



ಕರ್ನಾಟಕ ಸರ್ಕಾರ

GOVERNMENT OF KARNATAKA

ಕಾಲೇಜು ಮತ್ತು ತಾಂತ್ರಿಕ ಶಿಕ್ಷಣ ಇಲಾಖೆ

DEPARTMENT OF COLLEGIATE AND TECHNICAL EDUCATION

**C-20
2020-21**

Diploma in Computer Science & Engineering



With Effect from 2020-21

C-20

**Curriculum Development
Cell**

**Department of Collegiate &
Technical Education**

Vision

[(To be drafted individually at institution level)]

To build a strong learning environment in the field of Computer Science and Engineering that responds to the challenges of the century

Mission

(To be drafted individually at institution level)

-  **M1:** To produce computer science diploma graduates who are trained in design, implementation, testing and maintenance of computational systems through competitive curriculum in collaboration with industry and other organizations.
-  **M2:** Providing state of art facilities for enhancing skills in the field of computer science and engineering.
-  **M3:** To encourage ethical values and leadership abilities in the minds of students so as to work towards the growth of the society.

Programme Educational Objectives (PEOs)

(To be drafted individually at institution level)

(After 2/3 years of graduation, the students will have the ability to)

1. Attainment of key principles and practices of computation and basic principles of engineering to ensure that technicians are able to apply their software development skills to implement practical systems consisting of software and/or hardware components.
2. Get hands on domain knowledge to pursue higher education.
3. Become socially responsible technicians with good leadership qualities, ethical values and effective interpersonal skills.

PROGRAM OUTCOMES (POs)

1. **Basic and Discipline specific knowledge:** Apply knowledge of basic mathematics, science and engineering fundamentals and engineering specialization to solve the engineering problems.
2. **Problem analysis:** Identify and analyze well-defined engineering problems using codified standard methods.
3. **Design/ development of solutions:** Design solutions for well-defined technical problems and assist with the design of systems components or processes to meet specified needs.
4. **Engineering Tools, Experimentation and Testing:** Apply modern engineering tools and appropriate technique to conduct standard tests and measurements.
5. **Engineering practices for society, sustainability and environment:** Apply appropriate technology in context of society, sustainability, environment and ethical practices.
6. **Project Management:** Use engineering management principles individually, as a team member or a leader to manage projects and effectively communicate about well-defined engineering activities.
7. **Life-long learning:** Ability to analyze individual needs and engage in updating in the context of technological changes.

CONSISTENCY MATRIX OF PEO'S WITH MISSION

	PEO statements	Adapt to Industry	Higher Learning	Team Spirit	Self-Learning	Leadership Qualities	Societal Needs	Environmental Concern
1	Attainment of key principles and practices of computation and basic principles of engineering to ensure that technicians are able to apply their software development skills to implement practical systems consisting of software and/or hardware components.	X		X	X		X	X
2	Get hands on domain knowledge to pursue higher education.		X					
3	Become socially responsible technicians with good leadership qualities, ethical values and effective interpersonal skills.	X				X	X	

PROGRAM SPECIFIC OUTCOMES (PSOs)

**Program shall specify 2-4 Program Specific Outcomes
(To be drafted individually at institution level)**

1. Demonstrate skills in the core knowledge areas of Data Structures, Programming Languages, Databases, Software Engineering, Development & testing, Computer Hardware and Networking.
2. Apply problem-solving skills and the knowledge of computer science to solve real world problems.
3. Develop technical project and present the reports effectively

1.0 GENERAL PROGRAMME STRUCTURE AND CREDIT DISTRIBUTION

1. **Definition of Credit:** Credit is a kind of weightage given to the contact hours to teach the prescribed syllabus, which is in a modular form. For courses, one credit is allocated to one contact hour for theory / tutorial per week and one credit is allocated to 02 contact hours for practical.
2. **Choice-Based Credit System (CBCS):** CBCS is a flexible system of learning that permits students to learn at their own pace, choose electives from a wide range of elective courses and adopt an inter-disciplinary approach in learning and make best use of the expertise of available faculty.

3. Range of Credits

1 Hr. Lecture (L) per week	1 credit
1 Hr. Practical (P) per week	0.5 credit
1 Hr. Tutorial (T) per week	1 credit
4 Hrs. Theory (T) per week	4 credit
3 Hrs. Practical (P) per week [1 Hr. Tutorial +2 Hrs. Practical]	2 credit

4. **Programme:** Programme means Diploma Programme that is Diploma in Computer Science & Engineering, which is of three years duration.

2.0 PROGRAMME STRUCTURE

- Course:** A Course is a component (a paper) of a Programme. All the courses need not carry same weightage. The course should define Course objectives. A course may be designed to involve lectures / tutorials / laboratory work / seminar / project work/ Internships / seminar or a combination of these, to meet effectively the teaching and learning needs and the credits may be assigned suitably.
- Course Code:** Each course shall have an alphanumeric code, which includes last two digits of year of introduction such as 20 subject code CS (CS for Computer Science & engineering, CH for Chemical Engineering etc.), then first two digits for example 12 (where 1 represents first semester and 2 represents the course number in incremental order) and the last alphabet represent Theory (T), Practical/Internship/Project (P), Drawing (D), Programme / Open Electives (A, B, C, E, F, G ...).
- Programme Courses:** Each Programme will consist of Communication skills and Social Sciences (HS), Engineering Mathematics, Statistics and Analytics (BS), Engineering Sciences (ES), Professional Core (PC), Professional Electives (PE), Open Electives (OE), Employability Enhancement Courses (EEC) and Internships.
 - Communication Skills and Social Sciences:** Communication Skills and Social Science courses are incorporated in the curriculum to meet the desired needs of communication and life skills amongst students.
 - Engineering Mathematics, Statistics and Analytics:** Common to all Engineering Programme to develop reasoning and analytical skills amongst students.
 - Engineering Sciences:** Engineering Science shall create awareness on different specializations of engineering studies. The goal of these courses is to create engineers of tomorrow, who possess the knowledge of all disciplines and can apply their interdisciplinary

knowledge in every aspect. It could be any branch of engineering - Civil, Computer Science and Engineering, Electrical, Mechanical, etc.

4. **Professional Core:** Core Courses designed in the programme which are major courses of the discipline, required to attain desired outcomes and to ignite critical thinking skills amongst students.
5. **Professional Elective:** Generally, a course can be chosen from a pool of courses and which May be very specific or specialized or advanced or supportive to the discipline or nurtures the candidate's proficiency/skill is called Professional Elective Course.
6. **Open Electives:** An elective course chosen generally from other discipline/ subject, with an intention to seek interdisciplinary exposure is called an open elective. While choosing the electives, students shall ensure that they do not opt for the courses with syllabus contents of which are similar to that of their departmental core/elective courses.
7. **Audit / Non-Core Courses:** An audit / Non-core course is one in which the student attends classes, does the necessary assignments, and takes exams. The Institute encourages students towards extra learning by auditing for additional number of courses. The results of audit courses shall not be considered for prescribed "carry over courses" limit, however students need to pass audit courses for awarding the diploma.
8. **Employability Enhancement Courses:** It contains the following courses:
 - a. **Mini Project:** Mini Project is a laboratory-oriented course which will provide a platform to students to enhance their practical knowledge and skills by development of small systems/application.
 - b. **Seminar:** Seminar should be based on thrust areas in state of art technologies. Students should identify the topic of seminar and finalize in consultation with Guide. Students should understand the topic and compile the report in standard format and present in front of Panel of Examiners respective Programme.
 - c. **Major Project:** Every student must do one major project in the Final year of their program. The minimum duration of project is 6 months. Students can do their major project in Industry or R&D Lab or in house or combination of any two.

3.0 COURSE CODE AND DEFINITION:

Cours e code	Definitions	Teaching Dept. Code	Name of the Teaching Department	Teaching Dept. Code	Name of the Teaching Department
L	Lecture	SC	Science	MI	Mechanical Engineering [Instruments]
T	Tutorial	CP	Commercial Practice / English	CR	Ceramic Engineering
P	Practical	ME	Mechanical Engineering	EN	Civil Environmental Engineering
HS	Humanities & Social Sciences Courses	EE	Electrical & Electronics Engg.	AN	Aeronautical Engg.
BS	Basic Science Courses	CE	Civil Engineering	MN	Mining & Mine Surveying
ES	Engineering Science Courses	EC	Electronics & Commn. Engineering	MM	Modern Office Management
PC	Program Core Courses	CS	Comp Science & Engg.	LI	Library and Information Science
PE	Program Elective Courses	IS	Info Science & Engg.	FT	Apparel Design and Fabrication Technology
OE	Open Elective Courses	AT	Automobile Engg.	CH	Chemical Engineering
AU	Audit Courses	MC	Mechatronics	PO	Polymer Technology
SI	Summer Internship	MT	Metallurgical Engg.	PT	Printing Technology
PR	Project	HP	Mechanical Engineering [HPT]	TX	Textile Technology
SE	Seminar	WS	Mechanical Engineering [Welding & Sheet Metal]	EI	Electronic Instrumentation & Control Engineering
CIE	Continuous Internal Evaluation	CN	Cinematography	LT	Leather & Fashion Technology
SEE	Semester End Examination	SR	Sound Recording & Engineering	WH	Water Technology & Health Science
		PH	Civil (Public Health & Environment) Engg.	MY	Mechanical Engineering [Machine Tools]
		TD	Tool & Die Making	AR	Architecture
		ID	Interior Decoration	EG	English

4.0 INDUCTION PROGRAMME

The Essence and Details of Induction program can also be understood from the “Detailed Guide on Student Induction program”, as available on AICTE Portal, although that is for Diploma students of Engineering & Technology. Suggestive schedule for induction program is given below

(Link: <https://www.aicteindia.org/sites/default/files/Detailed%20Guide%20on%20Student%20Induction%20program.pdf>)

Induction Program Schedule (Suggestive only)*(Induction program for students to be offered right at the start of the first year)*

SL NO	DAY	TIME	ACTIVITY	VENUE
1	1	09.30-12.30	Registration, Formation of Mentor-mentee groups – Introduction of mentors with-in group.	Classrooms of respective programs
		01.30-04.30	Screening of Institute video clips of various functions held and Photos of various events, Institution Excursion	Seminar hall
2	2	09.30-12.30	Prayer- Physical activities such as yoga; Presentation cum Interactive Session with: Important Institution Functionaries like Principal, HoD's etc.	Playground and seminar hall
		01.30-04.30	Visit to Central facilities such as Reading room, library, Sport center, computer center, hostel, NSS/NCC cell, community development cell functioning in polytechnic	Tour
		01.30-04.30	Lecturer sessions about importance of NSS/NCC/Youth red cross activities and their contribution towards national building and personality and character development	Seminar hall
4	4	09.30-12.30	Personality development talk on Human values	Seminar hall
		01.30-04.30	Interaction with Alumni students of polytechnic of different programs and interaction with few alumina and sharing their experiences	Seminar hall
5	5	09.30-12.30	Introduction to Swatch Bharath Abhiyan-Importance of Abhiyan-Clean drive in around college	Campus
		01.30-04.30	Talent hunt-Music/Antyakshri/Instrument play/ Dance/Team Activity	College Auditorium
6	6	09.30-12.30	Talent hunt Activity: Essay/Debate/Best out of Waste/Pick and speak, other	Seminar hall
		01.30-04.30	Screening of Movie related: personality development, character building, motivational, Environmental concern, Public health, rural sanitation	College Auditorium
7	7	09.30-12.30	Exchange of views between students and faculty about their Institute/program/carrier opportunities	Seminar hall
		01.30-04.30	Games/Sports Activity	Sports ground
8	8	09.30-12.30	Talk by training and placement cell: Carrier opportunities for diploma students, placement activities in college; placement process	Training and placement cell
		01.30-04.30	Talents hunt Activity: (Street Play/Mime/Acting/Stand Up Comedy /Dance etc.)	Seminar hall
9	9	09.30-12.30	Personality development talks by eminent speakers on -Leadership styles/How to handle failures/stress management	Seminar hall
		01.30-04.30	Importance of student union, student union activities, Student insurance, How to make student insurance by Student welfare officer of college	Seminar hall
10	10	09.30-12.30	Awareness on: Student scholarship- introduction to SSP portal –e-pass portal-Authenticated documents, how to apply in portal: Talk by Taluk/District social welfare officer	Seminar hall

		01.30-04.30	Local visits to surrounding places/Industry	Tour
11	11	09.30-12.30	Talk on Respective Program scheme of studies and detail of courses, Diploma examination pattern, Passing and eligibility criteria, attendance requirements by respective program coordinator	Department Classrooms
		01.30-04.30	Visit to respective programs lab/workshops of institution	Tour
12	12	09.30-12.30	Awareness camp on human health, Community health, Personal hygiene-By Local Taluk medical officer/Community medical officer	Seminar hall
		01.30-04.30	Collection of student feedback on induction program- Make a report Valedictory of two weeks Induction program by collecting student feedback	Seminar hall

Induction Program (mandatory)	Two- week Duration
Induction program for students to be offered right at the start of the first year.	- Physical activity - Creative arts - Universal human values - Literacy - Proficiency modules - Lectures by Eminent People - Visits to Local Areas - Familiarization to Dept./Branch & Innovations

5.0 MANDATORY VISITS/WORKSHOP/EXPERT LECTURES:

1. It is mandatory to arrange one industrial visit every semester for the students of each branch.
2. It is mandatory to conduct a One-week workshop during the winter break after fifth semester on professional/ industry/ entrepreneurial orientation.
3. It is mandatory to organize at least one expert lecture per semester for each branch by inviting resource persons from domain specific industry.

6.0 EVALUATION SCHEME:

A. For Theory Courses:

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The student has to obtain minimum of 40% marks individually both in CIE and SEE to pass. Theory Semester End Exam (SEE) is conducted for 100 marks (3 Hours duration). Based on this grading will be awarded

B. For Practical Courses:

The weightage of Continuous Internal Evaluation (CIE) is 60% and for Semester End Exam (SEE) is 40%. The student has to obtain minimum of 40% marks individually both CIE and SEE to pass. The practical Semester End Exam (SEE) is conducted for 100 marks (3 Hours duration exams). Based on this grading will be awarded.

C. For Summer Internship / Projects / Seminar etc.

1. Evaluation is based on work done, quality of report, performance in viva-voce, presentation etc.

Note:

- A. The Continuous Internal Evaluation (CIE) is based on the student's performance in Internal Assessment tests, student activity, mini project, quizzes, assignments, seminars, viva-voce in practical, lab record etc. as specified in respective course curriculum.
- B. **Major Project/Mini Project:** Students can do their major project in Industry or R&D Labor in house. Mini Project is a laboratory-oriented course which will provide a platform to students to enhance their practical knowledge and skills by development of small systems/application.
- C. **Personality and character development:** It is mandatory for the students from 1st semester to enroll in any one of the personality and character development programmes (NCC/NSS/YRC/Yoga/Technical Club) and undergo training for their Personality and character development.
 - National Cadet Corps (NCC).
 - National Service Scheme (NSS) will have social service activities in and around the Institution.
 - Youth Red Cross (YRC) will have activities in and around the institution.
 - Yoga
 - Technical Clubs.
- D. **Internship:** A minimum of 10 credits (400 Hours) of Internship/ Entrepreneurial activities / Project work/ Seminar and Inter/ Intra Institutional Training may be counted toward three-year diploma programme.
- E. **Mapping of Marks to Grades:** Each course (Theory/Practical) is to be assigned 100 marks, irrespective of the number of credits, and the mapping of marks to grades may be done as per the following table:

Range of Marks	Level	Assigned Grade	Grade Point
91-100	Outstanding	A+	10
81-90	Excellent	A	09
71-80	Very Good	B+	08
61-70	Good	B	07
51-60	Above Average	C+	06
45-50	Average	C	05
40-44	Satisfactory	D	04
<40	Fail	F	00

Fail due to shortage of attendance and therefore, to repeat the course/semester.	F*	00
Fail in Continuous internal Evaluation (CIE).	F**	00
Note: Those Candidates who have not obtained requisite minimum pass marks in CIE are not eligible to take up SEE in that course until they get requisite minimum pass marks in the CIE. They may re- register for the CIE in the subsequent regular semesters by paying prescribed examination fee.		
SGPA and CGPA Calculations		
Semester Grade Point Average (SGPA)=	$\sum[(\text{Course Credits earned}) \times (\text{Grade Points})]$ for all the courses in that semester	
	$\sum[\text{Total Course credits applied}]$ for all the courses in that semester	
Cumulative Grade Point Average(CGPA)=	$\sum[(\text{Course Credits earned}) \times (\text{Grade Points})]$ for all courses, excluding those with F*/F** grades until that semester	
	$\sum[\text{Total Course Credits earned}]$ for all Courses excluding those with F*/F** grades until that semester	
Note: The SGPA and CGPA shall be rounded off to 2 decimal points and reported in the semester Diploma marks /grade card.		

A. SGPA and CGPA Calculations: An illustrative example for one academic year

Semest er	Course Code	Credits Applied (CA)	Result Grade	Grade Points (GP)	Credits Earned (CE)	Credit points (CP=CE x GP)	SGPA, CGPA
I	Course 1	4	B	7	4	4x7=28	SGPA=CP/CA =110/22 = 5.00
I	Course 2	4	F	0	0	0x0=00	
I	Course 3	4	Absent (F)	0	0	0x0=00	
I	Course 4	4	A	9	4	4x9=36	
I	Course 5	2	A+	10	2	2x10=20	
I	Course 6	2	D	4	2	2x4=08	
I	Course 7	2	A	9	2	2x9=18	
	Total	22			14	110	SGPA = 5.00
Note: In 1 ^s semester grade/marks card only SGPA is reported. From 2 ^d semester onwards both SGPA & CGPA will be reported in the grade/marks card.							
Semest er	Course Code	Credits Applied (CA)	Result Grade	Grade Points (GP)	Credits Earned (CE)	Credit points(CP=C E x GP)	SGPA, CGPA
II	Course 1	4	B	7	4	4x7=28	SGPA=CP/CA =100/19 = 5.26
II	Course 2	4	A	9	4	4x9=36	
II	Course 3	3	D	4	3	3x4=12	
II	Course 4	3	Absent (F)	0	0	0x0=00	
II	Course 5	2	A+	10	2	2x10=20	CGPA = CP/CE =(110+136)/ (14+22) = 246/36
II	Course 6	1	D	4	1	1x4=04	
II	Course 7	2	F	0	0	0x0=00	
		19			14	100	
I Semester Back log courses							

I	Course 2	4	C	5	4	4x5=20	=6.83
I	Course 3	4	D	4	4	4x4=16	
	Total	27			22	136	
Total credits of the semester excluding the credits of the courses under F/F*/F** grade are considered for the calculation of CGPA of the two consecutive semesters under consideration.							
B. CGPA Calculation of the entire programme: An Illustrative Example.							
Semester	I	II	III	IV	V	VI	Total
Credits of the Semester	22	19	24	24	24	24	137
ΣCP	110	136	184	155	191	188	964
CGPA = $\frac{[110+136+184+155+191+188]}{22+19+22+24+24+24} = \frac{964}{137} = 7.04$							

P=Percentage Conversion= (CGPA-0.75) X 10

Class Declaration:

After the conversion of final CGPA into percentage of marks (P), a graduating student is declared to have passed in:

- (i) First Class with Distinction (FCD) if $P \geq 70\%$
- (ii) First Class (FC) if $P \geq 60\%$ but $<70\%$ and
- (iii) Second Class (SC) if $P < 60\%$.

**SCHEME OF STUDIES
DIPLOMA IN COMPUTER SCIENCE
& ENGINEERING
(C-20)**

CURRICULUM STRUCTURE

I Semester Scheme of Studies - Diploma in Computer Science & Engineering [C-20]

S. N	Course Category / Teaching Department	Course Code	Course Title	Hours per week			Total contact hrs /week	Credits	CIE Marks		SEE Marks		Total Marks	Min Marks for Passing (including CIE)	Assigned Grade	Grade Point	SGPA and CGPA	
				L	T	P			Max	Min	Max	Min						
THEORY COURSES																		
1	BS/SC	20SC01T	Engineering Mathematics	4	0	0	4	4	50	20	50	20	100	40			Only SGPA for 1 st Semester	
2	ES/CS	20CS11T	Fundamentals of Computer	4	0	0	4	4	50	20	50	20	100	40				
PRACTICAL COURSES																		
3	ES/EE/EC	20EC01P	Fundamentals of Electrical & Electronics Engineering	2	0	4	6	4	60	24	40	16	100	40				
4	ES/CS	20CS01P	IT Skills	2	0	4	6	4	60	24	40	16	100	40				
AUDIT COURSES																		
5	AU/SC	20AU01T	Environment Sustainability	2	0	0	2	2	50	20	-	-	50	20				
6	AU Physical Activity		Sports/NCC/NSS/Youth Red Cross/Yoga/ Technical club.	Student shall enrol in any one of these activities in 1 st semester and shall participate actively. The student shall obtain 'Participation Certificate' in the activity to get eligible for the award of Diploma.														
Total				14	0	8	22	18	270	108	180	72	450	180				

T:- Theory P:- Practical D:- Drawing E:- Elective BS- Basic Science:: ES-Engineering Science:: HS-Humanities & Social Science:: AU-Audit Course:: EG: English ::SC: Science

Note:

- Assigned Grade, Grade Point, SGPA and CGPA to be recorded in the Grade/Marks card.
- AU- Physical Activity- Student participation in the selected physical activity shall be monitored and the participation record shall be maintained by the respective Programme Coordinator (Head of Section).
- Theory course Semester End Examination (SEE) is conducted for 100 marks (3 Hours duration)
- Practical course CIE and SEE is conducted for 100 marks (3 Hours duration)

II Semester Scheme of Studies - Diploma in Computer Science & Engineering [C-20]

Sl. No	Course Category / Teaching Department	Course Code	Course Title	Hours per week			Total contact hrs/week	Credits	CIE Marks		SEE Marks		Total Marks	Min Marks for Passing (including CIE marks)	Assigned Grade	Grade Point	SGPA and CGPA	
				L	T	P			Max	Min	Max	Min						
THEORY COURSES																		S
1	SC/CS	20PM01T	Project Management Skills	2	0	4	6	4	50	20	50	20	100	40				
PRACTICAL COURSES																		
2	BS/SC	20SC02P	Statistics and Analytics	2	0	4	6	4	60	24	40	16	100	40				
3	EG/SC /CS	20EG01P	Communication Skills	2	0	4	6	4	60	24	40	16	100	40				
4	ES/ME	20ME02P	Computer Aided Engineering Graphics	2	0	4	6	4	60	24	40	16	100	40				
5	ES/CS	20CS21P	Multimedia & Animation	2	0	4	6	4	60	24	40	16	100	40				
AUDIT COURSES																		
6	AU/KA	20KA21T	Kannada-I/ಸಾಹಿತ್ಯಸಿಂಚನ I /ಬಳಕೆ ಕನ್ನಡ - I	2	0	0	2	2	50	20	-	-	50	20				
Total				12	0	20	32	22	340	136	210	84	550	220				

T:- Theory P:- Practical D:- Drawing E:- Elective BS- Basic Science:: ES-Engineering Science:: HS-Humanities & Social Science:: AU-Audit Course:: EG: English ::SC: Science

Note:

1. Assigned Grade, Grade Point, SGPA and CGPA to be recorded in the Grade/Marks card.
2. Theory course Semester End Examination (SEE) is conducted for 100 marks (3 Hours duration)
3. Practical course CIE and SEE is conducted for 100 marks (3 Hours duration)

Government of Karnataka
Department of Collegiate and Technical Education
Board of Technical Examinations, Bangalore

Course Code	20SC01T	Semester	I/II
Course Title	ENGINEERING MATHEMATICS	Course Group	Core
No. of Credits	4	Type of Course	Lecture
Course Category	Theory	Total Contact Hours	4Hrs Per Week
			52Hrs Per Semester
Prerequisites	10 Level Mathematics	Teaching Scheme	(L:T:P) = 4:0:0
CIE Marks	50	SEE Marks	50

RATIONALE

Engineering Mathematics specification provides students with access to important mathematical ideas to develop the mathematical knowledge and skills that they will draw on in their personal and work lives. The course enable students to develop mathematical conceptualization, inquiry, reasoning, and communication skills and the ability to use mathematics to formulate and solve problems in everyday life, as well as in mathematical contexts. At this level, the mathematics curriculum further integrates the three content areas taught in the higher grades into three main learning areas: Algebra; Measurement of angles and Trigonometry and Calculus.

1. COURSE SKILL SET

Student will be able to:

1. Solve system of linear equations arise in different engineering fields
2. Incorporate the knowledge of calculus to support their concurrent and subsequent engineering studies
3. Adept at solving quantitative problems
4. Ability to understand both concrete and abstract problems
5. Proficient in communicating mathematical ideas
6. Detail-oriented

2. COURSE OUT COMES

At the end of the course, student will be able to

CO1	Determine the inverse of a square matrix using matrix algebra. Apply the concepts of matrices and determinants to solve system of linear equations and find eigen values associated with the square matrix.
CO2	Find the equation of straight line in different forms. Determine the parallelism and perpendicularity of lines.
CO3	Calculate trigonometric ratios of allied angles and compound angles. Transform sum or difference of trigonometric ratios into product and vice versa.

CO4	Differentiate various continuous functions and apply the concept in real life situations.
CO5	Integrate various continuous functions and apply the concept in evaluating the area and volume through definite integrals.

3. SUGGESTED SPECIFICATION TABLE WITH HOURS & MARKS

UNIT NO	UNIT TITLE	TEACHING HOURS	DISTRIBUTION (THEORY)			
			R LEVEL	U LEVEL	A LEVEL	TOTAL
1	Matrices and Determinants	10	8	20	12	40
2	Straight lines	10	8	20	12	40
3	Trigonometry	10	8	20	12	40
4	Differential Calculus and applications	11	8	20	12	40
5	Integral Calculus and applications	11	8	20	12	40
	Total	52	40	100	60	200

Legends: R = Remember; U = Understand; A = Apply and above levels (Bloom's revised taxonomy)

4. DETAILS OF COURSE CONTENT

The following topics/subtopics is to be taught and assessed in order to develop Unit Skill sets for achieving CO to attain identified skill sets.

UNIT NO	Unit skill set (In cognitive domain)	Topics/Subtopics	Hours L-T-P
UNIT-1 MATRICES AND DETERMINANTS	➤ Use algebraic skills which are essential for the study of systems of linear equations, matrix algebra and eigen values	1.1 Matrix and types 1.2 Algebra of Matrices (addition, subtraction, scalar multiplication and multiplication) 1.3 Evaluation of determinants of a square matrix of order 2 and 3. Singular matrices 1.4 Cramer's rule for solving system of linear equations involving 2 and 3 variables 1.5 Adjoint and Inverse of the non-singular matrices of order 2 and 3 1.6 Characteristic equation and Eigen values of a square matrix of order 2	10-0-0

UNIT-2 STRAIGHT LINES	➤ Able to find the equation of a straight line in different forms ➤ Determine whether the lines are parallel or perpendicular	2.1 Slope of a straight line 2.2 Intercepts of a straight line 2.3 Intercept form of a straight line 2.4 Slope-intercept form of a straight line 2.5 Slope-point form of a straight line 2.6 Two-point form of a straight line 2.7 General form of a straight line 2.8 Angle between two lines and conditions for lines to be parallel and perpendicular 2.9 Equation of a straight line parallel to the given line 2.10 Equation of a straight line perpendicular to the given line	10-0-0
UNIT-3 TRIGONOMETRY	➤ Use basic trigonometric skills in finding the trigonometric ratios of allied and compound angles ➤ Able to find all the measurable dimensions of a triangle	3.1 Concept of angles, their measurement, Radian measure and related conversions. 3.2 Signs of trigonometric ratios in different quadrants (ASTC rule) 3.3 Trigonometric ratios of allied angles (definition and the table of trigonometric ratios of standard allied angles say $90^\circ \pm \theta$, $180^\circ \pm \theta$, $270^\circ \pm \theta$ and $360^\circ \pm \theta$) 3.4 Trigonometric ratios of compound angles (without proof) 3.5 Trigonometric ratios of multiple angles 3.6 Transformation formulae	10-0-0
UNIT-4 DIFFERENTIAL CALCULUS AND APPLICATIONS	➤ Able to differentiate algebraic, exponential, trigonometric, logarithmic and composite functions ➤ Able to find higher order derivatives ➤ Understand and work with derivatives as rates of change in mathematical models ➤ Find local maxima and minima of a function	4.1 Derivatives of continuous functions in an interval (List of formulae) 4.2 Rules of differentiation 4.3 Successive differentiation (up to second order) 4.4 Applications of differentiation	11-0-0
UNIT-5 INTEGRAL CALCULUS AND APPLICATIONS	➤ Understand the basic rules of integration and Evaluate integrals with basic integrands. ➤ Identify the methods to evaluate integrands ➤ Apply the skills to evaluate integrals representing areas and volumes	5.1 List of standard integrals and Basic rules of integration 5.2 Evaluation of integrals of simple function and their combination 5.3 Methods of integration 5.4 Concept of definite integrals 5.5 Applications of definite integrals	11-0-0

5. MAPPING OF CO WITH PO

CO	Course Outcome	PO Mapped	UNIT Linked	CL R/U/A	Theory in Hrs	TOTAL
C01	Determine the inverse of a square matrix using matrix algebra. Apply the concepts of matrices and determinants to solve system of linear equations and find eigen values associated with the square matrix.	1, 7	1	R/U/A	10	40
C02	Find the equation of straight line in different forms. Determine the parallelism and perpendicularity of lines.	1, 7	2	R/U/A	10	40
C03	Calculate trigonometric ratios of allied angles and compound angles. Transform sum (difference) of trigonometric ratios into product and vice versa.	1, 7	3	R/U/A	10	40
C04	Differentiate various continuous functions and apply the concept in real life situations.	1, 3, 7	4	R/U/A	11	40
C05	Integrate various continuous functions and apply the concept in evaluating the area and volume through definite integrals.	1, 3, 7	5	R/U/A	11	40
					52	200

Course	CO's	Programme Outcomes (PO's)						
		1	2	3	4	5	6	7
ENGINEERING MATHEMATICS	C01	3	1	0	0	0	0	3
	C02	3	1	0	0	0	0	3
	C03	3	1	0	0	0	0	3
	C04	3	1	3	0	0	0	3
	C05	3	1	3	0	0	0	3
Level 3- Highly Mapped, Level 2-Moderately Mapped, Level 1-Low Mapped, Level 0- Not Mapped								

7. INSTRUCTIONAL STRATEGY

These are sample Strategies, which teacher can use to accelerate the attainment of the various course outcomes

1. Explicit instruction will be provided in intervention classes or by using different differentiation strategies in the main classroom.
2. Lecturer method (L) does not mean only traditional lecture method, but different type of teaching method and media that are employed to develop the outcomes.
3. Observing the way their more proficient peers use prior knowledge to solve current challenges and persevere in problem solving will help struggling students to improve their approach to engaging with rich contextual problems.
4. Ten minutes a day in homeroom, at the end of class, or as a station in a series of math activities will help students build speed and confidence.
5. Topics will be introduced in a multiple representation.
6. The teacher is able to show different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
7. In a perfect world, teacher would always be able to demonstrate how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding. When a concept cannot be applied in that manner, we can still share how it might be applied within mathematics.

8. SUGGESTED LEARNING RESOURCES:

Sl. No.	Author	Title of Books	Publication/Year
1	B.S. Grewal	Higher Engineering Mathematics	Khanna Publishers, New Delhi, 40th Edition, 2007
2	G. B. Thomas, R. L. Finney	Calculus and Analytic Geometry	Addison Wesley, 9th Edition, 1995
3	S.S. Sabharwal, Sunita Jain, Eagle Parkashan	Applied Mathematics, Vol. I & II	Jalandhar.
4	Comprehensive Mathematics	Comprehensive Mathematics Vol. I & II	Laxmi Publications, Delhi
5	Reena Garg & Chandrika Prasad	Advanced Engineering Mathematics	Khanna Publishing House, New Delhi

9. COURSE ASSESSMENT AND EVALUATION CHART

Sl.No.	Assessment	Duration	Max marks	Conversion
1	CIE Assessment 1 (Written Test -1) At the end of 3 rd week	80 minutes	30	Average of three written tests 30
2	CIE Assessment 2 (Written Test -2) At the end of 7 th week	80 minutes	30	
3	CIE Assessment 3 (Written Test -3) At the end of 13 th week	80 minutes	30	
4	CIE Assessment 4 (MCQ/Quiz) At the end of 5 th week	60 minutes	20	Average of three 20
5	CIE Assessment 5 (Open book Test) At the end of 9 th week	60 minutes	20	
6	CIE Assessment 6 (Student activity/Assignment) At the end of 11 th week	60 minutes	20	
Total Continuous Internal Evaluation (CIE) Assessment				50
8	Semester End Examination (SEE) Assessment (Written Test)	3 Hours	100	50
Total Marks				100

Note:

1. SEE (Semester End Examination) is conducted for 100 Marks theory courses for a time duration of 3 Hours.
2. Three CIE (written test), each of 30 marks for a time duration of 80 minutes shall be conducted. Also, three CIE (MCQ or Quiz/Open book test/student activity or assignment) each of 20 marks for the time duration of 60 minutes shall be conducted. Any fraction at any stage during evaluation will be rounded off to the next higher digit
3. Assessment of assignment and student activity is evaluated through appropriate rubrics by the respective course coordinator. The secured mark in each case is rounded off to the next higher digit.

10 DETAILED COURSE CONTENT

UNIT NO AND NAME	DETAILED COURSE CONTENT	CO	PO	CONTACT HRS	TOTAL
1 MATRICES AND DETERMINANTS	Definition and types of matrices	1	1,7	1	10
	Algebra of Matrices (addition, subtraction and scalar multiplication) problems	1	1,7	1	
	Multiplication of Matrices(problems)	1	1,7	1	
	Evaluation of 2x2 ,3x3 determinants and Singular matrices and problems in finding unknown variable	1	1,7	1	
	Cramer's rule to solve system of linear equation with 2 and 3 variables	1	1,7	1	
	Cramer's rule to solve system of linear equation with 2 and 3 variables.problems	1	1,7	1	
	Minors, Cofactors of elements of square matrices of order 2 and 3	1	1,7	1	
	Adjoint of a square matrix(2x2 and 3x3),Inverse of a non singular square matrix	1	1,7	1	
	Adjoint of a square matrix(2x2 and 3x3),Inverse of a non singular square matrix and problems	1	1,7	1	
	Characteristic equation and eigen values of a 2x2 matrix and problems	1	1,7	1	
2 STRAIGHT LINES	Slope of the straight line(provided with inclination and two points on the line as well) and problems	2	1,7	1	10
	Intercepts of a straight line and problems	2	1,7	1	
	Intercept form of a straight line and problems	2	1,7	1	
	Slope-intercept form of a straight line and problems	2	1,7	1	
	Slope-point form of the straight line and problems	2	1,7	1	
	Two-point form of a straight line and problems	2	1,7	1	
	General form of a straight line.problems on finding slope and intercepts.	2	1,7	1	
	Angle between two straight lines and conditions for the lines to be parallel and perpendicular and problems	2	1,7	1	
	Equation of a line parallel to the given line and problems	2	1,7	1	
	Equation of a line perpendicular to the given line.problems	2	1,7	1	

3	TRIGONOMETRY	Concept of angles and their measurement. Radian measures and related conversions (degree to radian and vice-versa) and problems	3	1,7	1	10
		Signs of trigonometric ratios in different quadrants (ASTC rule)	3	1,7	1	
		Trigonometric ratios of allied angles (definition and the table of trigonometric ratios of standard allied angles say $90^\circ \pm \theta$, $180^\circ \pm \theta$, $270^\circ \pm \theta$ and $360^\circ \pm \theta$)	3	1,7	1	
		Problems on allied angles. (proving identities)	3	1,7	1	
		Problems on allied angles. (Finding values of x in an identity)	3	1,7	1	
		Trigonometric ratios of compound angles (without proof)	3	1,7	1	
		Trigonometric ratios of multiple angles ($\sin 2A$, $\cos 2A$, $\tan 2A$, $\sin 3A$, $\cos 3A$ and $\tan 3A$)	3	1,7	1	
		Problems on multiple angles $\sin 2A$, $\cos 2A$, $\tan 2A$, $\sin 3A$, $\cos 3A$ and $\tan 3A$	3	1,7	1	
		Transformation formulae (without proof) as sum to product. (Simple problems)	3	1,7	1	
		Transformation formulae (without proof) as product to sum. (Simple problems)	3	1,7	1	
4	DIFFERENTIAL CALCULUS AND APPLICATIONS	Definition of a derivative of a function. Listing the derivatives of standard functions. (Algebraic, trigonometric, exponential, logarithmic and inverse trigonometric functions)	4	1,3,7	1	11
		Addition and subtraction rule of differentiation and problems	4	1,3,7	1	
		Product rule and quotient rule of differentiation and problems	4	1,3,7	1	
		Product rule and quotient rule of differentiation and problems	4	1,3,7	1	
		Composite functions and their derivatives. (CHAIN RULE)	4	1,3,7	1	
		Composite functions and their derivatives. (CHAIN RULE). Problems	4	1,3,7	1	
		Successive differentiation up to second order	4	1,3,7	1	
		Slope of the tangent and normal to the given curve and their equations and problems	4	1,3,7	1	

	Rate measure: velocity and acceleration at a point of time and problems	4	1,3,7	1	
	Local Maxima and Minima of a function	4	1,3,7	1	
	Local Maxima and Minima of a function. Problems	4	1,3,7	1	
5 INTEGRAL CALCULUS AND APPLICATIONS	Definition of an indefinite integral. Listing the Integrals of standard functions. (Algebraic, trigonometric, exponential, logarithmic and inverse trigonometric functions)	5	1,3,7	1	11
	Rules of Integration. Evaluation of integrals with simple integrands and their combinations	5	1,3,7	1	
	Rules of Integration. Evaluation of integrals with simple integrands and their combinations. Problems	5	1,3,7	1	
	Evaluation of integrals with simple integrands and their combinations. Problems	5	1,3,7	1	
	Evaluation of integrals by Substitution method	5	1,3,7	1	
	Evaluation of integrals by Integration by parts	5	1,3,7	1	
	Evaluation of integrals by Integration by parts. Problems	5	1,3,7	1	
	Definition of definite integrals and their evaluation	5	1,3,7	1	
	Evaluation of Definite integrals. Problems	5	1,3,7	1	
	Area enclosed by the curves by integral method	5	1,3,7	1	
	Volume generated by the curve rotated about an axis by integral method	5	1,3,7	1	

First Semester Examination, Model Question Paper – 2020
Engineering Mathematics

Duration: 3Hours]**Subject Code: 20SC01T****[Max. Marks:100**

Instruction: Answer one full question from each section. One full question carries 20 marks.

SECTION – 1

- 1**
- a** If the matrix $\begin{bmatrix} 2 & 4 & 6 \\ 2 & x & 2 \\ 6 & 8 & 14 \end{bmatrix}$ is singular then find x . **4**
- b** Find the A^2 for the matrix $\begin{bmatrix} 1 & 3 & 4 \\ -1 & 2 & 1 \\ 0 & 3 & 3 \end{bmatrix}$. **5**
- c** Solve $2x - y = 3$ and $x + 2y = 4$ by using determinant method. **5**
- d** Find the inverse of the matrix $\begin{bmatrix} 2 & 3 & 1 \\ -1 & 2 & 1 \\ 5 & 4 & 3 \end{bmatrix}$. **6**
- 2**
- a** If $A = \begin{bmatrix} 2 & -1 \\ 4 & 0 \\ 1 & 3 \end{bmatrix}$ and $B = \begin{bmatrix} 1 & -3 & 4 \\ -1 & -1 & 1 \\ 0 & 4 & 2 \end{bmatrix}$ then find $(AB)^T$. **4**
- b** Verify whether $AB=BA$ for the matrices $A = \begin{bmatrix} 1 & 0 & 5 \\ -1 & 2 & 1 \\ 5 & 4 & 3 \end{bmatrix}$ and $B = \begin{bmatrix} 3 & -1 & 4 \\ 0 & -1 & 1 \\ 2 & 4 & -2 \end{bmatrix}$. **5**
- c** Find the Adjoint of the matrix $A = \begin{bmatrix} 1 & 3 & 4 \\ -1 & 2 & 1 \\ 0 & 3 & 3 \end{bmatrix}$. **5**
- d** Find the characteristic equation and eigen values for the matrix $\begin{bmatrix} 1 & 2 \\ 3 & 1 \end{bmatrix}$. **6**

SECTION – 2

- 3**
- a** If the straight line is passing through the points (1, 2) and (3, 5) then find the slope of the line. **4**
- b** Write the standard intercept form of the straight line and hence find the equation of the straight line whose x and y intercepts are 2 and 3 respectively. **5**
- c** Write the standard slope-intercept form of a straight line. Find the equation of the straight line passing through the point (3, 5) and slope 4 units. **5**
- d** Find the equation of the straight line parallel to the line passing through the points (1, 3) and (4, 6). **6**
- 4**
- a** i) If a line inclined at 45° with x-axis find its slope. ii) Write the x and y intercept of the line $2x+3y=10$. **2+2**
- b** Find the equation of the straight line whose angle of inclination is 45° and passing through the origin. **5**
- c** Find the equation of the straight line perpendicular to the line $2x+6y=3$ and with the y intercept 2 units. **5**
- d** Find the acute angle between the lines $7x-4y=0$ and $3x-11y+5=0$. **6**

SECTION – 3

- 5**
- a** Express 75° in radian measure and $3\pi/2$ in degree. **4**
- b** Prove that $\cos(A+B)\cos(A-B) = \cos^2 A - \sin^2 B$. **5**
- c** Show that $\cos 2\theta = 2\cos^2 \theta - 1$. **5**

- d** Find the value of $\sin 120^\circ \cdot \cos 330^\circ - \sin 240^\circ \cdot \cos 390^\circ$ without using calculator. **6**
- 6 a** Find the value of $\sin 15^\circ$. **4**
- b** Simplify $\frac{\cos(360^\circ - A) \tan(360^\circ + A)}{\cot(270^\circ - A) \sin(90^\circ + A)}$. **5**
- c** Prove that $\sin 3\theta = 3\sin \theta - 4\sin^3 \theta$. **5**
- d** Prove that $\sin 20^\circ \cdot \sin 40^\circ \cdot \sin 80^\circ = \frac{\sqrt{3}}{8}$. **6**

SECTION – 4

- 7 a** Find the derivative of $y = x^2 + e^{2x} + \cos 2x - 2 \log x$ with respect to x . **4**
- b** Find dy/dx of $y = \frac{\sec x + \tan x}{\sec x - \tan x}$. **5**
- c** Find dy/dx of $y = \tan^{-1} \left(\frac{1+x}{1-x} \right)$. **5**
- d** If the $s = 2x^3 + 3x + 4$ represents the displacement of the particle in motion at time x , then find the velocity of the particle at $x = 2$ secs and acceleration at $x = 3$ secs. **6**
- 8 a** Find $\frac{dy}{dx}$ of $y = 3x^4 + 4 \log x + 2e^{3x} + \tan^{-1} x$. **4**
- b** If $y = e^{2x} \sin 3x$ then find $\frac{dy}{dx}$. **5**
- c** Find $\frac{d^2y}{dx^2}$ if $y = 3 \sin x + 4 \cos x$ at $x = 1$. **5**
- d** Find the equation of tangent and normal to the curve $y = x^2$ at the point $(1, 1)$. **6**

SECTION – 5

- 9 a** Evaluate $\int (x-1)(x+1)dx$. **4**
- b** Evaluate $\int_0^{p/2} \sin^2 x \, dx$ **5**
- c** Evaluate $\int x \sin x \, dx$. **5**
- d** Find the area bounded by the curve $y = 4x - x^2 - 3$, x-axis and ordinates $x = 1$ and $x = 3$. **6**
- 10 a** Evaluate $\int_0^2 e^x \, dx$. **4**
- b** Evaluate $\int \frac{4 \cos(\log x)}{x} \, dx$. **5**
- c** Evaluate $\int x e^x \, dx$. **5**
- d** Find the volume of the solid generated by revolving the curve $y = \sqrt{x^2 + 5x}$ between $x = 1$ and $x = 2$. **6**

Government of Karnataka
Department of Collegiate and Technical Education
Board of Technical Examinations, Bangalore

Course Code	20CS11T	Semester	I
Course Title	FUNDAMENTALS OF COMPUTER	Course Group	Core
No. of Credits	4	Type of Course	Lecture
Course Category	PC	Total Contact Hours	4Hrs Per Week
			52Hrs Per Semester
Prerequisites	Nil	Teaching Scheme	(L: T:P) = 4:0:0
CIE Marks	50	SEE Marks	50

1. COURSE RATIONALE

Fundamentals of Computer is the foundational course that sets the base for computer science engineering. Core knowledge of number system, conversion, Boolean algebra, logic circuits are fundamental and even sets the basis for further study of computer organization & architecture, system software and computer network. Understanding the functional units, peripherals and components of a computer is vital.

