0	0	4	AU 4DNO	10U2
		TOTAL		-	-	-	-	20

SEMESTER -VIII

S1. No	Course code	Course Title	Category		rio W		Total Contact	Credits
NU	code			L	T	P	Periods	
		PRAC	TICALS					
1		Capstone Project / Internship cum project	EEC	0	0	20	20	10
	TOTAL					20	20	10

TOTALCREDITS: 173

DEPARTMENT ELECTIVE COURSES: VERTICALS

VERTICAL 1: GENERIC COMPUTER ENGINEERING

S1. No.	Course Code	Course Title Cate		Periods Per Week			Total Contact periods	Credits
				L	T	P	F	
1	23AM031	Digital Systems and Computer Organization	DEC	2	0	2	3	3
2	23AD032	Unified Modeling Language	DEC	2	0	2	4	3
3	23AD033	Web Essentials	DEC	2	0	2	4	3
4	23AM032	Distributed Computing	DEC	3	0	0	3	3
5	23AM033	AI in Wireless Communications	DEC	3	0	0	3	3
6	23AD036	Cryptography and Network Security	DEC	2	0	2	4	3
7	23AM034	Data Science in Practice	DEC	3	0	0	AUT3NOA	3
8	23AD038	Object Oriented Thinking in Software Design	DEC	3	0	0	3	3

VERTICAL 2: ANALYTICAL SCIENCES

Sl. No.	Course Code	Course Title	Category	W	riod Per Veel	«	Total Contact periods	Credits
1	23AD039	Responsible AI	DEC	L 3	T 0	P 0	3	3
2	23AD040	Natural Language Processing	DEC	2	0	2	4	3
3	23AD041	Exploratory Data Analysis	DEC	2	0	2	4	3
4	23AM035	Nature Inspired Computing Methods	DEC	3	0	0	3	3
5	23AD043	Intelligent Robots	DEC	3	0	0	3	3
6	23AM036	Multimodal AI	DEC	3	0	0	3	3
7	23AD045	Data Exploration and Visualization	DEC	2	0	2	AUTONOM	3
8	23AM037	Optimization Techniques for Machine Learning	DEC	3	0	0	3	3

VERTICAL 3

FULL STACK DEVELOPMENT

S1.	Course Code	Course Title	Category]	rioc Per Veel		Total Contact Periods	Credits
				L	T	P		
1	23CS031	Java Full Stack Development	DEC	2	0	2	4	3
2	23CS032	Mobile App Development	DEC	2	0	2	4	3
3	23CS033	UI and UX Design	DEC	2	0	2	4	3
4	23CS034	MERN Stack Web Development	DEC	2	0	2	4	3
5	23CS035	<mark>Dev</mark> Ops	DEC	2	0	2	4	3
6	23CS038	Python Full Stack Development with Machine Learning	DEC	2	0	2	4	3
	VE	(Industry Supported Course)	ED TO ANNA	UNI	/ERS	ITY	AUTONO	1005
7	23AD047	Software Design Thinking	DEC	3	0	0	3	3
8	23CS044	Explainable AI	DEC	3	0	0	4	3

VERTICAL 4

COMPUTATIONAL INTELLIGENCE

S1. No.	Course Code	Course Title	Category]	iod Per /eel		Total Contact Periods	Credits
				L	T	P	1 chous	
1	23AM039	Embedded AI	DEC	3	0	0	3	3
2	23AD049	Immersive Technologies	DEC	2	0	2	4	3
3	23AD050	Ethics of AI	DEC	2	0	2	4	3
4	23AM0 <mark>4</mark> 0	Kernel Methods for Pattern Analysis	DEC	2	0	2	4	3
5	23AM041	MLOps	DEC	3	0	0	3	3
6	23AD053	Computer Vision	DEC	2	0	2	AU DNO	3
7	23CB058	Cryptocurrency	DEC	2	0	2	3	3
8	23CS041	Game Development	DEC	2	0	2	4	3

VERTICAL 5

CYBER SECURITY AND CLOUD COMPUTING

S1.	Course code	Course Title	Category]	riod Per Jeel		Total Contact periods	Credits
				L	T	P	P	
1	23AD054	Web Security	DEC	2	0	2	4	3
2	23AD055	AI for Cyber Security	DEC	2	0	2	4	3
3	23AD056	Cyber Threat Intelligence	DEC	3	0	0	3	3
4	23AM0 <mark>4</mark> 2	AI for Inter- Disciplinary Applications	DEC	3	0	0	3	3
5	23AD058	Steganography and Digital Watermarking	DEC ^{ARRA}	2	0	2	INOLO	3
6	23AD059	Utility Computing	DEC	2	0	2	3	3
7	23AD060	Cloud Databases	DEC	2	0	2	4	3
8	23AM043	Robotic Process Automation	DEC	2	0	2	3	3

OPEN ELECTIVE - EMERGING TECHNOLOGIES

S1. No.	Course code	Course title	Category]	rio per vee		Total	Credits
1	23OE982	Resource Management Techniques	OEC	3	0	0	3	3
2	23OE983	Aviation Management	OEC	3	0	0	3	3
3	23OE986	Foundation of Robotics	OEC	3	0	0	3	3
4	23OE987	Space Engineering	OEC	3	0	0	3	3
5	23OE988	Fundamentals of Electric and Hybrid Vehicles	OEC	3	0	0	NOLO AUT3NOM	3
6	23OE989	Fundamentals of Wearable Devices	OEC	3	0	0	3	3

OPEN ELECTIVE - MANAGEMENT COURSES

Sl. No.	Course Code	Course Title	Category]	rio Per	_	Total Contact Periods	Credits
				L	T	P	remous	
1	23OMG971	Total Quality Management	OEC	3	0	0	3	3
2	23OMG972	Engineering Economics and Financial Accounting	OEC	3	0	0	3	3
3		Engineering Management and Law	OEC	3	0	0	3	3
4	23OMG974	Knowledge <mark>M</mark> anagement	OEC	3	0	0	3	3
5	23OMG975	Industrial Management	OEC	3	0	0	3	3
6	23OMG976	Entrepreneurship and Business Opportunities	OEC	3	0	0	UTO3 OM	3
7	23OMG977	Modern Business Administration and Financing	OEC	3	0	0	3	3
8	23OMG978	Essentials of Management	OEC	3	0	0	3	3

OPEN ELECTIVE - SAFETY RELATED COURSES

Sl. No.	Course Code	Course Title	Category		rio Per Vee	r e k	Total Contact Periods	Credits
1	23OAU981	Automotive Safety	OEC	3	0	0	3	3
2	23OCE981	Disaster Management	OEC	3	0	0	3	3
3	23OME981	Industrial Safety	OEC	3	0	0	3	3

SEMESTER-WISE CREDIT DISTRIBUTION

SEMESTER	HSMC	BSC	ESC	PCC	DEC	OEC	EEC	Total
Semester I	5	11	5		_			21
Semester II	4	7	9	5				25
Semester III	3	4	OLL	18		E-DV1/	200	25
Semester IV	REAL	4	FILIATED	20	UNIVERSI	TY AU	TONOMO	24
Semester V			2	9	6	3	3	23
Semester VI			5	8	6	3	3	25
Semester VII			2	4	6	3	5	20
Semester VIII							10	10
Total	12	26	23	64	18	9	21	173

SEMESTER -I

23IP101	INDUCTION PROGRAMME	L	T	P	С
2311 101	INDUCTION TROCKAMME	-	-	-	0

COURSE OBJECTIVES:

- This is a mandatory 2 weeks Programme to be conducted as soon as the students enter the institution. Normal classes start only after the induction program is over.
- The induction Programme has been introduced by AICTE with the following objectives
- Engineering colleges were established to train graduates well in the branch/department of admission, have a holistic outlook, and have a desire to work for national needs and beyond. The graduating student must have knowledge and skills in the area of his/her study. However, he/she must also have broad understanding of society and relationships. Character needs to be nurtured as an essential quality by which he/she would understand and fulfill his/her responsibility as an engineer, a citizen and a human being. Besides the above, several meta-skills and underlying values are needed.
- One will have to work closely with the newly joined students in making them feel comfortable, allow them to explore their academic interests and activities, reduce competition and make them work for excellence, promote bonding within them, build relations between teachers and students, give a broader view of life, and build character
- Hence, the purpose of this Programme is to make the students feel comfortable in their new environment, open them up, set a healthy daily routine, create bonding in the batch as well as between faculty and

students, develop awareness, sensitivity and understanding of the self, people around them, society at large, and nature

• Physical Activity

This would involve a daily routine of physical activity with games and sports, yoga, gardening, etc.,

• Life skills

Every student would choose one skill related to daily needs such as stitching, accounting, finance management, etc.,

Universal human values

This is the anchoring activity of the Induction Programme. It gets the student to explore oneself and allows one to experience the joy of learning, stand up to peer pressure, take decisions with courage, be aware of relationships with colleagues and supporting stay in the hostel and department, be sensitive to others, etc. A module in Universal Human Values provides the base. Methodology of teaching this content is extremely important. It must not be through dos and don'ts, but get students to explore and think by engaging them in a dialogue. It is best taught through group discussions and real-life activities rather than lecturing.

Club Activity

Students will be introduced to more than 20 Clubs available in the college-both technical and non-technical. The student can choose as to which club the student will enroll in.

Value Based Communication

This module will focus on improving the communication skills of students

Lectures by Alumni

Lectures by alumni are arranged to bring in a sense of belonging to the student towards the institution and also to inspire them to perform better

Visits to Local Area

A couple of visits to the landmarks of the city, or a hospital or orphanage could be organized. This would familiarize them with the area as well as expose them to the under privileged

Familiarization to Dept./Branch & Innovations

They should be told about what getting into a branch or department means what role it plays in society, through its technology. They should also be shown the laboratories, workshops & other facilities

Address by different heads

Heads of Placement, Training, Student affairs, counsellor, etc would be interacting with the students to introduce them to various measures taken in the institution for the betterment of students.

Induction Programme is totally an activity-based Programme and therefore there shall be no tests / assessments during this Programme.

REFERENCES:

Guide to Induction program from AICTE



23HS101	ESSENTIAL COMMUNICATION	L	T	P	C
23113101	ESSENTIAL COMMONICATION	3	0	0	3

COURSE OBJECTIVES:

- To help learners extract information from short and simple correspondence
- To familiarize learners with different text structures by engaging them in reading, writing and grammar learning activities
- To help learners write coherent, short paragraphs and essays
- To enable learners to use language efficiently while expressing their opinions via various media.

9

UNIT I FORMATION OF SENTENCES

Reading- Read pictures-notices- short comprehension passages and recognize main ideas and specific details. Writing- framing simple and compound sentences, completing sentences, developing hints, writing text messages. Language development-Parts of Speech, Wh- Questions, yes or no questions, direct and indirect questions. Vocabulary development- prefixes- suffixes-articles – countable and uncountable nouns

UNIT II NARRATION AND DESCRIPTION 9

Reading – Read short narratives and descriptions from newspapers, dialogues and conversations. Reading strategies and practices. Language development – Tenses- simple present, present continuous, present perfect, simple past, past continuous, past perfect, simple future, future continuous, past participle, pronouns. Vocabulary development- guessing meanings of words in context. Writing – Write short narrative paragraphs, biographies of friends/relatives - writing- topic sentence- main ideas- free writing, short narrative descriptions using some suggested vocabulary and structures.

UNIT III COMPARING AND CONTRASTING

9

Reading- short texts and long texts -understanding different types of text structures, -coherence-jumbled sentences. Language development- degrees of comparison, concord- Vocabulary development – single word substitutes- discourse markers- use of reference words Writing - comparative and contrast paragraphs writing- topic sentence- main idea, free writing, compare and contrast using some suggested vocabulary and structures.

UNIT IV SOCIAL MEDIA COMMUNICATION

9

Reading- Reading blogs, social media reviews, posts, comments, process description, Language development - relative clause, Vocabulary development- social media terms-words, abbreviations and acronyms Writing- -e-mail writing-conventions of personal email, descriptions for simple processes, critical online reviews, blog, website posts, commenting to posts.

UNIT V ESSAY WRITING

9

Reading- Close reading non-technical longer texts Language development - modal verbs, phrasal verbs- Vocabulary development - collocation. Writing- Writing short essays-brainstorming - developing an outline- identifying main and subordinate ideas.

TOTAL: 45 PERIODS

COURSE OUTCOMES:

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

- CO1: Summarize simple, level-appropriate texts of around 300 words recognizing main ideas and specific details.
- CO2: Demonstrate the understanding of more complex grammatical structures and diction while reading and writing.

	Use appropriate expressions to describe, compare and contrast people, things, situations etc., in writing.Establish the ability to communicate effectively through																											
CO4:													_		L.													
CO4:	emails.	n u	ie a	DIII	ly II	<i>y</i> co	11111	iun	icat	e ei	recu	very	ши	oug	11													
COE	Determ	ino	tha	100	<u>~110</u>		1100	2121	2401	ni o	to fo	n dif	fore	nt o	oci	.1												
CO3:					gua	ige i	use	арр	лор	ma	te 10	run	iere.	nt s	OCI	11												
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	9																											
2	Susan Proctor, Jack C. Richards, Jonathan Hull. Interchange																											
	Level 3. Cambridge University Press and Assessment																											
	ERENCES: Dutt P. Kiranmai and Rajeevan Geeta. Basic Communication																											
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	Skills, F		- 51	V				h						10	- 11													
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	Communication for Colleges. Cengage Learning, USA: 2007																											
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(1 2 3 4 5	~	4	de la		5	1 6 1 - 1 -	7 1 - 1 - 1	8	9 2 2 2 - 3	3 3 3 3 3		12 2 2 2 2 2	F	SO	s												
	1 2 3 4 5 6	~	4	de la		5	6 1 - 1	7 1 - 1	8	9 2 2 2	3 3 3 3		12 2 2 2 2	F	SO	s												
Or	1 2 3 4 5	~	4	de la		5	1 6 1 - 1 -	7 1 - 1 - 1	8	9 2 2 2 - 3	3 3 3 3 3		12 2 2 2 2 2	F	SO	s												
Or	1 2 3 4 5 6 verall		2	3	4	5	1 6 1 - 1 - 1 1	POs 7 1 - 1 - 1 1 1	8	9 2 2 2 - 3 3	3 3 3 3 3 3		12 2 2 2 2 2 2	F	SO	s												

23MA101	MATRICES AND CALCULUS	L	T	P	C
		3	0	0	3

COURSE OBJECTIVES:

- To develop the use of matrix algebra techniques that is needed by engineers for practical applications.
- To familiarize the students with differential calculus.
- To familiarize the student with functions of several variables. This is needed in many branches of engineering.
- To make the students understand various techniques of integration.
- To acquaint the student with mathematical tools needed in evaluating multiple integrals and their applications

UNIT I MATRICES

9

Eigenvalues and Eigenvectors of a real matrix - Characteristic equation - Properties of Eigenvalues and Eigenvectors - Cayley - Hamilton theorem - Diagonalization of matrices by orthogonal transformation - Reduction of a quadratic form to canonical form by orthogonal transformation - Nature of quadratic forms - Applications: Stretching of an elastic membrane.

UNIT II DIFFERENTIAL CALCULUS

9

Representation of functions - Limit of a function - Continuity - Derivatives - Differentiation rules (sum, product, quotient, chain rules) - Implicit differentiation - Logarithmic differentiation - Applications : Maxima and Minima of functions of one variable.

UNIT III | FUNCTIONS OF SEVERAL VARIABLES

9

Partial differentiation – Homogeneous functions and Euler's theorem – Total derivative – Change of variables – Jacobians – Partial differentiation of implicit functions – Taylor's series for functions of two variables – Applications: Maxima and minima of functions of two variables and Lagrange's method of undetermined multiplier.

UNIT IV INTEGRAL CALCULUS

9

Definite and Indefinite integrals - Substitution rule - Techniques of

Integration: Integration by parts, Trigonometric integrals, Trigonometric substitutions, Integration of rational functions by partial fraction, Integration of irrational functions - Improper integrals.

UNIT V MULTIPLE INTEGRALS

9

Double integrals – Change of order of integration – Double integrals in polar coordinates – Area enclosed by plane curves – Triple integrals – Volume of solids – Change of variables in double and triple integrals.

