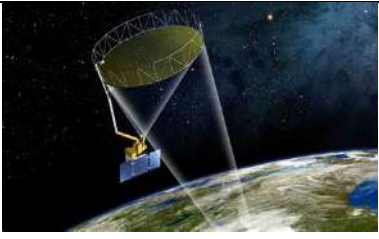
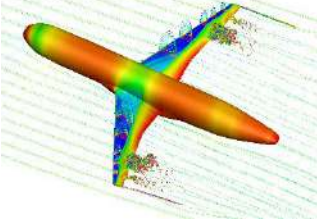
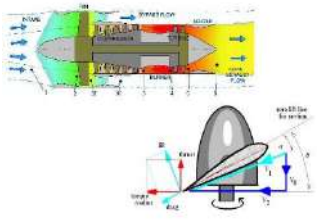
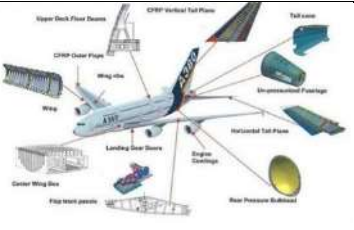





<p style="text-align: center;">VERTICAL 1 Space Technology</p>  <ul style="list-style-type: none"> • Cryogenics • High Temperature Gas Dynamics • Launch Vehicle Aerodynamics • Orbital Mechanics • Launch Vehicle Configuration Design • Space Missions 	<p style="text-align: center;">VERTICAL 2 Computational Engineering</p>  <ul style="list-style-type: none"> • Numerical Methods in Fluid Dynamics • Computational Heat Transfer • Finite Element Methods • Computational Fluid Dynamics • Computed Aided Design and Analysis • Grid Generation Techniques 	<p style="text-align: center;">VERTICAL 3 Aerodynamics and Propulsion</p>  <ul style="list-style-type: none"> • Experimental Aerodynamics • High Speed Aerodynamics • Industrial Aerodynamics • Rocket Propulsion • Advanced Propulsion Systems • Hypersonic Aerodynamics 	<p style="text-align: center;">VERTICAL 4 Aerospace Structures</p>  <ul style="list-style-type: none"> • Fatigue and Fracture Mechanics • Experimental Stress Analysis • Composite Materials and Structures • Additive Manufacturing • Non Destructive Testing and Evaluation • Aerospace Materials
<p style="text-align: center;">VERTICAL 5 Satellite Technology</p>	<p style="text-align: center;">VERTICAL 6 Diversified courses group-1</p>	<p style="text-align: center;">VERTICAL 7 Diversified courses group-2</p>	
 <ul style="list-style-type: none"> • Spacecraft Power Systems • Satellite Navigation and Control • Spacecraft Sensors and Instrumentation • Spacecraft Systems Engineering • Satellite Architecture • Spacecraft Dynamics 	 <ul style="list-style-type: none"> • High Temperature Materials • Machining and Precision Manufacturing • Design of Non-Air Breathing Engines • Manufacturing Processes • Spacecraft Structures • Smart Materials 	 <ul style="list-style-type: none"> • Boundary Layer Theory • Theory of Elasticity • Structural Dynamics • Heat Transfer • Advanced Vehicle Technology • Missile Guidance and Control 	