2. COURSE SKILL SET

The aim of the course is to help the student to attain the following industry identified competency through various teaching –learning experiences

1. Identify computer hardware and software
2. Understand the data representation in computers
3. Basic knowledge of computer system and its working
4. Basic knowledge of logical thinking and problem solving

3. COURSE OBJECTIVES

1. Introduction to number system, conversion and data representation
2. Introduction to logic design
3. Understand functional units and components of computer
4. Develop logical thinking and problem-solving skills

4. JOB ROLE

SL.NO	LEVEL	JOB ROLES
1	3	Computer Operator & Program Assistant
2	3	Front Desk Operator
3	3	Office Assistant

5. PREREQUISITES

STUDENT	NIL
TEACHER	Various pedagogical techniques

6. COURSE OUT COMES

On successful completion of the course, the students will be able to demonstrate industry-oriented COs associated with the above-mentioned competency:

COURSE OUTCOME		CL	LINKED PO	TEACHING HOURS
CO1	Apply the knowledge of number system and Boolean algebra in computer system	U, A	1,4,7	12
CO2	Apply the knowledge of logic circuits for practical application	U, A	1,4,7	14
CO3	Recognize the various hardware and software associated with computer	U	1,7	8
CO4	Comprehend the functional units of a computer	U	1,7	10
CO5	Represent simple problems in terms of algorithm and flowchart	U, A	1,7	8

7. SUGGESTED SPECIFICATION TABLE WITH HOURS & MARKS (THEORY)

COURSE OUTCOME		Unit Linked	LINKED PO	TEACHING HOURS	DISTRIBUTION OF THEORY MARKS			
					R	U	A	TOTAL
CO1	Apply the knowledge of number system and Boolean algebra in computer system	1	1,4,7	12	10	30	10	50
CO2	Apply the knowledge of logic circuits for practical application	2	1,4,7	14	10	30	10	50
CO3	Recognize the various hardware and software associated with computer	3	1,7	8	5	20	5	30
CO4	Comprehend the functional units of a computer	4	1,7	10	10	20	10	40
CO5	Represent simple problems in terms of algorithm and flowchart	5	1,7	8	5	20	5	30
TOTAL				52	40	120	40	200

Legends: R = Remember; U = Understand; A = Apply and above levels (Bloom's revised taxonomy)

8. INSTRUCTIONAL STRATEGY

These are sample strategies, which teacher can use to accelerate the attainment of the various course outcomes

1. Massive Open online courses (MOOCS) can be used to teach various topics/subtopics.
2. Lecture method(L) does not mean only traditional lecture method, but different type of teaching methods and media can be employed to develop the outcomes.
3. About 15 to 20% of the topics/subtopics which are relatively simpler or descriptive in nature are to be given to the students for self-directed learning.
4. Arrange visits to nearby Offices/Industries/ Academic institution having network facility to understand types of network and types of computers being used.
5. Use different instructional strategies in classroom teaching
6. Use of virtual labs wherever mentioned

5. DETAILS OF COURSE CONTENT

The following topics/subtopics is to be taught and assessed in order to develop Unit Skill sets for achieving CO to attain identified skill sets

UNIT NO	TOPICS/SUBTOPICS	LEARNING OUTCOME (IN COGNITIVE DOMAIN)	HOURS L-T-P
1	BASICS OF LOGIC DESIGN		12
	1.1 Introduction to number system. • Binary • Octal • Decimal • Hexadecimal (characteristics of each number system) 1.2 Conversion from one number system to other 1.3 Complements of number systems and arithmetic operations 1.4 Computer codes (BCD, EBCDIC, ASCII)	1. Understand various number representation 2. Perform conversion and arithmetic operations using different number system 3. Apply the knowledge of codes to represent data 4. Explain the working of logic gates 5. Apply Boolean rules and laws to solve the Boolean expression	

	Code, Gray code, Excess-3 code and Unicode) 1.5 Logic gates 1.6 Boolean algebra (rules, laws, De-Morgan Theorem, Boolean expressions and simplifications)		
	Note: 1. Use visual/graphic content for demonstration 2. Demonstrate data representation inside the computer using virtual labs 3. Demonstrate logic gates using virtual labs 4. Explain with block diagram, circuit diagram and truth table		
2	LOGIC CIRCUITS		14
	2.1 Combinational Circuits ▪ Characteristics ▪ Logic circuit design ▪ Block diagram, features & Applications of ▪ adders, subtractors and comparators ▪ multiplexers, demultiplexers ▪ encoders, decoders and code converters (7 segment) 2.2 Sequential Circuits ▪ Characteristics ▪ Types ▪ Asynchronous ▪ Synchronous (clocked, unclocked) ▪ Flip flops ○ Types, circuit analysis and truth table ▪ Applications of sequential circuits ○ Shift registers (types and	1. Identify logic circuits 2. Describe the working of logic circuits 3. Compare combinational and sequential circuits 4. List the applications of logic circuits	

	application) ○ Counters (classification and application)		
	Note: 1. Demonstrate logic circuits and their application using virtual labs		
3	INTRODUCTION TO COMPUTER CONCEPTS		8
	3.1 Introduction to computers ▪ Evolution of computer (abstract only) ▪ Generation of computers ▪ Classification of computer ▪ Applications 3.2 Components of computers ▪ Hardware (different types of hardware components) ▪ Software (System Software, Application Software, E-accessibility Software) (Open source, freeware and proprietary software) ▪ Peripherals (working of keyboard and laser printer) 3.3 Computer Network (Concept Only) ▪ Basics ▪ Categories ▪ Protocols (Application layer) ▪ Advantages. 3.4 Methods of data processing (concepts only) ▪ Single user programming ▪ Multi programming ▪ Real-time processing ▪ On-line processing	1. Describe the characteristics of computer of various generations 2. Identify the functional units and peripherals of a computer 3. Identify components of a computer system 4. Explain computer network concepts such as types, protocols 5. Identify and distinguish threats and viruses	

	- Time sharing processing - Distributed processing 3.5 Computer Security - Types of threats and source of threats		
	Note 1. Demonstrate computer and computer software's using videos and other visual/graphical method		
4	INTRODUCTION TO COMPUTER ORGANIZATION & OPERATING SYSTEM		10
	4.1 Introduction - Overview of functional units of a computer - Stored Program Concept - Flynn's Classification of Computers 4.2 Memory Hierarchy - Main memory - Auxiliary memory - Cache memory 4.3 Introduction to BIOS and UEFI 4.4 OS Concepts - Overview - Types (Batch Operating System, Multitasking/Time Sharing OS, Multiprocessing OS, Real Time OS, Distributed OS, Network OS, Mobile OS) - Services	1.Examine the working of each functional unit 2. Explain memory hierarchy 3.Explain BIOS and UEFI 4.Describe type and functions of OS	
	Note: 1. Demonstrate using videos and other visual/graphical method		
5	INTRODUCTION TO COMPUTER PROGRAMMING		8
	5.1 Basics of programming - Algorithms and Flowcharts - Basics - Decision making	1.Writing algorithms for mathematical concepts 2.Representation with flowchart 3. Identify the naming rules for	

	▪ Iterative (With sufficient examples) 5.2 Programming Languages ▪ Generation of languages ▪ General concepts of variables and constants	variables	
	Note: 1. Demonstrate using videos and other visual/graphical method 2. Use of online tools for flowchart design. ex:https://app.diagrams.net/		

10. MAPPING OF CO WITH PO

COURSE	CO'S	PROGRAMME OUTCOMES (PO'S)						
		1	2	3	4	5	6	7
FUNDAMENTALS OF COMPUTERS	CO1	3	-	-	2	-	-	1
	CO2	3	-	-	2	-	-	1
	CO3	3	-	-	2	--	-	1
	CO4	3	-	-	2	-	-	3
	CO5	3	-	-	2	-	-	3
Level 3- Highly Mapped, Level 2-Moderately Mapped, Level 1-Low Mapped, Level 0- Not Mapped								

11. SUGGESTED LEARNING RESOURCES

BOOKS	
1	Digital fundamentals – Thomas L. Floyd, PEARSON EDUCATION publication, Eleventh edition – Global Edition, ISBN 10: 1-292-07598-8, ISBN 13: 978-1-292-07598-3
2	Digital Electronics –principles and integrated circuits. Anil K. Maini. Wiley publications, first edition. ISBN: 978-81-265-1466-3
3	Digital Electronics –principles and integrated circuits. Anil K. Maini. Wiley publications, first edition. ISBN: 978-81-265-1466-3
4	Digital principles and applications. Donald P Leach, Albert Paul Malvino, GoutamSaha, McGraw Hill Publisher, 7th edition, ISBN (13 digit): 978-0-07-014170-4 ISBN (10 digit): 0-07-014170-3
5	Digital Computer Fundamentals, - Thomas C Bartee, McGraw-Hill Publisher, 4th edition. ISBN 0-07-003892-9
6	Digital Logic and Computer Design M. Morris Mano

7	Introduction to Computer Science, ITL Education Solutions Pvt. Ltd., Pearson Education
8	"Computer Fundamentals" by Goel
URL'S	
1	https://www.tutorialspoint.com/basics of computer science
2	https://www.guru99.com/operating-system-tutorial.html
3	https://www.javatpoint.com/computer-organization-and-architecture-tutorial

12. SUGGESTED LIST OF PROPOSED STUDENT ACTIVITIES

Note: the following activities or similar activities for assessing CIE (IA)

SL. NO	ACTIVITY
1	Prepare a report on programming languages and their features
2	Prepare a report on open source and proprietary, system and application software
3	Prepare a report on recent viruses(computer)
4	Identify the logic circuits used in construction of memory and prepare a report
5	Identify the utilities of OS and prepare a report

13. COURSE ASSESSMENT AND EVALUATION CHART

SL.N O	ASSESSMENT	DURATION (in minutes)	MAX MARKS	CONVERSION
1	CIE Assessment 1 (Written Test -1) - At the end of 3 ^d week	80	30	Average of three written tests 30
2	CIE Assessment 2 (Written Test -2) - At the end of 7 th week	80	30	
3	CIE Assessment 3 (Written Test -3) - At the end of 13 th week	80	30	
4	CIE Assessment 4 (MCQ/Quiz)- At the end of 5 th week	60	20	Average of three 20
5	CIE Assessment 5 (Open book Test) - At the end of 9 th week	60	20	
6	CIE Assessment 6 (Student activity/ Assignment)- At the end of 11 th week	60	20	
7	Total Continuous Internal Evaluation (CIE) Assessment			50

8	Semester End Examination (SEE) Assessment (Written Test)	3 hrs	100	50
TOTAL MARKS				100

14. RUBRICS FOR ACTIVITY

RUBRICS FOR ACTIVITY (Example Only)						
Dimension	Poor	Below average	Average	Good	Exemplary	Student Score
	4	8	12	16	20	
Collection of data	Does not collect any information relating to the topic	Collects very limited information; some relate to the topic	Collect much information; but very limited relate to the topic	Collects some basic information; most refer to the topic	Collects a great deal of information; all refer to the topic	8
Fulfil team's roles & duties	Does not perform any duties assigned to the team role	Performs very little duties but unreliable.	Performs very little duties	Performs nearly all duties	Performs all duties of assigned team roles	6
Shares work equally	Always relies on others to do the work	Rarely does the assigned work; often needs reminding	Usually does the assigned work; rarely needs reminding	Normally does the assigned work	Always does the assigned work without having to be reminded.	8
Listen to other Team mates	Is always talking; never allows anyone else to speak	Usually does most of the talking; rarely allows others to speak	Talks good; but never show interest in listening others	Listens, but sometimes talk too much	Listens and speaks a fair amount	8
Average / Total Marks: (8+6+8+8)/4						7.5 = 8 marks

Model Question Paper I A Test (CIE)

Programme:		Semester: I			
Course	:	Max Marks : 30			
Course Code	:	Duration : 1 Hr 20 minutes			
Name of the course coordinator:		Test : I/II/III			
Note: Answer one full question from each section. One full question carries 10 marks.					
Qn.No	Question	CL	CO	PO	Marks
Section-1					
1.a)					
b)					
c)					
2.a)					
b)					
c)					

Section-2					
3.a)					
b)					
c)					
4.a)					
b)					
c)					
Section-3					
5.a)					
b)					
c)					
6.a)					
b)					
c)					

Model Question Paper Semester End Examination

Programme:	Semester: I
Course :	Max Marks: 100
Course Code:	Duration: 3 Hrs

Instruction to the Candidate:

Answer one full question from each section. One full question carries 20 marks.

Qn.No	Question	CL	CO	Marks
Section-1				
1.a)				
b)				
2.a)				
b)				
Section-2				
3.a)				
b)				
4.a)				
b)				
Section- 3				
5.a)				
b)				
6.a)				
b)				
Section-4				
7.a)				
b)				
8.a)				
b)				
Section-5				
9.a)				
b)				
10.a)				
b)				

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Course Code	20EC01P	Semester	I/II
Course Title	FUNDAMENTALS OF ELECTRICAL & ELECTRONICS ENGINEERING	Course Group	Core
No. of Credits	4	Type of Course	Lecture & Practice
Course Category	PC	Total Contact Hours	6Hrs Per Week
			78Hrs Per Semester
Prerequisites	Basic Science	Teaching Scheme	(L: T:P) =1:0:2
CIE Marks	60	SEE Marks	40

1. RATIONALE

Fundamentals of Electrical and Electronics Engineering is essential for all streams of diploma engineering to work in any industry as it covers basic electrical safety, troubleshooting and repairing of simple electrical systems. Basic knowledge of electrical wiring circuits, protective devices, electrical machines and basic electronics devices is required to work in any engineering field.

2. COURSE SKILL SET

The aim of the course is to help the student to attain the following industry identified competency through various teaching –learning experiences

1. Perform and test domestic wiring
2. Can operate electrical machine
3. Test different electronics devices

3. INSTRUCTIONAL STRATEGY

1. Expose to different learning tools used in respective labs, Operational safety and Procedure to be followed in the laboratory.
2. Instructor should give examples from daily routine as well as, engineering/technology applications on various concepts and principles in each topic so that students are able to understand and grasp these concepts and principles. In all contents, SI units should be followed.
3. Activity- Theory - Demonstrate/practice approach may be followed throughout the course so that learning may be skill and employability based.

4. COURSE OUT COMES

On successful completion of the course, the students will be able to

C01	Comply with the safety procedures
C02	Apply the fundamentals of electricity.
C03	Install and test electrical wiring system.
C04	Identify and Operate electrical machines, Batteries and UPS.

CO5	Identify and test the different electronic devices.
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5. COURSE TOPICS:

Unit No	Unit Name	Hours
1	Electrical Safety	6
2	Electrical Fundamentals	15
3	Protective Devices and Wiring circuits	15
4	Electric Machines and Batteries and UPS	15
5	Introduction to Electronic Devices and Digital Electronics	27
	Total	78Hr

6. COURSE CONTENT

The following topics/subtopics is to be taught and assessed in order to develop Unit Skill sets for achieving CO to attain identified skill sets

Sl No	Unit skill set (In cognitive domain) <i>On successful completion of the class, the students will be able to</i>	Topics/Subtopics	Practical	Hours L-T-P
UNIT-1 Electrical Safety				
1	Comply with the Electrical safety	1. Electrical Symbols 2. Electrical safety - Identify Various types of safety signs and what they mean - Demonstrate and practice use of PPE - Demonstrate how to free a person from electrocution - Administer appropriate first aid to victims, bandaging, heart attack, CPR, etc. - Fire safety, causes and precautionary activities. - Use of appropriate fire extinguishers on different types of fires. - Demonstrate rescue techniques applied during fire hazard, correct method to move injured people during emergency - Inform relevant authority about any abnormal situation - Earthing: Types	1. Electrical symbols related to electrical engineering. 2. Electrical safety 3. Electrical earthing	02-00-04

		➤ http://nreeder.com/Flash/symbols.htm ➤ http://bouteloup.pierre.free.fr/iufm/as/de/house/safety.html		
UNIT-2				
Electrical Fundamentals				
2	1. Identify and select the different measuring devices. 2. Identify different electrical supply systems 3. Identify open circuit, close circuit and short circuit conditions.	1. Describe the sources of electrical energy. 2. Electrical current, voltage, emf, potential difference, resistance with their SI units. 3. Mention the meters used to measure different electrical quantities. Identification Measuring devices - Ammeter - Voltmeter - Wattmeter - Ohmmeter - Digital Multimeter - Megger - Tong tester 4. Explain supply systems like AC, DC. ➤ http://nreeder.com/Flash/units.htm	1. Connect voltmeter and ammeter in a simple circuit. (Practicing of identification and connection of different meters)	1:0:2
3	Calculate basic electrical quantities	- Relationship between V, I and R. (Ohms law) - Behavior of V, I in Series and Parallel DC circuits. - Describe open circuit, close circuit and short circuit http://nreeder.com/Flash/ohmsLaw.htm	1. Measure current, voltage and analyze effective resistance in series circuit 2. Demonstrate effects of shorts and opens in a circuit	1:0:2
4	Connect resistances in different combination	1. Equation to find the effective Resistances connected in series 2. Equation to find effective Resistances connected in parallel 3. Resistances connected series and parallel combinations 4. Simple problems.	1. Determine the equivalent Resistance of parallel connected resistances.	1:0:2
5	Calculate and measurement of different parameters of an AC quantity.	Ac sinewave: Sinusoidal voltage, current, amplitude, time-period, cycle, frequency, phase, phase difference, and their units. ➤ http://nreeder.com/Flash/freqPeriod.htm ➤ http://nreeder.com/Flash/oscill	Generate and demonstrate the measurement of frequency, time period and phase difference of	1:0:2

		oscope.htm	AC quantity using CRO and function generator.	
6	1. Calculate and measure electric power and energy 2. Identify and differentiate Single phase and Three phase supply	1. Electrical work, power and power factor • SI units • Mention the meters used to measure them ➤ http://nreeder.com/Flash/powerLaw.htm	• Measure the voltage, current, power using relevant measuring instruments in a Single-phase load.	1:0:2
7.		1. Electrical energy • SI units • Mention the meters used to measure them 2. Single phase and Three phase supply.	1. Measure single phase energy using relevant measuring instruments in a Single-phase load. 2. Measure the voltages in Three phase supply.	
UNIT-3				
Protective Devices and Wiring circuits				
8.	1. Identify and select Protective Devices for given current and voltage rating 2. Identify and select the various electrician tools	• Necessity of Protective Devices • Various Protective devices and their functions • fuse wire, • Glass cartridge fuse • HRC fuse • Kit-kat fuse • MCB • MCCB • RCCB • ELCB • Relay • Different types of electrician tools and their function. • Describe various wiring tools. • State procedure of care and maintenance of wiring tools.	1. Wire up and test PVC Conduit wiring to control one lamp from two different places using suitable protective devices.	1:0:2

9	1. Identify and select Wiring systems for a given applications 2. Identify and select the cables used for different current and voltage ratings. 3. Draw the wiring diagram	1. Describe different types of wiring systems. • Surface conduit • concealed conduit • PVC casing capping 2. Wiring systems and their applications. 3. Describe the types of wires, cables used for different current and voltage ratings.	1. Wire up and test PVC Conduit wiring to control of 2 sockets and 2 lamps.	2:0:4
10	Estimate and plan electrical wiring	Explain Plan and estimate the cost of electrical wiring for one 3m × 3m room consisting of 2 lamps, 1 ceiling fan, 2 three pin sockets.	Prepare the estimation and plan	1:0:2
UNIT-4 Electrical Machines and Batteries and UPS				
11	1. Identify the types of transformer. 2. verify the transformation ratio.	Transformer • working principle • Transformation ratio • Types and applications with their ratings	Connect the Single- phase transformer as Step-Up, Step-Down transformer and verify the transformation ratio.	1:0:2
12	1. Start and run the induction motor. 2. Troubleshoot DOL/Star-delta starter and induction motor	1. Induction motor • Single phase and three phase Induction motor. • Necessity of starters. • Describe DOL AND STAR-DELTA starters. 2. What are different causes and remedies for a failure of starter and induction motor.	1. Construct a suitable circuit to start and reverse the direction of three phase induction motor using DOL/ Star-delta starter. 2. Troubleshoot the DOL/ Star-delta starter and induction motor	2:0:4
13	Select and test the battery for a given application	Battery • Types of batteries (Lead acid battery, lithium, sealed maintenance free (SMF) battery, Modular battery). • Selection criteria of batteries for different applications. • Ampere-Hour Capacity. • Efficiency	Testing Condition of charging and discharging of a Lead-acid battery	1:0:2
14	Select the size of the UPS for a given application	UPS • List the types and applications • Selection criteria of UPS • Sizing of UPS	Sizing of UPS	1:0:2

UNIT-5 Introduction to Electronic Devices and Digital Electronics				
15	Identify and differentiate Conductors, insulators and semiconductors.	1. Compare Conductors, insulators and semiconductors with examples. 2. Identification of types and values of resistors-color codes. ➤ http://nreeder.com/Flash/resistor.htm	Determine the value of resistance by color code and compare it with multimeter readings.	1:0:2
16	Identify and test PN junction Diode	PN junction diode • Symbol • Characteristics • Diode as switch. • Types of diodes and ratings • Applications	Identify the terminals of a Diode and test the diode for its condition.	1:0:2
17	Build and test bridge rectifier circuit	Rectifier • Need for AC to DC conversion • Bridge rectifier with and without C filter, • Rectifier IC.	Construct and test bridge rectifiers using semiconductor diode and rectifier IC. Compare the waveforms using CRO.	1:0:2
18	1. Identify and test Transistor 2. Build and test transistor as an electronic switch	Transistor (BJT) • Symbol • Structure • Working principle	1. Identification of transistor terminals and test. 2. Construct and test the transistor as an electronic switch	1:0:2
19.	1. Identify and test different digital IC 1.	• Comparison of analog and digital signal • Digital systems, examples. • Binary numbers, Boolean identities and laws. • Digital system building blocks: Basic logic gates, symbols and truth tables. IC-Definition and advantages.	• Test a Digital IC. • Identification and selection of suitable ICs for basic gates. 1. Verify NOT, AND, OR, NOR, EXOR and NAND gate operations (two inputs).	2:0:4
20	Identify and test various Sensors and actuators.	1.Sensors • Concept • Types: Temperature, Pressure, Water, Light, Sound, Smoke, proximity Sensors, Flow, humidity, voltage, vibration, IR (Principle/working, ratings/specifications, cost, and applications) 2.Actuators • Concept • Types and applications. • Relay as an actuator.	2. Connect and test an IR proximity sensor to a Digital circuit. • Connect and test a relay circuit using an Opto-coupler. (Photo Diode & Transistor) Refer note	2:0:4

21	Know the application of Microcontroller and PLC	• Microcontroller as a programmable device, and list of real-world applications. • PLC and Their applications. (Activity based learning)	• Identify different application microcontroller. • Identify commercially available PLC and their specifications	1:0:2
TOTAL				26-0-52=78 Hours

7. PRATICAL SKILL EXERCISES

Sl. No.	Practical Out Comes/Practical exercises	Unit No.	PO	CO	L: T:P Hrs.
1	• Identify Various types of safety signs and what they mean Demonstrate and practice use of PPE • Demonstrate how to free a person from electrocution appropriate first aid to victims, bandaging, heart attack, CPR, etc. • Fire safety, causes and precautionary activities. • Use of appropriate fire extinguishers on different types of fires. • Demonstrate rescue techniques applied during fire hazard. • Inform relevant authority about any abnormal situation during fire hazard.	1	1,4	1	0:0:2
2	• Demonstrate different types of earthing/using videos. • Prepare a Report on types of Earthing	1	1,4	1	0:0:2
3	Connect voltmeter and ammeter in a simple circuit. (Practicing of identification and connection of different meters)	2	1,4	2	0:0:2
4	1.Determine the equivalent Resistance of series connected resistances. 2.Demonstrate effects of shorts and opens in a circuit	2	1,4	2	0:0:2
5	Determine the equivalent Resistance of parallel connected resistances.	2	1,4	2	0:0:2
6	Generate and demonstrate the measurement of frequency, time period and phase difference of AC quantity using CRO and function generator.	2	1,4	2	0:0:2
7	Measure the voltage, current, power using relevant measuring instruments in a Single-phase load.	2	1,4	2	0:0:2
8.	1.Measure single phase energy using relevant measuring instruments in a Single-phase load.				

	2. Measure the voltages in Three phase supply.				
9.	Wire up and test PVC Conduit wiring to control one lamp from two different places using suitable protective devices.	3	1,4	3	0:0:2
10	2. Wire up and test PVC Conduit wiring to control of 2 sockets and 2 lamps.	3	1,4	3	0:0:2
11	Wire up and test PVC Conduit wiring to control one lamp from two different places.	3	1,4	3	0:0:2
12	Plan and estimate the cost of electrical wiring for one 3mx3m room consisting of 2 CFL 1ceiling fan, 2 three pin sockets.	3	1,4	3	0:0:2
13	Connect the Single- phase transformer as Step-Up, Step-Down transformer and verify the transformation ratio.	4	1,4	4	0:0:2
14	Construct a suitable circuit to start and reverse the direction of three phase induction motor using DOL/star-delta starter.	4	1,4	4	0:0:2
15	Troubleshoot the DOL/Star-delta starter and induction motor	4	1,4	4	0:0:2
16	Testing Condition of charging and discharging of a Lead-acid battery.	4	1,4	4	0:0:2
17	Estimate the UPS rating for a computer lab with 50 computers/domestic.	4	1,4	4	0:0:2
18	Determine the value of resistance by color code and compare it with multimeter readings	5	1,4	5	0:0:2
19	Identify the terminals of a Diode and test the diode for its condition.	5	1,4	5	0:0:2
20	Construct and test bridge rectifiers using semiconductor diode and rectifier IC. Compare the waveforms using CRO.	5	1,4	5	0:0:2
21	Identification of transistor terminals and test. Construct and test the transistor as an electronic switch.	5	1,4	5	0:0:2
22	Test an IC. Verify the truth-table AND, OR, NOT logic gates.				
23	Verify the truth-table NAND, NOR, EX-OR, EX-NOR logic gates.	5	1,4	5	0:0:2
24	Connect and test anIR proximity sensor to a Digital circuit. NOTE: Any sensor listed in the theory may be used for condition appropriately.				
25	Connect and test a relay circuit using an Optocoupler. (Photo Diode & Transistor)	5	1,4	5	0:0:2
26	1.Identify MCS-51 variants 2.Identify commercially available PLC and their specifications.	5	1,4	5	0:0:2
Total					0:0:52 =52Hrs

8.MAPPING OF CO WITH PO

CO	Course Outcome	PO Mapped	Experiment	Cognitive Level R/U/A	Lecture & Practical Sessions in Hrs	TOTAL
C01	Comply with the safety procedures	PO1, PO4	1-2	A	6	
C02	Apply the fundamentals of electricity.	PO1, PO4	3-7	A	15	
C03	Install and test electrical wiring system and protective devices.	PO1, PO4	8-12	A	15	
C04	Identify and Operate electrical machines, Batteries and UPS.	PO1, PO4	13-17	A	15	
C05	Identify and test the different electronic devices.	PO1, PO4	18-26	A	27	

Course	CO's	Programme Outcomes (PO's)						
		1	2	3	4	5	6	7
Fundamentals of Electrical and Electronics Engineering	CO1	3	0	0	3	0	0	0
	CO2	3	0	0	3	0	0	0
	CO3	3	0	0	3	0	0	0
	CO4	3	0	0	3	0	0	0
Level 3- Highly Mapped, Level 2-Moderately Mapped, Level 1-Low Mapped, Level 0-Not Mapped								

9. SUGGESTED LEARNING RESOURCES:**Reference Books:**

1. ABC of Electrical Engineering by B. L. Theraja and A. K. Theraja, S Chand Publishers, New Delhi, 2014 Edition.
2. Basic Electrical and Electronics Engineering by S. K. Bhattacharya, Pearson Education India, 2012 Edition.
3. Electronic Devices and Circuits by I. J. Nagrath, PHI Learning Pvt. Ltd., 2007 Edition.
4. Basic Electrical Engineering by V. Mittle and Arvind Mittle, McGrawHill Companies, 2005 Edition.
5. The 8051 Microcontroller & Embedded systems by Susinkbnnnjbbh bb vvvvg assembly and C (2nd Edition) – M.A. Mazidi, J.C. Mazidi & R.D. McKinlay ISBN: 81-317-1026-2
6. Programmable Logic controllers, W BOLTON

e-Resources

1. https://www.youtube.com/watch?v=mc9790hitAg&list=PLWv9VM947MKi_7yJ0_FCfzTBXpQU-Qd3K
2. <https://www.youtube.com/watch?v=CWulQ1ZSE3c>
3. en.wikipedia.org/wiki/Transformer
2. www.animations.physics.unsw.edu.au/jw/AC.html
3. www.alpharubicon.com/altenergy/understandingAC.htm
4. www.electronics-tutorials

5. learn.sparkfun.com/tutorials/transistors
6. www.pitt.edu/~qi4/Academic/ME2082/Transistor%20Basics.pdf
7. www.technologystudent.com/elec1/transis1.htm
8. www.learningaboutelectronics.com
9. www.electrical4u.com
10. https://www.youtube.com/watch?v=zLW_7TPf310
11. <https://www.youtube.com/watch?v=8PTNjw-hQIM>

10. SUGGESTED LIST OF STUDENTS ACTIVITIES for CIE

Note: the following activities or similar activities for assessing CIE (IA) (Any one)

Each student should conduct different activity and no repeating should occur

1	Using suitable meters/ instruments give the practical working circuits to measure
2	Resistance, Current, Voltage, Power and Energy in DC and AC (Single phase) Circuits.
3	List out the different types of wiring systems used in your laboratories or house with their representation.
4	Mini-Projects: Like preparing extension box, switch box and wiring models,
5	List out the different protective devices used in your laboratories or house with their ratings.
6	Applications of Electro Magnetic Induction, statically induced and dynamically induced emf, self and mutual induced emfs.
7	Prepare a report on types of starters and enclosures used for various industrial applications of AC motors.
8	Types of Cells and Battery maintenance
9	Visit nearby Battery charging shop or show room and prepare a report of the visit.
10	Prepare a report on various types of diodes used for various industrial applications.
11	Prepare a report on various types of sensors and actuators used for various industrial applications.
12	Mini-Projects: Connect and test a sensor (domain application) to a Digital circuit

11. COURSE ASSESSMENT AND EVALUATION CHART

Sl.No	Assessment	Duration	Max marks	Conversion	
1.	CIE Assessment 1 (Written Test -1-theory) - At the end of 3rd week	60 minutes	20	Average of two written tests 20	
2.	CIE Assessment 2 (Written Test -2-theory) - At the end of 13th week	60 minutes	20		
3.	CIE Assessment 3 (Skill test) - At the end of 5th week	3 Hours	100	20	Average of three skill tests 20
4	CIE Assessment 4 (Skill test) - At the end of 7th week	3 Hours	100		
5	CIE Assessment 5 (Skill test) - At the end of 9th week	3 Hours	100		
6	CIE Assessment 6 (Student activity) - At the end of 11th week	-	20	20	

7.	Total Continuous Internal Evaluation (CIE) Assessment			60
8.	Semester End Examination (SEE) Assessment (Practical Test)	3 Hours	100	40
Total Marks				100

Note:

1. CIE written test is conducted for 20 marks (Two sections). Each section shall have two full questions of same CL, CO. Student shall answer one full question (10 marks) from each section.
2. CIE Skill test is conducted for 100 marks (3 Hours duration) as per scheme of evaluation and the obtained marks are scaled down to 20 marks

12. SCHEME OF VALUATION FOR SKILL TEST (CIE) & SEE

(CONTINUOUS INTERNAL & SEMESTER END EXAMINATION)

Sl. No.	Particulars	Marks
1.	Identification of meters/ equipment/wires/tools etc.	10
2.	Writing Circuit/writing diagram and Procedure*	25
3.	Conduction	35
4.	Results	10
5	Viva-voce	20
Total		100

12. RUBRICS FOR ACTIVITY

RUBRICS FOR ACTIVITY (Example only) Faculty need to develop appropriate rubrics for respective activity						
Dimension	Beginning	Developing	Satisfactory	Good	Exemplary	Student Score
	1	2	3	4	5	
Collection of data	Does not collect any information relating to the topic	Collects very limited information; some relate to the topic	Collect much information; but very limited relate to the topic	Collects some basic information; most refer to the topic	Collects a great deal of information; all refer to the topic	
Fulfil team's roles & duties	Does not perform any duties assigned to the team role	Performs very little duties but unreliable.	Performs very little duties	Performs nearly all duties	Performs all duties of assigned team roles	

Shares work equally	Always relies on others to do the work	Rarely does the assigned work; often needs reminding	Usually does the assigned work; rarely needs reminding	Normally does the assigned work	Always does the assigned work without having to be reminded.	
Listen to other Team mates	Is always talking; never allows anyone else to speak	Usually does most of the talking; rarely allows others to speak	Talks good; but never show interest in listening others	Listens, but sometimes talk too much	Listens and speaks a fair amount	
Average / Total Marks:						

Lab Equipment Requirement

The following are the specification of the apparatus required for FEEE lab and number of apparatus required for the batch of 20 students.

Sl. No.	Name of Equipment and Specification	Quantity Required
1	Dual Channel 30 V, 2 A continuously variable DC Regulated Power Supply with Current and Overload Protection	05 Nos.
2	+/- 15 V, 2 A, fixed DC Regulated Power Supply	05 Nos.
3	Portable Moving Coil DC Voltmeters a) 0 - 1 V b) 0 - 10 V c) 0 - 30 V	Each 05 Nos.
4	Portable Moving Iron AC Voltmeters a) 0 - 300 V b) 0 - 600 V	Each 05 Nos.
5	Portable Moving Coil DC Ammeters a) 0 - 100 mA b) 0 - 1 A c) 0 - 2 A	Each 05 Nos.
6	Portable Moving Iron AC Ammeters a) 0 - 2 A b) 0 - 5 A c) 0 - 10 A	Each 05 Nos.
7	Watt-meters a) 150/ 300V, 2 A, UPF b) 300/ 600 V, 5/ 10 A, LPF	Each 02 Nos.
8	Rheostats – 25 Ohms, 50 Ohms, 150 Ohms, 220 Ohms (all rated at 3 A)	Each 05 Nos.
9	Rheostat Loads s – 1 KW, 230 V	02 Nos.

10	Wire wound Resistors- 5 Ohms 2 Watts, 25 Ohms 5 Watts, 330 Ohms 2 Watts, 560 Ohms 2 Watts, etc.	Each 05 Nos.
11	Soldering Iron 60 W	05 Nos.
13	Single Phase Energy meter 10 A, 230 V, 50 Hz, Digital type	05 Nos.
14	Multi-meter Digital $\frac{3}{4}$ "	06 Nos.
15	Dual Trace Oscilloscope – 30 MHz	02 Nos.
16	Three Phase Induction Motors :1 HP – 440 V 50 Hz, 2 HP – 440 V 50 Hz.	Each 02 Nos.
17	Three phase DOL, Star-Delta, Auto transformer starter	Each 02 Nos.
18	UPS 1 KVA	01 Nos.
19	Battery Lead-Acid type, 140 A-hr and Hydrometers	02 Nos.

Sl. No.	Name of Equipment and Specification	Quantity Required
20	I C Trainer kit	05 Nos
21	Digital IC's 7400, 7402, 7404, 7408, 7486 etc	Each 10 Nos.
22	Wooden Wiring board (2x3) ft	10
23	Wiring accessories	
2	a) PVC conduit - $\frac{3}{4}$ " - 10 lengths b) Cap and casing - $\frac{3}{4}$ " - 10 lengths c) Switches Single Pole- 5A, 230 V d) Switches two way – 5 A, 230 V e) 3 Pin Sockets 5A, 230 V f) Bulb Holders – 5 A, 230 V g) 3 Pin Plug 5A, 230 V h) 60 Watts Lamps i) 100 Watts Lamps j) 15 W CFL lamps k) Copper Wires of sizes 1.5 mm ² , 2.5 mm ² , 4 mm ² – 1 coil each l) Gang boxes (1+1, 2+1, 2+2) m) Kit –Kat fuses 5A, 15 A n) MCB 16 A & 32 A/ 230 V, Single and Double Pole o) ELCB 16 A & 32 A/ 230 V, Double Pole p) Neutral link- 16 A, 230 V q) Screws of assorted sizes r) Testers	Each 10 Nos.

24		Electronic Components a) Diodes - BY 127 and IN 4001 b) Zener Diodes – 6.2 V, 5.6 V, 7.8 V c) Relays – solid state Sugar cube type, SPST, Coil 6V, Power circuit 230 V, 5 A. d) Spring Boards e) Bread Boards f) Tag Boards.	Each 10 Nos.
25		Simple PANEL BOARD/ CUBICAL consisting of bus-bars, CB/MCB/ELCB, meters, HRC fuses, magnetic contactors, cables, earthing points.	1 No

Government of Karnataka

Department of Collegiate and Technical Education

Board of Technical Examinations, Bangalore

Course Code	20CS01P	Semester	I/II
Course Title	IT SKILLS	Course Group	ES/CS
No. of Credits	4	Type of Course	Lecture + Practice
Course Category	ES	Total Contact Hours	6Hrs Per Week
			78Hrs Per Semester
Prerequisites	Basic Computer Skills	Teaching Scheme	(L:T:P)= 1:0:2
CIE Marks	60	SEE Marks	40

1. RATIONALE

Information Technology is crucial to the majority of the business and has a great influence on innovation and engineering. Every branch of engineering and every organization opt for computers and IT skills for business automation, communication/connectivity, resource planning, work automation and securing information etc. All engineering diploma students must be conversant with the basic IT skills which empower them to learn new technologies, adapt to changes, business development, communication etc.

2. COURSE SKILL SET

The aim of the course is to help the student to attain the following industry identified competency through various teaching –learning experiences.

Perform jobs related to web design and maintenance, business process automation tool management, cyber security and safety and program assistant.

3. COURSE OBJECTIVES

1. Demonstrate the basics of coding.
2. Design and develop web pages that include static and dynamic content.
3. Describe the basic concepts of Cloud and IoT.
4. Express the workflow and business automation
5. Recognize the best practices of Cyber Safety and security.

4. JOB ROLE

SL.NO	LEVEL	JOB ROLES
1	3	Junior software developer - web.
2	3	Junior Creative Designer/Digital Artist

5. PREREQUISITES

STUDENT	Basic Computer skills (Students without basic computer skills should be taught basic skills)
TEACHER	Computer science faculty with required knowledge of IT Skills.

6. COURSE OUT COMES

On successful completion of the course, the students will be able to demonstrate industry oriented Cos associated with the above mentioned competency:

COURSE OUTCOME		UNIT LINKED	CL	LINKED PO	TEACHING HOURS
CO1	Illustrate the basics of coding and develop simple applications for android phones.	1	U, A	1,4,7	15
CO2	Design and Develop websites.	2	U, A	1,4,7	30
CO3	Identify Cloud Services IoT applications	3	U	1,4,7	12
CO4	Apply workflow and use ERP for a simple project plan	4	U	1,4,7	09
CO5	Implement best practices of cyber safety and security in the workplace.	5	U, A	1,4,7	12
TOTAL					78

8. INSTRUCTIONAL STRATEGY

These are sample strategies, which teacher can use to accelerate the attainment of the various course outcomes

1. Lecturer method(L) does not mean only traditional lecture method, but different type of teaching method and media visual/graphical content that are employed to develop the outcomes
2. Massive Open on-line courses (MOOCS) can be used to teach various topics/subtopics.
3. Online coding platform wherever mentioned.
4. Hands on coding should be practiced.
5. About 15 to 20% of the topics/subtopics which are relatively simpler or descriptive in nature is to be given to the students for self-directed learning

9. DETAILS OF COURSE CONTENT

The following topics/subtopics is to be taught and assessed in order to develop Unit Skill sets for achieving CO to attain identified skill sets

UNIT NO	Topics/Sub topics	Unit skill set/Learning outcomes (In cognitive domain)	Hours L-T-P
1	UNIT 1 - INTRODUCTION TO BASICS OF CODING		05-0-10
	1.1 Introduction to computer programming 1.2 Algorithms –With sufficient examples 1.3 Flowcharts – With sufficient examples 1.4 Execute simple programs Note: Below listed or any other suitable online/offline coding platforms should be used to demonstrate and provide coding experience to students. a. https://scratch.mit.edu/	1. Understand computer programming 2. Create and write Algorithm for programmable problems. 3. Design Flowchart for programmable problems. 4. Develop simple Android application.	

	b. https://studio.code.org/projects Suggested programs are listed in Table 1 1.5 Introduction to Application development 1.6 Simple android application development (No knowledge of programming language is required). Note: i. <i>The purpose of application development is to ignite and promote programming skills.</i> ii. <i>Application development should be done using any App builder platforms such as</i> iii. <i>MITApp</i> <i>Inventor:</i> https://appinventor.mit.edu/ iv. <i>Thunkable:</i> https://thinkable.com/ v. <i>ibuildapp:</i> https://ibuildapp.com/ vi. <i>The student should be introduced to the android application development environment for further research and learning</i>https://developer.android.com/ 1.7 Activity: create a simple Android application (Unique for each student) publish on the learning management system.		
2	UNIT 2 - DESIGN AND DEVELOP WEB PAGES		10-0-20
2	2.1 Basic web technologies ▪ Browser ▪ Web -Server ▪ Client-Server Model ▪ URL ▪ SEO techniques ▪ Domain names and domain name system. 2.2 Creating Web-pages with HTML5 - Static	1. Understand and examine basic web technologies 2. Creating static web pages 3. Formatting Webpages with cascading style sheets (CSS) 4. Creating Dynamic web pages with JavaScript	

web pages. ▪ Introduction, Editors ▪ Tags, Attributes, Elements, Headings ▪ Links, Images, List, Tables, Forms ▪ Formatting, Layout, Iframes. 2.3 Formatting web pages with style sheets (CSS3). ▪ Introduction to CSS ▪ Inline CSS, Internal CSS, Classes and IDs ▪ div, Color, Floating, Positioning ▪ Margins, Padding, Borders ▪ Fonts, Aligning Text, Styling Links 2.4 Creating a web page dynamic using JavaScript. ▪ Dynamic web page and Introduction to JS ▪ Basic syntax ▪ Functions ▪ Events Note: Refer https://www.w3schools.com 2.6 Creating dashboards in websites. 2.6 Activity: Personal website design and launch with a free platform or Create a Blogging website. ▪ Online platforms (Learning and executing) ▪ https://www.w3schools.com/ ▪ https://studio.code.org ▪ https://www.khanacademy.org Note: 1) The student must be introduced to website development platforms - wordpress.com. 2) The student must be made familiar	5. Creating and launching dashboard based personal website.	
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	with launching websites. Certification available: • HTML - W3schools • CSS - W3schools • JavaScript - W3schools		
3	UNIT 3 -BUSINESS PROCESS AUTOMATION/ERP		03:0:06
3	3.1 Introduction to business process automation. 3.2 Organization structure and functions composition-Properties and applications ▪ Structure ▪ Types ▪ Functional Units Note: Students should be made familiar with organization, types and components of a big enterprise to make him understand the working of organization keeping him as part of org. 3.3 Workflows ▪ Introduction ▪ Components ▪ Use and use cases Note: Use free and open-source platform to demonstrate and create workflows. Example: https://airflow.apache.org/ https://taverna.incubator.apache.org/ https://trello.com/ https://www.processmaker.com/ 3.4 Enterprise resource planning ▪ History ▪ Evolution ▪ Uses of ERP ▪ ERP software tools.	1. Identify and examine the needs of business process automation. 2. Understand Organization structure and functions 3. Create and use workflows 4. Use Enterprise resource planning in workplace.	