TOTAL: 45 PERIODS

COURSE OUTCOMES:

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

- CO1: Apply the matrix algebra techniques and applications in Engineering Problems.
- CO2: Make use of the concept of limits and rules of differentiation to differentiate functions
- CO3: Find the derivative of functions of several variables
- **CO4:** Examine the application of partial derivatives
- CO5: Compute integrals by different techniques of Integration.
- CO6: Apply the concept of integration to compute multiple integrals.

TEXT BOOKS:

- 1 Kreyszig. E, "Advanced Engineering Mathematics", John Wiley and Sons, 10th Edition, New Delhi, 2016.
- 2 James Stewart, "Calculus: Early Transcendentals", Cengage Learning, 8th Edition, New Delhi, 2015.

REFERENCES:

- 1 Dr.P.Sivaramakrishnadas, Dr.C.Vijayakumari., Matrices and Calculus Pearson Publications Andrews. L.C and Shivamoggi. B, "Integral Transforms for Engineers" SPIE Press, 1999.
- 2 Anton. H, Bivens. I and Davis. S, " Calculus ", Wiley, 10th Edition, 2016

- 3 Bali. N., Goyal. M. and Watkins. C., —Advanced Engineering MathematicsII, Firewall Media (An imprint of Lakshmi Publications Pvt., Ltd.,), New Delhi, 7th Edition, 2009.
- Narayanan. S. and Manicavachagom Pillai.T. K., —Calculus" 4 Volume I and II, S. Viswanathan Publishers Pvt. Ltd., Chennai, 2009.

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1st ACM Date 09-09-2023 Approved



23AM101	PROGRAMMING IN C AND C++	L	T	P	C
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COURSE OBJECTIVES:

- To familiarize with C programming constructs.
- To know about the essence of programing.
- To study programs in C using arrays, strings and Pointers
- To learn programs in C++ using class and objects.
- To understand applications in C++ using operator overloading.
- To study applications in C using inheritance and polymorphism.

UNIT I INTRODUCTION TO PROGRAMMING 9+3 LANGUAGE

Introduction to programming language paradigms – Problem solving methods-Flowcharts and Algorithms, Introduction to C-Structure of C, Compilation and Execution, C-character set, identifiers & Keywords, variables and constants, data types, expressions, operators in C, Input and output statements in C.

UNIT II ESSENCE OF C PROGRAMMING 9+3

Control structures – Decision making and branching, looping structures, switch-case, break and continue, goto statement, functions – advantages, storage classes, creating user-defined functions, recursion, Parameter passing, arrays- types of arrays, arrays and functions.- Introduction to pointers-pointer declaration, pointer operators, Dynamic memory allocation.

UNIT III OBJECT ORIENTED PROGRAMMING 9+3

Introduction to object-oriented programming – Difference between function-oriented programming and object-oriented programming, Features of OOP, Applications of OOP, structure of C++ program with simple C++ program, basics of console Input and Output, C++ data types, Operators in C++, Control Structures, Functions-inline functions, default arguments, function overloading.

UNIT IV | CLASSES AND OBJECTS

9+3

Classes and Objects: Specifying a class, defining member functions, Access control, constructors and destructors, Friend functions – Inheritance – Class hierarchy, derived classes, types of inheritance, Polymorphism-static binding, dynamic binding, method overloading with virtual functions, pure virtual functions, abstract classes

UNIT V OPERATOR OVERLOADING

9+3

Operator overloading-this pointer, applications of this pointer, operator function, operator overloading. Exception handling- Try, throw and catch, Dynamic Memory management, new and delete operators, object copying, copy constructor.

TOTAL: 60 PERIODS

COURSE OUTCOMES:

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

- **CO1:** To familiarize with C programming constructs.
- CO2: To develop programs in C using basic constructs.
- CO3: To develop programs in C using arrays, strings and Pointers
- **CO4:** To develop programs in C++ using class and objects.
- CO5: To develop applications in C++ using operator overloading.
- CO6: To develop applications in C using inheritance and polymorphism.

TEXT BOOKS:

- 1 Programming in C by E.Balaguruswamy, McGrawhill 6th Edition.
- **2** Object oriented Programming with C++ by E.Balaguruswamy McGrawHill Education.

REFERENCES:

- 1 ReemaThareja, "Programming in C", Oxford University Press, Second Edition, 2016.
- 2 The C++ Programming Language" (4th Edition) by Bjarne Stroustrup

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23HS102	HERITAGE OF TAMILS	L	T	P	C
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COURSE OBJECTIVES:

- Explain the classical literature of Tamil and highlight notable Tamil poets.
- Explain the creation of traditional Tamil musical instruments.
- Explain the sports and games associated with Tamil heritage.
- Explore the education and literacy practices during the Sangam period.
- Explain the contributions of Tamils to the Indian freedom struggle.
- Explain the development and history of printing in Tamil Nadu.

UNIT I LANGUAGE AND LITERATURE 3

Language Families in India – Dravidian Languages – Tamil as a Classical Language – Classical Literature in Tamil – Secular Nature of Sangam Literature – Distributive Justice in Sangam Literature – Management Principles in Thirukural – Tamil Epics and Impact of Buddhism & Jainism in Tamil Land – Bakthi Literature Azhwars and Nayanmars – Forms of minor Poetry – Development of Modern literature in Tamil – Contribution of Bharathiyar and Bharathidhasan.

UNIT II HERITAGE - ROCK ART PAINTINGS TO 3 MODERN ART - SCULPTURE

Hero stone to modern sculpture – Bronze icons – Tribes and their handicrafts – Art of temple car making – – Massive Terracotta sculptures, Village deities, Thiruvalluvar Statue at Kanyakumari, Making of musical instruments – Mridhangam, Parai, Veenai, Yazh and Nadhaswaram – Role of Temples in Social and Economic Life of Tamils.

UNIT III	FOLK AND MARTIAL ARTS	3							
Therukoothu, Karagattam, Villu Pattu, Kaniyan Koothu, Oyillattan									
Leatherpuppetry, Silambattam, Valari, Tiger dance - Sports an									
Games of Tamils.									
UNIT IV	THINAI CONCEPT OF TAMILS	3							
Flora and	Fauna of Tamils & Aham and Puram Concept f	rom							
	yam and Sangam Literature - Aram Concept of Tam								
Education	and Literacy during Sangam Age - Ancient Cities	and							
Ports of Sa	angam Age – Export and Import during Sangam Ag	ge -							
Overseas (Conquest of Cholas								
UNIT V	CONTRIBUTION OF TAMILS TO INDIAN	3							
	NATIONAL MOVEMENT AND INDIAN								
	CULTURE								
Contributi	on of Tamils to Indian Freedom Struggle - The Cult	ural							
10.77	of Tamils over the other parts of India - Self-Res								
2007	t - Role of Siddha Medicine in Indigenous System	•							
100	- Inscriptions & Manuscripts - Print History of Ta								
Books.	COLLEGE OF TECHNOLOGY	to to							
-	TOTAL: 15 PERI	ODS							
COURSE	OUTCOMES:								
After comp	pletion of the course, the students will be able to:								
CO1: Expl	ain the evolution of Tamil language and literature,								
focus	sing on its cultural, ethical, and secular themes.								
CO2: Outli	ine the making of musical instruments related to Tam	il							
herit	ě								
CO3: Discuss the sports and games of Tamils									
CO4: Expl	ain the education and literacy during Sangam age.								
_	ess the importance and contribution of Tamils to Indi	an							
	dom Struggle								
CO6: Outli	ine the print history of books in Tamil Nadu								

TEXT I	BOOK	S:															
1	தமிழ்நாடு பாடநூல் மற்றும் கல்வியியல் பணிகள் கழகம்).																
5	தமிழக வரலாறு–மக்களும் பண்பாடும்–கே.கேபிள்ளை (வெளியீடு:																
2	கணினித்தமிழ் – முனைவர் இல. சுந்தரம் (விகடன் பிரசுரம்).																
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	பொருனை- ஆற்றங்கரை நாகரிகம் (தொல்லியல்																
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23PH111	ENGINEERING PHYSICS	L	T	P	C
		3	0	2	4

COURSE OBJECTIVES:

- To make the students effectively achieve an understanding of mechanics.
- To enable the students to gain knowledge of electromagnetic waves and its applications.
- To introduce the basics of optics and lasers.
- To equip the students successfully understand the importance of quantum physics.
- To motivate the students towards the applications of quantum mechanics.

UNIT I MECHANICS 9

Types of stress, Stress-strain diagram and its uses-factors affecting elastic modulus- tensile strength- Bending of beams, bending moment – theory and experiment: Uniform and non-uniform bending, Center of mass (CM) – CM of continuous bodies –rod, motion of the CM. Rotation of rigid bodies: Rotational kinematics – rotational kinetic energy and moment of inertia - theorems of M .I –moment of inertia of rod, disc, solid sphere – M.I of a diatomic molecule – torque –rotational energy state of a rigid diatomic molecule – M.I of disc by torsional pendulum

UNIT II | ELECTROMAGNETIC WAVES 9

Concept of field-introduction to gradient, divergence and curl of field – Stokes theorem (No proof)-Gauss divergence theorem (No proof) - The Maxwell's equations in integral form and differential form - wave equation; Plane electromagnetic waves in vacuum - properties of electromagnetic waves: speed, amplitude, phase, orientation and waves in matter - Energy and momentum in EM waves-Poynting's vector - Cell-phone reception.

UNIT III	OPTICS AND LASERS	9								
Reflection and refraction of light waves - total internal reflection -										

types of optical fiber, Numerical Aperture and acceptance angle - interference -Theory of air wedge and experiment. Theory of laser - characteristics - Spontaneous and stimulated emission - Einstein's coefficients(Qualitative) - population inversion - CO2 laser, semiconductor laser (Homo junction) - Applications of lasers in industry.

UNIT IV BASIC QUANTUM MECHANICS

9

Photons and light waves - Electrons and matter waves - Compton effect - The Schrodinger equation (Time dependent and time independent forms) - meaning of wave function - Normalization - Free particle - particle in a infinite potential well: 1D,2D and 3D Boxes- Normalization, probabilities and the correspondence principle.

UNIT V ADVANCED QUANTUM MECHANICS

9

The harmonic oscillator(qualitative)- Barrier penetration and quantum tunneling(qualitative)- Tunneling microscope - Resonant diode - Finite potential wells (qualitative)- Bloch's theorem for particles in a periodic potential -Basics of Kronig-Penney model and origin of energy bands.

TOTAL: 45 PERIODS

PRACTICAL EXERCISES: (Any Seven Experiments)

- 1. Torsional pendulum Determination of rigidity modulus of wire and moment of inertia of regular and irregular objects
- 2. Simple harmonic oscillations of cantilever
- 3. Non-uniform bending- Determination of Young's modulus
- 4. Uniform bending-Determination of Young's modulus
- 5. Laser-Determination of the wavelength of the laser using grating
- 6. Airwedge- Determination of thickness of a thinsheet / wire

- 7. a) Optical fibre-Determination of Numerical Aperture and acceptance angle
 - b) Compact disc-Determination of width of the groove using laser.
- 8. Acoustic grating-Determination of velocity of ultrasonic waves in liquids.
- 9. Ultrasonic interferometer–determination of the velocity of sound and compressibility of liquids
- 10. Post office box-Determination of Band gap of a semiconductor.
- 11. Photoelectric effect
- 12. Michelson Interferometer.
- 13. Melde's string experiment
- 14. Experiment with lattice dynamics kit.

TOTAL: 30 PERIODS

COURSE OUTCOMES:

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

- **CO1:** Determine the mechanical properties of materials.
- CO2: Apply the principles of electromagnetic waves to real world system.
- CO3: Determine the thickness of thin wire and the characteristic parameter of an optical fiber.
- **CO4:** Apply the principles of lasers to real world application.
- CO5: Organize the quantum mechanical properties of particles and waves.
- **CO6:** Utilize the quantum mechanical principles towards the formation of energy bands.

TEXT BOOKS:

- 1 D.Kleppner and R.Kolenkow, "An Introduction to Mechanics", McGraw Hill Education (Indian Edition), 2017.
- **2** Arthur Beiser, Shobhit Mahajan, S. Rai Choudhury, "Concepts of Modern Physics", McGraw-Hill (Indian Edition), 2017.

REFI	REFERENCES:															
1	R.Wolf	son	," E	Esse	ntia	al U	niv	ers	ity	Phy	sics	", V	olur	ne i	1 &	2.
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2	Paul A	. T	iple	r, '	'Ph	ysic	: -	Vo	lun	ne 1	l &	2",	CBS	5, (Indi	an
	Edition)	, 20	04.													
3	K.Thya	gar	ajar	n ai	nd	A.C	Gha	tak,	"La	ser	s: F	unda	ame	ntal	s a	nd
	Applica	tion	ıs,"	La	xmi	Pu	blic	atic	ns,	(In	dian	Edi	tion), 20)19.	
4	D.Hallio	D.Halliday, R.Resnick and J.Walker, "Principles of Physics",														
	Wiley (1	Viley (Indian Edition), 2015.														
5	N.Garc	N.Garcia, A.Damask and S.Schwarz, "Physics for Computer														
	Science	cience Students", Springer Verlag, 2016.														
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23CY111	ENGINEERING CHEMISTRY	L	T	P	C
		3	0	2	4

- To inculcate sound understanding of water quality parameters and water treatment techniques.
- To impart knowledge on the basic principles and preparatory methods of nanomaterials.
- To introduce the basic concepts and applications of phase rule and composites.
- To facilitate the understanding of different types of fuels, their preparation, properties and combustion characteristics.
- To familiarize the students with the operating principles, working processes and applications of energy conversion and storage batteries.

UNIT I WATER AND ITS TREATMENT

Water: Sources and impurities, Water quality parameters: Definition and significance of-color, odour, turbidity, pH, hardness, alkalinity, TDS, COD and BOD, flouride and arsenic. Sewage treatment primary treatment and disinfection (UV, Ozonation, break-point chlorination). Hardness-Estimation of Hardness of water by EDTA-numerical Problems-Desalination of brackish water: Reverse Osmosis. Boiler troubles: Scale and sludge, Boiler corrosion, Caustic embrittlement, Priming &foaming. Treatment of boiler feed water: Internal treatment (phosphate, colloidal, sodium aluminate and calgon conditioning) and External treatment – Ion exchange demineralization and zeolite process

UNIT II NANOCHEMISTRY 9

Basics: Distinction between molecules, nanomaterials and bulk materials; Size-dependent properties (optical, electrical, mechanical and magnetic); Types of nanomaterials (Metal oxide and Metal) Synthesis and Characterization of nanomaterials: sol-gel, solvothermal, laser ablation, chemical

vapour deposition, electrochemical deposition and electro spinning. Applications of nanomaterials in medicine, energy, sensor, electronics and catalysis.

UNIT III PHASE RULE AND COMPOSITES

9

Phase rule: Introduction, definition of terms with examples. One component system - water system; CO₂ system; Reduced phase rule; Two component system: lead-silver system -Pattinson process. Composites: Definition & Need for composites; Constitution: Matrix materials (Polymer matrix, metal matrix and ceramic matrix) and Reinforcement (fiber, particulates, flakes and whiskers). Properties and applications of: Metal matrix composites (MMC), Ceramic matrix and Polymer composites. Hybrid composites matrix composites - definition and examples.

UNIT IV FUELS AND COMBUSTION

q

Fuels: Fossil Fuels, Classification of fuels; Coal and coke: Analysis of coal (proximate and ultimate), Carbonization, Manufacture of metallurgical coke (Otto Hoffmann method). Petroleum and Diesel: Manufacture of synthetic petrol (Bergius process), Knocking – octane number, diesel oil – cetane number; Power alcohol and biodiesel. Combustion of fuels: Introduction: Calorific value – higher and lower calorific values, Theoretical calculation of calorific value; Ignition temperature: spontaneous ignition temperature, Explosive range; Flue gas analysis – ORSAT Method. CO₂ emission and carbon sequestration, Green Hydrogen.

UNIT V ENERGY SOURCES AND STORAGE DEVICES

5

Nuclear fission and fusion- light water nuclear power plant, breeder reactor. Solar energy conversion: Principle, working and applications of solar cells; Recent developments in solar cell materials. Wind energy; Geothermal energy; Batteries: Types of batteries, Primary battery – dry cell, Secondary battery – lead acid battery and lithium-ion battery; Electric vehicles – working

principles; Fuel cells: H₂-O₂ fuel cell, microbial fuel cell and its advanced technology, supercapacitor.

