Yogoda Satsanga Palpara Mahavidyalaya

Department of Computer Science Session:-2018-2019

TEACHING PLAN

Semest er	Paper	Unit/Mod	Unit/Module		No. of	To be comple
					lect	ted by
					ure	
					S	
Semest	C1T1 :	С	1. Introduction to C	Mr.		1 st Mon
er-1	Program	Languag		Sourav		th
	ming	e		Chakrab		
	Fundame			orty(Part		
	ntals			time		
	using			Teacher)		
	C/C++					
			2. Data Types,			1 st Mon
			Variables, Constants,			th
			Operators and Basic			
			I/O			
			3. Expressions,		30	2 nd mon
			Conditional			th
			Statements and			
			Iterative Statements			
			4. Functions and			2 nd mon
			Arrays			th
			5. Derived Data			3 ^{ra} mon
			Types(Structures and			th
			Unions)			
			6. Pointers			4 ^m mo
			References in C			nth
		C ++	1. Memory Allocation			1 st Mon
		Languag	in C++			th

	е				
		2. File I/O, Preprocessor Directives			2 nd mon th 3 ^{ra} mon
		3. Using Classes in C++			th
		4. Overview of Function Overloading and Operator Overloading	Mrs. Sova Pal (Bera) (Associat e Professo r)		4 th mo nth
		5. Inheritance, Polymorphism and Exception Handling			5 th Mon th
C1 P1 : Program ming Fundame ntals using C/C++ Lab	C Languag e	1. Introduction to C			1 st Mon th
		2. Data Types, Variables, Constants, Operators and Basic I/O			1 st Mon th
		3. Expressions, Conditional Statements and Iterative Statements	Mr. Sourav Chakrab orty(Part time Teacher)	30	2 nd mon th
		4. Functions and Arrays			2 nd mon th

			5. Derived Data Types(Structures and			3 ^{ra} mon th
			Unions)			
			6. Pointers References in C			4 [™] mo nth
		C ++ Languag e	1. Memory Allocation in C++			1 st Mon th
			2. File I/O, Preprocessor Directives			2 nd mon th
			3. Using Classes in C++			3 ^{ro} mon th
			4. Overview of Function Overloading and Operator Overloading	Mrs. Sova Pal (Bera) (Associat e Professo r)		4 [™] mo nth
			5. Inheritance, Polymorphism and Exception Handling			5 th Mon th
(C2T2 : Compute r System Architect ure	Digital Electroni cs	1. Introduction Logic gates, boolean algebra, combinational circuits, circuit simplification, flip- flops and sequential circuits, decoders, multiplexers, registers, counters and memory units.	Mr. Anustup Bera(Par t Time Teacher)	30	1 st Mon th And 2 nd mon th

		2. Data Representation and Basic Computer Arithmetic			3 rd mon th And 4 th Mon th
	Compute r Architect ure	Basic Computer Organization and Design			1 st Mon th
		Central Processing Unit	Mr. Suman Mondal (Assistan t Professo r)	30	2 nd mon th
		Memory Organization			3 rd mon th
		Input-Output Organization			4 th Mon th
C2P2 Comp r Syst Archi ure	oute Experim em ent	 Design and implement a full adder circuit using NAND gates only. Design and implement a J. K. flip- flop. Design and implement a 4 bit 	Mr. Suman Mondal (Assistan t Professo r)	30	1 st Mon th

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		adder using flip-flop.			- nd
		4. Design and			2 nd mon
		implement a 4 bit			th
		synchronous counter.			
		5. Design and			
		implement a 8:1			
		multiplexer.			
		6. Design and			
		implement a D flip-			
		flop.			
		7. Design and			3 rd mon
		implement a half			th
		subtractor using			And
		NAND gates only.			4 th Mon
		8. Design and			th
		implement a 3×8			
		decoder.			
		9. Design and			
		implement a 8 bit			
		parity generator.			
		10. Design and			
		implement a two bit			
		digital comparator.			
	Compute	Basic Computer			1 st Mon
	r	Organization and			th
	Architect	Design			-
	ure				
	u. c				
		Central Processing	Mr.	30	2 nd mon
		Unit	Suman		th
			Mondal		
			(Assistan		
			t		
			Professo		
			r)		
			• /		
l					

		Memory Organization			3 rd mon th
		Input-Output Organization			4 th Mon th
Cor r	-I T1 : Data mpute Represe ntation: ndame	Number systems and character representation, binary arithmetic		50	1 st Mon th
	Human Comput er Interface	Types of software, Operating system as user interface, utility programs			1 st Mon th
	Devices	Input and output devices (with connections and practical demo), keyboard, mouse, joystick, scanner, OCR, OMR, bar code reader, web camera, monitor, printer, plotter	Mr. Suman Mondal (Assistan t Professo r)		2 nd mon th
	Memory				3 rd mon th
	Comput er Organisa tion and Architect ure	C.P.U., registers, system bus, main memory unit, cache memory, Inside a			4 th Mon th

GE-I P1:	MS		Mr.	50	1 st Mon
Compute	Word	1.Preparea grocery	Suman		th
r Fundame		list having four	Mondal		
ntals Lab		columns (Serial number, the name of	(Assistan t		
		the product, quantity	Professo		
		and price) for the	r)		
		month of April, 06.	,		
		2. Create a			
		telephone directory.			
		3.Design a time-table			
		form for your			
		college.			1 st Mon
		4.XYZ Publications			1 ⁵ Mon th
		plans to release a			ui
		new book designed			
		as per your syllabus.			
		Design the first page			
		of the book			
					2 nd mon
		5.Wrapping of text			z mon th
		around the image.			ui
		6.Convert text to a			
		table, using comma			
		as delimiter			
					3 rd mon
	MS Excel	1.Enter data in Excel			3 mon th
		Sheet			
		2.A company XYZ Ltd.			
		pays a monthly salary			
		to its employees			
		which consists of			

			basic salary, allowances & deductions.			
			 3.Create Payment Table for a fixed Principal amount, variable rate of interests and time 4.Use an array formula to calculate Simple Interest for given principal amounts given the rate of Interest and time 			4 th Mon th
Semest er-II	C3T: Program ming in Java	Introduc tion to Java	Java Architecture and Features, Understanding the semantic and syntax differences between C++ and Java, Compiling and Executing a Java Program, Variables, Constants, Keywords Data Types, Operators (Arithmetic, Logical and Bitwise) and Expressions	Mr. Sourav Chakrab orty(Part time Teacher)	50	1 st Mon th

Arrays, Strings and I/O	Creating & Using Arrays (One Dimension and Multi- dimensional), Referencing Arrays Dynamically, Java Strings, Simple I/O using System out and the Scanner class,	2 nd mon th
	Byte and Character streams, Reading/Writing from console and files.	
Object- Oriented Program ming Overvie w	Principles of Object- Oriented Programming, Defining & Using Classes, Controlling Access to Class Members, Class Constructors, Method Overloading, Class Variables & Methods, Objects as parameters, final classes, Object class, Garbage Collection.	3 rd mon th
Inherita nce, Interface s, Package s, Enumera tions, Autobox	Inheritance: (Single Level and Multilevel, Method Overriding, Dynamic Method Dispatch, Abstract Classes), Interfaces and Packages, Extending interfaces and packages,	3 rd mon th

		ing and	Package and Class			
		Metadat	Visibility, Using			
		а	Standard Java			
			Packages (util, lang,			
			io, net), Wrapper			
			Classes,			
			Autoboxing/Unboxin			
			g, Enumerations and			
			Metadata.			
	T	Exceptio	Exception types,			4 th Mon
		n	uncaught exceptions,			th
		Handling	throw, built-in			
		,	exceptions, Creating			
		Threadin	your own exceptions;			
		g,	Multi-threading.			
		Network				
		ing and				
		Databas				
		е				
		Connecti				
		vity				th
		Applets	Java Applets:			4 th Mon
		and	Introduction to			th
		Event	Applets, Writing Java			
		Handling	Applets, Working			
			with Graphics,			
			Incorporating Images			
			& Sounds. Event			
			Handling			
			Mechanisms, Listener			
			Interfaces			ct
	:3P:	Introduc		Mr.	50	1 st Mon
	U	tion to	1. To find the sum of	Sourav		th
	0	Java	any number of			
	ava		integers entered as	orty(Part		
(1	Lab)		command line	time		
			arguments	Teacher)		