	Note: The student should be introduced into Enterprise resource planning software tools to understand importance of ERP. Examples: ▪ https://erpnext.com/ ▪ www.bitrix24.com ▪ https://www.odoo.com/ 3.5 Activity: ▪ Project plan for summer internship - use open source ERP Software ▪ Identify different components of nearby organization with recourse plan and workflow design. ▪ Identify types of ERP software available with their market share.		
4	UNIT 4 - INTRODUCTION TO CLOUD AND IOT CONCEPTS		04-0-8
	4.1 Fundamentals of cloud 4.2 Cloud service models ▪ IaaS (Infrastructure-as-a-Service) ▪ PaaS (Platform-as-a-Service) ▪ SaaS (Software-as-a-Service) 4.3 Cloud deployment types ▪ Public, ▪ Private, ▪ Hybrid ▪ Community Cloud 4.4 Cloud services: ▪ Google Drive - file storage and synchronization service developed by Google; ▪ Google docs- bring your documents to life with smart editing and styling tools to help you easily format text and paragraphs; ▪ Google Co-lab (Usage of Jupyter Notebook): <i>Colab</i> notebooks allow you to combine	1. Understand Cloud concepts 2. Identify and use Cloud services 3. Understand IoT concepts 4. Identify IoT applications	

	executable code and rich text in a single document, along with images, HTML, LaTeX, and more. ▪ Google App Engine: Google App Engine is a Platform as a Service and cloud computing platform for developing and hosting web applications in Google-managed data centers. Applications are sandboxed and run across multiple servers. Note: Above cloud services are not compulsory for all branches; teacher can recommend other cloud service based on need of engineering branch. 4.5 Working of IoT and IoT components (Only brief introduction and demonstration through videos) 4.6 Explain concept of Internet of Things with examples ▪ Smart home ▪ Smart city ▪ Smart farming Note: a. Teacher can also select specific area of work where Things (autonomous computing devices) could be interconnected over TCP/IP to establish IoT. b. The students should be introduced to the IoT environment for further research and study. Example: ▪ https://www.raspberrypi.org/ ▪ https://www.arduino.cc/		
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	4.7 Activity: Create your cloud service account and demonstrate using cloud services. Identify cloud service provider with respect to service models and deployment types. Identify areas where Internet of Things could bring positive changes.		
5	UNIT 5 - CYBERSECURITY AND SAFETY		4-0-8
	5.1 Introduction to Cyber security and cyber safety. ▪ Brief awareness on cyber safety measures ▪ Identification of basic security issues in mobile phones and personal computers ▪ Installation of Antivirus software ▪ Firewall concepts ▪ Browser settings ▪ Importance of privacy and Password policy (Best practices). 5.2 Common threats - Demonstration ▪ Phishing ▪ DoS attack ▪ Man in the middle attack ▪ Eavesdropping ▪ Spamming 5.3 Activity ▪ Identification of basic security issues in computers of your college and fixing the same. ▪ Visit nearby government organization. ▪ Identify basic cybersecurity issues and fixing the same ▪ Demonstrate the importance of cybersecurity, password policy, and cyber safety.	1. Identify need for Cyber security and cyber safety 2. Identify basic security issues in mobile phones and personal computers 3. Examine Importance of privacy, Password policy 4. Implement best practices of cyber safety and security in work place	

10. SUGGESTED PRACTICAL SKILL EXERCISES**TABLE-I**

Sl. No.	Practical Out Comes/Practical exercises	Unit No.	PO	CO
1	Write an algorithm for programmable problems Example for Reference: - Add/subtract two numbers - Find the largest/smallest of 3 numbers - Calculate and print sum of 'N' numbers	1	1,4,7	1
2	Design a flowchart for programmable problems Example for Reference: Add/subtract two numbers Find the largest/smallest of 3 numbers Calculate and print sum of 'N' numbers	1	1,4,7	1
3	Design and create simple game using MIT-scratch/Code.org	1	1,4,7	1
4	Design and create simple android application (MIT App Inventor)	1	1,4,7	1
5	Design and create webpage for displaying your poem (Title, header, paragraph, formatting tags)	2	1,4,7	2
6	Design and create webpage for your wish list (What you want to do). Also list challenges and opportunities along with images to present your dreams (List ordered and unordered, Image, table)	2	1,4,7	2
7	Design and create webpage using HTML and CSS about an awesome animal (Use necessary CSS tags)	2	1,4,7	2
8	Design and create web page for a travel book/recipe book with more than 3 pages, table to list places/recipes (iframe, hyperlink)	2	1,4,7	2
9	Design and create web page with JavaScript to design a simple calculator to perform the following operations: sum, product, difference and quotient	2	1,4,7	2
10	Design and create a personal webpage with dashboard	2	1,4,7	2
11	Design and create web page about advantages of business process automation with respect to your branch of engineering	2,3	1,4,7	2,3

12	Create a workflow for education loan approval in bank/diploma admission process (Use any tool)	3	1,4,7	3
13	Demonstrate ERP with ERPNext Demo for manufacturing, retail and service sector (Use any other ERP tools)	3	1,4,7	3
14	Create user account and demonstrate use of Google drive, Google docs, Google Co-lab (Usage of Jupyter Notebook)	4	1,4,7	4
15	1.1 Demonstrate Internet of Things using with examples a. Smart home b. Smart city c. Smart farming Note: Teacher can also select specific area of work where Things (autonomous computing devices) could be interconnected over TCP/IP to establish IoT.	4	1,4,7	4
16	Installation of Antivirus software	5	1,4,7	5
17	Demonstration and hands on browser settings	5	1,4,7	5
18	Demonstration and hands on privacy settings and password policy	5	1,4,7	5
19	Demonstration of common security threats (using videos) a. Phishing b. DoS attack c. Man in the middle attack d. Spamming e. Virus	5	1,4,7	5

The suggested practical activities (TABLE-I) in this section are demonstrated for the attainment of the competency. These practical activities can also be used for the student assessment in portfolio mode for awarding CIE marks. **The lecturer can enhance the competency level of the students by sketching more practical exercises.**

NOTES:

1. It is compulsory to prepare log book/record of exercises. It is also required to get each exercise recorded in logbook, checked and duly dated signed by the teacher
2. Student activities are compulsory and are also required to be performed and noted in logbook.
3. Student activity is compulsory and part of skill assessment. The activity enable student to explore the course, help student to demonstrate creativity & critical thinking.
4. Student activity report is compulsory part to be submitted at the time of practical ESE
5. Term work report is compulsory part to be submitted at the time of practical ESE.

6. Student activity and student activity reports must be uploaded to Learning management system.
7. For CIE, students are to be assessed for Skills/competencies achieved.

11. MAPPING OF CO WITH PO

COURSE	CO'S	PROGRAMME OUTCOMES (PO'S)						
		1	2	3	4	5	6	7
IT SKILLS	CO1	3	0	0	3	0	0	3
	CO2	3	0	0	3	0	0	3
	CO3	3	0	0	3	0	0	0
	CO4	3	0	0	3	0	0	3
	CO5	3	0	0	3	0	0	0
Level 3- Highly Mapped, Level 2-Moderately Mapped, Level 1-Low Mapped, Level 0- Not Mapped								

12 SUGGESTED LEARNING RESOURCES

BOOKS	
1	The Art of Programming Through Flowcharts & Algorithms, A. B. Chaudhuri, Firewall Media publication
2	HTML5 Black Book, by Publishing company Limited. Kogent Learning Solutions Inc.
3	"World Wide Web design with HTML", Xavier, Tata McGraw-Hill
4	Internet of Things – A Hands on Approach, By ArshdeepBahga and Vijay Madiseti Universities Press, ISBN: 9788173719547
URL'S	
1	https://scratch.mit.edu
2	https://studio.code.org
3	http://ai2.appinventor.mit.edu
4	https://www.w3schools.com
5	https://www.tutorialspoint.com/javascript/index.htm
6	https://www.geeksforgeeks.org/html-tutorials/
7	Android https://developer.android.com
8	https://www.khanacademy.org
9	Tools for Web Development a. https://www.wix.com

	b. https://atom.io/ c. https://www.openelement.com/ d. https://www.layoutit.com
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13. SUGGESTED LIST OF PROPOSED STUDENTS ACTIVITY

Note: Refer activities mentioned in DETAILS OF COURSE CONTENT table

14. COURSE ASSESSMENT AND EVALUATION CHART

SL.N O	ASSESSMENT	DURATIO N (in minutes)	MAX MARKS	CONVERSION
1	CIE Assessment 1 (Written Test -1 TH) - At the end of 3 ^d week	60	20	Average of two written tests 20
2	CIE Assessment 2 (Written Test -2 TH) - At the end of 13 th week	60	20	
3	CIE Assessment 3 (Skill Test) - At the end of 5 th week	3 hrs	20	Average of three skill test 20
4	CIE Assessment 4 (Skill Test) - At the end of 7 th week	3 hrs	20	
5	CIE Assessment 5 (Skill Test) - At the end of 9 th week	3 hrs	20	
6	CIE Assessment 6 (Student activity)- At the end of 11 th week	-	20	20
7	Total Continuous Internal Evaluation (CIE) Assessment			60
8	Semester End Examination (SEE) Assessment (Practical Test)	3 hrs	100	40
TOAL MARKS				100
Note: CIE written test is conducted for 20 marks (Two sections). Each section shall have two full questions of same CL, CO. Student shall answer one full question from each section.				

15. RUBRICS FOR ACTIVITY

RUBRICS FOR ACTIVITY (Example Only)						
Appropriate rubrics shall be developed by the concerned faculty						
Dimension	Poor	Below Average	Average	Good	Exemplary	Student Score
	4	8	12	16	20	
Concept	Does not collect any information relating to the concept	Collects very limited information; some relate to the concept	Collect much information; but very limited relate to the concept	Collects some basic information; most refer to the concept	Collects a great deal of information; all refer to the concept	8
Design	Design is not acceptable/very poorly structured	Design is poor and not well structured.	Design Followed layout samples and well structured	Design & convey both content and context	Design considered all aspect of concept, concept and presentation (UI)	6
Creativity	Very little creativity in design/implementation	Creativity in concept or design or implementation	Creativity in concept /design/implementation	Creativity in concept /design/implementation which complements each other	Creative concept, content, presentation and implementation	8
Implementation	Poorly implemented	Partially implemented	Implemented on time with results (content)	Product convey both content and context	Product is creative with easy-to-use UI, structure	8
Average / Total Marks: (8+6+8+8)/4						7.5 = 8

16. RUBRICS for Skill Test Evaluation (Both for CIE & SEE)

Sl No	Parameter to be Observed	Marks Allotted
1	Design-Written Skill Test 1: Algorithm / Flowchart/Visual Design Skill Test 2: Web site visual design Skill Test 3: Work flow or Project plan or cyber security plan or Cloud service Concept	30
2	Implementation Skill Test 1: Android application Skill Test 2: Web site / Web pages Skill Test 3: Create or use cloud service account or Cyber safety and security- Antivirus Installation or browser settings	50
3	Appeal and Presentation	20
Total		100

17. SYSTEM REQUIREMENTS:

Sl. No.	Specification	Quantity
1.	Computers with HD Graphics Card	20
2.	Software: GIMP, KRETA, BLENDER, PHOTOSHOP or any other relevant open-source software.	-
3.	Internet Connectivity	-

Note: Above specification is for a batch of 20 students

Government of Karnataka
Department of Collegiate and Technical Education
Board of Technical Examinations, Bangalore

Course Code	20AU01T	Semester	I
Course Title	ENVIRONMENTAL SUSTAINABILITY	Course Group	Audit
No. of Credits	2	Type of Course	Lecture
Course Category	AU	Total Contact Hours	2Hrs Per Week
			26Hrs Per Semester
Prerequisites	Basic Environmental Science	Teaching Scheme	(L: T:P) = 2:0:0
CIE Marks	50	SEE Marks	No

COURSE OBJECTIVES:

Technicians working in industries or elsewhere essentially require the knowledge of environmental science so as to enable them to work and produce most efficient, economical and eco-friendly finished products.

1. Solve various engineering problems applying ecosystem to produce eco – friendly products.
2. Use relevant air and noise control methods to solve domestic and industrial problems.
3. Use relevant water and soil control methods to solve domestic and industrial problems.
4. To recognize relevant energy sources required for domestic and industrial applications.
5. Solve local solid and e-waste problems.

COURSE OUTCOMES:

At the end of the course student will be able to know:

C01	Importance of ecosystem and terminology.
C02	The extent of air pollution, effects, control measures and acts.
C03	The extent of noise pollution, effects, control measures and acts.
C04	The water and soil pollution, effects, control measures and acts
C05	Different renewable energy resources and efficient process of harvesting.
C06	Solid Waste Management and Environmental acts.

COURSE CONTENT:

<i>Marks: 15</i>	<i>Unit-1 Ecosystem</i>	<i>Allotted Hrs: 03</i>
Structure of ecosystem, Biotic & Abiotic components, Aquatic (Lentic and Lotic) and terrestrial ecosystem. Global warming - Causes, effects, Green House Effect, Ozone depletion.		
<i>Marks: 20</i>	<i>Unit-2 Air Pollution</i>	<i>Allotted Hrs: 03</i>
Air pollution, Natural and manmade sources of air pollution, Effects of air pollution. Air Pollutants and Types. Control of air pollutants by Cyclone separator and Electrostatic Precipitator, Air (prevention and control of pollution) act 1981		
<i>Marks: 10</i>	<i>Unit-3 Noise Pollution:</i>	<i>Allotted Hrs: 02</i>
Noise pollution: sources of pollution, measurement of pollution level, Effects and Control of Noise pollution, Noise pollution (Regulation and Control) Rules, 2000		
<i>Marks: 20</i>	<i>Unit- 4 Water and Soil Pollution:</i>	<i>Allotted Hrs: 06</i>
Water pollution and Sources of water pollution, Types of water pollutants, Characteristics of water pollutants, control measures of water pollution. Definition and list unit operations in water and Wastewater Treatment process, Water (prevention and control of pollution) act 1974, Water conservation – Importance of Rainwater Harvesting. Soil pollution, Causes, Effects and Preventive measures of Soil Pollution due to Excessive use of Fertilizers, Pesticides and Insecticides		
<i>Marks: 20</i>	<i>Unit-5 Renewable sources of Energy</i>	<i>Allotted Hrs: 07</i>
<i>Solar Energy:</i> Basics of Solar energy. Definition and advantages of advanced solar collectors. Solar water heater and Solar stills and their uses. <i>Biomass:</i> Overview of biomass as energy source. Thermal characteristics of biomass as fuel. <i>Wind energy:</i> Current status and future prospects of wind energy. Wind energy in India. Need of new Energy sources, Different type's new energy sources. Environmental benefits of New Energy Sources-Hydrogen energy, Ocean energy resources, Tidal energy conversion.		
<i>Marks: 15</i>	<i>Unit-6 Solid Waste Management and Environmental Acts</i>	<i>Allotted Hrs: 05</i>
Solid waste generation, Sources and characteristics of Municipal solid waste, Solid Waste Management rules 2016- 3R in SWM. E- Waste generation, Sources and characteristics, E waste management rules 2016 Plastic Waste generation, Sources and characteristics, Recycled plastic rules 2016 Importance of Environment (protection) act 1986 Occupational health and safety measures.		

Unit No & Name	Detailed Course Content	CO	PO	Contact Hrs
1. Ecosystem	Structure of ecosystem, Biotic & Abiotic components, Aquatic (Lentic and Lotic) and terrestrial ecosystem.	CO1	1,5,7	1
	Global warming - Causes, effects.	CO1	1,5,7	2
	Green House Effect, Ozone depletion - Causes, effects	CO1	1,5,7	3
2. Air and Pollution	Air pollution, Natural sources of air pollution, Man Made sources of air pollution	CO2	1,5,7	4
	Air pollutants and Types, Effects of Particulate Pollutants and control by Cyclone separator	CO2	1,5,7	5
	Effects of Particulate Pollutants and control by Electrostatic Precipitator, Air (prevention and control of pollution) act 1981.	CO2	1,5,7	6
3. Noise Pollution	Noise pollution: sources of pollution, Measurement of Noise pollution level.	CO3	1,5,7	7
	Effects and Control of Noise pollution.	CO3	1,5,7	8
	Noise pollution (Regulation and Control) Rules, 2000	CO3	1,5,7	8
4. Water and Soil Pollution:	Sources of water pollution. Types of water pollutants, Characteristics of water pollutants.	CO4	1,5,7	9
	Control measures of water pollution.	CO4	1,5,7	10
	Definition and list unit operations in water and Wastewater Treatment process, Water (prevention and control of pollution) act 1974.	CO4	1,5,7	11
	Water conservation – Importance of Rainwater Harvesting	CO4	1,5,7	12
	Soil pollution, Causes and Effects due to Fertilizers, Pesticides and Insecticides	CO4	1,5,7	13
	Preventive measures of Soil Pollution due to Excessive use of Fertilizers, Pesticides and Insecticides.	CO4	1,5,7	14
5. Renewable sources of Energy	Solar Energy: Basics of Solar energy.	CO5	1,5,7	15
	Solar collectors and advantages of Advanced solar collectors.	CO5	1,5,7	16
	Solar water heater, Solar stills and their uses.	CO5	1,5,7	16
	Biomass: Overview of biomass as energy source. Thermal characteristics of biomass as fuel.			17
	Wind energy: Current status and future prospects of wind energy.	CO5	1,5,7	18
	Wind energy in India.	CO5	1,5,7	18
	Need of new Energy sources, Different type's new energy sources.	CO5	1,5,7	19
6. Solid Waste Management and Environmental Acts	Environmental benefits of New Energy Sources-Hydrogen energy	CO5	1,5,7	19
	Environmental benefits of New Energy Sources- Ocean energy resources	CO5	1,5,7	20
	Environmental benefits of New Energy Sources-Tidal energy conversion.	CO5	1,5,7	21
	Solid waste generation, Sources, Characteristics of solid waste	CO6	1,5,7	22
	Solid Waste Management rules 2016	CO6	1,5,7	22
	E- Waste generation Sources and characteristics,	CO6	1,5,7	23
	E waste management rules 2016	CO6	1,5,7	23
	Plastic Waste generation Sources and characteristics,	CO6	1,5,7	24
	Plastic Waste Sources and characteristics	CO6	1,5,7	24

	Recycled plastic rules 2016, Importance of Environment (protection) act 1986,	CO6	1,5,7	25
	Occupational health and safety measures.	CO6	1,5,7	26
Total				26

References:**(a) Suggested Learning Resources:****Books:**

1. S.C. Sharma & M.P. Poonia, Environmental Studies, Khanna Publishing House, New Delhi
2. C.N. R. Rao, Understanding Chemistry, Universities Press (India) Pvt. Ltd., 2011.
3. Arceivala, Soli Asolekar, Shyam, Wastewater Treatment for Pollution Control and Reuse, Mc-Graw Hill Education India Pvt. Ltd., New York, 2007, ISBN:978-07-062099.
4. Nazaroff, William, Cohen, Lisa, Environmental Engineering Science, Willy, New York, 2000, ISBN 10: 0471144940.
5. O.P. Gupta, Elements of Environmental Pollution Control, Khanna Publishing House, New Delhi
6. Rao, C. S., Environmental Pollution Control and Engineering, New Age International Publication, 2007, ISBN: 81-224-1835-X.
1. Rao, M. N. Rao, H.V.N, Air Pollution, Tata Mc-Graw Hill Publication, New Delhi, 1988, ISBN: 0-07-451871-8.
2. Frank Kreith, Jan F Kreider, Principles of Solar Engineering, McGraw-Hill, New York ; 1978, ISBN: 9780070354760.
7. Aldo Vieira, Da Rosa, Fundamentals of renewable energy processes, Academic Press Oxford, UK; 2013. ISBN: 9780123978257.
3. Patvardhan, A.D, Industrial Solid Waste, Teri Press, New Delhi, 2013, ISBN:978-81-7993-502-6
4. Metcalf & Eddy, Wastewater Engineering, Mc-Graw Hill, New York, 2013, ISBN: 077441206.
5. Keshav Kant, Air Pollution & Control, Khanna Publishing House, New Delhi (Edition 2018)

(b) Open source software and website address:

- 1) www.eco-prayer.org
- 2) www.teriin.org
- 3) www.cpcp.nic.in
- 4) www.cpcp.gov.in
- 5) www.indiaenvironmentportal.org.in
- 6) www.whatis.techtarget.com
- 7) www.sustainabledevelopment.un.org
- 8) www.conserve-energy-future.com

Teachers should use the following strategies to achieve the various outcomes of the course.

- Different methods of teaching and media to be used to attain classroom attention.
- Massive open online courses (MOOCs) may be used to teach various topics/subtopics.
- 15-20% of the topics which are relatively simpler or descriptive in nature should be given to the students for self-learning and assess the development of competency through classroom presentations.
- Micro-projects may be given to group of students for hand-on experiences

- Encouraging students to visit sites such as Railway station and research establishment around the institution.

Mapping of Course Outcomes with Programme Outcomes

CO	Course Outcome	PO Mapped	Cognitive Level R/U/A	Theory Sessions In Hrs	Allotted marks for CIE on cognitive levels		TOTAL
					R	U	
C01	Importance Of ecosystem and terminology	1,5,7	R, U	03	02	02	04
C02	The extent of air pollution, effects, control measures and acts.	1,5,7	R, U	03	03	02	05
C03	The extent of noise pollution, effects, control measures and acts.	1,5,7	R, U	02	03	02	05
C04	The water and soil pollution, effects, control measures and acts	1,5,7	R, U	06	03	02	05
C05	Different renewable energy resources and efficient process of harvesting.	1,5,7	R, U	07	03	02	05
C06	Solid Waste Management and Environmental acts.	1,5,7	R, U	05	02	04	06
Total Hours of instruction				26	30		

R-Remember; U-Understanding.

Level of Mapping PO's with CO's

Course	CO's	Programme Outcomes (PO's)						
		1	2	3	4	5	6	7
Environmental Science	C01	3	0	0	0	2	0	1
	C02	3	0	0	0	2	0	1
	C03	3	0	0	0	2	0	1
	C04	3	0	0	0	2	0	1
	C05	3	0	0	0	2	0	1
	C06	3	0	0	0	2	0	1
Level 3- Highly Mapped, Level 2-Moderately Mapped, Level 1-Low Mapped, Level 0- Not Mapped Method is to relate the level of PO with the number of hours devoted to the CO s which maps the given PO. If $\geq 50\%$ of classroom sessions related to the CO are addressing a particular PO, it is considered that PO is mapped at Level 3 If 30 to 50% of classroom sessions related to the CO are addressing a particular PO, it is considered that PO is mapped at Level 2 If 5 to 30% of classroom sessions related to the CO are addressing a particular PO, it is considered that PO is mapped at Level 1 If < 5% of classroom sessions related to the CO are addressing a particular PO, it is considered that PO is considered not mapped i.e. Level 0								

Course Assessment and Evaluation Chart

Sl. No	Assessment	Duration	Max marks	Conversion
1.	CIE Assessment 1 (Written Test -1 - At the end of 3 ^d week	80 minutes	30	Average of three written tests 30
2.	CIE Assessment 2 (Written Test -2) - At the end of 7 th week	80 minutes	30	
3.	CIE Assessment 3 (Written Test -3) - At the end of 13 th week	80 minutes	30	
4	CIE Assessment 4 (MCQ/Quiz) - At the end of 5 th week	60 minutes	20	Average of three 20
5	CIE Assessment 5 (Open book Test) - At the end of 9 th week	60 minutes	20	
6	CIE Assessment 6 (Student activity/Assignment)- At the end of 11 th week	60 minutes	20	
7.	Total Continuous Internal Evaluation (CIE) Assessment			50
Total Marks				50

Note:

1. Average marks of Three CIE shall be rounded off to the next higher digit.
2. Assessment of assignment and student activity is evaluated through appropriate rubrics by the respective course coordinator. The secured mark in each case is rounded off to the next higher digit.

MANDATORY STUDENT ACTIVITY: EACH STUDENT HAS TO SELECT ANY ONE OF THE LISTED

1. Students chose one thing to reduce at home each week and write journal entries about their successes and challenges implementing the change. In class, they form groups and create "Do You Know?" posters.
2. Students pretend they are architects and come up with a series of design changes to make their school more environmentally friendly. They then grade their projects according to a rubric.
3. A presentation for Green Team Club members to introduce themselves and the purpose of their club. They explain how to use their new recycling bins, in the classroom and in the cafeteria.
4. Ever wonder what's in your school's waste? This hands-on activity helps students assess their school's waste in order to think of ways to reduce it. The results can be incorporated into the school's recycling plan.
5. How do we measure climate change? What activities contribute to climate change?

6. 6. Start a compost or worm bin. Composting is a hands-on way to learn about important life science concepts such as ecosystems, food webs and biodegradation. Students experience how worms and other decomposers recycle fruits and vegetable scraps into compost. Use the compost in your college garden! Have green team students make up a skit and present details about the new composting program to all classrooms. Have them make signs for the bins (compost, recycle, and landfill), monitor the waste collection at lunchtime, cart the food waste to the compost, and decide how and where the compost will be used.
7. Paint posters and decorate bulletin boards or the doors to the cafeteria with waste- free lunch messages to announce or support a waste-free event, and have students vote for their favorite poster.
8. Conduct a classroom audit to identify waste and look for ideas to reduce and reuse. Empower the student to set goals, search for solutions and review progress.
9. Go on a field trip. Visit your local landfill, recycling centre, or a nearby composing facility where the students can see first-hand what is happening to waste and learn about the lifecycle of waste and its effect on the environment.
10. Home energy audit: Have students make a list of all the appliances and light bulbs in their house. How much energy does their house use if all the lights are on for 4 hours per day? If their appliances are on for 2 hours per day? How much energy could they save if they switched to energy-efficient appliances or lightbulbs?
11. Use recycled material in art projects: Recycled materials can make beautiful art projects such as jewelry, planters, and bird houses. Incorporating materials that would otherwise be thrown away into art projects can show your students how to find new uses for these items.
12. Life cycle : One way to show students what happens when you put something in the trash versus recycling or reusing the object is to do a life cycle analysis. This is a flow chart that shows the environmental impacts of an object, from extracting the raw materials to decomposition and everything in between. When something is put in the trash instead of being reused or recycled, the life cycle assessment will show a bigger environmental impact. When something is reused or recycled, the environmental impact is less because raw materials don't need to be extracted to create something new.

**Model Question Paper
I A Test (CIE)**

Programme	:		Semester: I		
Course	:		Max Marks : 30		
Course Code	:		Duration : 1 Hr 20 minutes		
Name of the course coordinator:			Test : I/II/III		
Note: Answer one full question from each section. One full question carries 10 marks.					
Qn.No	Question	CL	CO	PO	Marks
Section-1					
1.a)					
b)					
c)					
2.a)					
b)					
c)					
Section-2					
3.a)					
b)					
c)					
4.a)					
b)					
c)					
Section-3					
5.a)					
b)					
c)					
6.a)					
b)					
c)					

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Course Code	20PM01T	Semester	II
Course Title	Project Management Skills	Course Group	PM
No. of Credits	4	Type of Course	Activity based study
Course Category	Theory with Activities	Total Contact Hours	6 Hrs Per Week (2Theory +4 hrs of classroom activities)
			78 Hrs Per Semester
Prerequisites	10 th Level Mathematics	Teaching Scheme	4 hrs per week classroom sessions dedicated to case studies & activities
CIE Marks	50	SEE Marks	50

RATIONALE

Project Management is a confluence of Management principles and Engineering subject area. This course enables the students to develop conceptualisation of Engineering Management principles and apply the same for their engineering projects, in their domains, example, Software Development project or Construction Project and so on. The course integrates three core areas of Planning, Execution and Auditing of Projects.

1. COURSE SKILL SET

Student will be able to:

1. Understand what constitutes a project, Plan for the execution of the project by breaking into manageable work units, and Prepare necessary project artifacts
2. Track and control the Project while preparing verifiable records for Project Inspections and Audits
3. Inspect and Audit projects for Milestones or other project completion criteria and other metrics, Defects and remediation, Project learnings
4. Gain knowledge and develop curiosity on latest technology trends in Project management

2. COURSE OUT COMES

At the end of the course, student will be able to

C01	Apply the concepts of Project Management to real projects which are expressed in the form of the Project reports or Engineering drawings
C02	Estimate Project resources needed Time, Material and Effort, and Plan for execution
C03	Understand, analyse and assess the risks involved in a project and plan for managing them
C04	Use Project Management Software and processes to track and control Projects
C05	Conduct inspection of Projects and audit progress and bills
C06	Understand the Digital Technology trends in Project management and concepts like Smart cities

3. SUGGESTED SPECIFICATION TABLE WITH HOURS & MARKS

UNIT NO	UNIT TITLE	TEACHING HOURS (L-T-P)	MARKS DISTRIBUTION(THEORY)			
			R LEVEL	U LEVEL	A LEVEL	TOTAL
1	Introduction	02-00-04	8	8	4	20
2	Project Administration	06-00-12	8	12	20	40
3	Project Lifecycle	04-00-08	8	12	20	40
4	Project Planning, Scheduling and Monitoring	06-00-12	8	12	20	40
5	Project Control, Review and Audit	06-00-12	8	12	20	40
6	Digital Project Management	02-00-04	8	8	4	20
	Total	26-00-52=78	48	64	88	200

Legends: R = Remember; U = Understand; A = Apply and above levels (Bloom's revised taxonomy)

4. DETAILS OF COURSE CONTENT

The following topics/subtopics is to be taught and assessed in order to develop Unit Skill sets for achieving CO to attain identified skill sets.

UNIT NO	Unit skill set (In cognitive domain)	Topics / Subtopics	Hours L-T-P
1 Introduction	Use Basic Science, Maths skills to understand Project management and project planning, execution and control.	Introduction and definition, Features of a Project, Types of Projects, Benefits and Obstacles in Project Management, Project Management Profession, Role of Project manager, Consultants, Project and Operation, Project Management Process, Project Scope	02-00-04
2 Project Administration	Able to develop WBS, PEP and PM processes for Project with given inputs	Project Administration, Project Team, Project Design, Work Breakdown Structure (WBS), Project Execution Plan (PEP), Systems and Procedure Plan, Project Direction, Communication and Co-ordination, Project Success Case Study I	06-00-12
3 Project Lifecycle	Use project administration and project lifecycle knowledge to Assess and plan for project risk	Project Life Cycle, Phases - Project Planning, Project Execution, Project Closure, Project Risks, Project Cost Risk Analysis, Time and Cost overruns Case Study 2a	04-00-08
4. Project Planning, Project Scheduling and Project Monitoring and Implementation	Able to develop a detailed project plan given the inputs on manpower, funds availability and time availability	Project Planning Function, Structure, Project Scheduling, Project monitoring and Project evaluation Case Study 2b	06-00-12
5. Project Control, Review and Audit	Use Project Management lifecycle knowledge to Control project parameters, review and audit project performance	Project Control, Problems of Project Control, Gantt Charts, Milestone Charts, Critical Path Method (CPM), Network Technique in Project Scheduling, Crashing Project Duration through Network, Project Review, Initial Review, Performance Evaluation,	06-00-12

		Abandonment Analysis, Project Audit Case Study 2c	
6.Digital Project Management	Understand latest trends of digital technologies impacting the domain of project management and application of the same in multiple scenario	Digital Technology trends in Project management, Cloud Technology, IoT, Smart cities, Data and analytics, case studies Case study 3	02-00-04

1. MAPPING OF CO WITH PO

CO	Course Outcome	PO Mapped	UNIT Linked	CL R/U/A	Sessions in Hrs	TOTAL - Marks
CO1	Understand the concepts of Project Management in relation to real projects which are expressed in the form of the Project reports or Engineering drawings Case Study - I	1, 2, 5, 7	1, 2	R/U/A	06	10
CO2	Estimate Project resources needed Time, Material and Effort, and Plan for execution Case study 2a	1, 2, 3, 7	2, 3	R/U/A	18	20
CO3	Evaluate the risks involved in a project and Plan for managing them Case Study - 2a	1,2,3,7	2,3	R/U/A	12	20

C04	Use Project Management methods with Software and/or processes to track and control Projects Case Study 2b	1, 4, 6, 7	4	R/U/A	18	20
C05	Conduct inspection of Projects and audit progress and bills Case Study 2c	1, 2, 5, 7	5	R/U/A	18	20
C06	Understand the Digital Technology trends in Project management, and Engineering Industries Case Study 3	1, 5, 7	6	R/U/A	06	10
					78	100

	CO's	Programme Outcomes s) (PO						
		1	2	3	4	5	6	7
Project Management	CO1	3	3	0	0	2	0	1
	CO2	3	3	3	0	0	0	1
	CO3	3	0	0	3	0	3	1
	CO4	3	0	0	3	0	3	1
	CO5	3	2	0	0	2	0	1
	CO6	3	0	0	0	2	0	2
Level 3- Highly Mapped, Level 2-Moderately Mapped, Level 1-Low Mapped, Level 0-Not Mapped								

7. INSTRUCTIONAL STRATEGY

These are sample Strategies, which teacher can use to accelerate the attainment of the various course outcomes

1. Explicit instruction will be provided in intervention classes or by using different differentiation strategies in the main classroom.

- Lecturer method (L) does not mean only traditional lecture method, but different type of teaching method and media that are employed to develop the outcomes.
- Observing the way their more proficient peers use prior knowledge to solve current challenges and persevere in problem solving will help struggling students to improve their approach to engaging with rich contextual problems.
- Topics be introduced always with a reallife example and then answering What, how, why and when.
- The teacher is able to show different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
- In a perfect world, teacher would always be able to demonstrate how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding. When a concept cannot be applied in that manner, we can still share how it might be applied within mathematics.

8. SUGGESTED LEARNING RESOURCES:

SlNo.	Author	Title of Books	Publication/Year
1	Dr. Lalitha Balakrishnan & Dr. Gowri Ramachandran	Project Management	Himalaya Publishing, 2019
2	Shailesh Kumar Shivakumar	Complete Guide to Digital Project Management	Apress, 2019
3	Prasanna Chandra	Project planning, analysis, selection, implementation and review	Tata McGraw Hill
4	Gopala Krishnan	Project Management	Mcmillan India Ltd.

9. COURSE ASSESSMENT AND EVALUATION CHART

Sl.No	Assessment	Duration	Max marks	Conversion
1	CIE Assessment 1 (Written Test -1) At the end of 3 rd week	80 minutes	30	Average of three written tests 30
2	CIE Assessment 2 (Written Test -2) At the end of 7 th week	80 minutes	30	

Sl.No	Assessment	Duration	Max marks	Conversion
3	CIE Assessment 3 (Written Test -3) At the end of 13 th week	80 minutes	30	
4	CIE Assessment 4 (Group Assignment -1) At the end of 5 th week	60 minutes	20	Average of three 20
5	CIE Assessment 5 (Group Assignment -2) At the end of 9 th week	60 minutes	20	
6	CIE Assessment 6 (Individual Student activity/Assignment) At the end of 11 th week	60 minutes	20	
Total Continuous Internal Evaluation (CIE) Assessment				50
8	Semester End Examination (SEE) Assessment (Written Test)	3 Hrs	100	50
Total Marks				100

Note:

- SEE (Semester End Examination) is conducted for 100 Marks theory course for a time duration of 3 Hrs
- Three CIE (written test), each of 30 marks for a time duration of 80 minutes shall be conducted. Also, three CIE (MCQ or Quiz/Group Assignment/Individual student activity or assignment) each of 20 marks for the time duration of 60 minutes shall be conducted. Any fraction at any stage during evaluation will be rounded off to the next higher digit
- Assessment of assignment and student activity is evaluated through appropriate rubrics by the respective course coordinator. The secured mark in each case is rounded off to the next higher digit.

10 DETAILED COURSE CONTENT

Unit No And Name	DETAILED COURSE CONTENT	CONTACT HRS	TOTAL
1. Introduction	1.1 Introduction	3	6
	1.2 Meaning of Project		
	1.3 Definition and No Change Mode		
	1.4 Features of a Project		
	1.5 Types of Projects		
	1.6 Benefits of Project Management		
	1.7 Obstacles in Project Management		
	1.8 Project Management A Profession		
	1.9 Project Manager and His Role		
	1.10 Project Consultants		
	1.11 What is Operation?	3	
	1.12 Difference between Project and Operation		
	1.13 What is Process in Project Management and Process Groups?		
	1.14 What is Scope? Difference between Project Group Objectives and		
	1.15 Project Scope		
2. Project Administ ration	2.1 Essentials of Project Administration	3	18
	2.2 Project Team		
	2.3 Project Design		
	2.4 Work Breakdown Structure (WBS)		
	2.5 Project Execution Plan (PEP)	6	
	2.6 Contracting Plan		
	2.7 Work Packing Plan		
	2.8 Organisation Plan	3	
	2.9 Systems and Procedure Plan		
	2.10 Project Procedure Manual		
	2.11 Project Diary	3	
	2.12 Project Execution System		

	2.13 Project Direction	3	
	2.14 Communication in a Project		
	2.15 Project Co-ordination		
	2.16 Pre-requisites for Successful Project Implementation		
3. Project Lifecycle	3.1 Introduction	6	12
	3.2 Phases of Project Life Cycle		
	3.3 Project Management Life Cycle General		
	3.4 Project Planning		
	3.5 Project Execution		
	3.6 Project Closure		
	3.7 Project Risks	3	
	3.8 Types of Risks: Illustrations		
	3.9 Risk Assessment Techniques with Illustrations		
	3.10 Project Cost Risk Analysis	3	
	3.11 Estimating Time and Cost Overrun Risks		
	3.12 Organisation/Procedural/Systemic Reasons for Project Cost Overruns		
	3.13 Time Overruns		
4. Project Planning, Scheduling and Monitoring	4.1 Introduction	6	18
	4.2 Nature of Project Planning		
	4.3 Need for Project Planning		
	4.4 Functions of Project Planning		
	4.5 Steps in Project Planning		
	4.6 Project Planning Structure		
	4.7 Project Objectives and Policies		
	4.8 Tools of Project Planning		
	4.9 Project Scheduling	6	
	4.10 Time Monitoring Efforts		
	4.11 Bounding Schedules		
	4.12 Scheduling to Match Availability of Manpower		

	4.13 Scheduling to Match Release of Funds			
	4.14 Problems in Scheduling Real-life Projects			
	4.15 Introduction			3
	4.16 Situation Analysis and Problem Definition			
	4.17 Setting Goals and Objectives			
	4.18 Generating Structures and Strategies			
	4.19 Implementation			
	4.20 What is Project Evaluation?	3		
	4.21 Why is Project Evaluation Important?			
	4.22 What are the Challenges in Monitoring and Evaluation?			

5. Project Control, Review and Audit	5.1 Introduction	6	18
	5.2 Projected Control Purposes		
	5.3 Problems of Project Control		
	5.4 Gantt Charts		
	5.5 Milestone Charts		
	5.6 Critical Path Method (CPM)	6	
	5.7 Construction of a Network		
	5.8 Network Technique in Project Scheduling		
	5.9 Crashing Project Duration through Network		
	5.10 Project Review	3	
	5.11 Initial Review		
	5.12 Post Audit		
	5.13 Performance Evaluation		
	5.14 Abandonment Analysis	3	
	5.15 Objectives of Project Audit		
	5.16 Functions of Project Auditor		
	5.17 Project Audit Programme		
	5.18 Difficulties in Establishing Audit Purpose and Scope		

6. Digital Project Management	6.1 Digital Technology trends in Project management	1	6
	6.2 Cloud Technology, IoT, AR and VR applications in Project management, Smart Cities	1	
	6.3 Data Science and Analytics in Project Management	1	
	6.4 Case Studies	3	

Case Studies:

Please note: The Tutors can either use the following Case studies and activities or Design on their own, with the overall Learning Outcomes being met.

Case Study I: Residential House – Project Execution Plan

1. Dr. Sunil Kulkarni wants to build a house on his 9000 square feet (90x100) vacant plot in Bengaluru. His requirements were given below.
 - i) He lives with his wife, parents and two college going children.
 - ii) He likes open space around his house and likes to do gardening during free time
 - iii) His wife teaches Yoga and about 30 middle aged and old people attend the daily sessions.
 - iv) He has a budget limitation of INR 230,00,000 for this project and wants to present to his wife on their 20th wedding anniversary which is 18 months away.
 - v) His parents can not climb stairs and hence prefer a ground floor room
 - vi) All the rooms should have attached bathrooms

How-ever the Civil contractor who took the work, overshoot the time and money available and hence Dr Sunil was unhappy with the Architect firm who recommended the Contractor.

Task:

- Split the class into groups of three
- Ask them to prepare 2D drawings with Plan, Elevation, Sections and perspectives.

- Prepare the detailed WBS, a Project execution plan and Project communication plan for contractors
- Estimate the quantities
- Discuss on the possible reasons for delay and methods with which performance to both time and budget could have been achieved
- Present it in a seminar, with each group getting 5-10 minutes to present their idea.

Case Study 2a:

The Columbus Hospital proposed in Hubli is a 200 bed speciality private hospital for treatment of Cancer. The hospital will come up on a 12 acre plot between Hubli-Dharwad. A leading construction company has come forward to complete the hospital works from concept to commissioning in 9 months. The promoters are willing to spend a premium to complete the hospital in 9 month time and are not particular about type of construction, ie, RCC, Steel frame etc. The key requirements are as follows:

- 200 bed hospital of which 40 are for critical care (ICU), 40 for pre and post Operative care
- 4 Operation Theatres - 2 Major (Minimum 800 SFT each) and 2 minor (minimum 400 sft each)
- One full fledged Diagnostic laboratory (1500 Sft)
- One 24x7 pharmacy (360 Sft min)
- Doctors rooms, Nurses enclosures, Change rooms
- Office with billing counters (min 2000 sft) for all administrative staff
- Wheel chair parking bays, Stretcher parking bays in all floors
- One Cafeteria with 50 person capacity
- One conference room with Multimedia equipment (300 sft min)
- Parking for ambulances, 4 wheelers, two wheelers
- Reception and enquiry counter
- All amenities should be accessible for disabled persons
- Incinerator, Waste storage and disposal area
- Generator and fuel storage area

Discuss

- The various alternative approaches available to complete the hospital.
- Look into National Building Code and BIS standards for arriving at approximate (+/- 10%) super built-up area required, amenities to be planned
- The various phases of the project according to Project lifecycle and durations
- Prepare the detailed WBS, Project Organisation required and Project Dairy template
- Prepare a Project Plan with risks involved and the risk management plan.

- vi) Estimate the cost of time overrun if the project is delayed by 114 calendar days due to issues with approvals

Case Study 2b:

For case study 2 above, prepare an Implementation Plan using a spreadsheet software.

Discuss

- i) What happens if a pandemic affects the project in its 7th Month. How do you mitigate the possible issues in implementation?
- ii) What happens if during the fourth month of projects the client decides to reduce funds for the month by 50% ?

Case Study 2c:

For case study 2 above, prepare a Critical Path method Chart (CPM) showing all main activities in the WBS with milestones.

Discuss

- i) What happens if the client decides to complete the ground floor roof 15 days earlier ?
- ii) What happens if the client reduces the inflow of project funds by 50% for the month 4 ?
- iii) Write an Audit report for the project at the end of 6th month

Case Study 3:

This will be done as a student activity and has two components.