TOTAL: 45 PERIODS

LIST OF EXPERIMENTS

TOTAL: 30 PERIODS

- 1. Determination of hardness causing salts in water sample by EDTA method.
- 2. Determination of alkalinity in water sample.
- 3. Determination of chloride content of water sample by argentometric method.
- 4. Determination of strength of given Barium chloride using conductivity meter.
- 5. Determination of strength of Acid using pH meter.
- 6. Determination of strength of FAS by potentiometer
- 7. Determination of strength of acids in a mixture using conductivity meter.
- 8. Preparation of nanoparticles (TiO₂/ZnO/CuO) by Sol-Gel method.
- 9. Estimation of Nickel in steel

COURSE OUTCOMES:

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

- CO1: Interpret the quality of water from quality parameter data and propose suitable treatment methodologies to treat water.
- CO2: Illustrate the basic concepts of nanoscience and nanotechnology in designing the synthesis of nanomaterials for engineering and technology applications.
- CO3: Estimate the knowledge of phase rule and composites for material selection requirements
- CO4: Choose a suitable fuel for engineering processes and applications
- CO5: Relate the different forms of energy resources and apply them for suitable applications in energy sectors.
- CO6: Explain the different types of batteries, fuel cells and working principles of Electric vehicles

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	Universities Press-IIM Series in Metallurgy and Materials Science 2018														
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	Education (India) Private Limited, 2nd Edition, 2017.														
	Friedrich Emich, "Engineering Chemistry", Scientific														
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	International PVT, LTD, New Delhi, 2014New Delhi, 2018. ShikhaAgarwal, "Engineering Chemistry-Fundamentals and														
	Applications", Cambridge University Press, Delhi, Second														
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23 A N/I	121	PROGRAMMING IN C AND C++	L	Т	P	C
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COUR	SEC	OBJECTIVES:	ŭ			_
• T	o fai	miliarize with C programming construc	ts.			
		evelop programs in C using basic constr		s.		
• T		evelop programs in C using arrays,			ar	nd
• T	o de	evelop programs in C++ using class and	obj	ects.		
		develop applications in C++ usir oading.	ng	оре	erat	or
p	olyn	evelop applications in C using inhonorphism.	erit	ance	ar	nd
LIST C		XPERIMENTS:				
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	a) Write a C program to generate prime r			_	
2	b	between 1 to n. Write a C program to Check whether g is Armstrong Number or Not.	give	n nu	ımb	er
	c	Write a C program to evaluate algebra (ax+b)/(ax-b).	ic e	xpre	ssic	n
	a) Write a C program to find the roots of	a q	uadr	atic	
3	b	equation.Write a C program that performs arith operations using switch statement.	met	tic		
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using recursive function

	a) Write a C program to find both the largest and
	smallest number in a list of integers.
5	b) Write a C Program to Sort the Array in an
3	Ascending Order.
	c) Write a C Program to find whether the given matrix
	is symmetric or not.
6	To write a C program to add and multiply two matrices.
	a) To write a C program to sort the names in
7	alphabetical order using string function.
7	b) To write a C program to calculate area of a triangle
	using pointers and functions.
	Write a Program to design a class having static member
8	function named showcount() which has the property of
	displaying the number of objects created of the class.
	Write a Program using class to process Shopping List for a
	Departmental Store. The list includes details such as the
9	Code No and Price of each item and perform the operations
Į.	like Adding, Deleting Items to the list and Printing the Total
1	value of an Order.
	Write a Program which creates & uses an array of objects of
10	a class.(for e.g. implementing the list of Managers of a
	Company having details such as Name, Age, etc).
	Write a Program to find Maximum out of Two Numbers
44	using friend function.
11	Note: Here one number is a member of one class and the
	other number is a member of some other class.
	Write a Program to overload operators like *, <<, >> using
12	friend function. The following overloaded operators should
	work for a class vector.
	Write a Program to design a student class representing
	student roll no. and a test class (derived class of student)
13	representing the scores of the student in various subjects
	and sports class representing the score in sports. The sports
	and test class should be inherited by a result class having
	, , , , , , , , , , , , , , , , , , , ,

		the functionality to add the scores and display the result for a student.														
14	Write a	a pr	ogr	am	illu	stra	itin	g th	ie u	se c	of vii	rtual	l fur	nctio	ns i	n
	TOTAL: 60 PERIODS															
COs														P	SO	s
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23HS121	COMMUNICATION SKILLS	L	T	P	C
	LABORATORY	0	0	2	1
COURSE O	BJECTIVES:				
• To en	able the students to comprehend the mai	n id	ea a	and	
specif	ic information of the listening passage				
	lp students express themselves clearly, a	nd			
comm	nunicate effectively with others.				
	troduce authentic language use and conte		-		
vocab	oulary that might not be encountered in to	extb	ook	S.	
Exercise:1	Listening to conversations set in everyda	ay s	ocia	ıl	
	context and complete gap-filling exercise	e			
Exercise: 2	Listening to a monologue in everyday so	ocia	l co	nte	ĸt.
	Diagram labelling and MCQ				
Exercise: 3	Listening to a group conversation in aca	den	nic s	setti	ng
100	and answer MCQ			A.	
Exercise: 4	Listening to a lecture and answer MCQ	or g	ap i	filliı	ng
Exercise: 5	Listening to Ted Talks, podcasts, docum	ent	arie	s -	
1 8	discussion	-			
Exercise: 6	Listening to a lecture and reading a text	on	the	san	ne
	subject- compare and contrast				
Exercise: 7	Speaking Introducing oneself	(Alachi			
Exercise:8	Answering questions based on the intro	duc	tior	1	
Exercise: 9	Speaking on a given prompt for 2 mins.				
Exercise :10	Answering questions based on the topic	spo	okei	1	
Exercise :11	Role play- Engaging in conversation				
Exercise :12	Engaging in Podcast Discussion				
	TOTAL	L: 2	5 PE	RI	ODS
COURSE O	UTCOMES:				
After c	ompletion of the course, the students wil	l be	abl	e to	:
CO1: Demo:	nstrate fluency in speaking in variety of s	situa	tio	ns	

42

CO2: Express their knowledge by talking continuously for more

than two minutes on a topic

CO3:	: Develop active listening for more meaningful interactions and															
	convers	atic	ons													
CO4:	Use a fu	ıll r	ang	ge o	f str	uct	ure	s na	tur	ally	and	lapp	orop	riat	tely	
CO5:	Identify	the	e sp	ecif	ic iı	nfoi	ma	tior	in	cor	vers	atio	ns, i	nte	rvie	ws,
	talks an	d le	ectu	res												
CO6:	Develop	o th	e al	oilit	y to	COI	mpa	are a	and	an	alyse	e dif	fere	nt f	orm	s of
	informa	information, identifying key similarities and differences.														
,		Os POs PSOs														
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Recommended by Board of Studies 28-07-2023																
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SEMESTER - II

23HS201	PROFESSIONAL ENGLISH	L	T	P	C
		3	0	0	3

COURSE OBJECTIVES:

- To help learners extract information from longer, technical and scientific texts
- To familiarize learners with different text structures by engaging them in reading, writing and grammar learning activities
- To help learners write coherent, extensive reports and essays.
- To enable learners to use language efficiently while expressing their opinions in professional and business situations

UNIT I WORKPLACE COMMUNICATION

9

Reading – Reading brochures (technical context), advertisements, telephone messages, gadget reviews social media messages, digital communication relevant to technical contexts and business. Writing – Writing emails -emails on professional contexts including introducing oneself, writing checklist, writing single sentence definition, product description- advertising or marketing slogans, Language Development– Tenses, Concord, Question types: Wh/ Yes or No/ and Tags, imperative sentences, complex sentences. Vocabulary - One-word substitutes; Abbreviations & Acronyms as used in technical contexts and social media.

UNIT II EXPRESSING CAUSE AND EFFECT

9

Reading - Reading longer technical texts- Cause and Effect Essays, and emails of complaint. Writing - writing complaint emails (raising tickets) and responses to complaints, writing Cause and effect paragraphs and essays. Language Development- Active, Passive and Impersonal Passive Voice transformations, Infinitive and Gerunds Vocabulary - Synonyms- contextual meaning of

words, Same word acting as different parts of speech, causal expressions.

UNIT III | PROVIDING SOLUTIONS TO PROBLEMS

9

Reading - Case Studies, editorials, news reports etc. Writing - Letter to the Editor, Writing instructions and recommendations, Problem solution essay / Argumentative Essay, Language Development - Error correction; If conditional sentences Vocabulary - Compound Words, discourse markers.

UNIT IV | INTERPRETATION OF GRAPHICS

9

Reading - Reading newspaper articles, nonverbal communication (charts and graphs) Writing -Transferring information from nonverbal (chart, graph etc, to verbal mode) Process- description. Language development-Possessive & Relative pronouns, numerical adjectives Vocabulary Homonyms and Homophones, sequence words.

UNIT V REPORT WRITING AND RESUME WRITING

9

Reading - Company profiles, journal reports. Language Development- Reported Speech Vocabulary-reporting words and phrases. Writing - Writing accident report, survey report and progress report, project proposal, minutes of the meeting, writing statement of purpose, internship application and resume

TOTAL: 45 PERIODS

COURSE OUTCOMES:

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

- CO1: Summarize long technical and scientific text of not less than 500 words recognizing main ideas and specific details
- CO2: Demonstrate the understanding of more complex grammatical structures and diction while reading and writing
- CO3: Use appropriate expressions to describe process and product, compare and contrast data, analyze problems, provide solutions and prove an argument in writing

ability to communicate **CO4:** Establish the effectively in professional environment through emails and reports CO5: Determine the language use appropriate for different social media platforms used for digital marketing CO6: Convert skills to assets and position themselves in job market through their own professional narratives TEXT BOOKS: V. Chellammal, Deepa Mary Francis, K N Shoba, P R Sujatha 1 Priyadharshini, Veena Selvam, English for Science & Technology I, Cambridge University Press and Assessment V. Chellammal, Deepa Mary Francis, K N Shoba, P R Sujatha 2 Priyadharshini, Veena Selvam, English for Science & Technology II, Cambridge University Press and Assessment **REFERENCES:** Business Correspondence and Report Writing by Prof. R.C. 1 Sharma & Krishna Mohan, Tata McGraw Hill & Co. Ltd., 2001, New Delhi. Developing Communication Skills by Krishna Mohan, 2 Meera Bannerji- Macmillan India Ltd. 1990, Delhi. **POs PSOs** COs 2 5 6 9 12 2 1 3 7 8 10 11 1 2 2 3 1 1 1 2 2 3 2 3 1 2 3 2 4 2 3 2 2 3 2 5 1 6 2 3 3 **Overall** 2 3 3 1 1 Correlation

28-07-2023 1st ACM

Date

09-09-2023

Recommended by Board of Studies

Approved

23MA202	DISCRETE MATHEMATICS	L	T	P	С
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- To develop student's logical and mathematical maturity and ability to deal with abstraction.
- To introduce most of the basic terminologies used in computer science related courses and application of ideas to solve practical problems.
- To understand the basic concepts of combinatorics and graph theory.
- To familiarize the applications of algebraic structures
- To understand the concepts and significance of Lattices and Boolean algebra which are widely used in computer science and engineering.

UNIT I LOGIC AND PROOFS

9+3

Propositional logic – Propositional equivalences - Predicates and quantifiers – Nested quantifiers – Rules of inference - Introduction to proofs – Proof methods and strategy.

UNIT II COMBINATORICS

9+3

Mathematical induction - The basics of counting - Well ordering - Strong induction - The pigeonhole principle - Permutations and Combinations - Recurrence relations - Solving linear recurrence relations - Generating functions - Inclusion and exclusion principle and its applications.

UNIT III | GRAPHS

9+3

Graphs and graph models - Graph terminology and special types of graphs - Matrix representation of graphs and graph isomorphism - Connectivity - Euler and Hamilton paths.

UNIT IV | ALGEBRAIC STRUCTURES

9+3

Algebraic systems - Semi groups and monoids - Groups - Subgroups - Homomorphism's - Normal subgroup and cosets - Lagrange's theorem - Definitions and examples of Rings and Fields.

UNIT V LATTICES AND BOOLEAN ALGEBRA 9+3 Partial ordering - Posets - Lattices as posets - Properties of lattices - Lattices as algebraic systems - Sub lattices - Direct product and homomorphism - Some special lattices - Boolean algebra -Boolean Homomorphism. **TOTAL: 60 PERIODS COURSE OUTCOMES:** After completion of the course, the students will be able to: **CO1:** Apply the concepts of propositional and predicate calculus to the given logical statements. CO2: Apply the idea of combinatorial techniques to various engineering problems. **CO3:** Find the solutions for technical problems using graphs. CO4: Apply the concepts and properties of algebraic structures in computational theory. CO5: Apply the lattice structure and its properties to engineering problems. CO6: Apply Boolean expressions in areas like computational theory. TEXT BOOKS: Rosen. K.H., "Discrete Mathematics and its Applications", 1 7th Edition, Tata McGraw Hill Pub. Co. Ltd., New Delhi, Special Indian Edition, 2017. Tremblay. J.P. and Manohar. R, "Discrete Mathematical 2 Structures with Applications to Computer Science", Tata McGraw Hill Pub. Co. Ltd, New Delhi, 30th Reprint, 2011. **REFERENCES:** Dr.P.Sivaramakrishnadas, Dr.C.Vijayakumari, Discrete 1 Mathematics Pearson Publications. Grimaldi. R.P. "Discrete and Combinatorial Mathematics: 2 An Applied Introduction", 5thEdition, Pearson Education Asia, Delhi, 2013

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Date

25-05-2025

2nd ACM

Approved by Academic

23PH205	PHYSICS FOR INFORMATION	L	T	P	C
	SCIENCE	3	0	0	3

- To make the students understand the importance in studying electrical properties of materials.
- To enable the students to gain knowledge in semiconductor physics
- To instill knowledge on magnetic properties of materials.
- To establish a sound grasp of knowledge on different optical properties of materials, optical displays and applications
- To inculcate an idea of significance of nano structures, quantum confinement, ensuing nano device applications and quantum computing.

UNIT I ELECTRICAL PROPERTIES OF MATERIALS

9

Classical free electron theory - Expression for electrical conductivity - Thermal conductivity, expression - Wiedemann-Franz law - Success and failures - electrons in metals - Particle in a three-dimensional box - degenerate states - Fermi- Dirac statistics - Density of energy states - Electron in periodic potential - Energy bands in solids - tight binding approximation - Electron effective mass - concept of hole.

UNIT II SEMICONDUCTOR PHYSICS

(

9

Intrinsic Semiconductors – Energy band diagram – direct and indirect band gap semiconductors – Carrier concentration in intrinsic semiconductors – extrinsic semiconductors – Carrier concentration in N-type & P-type semiconductors – Variation of carrier concentration with temperature – variation of Fermi level with temperature and impurity concentration – Carrier transport in Semiconductor: random motion, drift, mobility and diffusion (qualitative) – Hall effect and devices – Ohmic contacts – Schottky diode – introduction to solid state drive (SSD)

UNIT III | MAGNETIC PROPERTIES OF MATERIALS

Magnetic dipole moment – atomic magnetic moments- magnetic permeability and susceptibility - Magnetic material classification:

diamagnetism – paramagnetism – ferromagnetism – antiferromagnetism – ferrimagnetism – Ferromagnetism: origin and exchange interaction- saturation magnetization and Curie temperature – Domain Theory- M versus H behaviour – Hard and soft magnetic materials – examples and uses-– Magnetic principle in computer data storage – Magnetic hard disc (GMR sensor).

UNIT IV OPTICAL PROPERTIES OF MATERIALS

9

Classification of optical materials – carrier generation and recombination processes - Absorption emission and scattering of light in metals, insulators and semiconductors (concepts only) - photo current in a P-N diode – solar cell - LED – Organic LED – Laser diodes – Optical data storage techniques.

UNIT V NANODEVICES AND QUANTUM COMPUTING

9

Introduction - quantum confinement - quantum structures: quantum wells, wires and dots -- band gap of nanomaterials. Tunneling - Single electron phenomena: Coulomb blockade - resonant- tunneling diode - single electron transistor - quantum cellular automata - Quantum system for information processing - quantum states - classical bits - quantum bits or qubits -CNOT gate - multiple qubits - Bloch sphere - quantum gates - advantage of quantum computing over classical computing.

TOTAL: 45 PERIODS

COURSE OUTCOMES:

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

- CO1: Apply the knowledge of classical and quantum electron theories to energy band structures.
- CO2: Utilize the basics of intrinsic and extrinsic semiconductor physics and its application in various devices.
- CO3: Apply the knowledge of magnetic properties of materials in data storage.
- CO4: Explain the electro optical properties and optoelectronic devices.
- CO5: Explain the quantum structures, quantum confinement and Nano devices.