	 To find the factorial of a given number To learn use of single dimensional array by defining the array dynamically. To learn use of lenth in case of a two dimensional array To convert a decimal to binary number 	
Arrays, Strings and I/O	 6. To check if a number is prime or not, by taking the number as input from the keyboard 7. To find the sum of any number of integers interactively, i.e., entering every number from the keyboard, whereas the total number of integers is given as a command line argument 8. Write a program 	2 nd mon th

	that show working of different functions of String and String Buffer classs like set Charat (set Length (), append (), insert (), concat ()and equals ().	
Object- Oriented Program ming Overvie w	9. Write a program to create a class with methods where distance is computed in terms of feet and inches, how to create objects of a class and to see the use of this pointer	3 rd mon th
	10. Write a program to show that during function overloading, if no matching argument is found, then java will apply automatic type conversions(from lower to higher data type)	

	11. Write a program to show the difference between public and private access specifiers. The program should also show that primitive data types are passed by value and objects are passed by value and objects are passed by reference and to learn use of final keyword	ord
Inherita nce, Interface S, Package S, Enumera tions, Autobox ing and	program where in	3 rd mon th
Metadat a	as input from the user and the function to display the message on the screen is given in another file (make use of Scanner package in this program).	

	 14. Write a program to create a multilevel package and also creates a reusable class to generate Fibonacci series, where the function to generate fibonacii series is given in a different file belonging to the same package. 15. Write a program that creates illustrates different levels of protection in classes/subclasse s belonging to same package or different packages 	
Exceptio n Handling , Threadin g, Network ing and Databas e	16. Write a program that takes two numbers a and b as input, computes a/b, and invokes Arithmetic Exception to generate a	4 th Mon th

Connecti vity	 message when the denominator is zero. 17. Write a program to show the use of nested try statements that emphasizes the sequence of checking for catch handler statements. 18. Write a program to demonstrate priorities among multiple threads. 	
Applets and Event Handling	 19. Write a program to demonstrate different mouse handling events like mouse Clicked (), mouse Entered (), mouse Exited (), mouse Pressed, mouse Released () and mouse Dragged (). 20. Write a program to demonstrate different keyboard handling events. 21. Write a program to generate a 	4 th Mon th

		window without			
		an applet			
		window using			
		main () function.			
C4T:	Introduc	Sets - finite and	Mr.	33	1 st Mon
Discret		Infinite sets,	Suman		th
Structu		uncountably Infinite	Mondal		
S	-	Sets; functions,	(Assistan		
		relations, Properties	t		
		of Binary Relations,	Professo		
		Closure, Partial	r)		
		Ordering Relations;	,		
		counting -			
		Pigeonhole Principle,			
		Permutation and			
		Combination;			
		Mathematical			
		Induction, Principle			
		of Inclusion and			
		Exclusion			
	Growth	Asymptotic			2 nd mon
	of	Notations,			th
	Function	Summation formulas			
	S	and properties,			
		Bounding			
		Summations,			
		approximation by			
		Integrals			
	Recurren	Recurrence			3 rd mon
	ces	Relations, generating			th
		functions, Linear			
		Recurrence Relations			
		with constant			
		coefficients and their			
		solution, Substitution			
		Method, Recurrence			
		Trees, Master			

		Theorem			
		Theorem		45	a sta a
	Graph	Basic Terminology,	Mrs.	15	1 st Mon
	Theory	Models and Types,	Sova Pal		th
		multigraphs and	(Bera)		And
		weighted graphs,	(Associat		2 nd mon
		Graph	e		th
		Representation,	Professo		
		Graph Isomorphism,	r)		
		Connectivity, Euler			
		and Hamiltonian			
		Paths and Circuits,			
		Planar Graphs, Graph			
		Coloring, Trees, Basic			
		Terminology and			
		properties of Trees,			
		Introduction to			
		Spanning Trees			
	Prepositi	Logical Connectives,	Mr.	12	4 th Mon
	onal	Well-formed	Suman		th
	Logic	Formulas,	Mondal		
		Tautologies,	(Assistan		
		Equivalences,	t		
		Inference Theory	Professo		
			r)		
GE 2 T :	Databas	Introduction to	Mrs.	60	1 st Mon
Introducti	e	database, relational	Sova Pal		th
on to		data model, DBMS	(Bera)		
Database		architecture, data	(Associat		
System		independence, DBA,	e		
Jystem		database users, end	Professo		
		users, front end tools			
	E-R		r)		2 nd mon
		Entity types, entity			th
	Modelin	set, attribute and			UI
	g	key, relationships,			
		relation types, E- R			
		diagrams, database			
		design using ER			

		diagrams			
	Relation	Relational model			3 rd mon
	al Data	concepts, relational			th
	Model	constraints, primary			
		and foreign key,			
		normalization: 1NF,			
		2NF, 3NF			
	Structur	SQL queries, create a			4 th Mon
	ed Query	database table,			th
	Languag	create relationships			
	e	between database			
		tables, modify and			
		manage tables,			
		queries, forms,			
		reports, modify, filter			
		and view data.			
GE2 P :	Structur	1) Create a database	Mrs.	60	1 st Mon
Introdu	ucti ed Query	having two tables	Sova Pal		th
on to	Languag	with the specified	(Bera)		
Databa	ise e	fields, to computerize	(Associat		
System	1	a library system of a	е		
(Lab)		Delhi University	Professo		
		College. Library	r)		
		Books (Accession			
		number, Title,			
		Author, Department,			
		Purchase Date, Price)			
		Issued Books			
		(Accession number,			
		Borrower)			
		2) Create the			2 nd mon
		following tables and			th
		answer the queries			
		given below:			
		Customer (Cust ID,			
		email, Name, Phone,			
		Referrer ID) Bicycle			

	(Bicycle ID, Date Purchased, Color, Cust ID, Model No) Bicycle Model (Model No, Manufacturer, Style) Service (Start Date, Bicycle ID, End Date)	
	3) Create the following tables, enter at least 5 records in each table and answer the queries given below. EMPLOYEE (Person_Name, Street, City) WORKS (Person_Name, Salary) COMPANY (Company_Name, City) MANAGES (Person_Name, Manager_Name)	3 rd mon th
	4) Create the following tables, enter at least 5 records in each table and answer the queries given below. Suppliers (SNo, Sname, Status, SCity) Parts (PNo, Pname, Colour, Weight, City) Project (JNo, Jname, Jcity) Shipment (Sno, Pno, Jno, Qunatity)	4 th Mon th

Semest er-III	C5T: Data Structure s	Arrays	Single and Multi- dimensional Arrays, Sparse Matrices (Array and Linked Representation)			1 st Month
		Stacks	Implementing single / multiple stack/s in an Array; Prefix, Infix and Postfix expressions, Utility and conversion of these expressions from one to another; Applications of stack; Limitations of Array representation of stack	Mr. Anustup Bera(Par t time Teacher)	60	1 st month
		Linked Lists	Singly, Doubly and Circular Lists (Array and Linked representation); Normal and Circular representation of Stack in Lists; Self Organizing Lists; Skip Lists			2 nd month
		Queues	Array and Linked representation of Queue, De-queue, Priority Queues			2 nd month
		Recursio n	Developing Recursive Definition of Simple Problems and their implementation; Advantages and Limitations of Recursion;			3 rd month

		Lindorstanding	
		Understanding what	
		goes behind	
		Recursion (Internal	
		Stack	
		Implementation)	e rd
	Trees	Introduction to Tree	3 rd
		as a data structure;	month
		Binary Trees	
		(Insertion, Deletion,	
		Recursive and	
		Iterative Traversals	
		on Binary Search	
		Trees); Threaded	
		Binary Trees	
		(Insertion, Deletion,	
		Traversals); Height-	
		Balanced Trees	
		(Various operations	
		on AVL Trees). Tree	
		traversal techniques.	
	Searchin	Linear Search, Binary	4 th
	g and	Search, Comparison	month
	Sorting	of Linear and Binary	
	0	Search, Selection	
		Sort, Insertion Sort,	
		Bubble Sort, Quick	
		Sort, Comparison of	
		Sorting Techniques	
	Hashing	Introduction to	4 th
		Hashing, Efficiency of	month
		Rehash Methods,	
		Resolving collision by	
		Open Addressing,	
		Coalesced Hashing,	
		Separate Chaining,	
		Dynamic and Extendible Hashing	
		Extendible Hashing.	