- i) Research on 3D printing in any industry and prepare a three page article
- ii) Study usage of Drones in different Industries and evaluate the Cost benefits of using the same for any one scenario.

Model Question Paper

I A Test (CIE)

Programme:		Semester: I			
Course:		Max Marks: 30			
Course Code:		Duration: 1 Hr 20 minutes			
Name of the course coordinator:		Test: I/II/III			
Note: Answer one full question from each section. One full question carries 10 marks.					
Qn.No	Question	CL	CO	PO	Marks
Section-1					
1.a)					
b)					
c)					
2.a)					
b)					
c)					
Section-2					
3.a)					
b)					
c)					
4.a)					
b)					
c)					
Section-3					
5.a)					
b)					
c)					
6.a)					
b)					
c)					

Model Question Paper Semester End Examination

Programme:	Semester: I			
Course:	Max Marks: 100			
Course Code:	Duration: 3 Hrs			

Instruction to the Candidate: Answer one full question from each section. One full question carries 20 marks.				
Qn.No	Question	CL	CO	Marks
Section-1				
1.a)				
b)				
2.a)				
b)				
Section-2				
3.a)				
b)				
4.a)				
b)				
Section- 3				
5.a)				
b)				
6.a)				
b)				
Section-4				
7.a)				
b)				
8.a)				
b)				
Section-5				
9.a)				
b)				
10.a)				
b)				

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Course Code	20SC02P	Semester	I/II
Course Title	STATISTICS AND ANALYTICS	Course Group	Core
No. of Credits	4	Type of Course	Lecture and practice
Course Category	Practice	Total Contact Hours	6 Hrs Per Week
			78 Hrs Per Semester
Prerequisites	10 TH LEVEL MATHEMATICS	Teaching Scheme	(L: T:P)-1:0:2
CIE Marks	60	SEE Marks	40

RATIONALE

Statistics and analytics help the learner to use the proper methods to collect the data, employ the correct analyses, effectively present the results and conduct research, to be able to read and evaluate journal articles, to further develop critical thinking and analytic skills, to act as an informed consumer and to know when you need to hire outside statistical help. The python language is one of the most accessible programming languages available because it has simplified syntax and not complicated, which gives more emphasis on natural language.

COURSE OUT COMES

At the end of the course, student will be able to

C01	Understand the tools of data collection, classification and cleaning of data.
C02	Able to summarize the given statistical data
C03	Understand the measure of location and dispersion of data.
C04	Learn the basics of Python programming.

DETAILS OF COURSE CONTENT

The following topics/subtopics is to be taught and assessed in order to develop Unit Skill Sets for achieving CO to attain identified skill sets.

UNIT NO	Unit skill set (In cognitive domain)	Topics/Subtopics	Hours L-T-P
UNIT-1 STATISTICAL DATA COLLECTION AND TYPES	➤ Able to collect statistical data. ➤ Able to distinguish the data types. ➤ Understands the usage of data collection tools ➤ Able to specify problem statement for data collection ➤ Able to collect data pointing the root cause of the problem statement.	a Definition of data and classification (qualitative quantitative discrete and continuous data). b Data collection tools iv) Questionnaires. v) Survey. vi) Interviews. vii) Focus group discussion. 1.3 Data cleaning.	4-0-8
UNIT-2 SUMMARIZATION OF DATA	➤ Sketches bar, pie and histograms on Microsoft Excel spread sheet. ➤ Sketches frequency curve and frequency polygon for the data set on Microsoft Excel spread sheet. ➤ Sketches bar, pie and histograms on Microsoft Excel spread sheet. ➤ Sketches frequency curve and frequency polygon for the data set on Microsoft Excel spread sheet.	a Descriptive statistics viii) Datatabulation(frequency table ix) Relative frequency table. b Grouped data x) Bar graph xi) Pie chart xii) Line graph xiii) Frequency polygon xiv) Frequency curve xv) Relative frequency polygon xvi) Histograms xvii) Box plot xviii) Leaf-stem plot To be done in Microsoft excel.	8-0-16
UNIT-3 MEASURE OF LOCATION AND DISPERSION	➤ Able to determine the descriptive statistical variables using Microsoft Excel.	a Determination of central tendencies Range, Mean, Mode and Median for the data in Microsoft excel. b Determination of absolute	6-0-12

	➤ Able to determine the absolute measures of dispersion of the given data set. ➤ Explain the symmetry and asymmetry of the distributed data.	measures of dispersion for data like range quartile deviation, mean deviation, standard deviation and variance in Microsoft Excel. c Skewness and kurtosis graphs in Microsoft excel and interpretations of results.	
UNIT-4 INTRODUCTION TO PYTHON PROGRAMMING	➤ Able Install and run the Python interpreter. Create and execute Python programs. ➤ Understand the concepts of file I/O. ➤ Able to read data from a text file using Python. ➤ Learn variable declarations in Python. ➤ Learn control structures. ➤ Learn loop constructs.	4.1 Introduction to PYTHON. 4.2 Syntax of PYTHON. 4.3 Comments of PYTHON. 4.4 Data types of PYTHON. 4.5 Variables of PYTHON. 4.6 If-else in PYTHON. 4.6 Loops in PYTHON. 4.7 Arrays and functions in PYTHON.	8-0-16

SL NO	Practical outcomes/Practical exercises	Unit no	PO	CO	L:T:P
1	Prepare a questionnaire (closed end) containing 25 questions for a specified problem statement: for example experience of an individual in a restaurant.	1	1,2,4,5,7	1	0:0:2
2	Prepare a Google form for a specified problem statement to collect the dataset. (for example questionnaire to conduct online quiz)	1	1,2,4,5,7	1	0:0:2
3	Send out a survey on your problem statement to number of 50 (By Google forms) and collect the data.	1	1,2,4,5,7	1	0:0:2
4	Remove duplicate or irrelevant observations. Remove unwanted observations from the dataset provided, including duplicate observations or irrelevant observations.	1	1,2,4,5,7	1	0:0:2
5	In Microsoft Excel spread sheet draw the frequency distribution table for the given data (data set should contain minimum 50 data).	2	1,2,4,5,7	2	0:0:2
6	In Microsoft Excel spread sheet draw the relative frequency distribution table for the given data (data set should contain minimum 50 data).	2	1,2,4,5,7	2	0:0:2
7	Using Microsoft Excel spread sheet plot bar graph for the data collected from 100 people(for example, conduct a survey on the favorite fruit of a person in your locality(restricting to 5 to 6 fruits). Explain the bar graph with minimum 30 words.	2	1,2,4,5,7	2	0:0:2
8	Using Microsoft Excel spread sheet plot pie chart for the data collected from 50 people(for example, conduct a survey on the smokers with respect to their ages in your locality. Explain the pie chart with minimum 30 words.	2	1,2,4,5,7	2	0:0:2
9	Using Microsoft Excel spread sheet draw a line graph for the given dataset.	2	1,2,4,5,7	2	0:0:2
10	Using Microsoft Excel spread sheet draw frequency polygon and frequency curve for the data collected from 50 people. (For example, marks obtained by the students in your class in 5 subjects in previous examination). Explain your observations from the graph in minimum 30 words.	2	1,2,4,5,7	2	0:0:2
11	Using Microsoft Excel spread sheet construct a box plot for the given dataset. (For example dataset can be the number of passengers in a flat form at different time in a day).	2	1,2,4,5,7	2	0:0:2
12	Using Microsoft Excel spread sheet construct a leaf plot for the given dataset. Explain the graph with minimum 30 words.	2	1,2,4,5,7	2	0:0:2

13	Using Microsoft Excel spread sheet find the Mean, Mode and Median for the data (univariate data) given and also represent them in a Histogram.	3	1,2,4,5,7	2	0:0:2
14	Generate a 50 random data sample (even and odd number dataset) using Microsoft Excel spread sheet and determine the range and Quartiles.	3	1,2,4,5,7	2	0:0:2
15	Collect the current yield of a crop from 50 different persons (problem statement can be changed according to priorities of the tutor) in your locality and determine mean deviation and Quartile deviation in Microsoft excel spread sheet and brief your inference with less than 30 words.	3	1,2,4,5,7	3	0:0:2
16	Collect the data of any 2 livestock population from 50 different houses in your locality (problem statement can be changed according to priorities of the tutor) and determine standard deviation for both the two separately in Microsoft excel spread sheet and brief your inference with less than 30 words.	3	1,2,4,5,7	3	0:0:2
17	Collect the data of two wheeler (with a rider and a pillion) crossing a busy junction in your locality in the peak hours (problem statement can be changed according to priorities of the tutor) and determine the variance of the data in Microsoft excel spread sheet and brief your inference with less than 30 words.	3	1,2,4,5,7	3	0:0:2
18	Using Microsoft Excel spread sheet draw a Skewness graph and kurtosis graph for randomly generated dataset.	3	1,2,4,5,7	3	0:0:2
20	Write a python program to add 2 integers and 2 strings and print the result.	4	1,2,4,5,7	4	0:0:2
21	Write a python program to find the sum of first 10 natural numbers.	4	1,2,4,5,7	4	0:0:2
22	Write a python program to find whether the number is odd or even.	4	1,2,4,5,7	4	0:0:2
23	Write a python program to find the variance and standard deviation for the given data..	4	1,2,4,5,7	4	0:0:2
24	Write a python program to display student marks from the record.	4	1,2,4,5,7	4	0:0:2
25	Write a python program to create a labeled bar graph using matplotlib. pyplot.	4	1,2,4,5,7	4	0:0:2
26	Write a python program to create a labeled pie chart using matplotlib. pyplot.	4	1,2,4,5,7	4	0:0:2
Total Hours					0:0:52=5 2

MAPPING OF CO WITH PO

CO	Course Outcome	PO Mapped	Experiment Linked	Cognitive Level R/U/A	Tutorial & Practical Sessions in Hrs.	TOTAL
C01	Understand the tools of data collection, classification and cleaning of data.	1,2,4,5,7	1-4	A	12	12
C02	Able to summarize the given statistical data	1,2,4,5,7	5-12	A	33	33
C03	Understand the measure of location and dispersion of data.	1,2,4,5,7	13-18	A	12	12
C04	Learn the basics of Python programming.	1,2,4,5,7	19-26	A	21	21
					78	78

Course	CO's	Programme Outcomes (PO's)						
		1	2	3	4	5	6	7
Statistics & Analytics	C01	3	3	0	3	3	0	3
	C02	3	3	0	3	3	0	3
	C03	3	3	0	3	3	0	3
	C04	3	3	0	3	3	0	3
Level 3- Highly Mapped, Level 2-Moderately Mapped, Level 1-Low Mapped, Level 0- Not Mapped								

SUGGESTED LEARNING RESOURCES:

1. Statistical Analysis with Excel For Dummies (For Dummies Series) Paperback Import, 9 April 2013 by [Joseph Schmuller](#) (Author)
2. <https://www.brianheinold.net/python/A Practical Introduction to Python ProgrammingHeinold.pdf>
3. http://www.bikeprof.com/uploads/9/0/6/5/9065192/excel_stats_handout_npl.pdf
4. <https://adminfinance.umw.edu/tess/files/2013/06/Excel-Manual1.pdf>
5. <https://www.brianheinold.net/python/A Practical Introduction to Python ProgrammingHeinold.pdf>
6. Introduction to Python programming for beginners by Vivian Baily Kindle edition.
7. PYTHON PROGRAMMING: Python programming: the ultimate guide from a beginner to expert by Clive Campbell.
8. Open source for python: <https://hub.gke2.mybinder.org/user/jupyterlab-jupyterlab-demo-zfkdw4y/lab>

SUGGESTED LIST OF STUDENT ACTIVITY

Note: The following activities or similar activities for assessing CIE (IA) for 10 marks (Any one)

1	Describe the data collection activity itself (interviews, surveys, library research, etc.) AND why this specific form of data collection was chosen. Be sure to explain why you think this kind of data will help you in your design process. Also be sure to provide details about the activity: how many interviews, how long they took, where they took place, how many questions asked in a survey, how many respondents, etc. Present the results of your data collection. You do not have to have completely analyzed all your data, but do make sure you present the results of your research. If you did a survey, please attach a copy of the survey as an appendix; if you did interviews, please attach a copy of the interview questions. Discuss any preliminary analysis of your data. What have you learned thus far from the data should be discussed from an analytical perspective (rather than a data dump). For example, if you surveyed people about their use of the local bus system, and 90% of your respondents said they take the bus when it is raining, and 60% of your respondents said they usually wait more than 10 minutes for a bus, think about what this teaches you rather than just the information itself. In this instance, you can see that people are generally waiting for several minutes in the rain for a bus, so a covered bus stop might be a good idea. Keep in mind that your findings from data should lead directly to the conclusions you make about your design recommendations. This is the time to begin thinking very specifically about your research in those terms. This is also an opportunity to think about your definition of “better” and how it applies to your design goals and your choice of research activities (for example, if you are choosing to make something better by making it cheaper, maybe you are interviewing people to see how much loss of functionality or decrease in features for a technology they are willing to tolerate).
2	https://ils.unc.edu/courses/2013_spring/inls541_001/Assignments.html#Assignment_9

	DOWNLOAD a dataset from the above link and use data visualization tools to analyze it.
3	Acquire the dataset from https://www.kaggle.com/datasets (For example acquire the data of IPL ball by ball scores and find the standard deviation and variance of score of a batsmen) and clean the data for the root cause of the problem statement and summarize the data and explain the inference.

COURSE ASSESSMENT AND EVALUATION CHART

Meth od	What		To whom	When/Wh ere (Frequenc y in the course)	Max Mar ks	Evidence collected	Course outcomes
DIRECT ASSESSMENT	CIE (Continuo us Internal Evaluation)	Mode ls	Studen ts	Two IA Tests (Written)	20	Blue Book	1,2,3.
				Three Skill tests	20	Model	1,2,3
				Student Activity	20	Model/Rep ort	
				TOTAL	60		
	SEE (Semester End Examinati on)	End Exam		End of the course	100	Models	1,2,3
INDIRECT ASSESSMENT	Student Feedback on course		Studen ts	Middle of the course		Feedback forms	1,2,3, Delivery of course
	End of Course Survey			End of the course		Questionnai res	1,2,3 Effectiveness of Demonstratio ns& Assessment Methods

Sl.No	Assessment	Duration	Max marks	Conversion
1	CIE Assessment 1 (Written Test -1-theory) - At the end of 3rd week	60 minutes	20	Average of two written tests 20
2	CIE Assessment 2 (Written Test -2-theory) - At the end of 13th week	60 minutes	20	
3	CIE Assessment 3 (Skill test) - At the end of 5th week	3 Hrs	20	Average of three skill tests 20
4	CIE Assessment 4 (Skill test) - At the end of 7th week	3 Hrs	20	
5	CIE Assessment 5 (Skill test) - At the end of 9th week	3Hrs	20	
6	CIE Assessment 6 (Student activity) - At the end of 11th week	-	20	20
7	Total Continuous Internal Evaluation (CIE) Assessment			60
8	Semester End Examination (SEE) Assessment (Practical Test)	3Hrs	100	40
Total Marks				100

Note:

1. CIE written test is conducted for 20 marks (Two sections). Each section shall have two full questions of same CL, CO. Student shall answer one full question (10 marks) from each section.
2. CIE Skill test is conducted for 100 marks (3 Hours duration) as per scheme of evaluation and the obtained marks are scaled down to 20 marks.
3. SEE is conducted for 100 Marks (3 Hours duration) as per scheme of evaluation.

MODEL QUESTION PAPER**CIE, SKILL TEST AND SEMESTER END EXAMINATION**

Course & Programme: Common to all Engineering Programmes.	Semester: II
Subject: Statistics and Analytics Practice	Max Marks: 100
Course Code : 20SC21P	Duration : 3Hrs

Instruction to the Candidate: Answer both questions

Qn.No	Question	CL	CO	PO	Marks
1	For the given ungrouped data set plot the bar graph by grouping the data in Microsoft excel spread sheet and interpret the obtained results. (Dataset, bar graphs and interpretation have to be entered in the answer script). OR Generate a random data set in Microsoft excel spread sheet containing 50 data and find the mean mode and median in Microsoft excel spread sheet and interpret the obtained results. (Dataset, bar graphs and interpretation have to be entered in the answer script).	A	2,3	1,2,4,5,7	50
2	Write the python program to enter two integers and two strings and to print the sum two integers and two strings.	A	4	1,2,4,5,7	50

Questions are not framed from Unit 1 in the final SEE. Short questions can only be asked from that unit.

SCHEME OF EVALUATION FOR BOTH CIE AND SEE

Sl. No	Particulars	Marks
1	Short questions from Unit 1	10
2	Observation	30

3	Conduction	20
4	Output and Interpretation of result	20
5	Viva-voce	20
Total		100

EQUIPMENT LIST

FOR STATISTICS AND DATA ANALYTICS LAB

2 laboratories. Each containing 30 computers (Desktop) with the following system requirements.

SYSTEM REQUIREMENTS			
SL NO	REQUIREMENTS	MINIMUM	RECOMMENDED
1	RAM	4GB FOR FREE RAM	8GB OF TOTAL SYSTEM RAM
2	DISK SPACE	2.5 GB AND 1 GB FOR CACHES	SSD DRIVE WITH AT LEAST 5 GB OF FREE SPACE
3	MONITOR RESOLUTION	1024x768	1920×1080
4	OS(OPERATING SYSTEM)	OFFICIALLY RELEASED 64-BIT VERSIONS OF THE FOLLOWING: MICROSOFT WINDOWS 8 OR LATER	LATEST 64-BIT VERSION OF WINDOWS

Government of Karnataka
Department of Collegiate and Technical Education
Board of Technical Examinations, Bangalore

Course Code	20EG01P	Semester	I/II
Course Title	COMMUNICATION SKILLS	Course Group	Core
No. of Credits	4	Type of Course	Lecture + Practice
Course Category	Workplace Skills / Humanities & Social Sciences	Total Contact Hours	6Hrs Per Week
			78Hrs Per Semester
Prerequisites	Nil	Teaching Scheme	(L:T:P)= 0:1:2
CIE Marks	60	SEE Marks	40

Preamble

Today, Communication is a very important skill for the success of every millennial student. Millennials affinity to use digital media for communication, changing career and working landscapes, and greater competition in colleges and workplaces makes enhancing student communication skills beyond language a must. Rote learning a few tips or tricks the night before an interview or performance review won't do the job if students are trying to make an impression in highly collaborative workplaces of the future. Expectations from students aspiring to be part of such future workplaces are that they have not just good verbal and non-verbal communication skills but also a good understanding of how to use modern tools for effective communication.

Scope

To enable students to communicate clearly and effectively, by improving their verbal and non-verbal communication skills, as well as enhancing interpersonal skills and knowledge of appropriate tools for specific communication strategies.

Course Objectives

The objectives of communication skills course are:

- Build better communication skills: oral and written expressions and body language
- Enable critical thinking
- Empower with active listening skills
- Enable team work/collaboration

Instructional Strategy

To achieve course objectives, it is important to provide the blended mode of instruction for each of the concepts. This blended mode of instruction enables and empowers students with:

- **Understanding of Concept (Theory):**
 - Through definitions, discussions, explanation, conclusions.

- Through demonstrations: Show films or other workplace clips that model various conversation skills. This provides greater clarity of the concept by
 - Enabling observation skills
 - Helping in expression of gesture
 - building confidence
- **Application of Concept (Learning by doing):** It is imperative that to become a good communicator, the skills have to be built by applying the concept in the hypothetically created real life situations. Students are encouraged to participate in each of these activities during lab session to help build the effective communication skills.
 - Use of technology tools like audio books, apps like voice thread or paper telephone, etc.
 - To help in workplace conversions.
 - To increase active listening, pronunciation
 - To help in voice modulation
 - Group discussion
 - Reinforce active listening
 - Enable group debate to imbibe healthy communication strategies
 - Sharpen the skills of “Asking clarifying questions”
 - Sharpen Feedback / Response skills
 - Time management skills
 - Group presentations/peer reviews
 - Enable team work
 - Assess concept understanding
 - Sharpen both oral and written communication skills
 - Group activities:
 - foster critical thinking
 - enable reflective learning
 - Tools usage:
 - Understand the difference between a Dictionary and a Thesaurus
 - Understand “When” and “How” to use these tools for communication

Course Outcomes

After completion of this course, the student shall be able to;

- Communicate
 - Identify audience (colleagues, management, customers/vendors) and use the right methodologies for communication using the right terminology, names, grades and other nomenclature pertaining to the trade, tools and specific equipment.
- Write
 - in at least one language correctly
 - basic level notes and observations
 - job cards, work sheets, basic report writing and responding to emails, simple presentations, job applications, resume
- Read
 - Technical manuals, task sheets/job orders, policies and regulations pertinent to the job, including OEM guidelines.
 - all instructions given in memos, manuals, documents or those put up as posters across the premises
 - safety precautions mentioned in equipment manuals and panels to understand the potential risks associated
- Question
 - Ask right questions

- Use different ways of asking questions
 - Clarifying/Open ended (What, Why, When, Who, Where, How)
 - Close ended
- Present
 - With right Posture & Gesture
 - With greater concept/content clarity
 - With high confidence
 - With voice modulation to capture the attention of audience
- Use technology tools
 - Office productivity
 - Word : Report writing
 - PowerPoint : Creating effective presentations
 - Excel : Data handling/Charts

Course Content

The following are the various units to be taught and assessed in order to ensure the student is able to demonstrate the Course Outcomes mentioned in the **Course Outcome** section.

Pre-assessment:

Teachers are required to administer pre-assessment before starting the actual instruction. This helps in gathering information about students' like their attitude, beliefs, interests, and learning abilities.

Pre assessment expectations:

- To assess current language skill (Pronunciation, usage, sentence formation)
- To assess their ability to comprehend and respond to the instruction
- To assess their interest towards accepting ideas and learning
- To assess their current communication skills: asking questions, listening, communicating with confidence

UNIT 1: English – Introduction Learning outcome: Learn English pronunciation, functional grammar concepts& Reading. To gain confidence in spoken English.This section also covers phonemic awareness, grammar rules to set a strong base for application mode of communication.			
Phonemic awareness	Going over 42 sounds	<i>Examining the understanding of sounds</i> <i>Spelling patterns (Consonant and Vowel blending: CVC words)</i> <i>Pronunciation</i> ○ List of words given above (Commonly used words) ○ Diction (speech)	0:2:2
Functional Grammar Concepts	Revision of Grammar concepts	<i>Parts of speech</i> <i>Sentence structure</i> <i>Examples of right sentences</i> <i>Gender, Singular, Plural</i>	2:0:0 0:1:0 0:1:0

Comprehension activities	Reading conversations (check the unit wise activity table)	<i>Usage of voice (active and passive) and tenses</i> <i>Written test for each comprehension</i>	0:2:0 0:0:2
UNIT 2: Communication Lesson outcome: At the end of the session: - Students should be able to - Understand the communication process, influence of voice/tone, logical organization of thought, comprehension, listening skills. - Understand the basic building blocks of communication and strategies for working with each of these blocks. - Learn about carrying self, etiquettes of communication. - Build positive attitude about self and towards handling communication. - Learn the process for effective communication, problem solving techniques, to be confident communicator.			
INTRODUCTION:	What is communication? Why communication? How do we communicate? Communication Theory and Process	<i>How communication happens?</i> - Pictorial representation of communication framework - Elements of communication: sender, receiver, message - Refer to activity in Unit activity section.	1: 2:0 0:2:2
	Barriers to communication	<i>Language</i> - Lack of linguistic ability - Grammar <i>Context</i> - Psychology - Physiology <i>Systematic</i> - inefficient or inappropriate information systems	0:2:2 (video clip play, content tutorial, role play)

		• Lack of communication channel • lack of understanding of the roles and responsibilities Attitude • Perceptions • Preconceived notions	
Building blocks of communication	People Message Context Listening	People: • Empathising with sender's or receiver's perception • Intent & Impact on the sender/receiver • Think – Feel – Do model Message: Message channels: ○ Inperson, email, memo, report Be aware of Mental Filters ○ Level of understanding/knowledge ○ Personal concerns ○ Pre conceived notions Organize message: ○ Critical thinking: organize your thoughts? Use following strategy: ▪ Who ▪ What ▪ When ▪ Why ▪ How ○ Bundle Primary and Secondary information ○ Mindful about non-verbal message ○ Tone of voice Examples of Types of messages: ○ Inform ○ Persuade ○ Cyclical Avoiding Miscommunication: • Evaluate (Checking for) understanding of the intent of the message with the receiver – by asking clarifying questions?	0:4:4

		Context: Define context Importance of context Tune into context • Timing • Location • Relationship Listening: Importance of listening Barrier to listening: • Mental filters • Multitasking • Information overload Strategies for listening: • Recall • Acknowledge • Summarize • Listen with eyes for connecting to non-verbal connection • Empathize • Pay attention • Ask clarifying questions Effective Listening Behaviors: • Maintaining relaxed body posture • Leaning slightly forward if sitting • Facing person squarely at eye level • Maintaining an open posture • Maintaining appropriate distance • Offering simple acknowledgements • Reflecting meaning (paraphrase) • Reflecting emotions • Using eye contact • Providing non-distracting environment Behaviors that hinder effective listening • Acting distracted • Autobiographical (Telling your own story without acknowledging theirs first) • No response • Invalidating response, put downs • Interrupting • Criticizing • Judging • Giving advice/solutions • Changing the subject • Reassuring without acknowledgment	
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[illegible]

Using technical Jargons:	<i>Assignment based project encouraging pupil to use the technical terms in the written and verbal communication.</i> This requires understanding of the core concepts (from subject teacher) and integrating the concept with communication concepts to gain the real time application knowledge.	• Criticizing • Judging • Giving advice/solutions • Changing the subject • Reassuring without acknowledgment	
UNIT4: Non-Verbal Communication: Lesson outcome: At the end of this unit, students should be able to: • Understand the importance of Body language and its impact. • Use the strategies for effective body language. • Understand the relevance of different elements of emails and how to use them. • Develop the confidence in presenting written content in logical and organized manner with a definitive email framework. • Write different email formats confidently: Job application, Request email, apology email, email responses/feedback. • Confidently write Resume/Curriculum-vitae, Reports, Formal letters and portfolio. • Confidently communicate using technical jargons and with increased vocabulary.			
Body Language	Strategies	Body language tips: • Keep appropriate distance • Take care of your appearance • Maintain eye contact • Smile genuinely	0:3:4

Art of Professional writing:	Written communication Emails: Structured framework for writing formal emails to emphasize on professional communication in English	Do's and Don'ts: dos: - smile - stand up confident and straight - use appropriate hand gestures - Make eye contact with audience - Hold neat note cards while presenting content Don'ts - point at anyone - rock backwards and forwards - pace across front of room - read off slides read off notes Different types of emails: Job application, request letter, letter writing and quick notes Structure of email text: - Introduction – Beginning of the letter and this plays crucial role as it provides first impression to the reader. - Who: author (name + position and organisation) - what: purpose - controlling idea (what author does or feels) - Development: Expand on the Controlling Idea/purpose of the email by answering relevant WH questions - what, when, where, who, whom, which, whose, why, and how - Conclusion: Positive words - Verb: thank, appreciate, hope, wish - Phrases: be glad about, look forward to Email writing samples and practice content in the activity section.	0:2:4
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		Additional essential writing skills – Framework will be provided and assignments will be advised: • Resume writing /CurriculumVitae • Report Writing • Portfolio writing • Formal letters	
UNIT5: English - Reading Skills, Grammar & Vocabulary Lesson Outcome: At the end of the session, student should be able to: • Read sentences with punctuation. • Understand the techniques of reading complex words. • Understand and apply the reading techniques for efficient reading. • Understand the usage of communication tools like Thesaurus and Dictionary that aids in improving vocabulary and reading. • Understand and apply the functional grammar aspects in day today communication.			
Reading skills	Comprehension activities	Passage comprehension Conversation comprehension Strategies for smart reading: • Skimming and scanning through the text, inferring the meaning • Questioning, summarizing	0:2: 2
Functional Grammar	Techniques for smart reading		
	List of Commonly confused words and how to use/avoid them	Set of words to accelerate the English language learning and usage. Strategies to use these words effectively	0:1: 2
Vocabulary	Sentences: ○ Declarative sentence ○ Imperative sentence ○ Interrogative sentence ○ Exclamatory sentence	Techniques of categorizing sentences, understanding how to build with punctuation and effectively use in the verbal and non-verbal communication. This involves more of hands on activities.	0:1: 2

	<i>Punctuation, Content organization and Comprehension</i> <i>Techniques:</i> • Learning new words from comprehension by way of repetition and usage of these words in communication • Listing technical jargons and repeatedly using in the communication with peers and teachers • Chunking and reading words <i>Tools</i> • Understand the difference between a Dictionary and a Thesaurus • Understand “When” and “How” to use these tools for communication	Comprehension remains as a main activity to accelerate the learning of spoken and written English language Increases vocabulary, builds confidence and helps in becoming a good communicator. Activities are done, tips are provided to efficiently implement these strategies.	0:1:2 0:1:0
Unit 6 - Communication Tools Lesson Outcome: At the end of the session, student should be able to: • Use Email technology efficiently for communication • Present content in the PPT format efficiently • Understand different platforms available for web conferencing and efficiently work with them. • Create reports and data management.			
Introduction	Evolution of communication tools	Traditional vs. modern communication tools Advantages and Disadvantages	1:0:0
	<i>Email using Gmail</i>	How to use the tools effectively? Formatting, layout	0:1:1

One-to-One		Including attachment Working with "To, CC, BCC" and Subject fields effectively Using signature	
One-to-Many	<i>Presentation using PowerPoint</i>	Creating, Editing, Saving slides Using Animation Formatting options	0:1:2
	<i>Webinar / Web Presentation (zoom, Google meet, Skype)</i>	Hosting online meeting using online meeting tools Inviting people Sharing screen	0:1:1
Other	<i>Reports using MS Word</i>	Open, close, Edit and Save usage with documents Layout and strategies for creating report Sample report creation demo with follow on assignment Core subject project report submission assignment	0:1: 2
	<i>Data & Graphs using MS Excel</i>	Open, close, save and edit the excel document Creating data Using basic maths operation in Excel for working with data Creating simple graphs Assignment: For example, creating statistics of subject wise activities completed for 6 months in the credit course	0:1: 2
			4:34:40

Course Class Activity List (Unit-wise)

The following are the various activities that faculty could conduct for each unit are presented below;

Unit No.	Unit Title	Unit Activities
UNIT 1: Activities:	English – Introduction	1. 42 sounds revision:

		1. s, a, t, i, p, n 2. c k, e, h, r, m, d 3. g, o, u, l, f, b 4. ai, j, oa, ie, ee, or 5. z, w, ng, v, oo, oo 6. y, x, ch, sh, th, th 7. qu, ou, oi, ue, er, ar • This helps in reducing the native language impact • Helps in understanding Short and Long vowel words • Helps in spelling • Helps in pronunciation 2. Reading commonly used words loud from the list (list will be provided in the workbook): • This helps in getting familiarity with the word pronunciation and helps in reading. 3. Blending words activity: • Write simple three letter words (CVC/CVCC/CVCV) pattern words: Can, Cap, Snap, cape (list will be provided in the workbook) • Show how to blend with the sound. • Starting with 3 letter words and continuing to 6 to 8 letter words. <i>Note: Remember before going through big words, it is always important to assess and ensure the student is aware of all the 42 sounds and are comfortable making small words.</i> Parts of Speech: building sentence using parts of speech: Demonstration by teacher: (Will be explained in the book as an example) Jumbled parts of speech: Student should pick the right order to build meaningful sentence: (More samples will be provided in the workbook) • College go to you everyday. • Makes spider web the a Gender, Singular and Plurals:
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		• Match the following activity for singular and plural • Fill in the blanks activity for genders Reading & Comprehension: Conversation • Conversation at the bank (provided in the workbook along with few more conversation samples) • Questions based on this conversation will be provided in the workbook
Unit 2	Communication	Oral: • Introduce yourself? Visual: • Video clip on communication etiquette • Pictures (in addendum section): do's and don'ts of communication Group of students, one participant whispers in another participant's ear, and this message has to be passed on in a circle until it reaches back the sender. Making a note of process of message conveyed and how it was perceived. ○ Identify the communication gap if any. ○ Discuss and conclude the communication framework importance ○ Discuss/reiterate how to make communication framework strong. 1. Role play to assess the understanding of building blocks of communication: (can be tapered to the core skills of diploma courses, following are just few of the examples) a. Announcing the result of students in the class or b. Announcing the job placement of students (people, context, message, form of message) c. Discussing the guidelines of examination (listening skills)

		d. Listening to the weather forecast without seeing and making note of the listening ability (play video of weather forecast) – Assess based on how much the student is able to recall. 2. Run National geography/Discovery Video clip/subject related technical video clip on YouTube: Check: ○ if the student has not understood what a speaker expressed ○ about work or safety related issues ○ seeking clarification or advice appropriately from colleague, customer, management or vendor
Unit 3	Verbal communication	1. Voice/tone modulation: Showcase video Discussion: What was right? What was wrong? How it should have been better? 2. Picture description activity (memory test): Class split into groups A, B C,D: (two or four groups of at least 5 people each): Teacher shows different picture to each group for three minutes. Now each group has to remember what was on the picture and discuss with each other, write down the elements on a piece of sheet and share it with the teacher. Group that remembers more will be the winner. Teacher to observe the body language of a student in the group, listening skills of a student, presentation skill, comprehension skill, content delivery skill, confidence level, team work. And reiterate the concepts, dos and don'ts, and discuss what could have been done better. (details of pictures will be given in the workbook) 3. Telephonic conversation:

		Role play by a teacher: Call Airtel/Vodafone department and asking for the phone number portability process. After teacher demonstrates, teacher divides the class in to small groups of three people. • Each group will be given a different telephone conversation assignment (samples will be provided in workbook). • Two people in the group pretend to converse over the phone, and the third person makes a note of right and wrong approaches during the communication.
Unit 4:	Non-verbal communication	Body language Simon Says: Instructions and set up : 1. Series of instructions to the group that are to be copied/reproduced. Start slowly and increase the pace 2. State the following actions as YOU do them: ○ Put your hand to your nose ○ Clap your hands ○ Stand up ○ Turn around ○ Touch your shoulder ○ Sit down ○ Stamp your foot ○ Cross your arms ○ Put your hand to your forehead – <u>BUT WHILE SAYING THIS PUT YOUR HAND TO YOUR NOSE</u> 3. Observe the number of group members who copy what you did rather than what you said. Outcome of this activity: Discuss how body language can reinforce/influence verbal communication and drive the importance of body language and how to work on it

		- Email communication & Using technical jargons: Sample letter writing as assignment to students. (list will be provided in the text book – Request, apology, job application and relevant email formats that are useful for students post diploma course) - There will be at least one assignment that utilizes technical jargons in email communication.
UNIT 5:	English - Reading Skills, Grammar & Vocabulary	- Reading passage (Provided in workbook) - Reading passage from the text book - Comprehension: Passage & Conversation (will be provided in workbook) - Chunking words and reading activities
Unit 6:	Communication tools	- Email writing activities: Writing emails using email provider. Theme based email writing - Report writing assignment Writing about a machinery tool/interior designing plan? Related to the diploma stream. - Resume writing assignment - Data handling: Collecting data about machines/number of students passed out of college for last three years and creating graph about it. - Presentation: - About learning in the communication class - Concept presentation

Course Assessment Strategies

Assessment Methodology

- Observation (role play activities, team activities, demonstration)
- Questions & Answer – Periodic Assessment

Assessment Grading RUBRICS

Language Basics	
Beginner	Doesn't know / understand
Intermediate	can read and identify commonly used words
Good	Confident , able to communicate well with known people
Advanced	Confident , able to communicate well with anyone using a English

Expert	Can read, understand; Also comprehend & can train others
Reading	
Beginner	Beginning to read, has native language impact
Intermediate	can read, identify words, build simple 3/4/5 letter words easily
Good	Can read, understand, build words, read simple sentences ; Also comprehend
Advanced	Can read, understand, build words, read simple sentences ; Also comprehend
Expert	Confident , read simple and complex sentences with punctuation, comprehend, spell also build words
Inter personal communication	
Beginner	is shy, doesn't talk/express
Intermediate	hesitates to communicate – due to lack of confidence / ability, can talk to known people
Good	can talk to unknown people, less confident, does not express, has hard time working as a team
Advanced	can talk to unknown people, confident, can't express, has hard time working as a team
Expert	confident, can talk to anyone, express well, works well in the team
Body language	
Beginner	Is shy, not open to communicate, has hard time making friends
Intermediate	Knows basics of Body language, practices sometimes
Good	Knows basics of Body language, practices most times, has less confidence in presenting content
Advanced	Knows and practices good body language all times, can present content
Expert	Knows and practices good body language all times, is an example, Leads the pack to get better
Listening Skills	
Beginner	Just hears, no attention
Intermediate	Listens, pays attention, does not ask any question
Good	Listens, pays attention, ask questions
Advanced	listens, pays attention, asks questions, cannot empathize
Expert	Listens, pays attention, asks clarifying questions, able to understand the message communicated
Acceptability to Learn	
Low	is not receiving to information
Average	receives information but resists to implement
Good , Above Average	receives information and implements per instructions
Strong	receives information and proactively implements and seeks feedback
Verbal Communication	
Beginner	Does not communicate, shy, low on confidence: has problem expressing in his/her native language or English language
Intermediate	Can communicate in native language, low confidence, shy, yet to try in English language

Good	Can communicate in native language, good confidence, tries to communicate in English language
Advanced	Can communicate in native language, express view points, good confidence, comfortable talking to people in the team, tries to communicate in English language as well
Expert	Can communicate in native language, express view points, very good confidence, can communicate with anyone without any fear, asks clarifying questions, communicates well in English, or tries hard to communicate in English language as well
Non-Verbal Communication	
Beginner	Struggles to understand the non-verbal cues, has to work on body language, has hard time understanding the written communication aspects
Intermediate	Can understand the non-verbal cues, has to practice, tries to apply written communication aspects
Good	Can understand non-verbal cues, practices well, works hard to get hold on written communication skills, exhibits confidence in whatever task is given
Advanced	Can understand non-verbal cues, can work on written communication aspects, exhibits confidence, practices well, help others to identify non-verbal cues
Expert	Can understand non-verbal cues, train others, confident, exhibits good non-verbal cues at all times, can train the pack, has good hold on written communication as well.
Comprehension	
Beginner	Tries to read the passage, has hard time to comprehend
Intermediate	Can read the conversation passage, has hard time understanding the regular passage
Good	Can read the conversation passage, regular passage, but stutters in answering questions if there are technical jargons
Advanced	Can read the conversation passage, comprehend but regular passage comprehension is good
Expert	Can read the conversation passage, comprehend but regular passage comprehension is good, explain better to others, help others, lead the pack
Writing Communication	
Beginner	Has trouble forming right sentences for written communication
Intermediate	Can form sentences, has problem with the layout, gets confused between layout for different form of written communication
Good	Can form sentences, has fair understanding of the layout to be used for particular type of written communication, but stutters for words and expression
Advanced	Can form sentences, has good understanding of the layout to be used for particular type of written communication, confident, can express thoughts well

Expert	Can form sentences, has good understanding of the layout to be used for particular type of written communication, confident, can express thoughts well and train others and lead the pack
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Recommended Learning Resources

<https://www.englishclub.com/grammar/parts-of-speech.htm>

Watch Amy Cuddy's TED Talk: [Your Body Language Shapes Who You Are](#)

Additional Reading: http://money.cnn.com/2000/05/03/career/q_body_language/

Pre-assessment:

Activity 1:

Make a group, read random words from the list, build sentence for few words from the list.

Create a group of 3 or 5 students. Randomly pick 5 words from the word list write down on the board/show them as a chart if you have created a word chart/make chit of words and ask them to pick one chit and READ the word.

Main idea: Testing the pronunciation ability, language ability, confidence in speaking, ability to understand and accept the instruction

Activity 2:

Simple reading test – Reading passages (Simple passage from the current course book)

Show the reading passage, let each one of them read 2 lines, after first student is done with reading two lines, then the next student must pick up from there and read next two lines. This process has to be followed until the entire class is done with reading or at least ten students are done with reading.

Main idea: Testing listening skills, attentiveness, language ability, pronunciation ability

Activity 3:

Students getting to know each other. Create a group of 3 or 5 students. Each student gets chance to talk to another student, introduce him/herself to the student, ask question, make a note of the answer against the name of the student who is answering the question on a sheet of paper.

Main idea: To assess current communication level, body language when students talk with each other, and confidence.

Commonly Used Word List

When	Today	For	Off	
Give	Stop	There	Often	
Again	Little	Than	Myself	
Do	Large	At	Over	
From	Both	Like	Along	
Him	Name	Said	Why	
Can	Few	They	Has	
Go	Home	Look	Bring	
But	Big	Know	Part	
Old	Should	Done	By	
Not	Once	High	As	
Her	Thought	So	Into	
Time	Better	Them	Away	
Long	Many	Does	No	
Had	Get	Always	Other	
Word	Please	These	With	
Very	Ask	Last	An	
Your	Say	Got	What	
Make	Ten	Next	Come	
Day	I	Those	Would	
Each	Show	Play	Who	
Yes	To	Girl	This	
On	Am	A	Could	
Been	Where	You	Now	
Of	Way	Be	Fun	
He	Which	Were	Only	
It	Write	Or	Much	
More	Goes	One	Tell	
My	Great	All	Out	
Any	Number		That	Fast
Their	First	Cat	Is	
We	Find	His	Small	
She	Me	Have	Dog	
Did	In	How	See	
Went	Before	Water	Here	
Full	Saw	And	People	
Some	Never	Use	School	
Then	Boy	Take	Two	
If	Right	The	Call	
Night	After	Will	Might	
Made	About	Was	May	
Up	Far	Are	Walk	

To assess current communication skill: Activity based

Activity 3:

Making a group of students and getting to know each other with a predefined expectation for example:

Name:

I have performed on stage:

I'm good at sports:

I can speak more than 3 languages:

I'm always cheerful:

I like my mother tongue:

Course Assessment and Evaluation**Continuous Internal Evaluation (CIE)**

Sl.No	Assessment	Schedule	Duration	Max. Test marks
1	Skill Test 1	At the end of 3 rd week of the sem	2 Hrs	20
2	Skill Test 2	At the end of 7 th week of the sem	2 Hrs	20
3	Skill Test 3	At the end of 13 th week of the sem	2 Hrs	20
Total				60

Scheme of Valuation for CIE

Serial no	Assessment	Marks
1	Portfolio Evaluation of activities / exercises conducted upto the schedule of Skill Test. (Work Book Based)	10
2	Assessment of any one through qualitative assessment (Rubrics)	10
	TOTAL	20

RUBRICS FOR ASSESSMENT OF ACTIVITY (10marks)
(Qualitative Assessment)

Dimension	Beginner	Intermediate	Good	Advanced	Expert	Student Score
	2	4	6	8	10	
	Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	
	Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	
	Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	
	Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	
Average / Total Marks:						

Example Only RUBRICS FOR ASSESSMENT OF ACTIVITY (10marks) Faculty need to develop appropriate rubrics as per the assigned activity for assessment						
Dimension	Beginner	Intermediate	Good	Advanced	Expert	Student Score
	2	4	6	8	10	
Language Basics	Doesn't know / understand	Can read and identify commonly used words	Confident , able to communicate well with known people	Confident , able to communicate well with anyone using a English	Can read, understand; Also comprehend & can train others	8
Reading	Beginning to read, has native language impact	Can read, identify words, build simple 3/4/5 letter words easily	Can read, understand, build words, read simple sentences ; Also comprehend	Can read, understand, build words, read simple sentences ; Also comprehend	Confident , read simple and complex sentences with punctuation, comprehend, spell also build words	6
Inter personal communication	Is shy, doesn't talk/express	Hesitates to communicate – due to lack of confidence / ability, can talk to known people	Can talk to unknown people, less confident, does not express, has hard time working as a team	Can talk to unknown people, confident, can't express, has hard time working as a team	Confident, can talk to anyone, express well, works well in the team	8
Body language	Is shy, not open to communicate, has hard time making friends	Knows basics of Body language, practices sometimes	Knows basics of Body language, practices most times, has less confidence in presenting content	Knows and practices good body language all times, can present content	Knows and practices good body language all times, is an example, Leads the pack to get better	8
Average / Total Marks: (8+6+8+8)/4						7.5 = 8 marks

Scheme of Valuation for Semester End Examination (SEE)

Serial no	Assessment	Evidence	Marks	Conversion
1	Portfolio Evaluation- UNIT 1: English – Introduction	Work Book	15	40 Marks
2	Portfolio Evaluation- UNIT 2: Communication	Work Book	15	
3	Portfolio Evaluation- UNIT 3: Verbal Communication	Work Book	15	
4	Portfolio Evaluation- UNIT-4: Non-Verbal Communication:	Work Book	15	
5	Portfolio Evaluation- UNIT-5: English - Reading Skills, Grammar & Vocabulary	Work Book	15	
6	Any one activity through communication tools- By qualitative assessment (Rubrics).	BTE Answer scripts	25	
	TOTAL		100	

Government of Karnataka
Department of Collegiate and Technical Education
Board of Technical Examinations, Bangalore

Course Code	20ME02P	Semester	I/II
Course Title	Computer Aided Engineering Graphics	Course Group	CS,EC,EE & Other allied branches
No. of Credits	4	Type of Course	Lecture & Practice
Course Category	PC	Total Contact Hours	6Hrs Per Week
			78Hrs Per Semester
Prerequisites	Enthusiasm to learn the subject/Visualizing/Creativity	Teaching Scheme	(L: T:P) = 1:0:2
CIE Marks	60	SEE Marks	40

1. COURSE RATIONALE:

Engineering Drawing is an effective language of engineers. It is the foundation block which strengthens the engineering & technological structure. Moreover, it is the transmitting link between ideas and realization.