CO6	Explain	th	e r	ole	of	αι	ıani	tum	st	ruc	ture	s in	inf	forn	nati	on
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23IT201	DATA STRUCTURES AND	L	T	P	C
	ALGORITHMS	3	0	0	3

- To impart the basic concepts of data structures and algorithms.
- To be familiar with writing recursive methods.
- To implement operations on Linked List, Stack and Queues.
- To implement traversal operations of trees and graphs.
- To understand concepts about various algorithm design techniques, searching and sorting techniques.

UNIT I INTRODUCTION TO ALGORITHMS

9

Introduction to Data vs Information - Data Structures - Classification Abstraction - Abstract data types (ADT) - Array - Characteristics - Storage Representations. Array Order Reversal-Recursion- Array operations, Algorithm- complexity Time and Space trade off.

UNIT II LINKED LIST

9

Array vs Linked List Singly linked list - Representation of a linked list in memory - Operations on a singly linked list - Merging two singly linked lists into one list - Reversing a singly linked list Polynomial Manipulation using List - Advantages and disadvantages of singly linked list - Circular linked list-Doubly linked list - Circular Doubly Linked List.

UNIT III | STACKS & QUEUES

9

Introduction Array Representation of a Stack Linked List Representation of a Stack - Stack Operations - Algorithm for Stack Operations - Stack Applications: Tower of Hanoi - Infix to postfix Transformation - Evaluating Arithmetic Expressions. Queue Introduction Array Representation of Queue Linked List Representation of Queue - Queue Operations - Algorithm for Queue Operations - Queue Applications: Priority Queue.

UNI	ΓIV	TREES AND GRAPHS	9
Preli	minar	ries of Tree ADT - Binary Trees - The Search Tree A	ADT
		rch Trees - AVL Trees - Tree Traversals - B-Trees - H	
Tree	Preli	minaries of Graph ADT - Representation of Gra	aph,
Grap	h Tra	versal - BFS DFS Applications of Graph Shortest - I	Path
Algo	rithm	s Minimum Spanning Tree Prims Algorithm.	
UNI	ΓV	GRAPH ALGORITHM DESIGN TECHNIQUES	9
		AND SEARCHING AND SORTING	
		TECHNIQUES	
Divid	le an	d Conquer Strategy - Greedy Algorithm - Dyna	mic
		ning - Backtracking Strategy - List Searches using Lin	
_		inary Search - Fibonacci Search - Sorting Techniqu	
		ort - Heap sort - Bubble sort - Quick sort - Merge so	
		f sorting techniques.	
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COU	RSE	TOTAL: 45 PERIO	ODS
COU	1.00		
	After	OUTCOMES:	
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CO1:	After Illus Dem	OUTCOMES: c completion of the course, the students will be able trate the concept of recursive algorithms.	
CO1: CO2: CO3:	After Illus Dem Illus	OUTCOMES: c completion of the course, the students will be able trate the concept of recursive algorithms. constrate the different types of data structures.	to:
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CO1: CO2: CO3: CO4:	After Illus Dem Illus Selec prob Expl	OUTCOMES: c completion of the course, the students will be able to trate the concept of recursive algorithms. constrate the different types of data structures. trate the operations on linear data structures. et appropriate data structure as applied to specialem definition.	to:
CO1: CO2: CO3: CO4:	After Illus Dem Illus Selec prob Expl techi	outcomes: completion of the course, the students will be able to trate the concept of recursive algorithms. constrate the different types of data structures. trate the operations on linear data structures. ct appropriate data structure as applied to specialem definition. ain and implement the various algorithm descriptions.	to: fied
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"Introduction to algorithms", 3rd edition, MIT.

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23HS203	TAMILS AND TECHNOLOGY	L	T	P	C
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- To summarize the weaving industry and ceramic technology during Sangam Age
- To explain the design and construction of houses during Sangam Age and the sculptures and temples of Chola, Pallava and Pandya period
- To Explain about the water bodies of Sangam age and relate it to the agricultural usage
- To Outline to students the agriculture and irrigation technology during the Chola Period
- To help students Interpret and explain the digitalization of Tamil books and development of Tamil software

UNIT IWEAVING AND CERAMIC TECHNOLOGY3Weaving Industry during Sangam Age - Ceramic technology -Black and Red Ware Potteries (BRW) - Graffiti on Potteries.

UNIT II DESIGN AND CONSTRUCTION 3 TECHNOLOGY

Designing and Structural construction House & Designs in household materials during Sangam Age - Building materials and Hero stones of Sangam age - Details of Stage Constructions in Silappathikaram - Sculptures and Temples of Mamallapuram - Great Temples of Cholas and other worship places - Temples of Nayaka Period - Type study (Madurai Meenakshi Temple)-Thirumalai Nayakar Mahal - Chetti Nadu Houses, Indo - Saracenic architecture at Madras during British Period.

UNIT III | MANUFACTURING TECHNOLOGY

3

Art of Ship Building - Metallurgical studies - Iron industry - Iron smelting, steel -Copper and gold- Coins as source of history - Minting of Coins - Beads making-industries Stone beads - Glass beads - Terracotta beads - Shell beads/ bone beats - Archeological evidences - Gem stone types described in Silappathikaram.

UNIT IV | AGRICULTURE AND IRRIGATION 3 **TECHNOLOGY** Dam, Tank, ponds, Sluice, Significance of Kumizhi Thoompu of Chola Period, Animal Husbandry - Wells designed for cattle use - Agriculture and Agro Processing - Knowledge of Sea - Fisheries - Pearl - Conche diving - Ancient Knowledge of Ocean -Knowledge Specific Society. UNIT V | SCIENTIFIC TAMIL & TAMIL COMPUTING 3 Development of Scientific Tamil - Tamil computing Digitalization of Tamil Books -Development of Tamil Software -Tamil Virtual Academy - Tamil Digital Library - Online Tamil Dictionaries - Sorkuvai Project. **TOTAL: 15 PERIODS COURSE OUTCOMES:** After completion of the course, the students will be able to: CO1: Summarize the weaving industry and ceramic technology during Sangam Age CO2: Explain the design and construction of houses during Sangam Age CO3: Explain the sculptures and temples of Chola, Pallava and Pandya period. **CO4:** Explain about the water bodies of Sangam age and relate it to the agricultural usage CO5: Outline the agriculture and irrigation technology during the Chola Period. CO6: Interpret and explain the digitalization of tamil books and development of Tamil software **TEXT BOOKS:** Dr.K.K.Pillay, "Social Life of Tamils", A joint publication of 1

TNTB & ESC and RMRL

REFI	ERENCE	S:														
1	Dr.S.Sir	nga	rav	elu	,"S	ocia	al L	ife	of	the	Tan	nils ·	- The	e Cl	lass	ical
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23EE281	BASIC ELECTRICAL AND	L	T	P	C
	ELECTRONICS ENGINEERING	2	0	2	3
COURSE OF	BJECTIVES:			ļ	
• To	introduce the basics of electric circuits a	nd a	naly	ysis	
	impart knowledge in the basics of worki	ing p	orin	cip]	les
	application of electrical machines				
	introduce analog devices and their chara			CS	
	educate on the fundamental concepts of	0			
	etronics, functional elements and workir	ig of			
	asuring instruments				
	demonstrate the load test on DC machin			Kin	g
	PN Junction diodes, Zener diodes and re LECTRICAL CIRCUITS	Ctiffe	ers.		6
	LECTRICAL CIRCUITS				U
DC Circuits:	Circuit Components: Conductor, Resis	tor,	Ind	ucto	or,
Capacitor- C	hm 's Law-Kirchhoff's Laws -Nodal Ai	nalys	sis,	Me	sh
analysis wi	th independent sources only (Ste	eady	. 5	State	∍)-
Introduction	to AC Circuits -Steady state analysis of	RL,	RC	c, aı	nd
RLC circuits	(<mark>Simpl</mark> e problems only).				
UNIT II E	LECTRICAL MACHINES				6
Constantion	and Martine minimals of DC Com	Mo.		EN	4T:
	and Working principle of DC Gene				
	rpes and Applications- Working Prin	_			
_	ue Equation, Types and Applications 0				
	nciple and Applications of Single-Phase	1 rar	nsto	rme	
UNIT III A	NALOG ELECTRONICS				6
PN Junction	Diodes, Zener Diode-Characteristics & A	Appl	icat	ion	s-
Bipolar Junc	tion Transistor, JFET, SCR, MOSFET,	- Ty	ype	s, I	-V
Characteristi	cs and Applications – Rectifier.				
UNIT IV D	IGITAL ELECTRONICS				6
Review of 1	number systems, Combinational logic	(ad	lder	aı	nd
	representation of logic functions-SOP an				
,	sentations and minimization using K-n				
variables).		•	` .	•	
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UNIT V MEASUREMENTS AND INSTRUMENTATION Functional elements of an instrument, Standards and calibration, Operating Principle, types- Moving Coil and Moving Iron meters, Instrument Transformers- CT and PT, DSO-Block Diagram Total: 30 PERIODS LAB COMPONENT 1. Verification of Ohms and Kirchhoff's Laws. 2. Load test on DC Shunt Motor. 3. Characteristics of PN and Zener Diodes 4. Design and analysis of Half wave and Full Wave rectifiers 5. Implementation of Binary Adder and Subtractor 6. Study of DSO Total: 30 + 30 = 60 Periods **COURSE OUTCOMES:** After completion of the course, the students will be able to: CO1: Apply fundamental laws to DC electric circuits and demonstrate it experimentally. CO2: Explain the steady state AC circuits with RL, RC, and RLC circuits CO3: Identify the working principle and applications of electrical machines with experimental results **CO4:** Demonstrate the characteristics of various analog electronic devices **CO5:** Experiment with the basic concepts of digital electronics and demonstrate the implementation of Binary Adder and Subtractor

TEXT BOOKS:

1 Kothari D P and I.J Nagrath,—Basic Electrical and Electronics Engineering , Second Edition, McGraw Hill Education, 2020

CO6: Illustrate the operating principles of measuring instruments and demonstrate DSO for the basic measurements.

2 Sedha R. S.,—A textbook book of Applied Electronics, S. Chand & Co.,2008

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23ME211	ENGINEERING GRAPHICS	L	T	P	C
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- Gain a solid foundation in the fundamental principles and concepts of engineering graphics, including conic sections, orthographic projection, isometric projection, section views and development of surfaces, perspective projection, and dimensioning.
- Develop graphic skills for communication of concepts, ideas and design of engineering products.
- Gain knowledge on drafting software to construct part models.
- Familiarize with existing national standard practices and conventions related to technical drawings.
- Enhance the ability to visualize objects in three dimensions and translate them into 2D representations.

UNIT I PLANE CURVES 9+6

Basic Geometrical constructions, Curves used in engineering practices: Conics - Construction of ellipse, parabola and hyperbola by eccentricity method - Construction of cycloid - construction of involutes of square and circle - Drawing of tangents and normal to the above curves.

LIST OF EXERCISES:

- 1. Drawing of a title block with necessary text, projection symbol and lettering using drafting software
- 2. Drafting of Conic curves Ellipse, Parabola and Hyperbola

UNIT II	PROJECTION OF POINTS, LINES AND	9+6
	PLANE SURFACE	

Orthographic projection - principles - Principal planes - First angle projection - projection of points. Projection of straight lines (only First angle projections) inclined to both the principal planes - Determination of true lengths and true inclinations by rotating line method. Projection of planes (hexagonal and pentagonal planes

only) inclined to both the principal planes by rotating object method.

LIST OF EXERCISES:

- 1. Draw the projection of points when it is placed in different quadrants
- Draw the projection of lines when it is placed in first quadrant
- 3. Draw the planes when it is placed in first quadrant.

UNIT III PROJECTION OF SOLIDS AND FREE HAND 9+6 SKETCHING

Projection of simple solids - hexagonal prism, pentagonal pyramid and cone inclined to the horizontal plane by rotating object method. Free Hand sketching: Visualization principles - Representation of Three Dimensional objects - Layout of views - Free hand sketching of multiple views from pictorial views of objects

LIST OF EXERCISES:

- 1. Practicing three dimensional modelling of simple objects.
- 2. Drawing of orthographic views from the given pictorial diagram

UNIT IV	PROJECTION OF SECTIONED SOLIDS AND	9+6
	DEVELOPMENT OF SURFACES	

Sectioning of hexagonal prism, pentagonal pyramid and cone when the cutting plane is inclined to the horizontal plane, Development of lateral surfaces of simple and sectioned solids – hexagonal prism and cone cut by a plane inclined to horizontal plane only.

LIST OF EXERCISES:

- 1. Draw the sectioned views of prisms and pyramids
- 2. Draw the development of hexagonal prism cut by a section plane inclined to the horizontal plane

UNIT V ISOMETRIC PROJECTION 9+6

Principles of isometric projection - Isometric scale - Isometric view - Isometric projections of simple solids and truncated solids - Prisms, pyramids, cylinders, cones- combination of two solid objects in simple vertical positions.

LIST OF EXERCISES:

- 1. Drawing Isometric view and projection of simple solids.
- 2. Drawing three dimensional modeling of isometric projection of combination of solids.

TOTAL: 75 PERIODS

COURSE OUTCOMES:

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

- **CO1:** Construct the conic curves, involutes and cycloids.
- CO2: Develop and Sketch the orthographic projections of points, lines and plane surfaces.
- CO3: Develop and Sketch the orthographic projections of simple solids.
- CO4: Construct the projections of sectioned solids and development of the lateral surfaces of solids.
- CO5: Develop and Sketch the isometric sections of solids.
- CO6: Develop and Sketch the orthographic projection 2D and 3D objects using Auto CAD.

TEXT BOOKS:

- 1 Bhatt N.D. and Panchal V.M., —Engineering Drawingl, Charotar Publishing House, 53rd Edition, 2019.
- 2 Basant Agarwal and Agarwal C.M.,—Engineering Drawingl, McGraw Hill, 2nd Edition, 2019

REFERENCES:

- 1 Natrajan K.V., —A Text Book of Engineering Graphicsl, Dhanalakshmi Publishers, Chennai, 2018.
- 2 Gopalakrishna K.R., —Engineering Drawing (Vol. I and II combined), Subhas Publications, Bangalore, 27th Edition, 2017.

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23ME221	ENGINEERING PRACTICES	L	T	P	C
	LABORATORY	0	0	4	2

- Familiarize students with basic engineering tools and equipment.
- Educate students on the importance of safety practices, including proper handling of equipment, adherence to safety protocols, and understanding potential hazards in the laboratory environment. Develop basic manufacturing and fabrication skills.
- Provide hands on training to the students in plumbing and woodworking.
- Provide hands on training to the students in welding various joints in steel plates using arc welding work; Machining various simple processes like turning, drilling, tapping in parts; Assembling simple mechanical assembly of common household equipment; Making a tray out of metal sheet using sheet metal work.
- Demonstrate the wiring and measurement methods in common household electrical applications.
- Study the basic electronic components, gates and provide hands on training in soldering.

GROUP A (CIVIL and MECHANICAL)

PART I CIVIL ENGINEERING PRACTICES 15

PLUMBING WORK

- a) Connecting various basic pipe fittings like valves, taps, coupling, unions, reducers, elbows and other components which are commonly used in households.
- b) Preparation of plumbing line sketches.
- c) Laying pipe connection to the suction side of a pump
- d) Laying pipe connection to the delivery side of a pump.
- e) Connecting pipes of different materials: Metal, plastic and flexible pipes used in household appliances.

WOOD WORK

- a) Sawing
- b) Planning
- c) Making of T-Joint, Mortise joint and Tenon joint and Dovetail joint.

WOOD WORK STUDY

- a) Study of joints in door panels and wooden furniture
- b) Study of common industrial trusses using models.

PART II MECHANICAL ENGINEERING PRACTICES 15

WELDING WORK

- a) Study of Welding and its tools.
- b) Welding of Butt Joints, Lap Joints and Tee Joints by metal arc welding.
- c) Study of Gas Welding.

BASIC MACHINING PRACTICE

- a) Facing and Plain Turning
- b) Taper Turning
- c) Drilling and Tapping

SHEET METAL WORK

- a) Forming and Bending
- b) Making of a square Tray

MACHINE ASSEMBLY WORK

- a) Study of Centrifugal Pump
- b) Study of Air Conditioner

FOUNDRY PRACTICE

Demonstration on Foundry operations like mould preparation.