C5P: Data	Searchin	1. Write a program to	Mr.	60	1 st
Structure	g and	search an element	Anustup		month
s Lab	Sorting	from a list. Give user the option to	Bera(Par t time		
		perform Linear or	Teacher)		
		Binary search. Use	reachery		
		Template functions.			
		2. WAP using			
		templates to sort a			
		list of elements. Give			
		user the option to			
		perform sorting using			
		Insertion sort, Bubble			
		sort or Selection sort.			
	Stacks	3. Perform Stack			1 st
		operations using			month
		Array			
		implementation. Use			
		Templates.			nd
	Linked	4. Implement Linked			2 nd
	Lists	List using templates.			month
		Include functions for			
		insertion, deletion			
		and search of a			
		number, reverse the			
		list and concatenate two linked lists			
		(include a function			
		and also overload			
		operator +).			
		5. Implement Doubly			
		Linked List using			
		templates. Include			
		functions for			
		insertion, deletion			
		and search of a			
		number, reverse the			

Ι		1 .]
		list.		
		6. Implement Circular		
		Linked List using		
		templates. Include		
		functions for		
		insertion, deletion		
		and search of a		
		number, reverse the		
		list.		
	Queues	7. Perform Queues		3 rd
		operations using		month
		Circular Array		
		implementation. Use		
		Templates.		
		8. Create and		
		perform different		
		operations on		
		Double-ended		
		Queues using Linked		
 		List implementation.		
	Recursio	9. WAP to calculate		4 th
	n	factorial and to		month
		compute the factors		
		of a given no. (i)		
		using recursion, (ii)		
		using iteration		
		10. (ii) WAP to		
		display fibonacci		
		series (i)using		
		recursion, (ii) using		
		iteration		
		11. WAP to calculate		
		GCD of 2 number (i)		
		with recursion (ii)		
		without recursion		
	Trees	12. WAP to create a		4 th
	_	Threaded Binary Tree		month
 1	1	,	I I	

C6T: Operatin g Systems	Introduction	as per in order traversal, and implement operations like finding the successor / predecessor of an element, insert an element, in order traversal. 13. WAP to implement various operations on AVL Tree. Basic OS functions, resource abstraction, types of operating systems– multiprogramming systems, batch systems , time sharing systems; operating systems for personal computers & workstations, process control & real time systems.	Mrs. Sova Pal (Bera) (Associat e Professo r)	60	1 st month
	Operatin g System Organiza	Processor and user modes, kernels, system calls and			1 st month
	tion	system programs.			2 nd
	Process Manage	System view of the process and			2 ^m month
	ment	resources, process			monun
		abstraction, process			
		hierarchy, threads,			
		threading issues,			
		thread libraries;			

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		Process Scheduling,			
		non-pre-emptive and			
		pre-emptive			
		scheduling			
		algorithms;			
		concurrent			
		processes, critical			
		section, semaphores,			
		methods for			
		interprocess			
		communication;			
		deadlocks.			
	Memory	Physical and virtual			3 rd
	Manage	address space;			month
	ment	memory allocation			
		strategies – fixed and			
		variable partitions,			
		paging,			
		segmentation, virtual			
		memory			
	File and	Directory structure,			4 th
	I/O	file operations, file			month
	Manage	allocation methods,			
	ment	device management.			
	Protectio	Policy mechanism,			4 th
	n and	Authentication,			month
	Security	Internal access			
		Authorization.			
C6P:	C/ C++	1. Write a program	Mr.	50	1 st
Operatin	program	(using fork () and/or	Suman		month
g Systems	S	exec () commands)	Mondal		And
Lab		where parent and	(Assistan		2 nd
		child execute: a)	t		month
		same program, same	Professo		And
		code. b) same	r)		3 rd
		program, different			month
		code. c) before			And

torminating the	4 th
terminating, the	-
parent waits for the	month
child to finish its task.	
2. Write a program to	
report behaviour of	
Linux kernel including	
kernel version, CPU	
type and model. (CPU	
information) 3. Write	
a program to report	
behaviour of Linux	
kernel including	
information on	
configured memory,	
amount of free and	
used memory	
(memory	
information).	
4. Write a program to	
print file details	
including owner	
access permissions,	
file access time,	
where file name is	
given as argument. 5.	
Write a program to	
copy files using	
system calls.	
6. Write program to	
implement FCFS	
scheduling algorithm.	
7. Write program to	
implement Round	
Robin scheduling	
algorithm.	
8. Write program to	
implement SJF	

C7T: Compute r Networks	Introduc tion to Compute r Network s	scheduling algorithm. 9. Write program to calculate sum of n numbers using thread library. 10. Write a program to implement first-fit, best-fit and worst-fit allocation strategies Network definition; network topologies; network classifications; network protocol; layered network architecture;	Mr. Suman Mondal (Assistan t Professo r)	60	1 st month
		overview of OSI reference model; overview of TCP/IP protocol suite.			
	Data Commun ication Fundam entals and Techniqu es	Analog and digital signal; data-rate limits; digital to digital line encoding schemes; pulse code modulation; parallel and serial transmission; digital to analog modulation-; multiplexing techniques- FDM, TDM; transmission media.			1 st month
	Network s Switchin	Circuit switching; packets witching- connectionless			2 nd month

				,
		g	datagram switching,	
		Techniqu	connection-oriented	
		es and	virtual circuit	
		Access	switching; dial-up	
		mechani	modems; digital	
		sms	subscriber line; cable	
			TV for data transfer.	
		Data Link	Error detection and	2 nd
		Layer	error correction	month
		Function	techniques; data-link	
		s and	control- framing and	
		Protocol	flow control; error	
			recovery protocols-	
			stop and wait ARQ,	
			go-back-n ARQ; Point	
			to Point Protocol on	
			Internet.	
		Multiple	CSMA/CD protocols;	3 rd
		Access	Ethernet LANS;	month
		Protocol	connecting LAN and	
		and	back-bone networks-	
		Network	repeaters, hubs,	
		S	switches, bridges,	
			router and gateways;	
		Network	Routing; routing	3 rd
		s Layer	algorithms; network	month
		Function	layer protocol of	
		s and	Internet- IP protocol,	
		Protocol	Internet control	
		S	protocols.	
		Transpor	Transport services-	4 th
		t Layer	error and flow	month
		, Function	control, Connection	
		s and	establishment and	
		Protocol	release – three way	
		S	, handshake;	
		Overvie	Overview of DNS	4 th
L				1

	w of Applicati on layer protocol	protocol; overview of WWW &HTTP protocol.			month
C7P: Compute r Networks Lab		 Simulate Cyclic Redundancy Check (CRC) error detection algorithm for noisy channel. Simulate and implement stop and wait protocol for noisy channel. Simulate and implement go back n sliding window protocol. Simulate and implement selective repeat sliding window protocol. Simulate and implement distance vector routing algorithm Simulate and implement Dijkstra algorithm for shortest path routing. Experiments for capturing and analyzing data packets using Wire Shark. • Experiments on filtering packets • Experiments on 	Mr. Suman Mondal (Assistan t Professo r)	60	1 st month And 2 nd month And 3 rd month And 4 th month

		inspecting packets			
SEC-1T:	Unit I-	Introduction to	Mr.	40	1 st
Program		Programming:	Suman		month
ming in		Components of a	Mondal		
MATLAB		computer, working	(Assistan		
		with numbers,	t		
		Machine code,	Professo		
		Software hierarchy	r)		
	Unit II-	Programming			1 st
		Environment:			month
		MATLAB Windows, A			
		First Program,			
		Expressions,			
		Constants, Variables			
		and assignment			
		statement, Arrays			
	Unit III-	Graph Plots: Basic			2 nd
		plotting, Built in			month
		functions, Generating			
		waveforms, Sound			
		replay, load and save.			
	Unit IV-	Procedures and			2 nd
		Functions:			month
		Arguments and			
		return values, M-			
		files, Formatted			
		console input-output,			
		String handling.			
	Unit V-	Control Statements:			3 rd
		Conditional			month
		statements: If, Else,			
		Else-if, Repetition			
		statements: While,			
		for loop.			
	Unit VI-	Manipulating Text:			4 th
		Writing to a text file,			month
		Reading from a text			