2. LIST OF COMPETENCIES:

The course content should be taught and implemented with the aim to develop different types of skills leading to the achievement of the following competencies:

1. Prepare engineering drawings both manually and using CAD with given geometrical dimensions using prevailing drawing standards and drafting instruments.
2. Visualize the shape of simple object from orthographic views and vice versa

3. COURSE OUT COMES:

C01	Adopt the standards, dimensioning and construct appropriate drawing scales, in technical drawing development.
C02	Visualize objects in all planes and learn displaying techniques for graphical communication in design process.
C03	Sketch orthographic projections into isometric projections and vice versa.
C04	Use computer software and Apply computer aided drafting tools to create 2D /3 D engineering drawings

4. INSTRUCTIONAL STRATEGY:

1. Teacher should show model of real of the component/part whose drawing is to be made. Emphasis should be given on cleanliness, dimensioning and layout of sheet.
2. Focus should be on proper selection of drawing instruments and their proper use.
3. The institute should procure AutoCAD or other engineering graphics software for practice in engineering drawings.
4. Separate labs for practice on Engineering graphics Software should be established.

5 COURSE DETAILS:

The following topics/sub topics is to be taught and assessed in order to develop Unit Skill sets for achieving CO to attain identified skill sets

Unit	Major Learning Topics and Sub-Topics	Outcomes (in cognitive domain)	Hours L-T-P
UNIT-1 Basic elements of Drawing	1.1 List the different drawing instruments and application 1.2 Convention of lines and its application (Thick, Thin, Axis etc.) 1.3 Practice use of drawing instruments 1.4 Representative fraction Scales - Full Scale, Reduced Scale and Enlarged Scale 1.6 Dimensioning a) Aligned system and Unidirectional system in the Sketches b) Chain dimensioning and Parallel dimensioning 1.7 Construct different polygons	1. Drawing equipment's, instruments and materials. 2. Equipment's-types, specifications, method to use them, applications. 3. Instruments-types, specifications, methods to use them and applications. 4. Pencils-grades, applications, Different types of lines. 5. Scaling technique used in drawing. 6. Dimensioning methods. - Aligned method. Unilateral with chain, parallel dimensioning. 7. Constructions of geometrical figures	4-0-8
UNIT-2 CAD Interface	22.1 Introduction to CAD- Hardware requirements. 2.2 Various CAD software available 2.3 Familiarization of CAD window - Commands like New file, Saving the file, opening an existing drawing file, Creating templates 2.4 Setting up new drawing: Units, Limits, Grid, Snap. Standard sizes of sheet. 2.5 Selecting Various plotting parameters such as Paper size, paper units, drawing orientation, plot scale, plot offset, plot area, print preview	1. CAD-Definition-Importance. 2. Familiarization with CAD Environment and utilities. 3. Setting up layout in CAD software's by taking plotting parameters	4-0-8
UNIT-3 Exposure to CAD Commands	3.1 Draw basic entities like Line, Circle, Arc, Polygon, Ellipse, Rectangle, Multiline, Dimensioning, Inserting text Applying constraints - horizontal, vertical, parallel, concentric, perpendicular, symmetric equal, collinear 3.2 Insert title block for the drawing and take the Print out 3.3 Create objects by applying constraints and convert the objects to full scale, reduced scale and enlarged scale 3.4 Apply copy, mirroring, array, fillet and trim on the object created	1. Computer graphics & its terminology. 2. CAD definition, concept & need. 3. Commands used in CAD 4. Functional areas of CAD. - Coordinate systems. 5. Familiarization of Cad commands 6. Draw simple Geometrical figures using CAD	6-0-12
UNIT-4 Orthographic projections	4.1 Introduction to orthographic projection 4.2 Conversion of pictorial view into Orthographic Views	1. Types of projections-orthographic concept and applications. 2 Various term associated	4-0-8

		with orthographic projections. (a) Theory of projection. (b) Methods of projection. (c) Orthographic projection. (d) Planes of projection. 3. Conversion of simple pictorial views into Orthographic views. Illustrative problems on orthographic projection. Note : (1) Problem should be restricted up to - Front view/Elevation, Top view/Plan and Side views only. Use First Angle Method only.	
UNIT-5 Isometric projections	5.1 Introduction to Isometric Projections 5.2 Isometric Scales and Actual Scale 5.3 Isometric View and Isometric Projection 5.4 Conversion of Orthographic Views into Isometric	1. Isometric axis, lines and planes. 2. Isometric scales. 3. Isometric view and isometric drawing. 4. Difference between isometric projection and isometric drawing. 5. Illustrative problems limited to Simple elements	4-0-8
UNIT-6 CAD Drafting	6.1 Draw different types of 2D/3D modeling entities using viewing commands, to view them (Problems solved in chapter no 3 and 4 i.e Orthographic, isometric projection). 6.2 2D/3D modeling for Branch specific components	1 Difference between 2D & 3D models. 2.2D/3D modeling – concept, Simple objects	4-0-8
	TOTAL		26-0-52

6. LIST OF PRACTICAL EXERCISES:

The exercises/practical/experiments should be properly designed and implemented with an attempt to develop different types of skills leading to the achievement of the competency. Following is the list of exercises/practical/experiments for guidance.

Sr. No	Unit No.	Practical Exercises (Outcomes in Psychomotor Domain)	Hours
1	1	1. Teacher will demonstrate a: Use of a. Drawing instruments. b. Planning and layout as per IS. c: Scaling technique.	1-0-2
		2. Draw following. Problem – 1 Drawing horizontal, vertical, 30 degree, 45 degree, 60 & 75 degrees lines using Tee and Set squares/ drafter. (Sketch book)	
		Problem – 2 Indicate different convention of lines on the drawing.(SketchBook)	1-0-2
		Problem – 3 Copy the sketch to the required scale and dimensioning adopting right system and positioning of dimensions using Tee and Set squares / drafter. (SketchBook)	1-0-2

		Problem 4. Draw regular geometric constructions Pentagon, Hexagon, Square, circle, Triangle and other shapes. (SketchBook)	1-0-2
2	2	Use of CAD commands, plotting the drawing	4-0-8
3	3	Problem 5: Drawing basic entities: Circle, Arc, Polygon, Ellipse, Rectangle, Multiline	6-0-12
4	4	Problem 6: Draw Orthographic views for the given object. (CAD Drawing) (Minimum 5 Problems)	4-0-8
5	5	Problem 7: Draw Isometric projections for the given Orthographic views(CAD Drawing) (Minimum 5 Problems)	4-0-8
6	6	Problem 8: Produce Orthographic (2D) Drawings in CAD – Chap 3 Problem 14: Produce Isometric and 3D Drawings in CAD – Chap 4 (CAD Drawings and Printout) (Minimum 5 Problems)	2-0-4
		Problem 9: create 3D models of Program specific Elements such as Panel box (Minimum 3 Problems related to Program specific)) (CAD Drawings and Printout)	2-0-4
		TOTAL	26-0-52

- 1 Theory & practice should be in first angle projections and IS codes should be followed wherever applicable.
- 2 The dimensions of line, axes, distances, angle, side of polygon, diameter, etc. must be varied for each student in batch so that each student will have same problems, but with different dimensions.
- 3 The sketchbook has to contain data of all problems, solutions of all problems and student activities performed.
- 4 Students activities are compulsory to be performed.

7. SUGGESTED LIST OF STUDENT ACTIVITIES:

SL.NO.	ACTIVITY
1	Sketch the combinations of set squares to draw angles in step of 15°, 30°, 45°, 60°, 75°, 90°, 105°, 120°, 135°, 150°, 165°, 180°.
2	Take two simple objects. Sketch isometric of them.
3	Take two simple objects. Sketch Pictorial orthographic views of them.
4	Prepare a 2D drawing using AutoCAD and 2D parametric sketcher environment.
5	Prepare 3D solid models using AutoCAD any one mechanical component (Four components).

8. SUGGESTED LEARNING RESOURCES:

1. Bureau of Indian Standards. *Engineering Drawing Practice for Schools and Colleges IS: Sp-46*. BIS. Government of India, Third Reprint, October 1998; ISBN: 81-7061-091-2.
2. Bhatt, N. D. *Engineering Drawing*. Charotar Publishing House, Anand, Gujrat 2010; ISBN: 978-93-80358-17-8.
3. Jain & Gautam, *Engineering Graphics & Design*, Khanna Publishing House, New Delhi (ISBN: 978- 93-86173-478)
4. Jolhe, D. A. *Engineering Drawing*. Tata McGraw Hill Edu. New Delhi, 2010; ISBN: 978-0-07-064837-1
5. Dhawan, R. K. *Engineering Drawing*. S. Chand and Company, New Delhi; ISBN: 81-219-1431-0.

6. Shah, P. J. *Engineering Drawing*. S. Chand and Company, New Delhi, 2008, ISBN:81-219-2964-4.
7. Kulkarni, D. M.; Rastogi, A. P.; Sarkar, A. K. *Engineering Graphics with AutoCAD*. PHI Learning Private Limited-New Delhi (2010); ISBN: 978-8120337831.
8. Jeyapooan, T. *Essentials of Engineering Drawing and Graphics using AutoCAD*. Vikas Publishing House Pvt. Ltd, Noida, 2011; ISBN: 978-8125953005.
9. Autodesk. *AutoCAD User Guide*. Autodesk Press, USA, 2015.
10. Sham, Tickoo. *AutoCAD 2016 for Engineers and Designers*. Dreamtech Press; Galgotia Publication, New Delhi, 2015; ISBN 978-9351199113.

9. SOFTWARE/LEARNING WEBSITES :

1. <https://www.youtube.com/watch?v=TI4jGyDWCw>
2. https://www.youtube.com/watch?v=dm6_n7Sgcg
3. <https://www.youtube.com/watch?v=MOscnLXL0M>
4. <https://www.youtube.com/watch?v=3WXPanCq9LI>
5. <https://www.youtube.com/watch?v=fvjk7PlxAuo>
6. <http://www.me.umn.edu/coursesme2011/handouts/engg%20graphics.pdf>
7. <https://www.machinedesignonline.com>

10. Mapping of Course Outcomes with Programme Outcomes (Suggestive only):

Course	CO's	Programme Outcomes (PO's)						
		1	2	3	4	5	6	7
Engineering Graphics	CO1	3	0	0	3	0	0	0
	CO2	3	0	0	3	0	0	0
	CO3	3	0	0	3	0	0	0
	CO4	3	0	0	3	0	0	0
Level 3- Highly Mapped, Level 2-Moderately Mapped, Level 1-Low Mapped, Level 0-Not Mapped Method is to relate the level of PO with the number of hours devoted to the CO s which maps the given PO. If $\geq 50\%$ of classroom sessions related to the CO are addressing a particular PO, it is considered that PO is mapped at Level 3 If 30 to 50% of classroom sessions related to the CO are addressing a particular PO, it is considered that PO is mapped at Level 2 If 5 to 30% of classroom sessions related to the CO are addressing a particular PO, it is considered that PO is mapped at Level 1 If $< 5\%$ of classroom sessions related to the CO are addressing a particular PO, it is considered that PO is considered not mapped i.e. Level 0								

11. COURSE ASSESSMENT AND EVALUATION CHART:

Sl. No	Assessment	Time frame in semester	Duration	Max marks	Conversion
1.	Portfolio Evaluation of Drawings (CAD Practice Exercises)	Entire Duration	-	20	20
2	Skill Test-1 (Skill test 1-Unit 1&2)	At the end of 4 week	3 Hrs	100	Average of two skill tests 1 and 2 (Both skill tests are to be reduced to weightage of 20 independently) 20
3	Skill Test-2 (Skill test 2 is of CAD based-Unit,3,4)	At the end of 8 week	3 Hrs	100	

4	Skill Test-3 (Skill test 3 is of CAD based Unit 5,6)	At the end of 13 week	3 Hrs	100	Skill tests-3 is to be reduced to weightage of 20
5	Total Continuous Internal Evaluation (CIE) Assessment				60
6	Semester End Examination (SEE) Assessment conducted for 100 marks, finally reduced to 40 marks weightage		3 Hrs	100	40
	TOTAL				100

Scheme of Valuation for End Examination

SL NO	QUESTIONS	MARKS
1.	Create Orthographic views for the given Pictorial drawing. Indicate all Dimensions and Annotations. (CAD)	50
OR		
	Create Isometric Projections for the given Orthographic views (CAD)	50
2.	Create 3D drawing for the given Sketch (CAD)	50
	TOTAL	100

12. CAD Laboratory and Other Requirements to Conduct Engineering Graphics Course

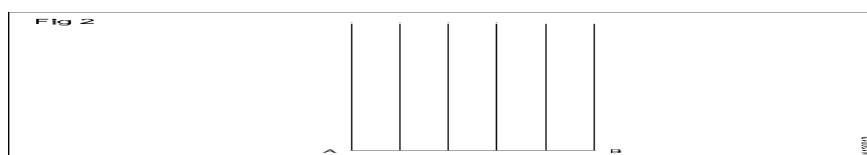
1. Latest Configuration Computers which can be able to run latest any Computer Aided Drafting Software. (At least One Computer per student in practical session.)-30 no
2. Any latest Authorized Computer Aided Drafting Software (30 user licenses)
3. Plotter of size A2/A3
4. LCD Projector.

MODEL QUESTION BANK (Suggestive only)

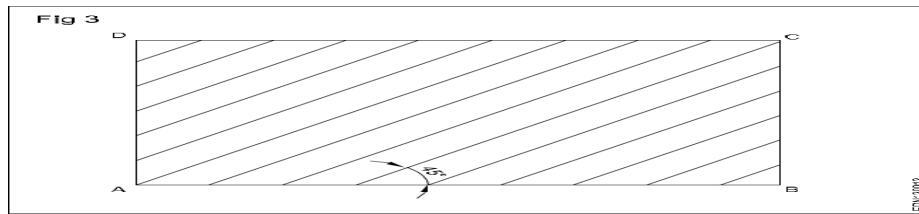
1. Draw six horizontal parallel lines of 50 mm long with 10 mm intervals (Fig 1).



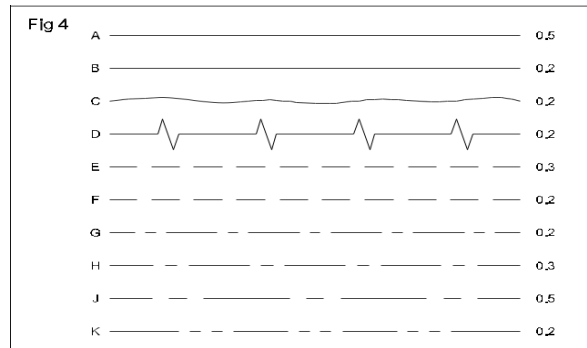
2. Draw six vertical parallel lines of 50 mm length with 10 mm intervals (Fig 2)



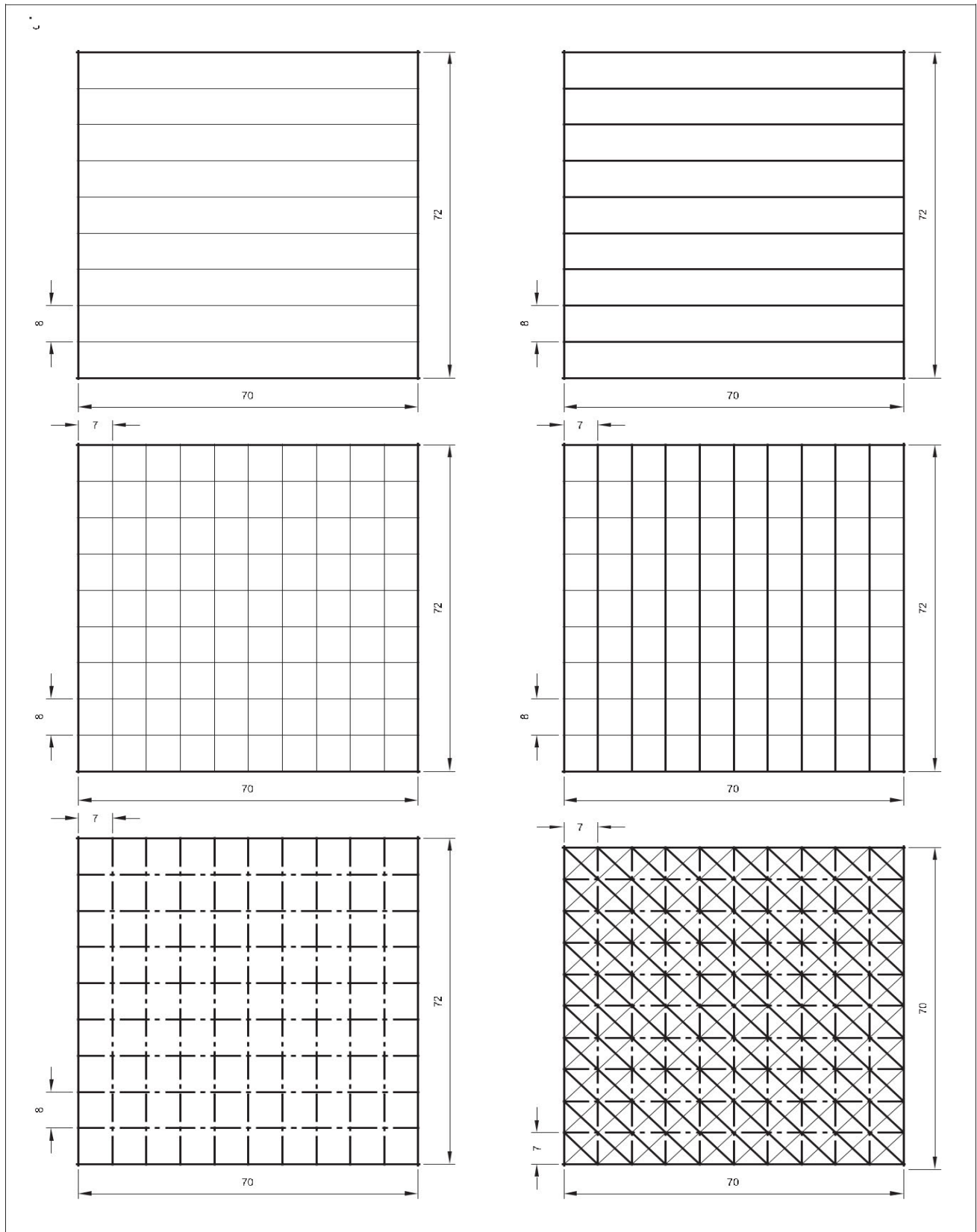
3. Draw 45° inclined lines (Fig 3).



4. Draw the given types of lines using 0.5 range thickness of line according to the specification (Fig 4).



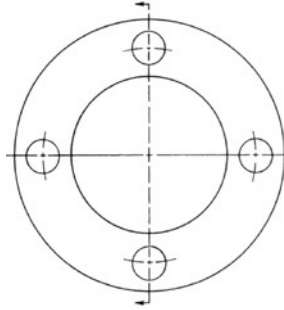
5. Draw the following Exercises in A4 sheet (Fig 5).



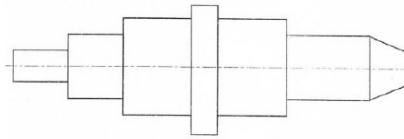
6a) Illustrate the elements of dimensioning with the help of a sketch.

b) Illustrate the dimensioning of given common features: diameter, radius, chord, Arc and angle.

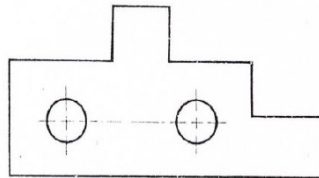
7. Copy the sketch to 1:1 scale and dimension it using Aligned system.



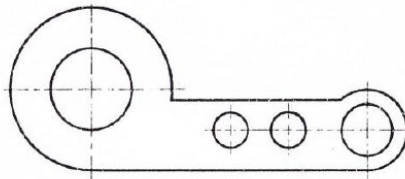
8. Copy the sketch to 1:1 scale and dimension it using unidirectional system with Parallel dimensioning method.



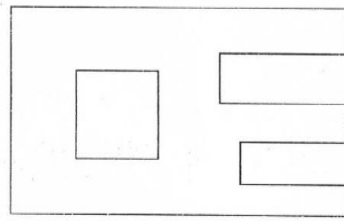
9. Copy the sketch to 1:1 scale and dimension it using Aligned system with Chain dimensioning method.



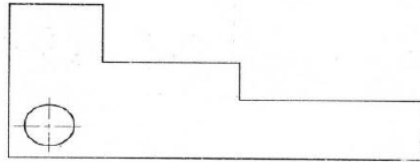
10. Copy the sketch to 1:1 scale and dimension it using Aligned system with Parallel dimensioning method.



11. Copy the sketch to 1:1 scale and dimension it using unidirectional system with Chain dimensioning method

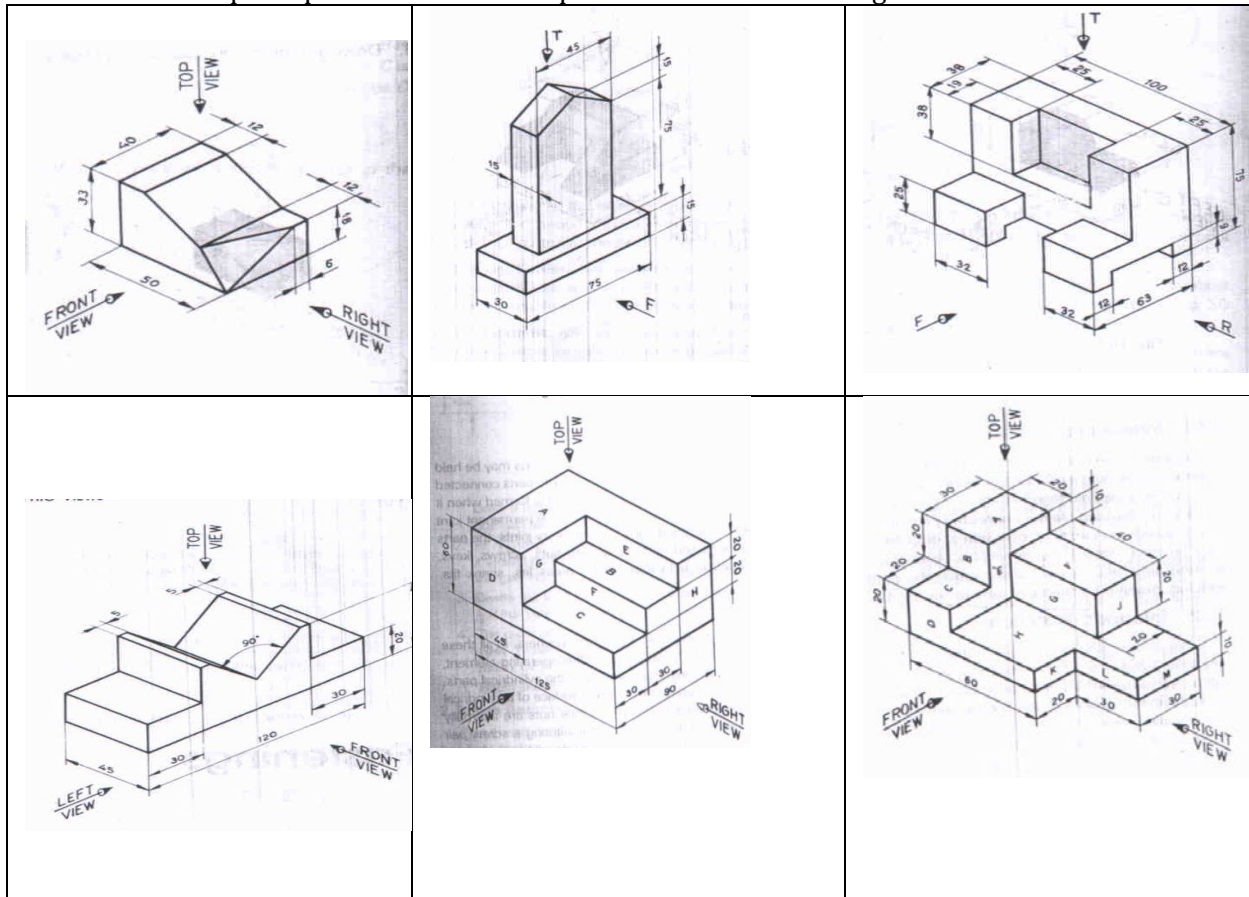


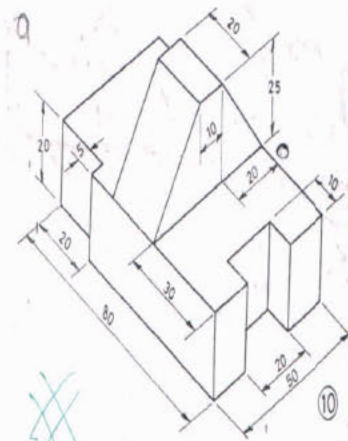
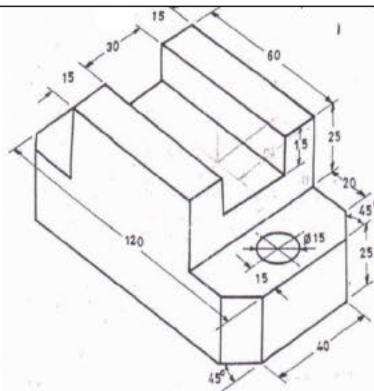
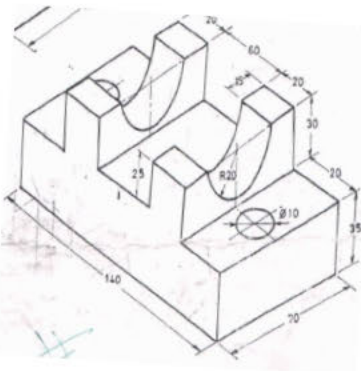
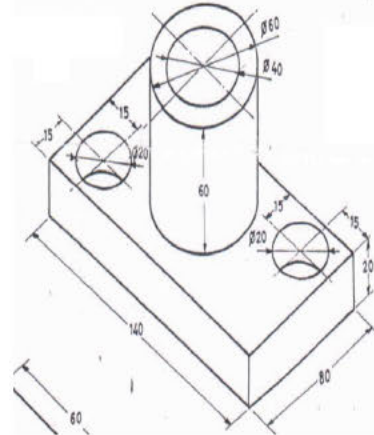
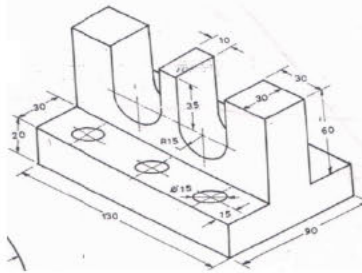
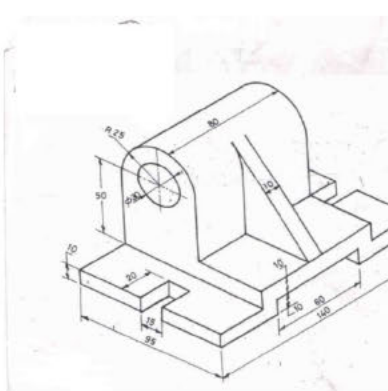
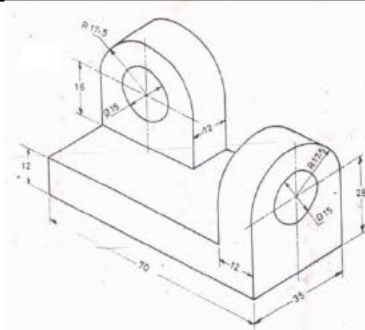
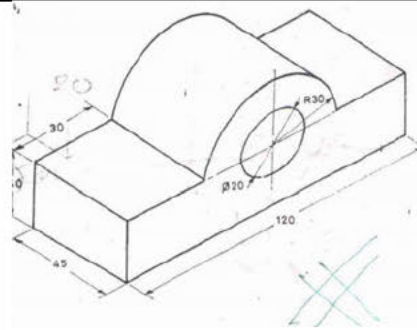
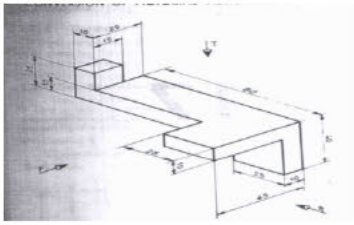
12. Copy the sketch to 1:1 scale and dimension it using unidirectional system with Parallel dimensioning method.



ORTHOGRAPHIC REJECTIONS

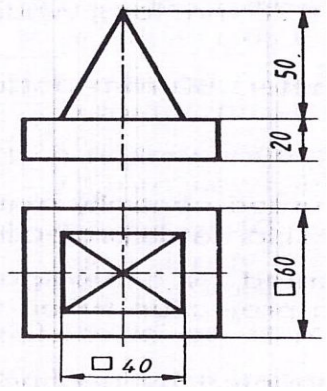
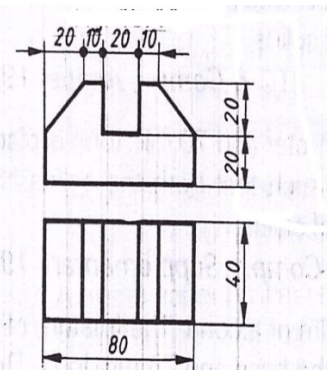
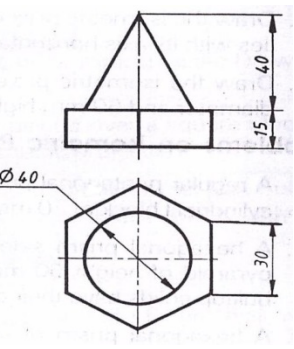
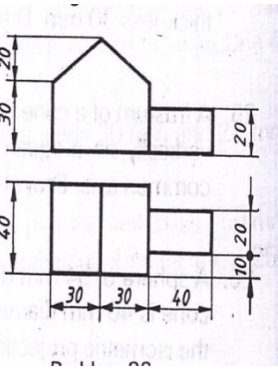
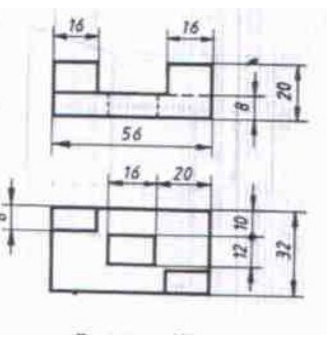
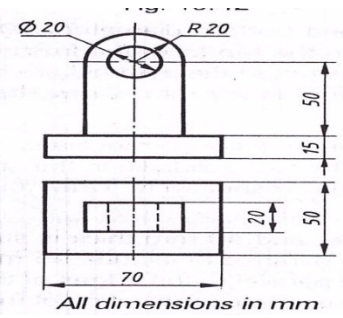
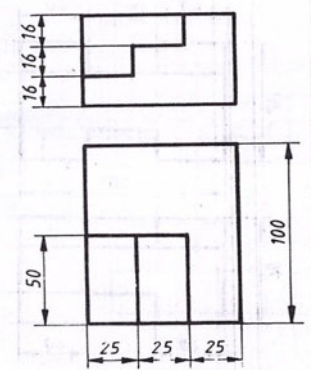
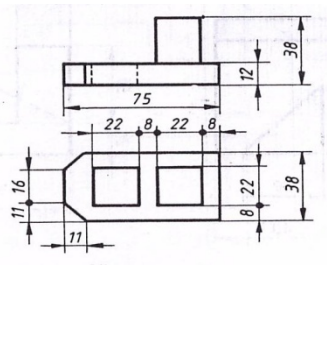
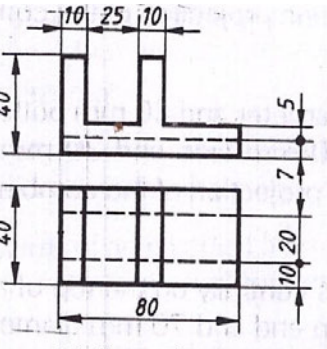
1. Draw the three principal views of the component as shown in the figure.



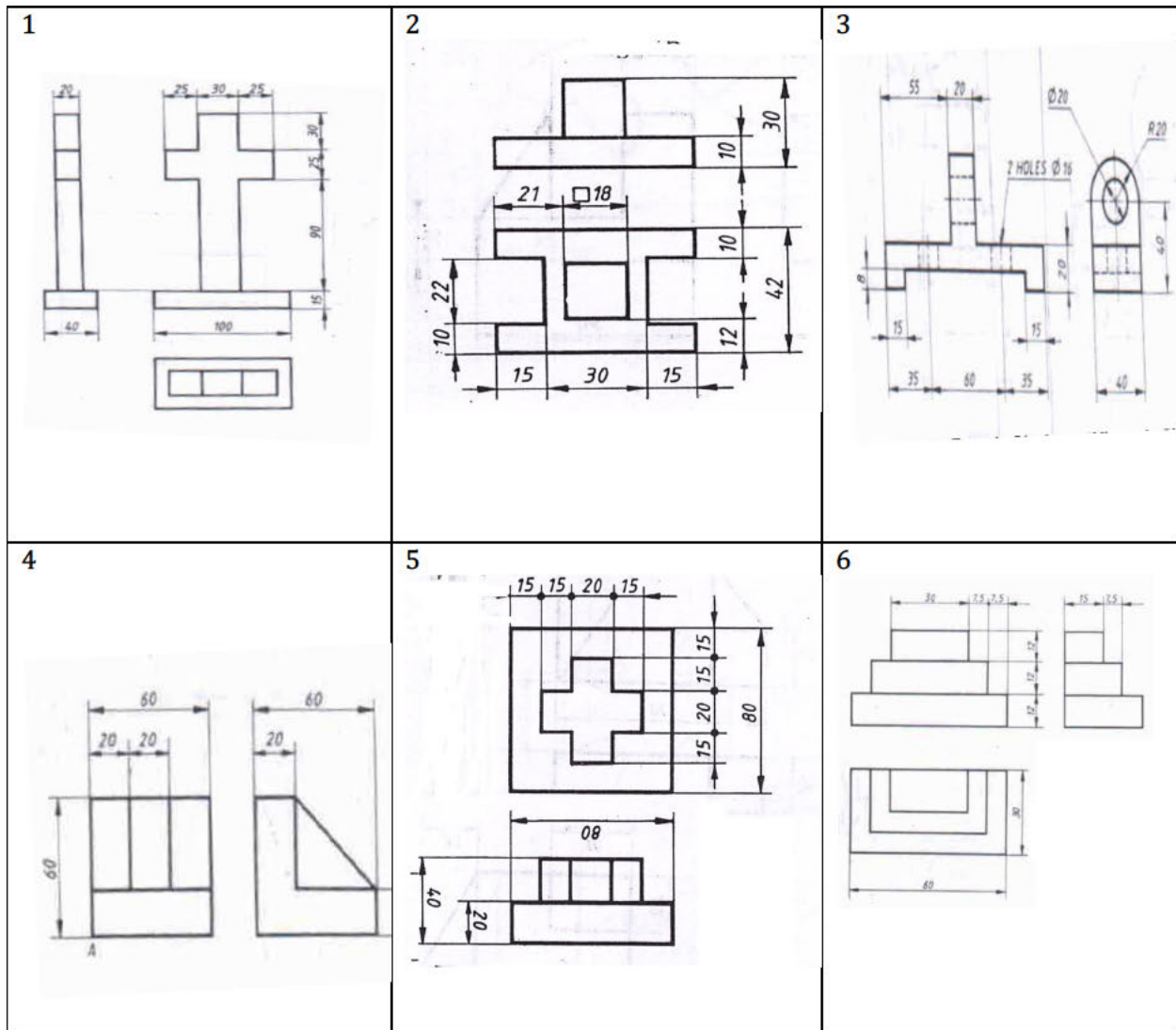


ISOMETRIC PROJECTIONS

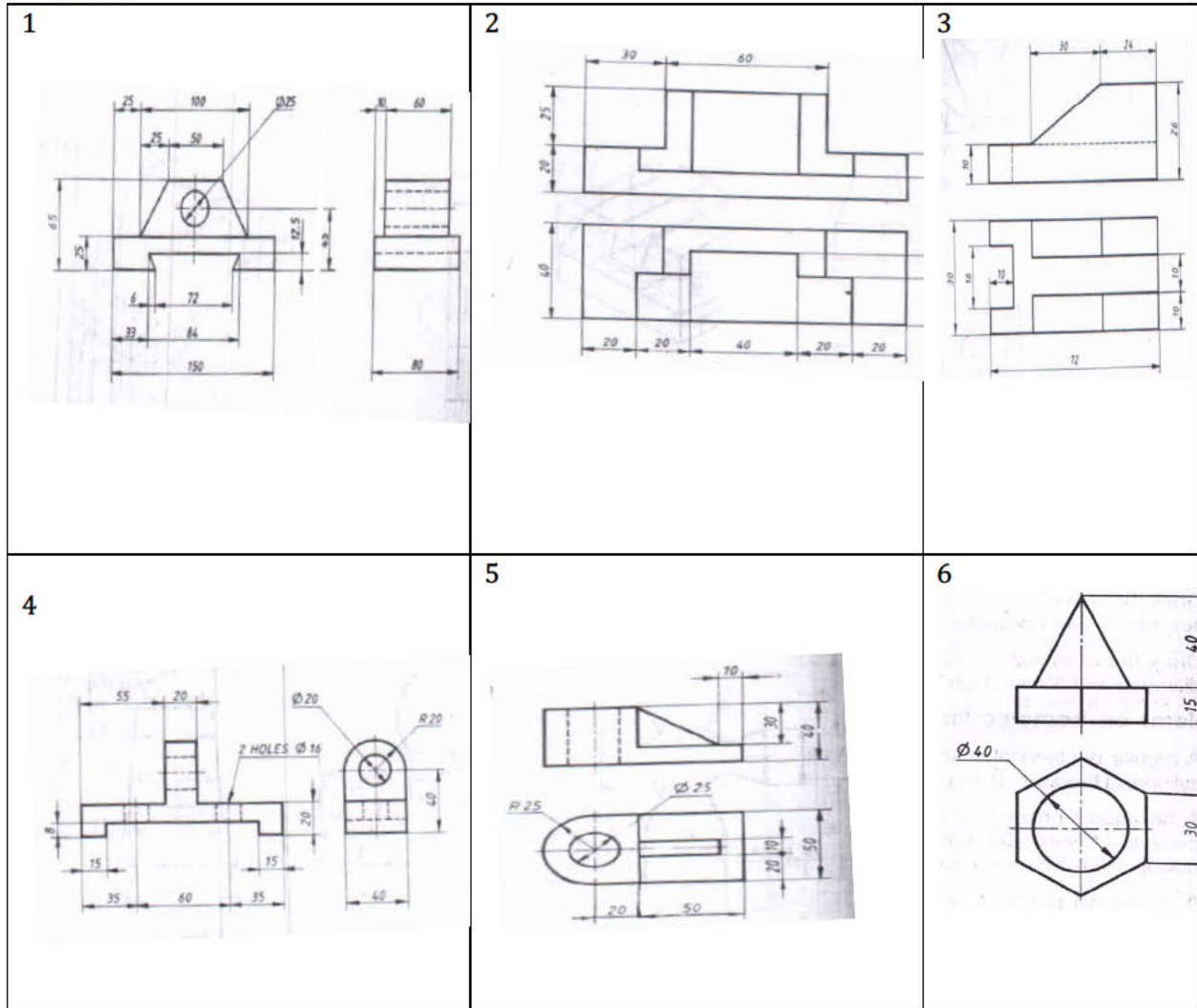
1. Draw the isometric view of the machine component whose orthographic views are given below:

1. 	2. 	3. 
4. 	5. 	6.  All dimensions in mm
7. 	8. 	9.  All dimensions in mm

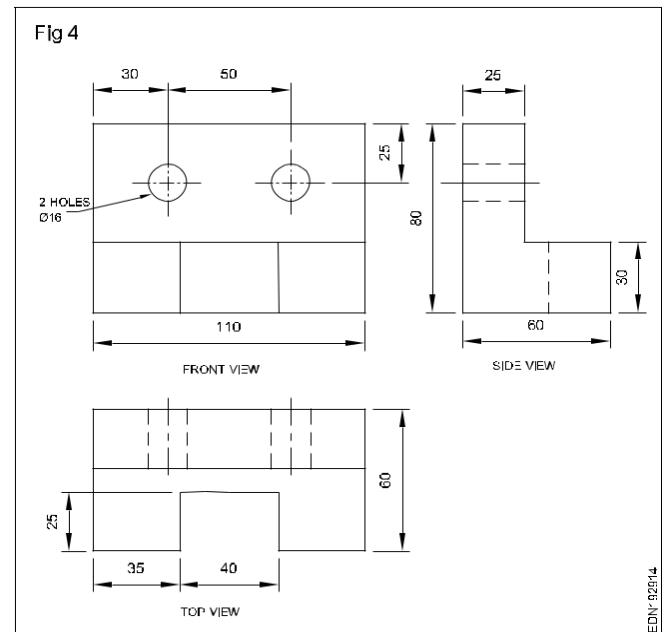
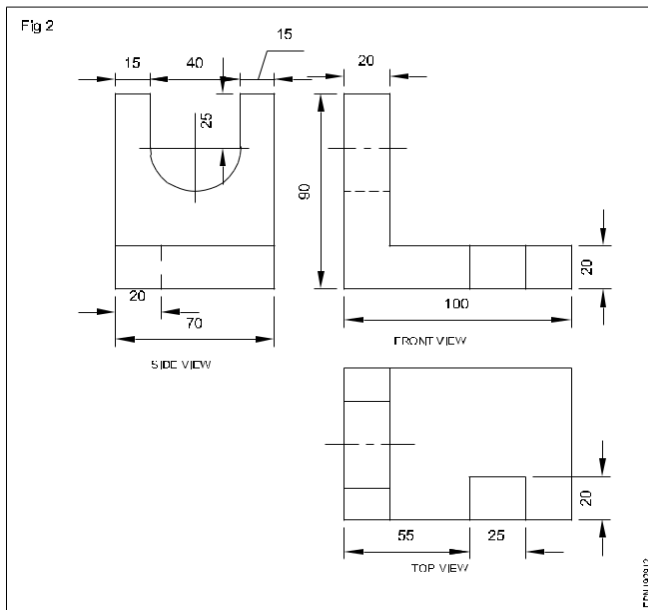
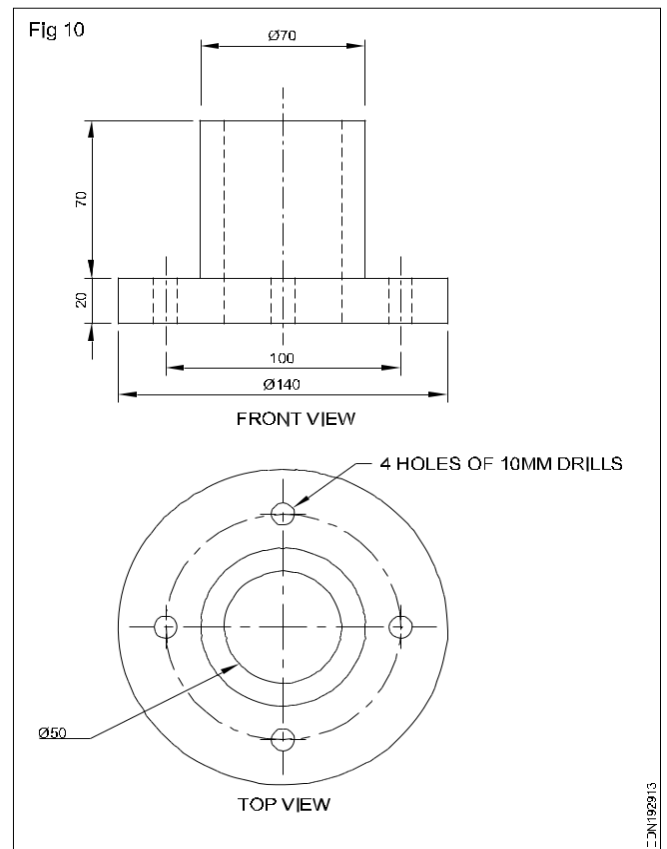
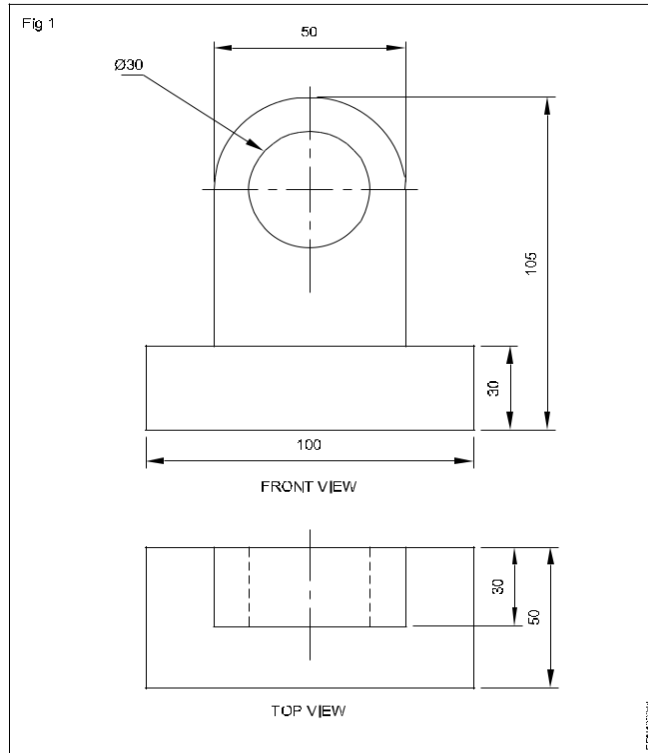
2. Draw the isometric Projection of the machine component whose orthographic views are given below:



3. Draw the isometric Projection of the machine component whose orthographic views are given below



4. Draw the isometric View of the machine component whose orthographic views are given below



Government of Karnataka

Department of Collegiate and Technical Education

Board of Technical Examinations, Bangalore

Course Code	20CS21P	Semester	II
Course Title	MULTIMEDIA & ANIMATION	Course Group	Core
No. of Credits	4	Type of Course	Lecture + Practice
Course Category	PC	Total Contact Hours	6Hrs Per Week
			78Hrs Per Semester
Prerequisites	Nil	Teaching Scheme	(L: T:P) = 1:0:2
CIE Marks	60	SEE Marks	40

1. RATIONALE

Multimedia is one of the very effective forms of communication through which students can enhance their presentation skills. Learning multimedia enables the brain's ability to make connections between verbal and visual representations of content, leading to a deeper understanding, which in turn supports the transfer of learning to other situations. Animation is the broad field of study that allows one to show their creativity, amplify their imagination and exercise graphic and technical skills.