PI	paration.	
	TOTAL: 30 PERI	ODS
	GROUP B (ELECTRICAL & ELECTRONICS)	
PART III	ELECTRICAL ENGINEERING PRACTICES	15
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- 1. Residential House wiring using Switches, Fuse, Indicators, Lamp and Energy Meter.
- 2. Staircase Wiring.

- 3. Fluorescent Lamp Wiring with Introduction to CFL and LED Types.
- 4. Measurement of Energy using Single Phase Energy Meter.
- 5. Study of Iron Box Wiring and Assembly
- 6. Study of Fan Regulator Electronic Type

PART IV | ELECTRONICS ENGINEERING PRACTICES | 15

- 1. Study of Electronic components and equipment Resistors, Colour coding measurement of AC signal parameter (peak-peak, RMS period, frequency) using CRO.
- 2. Study of logic gates AND, OR, EX-OR and NOT.
- 3. Generation of Clock Signal.

COURSE OUTCOMES:

- 4. Soldering simple electronic circuits and checking continuity.
- 5. Study the elements of smart phone
- 6. Study of LED TV (Block diagram

gates and soldering methods.

and Smart phone.

After completion of the course, the students will be able to: CO1: Plan the pipeline layout for common household plumbing work. CO2: Make use of welding equipment and carpentry tool for making joints. CO3: Demonstrate on centrifugal pump, air conditioner and foundry operations. CO4: Demonstrate the electrical wiring connections for household applications and study the working of iron box and fan regulator.

CO5: Identify the basic electronic components and explain the

CO6: Examine the performance and operation of CRO, LED TV

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23IT221	DATA STRUCTURES AND	L	T	P	C
	ALGORITHMS LABORATORY	0	0	4	2

- To impart the basic concepts of data structures and algorithms.
- To be familiar with writing recursive methods.
- To implement operations on Linked List, Stack and Queues.
- To implement traversal operations of trees and graphs.
- To understand concepts about various algorithm design techniques, searching and sorting techniques.

PRACTICALS:

- 1. Program to find the largest and smallest number in an unsorted array.
- 2. Program to construct operations on a Singly linked list.
- 3. Program to implement operations on a doubly linked list.
- 4. Program to sort the elements using insertion sort.
- 5. Program to sort the elements using quick sort.
- 6. Program to sort the elements using merge sort.
- 7. Program to construct t a Stack using an array and Linked list.
- 8. Program to perform Queue using an array and Linked list.
- 9. Program to execute Circular Queue.
- 10. Program to convert an infix expression to postfix expression.
- 11. Program to achieve BFS and DFS
- 12. Program to implement N Queens problem.
- 13. Program to apply Binary Tree Traversal
- 14. Program to carry out Travelling Salesman Problem

TOTAL: 60 PERIODS

COURSE OUTCOMES:

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

CO1: Discuss the concept of data structures through ADT including List, Stack and Queues.

CO2: Explain basic concepts about stacks, queues, lists, trees and graphs. CO3: Apply and implement various tree traversal algorithms and ensure their correctness. CO4: Apply algorithms and develop algorithms through step-bystep approach in solving problems with the help of fundamental data structures. CO5: Build applications and justify use of specific linear data structures for various Applications. CO6: Apply binary data structures for various Applications. **TEXT BOOKS:** Jean-Paul Tremblay, Paul G. Sorenson, "An Introduction to Data Structures with Application", TMH, 2017. Richard F, Gilberg, Forouzan, "Data Structures", Cengage, 2nd Edition, 2004. **REFERENCES:** Larry R. Nyhoff, "ADTs, Data Structures, and Problem Solving with C++", Prentice Hall Edition, 2004 Thomas H. Cormen, Charles E. Leiserson, "Introduction to Algorithms", 3rd Edition, 2010 POs **PSOs COs** Overall Correlation Recommended by Board of Studies 28-07-2023 Approved by Academic 1st ACM Date 09-09-2023

23HS221	SOFT SKILLS	L	T	P	C
		0	0	2	1*

- To help learners improve their interpersonal skills and critical thinking
- To familiarize learners with the attributes of a leader to enhance team performance
- To prepare students to face job interviews
- To help learners to know the importance of ethics in work place

UNIT I INTERPERSONAL COMMUNICATION

Basic communication- verbal and non-verbal communication; passive, assertive and aggressive communication; presentation skills; giving feedback and responding to feedback.

UNIT II TEAM WORK AND LEADERSHIP

Vision- setting realistic goals and objectives, collaboration, cooperation, dependability, empathy, sympathy, motivation, delegation of responsibilities, open mindedness, creativity, flexibility, adaptability, cross cultural communication and group dynamics.

UNIT III | TIME MANAGEMENT AND STRESS | MANAGEMENT

Effective Planning, Planning activities at macro and micro levels, setting practical deadlines and realistic limits/targets, punctuality, prioritizing activities, spending the right time on the right activity, positive attitude, emotional intelligence, self- awareness and regulation.

UNIT IV | CRITICAL THINKING AND WORK ETHICS

Questioning, analysing, inferencing, interpreting, evaluating, solving problems, explaining, self-regulation, open-mindedness, conflict management- ethical dilemmas, appearance, attendance, attitude, character, organizational skills, productivity, respect.

UNIT V INTERVIEW SKILLS AND RESUME BUILDING TECHNIQUES

Telephonic interview, online interviews, f2f interviews, FAQ soft skills interview questions, drafting error-free CVs/ Resumes and Cover Letters, selecting the ideal format for resume, content drafting along with sequencing, art of representing one's qualifications and most relevant work history, video resume, website resume.

TOTAL: PERIODS

COURSE OUTCOMES:

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

- CO1: Express their thoughts, opinions and ideas confidently to one or more people in spoken form
- CO2: Develop evolving competences required for professional success
- CO3: Demonstrate knowledge and skills in a group as team player and leader
- CO4: Compose a comprehensive resume reflecting qualifications, exposure and achievements
- CO5: Exhibit knowledge and skills confidently during job interviews
- CO6: Demonstrate ethical and professional behaviour at workplace in all situations

TEXT BOOKS:

1 Soft Skills: Key to Success in Workplace and Life by Meenakshi Raman & Shalini Upadhyay. Cengage

REFERENCES:

- 1 English for Job Seekers (Language and Soft Skills for the Aspiring) by Geetha Rajeevan, C.L.N. Prakash) Cambridge University Press pvt, Ltd.
- Business Benchmark by Norman Whitby. Cambridge University Press pvt, Ltd

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A	ppr	pproved 1st ACM Date											09-09-2023		



SEMESTER-III

23MA204	PROBABILITY AND STATISTICS	L	T	P	С
		3	1	0	4

COURSE OBJECTIVES:

- To introduce the basic concepts of probability and random variables.
- To introduce the basic concepts of two dimensional random variables.
- To acquaint the knowledge of Estimation Theory for small and large samples this plays an important role in real life problems.
- To provide required advanced statistical tools in solving engineering problems
- To introduce the basic concepts of classifications of statistical quality control this plays very important roles in the field of agricultural engineering

UNIT I PROBABILITY AND RANDOM VARIABLES 9+3

Axioms of probability – Conditional probability – Baye's theorem – Discrete and continuous random variables – Moments – Moment generating functions – Binomial, Poisson, Geometric, Uniform, Exponential and Normal distributions.

UNIT II	TWO- DIMENSIONAL RANDOM	9+3
, 	VARIABLES	

Joint distributions – Marginal and conditional distributions – Covariance – Correlation and linear regression – Curve Fitting-Method of Least Squares-Central limit theorem (for independent and identically distributed random variables, without proof)-Simple problems.

UNIT III ESTIMATION THEORY 9+3

Unbiased estimators - Efficiency - Consistency - Sufficiency - Robustness - Method of moments - Method of maximum Likelihood - Interval estimation of Means - Differences between means.

UNIT IV NON- PARAMETRIC TESTS 9+3

Introduction - The Sign test - The Signed - Rank test - Rank - sum tests - The U test - The H test- Tests based on Runs - Test of randomness - The Kolmogorov Tests.

UNIT V STATISTICAL QUALITY CONTROL

9+3

Control charts for measurements (\bar{x} and R charts) – Control charts for attributes (p, c and np charts) – Tolerance limits - Acceptance sampling.

TOTAL: 60 PERIODS

COURSE OUTCOMES:

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

- CO1: Apply the fundamental knowledge of the concepts of probability and one dimensional random variables in engineering.
- CO2: Apply standard probability distributions to real life phenomenon.
- CO3: Apply the basic concepts of two dimensional random variables in engineering applications.
- CO4: Apply the concept of estimation theory for small and large samples in real life problems.
- CO5: Apply the notion of sampling distributions and statistical techniques used in engineering and management problems.
- **CO6:** Apply the basic concepts of classifications of statistical quality control in the field of engineering.

TEXT BOOKS:

- Johnson. R.A., Miller. I.R and Freund. J.E, "Miller and Freund's Probability and Statistics for Engineers", Pearson Education, Asia, 9th Edition, 2016.
- Milton. J. S. and Arnold. J.C., "Introduction to Probability and Statistics", Tata Mc Graw Hill, 4th Edition, 2007.

REFERENCES:

1 Dr.P. Sivaramakrishna Das, C. Vijayakumari, —A text book of probability and statistics, Pearson Publications.

2	Gupta.	S.	<u>C.</u>	an	d	Kaı	იიი	r.	V.	K.	. –	Fun	dam	nent	als	of
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4	Ross. S.M., "Introduction to Probability and Statistics for															
	Engineers and Scientists", 5thEdition, Elsevier, 2014.															
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Approved

AFFILIATED TO ANNA UNIVERSITY | AUTONOMOUS

Date

09-09-2023

1st ACM

23CS302	DATABASE MANAGEMENT	L	T	P	C
	SYSTEMS	3	0	0	3

- To learn the fundamentals of data models, conceptualize and depict a database system using ER diagram.
- To study the principles to be followed to create an effective relational database and write SQL queries to store/retrieve data to/from database systems.
- To know the fundamental concepts of transaction processing, concurrency control techniques and recovery procedure.
- To learn about the internal storage structures using different file and indexing techniques and the basics of query processing and optimization.
- To study the basics of distributed databases, semistructured and un-structured data models.

UNIT I RELATIONAL DATABASES 9

Purpose of Database System - Views of Data - Data Models - Database System Architecture - Introduction to Relational Databases - Relational Model - Keys - Relational Algebra - Relational Calculus - SQL Fundamentals - Advanced SQL features - Triggers - Embedded SQL

UNIT II DATABASE DESIGN 9

Mapping Entity-Relationship Model – ER Diagrams – Functional Dependencies – Non-Loss Decomposition Functional Dependencies – First Normal Form – Second Normal Form – Third Normal Form – Dependency Preservation – Boyce/Codd Normal Form – Multi-Valued Dependencies and Fourth Normal Form – Join Dependencies and Fifth Normal Form.

UNIT III	TRANSACTION MANAGEMENT	9
Transactio	on Concepts - ACID Properties - Serializability	<i>y</i> –
	on Isolation Levels - Concurrency Control - Need	
	ncy – Lock-Based Protocols – Deadlock Handlin	
	System - Failure Classification - Recovery Algorithm	
UNIT IV	IMPLEMENTATION TECHNIQUES	9
O	of Dhaminal Change Modia DAID File Ousemination	
	of Physical Storage Media - RAID - File Organization	
_	ion of Records in Files - Indexing and Hashing	_
	ndices – B+ tree Index Files – Static Hashing – Dynas	
_	Query Processing Overview – Catalog Information	ior
	nation – Query Optimization. NOSQL DATABASE	9
UNIIV	NOSQL DATABASE	9
Overview	of Distributed Databases - Data Fragmentation	n –
Replicatio	n - NOSQL Database: Characteristics - CAP theorem	m -
Outline of	N <mark>OSQ</mark> L Datastores: Column Oriented, Document, K	ley-
Value and	Graph Types - Applications - CRUD Operations.	
	TOTAL: 45 PERIO	DDS
360	OUTCOMES:	V
	r completion of the course, the students will be able t	100.00
CO1: Exp	lain the concepts of Database Management Systems a	and
	oly SQL Queries Using Relational Algebra	
CO2: App	ly conceptual modeling to real world applications a	and
desi	gn database schemas	
CO3: App	ly the knowledge of normalization theory to normal	lize
data	base.	
CO4: Exp	lain the concepts of Transaction Processing and maint	tain
cons	sistency of the database.	
CO5: Exp	lain basic database storage structures, access techniq	ues
and	query processing.	
CO6: Illus	trate distributed, semi-structured and unstructu	red
data	base systems.	

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2	Raghu Ramakrishnan, Johannes Gehrke, "Database															
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	2010.															
3	G. K.	Gu	pta	, "	Dat	taba	ise	Ma	ana	gen	nent	Sy	stem	ıs",	Ta	ata
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23AM301	PYTHON PROGRAMMING FOR	L	T	P	C
	AI&ML	3	0	0	3

- To know the basics of Programming.
- To convert an algorithm into a Python program.
- To construct Python programs with control structures.
- To structure a Python Program as a set of functions.
- To use Python data structures-lists, tuples, dictionaries and files.

UNIT I INTRODUCTION TO PYTHON 9

Introduction to Python Programming: Python Interpreter and Interactive Mode– Variables and Identifiers – Arithmetic Operators – Values and Types – Statements, Reading Input, Print Output, Type Conversions, type() Function and Is Operator, Dynamic and Strongly Typed Language. Control Flow Statements: if, if...else, if...elif...else Decision Control Statements, Nested if Statement, while Loop, for Loop, continue and break Statements.

UNIT II FUNCTIONS AND STRINGS 9

Functions: Built-In Functions, Commonly Used Modules, Function Definition and Calling the Function, The return Statement and void Function, Scope and Lifetime of Variables, Default Parameters, Keyword Arguments, *args and **kwargs, Command Line Arguments. Strings: Creating and Storing Strings, Basic String Operations, Accessing Characters in String by Index Number, String Slicing and Joining, String Methods, Formatting Strings.

UNIT III LISTS, TUPLES, DICTIONARIES AND FILES 9

Lists: list operations, list slices, list methods, list loop, mutability, aliasing, cloning lists, list Parameters; Tuples: tuple assignment, tuple as return value; Dictionaries: operations and methods; advanced list processing - list comprehension.

Files and Exception: text files, reading and writing files, format operator.

command line arguments, errors and exceptions, handling exceptions, modules, packages. UNIT IV NUMPY AND PANDAS 9 Introduction to NumPy, NumPy Arrays, Array Operations, **Advanced Array Manipulations** Linear Algebra with NumPy, Random Module in NumPy. Introduction to Pandas, Series, DataFrames, Operations, Handling Missing Data, Data Transformation, GroupBy and Aggregation, Merging, Joining, and Concatenation, Time Series Data, Data Input and Output, Visualization (Basic) UNIT V | CASE STUDY 9 Applications of AI&ML: Healthcare, Education, Fintech, Retail & E-commerce, Media & Content Creation, Security & Surveillance. Report writing submission on these applications. **TOTAL: 45 PERIODS** COURSE OUTCOMES: After completion of the course, the students will be able to: CO1: Develop algorithmic solutions to simple computational problems **CO2:** Develop and execute simple Python programs using Control Statements CO3: Develop simple Python programs for solving problems using Functions and Strings **CO4:** Build a Python program using lists, tuples, dictionaries and files **CO5:** Construct a code related to Object-Oriented. **CO6:** Construct a code related to Functional Programming. **TEXT BOOKS:** Allen B. Downey, "Think Python: How to Think Like a Scientist",2ndedition,UpdatedforPython3,Shroff Computer /O'ReillyPublishers,2016(http://greenteapress.com/ wp/

think-python/).

2 Karl Beecher, —Computational Thinking: A Beginner's Guide to Problem Solving and Programmingl, 1st Edition, BCS Learning & Development Limited, 2017.

REFERENCES:

- 1 LearningToProgramwithPython.RichardL.Halterman.Copyright©2011
- 2 PythonforEverybody,ExploringDataUsingPython3.Dr.Charle sR.Severance. 2016
- 3 Paul Deitel and Harvey Deitel, —Python for Programmers, Pearson Education, 1st Edition, 2021.
- 4 G Venkatesh and Madhavan Mukund, —Computational Thinking: A Primer for Programmers and Data Scientists, 1st Edition, Notion Press, 2021.
- John V Guttag, "Introduction to Computation and Programming Using Python: With Applications to Computational Modeling and Understanding Data___, Third Edition, MIT Press, 2021
- 6 Eric Matthes, —Python Crash Course, A Hands on Project Based Introduction to Programming, 2nd Edition, No Starch Press, 2019.
- 7 https://www.python.org/
- 8 Martin C. Brown, —Python: The Complete Referencel, 4th Edition, Mc-Graw Hill, 2018.