	Unit VII- GUI Interface	file, Randomising and sorting a list, searching a list. Attaching buttons to actions, Getting Input, Setting Output.			4 th month
SEC1P: Software Lab Based on MatLab	Matlab Program ming	 A supermarket conveyor belt holds an array of groceries. The price of each product (in pounds) is [0.6, 1.2, 0.5, 1.3] ; while the numbers of each product are [3, 2, 1, 5]. Use MATLAB to calculate the total bill. The sortrows(x) function will sort a vector or matrix X into increasing row order. Use this function to sort a list of names into alphabetical order. The —identity matrix is a square matrix that has ones on the diagonal and zeros elsewhere. You can generate one with the eye() function in MATLAB. 	Mr. Suman Mondal (Assistan t Professo r)	60	1 st month And 2 nd month

Use MATLAB to find a matrix B, such that when multiplied by matrix A=[1 2; -1 0] the identity matrix I=[1 0; 0 1] is generated. That is A*B=I.	
4. Create an array of N numbers. Now find a single MATLAB statement that picks out from that array the 1,4,9,16,,VNth entries, i.e. those numbers which have indices that are square numbers.	
5. Draw a graph that joins the points (0,1), (4,3), (2,0) and (5,-2).	
6. Calculate and replay 1 second of a sinewave at 500Hz with a sampling rate of 11025Hz. Save the sound to a file called "ex35.wav". Plot the first 100 samples.	3 rd month And 4 th month
7. Calculate and replay a 2 second chirp. That is, a sinusoid that steadily	

	T	1
increases in frequency with time, from say 250Hz at		
the start to 1000Hz at the end.		
8. Build a square wave by adding together 10 odd harmonics: 1f, 3f, 5f,		
etc. The amplitude of the nth harmonic should be 1/n.		
Display a graph of one cycle of the result superimposed on the individual		
harmonics.		
9. Write a function called FtoC (ftoc.m)		
to convert Fahrenheit temperatures into Celsius. Make sure		
the program has a title comment and a		
help page. Test from the command window with: i.		
FtoC(96) ii. lookfor Fahrenheit iii. help		
FtoC		
10. Write a program to input 2 strings from the user and to		
print out (i) the		

		concatenation of the two strings with a space between them, (ii) a line of asterisks the same length as the concatenated strings, and (iii) the reversed concatenation. For example: i. Enter string 1: Mark ii. Enter string 2: Huckvale iii. Mark Huckvale iv. ********** v. elavkcuHkraM			
GE3P: Introducti on to Program ming	Introduc tion to C and C++	History of C and C++, Overview of Procedural Programming and Object-Orientation Programming, Using main() function, Compiling and Executing Simple Programs in C++.	Mr. Suman Mondal (Assistan t Professo r)	30	1 st month
	Data Types, Variables , Constant s, Operator s and Basic I/O	Declaring, Defining and Initializing Variables, Scope of Variables, Using Named Constants, Keywords, Data Types, Casting of Data Types, Operators (Arithmetic, Logical and Bitwise), Using			2 nd month

[[I	1
		Comments in		
		programs		rd
	Expressi	Simple Expressions in		3 rd
	ons,	C++ (including Unary		month
	Conditio	Operator		
	nal	Expressions, Binary		
	Stateme	Operator		
	nts and	Expressions),		
	Iterative	Understanding		
	Stateme	Operators		
	nts	Precedence in		
		Expressions,		
		Conditional		
		Statements (if		
		construct, switch-		
		case construct)		
	Function	Utility of functions,		4 th
	s and	Call by Value, Call by		month
	Arrays	Reference, Functions		
		returning value, Void		
		functions, Inline		
		Functions, Return		
		data type of		
		functions, Functions		
		parameters,		
		Differentiating		
		between Declaration		
		and Definition of		
		Functions		
		Croating and Using		
		Creating and Using One Dimensional		
		Arrays (Declaring		
		and Defining an		
		Array, Initializing an		
		Array, Accessing		
		individual elements		

		in an Array			
	Derived	Understanding utility	Mrs.	30	1 st
	Data	of structures and	Sova Pal	50	month
	Types	unions, Declaring,	(Bera)		month
	(Structur	initializing and using	(Associat		
	es and	simple structures and	e		
	Unions)	unions, Manipulating	Professo		
	onionsj	individual members	r)		
		of structures and	1)		
		unions, Array of			
		Structures, Individual			
		data members as			
		structures			
	File I/O,	Opening and closing			2 nd
	Preproce	a file (use of fstream			2 month
	ssor	header file, ifstream,			month
	Directive	ofstream and fstream			
	S	classes), Reading and			
	5	writing Text Files,			
		Using put(), get(),			
		read() and write()			
		functions			
	Using	Principles of Object-			3 rd
	Classes	Oriented			month
	in C++	Programming,			month
		Defining & Using			
		Classes, Class			
		Constructors,			
		Constructor			
		Overloading,			
		Function overloading			
		in classes, Class			
		Variables & Functions,			
		Objects as			
		parameters,			
		specifying the			
		Protected and Private			

Inheritan ce and Polymor phismIntroduction to inheritance and Polymorphism4th monthGE3P: on to c/c++ Program ming Labc/c++ find greatest of three numbers.Mr.301st monthOrce And 2nd (Assistan program ming Lab1. Write a program to find greatest of three numbers.Mr.301st monthOrce Program ming Lab2. Write a program to find gross salary of a persont rmonth Mondal (Assistan r)2nd month Mondal t r3. Write a program to find grade of a student given his marks.3. Write a program to find divisor or factorial of a given number.suman month4. Write a program to print first ten natural number.S. Write a program to print first ten even and odd numbers.suman to find divisor.suman to find divisor or factorial of a given number.5. Write a program to print first ten natural numbers.5. Write a program to print first ten even and odd numbers.suman to first ten even and odd numbers.suman to suman
Polymor phismPolymorphismImageImageGE3P:c/c++1. Write a program to find greatest of three numbers.Mr.301st monthOn to c/c++Program ming2. Write a program to find gross salary of a personMondal (AssistanAnd 2ndProgram ming Lab2. Write a program to find gross salary of a personr)Month And 3rd month3. Write a program to find grade of a student given his marks.3. Write a program to find divisor or factorial of a given number.Image subjectImage subject5. Write a program to print first ten natural numbers.5. Write a program to print first ten natural numbers.Image subjectImage subject6. Write a program to print first ten even and odd numbers.Image subjectImage subjectImage subject
phismMr.301stGE3P:c/c++1. Write a program to find greatest of three numbers.Mr.301stOn to c/c++Program mingnumbers.Mondal (Assistan personAnd 2ndProgram ming Lab2. Write a program to find gross salary of a persontmonth And 3rd month And 4th3. Write a program to find grade of a student given his marks.3. Write a program to find divisor or factorial of a given number.4. Write a program to print first ten natural numbers.4. Write a program to print first ten natural numbers.6. Write a program to print first ten even and odd numbers.6. Write a program to print first ten even and odd numbers.4.
GE3P: Introducti on to c/c++c/c++ Program ming1. Write a program to find greatest of three numbers.Mr. Suman Mondal (Assistan t Professo r)301st month And 2ndProgram ming Lab2. Write a program to find gross salary of a persont Professo r)Mondal (Assistan r)And alter month And 3rd month And 3rd month And 4th month3. Write a program to find grade of a student given his marks.4. Write a program to find divisor or factorial of a given number.5. Write a program to print first ten natural numbers.6. Write a program to print first ten even and odd numbers.6. Write neven and odd numbers.100
Introducti on to c/c++Program mingfind greatest of three numbers.Suman Mondal (Assistan r)month And 2 nd Program ming Lab2. Write a program to find gross salary of a persont Professo r)month And 3 rd month And 3 rd month And 4 th month3. Write a program to find grade of a student given his marks.4. Write a program to find divisor or factorial of a given number.4. Write a program to find divisor or factorial of a given number.5. Write a program to print first ten natural numbers.5. Write a program to print first ten even and odd numbers.
find grade of a list of students given their marks.