2. COURSE SKILL SET

The aim of the course is to help the student to attain the following industry identified competency through various teaching learning experiences

Perform jobs related to Multimedia – Text, Image, Audio, Video, and Animation.

3. COURSE OBJECTIVES

6. Explore Multimedia features and applications
7. Demonstrate various Photo editing techniques to enhance visual effects of the image
8. Construct graphic design.
9. Demonstrate animation principles.

4. JOB ROLE

SL.NO	LEVEL	JOB ROLES
1	3	Freelance Photo Editor and Graphic Designer
2	3	Junior Creative Designer/Digital Artist
3	3	Junior Animator

5. PREREQUISITES

STUDENT	Nil.
TEACHER	FDP training on Multimedia and Animation course.

6. COURSE OUTCOMES

On successful completion of the course, the students will be able to demonstrate industry-oriented COs associated with the above-mentioned competency:

COURSE OUTCOME		CL	LINKED PO	TEACHING HOURS
C01	Identify basic Multimedia features and applications.	U	1,4	06
C02	Compile various Photo Editing techniques to create excellent Images.	U,A	1,4,7	27
C03	Construct graphic design / web design like Advertisement/logo/flyer/Invitation Card/Banner/web site.	U,A	1,4,7	09
C04	Animate geometrical objects by applying different animation principles.	U,A	1,4,7	36

Legends: R = Remember; U = Understand; A = Apply and above levels (Bloom's revised taxonomy)

7. SUGGESTED SPECIFICATION TABLE WITH HOURS & MARKS(THEORY)

UNITNO.	UNIT NAME	TEACHING HOURS	DISTRIBUTION OF THEORY MARKS			
			R	U	A	TOTAL
1	Introduction to Multimedia Systems	6				
2	Image editing	24				
3	Graphic Design	12				
4	Animation	36				
	Total	78				200

8. INSTRUCTIONAL STRATEGY

These are sample strategies, which teacher can use to accelerate the attainment of the various course outcomes

1. Instructors should expose students to explore User Interface thoroughly.
2. Demonstration using visual/graphic content should be delivered. Emphasis should be given on presentational skills.
3. Arrange visits to nearby Photo studios/ Advertising Industries/ DTP centres/other related industries.
4. Students should be exposed to other relevant & similar software and their interfaces.

9. DETAILS OF COURSE CONTENT

The following topics/subtopics is to be taught and assessed in order to develop Unit Skill sets for achieving CO to attain identified skill sets

UNIT NO	TOPICS/SUBTOPICS	LEARNING OUTCOME (IN COGNITIVE DOMAIN)	HOURS L : P
1	INTRODUCTION TO MULTIMEDIA SYSTEMS		6

	1.1 Introduction ▪ Significant Features ▪ Classifications ▪ Applications 1.2 Multimedia Building blocks ▪ Text ▪ Audio ▪ Image ▪ Animation ▪ Video ▪ Image Data Types 1.3 Multimedia Image and Graphics ▪ Resolution, Size and Compression ▪ File formats 1.4 Multimedia Hardware ▪ Interfaces ▪ I/O Devices ▪ Storage ▪ Communication Devices.	1. Identity Multimedia features and Applications 2. Describe building blocks of multimedia 3. Classify multimedia data types and file formats 4. Discuss multimedia hardware	2:4
2	IMAGE EDITING		24
	2.1 Explore image editing tool interface. ▪ Customizing Workspaces. ▪ File Handling ▪ Setting size and resolution parameters. ▪ Importing files. ▪ Navigating open document 2.2 Working with Layers 2.3 Exploring Selection Tools	1. Explore interfaces of editing tool 2. Perform photo compositing 3. Create abstract art 4. Apply image editing techniques	1:2 11:22

	2.4 Exploring Layer Styles 2.5 Using filters 2.6 Image editing techniques ▪ Adjusting exposure(brightness) ▪ Adjusting color ▪ Cropping and adjusting aspect ratio ▪ Dodging and burning ▪ Retouching ▪ Sharpening and noise reduction		
3	GRAPHIC DESIGN		12
	3.1 Design a graphic ▪ Cards ▪ Flyer ▪ Banner ▪ Advertisement 3.2 Using blend modes create ▪ Logo ▪ Poster 3.3 Creating custom shape & text wrapping	1. Construct a graphic design for a theme 2. Create social media graphic (like emoji's)	
4	ANIMATION		36
	4.1 Exploring User Interface ▪ Installation & Configuration ▪ Getting to know about Editors, Scenes and Objects 4.2 Fundamentals of Animation.	1. Explore interfaces of Animation Tool. 2. Applying foundation principles of animation	3:6

	▪ Types of Animation. ▪ 12 Basic Principles of Animation. ▪ Keyframes, Timelines, Graph Editor, Dope Sheet		4:8
	4.3 3D Object Animation. ▪ Creating/Importing Object. ▪ Texturing ▪ Lighting & Rendering ▪ Dynamics ▪ Animation ▪ Adding Sound effects ▪ Saving and Exporting.		5:10
	Note 1. Emphasis to be given on Basic Animation principles - Squash & Stretch, Timing, Spacing, Arc, Overlapping, and Anticipation		

10. SUGGESTED PRACTICAL EXERCISES

Sl No	Suggested Practical Exercises (should be similar in skills to the ones enlisted)	Unit No	PO	CO	L:P Hrs
1	Browse the Internet and find different Multimedia Presentations and identify the building blocks.	1	1,4	1	1:2
2	i) Identify the importance of Resolution, Size and compression of Images. ii) Classify file formats of various Multimedia files	1	1,4,7	1	1:2
	i) Practice setting the canvas on the workspace for different requirements. ii) Import an image from the browser / Picture folder and place it on the workspace. iii) Click and drag the image on the work space.	2	1,4	2	2:4

	iv) Scale the image up and down.				
4	Design a Greeting card. Use different Layers for image and text.	2	1,4,7	2	1:2
5	Practice using different Selection tools.	2	1,4,7	2	1:2
6	Practice using different painting tools.	2	1,4	2	1:2
7	Restore old monochrome photos to a new one. Apply suitable colors.	2	1,4,7	2	1:2
8	Import a similar picture from the internet. Erase unwanted parts in the image, retouch old photos into new. Color partially.	2	1,4,7	2	1:2
9	Import a picture of a stationary motorcyclist. Apply suitable masking filters and background. The image should appear as though the motorcyclist is speeding fast.	2	1,4,7	2	1:2
10	Create a professional web layout. Use different layers, textures, colors, text, blending features and filter masking.	2	1,4,7	2	1:2
11	Create an innovative logo for your Institute considering all the features of your Institute.	2	1,4,7	3	1:2
12	Design a flyer for a short term course that is supposed to commence from 3 weeks ahead from the current date.	2	1,4,7	3	1:2
13	i) Add different objects to the space. Practice with both shortcut keys and menus. ii) Perform Transformation operations on objects added in 14 (i)	3	1,4,7	4	1:2
14	Create primitive objects like an ice cream cone, snowman, house, tunnel and like.	3	1,4,7	4	2:4
15	Change the structure of objects by editing Vertices, Edges, Faces and transform the same and observe the changes.	3	1,4,7	4	1:2
16	Design a red ball lying on green grass. Apply suitable texture and render the same.	3	1,4,7	4	2:4

17	Animate the ball in Ex. 15 (both rigid and elastic) to bounce thrice and roll. Use suitable animation principles. Add a booping sound when the ball bounces.	3	1,4,7	4	2:4
18	Design two playing dice and animate the same. Add suitable sound for dice fall.	3	1,4,7	4	2:4
19	Show the animation of water flowing out from a pipe around a suitable environment.	3	1,4,7	4	2:4
Total Hours					26 0:52 =78

The **suggested practical exercises** specified above are demonstrated for the attainment of the competency. These practical activities can also be used for the student assessment in portfolio mode for awarding CIE marks. **The lecturer can enhance the competency level of the students by sketching more practical exercises.**

NOTES:

8. It is compulsory to prepare log book/record of exercises. It is also required to get each exercise recorded in logbook, checked and duly dated signed by the teacher
9. Student activities are compulsory and are also required to be performed and noted in logbook.
10. Student activity is compulsory and part of skill assessment. The activity enables student to explore the course, help student to demonstrate creativity & critical thinking.
11. Student activity report is compulsory part to be submitted at the time of practical ESE
12. Term work report is compulsory part to be submitted at the time of practical ESE.
13. Student activity and student activity reports must be uploaded to Learning management system.
14. For CIE, students are to be assessed for Skills/competencies achieved.

11.MAPPING OF CO WITH PO

COURSE	CO'S	PROGRAMME OUTCOMES (PO'S)						
		1	2	3	4	5	6	7
MULTIMEDIA & ANIMATION	CO1	3	-	-	3	-	-	2
	CO2	3	-	-	3	-	-	3

	C03	3	-	-	3	-	-	3
	C04	3			3			3
Level 3- Highly Mapped, Level 2-Moderately Mapped, Level 1-Low Mapped, Level 0- Not Mapped								

12.SUGGESTED LEARNING RESOURCES

BOOKS	
1	The Illusion of Life / Frank Thomas and Ollie Johnston
2	The Animator's Survival Kit / Richard Williams
3	Animation For Beginners / Morr Meroz
URL'S	
1	https://webneel.com/
2	https://clippingpathindia.com/
3	https://www.photoshopessentials.com/basics/ https://www.befunky.com/
4	https://www.creativebloq.com/advice/understand-the-12-principles-of-animation
5	https://www.cgtarian.com/animation-tutorials/disney-animation-principles.html
6	https://ohmy.disney.com/movies/2016/07/20/twelve-principles-animation-disney/
7	https://wave.video/blog/12-basic-principles-of-animation/
8	https://www.youtube.com/watch?v=ILqOWe3zAbk&list=PLa1F2ddGya - UvuAqHAksYnB0qL9yWDO6&index=2

9	https://www.youtube.com/watch?v=8XyIYRW_2xk&list=PLa1F2ddGya - UvuAqHAksYnB0qL9yWDO6&index=3
10	https://www.youtube.com/watch?v=hTL6AKR8YDs&list=PLa1F2ddGya - UvuAqHAksYnB0qL9yWDO6&index=4
11	https://www.youtube.com/watch?v=JSAobQPRLwc&list=PLa1F2ddGya - UvuAqHAksYnB0qL9yWDO6&index=5
12	https://www.youtube.com/watch?v=7DNmaR7TKwU&list=PLa1F2ddGya - UvuAqHAksYnB0qL9yWDO6&index=7

13. SUGGESTED LIST OF PROPOSED STUDENT ACTIVITIES

Note: the following activities or similar activities for assessing CIE (IA)

SL. NO	ACTIVITY
1	Create a Collage of college events with various layouts
2	Create a flyer or advertisement for social issue.
3	Create a matte painting of a mountain region
4	Create scenery with a mirror reflection and proper lighting effect.
6	Create colourful balls and apply animation effects such that balls fall from a table and roll in different directions.
7	Animate blossoming of a flower.
8	Leaf falling from a tree.

14. COURSE ASSESSMENT AND EVALUATION CHART

SL.NO	ASSESSMENT	DURATION (in minutes)	MAX MARKS	CONVERSION
1	CIE Assessment 1 (Written Test -1 TH) - At the end of 3 ^d week	60	20	Average of two written tests 20
2	CIE Assessment 2 (Written Test -2 TH) - At the end of 13 th week	60	20	
3	CIE Assessment 3 (Skill Test) - At the end of 5 th week	3 hrs	20	Average of three skill test 20
4	CIE Assessment 4 (Skill Test) - At the end of 7 th week	3 hrs	20	
5	CIE Assessment 5 (Skill Test) - At the end of 9 th week	3 hrs	20	
6	CIE Assessment 6 (Student activity)- At the end of 11 th week	-	20	20
7	Total Continuous Internal Evaluation (CIE) Assessment			60
8	Semester End Examination(SEE) Assessment (Practical Test)	3 hrs	100	40
TOAL MARKS				100
Note: CIE written test is conducted for 100 marks (Two sections). Each section shall have two full questions of same CL, CO. Student shall answer one full question from each section.				

15. RUBRICS FOR EVALUATION OF ACTIVITY

RUBRICS FOR ACTIVITY						
Dimension	Poor	Below Average	Average	Good	Exemplary	Student Score
	2	4	6	8	10	
Project Guidelines Compliance	Guidelines have not been followed.	Guidelines have been followed with little noise.	Guidelines have been followed to an average extent.	Guidelines have been followed and executed to maximum extent.	All guidelines have been exceptionally followed and executed.	8
Concept/ Idea	No thought given to the subject. No idea or concept presented in the work.	Cliché idea or concept. Needs to brainstorm and apply fresh ideas.	Average idea or concept. Subject is presented in a typical manner	Good idea or concept. Subject is presented in a competent manner.	Good use of an idea or concept. Presented the idea in a unique and novel way.	6
Editing Techniques	Lacks demonstration of qualities and characteristics of various techniques and processes.	Demonstrates few qualities and characteristics of various techniques and processes, but unreliable.	Demonstrates some qualities and characteristics of various techniques and processes.	Good demonstration of qualities and characteristics of various techniques and processes	Excellent demonstration of qualities and characteristics of all techniques and processes expected.	8
Graphic Design	Limited or no expression of creative ideas and thoughts.	Designing needs more planning and creativity.	Competent development of creative ideas.	Excellent approach to creative thinking and expression.	Refined and sophisticated approach to original and unique presentation.	8

Animation & Rendering	3D animation / rendering is not done at all. Lacks knowledge on saving and appropriately naming files.	3D animation / rendering is incomplete. Expected to improve in techniques. Saved in appropriately named file	3D animation / rendering is completed. Works/looks satisfactorily and saved in an appropriately named file.	3D animation / rendering is done well, works/looks properly and saved in an appropriately named file.	3D animation / rendering is done extremely well, works/looks properly and is saved in an appropriately named file.	7
Appeal	Messy and confusing.	Presentation can be better.	Good.	Excellent show.	Exemplary. Very well organized.	7
Average / Total Marks: (8+6+8+8+7+7)/6						7.3 = 8 marks

16. RUBRICS FOR SKILL TEST EVALUATION (CIE & SEE)

Sl. No.	Parameter to be observed	Marks Allotted
1	Selection of suitable tool	10
2	Comfort level of working on UI	
3	Techniques Applied	30
4	Completion of task	40
5	Appeal	20
Total		100

Note: Execution of task Image Editing & Graphic Design / Animation.

17.SYSTEM REQUIREMENTS:

Sl. No.	Specification	Quantity
1.	Computers with HD Graphics Card	20
2.	Software: GIMP, KRETA, BLENDER, PHOTOSHOP or any other relevant open-source software.	-
3.	Internet Connectivity,	-

Note: Above specification is for a batch of 20 students

**ದ್ವಿತೀಯ ಸೆಮಿಸ್ಟರ್ ಕನ್ನಡ ಬಾರದ / ಕನ್ನಡೇತರ ಡಿಪ್ಲೋಮಾ ವಿದ್ಯಾರ್ಥಿಗಳಿಗೆ
ನಿಗದಿಪಡಿಸಿದ ಪಠ್ಯಕ್ರಮ
ಬಳಕೆ ಕನ್ನಡ - 1**

Course Code	20KA21T	Semester : II	Course Group – AU/KA
Course Title	ಬಳಕೆ ಕನ್ನಡ – I	Category : AU	Lecture Course
No. of Credits	2	Type of Course	CIE Marks : 50
Total Contact Hours	2 Hrs Per Week 26Hrs Per Semester	Teaching Scheme (L:T:P)= 2:0:0	SEE Marks : Nil

Table of Contents (ಪರಿವಿಡಿ)

Part – 1	Teaching Hour
Introduction to the Book, Necessity of learning a local language, Tips to learn the language with easy methods. Easy learning of a Kannada Language: A few tips. Hints for correct and polite conservation. Instructions to Teachers for Listening and Speaking Activities.	02
Part – II	
Key to Transcription for Correct Pronunciation of Kannada Language, Instructions to Teachers to teach Kannada Language	02
Part – III Lessons to teach Kannada Language - Listening and Speaking Activities	
Lesson – 1 Personal Pronouns, Possessive Forms, Interrogative words	02
Lesson – 2 Possessive forms of nouns, dubitive question and Relative nouns	02
Lesson – 3 Qualitative, Quantitative and Colour Adjectives, Numerals	02
Lesson – 4 Predictive Forms, Locative Case	02
Lesson – 5 Dative Cases, and Numerals	02
Lesson – 6 Ordinal numerals and Plural markers	02
Lesson – 7 Defective / Negative Verbs and Colour Adjectives	02
Lesson – 8 Permission, Commands, encouraging and Urging words (Imperative words and sentences)	02
Lesson – 9 Accusative Cases and Potential Forms used in General Communication	02
Lesson – 10 Helping Verbs “iru and iralla”, Corresponding Future and Negation Verbs	02
Lesson – 11 Do's and Don'ts in Learning of Kannada Language (Any Language in General)	01
Lesson – 12 Kannada Vocabulary List : ಸಂಭಾಷಣೆಯಲ್ಲಿ ದಿನೋಪಯೋಗಿ ಕನ್ನಡ ಪದಗಳು -	01
Kannada Words in Conversation	Total Teaching
Hours	26 Hours

**ದ್ವಿತೀಯ ಸೆಮಿಸ್ಟರ್ ಕನ್ನಡ ಬಲ್ಲ ಡಿಪ್ಲೋಮಾ ವಿದ್ಯಾರ್ಥಿಗಳಿಗೆ
ನಿಗದಿಪಡಿಸಿದ ಪಠ್ಯಕ್ರಮ
(ಕನ್ನಡ ಭಾಷೆ, ಸಾಹಿತ್ಯ, ಸಂಸ್ಕೃತಿ ಮತ್ತು ಪರಂಪರೆ ಕುರಿತು)**

Course Code	20KA21T	Semester : II	Course Group – AU/KA
Course Title	ಸಾಹಿತ್ಯ ಸಿಂಚನ – ೧	Category : AU	Lecture Course
No. of Credits	2	Type of Course	CIE Marks : 50
Total Contact Hours	2 Hrs per Week 26 Hrs per Semester	Teaching Scheme (L:T:P)= 2:0:0	SEE Marks : Nil

ಸಾಹಿತ್ಯ ಸಿಂಚನ – ೧ (ಕಾರ್ಯಪುಸ್ತಕ) (20KA21T)

ಪಠ್ಯಪುಸ್ತಕದ ಪರಿವಿಡಿ	ಬೋಧನಾ ಅವಧಿ
1. ಕರ್ನಾಟಕದ ಸಂಕ್ಷಿಪ್ತ ಇತಿಹಾಸ ಮತ್ತು ಸಾಹಿತ್ಯದ ಬೆಳವಣಿಗೆ	01 ಗಂಟೆ
2. ಕನ್ನಡ ಸಾಹಿತ್ಯದ ಸಂಕ್ಷಿಪ್ತ ಚರಿತ್ರೆ	01 ಗಂಟೆ
3. ಹಳಗನ್ನಡ ಸಾಹಿತ್ಯ - ಪಂಪ ಪೂರ್ವ ಯುಗ	
ಕನ್ನಡ ಸಾಹಿತ್ಯದ ರಚನೆಗೆ ಪ್ರಮುಖ ಪ್ರೇರಣೆಗಳು ಮತ್ತು ಪ್ರಭಾವಗಳು ಕನ್ನಡ ಸಾಹಿತ್ಯ ಪರಂಪರೆ ಮತ್ತು ರಾಜಾಶ್ರಯ ಕವಿರಾಜಮಾರ್ಗ ಮತ್ತು ವಡ್ಡಾರಾಧನೆ	03 ಗಂಟೆ
4. ಪಂಪ / ಚಂಪೂ ಯುಗದ ಕನ್ನಡ ಸಾಹಿತ್ಯ ಮತ್ತು ಪರಂಪರೆ	
ಆದಿಕವಿ ಪಂಪ, ರನ್ನ, ಪೊನ್ನ, ಜನ್ನ, ಒಂದನೇ ನಾಗವರ್ಮ ಮತ್ತು ನಾಗಚಂದ್ರ 10 ಮತ್ತು 11ನೇ ಶತಮಾನದ ಸಮಕಾಲೀನ ಪ್ರಮುಖ ಕವಿಗಳು	04 ಗಂಟೆ
5. ನಡುಗನ್ನಡ ಸಾಹಿತ್ಯ - ವಚನ ಸಾಹಿತ್ಯ / ಬಸವ ಯುಗ	
ವಚನ ಸಾಹಿತ್ಯದ ಬೆಳವಣಿಗೆಗೆ ಕಾರಣಗಳು ಮತ್ತು ಅದರ ಮಹತ್ವ ಪ್ರಮುಖ ವಚನಕಾರರು, ವಚನ ಸಾಹಿತ್ಯದಲ್ಲಿ ವೈಚಾರಿಕತೆ ಮತ್ತು ಕಾಯಕ ತತ್ವ	04 ಗಂಟೆ
6. ಕುಮಾರವ್ಯಾಸ ಯುಗ ಮತ್ತು ಸಾಹಿತ್ಯದ ಇತರೆ ರೂಪಗಳು	
ರಗಳೆ - ಹರಿಹರ, ಷಟ್ಪದಿ - ಕುಮಾರವ್ಯಾಸ, ಲಕ್ಷ್ಮೀಶ ಮತ್ತು ರಾಘವಾಂಕ ಸಾಂಗತ್ಯ - ರತ್ನಾಕರವರ್ಣಿ,	04 ಗಂಟೆ
7. ದಾಸ ಸಾಹಿತ್ಯ / ಕೀರ್ತನೆಗಳು	02 ಗಂಟೆ
ಪುರಂದರದಾಸರು, ಕನಕದಾಸರು ಮತ್ತು ಇತರೆ ಕೀರ್ತನೆಕಾರರು	
8. ಇತರೆ ಸಾಹಿತ್ಯದ ಪ್ರಕಾರಗಳು	04 ಗಂಟೆ
ತ್ರಿಪದಿ - ಸರ್ವಜ್ಞ, ಜಾನಪದ ಸಾಹಿತ್ಯ, ತತ್ವಪದಗಳು - ಶಿಶುನಾಳ ಶರೀಫರು	
9. ಮಹಿಳಾ ಸಾಹಿತ್ಯ : ಹೆಳವನಕಟ್ಟೆ ಗಿರಿಯಮ್ಮ ಮತ್ತು ಸಂಚಿಹೊನ್ನಮ್ಮ, ಆಧುನಿಕ ಪೂರ್ವ ಕನ್ನಡ ಸಾಹಿತ್ಯ : ಕೆಂಪುನಾರಾಯಣ ಮತ್ತು ಮುದ್ದಣ	02 ಗಂಟೆ
10. ಹಳಗನ್ನಡ ಮತ್ತು ನಡುಗನ್ನಡ ಸಾಹಿತ್ಯ ಚರಿತ್ರೆಯ ಒಂದು ಅವಲೋಕನ	01 ಗಂಟೆ
ಒಟ್ಟು ಬೋಧನಾ ಅವಧಿ 26 ಗಂಟೆಗಳು	26 ಗಂಟೆ

ಬಳಕೆ ಕನ್ನಡ -I ಮತ್ತು ಸಾಹಿತ್ಯ ಸಿಂಚನ -೦೧ ಪಠ್ಯಕ್ರಮಗಳಿಗೆ ನಿರಂತರ ಆಂತರಿಕ ಮೌಲ್ಯಮಾಪನದ

ಮಾರ್ಗಸೂಚಿಗಳು

(COURSE ASSESSMENTS AND EVALUATION CHART- CIE ONLY)

Sl.No	Assessment	Type	Time frame in semester	Duration	Max marks	Conversion
1.	CIE Assessment 1	Written test-1	- At the end of 3 ^d week	80 minutes	30	Average of three written tests-1,2,3 for 30 marks
2	CIE Assessment 2	Written test-2	- At the end of 7 week	80 minutes	30	
3	CIE Assessment 3	Written test-3	- At the end of 13 week	80 minutes	30	
4	CIE Assessment 4	MCQ/Quiz	- At the end of 5 week	60 minutes	20	Average of three Assessment 4,5,6 for 20 marks
5	CIE Assessment 5	Open book test	- At the end of 9 week	60 minutes	20	
6	CIE Assessment 6	Student activity & presentation	- At the end of 11 week	60 minutes	20	
	Total Continuous Internal Evaluation (CIE) Assessment					50
				Total Marks		50



Government of Karnataka
Department of Collegiate and Technical Education

C-20 Second Year Diploma Curriculum Computer Science Engineering

Curriculum Development Cell, DTE
2021-22



Government of Karnataka
DEPARTMENT OF COLLEGIATE AND TECHNICAL EDUCATION

Curriculum Structure

III Semester Scheme of Studies- Diploma in Computer Science and Engineering

Sl. No.	Course Category / Teaching Department	Course Code	Course Name	Hours per week			Total contact hrs /week	Credits	CIE Marks		SEE Marks		Total Marks	Min Marks for Passing (including CIE marks)	Assigned Grade	Grade Point	SGPA and CGPA
				L	T	P			Max	Min	Max	Min					
Integrated Courses																	
1	PC/CS	20CS31P	Python Programming	3	1	4	8	6	60	24	40	16	100	40			Both SGPA & CGPA
2	PC/CS	20CS32P	Computer Hardware, Maintenance and Administration	3	1	4	8	6	60	24	40	16	100	40			
3	PC/CS	20CS33P	Computer Networks	3	1	4	8	6	60	24	40	16	100	40			
4	PC/CS	20CS34P	Database System Concepts and PL/SQL	3	1	4	8	6	60	24	40	16	100	40			
Audit Course																	
5	AU/KA	20KA31T	ಸಾಹಿತ್ಯ ಸಿಂಚನ-II/ ಬಳಕೆ ಕನ್ನಡ-II	2	0	0	2	2	50	20	-	-	50	20			
Total				14	4	16	34	26	290	116	160	64	450	180			

***PC: Programme Core:: AU-Audit Course:: KA: Kannada:: L: Lecture:: T: Tutorial:: P: Practice**



Government of Karnataka
DEPARTMENT OF COLLEGIATE AND TECHNICAL EDUCATION
Curriculum Structure

IV Semester Scheme of Studies- Diploma in Computer Science and Engineering

Sl. No.	Course Category / Teaching Department	Course Code	Course Name	Hours per week			Total contact hrs /week	Credits	CIE Marks		SEE Marks		Total Marks	Min Marks for Passing (including CIE marks)	Assigned Grade	Grade Point	SGPA and CGPA
				L	T	P			Max	Min	Max	Min					
Integrated Courses																	
1	PC/CS	20CS41P	Data structures with Python	3	1	4	8	6	60	24	40	16	100	40			Both SGPA & CGPA
2	PC/CS	20CS42P	Operating System and Administration	3	1	4	8	6	60	24	40	16	100	40			
3	PC/CS	20CS43P	Object Oriented Programming and Design with Java	3	1	4	8	6	60	24	40	16	100	40			
4	PC/CS	20CS44P	Software Engineering principles and practices	3	1	4	8	6	60	24	40	16	100	40			
Audit Course																	
5	AU/CS	20CS45T	Indian Constitution	2	0	0	2	2	50	20	-	-	50	20			
Total				14	4	16	34	26	290	116	160	64	450	180			

***PC: Programme Core:: AU-Audit Course:: L: Lecture:: T: Tutorial:: P: Practice**

3RD SEMESTER



Government of Karnataka
DEPARTMENT OF COLLEGIATE AND TECHNICAL EDUCATION

Programme	Computer Science and Engineering	Semester	III
Course Code	20CS31P	Type of Course	Programme Core
Course Name	Python Programming	Contact Hours	8 hours/week 104 hours/semester
Teaching Scheme	L:T:P :: 3:1:4	Credits	6
CIE Marks	60	SEE Marks	40

1. Rationale

Computer programming is the core of the computer science and strong fundamentals of programming can give competitive edge in this technology driven world. It not only instils coding skills but also enhances problem solving ability. Python is one of the programming languages which is versatile and feature rich yet simple and easy to learn, has applications in various domains. Python programming sets the basis for further study of web development, data science, IoT, machine learning etc.

2. Course Outcomes: At the end of the Course, the student will be able to:

CO-01	Install the latest version of python distribution and configure it for an appropriate workspace as needed for a given project.
CO-02	Write a program by selecting python constructs needed to solve a given problem and then code, execute, test and debug the program to obtain the desired result.
CO-03	Demonstrate how a program can be optimized by using modular programming approach.
CO-04	Identify and resolve both syntactical and semantic errors in a given code snippet.

3. Course Content

Week	CO	PO	Lecture (Knowledge Criteria)	Tutorial (Activity Criteria)	Practice (Performance Criteria)
			3 hours/week	1 hour/week	4 hours/week (2 hours/batch twice in a week)
1	1,2	1,4	Fundamental Concepts: brief history; features; applications of python; python distributions; versions; python IDEs; Python interpreter; Execution of python programs, debugging python code; Indentation, Comments; best practices for python programming; Character set; tokens; keywords, variables, naming rules for variables, Assignment,	Refer Table 1	1. Setup python environment 2. Executing python: explore different ways to run python program 3. debug python code
2	2,4	1,2,4	Basics I/O operations Input- input (), raw_input() ; output – print (), formatting output. Datatypes		1. Code, execute and debug programs that a) Use i/o statements

			Scalar type: Numeric (int, long, float, complex), Boolean, bytes, None; Type casting Operators Arithmetic, Comparison/Relational, Logical/Boolean, Bitwise; string operators; Expressions and operator precedence		b) Evaluate expressions and displays formatted output c) Evaluate expressions to examine the operator precedence 2. Identify and resolve syntactic and semantic issues in the given code snippet
3	2,4	1,2,4	Control Flow: Conditional blocks If statement: general format; Multiway branching; Sufficient examples;		1. Identify and Code, execute and debug programs using conditional statements. 2. Identify and resolve syntactic and semantic issues in the given code snippet
4	2,4	1,2,4	Control Flow: Loops While loop: general format; examples For loop: general format, examples. Range();nesting loops and conditional statements; Controlling loop execution: Break, continue, pass statements;		1. Code, execute and debug programs using loops. 2. Code, execute and debug programs using loops and conditional statements 3. Identify and resolve syntactic and semantic issues in the given code snippet
5	2,4	1,2,4	Data Collections Concept of mutability Set – features, declaration, initialization, operations, comprehension; Tuple-features; declaration, initialization, basic operations; indexing; slicing; built in functions; Nested tuples;		1. Code, execute and debug programs to perform following ▪ set operations ▪ set comprehension 2. Code, execute and debug programs to perform following ▪ basic operations on tuples ▪ tuple indexing and slicing 3. Identify and resolve syntactic and semantic issues in the given code snippet
6	2,4	1,2,4	List features; declaration, initialization, basic operations; indexing; List iterations; Slicing; built in functions; Nested Lists; Comprehensions; Applications		1. Write code snippet to perform following on List ▪ basic operations on List ▪ indexing and slicing ▪ comprehension

					2. Identify and resolve syntactic and semantic issues in the given code snippet
7	2,4	1,2,4	Dictionary features; declaration, initialization, basic operations; indexing; adding and removing keys, iterating through dictionaries; built in functions; Comprehensions; Applications		1. Code, execute and debug programs to perform basic operations on Dictionary 2. Code, execute and debug programs to perform Dictionary indexing Iterating comprehension 3. Identify and resolve syntactic and semantic issues in the given code snippet
8	2,4	1,2,4	Arrays and Strings Arrays: features; create, initialize, indexing, traversal, manipulation; Strings: create, assign, indexing, built in functions;		1. Code, execute and debug programs to perform string manipulation 2. Code, execute and debug programs to perform array manipulation 3. Identify and resolve syntactic and semantic issues in the given code snippet
9	2,3,4	1,2,4	Functions Need of function; types; define function, calling function, function arguments; return and yield; None keyword; Scope of variables; Recursion; anonymous functions; sufficient examples;		1. Code, execute and debug programs to solve the given problem using built in functions 2. Code, execute and debug programs to solve the given problem by defining a function 3. Code, execute and debug programs to solve the given problem using recursion 4. Define anonymous function and code to solve the given problem 5. Identify and resolve syntactic and semantic issues in the given code snippet
10	2,3,4	1,2,4	Modules and Packages		1. Create Modules and Packages

			Why modules? Module creation; Importing modules; Module Namespace; Packages: basics; path setting; Package __init__.py Files; Commonly used modules: Math, random; Emoji;		2. Code, execute and debug programs using built in modules
11	2,3,4	1,2,4	NumPy Brief about NumPy module; NumPy arithmetic functions; NumPy array manipulation functions; NumPy statistical functions; Pandas Introduction, series, data frame; Create dataframes; formatting data; fundamental data frame operations;		1. Code, execute and debug programs using NumPy module. 2. Code, execute and debug programs using series. 3. Code, execute and debug programs using dataframes. 4. Identify and resolve syntactic and semantic issues in the given code snippet
12	2,3,4	1,2,4	Files Concept; features; file operations; Opening Files; Closing Files; Writing to Files; Reading to Files; File methods; Working with files using data frame.		1. write code snippet to perform following operations on different types of files ▪ read file ▪ write to file. 2. Write code to perform file operations using dataframes on different file types. 3. Identify and resolve syntactic and semantic issues in the given code snippet
13	2,3,4	1,2,4	Error and Exception Handling: Python errors; exceptions: built in, user defined. How to catch exceptions? Raising exceptions;		1. Integrate exception handling into above code 2. Write code snippet to raise exceptions 3. Identify and resolve syntactic and semantic issues in the given code snippet
Total in hours			39	13	52

*PO = Program outcome as listed and defined in year 1 curriculum

Table 1: Suggestive activities for tutorials (the list is only shared as an example and not inclusive of all possible activities for that course. Student and faculty are encouraged to choose activities that are relevant to the topic and the availability of such resources at their institution)

Sl no	Activity
1	1. Compare and contrast excel and python 2. Identify various python IDEs and identify differences between them.
2	1. Identify use cases like reading student name and contact details and display in a required format 2. Compare and contrast input () and raw_input() and identify its appropriate use.

	3. Identify use of operators and develop algorithms to solve the same 4. Compare and contrast different types of operators
3	1. Identify use cases that involve decision making and develop algorithms to solve the same 1. Identify common syntactical errors when using control flow statements
4	1. Identify use cases that involve iteration and develop algorithms to solve the same 2. Compare and contrast different types of loops 2. Identify common syntactical errors when using loops
5	1. Identify use cases and solve them using sets 2. Identify use cases and solve them using tuples 3. Identify common syntactical errors when working with sets and tuples
6	1. Identify use cases and solve them using List 2. Identify common syntactical errors when working with List 3. Reimplement built in list functions
7	1. Identify use cases and solve them using dictionary 2. Reimplement built in dictionary functions 3. Identify common syntactical errors when working with dictionary
8	1. Identify use cases and solve them using arrays 2. Reimplement built in string functions 3. Identify common syntactical errors when working with arrays and strings
9	1. Optimize previously written programs by using modular programming approach
10	1. Identify and present pros and cons of modules and packages 1. Explore and present python built in modules.
11	1. Identify the applications of Pandas 2. Perform data analysis using Pandas module on a dataset such as .
12	1. Identify use cases on files concept and develop algorithms to solve the same 2. Explore regular expressions and present how they can be used for file manipulation
13	3. Compare and contrast error and exception. 4. Rewrite the programs using exceptions if needed

4. CIE and SEE Assessment Methodologies

Sl. No	Assessment	Test Week	Duration In minutes	Max marks	Conversion
1.	CIE-1 Written Test	5	80	30	Average of three tests 30
2.	CIE-2 Written Test	9	80	30	
3	CIE-3 Written Test	13	80	30	
4.	CIE-4 Skill Test-Practice	6	180	100	Average of two skill tests reduced to 20
5	CIE-5 Skill Test-Practice	12	180	100	
6	CIE-6 Portfolio continuous evaluation of Activity through Rubrics	1-13		10	10
Total CIE Marks					60
Semester End Examination (Practice)			180	100	40
Total Marks					100

5. Format for CIE written Test

Course Name	Python Programming	Test	I/II/III	Sem	III/IV
Course Code	20CS31P	Duration	80 Min	Marks	30
Note: Answer any one full question from each section. Each full question carries 10 marks.					
Section	Assessment Questions		Cognitive Levels	Course Outcome	Marks
I	1				

	2			
II	3			
	4			
III	5			
	6			
Note for the Course coordinator: Each question may have one, two or three subdivisions. Optional questions in each section carry the same weightage of marks, Cognitive level and course outcomes.				

6. Rubrics for Assessment of Activity (Qualitative Assessment)

Sl. No.	Dimension	Beginner	Intermediate	Good	Advanced	Expert	Students Score
		2	4	6	8	10	
1		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	8
2		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	6
3		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	2
4		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	2
Average Marks= (8+6+2+2)/4=4.5							5

Note: Dimension and Descriptor shall be defined by the respective course coordinator as per the activities

7. Reference:

Sl. No.	Description
1	Core python programming, Wesley J. Chun Publisher: Prentice Hall PTR
2	Fluent Python by Luciano Ramalho
3	https://www.softcover.io/read/e4cd0fd9/conversational-python
4	https://realpython.com/
5	https://www.python-course.eu/
6	https://www.datacamp.com/
7	https://www.w3schools.com/

8. CIE Skill Test and SEE Scheme of Evaluation

SL. No.	Particulars/Dimension	Marks
1	Develop an algorithmic solution for the given problem statement based on the documentation of each of the steps involved, including input, output and logic.	20
2	Write program for the above given problem choosing relevant python constructs.	20
3	Code, execute, test and debug the above program.	30
4	Demonstrate how your program has solved the given problem In the event of, a student fails to get the desired result (with no syntactical and least semantic errors), the examiner shall use viva voce to assess the student's problem-solving and python programming skills	20
5	Portfolio evaluation based on aggregate of all practice sessions	10
Total Marks		100

9. Equipment/software list with Specification for a batch of 20 students

Sl. No.	Particulars	Specification	Quantity
1	Python 3.8		20
2	Editor such as iPython, Jupyter, spider, PyCharm , google CoLab		20
3	Computers		20



Government of Karnataka
DEPARTMENT OF COLLEGIATE AND TECHNICAL EDUCATION

Programme	Computer Science and Engineering	Semester	III
Course Code	20CS32P	Type of Course	Programme Core
Course Name	Computer Hardware, Maintenance and Administration	Contact Hours	8 hours/week 104 hours/semester
Teaching Scheme	L:T:P :: 3:1:4	Credits	6
CIE Marks	60	SEE Marks	40

1. Rationale

Professional computer maintenance ensures computer hardware and software systems run efficiently to increase productivity while lowering the chances of downtime. This course aims to help understand the internal working of computers/laptops and prepare the student for a role as an entry-level IT support technician. This course sets a basis for different facets of information technology like computer hardware, software, trouble shooting and customer service.

2. Course Outcomes: At the end of this course, students will be able to:

CO-01	Assemble a computer as per given technical specifications following all necessary safety protocols and install, configure and setup an administrator for a Windows Operating System.
CO-02	Diagnose a computer using the right diagnostic tools, identify the hardware problem and troubleshoot to resolve the problem following all safety protocols.
CO-03	Diagnose an installed software using the right diagnostic tools, identify the bug/issue, troubleshoot to resolve bugs/issues and ensure all data and applications are backed up before troubleshooting.
CO-04	Explain e-waste protocols to be followed while disposing computer hardware, to ensure compliance with all required state pollution control board regulations.