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Overall Correlation	3	2	1	1	1	1	1	1	1	1	1	1	3	1	1	

23HS301	UNIVERSAL HUMAN VALUES	L	T	P	C
	AND ETHICS	3	0	0	3

- Development of a holistic perspective based on selfexploration about themselves (human being), family, society and nature/existence.
- Understanding (or developing clarity) of the harmony in the human being, family, society and nature/existence.
- Strengthening of self-reflection.
- Development of commitment and courage to act.

UNIT I	COURSE INTRODUCTION	9

Need, Basic Guidelines, Content and Process for Value Education - Understanding the need, basic guidelines, content and process for Value Education -Self Exploration-what is it? - its content and process; 'Natural Acceptance' and Experiential Validation- as the mechanism for self exploration - Continuous Happiness and Prosperity- A look at basic Human Aspirations -Right understanding, Relationship and Physical Facilities- the basic requirements for fulfilment of aspirations of every human being with their correct priority -Understanding Happiness and Prosperity correctly- A critical appraisal of the current scenario - Method to fulfil the above human aspirations: understanding and living in harmony at various levels.

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UNIT II	UNDERSTANDING HARMONY IN THE	9
	HUMAN BEING	

Harmony in Myself- Understanding human being as a co-existence of the sentient 'I' and the material 'Body'-Understanding the needs of Self ('I') and 'Body'- Sukh and Suvidha- Understanding the Body as an instrument of 'I' (I being the doer, seer and enjoyer)-Understanding the characteristics and activities of 'I' and harmony in 'I'-Understanding the harmony of I with the Body: Sanyam and Swasthya; correct appraisal of Physical needs, meaning of Prosperity.

UNIT III UNDERSTANDING HARMONY IN THE FAMILY AND SOCIETY

Harmony in Human-Human Relationship -Understanding Harmony in the family – the basic unit of human interaction - Understanding values in human-human relationship; meaning of Nyaya and program for its fulfilment to ensure satisfaction; Trust(Vishwas) and Respect as the foundational values of relationship -Understanding the meaning of Vishwas; Difference between intention and competence -Understanding the meaning of Samman, Difference between respect and differentiation; the other salient values in relationship -Understanding the harmony in the society (society being an extension of family)-Visualizing a universal harmonious order in society- Undivided Society (Akhand Samaj), Universal Order- from family to world family.

UNIT IV ENGINEERING ETHICS

9

9

Senses of <u>_Engineering</u> Ethics, - Variety of moral issues - Types of inquiry - Moral dilemmas - Moral Autonomy - Kohlberg's theory - Gilligan's theory - Consensus and Controversy - Models of professional roles - Theories about right action - Self-interest - Customs and Religion - Uses of Ethical Theories.

UNIT V | SAFETY, RESPONSIBILITY AND RIGHTS

9

Safety and Risk - Assessment of Safety and Risk - Risk Benefit Analysis and Reducing Risk - Respect for Authority - Collective Bargaining - Confidentiality - Conflicts of Interest - Occupational Crime - Professional Rights - Employee Rights - Intellectual Property Rights (IPR) - Discrimination-Moral Leadership -Code of Conduct - Corporate Social Responsibility.

TOTAL: 45 PERIODS

COURSE OUTCOMES:

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

CO1: Understand the need of value education.

CO2: Comprehend the difference between self and body.

CO3: Understand the need to exist as an unit of Family and society. CO4: Understand Harmony at all levels. **CO5:** Apply the values acquired in the professional front. CO6: Identify appropriate technologies for ecofriendly production systems. **TEXT BOOKS:** Human Values and Professional Ethics by R R Gaur, R Sangal, G P Bagaria, Excel Books, New Delhi, 2010 3. Mike W. Martin and Roland Schinzinger, -Ethics in 2 Engineering, Tata McGraw Hill, New Delhi, 2003. Govindarajan M, Natarajan S, Senthil Kumar V. S, 3 -Engineering Ethicsl, Prentice Hall of India, New Delhi, 2004 REFERENCES: Jeevan Vidya: Ek Parichaya, A Nagaraj, Jeevan Vidya 1 Prakashan, Amarkantak, 1999. Human Values, A.N. Tripathi, New Age Intl. Publishers, 2 New Delhi, 2004. The Story of Stuff (Book). 3 The Story of My Experiments with Truth - by Mohandas 4 Karamchand Gandhi AICTE Model Curriculum Humanities, Social Science and Management Courses (UG Engineering & Technology) 169 | Page . Small is Beautiful - E. F Schumacher. 6 Slow is Beautiful - Cecile Andrews. 7 Economy of Permanence - J C Kumarappa 8. Bharat Mein Angreji Raj - Pandit Sunderlal. Rediscovering India - by Dharampal. 8 Hind Swaraj or Indian Home Rule - by Mohandas K. Gandhi 9 India Wins Freedom - Maulana Abdul Kalam Azad. 10 Vivekananda - Romain Rolland (English) 13. Gandhi -11 Romain Rolland (English).

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23AM311	ARTIFICIAL INTELLIGENCE	L	T	P	C
	ESSENTIALS	3	0	2	4

- Will gain knowledge in the basic concepts of Artificial Intelligence.
- To acquire skills in problem solving and machine learning techniques.
- To learn the concepts of neural networks and NLP techniques for Artificial intelligence.
- To acquire knowledge in reasoning and ontology techniques.
- To understand the ethics for artificial intelligence

UNIT I INTRODUCTION

9

Introduction-Definition - Foundation and History of AI - Future of Artificial Intelligence - Intelligent Agents - Environments - Structure of Agents - Typical Intelligent Agents - Problem solving Methods - AI Problems - Search Strategies - Uninformed Search Techniques.

UNIT II INFORMED SEARCH TECHNIQUES

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Informed - Heuristics - Local Search Algorithms and Optimization Problems - Best first Search - A* Algorithm - Searching with partial Observations - Constraint Satisfaction Problems - Constraint Propagation - Backtracking Search - Game playing - Minimax Algorithm- Optimal Decisions in Games - Alpha - Beta Pruning.

UNIT III KNOWLEDGE REPRESENTATION

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First Order Predicate Logic - Prolog Programming - Unification - Forward Chaining- Backward Chaining - Resolution - Knowledge Representation - Ontological Engineering- Categories and Objects - Time and Event Calculus - Mental Events and Mental Objects - Reasoning Systems for Categories - Reasoning with Default Information - Uncertainty- Bayes' Rule - Naive Bayes Models -

Probabilis	tic Reasoning - Bayesian Networks	
UNIT IV	LEARNING	9
Logical for programm Learning	- Regression- Linear algebra - Supervised learning rmulation of learning - Learning using inductive loaing - Statistical learning- learning with complex da with hidden variables (EM Algorithm) - Learn rees - Reinforcement learning.	ogic ta -
UNIT V	ADVANCES AND APPLICATIONS	9
NLP - Lar	tems – Architecture of expert systems – CNN – RN nguage Models – Grammar – Parsing – RNN for NI ural language tasks) - Computer vision.	LP -
	TOTAL: 45 PERIO	ODS
PRACTIC	AL EXERCISES : 30 PERIODS	
	 a. Write programs to implement various se algorithms like Depth-First Search (DFS), Break First Search (BFS), Uniform Cost Search (UCS), A* Search. b. Test these algorithms on different problem spusch as simple mazes or the 8-puzzle problem. achine Learning Basics: 	and and aces
	 a. Implement simple machine learning algorithms like linear regression or k-nearest neighbors fro scratch. b. Use libraries like scikit-learn or TensorFlow implement more complex algorithms like decimals. 	om v to
3. Pro	trees or neural networks. slog Programming:	
-	a. Write a program to implement a basic implementation of sorting a list using Prolog concepts.	
	b. Demonstrate its effectiveness on a simple binary tree by	7

- c. Insertion
- d. Deletion

4. Natural Language Processing (NLP):

- a. Develop a program to perform text classification using techniques like bag-of-words or TF-IDF.
- b. Implement sentiment analysis on a dataset of movie reviews or tweets.

5. Reinforcement Learning:

- a. Implement basic reinforcement learning algorithms like Q-learning or SARSA.
- b. Apply them to simple environments like grid worlds or maze navigation problems.

6. Ontological Engineering:

- a. Build an inheritance concepts using ontology engineering concepts.
- b. Develop the concepts of ontology integrating of different modules within an enterprise software system to facilitate communication and interoperability.

7. Computer Vision:

- Use libraries like OpenCV to implement basic computer vision tasks like edge detection or object recognition.
- b. Develop a program to detect faces in images using Haar cascades.

8. Bayesian Networks:

- a. Implement algorithms for Bayesian networks such as variable elimination or belief propagation.
- b. Demonstrate their use for probabilistic reasoning in scenarios like medical diagnosis or sensor fusion.

9. Expert Systems:

- a. Create a basic expert system using a rule-based approach.
- b. Use it to provide recommendations or solutions in a specific domain like troubleshooting computer problems or diagnosing illnesses.

10. Game Playing:

- a. Develop programs to play classic board games like Tic-Tac-Toe, Connect Four, or Chess.
- **b.** Implement different strategies such as minimax with alpha-beta pruning for more efficient search.

TOTAL: 45 +30 =75 PERIODS

COURSE OUTCOMES:

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

- **CO1:** Explain the foundational concepts to approach AI problem-solving systematically
- CO2: Apply informed search techniques to optimize problemsolving in various AI scenarios
- CO3: Make use of knowledge representation techniques using logical reasoning, ontological frameworks, and probabilistic models
- CO4: Utilize supervised and statistical learning techniques for predictive modeling and data analysis.
- CO5: Utilize reinforcement learning and algorithms to solve dynamic decision-making problems
- CO6: Experiment with advanced AI techniques and their applications to address real-world problems

TEXT BOOKS:

1 Stuart Russell and Peter Norvig, "Artificial Intelligence: A Modern Approach", Fourth Edition, Pearson Education, 2022.

REFERENCES:

- 1 Elaine Rich, Kevin Knight, Shivashankar B. Nair "Artificial Intelligence", Third Edition, McGraw-Hill Education, 2017
 - 2 Dan W Patterson, "Introduction to Artificial Intelligence & Expert Systems", Pearson Education India, 2015.
 - 3 Deepak Khemani," First Course in Artificial Intelligence", McGraw Hill Education, 2017.

4	Nils J. 1	Nils J. Nilsson," Artificial Intelligence: A New Synthesis",														
	Morgan Kaufmann Publishers, 1998.															
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23AM312	DATA WAREHOUSING AND	L	T	P	C
	KNOWLEDGE DISCOVERY	3	0	2	4

- To understand the principles of Data warehousing
- Learn basic Data Mining concepts and architecture.
- To be familiar with the association mining.
- To know the classification algorithm implementation
- To understand the clustering algorithms and its application
- To know about the real time application of mining

UNIT I INTRODUCTION TO DATA WAREHOUSE

9

Data Warehousing and Business Analysis: - Data warehousing Components -Building a Data warehouse -Data Warehouse Architecture - DBMS Schemas for Decision Support - Data Extraction, Cleanup, and Transformation Tools - Metadata - Online Analytical Processing (OLAP) - OLAP and Multidimensional Data Analysis.

UNIT II DATA MINING AND ASSOCIATION MINING 9

Data Mining: - Data Mining Functionalities - Data Preprocessing - Data Cleaning - Data Integration and Transformation - Data Reduction - Data Discretization and Concept Hierarchy Generation- Architecture of A Typical Data Mining Systems-Classification of Data Mining Systems.

Association Rule Mining: - Apriori Algorithm - Efficient and Scalable Frequent Item set Mining Methods - Mining Various Kinds of Association Rules - Association Mining to Correlation Analysis - Constraint-Based Association Mining.

UNIT III | CLASSIFICATION MINING 9

Classification and Prediction: - Issues Regarding Classification and Prediction - Classification by Decision Tree Introduction - Bayesian Classification - Rule Based Classification - Classification by Back propagation - Support Vector Machines - Associative

C1:(:	e	
Classificat		
UNITIV	CLUSTER ANALYSIS	9
Cluster A	Analysis: - Types of Data in Cluster Analysis -	- A
Categoriza	ation of Major Clustering Methods - Partition	ing
Methods -	- Hierarchical methods - Density-Based Methods - G	rid-
Based Me	ethods - Model-Based Clustering Methods -Out	lier
Analysis.		
UNIT V	MINING OBJECT, SPATIAL, MULTIMEDIA,	9
	TEXT AND WEB DATA	
Multidime	ensional Analysis and Descriptive Mining of Comp	olex
Data Obje	ects - Spatial Data Mining - Multimedia Data Minir	ıg -
Text Mini	ng - Mining the World Wide Web.	
	TOTAL: 45 PERIO	DDS
PRACTIC	CAL EXERCISES: 30 PERIODS	
1.	Data exploration and integration with WEKA	- 1
2.	Apply WEKA tool for data validation	
3.	Plan architecture for real time application	
4.	Write the query for schema definition	_
5.	Design data warehouse for real time applications	
6.	Analyze the dimensional Modeling Autonomo	
7.	Case study using OLAP	
8.	Case study using OTLP	
9.	Implementation of warehouse testing.	
	TOTAL: 45 +30 =75 PERIO	DDS
COURSE	OUTCOMES:	
	r completion of the course, the students will be able t	o:
CO1: Infe	r Data warehousing concepts and Implementation.	
	tify the core principles of the mining process.	
CO3: Utili	ize association mining principles.	
CO4: App	ly classification mining across diverse applications.	
	ly clustering algorithms to a range of datasets.	
CO6: Infe	r the utilization of mining across different sectors	·

TEXT BOOKS:

1 Jiawei Han, Jian Pei, Hanghang Tong "Data Mining Concepts and Techniques", Fourth Edition, Elsevier, 2023.

REFERENCES:

- Alex Berson and Stephen J. Smith "Data Warehousing, Data Mining & OLAP", Tata McGraw Hill Edition, Tenth Reprint 2007.
- **2** K.P. Soman, Shyam Diwakar and V. Ajay "Insight into Data mining Theory and Practice", Easter Economy Edition, Prentice Hall of India, 2006.
- **3** G. K. Gupta "Introduction to Data Mining with Case Studies", Easter Economy Edition, Prentice Hall of India, 2006.
- 4 Pang-Ning Tan, Michael Steinbach and Vipin Kumar "Introduction to Data Mining", Pearson Education, 2007.

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Overall Correlation	3	2	1	2	1	1	1	1	1	1	1	1	3	1	1

23CS322	DATABASE MANAGEMENT	L	T	P	C
	SYSTEMS LABORATORY	0	0	4	2

- To learn and implement important commands in SQL.
- To learn the usage of nested and join queries.
- To understand functions, procedures and procedural extensions of databases.
- To understand design and implementation of typical database applications.
- To understand design of NoSQL
- To be familiar with the use of a front end tool for GUI based application development and its integration with databases

LIST OF EXPERIMENTS:

- 1. Create a database table, add constraints (primary key, unique, check, Not null), insert rows, update and delete rows using SQL DDL and DML commands.
- 2. Create a set of tables, add foreign key constraints and incorporate referential integrity.
- 3. Query the database tables using different 'where' clause conditions and also implement aggregate functions.
- 4. Query the database tables and explore sub queries and simple join operations.
- 5. Write user defined functions and stored procedures in SQL.
- 6. Create View and index for database tables with a large number of records.
- 7. Write row level and statement level SQL Triggers.
- 8. Create Document, column and graph based data using NOSQL database tools.
- 9. Add Implement CRUD operation using NOSQL Database.
- 10. Develop a simple GUI based database application and incorporate all the above mentioned features

TOTAL: 45 PERIODS

COURSE OUTCOMES:

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

CO1: Create databases with different types of key constraints.