			class. Write a menu- driven program to perform following Matrix operations (2- D array implementation): a) Sum b) Difference c) Product d) Transpose			
Semest er-IV	C8T: Design and Analysis of Algorith ms	Introduc tion	Basic Design and Analysis techniques of Algorithms, Correctness of Algorithm.	Mr. Suman Mondal (Assistan t Professo r)	60	1 st month
		Algorith m Design Techniqu es	Iterative techniques, Divide and Conquer, Dynamic Programming, Greedy Algorithms.			1 st month
		Sorting and Searchin g Techniqu es	Elementary sorting techniques, Merge Sort, Heap Sort, Quick Sort, Sorting in Linear Time - Bucket Sort, Radix Sort and Count Sort, Searching Techniques, Medians & Order Statistics, complexity analysis;			2 nd month
		Lower Boundin g Techniqu es Balanced	Decision Trees Red-Black Trees			2 nd month 3 rd

	Trees			month
	Advance d Analysis Techniqu e	Amortized analysis		3 rd month
	Graphs	Graph Algorithms– Breadth First Search, Depth First Search and its Applications, Minimum Spanning Trees.		4 th month
	String Processi ng	String Matching, KMP Technique		4 th month
and Ana of Alg	sign	 I. i. Implement Insertion Sort (The program should report the number of comparisons). ii. Implement Merge Sort (The program should report the number of comparisons) Implement Heap Sort (The program should report the number of comparisons) Implement Heap Sort (The program should report the number of comparisons) Implement Heap Sort (The program should report the number of comparisons) Implement Heap Sort (The program should report the number of comparisons) 	Mr. Suman Mondal (Assistan t Professo r)	1 st month And 2 nd month And 3 rd month And 4 th month

comparisons)	
4. Implement Radix Sort	
5. Create a Red-Black Tree and perform following operations on it: i. Insert a node ii. Delete a node iii. Search for a number & also report the color of the node containing this number.	
6. Write a program to determine the LCS of two given sequences	
7. Implement Breadth-First Search in a graph	
8. Implement Depth- First Search in a graph	
9. Write a program to determine the minimum spanning tree of a graph For the algorithms at S. No 1 to 3 test run the algorithm on 100 different inputs of	
	 4. Implement Radix Sort 5. Create a Red-Black Tree and perform following operations on it: i. Insert a node ii. Delete a node iii. Search for a number & also report the color of the node containing this number. 6. Write a program to determine the LCS of two given sequences 7. Implement Breadth-First Search in a graph 8. Implement Depth- First Search in a graph 9. Write a program to determine the minimum spanning tree of a graph For the algorithms at S. No 1 to 3 test run the algorithm on 100

		to 1000. Count the number of comparisons and draw the graph. Compare it with a graph of nlogn.			
C9T: Software Engineeri ng	Introduc tion	The Evolving Role of Software, Software Characteristics, Changing Nature of Software, Software Engineering as a Layered Technology, Software Process Framework, Framework and Umbrella Activities, Process Models, Capability Maturity Model Integration (CMMI).	Mr. Anustup Bera(Par t time Teacher)	60	1 st month
	Require ment Analysis	Software Requirement Analysis, Initiating Requirement Engineering Process, Requirement Analysis and Modeling Techniques, Flow Oriented Modeling, Need for SRS, Characteristics and Components of SRS.			1 st month
	Software Project Manage ment	Estimation in Project Planning Process, Project Scheduling.			2 nd month

Risk	Software Risks, Risk	2 nd
Manage	Identification, Risk	month
ment	Projection and Risk	
incine	Refinement, RMMM	
	Plan.	
Quality	Quality Concepts,	3 rd
Manage	Software Quality	month
ment	Assurance, Software	
	Reviews, Metrics for	
	Process and Projects.	
Design	Design Concepts,	3 rd
Engineer	Architectural Design	month
ing	Elements, Software	
0	Architecture, Data	
	Design at the	
	Architectural Level	
	and Component	
	Level, Mapping of	
	Data Flow into	
	Software	
	Architecture,	
	Modeling	
	Component Level	
	Design.	
Testing	Software Testing	4 th
Strategie	Fundamentals,	month
s &	Strategic Approach to	
Tactics	Software Testing,	
	Test Strategies for	
	Conventional	
	Software, Validation	
	Testing, System	
	testing Black-Box	
	Testing, White-Box	
	Testing and their	
	type, Basis Path	
	Testing.	

C9P:	Practical	1.Criminal Record	Mr.	60	1 st
Software	Practical			60	_
		Management:	Sourav Chakrab		month And
Engineeri		Implement a criminal			2 nd
ng Lab		record management	orty(Part		_
		system for jailers,	time		month
		police officers and	Teacher)		And 3 rd
		CBI officers			month
		2. DTC Route			And 4 th
		Information: Online			month
		information about			
		the bus routes and			
		their frequency and			
		fares			
		2 Car Dooling: To			
		3. Car Pooling: To maintain a web			
		based intranet			
		application that			
		enables the			
		corporate employees			
		within an			
		organization to avail			
		the facility of			
		carpooling			
		effectively.			
		4. Patient			
		Appointment and			
		Prescription			
		Management System			
		5. Organized Retail			
		Shopping			
		Management			
		Software			
		JUILWAIE			
		6. Online Hotel			

		Reservation Service System 7. Examination and Result computation system 8. Automatic Internal Assessment System 9. Parking Allocation System 10. Wholesale Management System			
C10T: Database Manage ment Systems	Introduc tion	Characteristics of database approach, data models, database system architecture and data independence	Mrs. Sova Pal (Bera) (Associat e Professo r)	60	1 st month
	Entity Relations hip(ER) Modelin g	Entity types, relationships, constraints.			1 st month
	Relation data model	Relational model concepts, relational constraints normalization, relational algebra, SQL queries			2 nd month
	Databas e design	Mapping ER/EER model to relational database, functional dependencies,			3 rd month

	Transacti on Processi ng	Lossless decomposition, Normal forms (up to BCNF). ACID properties, concurrency control			3 rd month
	File Structur e and Indexing	Operations on files, File of Unordered and ordered records, overview of File organizations, Indexing structures for files(Primary index, secondary index, clustering index), Multilevel indexing using B and B+ trees.			4 th month
C10P: Database Manage ment Systems Lab	SQL	Create and use the following database schema to answer the given queries EMPLOYEE Schema Field Type NULL KEY DEFAULT Eno Char(3) NO PRI NIL Ename Varchar(50) NO NIL Job_type Varchar(50) NO NIL Manager Char(3) YES FK NIL Hire_date Date NO NIL Dno Integer YES FK NIL Commission Decimal(10,2) YES NIL Salary	Mrs. Sova Pal (Bera) (Associat e Professo r)	60	1 st month

	Decimal(7.2) NO NU		
	Decimal(7,2) NO NIL		
	DEPARTMENT Schema Field Type NULL KEY DEFAULT Dno Integer NO PRI NUL Dname Varchar(50) YES NUL Location Varchar(50) YES New Delhi		
Query List	 Query to display Employee Name, Job, Hire Date, Employee Number; for each employee with the Employee Number appearing first. Query to display unique Jobs from the Employee Table. Query to display the Employee Name concatenated by a Job separated by a Job separated by a comma. Query to display all the data from the Employee Table. Separate each Column by a comma and name the said column as THE_OUTPUT. Query to display 		2 nd month And 3 rd month And 4 th month
	the Employee Name		

and Salary of all the	
employees earning	
more than \$2850.	
6. Query to display	
Employee Name and	
Department Number	
for the Employee	
No= 7900.	
7. Query to display	
Employee Name and	
Salary for all	
employees whose	
salary is not in the	
range of \$1500 and	
\$2850.	
,	
8. Query to display	
Employee Name and	
Department No. of all	
-	
the employees in	
Dept 10 and Dept 30	
in the alphabetical	
order by name.	
9. Query to display	
Name and Salaries	
represented by	
asterisks, where each	
asterisk (*) signifies	
\$100.	
10. Query to display	
the Highest, Lowest,	
Sum and Average	
Salaries of all the	