3. Course Content

Week	CO	PO	Lecture (Knowledge Criteria)	Tutorial (Activity Criteria)	Practice (Performance Criteria)
			3 hours/week	1 hour/week	4 hours/week (2 hours/batch twice in a week)
1	01	1, 4	I/O devices and Interfaces Types of I/O devices and ports on a standard PC for connecting I/O devices. Function of serial port, parallel port, and brief principle of communication through these ports, types of devices that can be connected and interface standards. Explain basic cable types, features and their purposes. Importance of USB and HDMI interfaces- Types and Features. Working of Common	Refer Table 1	1. Hardware Identification: • Computer Case- Types, Features- Front panel, back panel; A look inside the computer case. • Identify the front and rear panel controls and ports on a PC cabinet. • Identify and understand different cables and connectors: Video cables- VGA, HDMI, Mini-HDMI, Display port, DVI; Peripheral cables- Serial; Hard drive cables- SATA, PATA, IDE,

			Input/Output devices- Keyboard, Mouse, display monitor, printer and speaker.		SCSI; Adapters-DVI to HDMI, USB to ethernet, DVI to VGA. • Installation of a local printer. • Shared printer. • Installing wireless and cloud printers.
2	01	1,4	Power supplies Safety Basics: safety protocols; anti-static basic hand tools, Know the danger of static electricity, power variation; Precautions to be taken while mounting and unmounting power supply into/ from the cabinet; DC power source to PC - Need for SMPS, Specifications, Rating of SMPS based on type of motherboard and devices used (AT/ATX, Micro ATX, mini ATX, higher watts PSU for gaming PC), color coding adopted, Types of connectors used- ATX, ATX12V, Molex, SATA, PCIe; Output voltage levels, measuring technique; choosing power supply based on wattage rating; Heat sink; 80 plus rating system; Modular power supply. Symptoms of SMPS failure; Common problems from a faulty SMPS. Trouble shooting Power supplies.		1. Unmount the power supply from PC cabinet. Identify the types of output connectors. 2. Identify output voltages using color coding. 3. Measure voltage levels using multi meter. 4. Mount the power supply into the PC cabinet, connect different components and test PC. 5. Trouble shoot Power supply through SMPS fan. 6. Diagnose power supply faults using PSU Tester.
3	1	1,4	Basic Electronics –Electricity, Electrical quantities- Voltage, current and resistance; Active components: Diodes- PN junction diodes, biasing conditions- forward bias and reverse bias, transistors- BJT, MOSFET; Passive components-Resistors, capacitors, inductors, transformers, sensors, and transducers; Integrated Circuits Digital Electronics- PWM, opto-coupler; checking AC to DC converter.		1. Identify the electrical and electronic components used in a computer and tabulate them as active and passive components. 2. Identify the working and non-working state of basic components and semiconductor devices. 3. Using multi meter- Check Output voltage of basic components and semiconductor devices. 4. Check different voltage levels of opto-coupler, PWM and rectifier.
4	01,03	01,04	Mother board – Example Motherboards; Functional description of mother board; specification and variation. Form factor- what is Motherboard Form factor? Types and features of Motherboard form factors- ATX, Micro-ATX, Mini-ITX,		1. Precautions to be taken before removing the mother board from PC cabinet. 2. Using the CPUID CPU-Z tool, find different features of CPU. 3. Check the Electric flow path and data flow path 4. Windows resource monitor

			Nano-ITX, and Pico-ITX. Functional components of Motherboard; CPU and CPU socket-Types of sockets; Overview of microarchitecture of INTEL and AMD CPU.		5. Using the CPUID CPU-Z tool, identify the CPU cache features of your working system.
5	01, 03	01, 04	Chipsets- Function, Types and Features. Buses- System bus architecture Importance of POST; UEFI – why is it required, possible configurations through UEFI. IDE ports; Methods of adding SCSI drives. CMOS battery: Why? Its specifications. Impact of removing the battery from mother board.		1. Identify system faults using POST diagnostics card. 2. Understand basic onboard configuration through UEFI. 3. Test different motherboards to determine support for UEFI 4. Replace the CMOS battery in a computer following the procedures. 5. Understand and modify BIOS settings and observe the consequences of CMOS failure.
6	01, 03	01, 04	Memory– Memory Units (B, KB, MB, GB, TB), memory locations and address space, Access methods, Memory Classification. Main memory Types and Features. Auxiliary memory – Types and features. Memory modules.		1. Identify RAM chips and HDD/SSD, study their features and note their technical specifications. 2. Identify SIMM and DIMM memory modules, their number of pins, specs and type. 3. Identify the interface type of a hard drive and connect it to a PC for data recovery.
7	01, 03	01, 04	RAM Technology- SDRAM, DDR, DDR2, DDR3, DDR4 – Clock speed, Bandwidth, Memory speed rating, PC speed rating; RAM capacity- single- sided and double-sided RAM, Channels; RAM features- Parity/ECC RAM, SODIMM, SPD chip. Mass storage media- Hard drive, Principle of working, reliability, performance, SSD, optical drive; Logical Block Addressing (LBA); Memory capacity- physical and logical addressing; M.2 drives, SATA, NVMe. Causes of Hard drive failure; Signs of failure; Backup and recovery of data;		1. Use CPUID-CPUZ tool to identify capacity, speed, technology, and related features of RAM. 2. Check for RAM and Motherboard compatibility and install additional RAM stick. 3. Find on Windows system properties to check the RAM for correct installation. 4. Query the SPD RAM chip to identify all 5. possible information using CPUID CPUZ.
8	02, 03		Windows Installation – Overview windows 10; general features; Versions; architecture; prerequisites for windows 10 installation: hardware compatibility, BIOS compatibility, driver requirements. Clean install of		1. Windows Installation Inspect prerequisites for windows 10 installation on a given computer. 2. Perform clean installation. 3. Upgrade to windows 10. 4. Create dual boot for a given system, learn and rectify errors

			windows 10; upgrade to windows 10; disk partitioning; troubleshooting installation problems; Multiple boot options; windows service packs. Imaging: create a Windows system image; How to Backup/Restore your Windows partition with the bootable image.		in dual boot. 5. Practice on recovery partition. 6. Practice 10 registry tweaks. 7. Practice disk management utilities.
9	01, 02, 03		File system overview, types, properties, conversion from one filesystem to another, configuration. Configuring system and data recovery: Recover files, recover apps and the registry; recover windows 10. Configure and manage windows updates: auto/manually; testing and troubleshooting updates. Monitor and manage: Performance monitoring; optimize windows services; tune scheduled tasks. Customizing windows desktop.		1. Practice data recovery methods 2. Working with task manager to troubleshoot configuration and other performance related issues. 3. Working with task scheduler. 4. Customizing windows desktop.
10	01, 03	01, 04, 07	Windows Command line; PowerShell; basic commands; writing simple PowerShell scripts. File security.		1. Execute basic commands in Windows using command prompt and PowerShell like listing the drives in a system, creating a new file, removing a file or directory, retrieving the list of processes and services, etc., 2. Use command line to encrypt and decrypt files and folders.
11	02, 03, 04	01, 04	Portable computing- Troubleshooting Laptops- I Difference between laptop and desktop Motherboards; Checking Power connector and adaptor pins, AC adapter of Laptop circuit diagram, Fault finding; troubleshooting voltage transfer section, AC-DC conversion, Generation of stand by voltage, fault finding- No power ON, power switch, Battery charging circuit;		1. Observe the layout of a laptop and compare it with a desktop. 2. Follow/review manufacturer maintenance guide for repair and maintenance. 3. Power Issues: Battery not charging, No power. 4. Troubleshoot computer hardware issues in the following scenarios- -Unexpected shutdowns. -Lockups -POST & Boot -Continuous reboot -No Power -Loud Noises. -Intermittent device failure -Smoke and burning smell 5. -Indicator lights.

12	03, 04,	01, 04	Troubleshooting Laptops- II Dual MOSFET pin details, Two N- channel MOSFET in place of dual MOSFET, one p-channel and one N- channel MOSFET, problems and faultfinding; CPU voltage generation circuits, keyboard interface, problem and fault finding. Touch pad connector, BIOS details, SATA HDD details, Audio section, internal display, LED screen pin details. Malware mitigation: introduction, types, symptoms, malware removal;		1. Perform the same operations in week#7 on a laptop. 2. LCD display trouble-shoot: No display/dim video/flickering video. 3. Wireless troubleshooting: Multiple antennae, check presence of wireless cards. 4. Scan and remove malwares in each computer or mobile device. 5. Perform Antivirus and anti-malware updates.
13	04,	01, 04	E-waste management: What is EEE and E-waste? Different scenarios of E-waste management, StEP initiatives to solve e-waste problems, impact of e-waste on health of children and workers. E-waste management in India: EPR and e-waste, the informal sector in e-waste management, Technologies for e-waste management, Financing e-waste management systems- Key steps, milestones to achieve a robust E-waste system. Case studies.		- Visit https://greene.gov.in and https://kspcb.karnataka.gov.in/ to find the latest regulations and policies taken up by the Government of India. - Visit a nearby e-waste management plant and understand the management process.
Total in hours			39	13	52

*PO = Program outcome as listed and defined in year 1 curriculum

Table 1: Suggestive activities for tutorials (the list is only shared as an example and not inclusive of all possible activities for that course. Student and faculty are encouraged to choose activities that are relevant to the topic and the availability of such resources at their institution)

SL NO	Activity
1	1. Study multipurpose cables used with different models of computers and their applications. 2. Identify the cables and list the devices that can be connected to computer using these cables. 3. Identify commercially available brands of keyboard, mouse and monitor and their distinguishable features.
2	1. Identify preventive measures that help to eliminate or reduce electrostatic discharge. 2. Describe effective ways to reduce the risk of injury or damage while working with respect to powersupply in computer systems. 3. Make your observations on why a technician may choose to use a UPS instead of a surge suppress or to protect a computer. 4. Identify the components that are powered by the PSU. 5. Identify the common causes of PSU/SMPS failure and explain how it can be maintained in a healthy state.

	6. Explain the factors on which the PSU wattage is decided. 7. Describe the features of different Power supplies available commercially that support a gaming PC.
3	1. Calculate the value of resistors onboard using the color code. 2. Identify the terminals of a BJT and MOSFET.
4	1. Identify the units MHz and GHz with respect to CPU. 2. Compare and contrast the characteristics of different motherboard formfactors. 3. Identify and present the factors to select an appropriate Motherboard based on the purpose- Basic applications, Gaming, Workstations/servers. 4. Study the features and specifications of the processors (Intel: Pentium family, dualcore, quad core, core 2 duo, i3, i5, i7, i9 and AMD processors). 5. Study the CPU benchmarks of the trending processors. 6. Compare features of CPU and GPU.
5	1. Explain bus standards with respect to evolution, speed, and recent trends (ISA, PCI, AGP). 2. Explain how to clear CMOS password. 3. Explain the importance of UEFI and configuration settings for – a. Overclocking of CPU frequencies b. Set RAM timings 4. Setting BIOS passwords Specify boot options.
6	1. Describe the classification of memories. 2. Study different types of memory devices and features that are commercially available.
7	1. Study the characteristics of different types of SSDs. 2. Compare DDR4 and DDR5 memory. 3. Study and identify what happens when the hard drive fails.
8	1. Identify system requirements for Windows 10 installation. 2. Study and list the features of different versions of windows 10. 3. Explore file backup in Windows file history feature.
9	1. Study best practices followed in scheduled backups and scheduled disk maintenance. 2. Study the necessity of TPM in Windows 11.
10	1. Compare relative merits and demerits of the two command shells.
11	1. Relate the components of a laptop to a desktop and compare their features. 2. Identify the upgradable and non- upgradable components in laptops.
12	1. Document the common faults that may occur on the motherboard.
13	1. Study the e-waste rules 2016 and their amendments there-off as prescribed by the Karnataka state pollution control board and explain the process for the polytechnic to follow safe disposal of e-waste. 2. Study the global e-waste key statistics. 3. Sketch the e-waste policies and regulations, you think, must be regulated at each stakeholder's level.

4. CIE and SEE Assessment Methodologies

Sl. No	Assessment	Test Week	Duration In minutes	Max marks	Conversion
1.	CIE-1 Written Test	5	80	30	Average of three tests 30
2.	CIE-2 Written Test	9	80	30	
3	CIE-3 Written Test	13	80	30	
4.	CIE-4 Skill Test-Practice	6	180	100	Average of two skill tests reduced to 20
5	CIE-5 Skill Test-Practice	12	180	100	
6	CIE-6 Portfolio continuous evaluation of Activity through Rubrics	1-13		10	10
Total CIE Marks					60
Semester End Examination (Practice)			180	100	40
Total Marks					100

5. Format for CIE written Test

Course Name	Computer Hardware, Maintenance and Administration	Test	I/II/III	Sem	III/IV
Course Code	20CS32P	Duration	80 Min	Marks	30
Note: Answer any one full question from each section. Each full question carries 10 marks.					
Section	Assessment Questions		Cognitive Levels	Course Outcome	Marks
I	1				
	2				
II	3				
	4				
III	5				
	6				
Note for the Course coordinator: Each question may have one, two or three subdivisions. Optional questions in each section carry the same weightage of marks, Cognitive level and course outcomes.					

6. Rubrics for Assessment of Activity (Qualitative Assessment)

Sl. No.	Dimension	Beginner	Intermediate	Good	Advanced	Expert	Students Score
		2	4	6	8	10	
1		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	8
2		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	6
3		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	2
4		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	2
Average Marks= (8+6+2+2)/4=4.5							5

Note: Dimension and Descriptor shall be defined by the respective course coordinator as per the activities

7. Reference:

Sl. No.	Description
1	https://www.dell.com/support/kbdoc/en-in/000139662/what-does-the-msconfig-utility-do-in-windows-7-on-your-dell-pc#TOC
2	https://www.google.co.in/amp/s/www.ufsexplorer.com/amp/articles/how-to/connect-sata-disks-instruction.php
3	http://www.qiguaninc.com/met/faq/faq35_en.html
4	https://www.ciscopress.com/articles/article.asp?p=2999386&seqNum=3
5	https://www.crucial.in/articles/pc-builders/what-is-computer-hardware
6	https://www.udemy.com
7	https://www.pluralsight.com

8. CIE Skill Test and SEE Scheme of Evaluation

SL. No.	Particulars/Dimension	Marks
1	Document technical specifications of the right hardware components to assemble a computer to meet the given requirement and also necessary safety protocols to be followed.	20
2	Demonstrate the configuration and setting up an administrator for a Windows Operating System.	10

3	Identify the hardware problem and trouble shoot using appropriate diagnostic tools in a given computer following all safety protocols.	20
4	Identify the software issues and trouble shoot using appropriate diagnostic tools in a given computer ensuring that all data and applications are backed up.	20
5	Explain the issues identified and how they have been resolved: In the event of student failing to diagnose and troubleshoot the issues either software or hardware, the examiner shall use viva-voce to explain the protocols to be followed in e-waste management.	20
6	Portfolio evaluation of practice sessions	10
Total Marks		100

9. Equipment/software list with Specification for a batch of 20 students

Sl. No.	Particulars	Specification	Quantity
1	Computers		10
2	PSU Tester		10
3	Multimeter		10
4	Individual components- SMPS/PSU	400 watts	10
5	SMPS/PSU	800 watts	10
6	Motherboard – ATX		10
7	Motherboard – Micro ITX		10
8	RAM stick – DDR3		10
9	RAM stick – DDR4		10
10	CMOS battery		10
11	Windows 10/11 OS user license for multi users		
12	POST diagnostic card		10



Government of Karnataka
DEPARTMENT OF COLLEGIATE AND TECHNICAL EDUCATION

Programme	Computer Science and Engineering	Semester	III
Course Code	20CS33P	Type of Course	Programme Core
Course Name	Computer Networks	Contact Hours	8 hours/week 104 hours/semester
Teaching Scheme	L:T:P :: 3:1:4	Credits	6
CIE Marks	60	SEE Marks	40

1. Rationale

The computer networking skills are essential in today's information and communication technology driven world. It enables students with essential skills and knowledge to explore the world of communication and networking for further study and career.

2. Course Outcomes: At the end of the course, the student will be able to:

CO-01	Select an appropriate communication technology for a given network and ensure optimal performance by addressing issues arising from transmission impairments.
CO-02	Design a network for a given specification by using the right network components, devices, topologies, protocols and software.
CO-03	Design, build, test and troubleshoot a SOHO network for a given premises.
CO-04	Demonstrate the configuration of IP address, routing, subnetting, client-server interaction (TCP, UDP) and DNS for a given WAN network using a network simulator and troubleshoot common network issues

3. Course Content

Week	CO	PO	Lecture (Knowledge Criteria)	Tutorial (Activity Criteria)	Practice (Performance Criteria)
			3 hours/week	1 hour/week	4 hours/week(2 hours/batch twice in a week)
1	01	1, 2	Electromagnetic waves - Generation of electromagnetic waves and their properties Electromagnetic spectrum - classification and its applications Communication Systems - Basic elements of communication systems with block diagram, List commonly used terms in electronic communication systems, Data representation, Data flow, Modulation, Demodulation Analog and Digital Signals, Periodic and Non-Periodic Signals, Sine Wave, Phase, Wavelength, Digital Signals, Bit-rate, Bit-length.	Refer Table 1	1. Build a circuit to Generate and detect of BASK signal and BFSK signal using communication kit.
2	01	1,2	Transmission Impairment – Attenuation, Distortion and Noise,		1. Explore all ISP in your area/locality and select best internet ISP/plan

			Performance - Bandwidth, Throughput, Latency, Jitter (Basic concepts only). Transmission Modes – Parallel and Serial Transmission. Asynchronous and Synchronous Transmission. Satellite communication- Introduction, advantages and disadvantages		based on cost and performance. 2. Test the download/upload speed in your computer/mobile phone also check type, bandwidth and ISP. 3. Explore Bluetooth, Wifi, NFC in your smartphone and note their key technical attributes (Radio spectrum band, range, pathloss, throughput, mode etc)
3	01, 02	1, 2, 3	Perspectives on Networking – End user perspectives on Networking and Internet, Overview of Networking. Categories of networks - LAN, MAN, WAN, Internetworking (Illustrate Network from LAN connected using a HUB to Internetwork). The communication rules (Method, language, Confirmation) – Protocols, the Internet. The Network Standard Organizations, Protocol Stack. OSI Model : OSI Layers and Their Functions, OSI Layering Concepts and Benefits, OSI Encapsulation Terminology.		1. My Protocol Rules Objectives a) Relate computer network protocols to the rules that you use every day for various forms of communication. b) Define the rules that govern how to communicate in a group of students. c) Play the communication game. d) List what would happen if the sender and receiver did not agree on the details of the protocol. 2. Manual and Automatic address assignment (Windows) a) IPv4 address b) Subnet mask c) DNS 3. Manual and Automatic address assignment (Android) a) IPv4 address b) Subnet mask c) DNS
4	01, 02	1, 2, 3	TCP/IP Networking Model - History Leading to TCP/IP, Overview of the TCP/IP Networking Model. TCP/IP Application Layer, HTTP Overview, HTTP Protocol Mechanisms. TCP/IP Transport Layer, TCP Error Recovery Basics, Same-Layer and Adjacent-Layer Interactions. TCP/IP Network Layer, Internet Protocol and the Postal Service, Internet Protocol Addressing Basics, IP Routing Basics. TCP/IP Link Layer (Data Link Plus Physical), TCP/IP Model and Terminology, Data		1. Organize and play games to understand working of TCP/IP like: Create 2 group of students, each playing role of a layers of TCP/IP (intermediate network devices roles can also be considered). Start the communication between two with a sender and receiver. 2. Determine the IP Address Configuration of a

			Encapsulation Terminology. Names of TCP/IP Messages.		Computer (Windows) and Test the Network Interface TCP/IP Stack (Ping).
5	02, 03	1, 2, 4,	Hardware and Software components of Network - Common network devices - Computers, Access points, Hub, Switch, Router, repeaters, NIC, Modem. LAN Cables – Co-axial, twisted pair, optical fibre, LAN connectors- co-axial cable, and twisted pair cable, optical fibre, Connectors, Firewall, Firm wares, ISPs.		1. Demonstrate working of common network devices. 2. Demonstrate different network cables and connectors. 3. Install and configure NIC. 4. Crimping of RJ45: Straight and Cross. a) Punching Cat 6 cable to I/O Box. Use punching tool. b) Check connectivity using LAN tester
6	01, 02	1, 2, 3, 4,	Overview of network topologies - Basic topologies- bus, ring, star, mesh and hybrid. Network Simulator: Network simulator like Packet Tracer, Installation, User Interface. Deploy devices and cables GUI and CLI Configuration. Configure end Devices		1. Install Network simulator like Cisco packet tracer. 2. Create simple network in simulator. 3. Create and Demonstrate all possible network topologies using simulator.
7	02, 03	1, 2, 3, 4,	An Overview of LANs - Typical SOHO LANs, Typical Enterprise LANs, The Variety of Ethernet Physical Layer Standards, Consistent Behaviour over All Links Using the Ethernet Data Link Layer. Building Physical Ethernet Networks with UTP - Transmitting Data Using Twisted Pairs, Breaking Down a UTP Ethernet Link, UTP Cabling Pinouts for 10BASE-T and 100BASE-T, Straight-Through Cable Pinout, Crossover Cable Pinout, Choosing the Right Cable Pinouts, UTP Cabling Pinouts for 1000BASE-T, Sending Data in Ethernet Networks.		1. Build a physical Ethernet LAN Network and demonstrate file sharing, printer sharing. 2. Install and configure wireless access point over the LAN. 3. Use pathping command to find actual path between source to destination with information about network latency/delay & network loss.
8	02, 03	1, 2, 3, 4,	Ethernet Data Link Protocols – The Rise of Ethernet, The Ethernet MAC address and Ethernet Addressing, Identifying Network Layer Protocols with the Ethernet Type Field, Error Detection with FCS. Encapsulation, Ethernet Frame. Hierarchical Network Design – Physical and logical addresses, Benefits of a Hierarchical Design, Access, Distribution, and Core layers Sending Ethernet Frames with Switches and Hubs, Sending in Modern Ethernet LANs Using Full-Duplex, Using Half-Duplex with LAN Hubs. Ethernet access layer devices – Hub, Switch, The MAC address table,		1. Determine the MAC Address of a Host(PC and Phone). 2. View Wireless and Wired NIC Information and make a table explaining each. 3. Configure and install a ethernet switch/Hub (Use simulator if hardware devices are not available) 4. Create/model a simple Ethernet network using 3 hosts and a switch, Observe traffic behavior on the network and Observer

			Ethernet Broadcast and Broadcast domain, ARP.		data flow of ARP broadcasts and pings.
9	02, 03, 04	1, 2, 3, 4,	Routing: The Need for Routing - Criteria for Dividing the Local Network - Now We Need Routing Overview of Network Layer Functions - Network Layer Routing (Forwarding) Logic, Host Forwarding Logic: Send the Packet to the Default Router, Routing Data Across the Network, Delivering Data to the End Destination, How Network Layer Routing Uses LANs and WANs, IP Addressing and How Addressing Helps IP Routing, Routing Protocols. IPv4 Addressing - Rules for IP Addresses, Rules for Grouping IP Addresses, Class A, B, and C IP Networks, The Actual Class A, B, and C IP Networks, IP Subnetting, How to create subnets, Subnet mask, CIDR, variable length subnet mask.		1. Build a simple peer-to-peer network and verify physical connectivity and Assign various IPv4 addresses to hosts and observe the effects on network communication 2. Configure IP addresses of a network (real or simulated) and ping across to test and troubleshoot. 3. Subnetting of a network (either using real network or in Simulator). 4. Connect to web server using simulator, Observe how packets are sent across the Internet using IP addresses.
10	02, 03, 04	1, 2, 3, 4, 7	IPv4 Routing - IPv4 Host Routing, Router, Forwarding Decisions and the IP Routing Table, The default gateway, A Summary of Router Forwarding Logic, A Detailed Routing Example. Routing Protocols - IPv4 Routing Protocols – static and dynamic. Other Network Layer Features - Using Names and the Domain Name System, The Address Resolution Protocol, ICMP Echo and the ping Command. DHCP – Static address assignment, Dynamic address assignment, DHCP servers.		1. Implement simple static routing. 2. Troubleshooting of IP Addressing- a) Change a routing table entry b) Wrong address c) incorrect subnet mask 3. Configure and test DHCP on a wireless router (real or simulated)
11	02, 03, 04	1, 2, 3, 4,	Pv4 and IPv6 Address Management - Network Boundaries -Gateways to Other Networks, Routers as Gateways. Network Address Translation - Introduction, NAT operation. IPv4 Issues - Need of IPv6, Ipv4 vs IPv6, IPv4 and IPv6 Coexistence. IPv6 features - IPv6 Address Representation. Concept of Virtual LAN's(VLAN's)		1. Packet Tracer - Examine NAT on a Wireless Router 2. Identify IPv6 Addresses a) Identify the different types of IPv6 addresses. b) Examine a host IPv6 network interface and address. c) Practice IPv6 address abbreviation. 3. Setup, configure and test VPN in your smartphone.
12	02, 03, 04	1, 2, 3, 4,	The Client Server relationship – Client Server interaction. URI, URN, URL TCP/IP Layer 4 Protocols: TCP and UDP - Transmission Control Protocol, Multiplexing Using TCP Port Numbers, Popular TCP/IP Applications, Connection Establishment and Termination, User Datagram Protocol.		1. Create a client – server model in simulator and observe the client interaction between the server and PC using packet tracer. 2. Observe DNS Name Resolution

			Port Numbers – TCP and UDP. Socket pairs, the netstat command. Application Layer Services - Common Network Application Services, Domain Name System, Domain Name Translation, DNS Servers, HTTP, Web Clients and Servers, FTP, Virtual Terminals, Remote Access with Telnet or SSH, Telnet, Security Issues with Telnet, SSH, Email- Email protocols, Simple Mail Transfer Protocol (SMTP), Post Office Protocol (POP3), Internet Message Access Protocol (IMAP4).		a) Observe the conversion of a URL to an IP address. b) Observe DNS lookup using the nslookup command. 3. Use simulator to demonstrate Telnet and SSH
13	02, 03, 04	1, 2, 3, 4,	Troubleshoot Common Network Problems - The Troubleshooting Process, Network Troubleshooting Overview, Gather Information - Nature of problem, Equipment, Configuration and Topology, Previous Troubleshooting. Structured Troubleshooting Methods - Bottom-Up, Top-Down, Divide-and-Conquer, Follow-the-Path, Substitution, Comparison, Educated Guess. Guidelines for Selecting a Troubleshooting Method Troubleshoot Wireless Issues - Causes of Wireless Issues, Authentication and Association Errors.		1. Demonstrate troubleshooting Commands with a scenario- ipconfig, ping , netstat, tracert, nslookup. 2. Interpret the output of commonly used network command line utilities and Determine which network utility can provide the necessary information to perform troubleshooting activities in a bottom-up troubleshooting strategy 3. Physical Layer Problems - Common Layer 1 Problems, how to use the five senses to troubleshoot, Wireless Router LEDs, Cabling Problems 4. Common Internet Connectivity Issues - DHCP Server Configuration Errors, Check Internet Configuration, Check Firewall Settings.
Total in hours			39	13	52

*PO = Program outcome as listed and defined in year 1 curriculum

Table 1: Suggestive activities for tutorials (the list is only shared as an example and not inclusive of all possible activities for that course. Student and faculty are encouraged to choose activities that are relevant to the topic and the availability of such resources at their institution)

Sl. No	Activity
1	Prepare a report on advanced communication systems and suggest best way to connect remote villages of India.
2	Prepare a report on Communication satellites of Indian Space Research Organization.
3	Prepare a presentation on 5 networking protocols being used in your smart phone.
4	My Protocol Rules Objectives a) Relate computer network protocols to the rules that you use every day for various forms of communication. b) Define the rules that govern how you send and interpret text messages.

	c) Explain what would happen if the sender and receiver did not agree on the details of the protocol.
5	My Local Network a) Record all the different network-attached devices in your home or classroom. b) Investigate how each device connects to the network to send and receive information. c) Create a diagram showing the topology of your network. d) Label each device with its function within the network.
6	Detailed study of Packet tracer and present the same.
7	Trace a Route a) Determine network connectivity to a destination host b) Trace a route to a remote server using tracert
8	Presentation on wireless Ethernet protocols
9	1. Calculate whether destination address is local or remote using IP address. 2. Calculate whether destination address is local or remote using mask. 3. Use logical AND to determine network address
10	Identify IPv6 Addresses a) Identify the different types of IPv6 addresses. b) Examine a host IPv6 network interface and address. c) Practice IPv6 address abbreviation.
11	Prepare a report on ICANN List the popular port numbers with their use.
12	Prepare e report on popular application layer protocols and present the same.
13	Identify and correct any misconfiguration of a wireless device (Scenario : A small business owner learns that a wireless user is unable to access the network. All the PCs are configured with static IP addressing. Identify and resolve the issue)

4. CIE and SEE Assessment Methodologies

Sl. No	Assessment	Test Week	Duration In minutes	Max marks	Conversion
1.	CIE-1 Written Test	5	80	30	Average of three tests 30
2.	CIE-2Written Test	9	80	30	
3	CIE-3Written Test	13	80	30	
4.	CIE-4 Skill Test-Practice	6	180	100	Average of two skill tests reduced to 20
5	CIE-5 Skill Test-Practice	12	180	100	
6	CIE-6 Portfolio continuous evaluation of Activity through Rubrics	1-13		10	10
Total CIE Marks					60
Semester End Examination (Practice)			180	100	40
Total Marks					100

5. Format for CIE written Test

Course Name	Computer Network	Test	I/II/III	Sem	III/IV
Course Code	20CS33P	Duration	80 Min	Marks	30
Note: Answer any one full question from each section. Each full question carries 10 marks.					
Section	Assessment Questions		Cognitive Levels	Course Outcome	Marks
I	1				
	2				
II	3				

	4			
III	5			
	6			
Note for the Course coordinator: Each question may have one, two or three subdivisions. Optional questions in each section carry the same weightage of marks, Cognitive level and course outcomes.				

6. Rubrics for Assessment of Activity (Qualitative Assessment)

Sl. No.	Dimension	Beginner	Intermediate	Good	Advanced	Expert	Students Score
		2	4	6	8	10	
1		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	8
2		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	6
3		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	2
4		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	2
Average Marks=(8+6+2+2)/4=4.5							5

Note: Dimension and Descriptor shall be defined by the respective course coordinator as per the activities

7. Reference:

Sl. No.	Description
1	www.netcad.com
2	Computer Networks - Behrouz A. Forouzan
3	www.howtonetwork.com
4	vlab.co.in

8. CIE Skill Test and SEE Scheme of Evaluation

SL. No.	Particulars/Dimension	Marks
1	Identify the network devices, cables, Connectors, software and other tools required as per the given specification and write their technical details.	20
2	Design/Create/Configure the given network as per the specification given.	25
3	Configure and troubleshoot the network (devices, address, port, software, tools, protocol).	25
4	Demonstrate the solution. In the event of, a student fails to get the desired result, the examiner shall use viva voce to assess the student's understanding of computer networks.	20
5	Portfolio evaluation based on aggregate of all practice sessions.	10
Total Marks		100

9. Equipment/software list with Specification for a batch of 20 students

Sl. No.	Particulars	Specification	Quantity
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1	Computer		20
2	Lan cable		20
3	Crimping tool		20
4	Networking Switch, Modem		2
5	Network simulator like packet tracer		20
6	Communication trainer kit		10



Government of Karnataka
DEPARTMENT OF COLLEGIATE AND TECHNICAL EDUCATION

Programme	Computer Science and Engineering	Semester	III
Course Code	20CS34P	Type of Course	Programme Core
Course Name	Database System Concepts and PL/SQL	Contact Hours	8 hours/week 104 hours/semester
Teaching Scheme	L:T:P :: 3:1:4	Credits	6
CIE Marks	60	SEE Marks	40

1. Rationale

Data, factual information, is the main driving force that is changing the face of our world. Database is an organized collection of related data which is stored and accessed electronically using a computer. Database management has evolved from a specialized computer application to a central component of virtually all enterprises, and, as a result, knowledge about database systems has become an essential part of an education in computer science. SQL is a powerful language for both querying and updating data in relational databases. Study of SQL empowers students to implement and work with relational data model.

2. Course Outcomes: At the end of the course, the student will be able to:

CO-01	Identify the elements of ER model for a given requirement, draw ER diagram and validate with the given requirement.
CO-02	Translate the given ER diagram to a relational model and verify against integrity constraints. Also refine and normalize the relational database design against first three normal forms.
CO-03	Use appropriate SQL statements to create a database and other DB objects using a DBMS software.
CO-04	Perform insert, delete and/or update operations on the database and query the database to retrieve the required information using appropriate SQL statements and clauses.

3. Course Content

Week	CO	PO	Lecture (Knowledge Criteria)	Tutorial (Activity Criteria)	Practice (Performance Criteria)
			3 hours/week	1 hour/week	4 hours/week (2 hours/batch twice in a week)
1	1	1,4	Introduction Overview of DB: why a database? Purpose of database; Classification; Application; DBMS: features, providers; Functional components of DBMS; Types of DBMS architecture; View of data in DBMS; Database users; Role and responsibilities of DBA; Case study: Example of any database application, recruitment database	Refer Table 1	1. Install and setup DBMS software such as MySQL, PostgreSQL 2. Learn the interface and explore the features of installed DBMS
2	1	1,3,4	Database design Data model; types; importance of data modeling; Overview of database design; phases		1. Identify and ER-model elements and draw ER

			of database design; database development life cycle; Conceptual design: ER-Model: entity: types; attribute: types; relationships: types, constraints, Symbols and Notations; Case study: conceptual design for a set of specifications i. Restaurant ii. Retail shop iii. Recruitment iv. College v. Library		diagram for the given specifications using tools.
3	2	1,3	Relational model: Overview; characteristics; Constraints: types; Operations; Advantages and Disadvantages; applications; Design anomalies; Features of good DB design;		1. Map ER Model to relational model 2. Identify various constraints
4	2	1,3	Functional dependency: overview, rules, types; Normalization: normalization process; importance of normalization; 1NF, 2NF, 3NF Sufficient examples to understand the concept		1. Normalize the above design
5	3	1,4	database languages: types, commands/tasks in each type; Integrity constraints; MySQL/PostgreSQL: overview; features; datatypes; Standardization guidelines;		1. Validate the above design against integrity constraints
6	3	1,3,4	Defining Data: DDL CREATE, ALTER, DROP different DB objects; Temporary tables: types, create and use; external tables; Managing constraints		1. Use MySQL/PostgreSQL DDL statements to create database and other DB objects for above design
7	3,4	1,3,4	Insert, delete and update data Modifying data: UPDATE and DELETE Update anomalies; impact of constraints Querying of available data: SELECT; Aliases; sorting data: ORDER BY		1. Perform single table and multi table insertion 2. Perform delete and update operations 3. Querying single table 4. Sort the result set of a query
8	4	1,4	filtering data: WHERE, AND, OR, row limiting clause, IN, BETWEEN, LIKE; Joining table: INNER JOIN, LEFT JOIN,		1. Querying single table 2. Filtering data 3. query multiple tables with joins
9	4	1,4	Grouping data: Aggregate functions, GROUP BY, HAVING; Set operators: UNION, INTERSECT, MINUS;		1. Queries that use set operators 2. Report aggregated data using group functions
10	4	1,4	Subqueries: Comparator operators; subqueries: Single Row Subqueries; Multiple Row Subqueries; correlated subqueries; EXISTS, NOT EXISTS, ANY, ALL, SOME;		1. Write sub queries to retrieve information from the created database
11	4	1,4	Views: create, drop and update; realization of views based on single and multiple tables;		1. Create view and query

			DCL: Controlling user access: Differentiating system privileges from object privileges; Granting privileges on tables		2. Create users and assign privileges for DB operations
12	4	1,4	PL/SQL: variables, datatypes; control statements (decision making); Stored procedures and Functions Concept; syntax and structure of store procedure; syntax and structure of functions; calling a function; Examples;		1. Create and execute store procedures 2. Create and execute functions
13	4	1,4	Managing and controlling transactions: Introduction of transaction, ACID properties; states of transaction; Transaction control; Overview of transaction management, using transaction control commands: COMMIT, ROLLBACK, SAVE POINT, SET TRANSACTION; sufficient examples;		1. Create and execute transactions 2. Call previously created store procedure or function in transaction
Total in hours			39	13	52

***PO = Program outcome as listed and defined in year 1 curriculum**

Table 1: Suggestive activities for tutorials (the list is only shared as an example and not inclusive of all possible activities for that course. Student and faculty are encouraged to choose activities that are relevant to the topic and the availability of such resources at their institution)

1	1. Identify the drawbacks of file system and how DB enables us to overcome them. Identify distinguishable features of each of DBMS available in the market.
2	1. Transform given n-ary relationship to binary relationship 2. Document the steps to create ER diagram. 3. Identify the components of ER model in the given requirements.
3	1. Document the steps to create logical design 2. Discuss and document Codd's 12 rules
4	1. Explore and document other normal forms
5	1. study and present the working of SQL optimizer 2. Learn and report optimization techniques
6	1. Learn and demonstrate use of DISTINCT, ALL, IS NULL; 2. Learn and present RIGHT JOIN;
7	1. Identify the advantages of Cascading Referential Integrity Constraints
8	1. Identify need of subqueries
9	1. identify the advantages and disadvantages of store procedure and functions,
10	1. presentation on the latest developments in research and industry related to this course
11	1. Learn and present need of scalar subqueries
12	1. Learn iterative statements in PL/SQL
13	1. Does Relational model support storage of unstructured data, if no, what are the alternatives to store unstructured data.

4. CIE and SEE Assessment Methodologies

Sl. No	Assessment	Test Week	Duration In minutes	Max marks	Conversion
1.	CIE-1 Written Test	5	80	30	Average of three tests 30
2.	CIE-2 Written Test	9	80	30	
3	CIE-3 Written Test	13	80	30	
4.	CIE-4 Skill Test-Practice	6	180	100	

5	CIE-5 Skill Test-Practice	12	180	100	Average of two skill tests reduced to 20
6	CIE-6 Portfolio continuous evaluation of Activity through Rubrics	1-13		10	10
Total CIE Marks					60
Semester End Examination (Practice)			180	100	40
Total Marks					100

5. Format for CIE written Test

Course Name	Database System Concepts and PL/SQL	Test	I/II/III	Sem	III/IV
Course Code	20CS34P	Duration	80 Min	Marks	30

Note: Answer any one full question from each section. Each full question carries 10 marks.

Section	Assessment Questions	Cognitive Levels	Course Outcome	Marks
I	1			
	2			
II	3			
	4			
III	5			
	6			

Note for the Course coordinator: Each question may have one, two or three subdivisions. Optional questions in each section carry the same weightage of marks, Cognitive level and course outcomes.

6. Rubrics for Assessment of Activity (Qualitative Assessment)

Sl. No.	Dimension	Beginner	Intermediate	Good	Advanced	Expert	Students Score
		2	4	6	8	10	
1		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	8
2		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	6
3		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	2
4		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	2
Average Marks= (8+6+2+2)/4=4.5							5

Note: Dimension and Descriptor shall be defined by the respective course coordinator as per the activities

7. Reference:

Sl. No.	Description
1	Database System Concepts by Abraham Silberschatz, Henry F. Korth, S . Sudarshan
2	https://binaryterms.com/
3	https://beginnersbook.com/
4	https://www.oracletutorial.com/

8. CIE Skill Test Scheme of Evaluation

SL. No.	Particulars/Dimension	Marks
1	Draw ER diagram for the given specifications.	30

2	Translate ER diagram to relational model, verify against integrity constraints and refine and normalize DB design	40
3	Explain above DB design In the event of student failing to verify integrity constraints and apply normalization the examiner shall use viva voce to assess the student understanding of normal forms and integrity constraints	20
4	Portfolio evaluation of practice sessions	10
Total Marks		100

Note: For CIE skill test 2, SEE scheme of evaluation shall be used.