CO2 :	Create j	oin	que	erie	s an	d e	xpl	ore	sub	qu	eries	3.				
CO3:	Implem	ent	que	erie	s us	sing	agg	greg	gate	fui	nctic	ns.				
CO4:	Use adv	anc	ced	feat	ture	s sı	ıch	as s	stor	ed p	oroc	edui	es a	nd		
	triggers	and	d in	cor	por	ate	in C	GUI	bas	sed	app]	licat	ion			
	develop	development.														
CO5:	Create and manipulate data using NOSQL database.															
CO6:	Develop applications that require a Front-end Tool linked															
	with database															
	POs PSOs															
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23AM321	PYTHON PROGRAMMING	L	T	P	C
	LABORATORY FOR AI&ML	0	0	4	2

The main objective of this laboratory is to put into practice computational thinking. The students will be expected to write, compile, run and debug Python programs to demonstrate the usage of:

- Operators and Conditional Statements
- Control Structures and Functions (both recursive and iterative) and Recursion.
- String functions
- Lists, Sets, Dictionaries, Tuples and Files.
- Object-Oriented Programming

Exercise 1 Programs to demonstrate the usage of operators and conditional statements.

- 1. Write a program that takes two integers as command line arguments and prints the sum of two integers.
- 2. Program to display the information: Your name, Full Address, Mobile Number, College Name, Course Subjects
- 3. Program that reads the URL of a website as input and displays contents of a webpage.

Exercise 2 Programs to demonstrate usage of control structures.

- 4. Program to find the sum of all prime numbers between 1 and 1000.
- 5. Program to find the product of two matrices.
- 6. Program to find the roots of a quadratic equation.

Exercise 3 Programs to demonstrate the usage of Functions and Recursion

- 7. Write both recursive and non-recursive functions for the following:
 - a. To find GCD of two integers
 - b. To find the factorial of positive integer
 - c. To print Fibonacci Sequence up to given number n

- d. To convert decimal number to Binary equivalent
- 8. Program with a function that accepts two arguments: a list and a number n. It should display all the numbers in the list that are greater than the given number n.
- 9. Program with a function to find how many numbers are divisible by 2, 3,4,5,6 and 7 between 1 to 1000.

Exercise 4 Programs to demonstrate the usage of String functions.

- 10. Program that accepts two strings S1, S2, and finds whether they are equal are not.
- 11. Program to count the number of occurrences of characters in each string.
- 12. Program to find whether a given string is palindrome or not.

Exercise 5 Programs to demonstrate the usage of lists, sets, dictionaries, tuples and files.

- 13. Simple sorting, Histogram, Students marks statement, Retail bill preparation
- 14. Write a program that combines lists L1 and L2 into a dictionary.
- 15. Program to display a list of all unique words in a text file and word count, copy file, Voter's age validation, Marks range validation (0-100).

Exercise 6 Programs to demonstrate the usage of Object-Oriented Programming

- 16. Program to implement the inheritance.
- 17. Program to implement polymorphism

TOTAL: 60 PERIODS

COURSE OUTCOMES:

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

- CO1: Develop algorithmic solutions to simple computational problems.
- CO2: Develop and execute simple Python programs.

CO3:	Construct programs in Python using conditionals and loops																	
	for solv	or solving problems.																
CO4:	Utilize functions to decompose a Python program.																	
CO5:	Analyse compound data using Python data structures.																	
CO6:	Interpret data from/to files in Python Programs																	
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COLLEGE OF TECHNOLOGY

23ES391	PRESENTATION SKILLS	L	T	P	C
		0	0	2	1*

- To help learners use brainstorming techniques for generating, organizing and outlining ideas.
- To familiarize learners with different speech structures by engaging them in watching speeches with great opening and closing
- To give practice on voice modulation and use of body language and eye contact for making captivating presentations
- To give hands on training on preparing presentation slides and using remote presentation tools
- To train students on responding to question and feedback with confidence.

UNIT I BRAINSTORMING AND OUTLINING

Mind Mapping based on prior knowledge, collecting additional information from external resources, giving prompts to Generative AI tools seeking information, organizing ideas generated, knowing your audience.

UNIT II STRUCTURING THE PRESENTATION 6

3 Ts of a presentation, writing effective introduction- Beginning the introduction with a hook (question, data, storytelling) and closing the introduction with the objective of the presentation. Structuring the body paragraphs -Choosing key ideas from the list of ideas generated during brainstorming. Substantiating ideas with examples, data, reasons and anecdotes. Summarizing the ideas for conclusion.

UNIT III DELIVERY TECHNIQUES 6

Vocal variety, intonation, reducing filler words and improving articulation, inflection, engaging the audience. Body language- eye

contact, gestures, movement on stage.
UNIT IV USE OF TECHNOLOGICAL AIDS 6
Use of presentation software like MS Power Point, Google Slides
etc, incorporating images, graphs, charts and videos, using
interactive tools like quizzes and polls, using remote presentation
tools like zoom, MS Teams, WebEx for screen sharing, virtual
whiteboards and chat functionalities, incorporating AR/VR for
more immersive presentations.
UNIT V HANDLING QUESTIONS AND FEEDBACK 6
Audience engagement through questions DAP (Point Anguer
Audience engagement through questions, PAR (Point, Answer,
Redirect) strategy for structuring responses to questions.
Understanding feedback process - Receiving, interpreting and
evaluating constructively, active listening techniques for
processing feedback, responding to feedback- acknowledging,
clarifying and appreciating, Dealing with challenging feedback.
TOTAL: 30 PERIODS
COURSE OUTCOMES:
After completion of the course, the students will be able to:
CO1: Construct ideas for presentation through mind mapping
techniques CO2: Organize ideas and structure the presentation with
captivating introduction, body paragraphs illustrated with
examples and reasons and compelling conclusion
CO3: Apply vocal variety and body language techniques to
enhance delivery
CO4: Prepare engaging presentations by integrating multimedia
elements CO5: Demonstrate proficionary in delivering presentations in
CO5: Demonstrate proficiency in delivering presentations in remote platforms utilizing various technological tools and
strategies to engage audience in Virtual environments
CO6: Exhibit active listening skills by responding to questions
with clarity and confidence and incorporating constructive
feedback for professional development

TEXT BOOKS:

- 1 Nancy Duarte "Slide:ology: The Art and Science of Creating Great Presentations" O' Reilly Media.
- **2** Garr Reynolds "The Naked Presenter: Delivering Powerful Presentations with or Without Slides" New Riders.

REFERENCES:

Approved

1 Talk Like TED: The 9 Public-Speaking Secrets of the World's Top Minds" by Carmine Gallo.

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COs	1	2	3	4	5	6	7	8	9	10	11	12	1	2	3
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MEET LATED TO ANNA IDJIVEDSITY | AUTONOMOLIS

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Date

25-05-2024

SEMESTER -IV

23AM401	FOUNDATION OF SOFTWARE	L	T	P	C
	ENGINEERING	3	0	0	3

COURSE OBJECTIVES:

- To understand Software Engineering Process and Models.
- To perform software requirements analysis.
- To gain knowledge of the System Analysis and Design concepts using Design and Data flow model.
- To understand software testing and maintenance approaches.
- To work on the software metrics process.

UNIT I SOFTWARE PROCESS

9

Introduction-The software process-software Engineering Practice-A generic process model-prescriptive process models specialized process models. -Unified process-Personal and Team Process Models -process technology - product and process Agility-Agile Process-Extreme Programming (XP)-Other Agile Process models.

UNIT II UNDERSTANDING REQUIREMENTS

Requirements Engineering -Establishing the Groundwork - Eliciting Requirements -Developing Use Cases - Building the Requirements Model -Negotiating Requirements - Validating Requirements-Requirements Analysis - Scenario-Based Modeling - UML Models That Supplement the Use Case -Data Modeling Concepts- Class-Based Modeling.

UNIT III DESIGN CONCEPTS AND PRINCIPLES 9

Design within the Context of Software Engineering - The Design Process - Design - The Design Model - Software Architecture - Architectural Genres - Architectural Styles - Architectural Design - Assessing - Alternative Architectural Designs - Architectural Mapping Using Data Flow.

UNIT IV TESTING 9

A Strategic Approach to Software Testing - Strategic Issues -Test Strategies for Conventional Software - Test Strategies for Object-Oriented Software - Test Strategies for Web Apps - Validation Testing -System - The Art of Debugging- White Box Testing-Basis Path Testing-Control Structure Testing-Black Box Testing-Model Based Testing-Object Oriented Testing Strategies-Object Oriented Testing Methods-Testing Concepts for Web Apps-The Testing Process.

UNIT V | SOFTWARE METRICS

9

The Management Spectrum - The People - The Product - The Process - The WHH Principle - Metrics in the Process and Project Domains - Software Measurement - Metrics for Software Quality - Integrating Metrics within the Software - Metrics for Small Organizations - Establishing a Software Metrics Program - Decomposition - Empirical Estimation Models - Specialized Estimation Techniques - The Make/Buy Decision.

TOTAL: 45 PERIODS

COURSE OUTCOMES:

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

- CO1: Compare various Software Development Lifecycle Models.
- CO2: Examine project management approaches as well as cost and schedule estimation strategies.
- **CO3:** Develop formal analysis on specifications.
- CO4: Make use of UML diagrams for analysis and design.
- CO5: Develop architectural styles and design patterns, and test the system
- CO6: Build relationships among objects.

TEXT BOOKS:

- 1 | Compare various Software Development Lifecycle Models.
 - 2 Examine project management approaches as well as cost and schedule estimation strategies.

REFERENCES:

1 Bernd Bruegge and Allen H. Dutoit. "Object-Oriented Software Engineering: Using UML, Patterns and Java.", Third Edition, Pearson Education, 2009.

2	Craig I	Craig Larman. "Applying UML and Patterns.", 3rd ed,														
	Pearson	Pearson Education, 2005.														
3	Len Ba	Bass, Ingo Weber and Liming Zhu. "DevOps: A														
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23AM402	OBJECT ORIENTED	L	T	P	C
	PROGRAMMING USING JAVA	3	0	0	3

- Understand the concepts of Object-oriented Programming and discuss the important elements of java
- To understand and apply the concepts of classes, Inheritance, and exception handling.
- To understand and apply the concepts of packages, interfaces, and Multithread.
- To develop applications using Event Driven Programming.
- To develop applications using Swing Programming.

UNIT I	INTRODUCTION AND OPPS CONCEPTS	10

Java Programming- History of Java, comments, Data types, Variables, Constants, Scope and Lifetime of variables, Operators, Type conversion and casting, Enumerated types, Control flowblock scope, conditional statements, loops, break and continue statements, arraya, simple java standalone programs, class, object and its methods, constructors and its types, methods, static fields and methods, access control, this reference, overloading methods and constructors, garbage collection, exploring string class.

UNIT II	INHERITANCE, POLYMORPHISM AND	9
	PACKAGES	

Inheritance – Inheritance types, super keyword, preventing inheritance: final classes and methods.

Polymorphism - method overloading and overriding, abstract classes and methods.

Interfaces- Interfaces Vs Abstract classes, defining an interface, implement interfaces, accessing implementations through interface references, extending interface.

Packages- Defining, creating and accessing a package, importing packages.

UNIT III EXCEPTION HANDLING AND 9 MULTITHREADING

Exception handling- Define Exception, advantages of exception handling, the classification of exceptions- exception hierarchy, checked exceptions and unchecked exceptions, usage of try, catch, throw, throws and finally, creating own exception sub classes.

Multithreading -Define Thread, multithreading, thread life cycle, creating threads, interrupting threads, thread priorities, synchronizing threads, inter-thread communication.

UNIT IV GEN.PROG, I/O AND FILES 8

Generic Programming - Generic classes - generic methods. Strings, Input /Output.

Files- Streams- Byte streams, Character streams, Text input/output, Binary input/output, random access file operations, File management using File class.

UNIT V EVENT DRIVEN PROGRAMMING 9

Applets - Define applets, differences between applets and applications, Life cycle of an applet, Passing parameters to applets.

GUI Programming with Java- The AWT class hierarchy, Introduction to Swing, Swing Vs AWT, Hierarchy for Swing components, Overview of some Swing components – Jbutton, JLabel, JTextField, JTextArea, simple Swing applications, Layout management – Layout manager types – border, grid and flow.

Event Handling- Events, Event sources, Event classes, Event Listeners, Event sources and Listeners, handling button click, Handling Mouse events.

TOTAL: 45 PERIODS

TEXT BOOKS:

1 Java Fundamentals – A Comprehensive Introduction, Herbert Schildt and Dale Skrien, TMH.

2	Core Java: An Integrated Approach - Dr R Nageswara Rao							
REF	ERENCES:							
1	Java for Programmers, P.J.Deitel and H.M.Deitel, PEA (or)							
	Java: How to Program , P.J.Deitel and H.M.Deitel, PHI							
2	Object Oriented Programming through Java, P. Radha							
	Krishna, Universities Press.							
3	Thinking in Java, Bruce Eckel, PE							
4	Programming in Java, S. Malhotra and S. Choudhary, Oxford							
	Universities Press.							



23AM403	PRINCIPLES AND PRACTICES OF	L	T	P	C
	MACHINE LEARNING	3	0	0	3

- Apply the basic concepts of machine learning
- To analyze the principles and algorithms of supervised machine learning
- Study about ensembling and unsupervised learning algorithms
- Learn the basics of deep learning using neural networks

Design and analyse machine learning experiments

UNIT I INTRODUCTION TO MACHINE LEARNING 10

Definition of learning systems - Goals and applications of machine learning - Aspects to develop a Learning system: Training data, Concept representation - Function approximation - Learning Techniques - Supervised learning, unsupervised learning and Reinforcement learning.

UNIT II SUPERVISED LEARNING 11

Linear Regression Models: Least squares, single & multiple variables, Bayesian linear regression, gradient descent, Linear Classification Models: Discriminant function – Probabilistic discriminative model - Logistic regression, Probabilistic generative model – Naive Bayes, Maximum margin classifier – Support vector machine, Decision Tree, Random forests.

UNIT III ENSEMBLE TECHNIQUES AND UNSUPERVISED LEARNING

Combining multiple learners: Model combination schemes, Voting, Ensemble Learning - bagging, boosting, stacking, Unsupervised learning: Clustering, K-means, KNN, Anomaly Detection, Dimensionality reduction, Association Rule Mining, Apriori algorithm.

UNIT IV	NEURAL NETWORKS	9
Perceptron	- Multilayer perceptron, activation functions, bia	as,

variance, overfitting and under fitting – gradient descent optimization – stochastic gradient descent, backpropagation, – Unit saturation (aka the vanishing gradient problem) – hyperparameter tuning, batch normalization, dropout.

UNIT V DESIGN AND ANALYSIS OF MACHINE LEARNING EXPERIMENTS

Guidelines for machine learning experiments, regularization - Cross Validation (CV) and resampling – K-fold CV, bootstrapping, measuring classifier performance, assessing a single classification algorithm and comparing two classification algorithms – t test, McNemar's test, K-fold CV paired t test, Case study

TOTAL: 45 PERIODS

9

COURSE OUTCOMES:

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

- CO1: Apply the machine learning concepts to solve real-world problems using machine learning algorithms.
- CO2: Extend the fundamentals of machine learning.
- CO3: Examine and implement supervised learning algorithms.
- CO4: Identify ensembling methods and unsupervised learning techniques.
- CO5: Discuss the fundamental understanding of deep learning apply them to simple tasks.
- CO6: Make use of machine learning experiments for various models across different datasets.

TEXT BOOKS:

- 1 Ethem Alpaydin, "Introduction to Machine Learning", MIT Press, Fourth Edition, 2020.
- 2 Tom M Mitchell, —"Machine Learning", Third Edition, Tata McGraw-Hill, 2017

REFERENCES:

Peter Flach, —"Machine Learning: The Art and Science of Algorithms that Make Sense of Data", First Edition, Cambridge University Press, 2012

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5	Aman	aman Kharwal, "Machine Learning Algorithms:														
	Handbo	Handbook", Clever Fox Publishing, 2023														
6	Manaranjan Pradhan, U Dinesh Kumar, "Machine Learning															
	Using Python", Wiley India Private Ltd, 2019															
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23AM411	OPERATING SYSTEMS PRINCIPLES	L	T	P	C
		3	0	2	4

- To understand the basics and functions of operating systems.
- To understand processes and threads
- To analyze scheduling algorithms and process synchronization.
- To understand the concept of deadlocks.
- To analyze various memory management schemes.
- To be familiar with I/O management and file systems.
- To be familiar with the basics of virtual machines and Mobile OS like iOS and Android.

UNIT I INTRODUCTION

9

Introduction to Operating Systems – Views of Operating system, Computer System organization, Computer System Architecture; Operating System Structures – Operating System Services - User Operating System Interface - System Calls – System Programs - Design and Implementation - Structuring methods; Processes - Process Concept, Process Scheduling, Operations on Processes, Inter-process Communication – Shared Memory Systems, Message Passing Systems, Threads - Multithread Models.