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	employees 30. Query		
	to display the		
	number of		
	employees		
	performing the same		
	Job type functions.		
	11. Query to display		
	the no. of managers		
	without listing their		
	names.		
	12. Query to display		
	the Department		
	Name, Location		
	Name, No. of		
	Employees and the		
	average salary for all		
	employees in that		
	department.		
	12 Quary to display		
	13. Query to display		
	Name and Hire Date		
	for all employees in		
	the same dept. as		
	Blake.		
	14 Quarte distant		
	14. Query to display		
	the Employee No.		
	and Name for all		
	employees who earn		
	more than the		
	average salary.		
	15. Query to display		
	Employee Number		
	and Name for all		

		employees who work			
		in a department with			
		any employee whose			
		name contains a _T'.			
		16. Query to display			
		the names and			
		salaries of all			
		employees who			
		report to King.			
		17. Query to display			
		the department no,			
		name and job for all			
		employees in the Sales department.			
SEC2T:	Unit-I	Introduction	Mr.	40	1 st
HTML			Suman	40	month
Program			Mondal		month
ming			(Assistan		
11111g			t		
			د Professo		
			r)		
	Unit-II:	The Head, the Body,	· /		1 st
	The	Colors, Attributes,			month
	Basics	Lists, ordered and			
		unordered			
	Unit-III:	Introduction Relative			2 nd
	Links	Links, Absolute Links,			month
		Link Attributes, Using			
		the ID Attribute to			
		Link Within a			
		Document.			
	Unit-IV:	Putting an Image on			2 nd
	Images	a Page Using Images			month
		as Links, Putting an			
		Image in the			

		Background			
	Unit V: Tables	Creating a Table Table Headers,			3 rd month
		Captions,Spanning Multiple Columns,Styling Table			
	Unit VI: Forms	Basic Input and Attributes Other Kinds of Inputs, Styling forms with CSS,Where To Go From Here			4 th month
SEC2P: Software Lab Based on HTML	The Basics	Q.1 Create an HTML document with the following formatting options: 1. Bold 2. Italics 3. Underline 4. Headings (Using H1 to H6 heading styles) 5. Font (Type, Size and Color) 6. Background (Colored background/Image in background) 7. Paragraph 8. Line Break 9. Horizontal Rule 10. Pre tag	Mr. Suman Mondal (Assistan t Professo r)	40	1 st month
	Lists	Q.2 Create an HTML document which consists of: I. Ordered List			1 st month

		II. Unordered List III. Nested List			
	Images	Putting an Image on a Page Using Images as Links, Putting an Image in the Background			2 nd month
	Tables	Creating a Table Table Headers, Captions,Spanning Multiple Columns,Styling Table			3 rd month
	Forms	Basic Input and Attributes Other Kinds of Inputs, Styling forms with CSS,Where To Go From Here			4 th month
	frame	Create HTML documents (having multiple frames) .			4 th month
GE4T: Program ming in Python	Planning the Compute r Program:	Concept of problem solving, Problem definition, Program design, Debugging, Types of errors in programming, Documentation.	Mr. Sourav Chakrab orty(Part time Teacher)	60	1 st month
	Techniqu es of Problem Solving:	Flowcharting, decision table, algorithms, Structured programming concepts, Programming methodologies viz.			1 st month

	top-down and bottom-up programming.	
Overvie w of Program ming :	Structure of a Python Program, Elements of Python	2 nd month
Introduc tion to Python:	Python Interpreter, Using Python as calculator, Python shell, Indentation. Atoms, Identifiers and keywords, Literals, Strings, Operators(Arithmetic operator, Relational operator, Relational operator, Logical or Boolean operator, Assignment, Operator, Ternary operator, Bit wise operator, Increment or Decrement operator)	2 nd month
Creating Python Program s:	Input and Output Statements, Control statements(Branchin g, Looping, Conditional Statement, Exit function, Difference between break, continue and pass.), Defining Functions, default arguments, Errors and Exceptions.	3 rd month

		<u>Chai</u>				ard
		Strings	String as a compound			3 rd
		and Lists	data type, Length,			month
			Traversal and the for			
			loop, String slices,			
			String comparison, A			
			find function,			
			Looping and			
			counting, List values,			
			Accessing elements,			
			List length, List			
			membership, Lists			
			and for loops, List			
			operations, List			
			deletion. Cloning			
			lists, Nested lists			
		Object	Introduction to			4 th
		Oriented	Classes, Objects and			month
		Program	Methods, Standard			
		ming:	Libraries			
		Data	Arrays, list, set,			4 th
		Structur	stacks and queues.			month
		es:	•			
		Searchin	Linear and Binary			5 th
		g and	Search, Bubble,			month
		Sorting:	Selection and			
			Insertion sorting.			
	GE4P:	Practical	1.Using for loop,	Mr.	60	1 st
	Program		print a table of	Sourav		month
	ming in		Celsius/Fahrenheit	Chakrab		And
	Python		equivalences. Let c	orty(Part		2 nd
	Lab		be the Celsius	time		month
			temperatures	Teacher)		And 3 rd
			ranging from 0 to			month
			100, for each value of			And 4 th
			c, print the			month
			corresponding			
			Fahrenheit			
l	I	I		I	1	

	I	1
temperature.		
2. Using while loop, produce a table of sins, cosines and tangents. Make a variable x in range from 0 to 10 in steps of 0.2. For each value of x, print the value of sin(x), cos(x) and tan(x).		
3. Write a program that reads an integer value and prints —leap year or —not a leap year .		
4.Write a function that takes an integer $_n'$ as input and calculates the value of $1 + 1/1! + 1/2! +$ 1/3! + + 1/n 6. Write a function that takes an integer input and calculates the factorial of that number.		
5. Write a function that takes a string input and checks if it's a palindrome or not.		

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	6. Write a list	
	function to convert a	
	string into a list, as in	
	list (_abc') gives [a, b,	
	c].	
	7. Write a program to	
	generate Fibonacci	
	series.	
	8. Write a program to	
	check whether the	
	input number is even	
	or odd.	
	9. Write a program to	
	compare three	
	numbers and print	
	the largest one.	
	10	
	10. Write a program	
	to print factors of a	
	given number.	
	11. Write a method	
	to calculate GCD of	
	two numbers.	
	12. Write a program	
	to create Stack Class	
	and implement all its	
	methods. (Use Lists).	
	13. Write a program	
	to create Queue	
	Class and implement	
	all its methods. (Use	

			Lists) 14. Write a program to implement linear and binary search on lists.			
			15. Write a program to sort a list using insertion sort and bubble sort and selection sort.			
Semest er-V	C11T: Advanced Java	Java	Use of Objects, Array and Array List class	Mr. Suman Mondal (Assistan t Professo r)	60	1 st month
		JavaScrip t	Data types, operators, functions, control structures, events and event handling.			1 ^s month
		JDBC	JDBC Fundamentals, Establishing Connectivity and working with connection interface, working with statements, Creating and Executing SQL Statements, Working with Result Set Objects.			2 nd month
		JSP	Introduction to Java			3 rd

					month
		Server Pages, HTTP and Servlet Basics,			monun
		The Problem with			
		Servlets, The			
		Anatomy of a JSP			
		Page, JSP Processing,			
		JSP Application			
		Design with MVC,			
		Setting Up the JSP			
		Environment, Implicit			
		JSP Objects,			
		Conditional			
		Processing,			
		Displaying Values,			
		Using an expression			
		to Set an Attribute,			
		Declaring Variables			
		and Methods, Error			
		Handling and			
		Debugging, Sharing			
		Data Between JSP			
		Pages, Requests, and			
		Users, Database			
		Access.			
	Java	Java Beans			4 th
	Beans	Fundamentals, JAR			month
		files, Introspection,			
		Developing a simple			
		Bean, Connecting to			
		DB.			
C11	P: Practica	al 1.HTML to Servlet	Mr.	60	1 st
Adv	anced	Applications	Suman		month
Java	ı (Lab)		Mondal		And
		2. Applet to Servlet	(Assistan		2 nd
		Communication	t		month
			Professo		And 3 rd
		3. Designing online	r)		month

		applications with JSP			And 4 th
		4. Creating JSP program using JavaBeans			month
		5. Working with Enterprise JavaBeans			
		6. Performing Java Database Connectivity.			
		7. Creating Web services with RMI.			
		8. Creating and Sending Email with Java			
		9. Building web applications			
C12T: Theory of Computa tion	Languag es	Alphabets, string, language, Basic Operations on language, Concatenation, KleeneStar	Mrs. Sova Pal (Bera) (Associat e Professo r)	60	1 st month
	Finite Automat a and Regular Languag es	Regular Expressions, Transition Graphs, Deterministics and non-deterministic finite automata, NFA to DFA Conversion, Regular languages and their relationship			2 nd month

		with finite automata, Pumping lemma and closure properties of regular languages			
	Context free language s	Context free grammars, parse trees, ambiguities in grammars and languages, Pushdown automata (Deterministic and Non-deterministic), Pumping Lemma, Properties of context free languages, normal forms.			3 rd month
	Turing Machine s and Models of Computa tions	RAM, Turing Machine as a model of computation, Universal Turing Machine, Language			4 th month
Mic	E-1T: Micropro cropro cessor sor - architect 35 ure:	system bus	Mr. Anustup Bera(Par t time Teacher)	40	1 st month
	Micropro cessor	Register Organization,	,		2 nd month

	program ming:	instruction formats, assembly language programming.			and 3 rd month
	Interfaci ng:	Memory address decoding, I/O interface, keyboard, display, timer, interrupt controller, DMA controller, video controllers, communication interfaces.			4 th month
DSE1P: Micropro cessor (Lab)	Assembl y Languag e Program ming	 Write a program for 32-bit binary division and multiplication Write a program for 32-bit BCD addition and subtraction Write a program for linear search and binary search. Write a program to add and subtract two arrays Write a program for binary to ascii conversion Write a program for binary to ascii conversion 	Mr. Anustup Bera(Par t time Teacher)	40	1 st month And 2 nd month And 3 rd month And 4 th month

conversion	
conversion	
7. To write an ALP	
program to display	
the keyboard status	
, using 8086.	
C .	
8. To write an ALP	
program for	
displaying the Digital	
clock.	
9. To write and	
implement the	
program for stepper	
motor using 8085	
10 To with a	
10. To write a	
program to Print	
RAM size and system	
date using 8086.	
11. To write an ALP	
program for	
password checking	
using 8086.	
12. To write a	
Program using 8086	
for Copying 12 Bytes	
of Data from Source	
to Destination &	
Verify.	
13. To search the	
character in a string	
using 8086	

		14. To sort the given number in ascending order using 8086.			
		15. To convert a given binary to BCD.			
		16. To write an assembly language program to convert an 8 bit binary data to BCD using 8085 microprocessor kit			
DSE2T: Machine Learning	Introduc tion:	Concept of Machine Learning, Applications of Machine Learning, Key elements of Machine Learning, Supervised vs. Unsupervised Learning, Statistical Learning: Bayesian Method, The Naive Bayes Classifier.	Mr. Anustup Bera(Par t time Teacher)	60	1 st month
	Software for Machine Learning and Linear Algebra Overvie w:	Plotting of Data, Vectorization, Matrices and Vectors: Addition, Multiplication, Transpose and Inverse using available tool such as MATLAB.			1 st month
	Linear Regressi	Prediction using Linear Regression,			2 nd month

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	on:	Gradient Descent,			
		Linear Regression			
		with one variable,			
		Linear Regression			
		with multiple			
		variables, Polynomial			
		Regression, Feature			
		Scaling/Selection.			
	Logistic	Classification using			2 nd
	Regressi	Logistic Regression,			month
	on:	Logistic Regression			
		vs. Linear Regression,			
		Logistic Regression			
		with one variable and			
		with multiple			
		variables.			
	Regulariz	Regularization and its			3 rd
	ation:	utility: The problem			month
		of Over fitting,			
		Application of			
		Regularization in			
		Linear and Logistic			
		Regression,			
		Regularization and			
		Bias/Variance.			
	Neural	Introduction, Model			4 th
	Network	Representation,			month
	s:	Gradient Descent vs.			
		Perceptron Training,			
		Stochastic Gradient			
		Descent, Multilayer			
		Perceptrons,			
		Multiclass			
		Representation,			
		Backpropagation			
		Algorithm.			
DSE2P:	MABLAB	1. Perform	Mr.	60	1 st
DJLZF.		1. r en orm		00	1

	Machine Learning	/Octave	elementary mathematical	Suman Mondal	month And
	(Lab)		operations in	(Assistan	2^{nd}
(Lauj		Octave/MATLAB like	t	z month
			addition,	Professo	And 3 rd
			multiplication,	r)	month
			division and	1)	And 4 th
			exponentiation.		month
			exponentiation.		month
			2. Perform		
			elementary logical		
			operations in		
			Octave/MATLAB (like		
			OR, AND, Checking		
			for Equality, NOT,		
			XOR).		
			3. Create, initialize		
			and display simple		
			variables and simple		
			strings and use		
			simple formatting for		
			variable.		
			4. Create/Define		
			single dimension /		
			multi-dimension		
			arrays, and arrays		
			with specific values		
			like array of all ones,		
			all zeros, array with		
			random values within		
			a range, or a diagonal		
			matrix.		
			5. Use command to		
			compute the size of a		

 matrix, size/length of a particular row/column, load data from a text file, store matrix data to a text file, finding out variables and their features in the current scope. 6. Perform basic operations on matrices (like addition, subtraction, multiplication) and display specific rows or columns of the matrix. 7. Perform other matrix. 7. Perform other matrix operations like converting matrix data to absolute values, taking the negative of matrix values, additing/removing rows/columns from a matrix, finding the maximum or minimum values in a matrix or in a row/column, and finding the sum of some/all elements in a matrix. 		
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	I	,
8. Create various		
type of plots/charts		
like histograms, plot		
based on sine/cosine		
function based on		
data from a matrix.		
Further label		
different axes in a		
plot and data in a		
plot.		
9. Generate different		
subplots from a given		
plot and color plot		
data.		
10. Use conditional		
statements and		
different type of		
loops based on		
simple example/s.		
11. Perform		
vectorized		
implementation of		
simple matrix		
operation like finding		
the transpose of a		
matrix, adding,		
subtracting or		
multiplying two		
matrices.		
12. Implement Linear		
Regression problem.		
For example, based		
on a dataset		

I I	1
comprising of	
existing set of prices	
and area/size of the	
houses, predict the	
estimated price of a	
given house.	
13. Based on multiple	
features/variables	
perform Linear	
Regression. For	
example, based on a	
number of additional	
features like number	
of bedrooms, servant	
room, number of	
balconies, number of	
houses of years a	
house has been built	
– predict the price of	
a house.	
14. Implement a	
classification/ logistic	
regression problem.	
For example based	
on different features	
of student's data,	
classify, whether a	
student is suitable for	
a particular activity.	
Based on the	
available dataset, a	
student can also	
implement another	
classification	
problem like	

Semest er-VI	C13T : Artificial Intelligen ce	Unit-1. Introduc tion	checking whether an email is spam or not. 15. Use some function for regularization of dataset based on problem 14. 16. Use some function for neural networks, like Stochastic Gradient Descent or back propagation - algorithm to predict the value of a variable based on the dataset of problem 14. Introduction to Artificial Intelligence, Background and Applications, Turing Test and Rational Agent approaches to AI, Introduction to Intelligent Agents, their structure, behavior and environment	Mr. Suman Mondal (Assistan t Professo r)	60	1 st month
		110:+ 2	environment.			1 st
		Unit-2. Problem Solving and Searchin g	Problem Characteristics, Production Systems, Control Strategies, Breadth First Search, Depth First Search,			1 ³ month