UNIT II PROCESS MANAGEMENT

9

CPU Scheduling - Basic Concepts, Scheduling criteria - Scheduling algorithms; Process Synchronization - The Critical-Section problem, Synchronization hardware, Mutex Locks, Semaphores, Monitors, Classical problems of synchronization; Deadlock - Deadlock Characterization, Methods for handling deadlocks, Deadlock prevention, Deadlock avoidance, Deadlock detection, Recovery from deadlock.

UNIT III MEMORY MANAGEMENT

9

Main Memory – Address Binding, Logical and Physical Address Space, Contiguous Memory Allocation, Segmentation, Paging,

Structure of the Page Table; **Virtual Memory** - Demand Paging, Copy on Write, Page Replacement, Thrashing.

UNIT IV | STORAGE MANAGEMENT

9

Mass Storage system -Disk Scheduling and Management; I/O Systems - I/O Hardware, Kernel I/O subsystem; File-System Interface - File concept, Access methods, Directory Structure, File system mounting - File Sharing and Protection; File System Implementation - File System Structure - Directory implementation - Allocation Methods - Free Space Management;

UNIT V VIRTUAL MACHINES AND MOBILE OS

9

Virtual Machines – Benefits and Features, Building Blocks, Types of Virtual Machines and their Implementations, Virtualization and Operating-System Components; Mobile OS - iOS and Android

TOTAL: 45 PERIODS

PRACTICAL EXERCISES:

- 1. Installation of windows operating system.
- 2. Illustrate UNIX commands and Shell Programming.
- 3. Process Management using System Calls: Fork, Exit, Getpid, Wait, Close.
- 4. Write a C program to implement various CPU Scheduling Algorithms.
- 5. Write a C program to simulate the concept of Dining-Philosophers problem.
- 6. Write a C program to implement inter process communication.
- 7. Implement a C program to avoid Deadlock using Banker's Algorithm.
- 8. Write C programs to implement the following Memory Allocation Methods a. First Fit b. Worst Fit c. Best Fit
- 9. Write C programs to implement the various Page Replacement Algorithms.
- 10. Implement various disk scheduling algorithms.

COURSE OUTCOMES:

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

CO1: Explain operating system structures and various services provided by operating systems

- CO2: Apply Process synchronization, process scheduling, and deadlocks concepts in the given scenario to solve the problems.
- CO3: Apply algorithms and suitable techniques for memory management.
- CO4: Apply disk scheduling algorithm and explain the management schemes for storage systems such as file and I/O systems.
- **CO5:** Explain the concept of Virtual machines
- CO6: Explain the functionalities of iOS and Android Operating Systems.

TEXT BOOKS:

Abraham Silberschatz, Peter Baer Galvin and Greg Gagne, "Operating System Concepts", 10th Edition, John Wiley and Sons Inc., 2018.

REFERENCES:

- Ramaz Elmasri, A. Gil Carrick, David Levine, "Operating Systems A Spiral Approach", Tata McGraw Hill Edition, 2010.
- William Stallings, "Operating Systems: Internals and Design Principles", 7th Edition, Prentice Hall, 2018.
- 3 Achyut S.Godbole, Atul Kahate, "Operating Systems", McGraw Hill Education, 2016.

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23AM412	AUTOMATA THEORY AND	L	T	P	С
	COMPILER ENGINEERING	3	0	2	4

- To understand a finite automaton for a given language.
- To understand the relation between grammar and language.
- To understand the basic principles of working of a compiler.
- To study about the type checking procedure during the compilation.
- To understand the storage structure of the running program.

UNIT I AUTOMATA 9

Introduction to formal proof – Additional forms of proof – Inductive proofs –Finite Automata (FA) – Deterministic Finite Automata (DFA) – Non-deterministic Finite Automata (NFA) – Finite Automata with Epsilon transitions- Equivalence and minimization of Automata.

UNIT II REGULAR EXPRESSION (RE) 9

Definition, Operators of regular expression and their precedence, Algebraic laws for Regular expressions, Kleen's Theorem, Regular expression to FA, DFA to Regular expression, Arden Theorem, Non Regular Languages, Pumping Lemma for regular Languages, Application of Pumping Lemma, Closure properties of Regular Languages, Decision properties of Regular Languages.

UNIT III CONTEXT FREE GRAMMARS AND 9 LANGUAGES

GRAMMAR FORMALISM: Regular grammars-Right linear and left linear grammars, Equivalence Between regular linear grammar and FA; Context Free Grammar, Definition, Examples, Derivation, Derivation trees, Ambiguity in Grammar, Inherent ambiguity,

Ambiguous to Unambiguous CFG, Useless symbols, Simplification of CFGs; Normal forms for CFGs - CNF and GNF, Closure properties of CFLs; Decision Properties of CFLs-Emptiness, Finiteness and Membership, Pumping lemma for CFLs.

UNIT IV PUSH DOWN AUTOMATA (PDA)

9

Description and definition, Instantaneous Description, Language of PDA, Acceptance by Final state, Acceptance by empty stack, Deterministic PDA, Equivalence of PDA and CFG, CFG to PDA and PDA to CFG, Two stack PDA.

UNIT V TURING MACHINES (TM)

9

Basic model, Definition and representation, Instantaneous Description, Language acceptance by TM, Computable functions, Types of Turing machines, Universal TM, Church's Thesis, Recursive and recursively enumerable languages, Halting problem, Introduction to Undecidability, Undecidable problems about TMs, Post correspondence problem (PCP), Modified PCP.

TOTAL: 45 PERIODS

PRACTICAL EXERCISES: 30 PERIODS

- 1. Write a LEX Program to scan reserved word & Identifiers of C Language language.
- 2. Implement Predictive Parsing algorithm
- 3. Write a C program to generate three address code.
- 4. Implement SLR(1) Parsing algorithm
- 5. Design LALR bottom up parser for the given language
- 6. Write a C program for implementing the functionalities of predictive parser for the mini language specified in Note 1.
- 7. a) *Write a C program for constructing of LL (1)parsing. b) *Write a C program for constructing recursive descent parsing.

TOTAL: 45 +30 =75 PERIODS

COURSE OUTCOMES:

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

CO1: Build a finite automaton for a specific language. **CO2:** Discuss the regular expressions and its theorems. CO3: Identify the basic properties of formal languages and grammars. CO4: Examine regular, context-free and recursively enumerable languages. CO5: Make use of grammars to produce strings from a specific language. **CO6:** Identify the concepts relating to the theory of computation and computational models. TEXT BOOKS: J.E. Hopcroft, R. Motwani and J.D. Ullman, "Introduction to Automata Theory, Languages and Computations", Second Edition, Pearson Education, 2007. Alfred V. Aho, Monica S.Lam, Ravi Sethi, Jeffrey D. Ullman, "Compilers: Principles, Techniques and Tools", Second Edition, Pearson Education, 2008 REFERENCES: J. Martin, "Introduction to Languages and the Theory of computation" Third Edition, Tata Mc Graw Hill, 2007. Randy Allen, Ken Kennedy, "Optimizing Compilers for Modern Architectures: A Dependence based Approach", Morgan Kaufmann Publishers, 2002. Steven S. Muchnick, "Advanced Compiler Design and Implementation", Morgan Kaufmann Publishers - Elsevier Science, India, Indian Reprint 2003. Muneeswaran. K, "Compiler Design", Oxford University Press, 2012. **POs PSOs** COs _ Overall

Correlation

23AM413	BIG DATA COMPUTING AND	L	T	P	C
	TOOLS	3	0	2	4
COURSE OF	BJECTIVES:				
• To Uı	nderstand the Fundamentals of Big Data	1			
 To Ex 	plore Big Data Storage Technologies				
• To Le	arn Basics of Hadoop Framework				
 To Fa 	miliarize with Hadoop Ecosystem Tools	5			
• To De	evelop Proficiency in MapReduce Progra	amn	ning	5	
• To In	tegrate Big Data Concepts with Practical	1			
Appl	ications				
UNIT I	NTRODUCTION TO BIG DATA				9
Overview of	Big Data: Definition - Characteristics -	uns	truc	tur	ed
data - Impor	rtance Challenges and Opportunities	in	Big	Da	ıta
Management	- big data and marketing - Evolution	of	Big	Da	ıta
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UNIT II B	IG DATA STORAGE	N.A.		ų.	9
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UNIT III B	ASICS OF HADOOP				9
Data format	- analyzing data with Hadoop – scaling o	2114	LI.	nd c	
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0	Hadoop pipes – design of Hadoop di				
•	FS) - HDFS concepts - Java interface -				
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UNIT IV B	IG DATA TOOLS				9
Hbase - data	n model and implementations - Hbase	e ex	am	ples	; –
	L queries. Introduction to Spark, Archi			-	
	ntroduction to Flink, Architecture, F				
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Model.

UNIT V MAPREDUCE APPLICATIONS

9

MapReduce workflows – unit tests with MRUnit – test data and local tests – anatomy of MapReduce job run – classic Map-reduce – YARN – failures in classic Map-reduce and YARN – job scheduling – shuffle and sort – task execution – MapReduce types – input formats – output formats

TOTAL: 45 PERIODS

PRACTICAL EXERCISES: 30 PERIODS

- 1. Downloading and installing Hadoop, Hive and HBase; Understanding different Hadoop modes. Startup scripts, Configuration files.
- 2. Hadoop Implementation of CRUD operations tasks for file management, such as Adding files and directories, retrieving files and Deleting files
- 3. Practice importing and exporting data from various databases with Hive and HBase
- 4. Implement of Matrix Multiplication with Hadoop MapReduce
- 5. Implement Word count by processing the dataset into HDFS and produce output by Map-Reduce.
- 6. Implementation of Hive along with CRUD operations.
- 7. Implementation of HBase, Installing thrift along with CRUD operations

TOTAL: 45 +30 =75 PERIODS

COURSE OUTCOMES:

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

- CO1: Illustrate big data and use cases from selected business domains.
- CO2: Summarize the concept of NoSQL big data management.
- CO3: Experiment with Hadoop and HDFS to install, configure and run.
- CO4: Utilize Hadoop to solve map-reduce analytics.
- CO5: Utilize Hadoop-related tools such as HBase, Cassandra, Pig, and Hive

CO6:	Utilize a	and	im	ple	mer	nt tl	ne c	onc	ept	of `	YAR	N				
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1	Balamurugan Balusamy, Nandhini Abirami R, Seifedine															
-	Kadry, Amir H. Gandomi, "Big Data: Concepts, Technology,															
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2	Data Analytics with Hadoop, "Benjamin Bengfort, Jenny															
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23AM421	PRINCIPLES AND PRACTICES	L	T	P	C
	OF MACHINE LEARNING	0	0	4	2
	LABORATORY				

- To understand the data sets and apply suitable algorithms for selecting the appropriate features for analysis.
- To learn to implement supervised machine learning algorithms on standard datasets and evaluate the performance.
- To experiment the unsupervised machine learning algorithms on standard datasets and evaluate the performance.
- To build the graph based learning models for standard data sets.
- To compare the performance of different ML algorithms and select the suitable one based on the application

LIST OF EXPERIMENTS:

- Working with Python packages Numpy, Scipy, Scikitlearn, Matplotlib
- 2. Loan amount prediction using linear regression and visualize the interpretation
- Handwritten character recognition using neural networks
- 4. Classification of Email spam and MNIST data using Support Vector Machines.
- 5. Predicting Diabetes using decision tree
- 6. Applications of Random Forest and AdaBoost ensemble techniques
- 7. K-means and k-Nearest Neighbor clustering for Euclidean distance metric
- 8. Implementation of Apriori algorithm.
- 9. Applications of dimensionality reduction techniques on any dataset
- 10. Mini Project

TOTAL: 60 PERIODS

COU	COURSE OUTCOMES:																
	After completion of the course, the students will be able to:																
CO1:	Infer the	e da	ta s	ets	anc	lap	ply	sui	tabl	e al	gori	thm	s for	sel	ecti	ng	
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CO3:	Experin													lea	rni	ng	
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	algorithms on standard datasets and evaluate the performance.																
CO4:	Build the graph based learning models for standard data																
	sets.																
CO5:	Compare the performance of different ML algorithms and																
	_												_				
CO6:	select the suitable one based on the application. Infer the data sets and apply suitable algorithms for selecting																
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23AM422	OBJECT ORIENTED	L	T	P	C
	PROGRAMMING USING JAVA	0	0	4	2
	LABORATORY				

- Strengthen problem solving ability by using the characteristics of an object-oriented approach.
- Design applications using object-oriented features
- Handle Exceptions in programs.
- Write, compile, run and debug the programs
- To demonstrate the usage of object-oriented concepts in JAVA.

EXERCISES

I. Basics of Java and Exception Handling

- 1. Develop a java application with Employee class with Emp_name, Emp_id, Address, Mail_id, Mobile_no as members. Inherit the classes, Programmer, Assistant Professor, Associate Professor and Professor from employee class. Add Basic Pay (BP) as the member of all the inherited classes with 97% of BP as DA, 10 % of BP as HRA, 12% of BP as PF, 0.1% of BP for staff club fund. Generate pay slips for the employees with their gross and net salary.
- 2. Write a Java Program to create an abstract class named Shape that contains two integers, and an empty method named print Area (). Provide three classes named Rectangle, Triangle and Circle such that each one of the classes extends the class Shape. Each one of the classes contains only the method print Area () that prints the area of the given shape.
- 3. Write a Java program to implement user defined exception handling.
- 4. Write a Java program that reads a file name from the user, displays information about whether the file exists, whether the file is readable, or writable, the type of file and the length of the file in bytes.

II. The usage of Packages and Interfaces, Multithreaded programming, Generic Programming

- 5. Write a Java program to perform employee payroll processing using packages. In the java file, Emp.java creates a package employee and creates a class Emp. Declare the variables name, empid, category, bpay, hra, da, npay, pf, gross pay, income tax, and allowance. Calculate the values in methods. Create another java file Emppay.java. Create an object e to call the methods to perform and print values.
- 6. Write a Java program to create an interface Shape with the get Area () method. Create three classes Rectangle, Circle, and Triangle that implement the Shape interface. Implement the get Area() method for each of the three classes.
- 7. Write a java program that implements a multi-threaded application that has three threads. The first thread generates a random integer every 1 second and if the value is even, the second thread computes the square of the number and prints. If the value is odd, the third thread will print the value of cube of the number.
- 8. Write a java program to find the maximum value from the given type of elements using a generic function.

III. The usage of Event Driven Programming

- 9. Write a java program to draw lines, arcs, figures, images and text in different Fonts, styles and colors.
- 10. Write a java program to create Frames using swing
- 11. Design a calculator using event-driven programming paradigm of Java with the following options.
 - a) Decimal manipulations
 - b) Scientific manipulations
- 12. Write a java program that simulates a traffic light. The program lets the user select one of three lights: red, yellow, or green with radio buttons. On selecting a button, an appropriate message with "stop" or "ready" or "go" should appear above the buttons in a selected color. Initially there is no message shown.

TOTAL: 45 PERIODS														DS		
COURSE OUTCOMES:																
After completion of the course, the students will be able to:																
CO1:	De	mo	nstı	ate	to	Ins	tall	, co	nfi	gure,	and	rui	n Ha	ado	op	
	and	and HDFS.														
CO2:	Bu	ild	a	ppli	icat	ion	s	usi	ng	No	SQL	. 1	oig	da	ata	
	ma	management.														
CO3:	Co	Construct map-reduce analytics using Hadoop.														
CO4:	Co	Construct map-reduce program with dataset.														
CO5:	Uti	Utilize Hadoop-related tools such as HBase,														
	Ca	Cassandra, Pig, and Hive														
CO6:	Develop Big Data Applications															
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•		rove the problem solving and logical th	ninki	ng	abil	ity						
	of the students.											
•	To acquaint student with frequently asked questions and											
patterns in quantitative aptitude and logical reasoning.												
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600		g and logical reasoning skills.	-		•							
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1	Smith, John. "APTIPEDIA." 2nd ed., Wiley Publishers, 2020.

2 Agarwal, R.S. "Quantitative Aptitude." 2nd ed., S. Chand Publishing.

REFERENCES:

1 Agarwal, R.S. "A Modern Approach to Verbal & Non-Verbal Reasoning." 2nd ed., S. Chand Publishing

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COLLEGE OF TECHNOLOGY