Techniqu es	Hill climbing and its Variations, Heuristics Search Techniques:	
	Best First Search, A* algorithm, Constraint Satisfaction Problem, Means-End Analysis,	
	Introduction to Game Playing, Min-Max and Alpha-Beta pruning algorithms.	
Unit-3. Knowled ge Represe ntation	Introduction to First Order Predicate Logic, Resolution Principle, Unification, Semantic Nets, Conceptual Dependencies, Frames, and Scripts, Production Rules, Conceptual Graphs. Programming in Logic (PROLOG)	2 nd month
Unit-4. Dealing with Uncertai nty and Inconsist encies	Truth Maintenance System, Default Reasoning, Probabilistic Reasoning, Bayesian Probabilistic Inference, Possible World Representations.	3 rd month
Unit-5. Understa nding Natural	Parsing Techniques, Context-Free and Transformational Grammars, Recursive	4 th month

	Languag es	and Augmented Transition Nets.			
C13P: Artificial Intelligen ce Lab	prolog program	 Write a prolog program to calculate the sum of two numbers. Write a prolog program to find the maximum of two numbers. Write a prolog program to calculate the factorial of a given number. Write a prolog program to calculate the nth Fibonacci number. Write a prolog program to calculate the nth Fibonacci number. Write a prolog program, to calculate the nth Fibonacci number. Write a prolog program, insert_nth(item, n, into_list, result) that asserts that result is the list into_list with item inserted as the n'th element into every list at all levels. Write a Prolog program to remove the Nth item from a list. 	Mr. Suman Mondal (Assistan t Professo r)	60	1 st month And 2 nd month And 3 rd month And 4 th month

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	 7. Write a Prolog program, remove- nth(Before, After) that asserts the After list is the Before list with the removal of every n'th item from every list at all levels 8. Write a Prolog program to implement append for two lists. 9. Write a Prolog program to implement palindrome(List). 10. Write a Prolog program to implement max(X,Y,Max) so that Max is the greater of two numbers X and Y. 		
	Y. 11. Write a Prolog program to implement maxlist(List,Max) so that Max is the greatest number in the list of numbers List.		

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12. Write a Prolog	
program to	
implement	
sumlist(List,Sum) so	
that Sum is the sum	
of a given list of	
numbers List.	
13. Write a Prolog	
program to	
implement two	
predicates	
evenlength(List) and	
oddlength(List) so	
that they are true if	
their argument is a	
list of even or odd	
length respectively.	
length respectively.	
14. Write a Prolog	
program to	
implement	
reverse(List,Reversed	
List) that reverses	
lists.	
15. Write a Prolog	
program to	
implement	
maxlist(List,Max) so	
that Max is the	
greatest number in	
the list of numbers	
List using cut	
predicate.	
16. Write a Prolog	

		program to			
		implement GCD of			
		two numbers.			
		two numbers.			
		17. Write a prolog			
		program that implements Semantic			
		Networks/Frame			
		Structures			
C14T:	Unit-1.	Basic elements of	Mr.	60	1 st
				00	
Compute	Introduc	Computer graphics,	Anustup		month
r Crowbies	tion	Applications of	Bera(Par		
Graphics		Computer Graphics.	t time		
	110:+ 2	Arabitantura of	Teacher)		1 st
	Unit-2.	Architecture of			_
	Graphics	Raster and Random			month
	Hardwar	scan display devices,			
	e	input/output devices.			2 nd
	Unit-3.	Raster scan line,			_
	Fundam	circle and ellipse			month
	ental	drawing, thick			
	Techniqu	primitives, Polygon			
	es in	filling, line and			
	Graphics	polygon clipping			
		algorithms, 2D and			
		3D Geometric			
		Transformations, 2D			
		and 3D Viewing			
		Transformations			
		(Projections- Parallel			
		and Perspective),			
		Vanishing points.			nd
	Unit-	Representing curves			2 nd
	4.Geome	& Surfaces.			month
	tric				
	Modelin				
	g				

	Unit-	Hidden surface			3 rd
	5.Visible	elimination.			month
	Surface				
	determin				
	ation				
	Unit-	Illumination and			4 th
	6.Surfac	shading models.			month
	е	Basic color models			
	renderin	and Computer			
	g	Animation.			
C14P:	List of	1. Write a program to	Mr.	40	1 st
Compute	Practical:	implement	Sourav		month
r		Bresenham's line	chakrabo		And
Graphics		drawing algorithm.	rty(Part		2 nd
Lab			time		month
		2. Write a program to	Teacher)		And 3 rd
		implement mid-point			month
		circle drawing			And 4 th
		algorithm.			month
		3. Write a program			
		to clip a line using			
		Cohen and			
		Sutherland line			
		clipping algorithm.			
		1 Milto a program to			
		4. Write a program to			
		clip a polygon using			
		Sutherland			
		Hodgeman			
		algorithm.			
		E Mrito o program			
		5. Write a program			
		to apply various 2D			
		transformations on a			
		2D object (use			
		homogenous			

		coordinates).			
		 6. Write a program to apply various 3D transformations on a 3D object and then apply parallel and perspective projection on it. 7. Write a program to draw Hermite/Bezier curve. 			
DSE3T:	Introduc	Floating point	Mrs.	60	1 st
Numerica I Methods	tion	representation and computer arithmetic, Significant digits, Errors: Round-off error, Local truncation error, Global truncation error, Order of a method, Convergence and terminal conditions, efficient computations	Sova Pal (Bera) (Associat e Professo r)	60	1 month
		Bisection method, Secant method, Regula-Falsi method Newton- Raphson method, Newton's method for solving nonlinear systems Gauss elimination method (with row			

Piecewis e polynom ial interpola	pivoting) and Gauss- Jordan method, Gauss Thomas method for tridiagonal systems Iterative methods: Jacobi and Gauss- Seidel Interative methods Interpolation: Lagrange's form and Newton's form Finite difference operators, Gregory Newton forward and backward differences Interpolation Linear interpolation, Cubic spline interpolation (only method)	2 nd month
tion: Numeric al different iation	First derivatives and second order derivatives, Richardson extrapolation	3 rd month
Numeric al integrati on:	Trapezoid rule, Simpson's rule (only method), Newton-Cotes open formulas	3 rd month
Extrapol ation methods :	Romberg integration, Gaussian quadrature, Ordinary differential equation: Euler's	4 th month

		method			
	Modified Euler's methods :	Heun method and Mid-point method, Runge-Kutta second methods: Heun method without iteration, Mid-point method and Ralston's method Classical 4th order RungeKutta method, Finite difference method for linear ODE.			4 th month
DSE3P: Numerica I Methods Lab	List of Practical:	 Find the roots of the equation by bisection method. Find the roots of the equation by secant/ Regula -Falsi method. Find the roots of the equation by Newton's method. Find the solution of a system of nonlinear equation using Newton's method. Find the solution of tridiagonal system using Gauss Thomas method. 	Mrs. Sova Pal (Bera) (Associat e Professo r)	40	1 st month And 2 nd month And 3 rd month And 4 th month

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	 6. Find the solution of system of equations using Jacobi/Gauss-Seidel method. 7. Find the cubic spline interpolating function. 8. Evaluate the approximate value of finite integrals using Gaussian/Romberg integration. 9. Solve the boundary value problem using finite difference method. 			
DSE-4: Dissertati on / Project work	The students will be allowed to work on any project based on the concepts studied in core / elective or skill based elective	Mrs. Sova Pal (Bera) (Associat e Professo	60	1 st month And 2 nd month And 3 rd
	courses.	r) , Mr. Suman		month And 4 th month

	Mondal (Assistan t Professo r), Mr. Anustup Bera(Par
	t time Teacher) Mr. Sourav chakrabo rty(Part time Teacher)