9. SEE Scheme of Evaluation

SL. No.	Particulars/Dimension	Marks
1	Draw ER diagram for the given specifications.	10
2	Translate ER diagram to relational model, verify against integrity constraints and refine and normalize DB design	20
3	Use appropriate SQL statements to create the database and other DB objects using a DBMS software for the above design	10
4	Perform insert, delete and/or update operations on the database and query the database to retrieve the required information using appropriate SQL statements and clauses.	30
5	Demonstrate the working of above queries. In the event of not working of above queries (with no syntactical errors), the examiner shall use viva voce to assess the student understanding of ER model, Relational model concepts and SQL.	20
6	Portfolio evaluation of practice sessions	10
Total Marks		100

10. Equipment/software list with Specification for a batch of 20 students

Sl. No.	Particulars	Specification	Quantity
1	Computers		20
2	MySQL workbench/ or equivalent software; Lucid chart, draw.io		

ಮೂರನೇ ಸೆಮಿಸ್ಟರ್

ಕನ್ನಡ ಬಲ್ಲ ಡಿಪ್ಲೋಮಾ ವಿದ್ಯಾರ್ಥಿಗಳಿಗೆ ನಿಗದಿಪಡಿಸಿದ ಪಠ್ಯಕ್ರಮ

(ಕನ್ನಡ ಭಾಷೆ, ಸಾಹಿತ್ಯ, ಸಂಸ್ಕೃತಿ ಮತ್ತು ಪರಂಪರೆ ಕುರಿತು)

Course Code	20KA31T	Semester : III	Course Group - AU
Course Title	ಸಾಹಿತ್ಯ ಸಿಂಚನ - 2	Category : Audit	Lecture Course
No. of Credits	2	Type of Course	CIE Marks : 50
Total Contact Hours	02 Hrs Per Week 26 Hrs Per Semester	Prerequisites Teaching Scheme (L:T:P)= 2:0:0	SEE Marks : Nil

ಸಾಹಿತ್ಯ ಸಿಂಚನ - 2 ಪಠ್ಯಕ್ರಮ - 20KA31T

26 ಗಂಟೆಗಳು

ಪಠ್ಯಕ್ರಮದ ಪರಿವಿಡಿ	ಬೋಧನಾ ಅವಧಿ
1. ಹೊಸಗನ್ನಡ ಸಾಹಿತ್ಯ ಚರಿತ್ರೆಯ ಪ್ರಭಾವಗಳು ಮತ್ತು ಪ್ರೇರಣೆಗಳು	01 ಗಂಟೆ
2. ಹೊಸಗನ್ನಡ ಕಾವ್ಯದ ಪ್ರಕಾರಗಳು -	02 ಗಂಟೆ
ನವೋದಯ ಸಾಹಿತ್ಯ - ಲಕ್ಷಣಗಳು ಮತ್ತು ಪ್ರೇರಣೆ, ಪ್ರಮುಖ ಕವಿಗಳು ಮತ್ತು ಸಾಹಿತ್ಯದ ಕೊಡುಗೆಗಳು.	03 ಗಂಟೆ
ನವ್ಯ ಸಾಹಿತ್ಯ - ಲಕ್ಷಣಗಳು ಮತ್ತು ಪ್ರೇರಣೆ, ಪ್ರಮುಖ ಕವಿಗಳು ಮತ್ತು ಸಾಹಿತ್ಯದ ಕೊಡುಗೆಗಳು.	03 ಗಂಟೆ
ಬಂಡಾಯ ಮತ್ತು ಪ್ರಗತಿಪರ ಸಾಹಿತ್ಯ - ಲಕ್ಷಣಗಳು ಮತ್ತು ಪ್ರೇರಣೆ, ಪ್ರಮುಖ ಕವಿಗಳು ಮತ್ತು ಸಾಹಿತ್ಯದ ಕೊಡುಗೆಗಳು.	03 ಗಂಟೆ
ದಲಿತ ಸಾಹಿತ್ಯ, ಮಹಿಳಾ ಸಾಹಿತ್ಯ, ವಿಜ್ಞಾನ ಸಾಹಿತ್ಯ ಮತ್ತು ಇತ್ತೀಚಿನ ಪ್ರಚಲಿತ ಕನ್ನಡ ಸಾಹಿತ್ಯ - ಲಕ್ಷಣಗಳು ಮತ್ತು ಪ್ರೇರಣೆ, ಪ್ರಮುಖ ಕವಿಗಳು ಮತ್ತು ಸಾಹಿತ್ಯದ ಕೊಡುಗೆಗಳು.	03 ಗಂಟೆ
3. ವೈಚಾರಿಕತೆ ಕುರಿತಾದ ಲೇಖನ - ಜಿ ಎಸ್. ಶಿವರುದ್ರಪ್ಪ	01 ಗಂಟೆ
4. ಕಥೆ - ನೇಮಿಚಂದ್ರ	01 ಗಂಟೆ
5. ಪ್ರವಾಸ ಕಥನ - ಹಿ.ಚಿ.ಬೋರಲಿಂಗಯ್ಯರವರ (ಕುಪ್ಪಳಿ ಡೈರಿ ಪುಸ್ತಕದಿಂದ)	01 ಗಂಟೆ
6. ಪರಿಸರ, ವಿಜ್ಞಾನ ಮತ್ತು ತಂತ್ರಜ್ಞಾನ ಕುರಿತಾದ ಲೇಖನಗಳು	01 ಗಂಟೆ
7. ಪ್ರಬಂಧ - ಗೊರೂರು ರಾಮಸ್ವಾಮಿ ಅಯ್ಯಂಗಾರ	01 ಗಂಟೆ
8. ಪ್ರಚಲಿತ ವಿದ್ಯಮಾನಕ್ಕೆ ಸಂಬಂಧಿಸಿದ ಲೇಖನ - "ಪೇರು ಮಾರುಕಟ್ಟೆ ಮತ್ತು ಹಣಕಾಸು ನಿರ್ವಹಣೆ" ಕುರಿತಂತೆ	01 ಗಂಟೆ
9. ಕರ್ನಾಟಕ ಏಕೀಕರಣ ಚಳುವಳಿ - ಪ್ರೊ. ಜಿ. ವೆಂಕಟಸುಬ್ಬಯ್ಯ	01 ಗಂಟೆ
10. ಕನ್ನಡ ಸಿನಿಮಾರಂಗ ಬೆಳೆದು ಬಂದ ದಾರಿ ಮತ್ತು ನಾಡು-ನುಡಿ ಹಾಗೂ ನಾಡಿನ ಸಂಸ್ಕೃತಿಯ ಮೇಲೆ ಬೀರಿದ ಪ್ರಭಾವಗಳು	01 ಗಂಟೆ
11. ಕನ್ನಡದ ಸಾಮಾಜಿಕ ಉಪಭಾಷೆಗಳು (ಭಾಷಾ ಪ್ರಭೇದಗಳು)	01 ಗಂಟೆ
12. ಆಧುನಿಕ ಕನ್ನಡ ಸಾಹಿತ್ಯ ಚರಿತ್ರೆಯ ಒಂದು ಅವಲೋಕನ	02 ಗಂಟೆ
ಒಟ್ಟು ಬೋಧನಾ ಅವಧಿ 26 ಗಂಟೆಗಳು	26 ಗಂಟೆ

**ಕನ್ನಡ ಬಾರದ / ಕನ್ನಡೇತರ ಡಿಪ್ಲೋಮಾ ವಿದ್ಯಾರ್ಥಿಗಳಿಗೆ ಕನ್ನಡ ಕಲಿಸಲು
ನಿಗದಿಪಡಿಸಿದ ಪಠ್ಯಕ್ರಮ**

Course Code	20KA31T	Semester : III	Course Group - AU
Course Title	ಬಳಕೆ ಕನ್ನಡ - 2	Category : Audit	Lecture Course
No. of Credits	2	Type of Course	CIE Marks : 50
Total Contact Hours	2 Hrs Per Week 26Hrs Per Semester	Prerequisites Teaching Scheme (L:T:P)= 2:0:0	SEE Marks : Nil

ಬಳಕೆ ಕನ್ನಡ - 2 ಪಠ್ಯಕ್ರಮ - 20KA31T

Table of Contents (ಪರಿವಿಡಿ)

26 ಗಂಟೆಗಳು

Part – 1	Teaching Hour
Necessity of learning a local language (Continuation). Tips to learn the language with easy methods (Continuation). Easy learning of a Kannada Language: A few tips (Continuation). Hints for correct and polite conversation (Continuation). Instructions to Teachers for Listening and Speaking Activities (Continuation). Instructions to Teachers for Reading and Writing Activities (Continuation).	01 Hour
Part – II	
Key to Transcription for Correct Pronunciation of Kannada Language (Continuation). Instructions to Teachers to teach Kannada Language (Continuation).	02 Hour
Part – III Lessons to teach Kannada Language (Speaking, Listening, Reading and Writing Activities with Explanation)	
Lesson – 1 Personal Pronouns, Possessive Forms, Interrogative words – Part II	02 Hour
Lesson – 2 Permission, Commands, encouraging and Urging words (Imperative words and sentences) – Part II	02 Hour
Lesson – 3 Comparative, Relationship, Identification and Negation Words – Part II	02 Hour
Lesson – 4 Different types of forms of Tense (Use and Usage of Tense in Kannada) – Part II	02 Hour
Lesson – 5 Kannada Helping Verbs in Conversation (Use and Usage of Verbs) – Part II	02 Hour
Lesson – 6 Formation of Past, Future and Present Tense Sentences with Changing Verb Forms	02 Hour
Lesson – 7 Karnataka State and General Information about the State	02 Hour
Lesson – 8 Kannada Language and Literature	02 Hour
Lesson – 9 Do's and Don'ts in Learning a Language	02 Hour
PART - IV Reading and writing Practice of Kannada Language	
Lesson – 10 Kannada Language Script Part – I	02 Hour
Lesson – 11 Kannada Language Script Part – II (Continuation)	02 Hour
Lesson – 12 Kannada Vocabulary List : ಸಂಭಾಷಣೆಯಲ್ಲಿ ದಿನೋಪಯೋಗಿ ಕನ್ನಡ ಪದಗಳು - Kannada Words in Conversation (Continuation).	01 Hour
Total Teaching Hours	26 Hour

**ಸಾಹಿತ್ಯ ಸಿಂಚನ ಭಾಗ - II ಮತ್ತು ಬಳಕೆ ಕನ್ನಡ ಭಾಗ - II ಈ ಎರಡು ಪಠ್ಯಕ್ರಮಗಳಿಗೆ
CIE - ನಿರಂತರ ಆಂತರಿಕ ಮೌಲ್ಯಮಾಪನದ ಮಾರ್ಗಸೂಚಿಗಳು :**

(Course Assessment and Evaluation Chart - CIE only)

Sl. No	Assessment	Type	Time frame in semester	Duration In minutes	Max marks	Conversion
1.	CIE- Assessment - 1	Written Test - 1	At the end of 3 rd week	80	30	Average of three written tests : 1, 2 & 3 for 30 Marks
2.	CIE- Assessment - 2	Written Test - 2	At the end of 7 th week	80	30	
3	CIE- Assessment - 3	Written Test - 3	At the end of 13 th week	80	30	
4.	CIE- Assessment - 4	MCQ/Quiz	At the end of 5 th week	60	20	Average of three Assessment tests : 4, 5 & 6 for 20 Marks
5	CIE- Assessment - 5	Open Book Test	At the end of 9 th week	60	20	
6	CIE- Assessment - 6	Work book Consolidation & Activities	At the end of 11 th week	60 (Work book Submission)	20	
Total CIE – Continuous Internal Evaluation Assessment Marks						50
Total Marks						50

- ಸೂಚನೆ :** 1.CIE - ನಿರಂತರ ಆಂತರಿಕ ಮೌಲ್ಯಮಾಪನದ 1, 2 ಮತ್ತು 3 ರ ಕಿರು ಪರೀಕ್ಷೆಗಳನ್ನು ಮತ್ತು ಮೌಲ್ಯಮಾಪನದ 4, 5 ಮತ್ತು 6 ರ ಪರೀಕ್ಷೆಗಳನ್ನು ಪ್ರತ್ಯೇಕ ಬ್ಲಾಡ್ ಪುಸ್ತಕದಲ್ಲಿ ವಿದ್ಯಾರ್ಥಿಗಳು ಬರೆಯಬೇಕು.
- 2.ಸೆಮಿಸ್ಟರ್ ಅಂತ್ಯದಲ್ಲಿ ವಿದ್ಯಾರ್ಥಿಗಳು, ತರಗತಿ ಕನ್ನಡ ಭಾಷಾ ಶಿಕ್ಷಕರಿಂದ ಮತ್ತು ವಿಭಾಗಾಧಿಕಾರಿಗಳಿಂದ ದೃಢೀಕರಣಗೊಂಡ ಕಾರ್ಯಪಠ್ಯಪುಸ್ತಕವನ್ನು (Work Book) ಮೌಲ್ಯಮಾಪನ ಭಾಗ- CIE- Assessment – 6 ರ ಪರೀಕ್ಷೆಯ ನಂತರ ಆಯಾ ವಿಭಾಗಕ್ಕೆ ಸಲ್ಲಿಸಬೇಕು.

4TH SEMESTER



Government of Karnataka
DEPARTMENT OF COLLEGIATE AND TECHNICAL EDUCATION

Programme	Computer Science and Engineering	Semester	IV
Course Code	20CS41P	Type of Course	Programme Core
Course Name	Data Structures with Python	Contact Hours	8 hours/week 104 hours/semester
Teaching Scheme	L:T:P :: 3:1:4	Credits	6
CIE Marks	60	SEE Marks	40

1. Rationale

Data structures are the techniques organizing data and of designing the algorithms for real-life projects. Knowledge of data structures is essential for software design and development. Learning data structures with Python offer flexibility and ease of programming with many built in data structures and libraries.

2. Course Outcomes: At the end of the Course, the student will be able to:

CO-01	Explain data structures types, list their applications.
CO-02	Apply the right Algorithm design strategies to solve a given problem.
CO-03	Choose the right data structure to develop solution to a given computing problem.
CO-04	Analyse space and time complexities of the algorithm used and plot a graph.

3. Course Content

Week	CO	PO	Lecture (Knowledge Criteria)	Tutorial (Activity Criteria)	Practice (Performance Criteria)
			3 hours/week	1 hour/week	4 hours/week(2 hours/batch twice in a week)
1	01	1, 2, 3	Introduction to Data Structures, operations, classification, Characteristics. Primitive types – primitive data structures, python examples. Non primitive types - Non primitive data structures, python examples. Linear and nonlinear data structures – with python examples. Introduction, Abstractions, Abstract Data Types, An Example of Abstract Data Type (Student, Date, Employee), Defining the ADT, Using the ADT, Implementing the ADT.	Refer Table 1	1. Python program to Use and demonstrate basic data structures. 2. Implement an ADT with all its operations.
2	01, 02, 04	1, 2, 3, 4, 7	Algorithm Analysis – Space Complexity, Time Complexity. Run time analysis. Asymptomatic notations, Big-O Notation, Omega Notation, Theta Notation.		1. Implement an ADT and Compute space and time complexities. 2. Implement above solution using array and Compute space and time complexities and compare two solutions.

3	01, 02, 04	1, 2, 3, 4, 7	Algorithm design strategies: Brute force – Bubble sort, Selection Sort, Linear Search. Decrease and conquer - Insertion Sort.	1. Implement Linear Search compute space and time complexities, plot graph using asymptomatic notations. 2. Implement Bubble, Selection, insertion sorting algorithms compute space and time complexities, plot graph using asymptomatic notations.
4	01, 02, 04	1, 2, 3, 4, 7	Divide and conquer - Merge Sort, Quick Sort, Binary search. Dynamic programming - Fibonacci sequence Backtracking – Concepts only (Implementation examples with recursion in week 9). Greedy – Concepts only.	1. Implement Binary Search using recursion Compute space and time complexities, plot graph using asymptomatic notations and compare two. 2. Implement Merge and quick sorting algorithms compute space and time complexities, plot graph using asymptomatic notations and compare all solutions. 3. Implement Fibonacci sequence with dynamic programing.
5	01, 02, 03, 04	1, 2, 3, 4,	Linear(arrays) vs nonlinear (pointer) structures – Run time and space requirements, when to use what? Introduction to linked list, Examples: Image viewer, music player list etc. (to be used to explain concept of list), applications.	1. Implement Singly linked list (Traversing the Nodes, searching for a Node, Prepending Nodes, Removing Nodes)
6	01, 02, 03, 04	1, 2, 3, 4,	The Singly Linked List- Creating Nodes, Traversing the Nodes, searching for a Node, Prepending Nodes, Removing Nodes. Linked List Iterators.	1. Implement linked list Iterators.
7	01, 02, 03, 04	1, 2, 3, 4,	The Doubly Linked List, Examples: Image viewer, music player list etc. (to be used to explain concept of list). DLL node, List Operations – Create, appending nodes, delete, search.	1. Implement DLL. 2. Implement CDLL

			The Circular Linked List-Organization, List Operations – Appending nodes, delete, iterating circular list.		
8	01, 02, 03, 04	1, 2, 3, 4	Last In First Out (Stack) Data structures – Example: Reversing a word, evaluating an expression, message box etc. (to be used to explain concept of LIFO). The Stack implementation – push, pop, display. Stack Applications- Balanced Delimiters, Evaluating Postfix Expressions.		1. Implement Stack Data Structure. 2. Implement bracket matching using stack.
9	01, 02, 03, 04	1, 2, 3, 4,	Recursion. Properties of Recursion. Recursive functions: Factorials, Recursive Call stack, The Fibonacci Sequence. How Recursion Works- The Run Time Stack. Recursive Applications- Recursive Binary Search, Towers of Hanoi.		1. Program to demonstrate recursive operations (factorial/ Fibonacci) 2. Implement solution for Towers of Hanoi.
10	01, 02, 03, 04	1, 2, 3, 4,	The First In First Out (Queue) Data structure – Example: Media player list, keyboard buffer queue, printer queue etc. (to be used to explain concept of FIFO). Implementing the Queue and its operations using Python List. Priority Queues, Implementation.		1. Implement Queue. 2. Implement priority queue
11	01, 02, 03, 04	1, 2, 3, 4,	The Tree data structure – Example: File explorer/Folder structure, Domain name server. Tree Terminologies, Tree node representation. Binary trees, Binary search trees, Properties, Implementation of tree operations – insertion, deletion, search, Tree traversals (in order, pre order and post order).		1. Implement Binary search tree and its operations using list.
12	01, 02, 04	1, 2, 3, 4,	Depth-first traversal Breadth-first traversal Tree applications: Expression evaluation.		1. Implementations of BFS. 2. Implementation of DFS.
13	01, 03, 04	1, 2, 3, 4,	Introduction to Hashing. Hashing - Perfect hashing functions. Hash table Hash Functions, Operations, Hash collision, Application.		1. Implement Hash functions.
Total in hours			39	13	52

***PO = Program outcome as listed and defined in year 1 curriculum**

Table 1: Suggestive activities for tutorials (the list is only shared as an example and not inclusive of all possible activities for that course. Student and faculty are encouraged to choose activities that are relevant to the topic and the availability of such resources at their institution)

Sl. No	Activity
1	Design a Data structure for handling Student Records- Designing a Solution, Implementation (Using Basic DS).

2	Design a Data structure for handling Student Records- Designing a Solution, Implementation (Using ADT).
3	Optimize your solution (Bubble sort, selection sort and Insertion sort)
4	Implement Radix sort.
5	Prepare report on nonlinear data structures.
6	Design and implement sparse matrix representation using linked list.
7	Design and implement simple application that require DLL data structure.
8	Implement and demonstrate evaluating postfix expression.
9	Presentation on run time stack.
10	Design and implement priority queue data structure.
11	Prepare a Report on balanced trees.
12	Implement expression evaluation tree.
13	Prepare a report on hashing and analyze time complexity.

4. CIE and SEE Assessment Methodologies

Sl. No	Assessment	Test Week	Duration In minutes	Max marks	Conversion
1.	CIE-1 Written Test	5	80	30	Average of three tests 30
2.	CIE-2 Written Test	9	80	30	
3	CIE-3 Written Test	13	80	30	
4.	CIE-4 Skill Test-Practice	6	180	100	Average of two skill tests reduced to 20
5	CIE-5 Skill Test-Practice	12	180	100	
6	CIE-6 Portfolio continuous evaluation of Activity through Rubrics	1-13		10	10
Total CIE Marks					60
Semester End Examination (Practice)			180	100	40
Total Marks					100

5. Format for CIE written Test

Course Name	Data Structures with Python	Test	I/II/III	Sem	III/IV
Course Code	20CS41P	Duration	80 Min	Marks	30
Note: Answer any one full question from each section. Each full question carries 10 marks.					
Section	Assessment Questions	Cognitive Levels	Course Outcome	Marks	
I	1				
	2				
II	3				
	4				
III	5				
	6				
Note for the Course coordinator: Each question may have one, two or three subdivisions. Optional questions in each section carry the same weightage of marks, Cognitive level and course outcomes.					

6. Rubrics for Assessment of Activity (Qualitative Assessment)

	Dimension	Beginner	Intermediate	Good	Advanced	Expert	
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Sl. No.		2	4	6	8	10	Students Score
1		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	8
2		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	6
3		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	2
4		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	2
	Average Marks=(8+6+2+2)/4=4.5						5

Note: Dimension and Descriptor shall be defined by the respective course coordinator as per the activities

7. Reference:

Sl. No.	Description
1	Data Structures and Algorithms using Python by Rance D. Necaise
2	Python Data Structures and Algorithms by Benjamin Baka
3	www.geeksforgeeks.com

8. CIE Skill Test and SEE Scheme of Evaluation

SL. No.	Particulars/Dimension	Marks
1	Select appropriate Algorithm design strategy to solve the given problem statement, and design Algorithmic solution.	25
2	Develop the solution choosing appropriate data structure, test and debug the solution.	30
3	Analyse time and space complexity and plot the graph.	15
4	Demonstrate the solution and its operation, justify your selection of Algorithm /Data structure using above graphs. In the event of, a student fails to get the desired result (with no syntactical and least semantic errors), the examiner shall use viva voce to assess the student's understanding of different data structures and algorithm design strategies.	20
5	Portfolio evaluation based on aggregate of all practice sessions	10
Total Marks		100

9. Equipment/software list with Specification for a batch of 20 students

Sl. No.	Particulars	Specification	Quantity
1	Computers		20
2	Python 3.6		20
3	Editor such as iPython, Jupyter, spider, PyCharm		20



Government of Karnataka
DEPARTMENT OF COLLEGIATE AND TECHNICAL EDUCATION

Programme	Computer Science and Engineering	Semester	IV
Course Code	20CS42P	Type of Course	Programme Core
Course Name	Operating System and Administration	Contact Hours	8 hours/week 104 hours/semester
Teaching Scheme	L:T:P :: 3:1:4	Credits	6
CIE Marks	60	SEE Marks	40

1. Rationale

The Operating System knowledge and skill is an integral part in the study of computer science. It provides the platform for all other application to run on the machine, thus knowledge of operating system and administration becomes indispensable for understanding computing environment. It is essential to have knowledge of operating system's services and utilities to develop, deploy and maintain the software and hardware. The students will also be skilled in operating system virtualization, to create and manage virtual computing environment.

2. Course Outcomes: At the end of the course, the student will be able to:

CO-01	Explain functions and services of an operating system.
CO-02	Create a virtual environment and configure it to meet a specific application requirement.
CO-03	Identify and use Linux commands to create and manage simple file processing operations, organize directory structures, and develop shell script to automate given simple task.
CO-04	Demonstrate the role and responsibilities of a Linux system administrator and analyse problems using suitable diagnostic tools and resolve issues.

3. Course Content

Week	CO	PO	Lecture (Knowledge Criteria)	Tutorial (Activity Criteria)	Practice (Performance Criteria)
			3 hours/week	1 hour/week	4 hours/week (2 hours/batch twice in a week)
1	1	1,7	Overview of Operating System, Need for OS, Structure, OS Types, Examples of OS (desktop and mobile) Dual mode operation, Kernel and microkernel, Functions of OS User interfaces; Corporate Vs Personal needs; Types of OS installation	Refer Table 1	1. Types of OS installation 2. Boot methods 3. File System and formatting 4. Post installation tasks
2	1, 2	1, 7	Virtualization technology, working, types		1. Install and configure

			Potentials and challenges of Virtualization, Virtual Machines, Containers. Linux Boot process. Linux command line - Interpreter, shell, CLI over GUI, Types of users- super and normal, Linux user manual.		virtual machine- Virtual box/VMware, VMware player station. 2. Download and install a terminal emulator and connect Linux VM via TE(optional). Significance of man command.
3	1,3	1, 7	File system - Pathnames, File system structure and its description, navigating the file system. File types, attributes, Access Control List (ACL), Adding text to file. Pipes, File Comparison, Filters / Text Processing Commands.	Refer Table 1	File and Directory commands: 1. Create and delete directories and files, File movement, copy commands, Pipes (named & unnamed) 2. Commands for viewing File, File comparison, File manipulation, Altering file permission, File compression and decompression. 3. Text processing commands.
4	1,	1,2,3,7	Process Management – Process, daemon, process states, PCB; Process scheduling Queue Operations on Processes - Process creation, Process termination, Interprocess communication. Scheduling - Long term, short term, and medium term; Context switch; Different types of CPU schedulers (Basic concept), Process priority; debugging (system hang)	Refer Table 1	1. Linux commands related to process creation and management- system calls fork() and exec(); bg, fg, nohup, pkill, nice, top, ps; 2. cron and at commands to schedule tasks.
5	1,3	1,2,3 4, 7	Process synchronization- critical section problem, Semaphores; Deadlock- System model, methods for handling deadlocks, deadlock prevention, avoidance, detection, recovery from deadlocks. Threads - Multithreading models, Threads, and processes. Types of threads - Kernel level and User level		1. Demonstration through videos. 2. Commands to exhibit thread concepts.
6	1	1,2,3 4, 7	Memory management - Process address space, static vs dynamic linking and loading.		1. Demonstration through videos. 2. Commands to view memory consumption

			Swapping, Memory allocation, Fragmentation, Paging, Segmentation; Virtual memory, Demand paging, Page replacement algorithm (concept only)		
7	1	2, 3 4, 7	Shell Programming: Basics of shell programming, types of shell in Linux, Basic Shell scripts- Shebang or Hashbang, Input & Output, decision making and iterative scripts.		1. Write shell scripts to illustrate decision making and different types of iterations; Ex- to perform string operations; to perform file operations;
8	1	2, 3 4, 7	Automation of system tasks: Writing scripts to automate common tasks.	Refer Table 1	1. Illustrate automation of basic tasks like monitoring memory consumption, check remote servers' connectivity, etc., at different frequencies.
9	1	2, 3, 4	Network Management Network components- IP address, subnet mask, gateway. Network Interface management; Communication. Data transfer facilitation. Diagnosis and troubleshooting; Resource analysis.	Refer Table 1	1. Enable internet on Linux VM. 2. Test and manage network using following commands ifconfig, iwconfig, ethtool, arpwatoh, bmon, telnet, ssh, sendmail, mailstats, w cURL, wget, ftp, rcp, scp, rsync, sftp. netstat, ping, traceroute, iftop, nload, ss. tcpdump, dstat.
10	2, 4	2, 4, 7	User authentication User and Group account management. Working on interface. Linux Directory Service - Account Authentication, what is LDAP and Active Directory? LDAP structure, working.	Refer Table 1	1. Work on user accounts useradd, passwd, userdel, usermod, groupadd, groupmod, gpasswd, groupdel; system-config. 2. OpenLDAP Installation 3. LDAP server and client configuration.
11	4	2, 3 4, 7	System monitoring, Log monitoring System maintenance, System information. System architecture, Linux Boot process and System run levels, System updates and repositories.		1. System monitoring commands top, df, dmesg, iostat 1, free, cat /proc/cpuinfo, cat/proc/meminfo; 2. Work on log directory - /var/log; 3. System maintenance commands- shutdown, reboot,

					halt, init. 4. System update & repositories- yum & rpm.
12	2,4	2, 3, 4, 7	Server setup: DNS- Introduction, Configuration, creating DNS zone, using DNS tools; FTP- Installation process, configuration and securing; setting up an Apache Web Server(<i>http</i>)	Refer Table 1	Install and configure: 1. DNS server with a domain name of your choice. 2. FTP server on LINUX and transfer files to demonstrate it's working. 3. Apache web server and create virtual hosts.
13	2,4	2, 3 4, 7	Storage management: Disk partition, formatting, mounting; Logical Volume Management (LVM)- Use of LVM, creating Volume groups, logical volume and disk mirroring, Extend Disk using LVM, Adding Swap Space Introduction to RAID – Hardware & Software, RAID levels.	Refer Table 1	1. Basic commands for storage partitions. 2. Install and configure LVM. 3. Add Disk and CreateStandard & LVM Partition. 4. Add virtual disk and create a new LVM partition(pvcreate, vgcreate, lvcreate) 5. Extend disk using LVM
Total in hours			39	13	52

***PO = Program outcome as listed and defined in year 1 curriculum**

Table 1: Suggestive activities for tutorials (the list is only shared as an example and not inclusive of all possible activities for that course. Student and faculty are encouraged to choose activities that are relevant to the topic and the availability of such resources at their institution)

1	1. Compare features of different OS(windows, Linux, RTOS- Vxworks/android) 2. Study the evolution of OS to recognize the importance of current OS trends. 3. Explain the different flavors of LINUX.
2	1. Explain OS level virtualization and state its benefits. 2. Compare VMs and Containers 3. Identify the difference between hypervisors and Linux containers. 4. Comprehend the benefits of virtualization.
3	1. Compare ex2/ex3 filesystem attributes. 2. Discuss the file- mount and unmount system calls.
4	1. Compare Linux fork () and Windows createprocess () functions.
5	1. Study probable conditions for deadlock occurrence and how to overcome it. 2. Identify relationship between threads and processes. 3. Comprehend the differences between types of threads
6	1. Compare the features of swapping and paging.
7	1. Compare different Linux shells.
8	1. Write a cron job that runs all essential apps. on an hourly/ daily/weekly/monthly basis. (for ex. Executing Antivirus)
9	1. Compare static and DHCP IP addresses and check whether these can be switched over. 2. Study different options offered by Linux for package management.
10	1. Identify few alternatives to openLDAP and make a comparison.
11	1. Explore other network commands required for a sysadmin and interpret their functions and usage.

12	1. Study the difference between application server and web server. 2. Identify the role of virtual host. 3. Explain different types of Apache virtual hosts and how they are set up.
13	1. Compare the features between RAID and SSD.

4. CIE and SEE Assessment Methodologies

Sl. No	Assessment	Test Week	Duration In minutes	Max marks	Conversion
1.	CIE-1 Written Test	5	80	30	Average of three tests 30
2.	CIE-2 Written Test	9	80	30	
3	CIE-3 Written Test	13	80	30	
4.	CIE-4 Skill Test-Practice	6	180	100	Average of two skill tests reduced to 20
5	CIE-5 Skill Test-Practice	12	180	100	
6	CIE-6 Portfolio continuous evaluation of Activity through Rubrics	1-13		10	10
Total CIE Marks					60
Semester End Examination (Practice)			180	100	40
Total Marks					100

5. Format for CIE written Test

Course Name	Operating System and Administration	Test	I/II/III	Sem	III/IV
Course Code	20CS42P	Duration	80 Min	Marks	30
Note: Answer any one full question from each section. Each full question carries 10 marks.					
Section	Assessment Questions		Cognitive Levels	Course Outcome	Marks
I	1				
	2				
II	3				
	4				
III	5				
	6				
Note for the Course coordinator: Each question may have one, two or three subdivisions. Optional questions in each section carry the same weightage of marks, Cognitive level and course outcomes.					

6. Rubrics for Assessment of Activity (Qualitative Assessment)

Sl. No.	Dimension	Beginner	Intermediate	Good	Advanced	Expert	Students Score
		2	4	6	8	10	
1		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	8
2		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	6
3		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	2
4		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	2
Average Marks= (8+6+2+2)/4=4.5							5

Note: Dimension and Descriptor shall be defined by the respective course coordinator as per the activities

7. Reference:

Sl. No	Description
1	Operating System internal and Design Principles, William Stallings
2	Operating System, Garry Nut
3	https://www.redhat.com/en/topics/virtualization
4	Virtual Machine - an overview ScienceDirect Topics
5	DNS: https://www.youtube.com/watch?v=TiWs9n4fhys&list=RDCMUQCSpnDG3YsFNf5-qHocF-WQ&index
6	Linux system admin requirements: https://www.temok.com/blog/linux-system-administration/
7	Linux commands for modern sysadmins- N/W related - https://www.ubuntupit.com/useful-linux-network-commands-for-modern-sysadmins/
8	DNS Technology: https://www.digitalocean.com/community/tutorials/an-introduction-to-dns-terminology-components-and-concepts
9	Commands for Disk Management: https://www.programmersought.com/article/55913754022/

8. CIE SKILL Test or SEE Scheme of Evaluation

SL. No.	Particulars/Dimension	Marks
1	Create virtual environment and configure it to meet given application requirement.	20
2	Write and execute a shell script to automate a given task using appropriate Linux commands.	30
3	Demonstrate Linux administration skills in configuring and maintaining a server.	20
4	Explain the working above written shell script and procedure to configure the server, In the event of student failing to explain the working of shell script and procedure to configure the server, examiner shall use viva-voce to check the knowledge of student on operating system services and responsibilities of operating system administrator.	20
5	Portfolio evaluation of practice sessions.	10
Total Marks		100

9. Equipment/software list with Specification for a batch of 20 students

Sl. No.	Particulars	Specification	Quantity
1	Computers		20
2	VirtualBox, Ubuntu or any other Linux OS image.		



Government of Karnataka
DEPARTMENT OF COLLEGIATE AND TECHNICAL EDUCATION

Programme	Computer Science and Engineering	Semester	IV
Course Code	20CS43P	Type of Course	Programme Core
Course Name	Object Oriented Programming and Design with Java	Contact Hours	8 hours/week 104 hours/semester
Teaching Scheme	L:T:P :: 3:1:4	Credits	6
CIE Marks	60	SEE Marks	40

1. Rationale

Object oriented programming paradigm with object-oriented design principles are vital in design and development of today's complex computing solutions. OOD principles provide valuable standards and guidelines to create clean and modular design and avoid code smells. Java being the popular object-oriented programming language that empowers the innovation in this digital world, students will have sound knowledge of object-oriented programming concepts and design principles with java.

2. Course Outcomes: At the end of the course, the student will be able to:

CO-01	Design a solution for a given problem using object-oriented programming concepts and apply all appropriate object-oriented design principles
CO-02	Write and test the code for a designed solution using java OOP concepts.
CO-03	Identify exceptions in the designed or given solution and explain how to resolve them.
CO-04	Demonstrate with an example a java application's connection with a database.

3. Course Content

Week	CO	PO *	Lecture (Knowledge Criteria)	Tutorial (Activity Criteria)	Practice (Performance Criteria)
			3 hours/week	1 hour/week	4 hours/week (2 hours/batch twice in a week)
1	1,2	1, 4	Introduction to Java Brief history; features; java architecture; components: JVM, JRE, JDK; Applications; Java environment setup; Structure of java program; Compilation and execution of java program; Clean coding in java.	Refer Table 1	1. Install and Setup java environment 2. Install java editor (Eclipse for Enterprise Java) and configure workspace 3. Execution of first java program 4. Java code execution process
2	1,2	1, 2, 3, 4, 7	Introduction to OOP: Building blocks: class, object, attributes, methods; Class and objects in java;		1. Code, execute and debug programs that uses different types of variables and datatypes;

			Variable: Types (local, instance, static); declaration, initialization; comments; 'Data types;		2. Identify and resolve issues in the given code snippet
3	1,2	1, 2, 3, 4	Constructors: rules for defining constructor; types; Destructor; Access modifiers; this keyword; Autoboxing and unboxing; Operators; Expressions; Evaluation of expressions;		1. Code, execute and debug programs - that uses different types of constructors - for expression evaluation - to perform autoboxing and unboxing 2. Identify and resolve issues in the given code snippet
4	1,2	1, 2, 3, 4, 7	Memory allocation in java ; garbage collection: concept, working, types, advantages finalize () method;		1. Install memory monitoring tool and observe how JVM allocates memory 2. Memory allocation explanation through the programs
5	1,2	1, 2, 3, 4	Conditional and Iterative statements Decision making: if, if..else, switch Iterative: need of iterative statements; types of loops in java; how to use them; Break and continue statements;		1. Code, execute and debug programs that uses different control statements. 2. Identify and resolve issues in the given code snippet
6	1,2,3	1, 2, 3, 4, 7	OOP concepts: Encapsulation Concept; What is encapsulation? How to achieve encapsulation in java; Packages; Single Responsibility Principle: Intent; Rules; Benefits; example		1. Code, execute and debug programs 2. that uses encapsulation concept. 3. Define class & implement like simple calculator or text processing and check compliance with SRP.
7	1,2	1, 2, 3, 4	Arrays: Why arrays? Features, types, Declaration, array creation with new operator, working with arrays; Strings: creation, string methods;		1. Code, execute and debug programs that uses array concept 2. Code, execute and debug programs to perform string manipulation.
8	1,2	1, 2, 3, 4, 7	OOP concepts: Inheritance Inheritance concept; types; Inheritance in java; Examples; Open Closed principle: Intent; Rules; Benefits; example	Refer Table 1	1. Code, execute and debug programs that uses inheritance concept 2. Design a class & implement like file parser and check compliance with OCP.

9	1,2	1, 2, 3, 4,7	OOP concepts: Polymorphism Polymorphism concept; types: method overloading and overriding; application; polymorphism in java; sufficient examples;		1. Code, execute and debug programs that uses a. static binding b. dynamic binding
10	1,2	1, 2, 3, 4, 7	OOP concepts: Abstraction Overview; implementation of abstraction in java: abstract class and interface; Relationship between class and interface; inheritance in interface; Examples to substantiate the understanding of concepts; Eg. File parser; message logger		1. Code, execute and debug programs that uses 2. abstract class to achieve abstraction 3. interface to achieve abstraction 4. Verify whether the given code snippet is correct according to abstraction or not
11	1,2,3	1, 2, 3, 4, 7	Files and Exception handling Files and I/O streams: File reader and writer; Exception concept; exceptions in java; classification: checked and unchecked; exception handling in java;		1. Code, execute and debug programs in java to a. handles checked and unchecked exceptions b. read the content of the file and write the content to another file 2. Incorporate exception handling in programs/applications developed in previous sessions.
12	1,2,3	1, 2, 3, 4, 7	Design principle: Interface Segregation principle: Intent; Rules; Benefits; examples; Enums; Overview of java annotations;	Refer Table 1	1. Design an interface & implement it like one that builds different types of toys and check compliance with ISP.
13	1,2,3,4	1, 2, 3, 4, 7	Database Connectivity Introduction to JDBC; JDBC components; How JDBC works? JDBC connections; Connect java application to database using JDBC;		1. Code, execute and debug programs to connect to database through JDBC and perform basic DB operations
Total in hours			39	13	52

***PO = Program outcome as listed and defined in year 1 curriculum**

Table 1: Suggestive activities for tutorials (the list is only shared as an example and not inclusive of all possible activities for that course. Student and faculty are encouraged to choose activities that are relevant to the topic and the availability of such resources at their institution)

Sl. No	Activity
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1	1. Identify various java IDEs and identify differences between them. 2. Compare and contrast Java with Python
2	1. Study and present a. type casting in java b. what are command line arguments in java? c. java keywords and their usage
3	1. Compare and contrast a. method and constructor; b. constructor and destructor
4	1. Study and present how does bytecode work in java.
5	1. Present nesting of conditional and iterative statements considering a use case.
6	Identify advantages and disadvantages of a. Encapsulation. b. Inheritance c. Abstraction d. Polymorphism
7	Study and report a. java Arrays class their methods b. java String class their methods
8	Identify and document how these principles help to avoid code smells. a. SRP b. OCP c. ISP
9	Compare and contrast a. static and dynamic binding and identify usage of each b. abstract class and interface, identify usage of each
10	1. Differentiate error and exception 2. Identify and document system exceptions
11	Study DRY principle, identify the benefits.
12	Identify how OOD principles violations impact the quality of code.
13	Identify java ORM frameworks and their features.
14	Study and find the inclusions in latest java versions.

4. CIE and SEE Assessment Methodologies

Sl. No	Assessment	Test Week	Duration In minutes	Max marks	Conversion
1.	CIE-1 Written Test	5	80	30	Average of three tests 30
2.	CIE-2 Written Test	9	80	30	
3	CIE-3 Written Test	13	80	30	
4.	CIE-4 Skill Test-Practice	6	180	100	Average of two skill tests reduced to 20
5	CIE-5 Skill Test-Practice	12	180	100	
6	CIE-6 Portfolio continuous evaluation of Activity through Rubrics	1-13		10	10
Total CIE Marks					60
Semester End Examination (Practice)			180	100	40
Total Marks					100

5. Format for CIE written Test

Course Name	Object Oriented Programming and Design with Java	Test	I/II/III	Sem	III/IV
Course Code	20CS43P	Duration	80 Min	Marks	30
Note: Answer any one full question from each section. Each full question carries 10 marks.					
Section	Assessment Questions	Cognitive Levels	Course Outcome	Marks	
I	1				
	2				
II	3				
	4				
III	5				
	6				
Note for the Course coordinator: Each question may have one, two or three subdivisions. Optional questions in each section carry the same weightage of marks, Cognitive level and course outcomes.					

6. Rubrics for Assessment of Activity (Qualitative Assessment)

Sl. No.	Dimension	Beginner	Intermediate	Good	Advanced	Expert	Students Score
		2	4	6	8	10	
1		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	8
2		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	6
3		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	2
4		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	2
	Average Marks= (8+6+2+2)/4=4.5						5

Note: Dimension and Descriptor shall be defined by the respective course coordinator as per the activities

7. Reference:

Sl. No.	Description
1	https://docs.oracle.com/javase/tutorial/java/concepts/
2	www.edureka.co
3	Clean Code by Robert C Martin
4	https://www.javabrahman.com/programming-principles/
5	https://medium.com/

8. CIE Skill Test 1 Scheme of Evaluation

SL. No.	Particulars/Dimension	Marks
1	Develop a solution for a given problem using object-oriented programming concepts	20
2	Write program for above given problem using appropriate java OOP concepts.	20
3	Code, execute, test and debug the above program	30
4	Demonstrate the how your program has solved the given problem In the event of, a student fails to get the desired result (with no syntactical errors and least semantic errors), the examiner shall use viva voce to assess the student understanding of OOP concepts and java code execution process.	20
5	Portfolio evaluation based on aggregate of all practice sessions	10

Total Marks	100
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Note: For CIE skill test 2, SEE scheme of evaluation shall be used.

9. SEE Scheme of Evaluation

SL. No.	Particulars/Dimension	Marks
1	Develop a solution for a given problem using object-oriented programming concepts	20
2	Write program for above given problem using appropriate java OOP concepts.	20
3	Code, execute, test and debug the above program	30
4	Demonstrate how your program has solved the given problem and compliance of your solution with object-oriented design principles. In the event of, a student fails to get the desired result (with no syntactical errors and least semantic errors), the examiner shall use viva voce to assess the student understanding of OOP concepts and OOD principles	20
5	Portfolio evaluation based on aggregate of all practice sessions	10
Total Marks		100

10. Equipment/software list with Specification for a batch of 20 students

Sl. No.	Particulars	Specification	Quantity
1	Computers		20
2	Java 8.0 and above, eclipse		20



Government of Karnataka
DEPARTMENT OF COLLEGIATE AND TECHNICAL EDUCATION

Programme	Computer Science and Engineering	Semester	IV
Course Code	20CS44P	Type of Course	Programme Core
Course Name	Software Engineering principles and practices	Contact Hours	8 hours/week 104 hours/semester
Teaching Scheme	L:T:P :: 3:1:4	Credits	6
CIE Marks	60	SEE Marks	40

1. Rationale

Digital reality has become an integral part of human life with software tools being used to deal with virtually every part of life. A process is key to develop a quality software successfully. Principles and practices of software engineering blends engineering, computing, project management and software development. It's essential to understand the life cycle of software development and the process followed to develop a quality software. Design thinking methodology encourages identifying alternative strategies and solutions to solve a problem in best possible way.

2. Course Outcomes: At the end of the Course, the student will be able to:

CO-01	Explain the typical software development life cycle (SDLC), list and differentiate the various SDLC models along with identifying where each model could be beneficial when applied.
CO-02	Demonstrate the application of design thinking as a process, explain how it helps in requirement engineering and mitigate risks.
CO-03	Study a given application requirement, create user stories, draw the appropriate UML diagram and validate to ensure user story/UML diagram meet with the given requirement.
CO-04	Document standard test procedures and test cases for a given requirement to ensure the software gives the desired results for which it is built.

3. Course Content

Week	CO	PO	Lecture (Knowledge Criteria)	Tutorial (Activity Criteria)	Practice (Performance Criteria)
			3 hours/week	1 hour/week	4 hours/week (2 hours/batch twice in a week)
1	1	1	Overview Software engineering; Need of software engineering; Software paradigms; Software product types: generic, customized; characteristics of good software; Challenges in software projects; Factors that influence software development; understanding success Software process; need of process, components of process, process	Refer Table 1	1. Discuss success and failure stories 2. Presentation of collected case studies 3. Enact the importance of ethical practices

			activities; Differentiate product, project and process; process assessment and improvement; Software engineering ethics.		
2	1	1, 5	SDLC and Process Models SDLC; Software process model; How to choose process model? Comparison between a defined process and an empirical process; Traditional process models: waterfall; Incremental; Agile process- manifesto; principles; practices; A paradigm shift from plan driven mentality.		1. Case study to understand the SDLC 2. Organize and play games to understand the agile process like, morning wake up game ▪ the marshmallow challenges ▪ White Elephant Sizing ▪ Easter Egg Challenge 3. Create JIRA (similar tool) account and learn interface •
3	1	1, 5	Agile frameworks; Ceremonies; Roles; Overview of XP – XP practices Scrum: Overview; framework; ceremonies and artifacts		1. Play and act agile ceremonies 2. Play different agile roles Eg. Product owner, business analyst
4	1,2	1	Risk Risk, characteristics, categories; why risk management is critical; risk management framework; Activities; Principles of risk management, Risk identification, Risk assessment – risk analysis; risk prioritization; Risk Mitigation; need and importance of risk mitigation; Risk Control – planning, resolution, monitoring; How to use tool to manage and mitigate risks in an organization.		1. case study to understand the importance of risk management and mitigation of risk 2. How to use tools to manage and mitigate risks [eg. Logicgate, AuditBoard etc]
5	2	1, 2	Design Thinking Introduction, 5 stages of design thinking Understand the process of design thinking using an example Case Study		1. Conduct warmup activities to Ignite Design Thinking 2. Organize and conduct design thinking exercises and games

6	1,3	1, 2	Requirement Engineering & Modeling Overview; what is requirement? Importance; Requirement types; Sources of requirements; Requirement engineering Process; Feasibility study; Typical Requirements Engineering Problems; Requirement modeling strategies; Overview of UML; types of diagrams; Note: Take a case study to understand requirement engineering and prepare use cases or user stories	1. Organize role play for requirement activities 2. Identify a problem and prepare requirement document or Epics and user stories 3. Configure JIRA for the managing the project to solve the identified problem 4. Draw UML diagram for given use case
7	1,3	1, 2, 4	User stories What are user stories? Why user story? Basic concepts; Characteristics; How to write/create user stories? Steps; 3C's in user stories; Life cycle of user story. User story map. Estimation: User story point: basics; components of story point estimation; Steps involved in estimation;	1. Create detailed user stories for the above identified problem 1. Organize and play planning poker to decide on user points.
8	1,2	1, 2, 3	Design Objectives; design Concepts; Levels of design; Architectural styles; Monolithic and Microservices; UI and UX: Overview of UI and UX, UI types, essential properties, elements of UI design; relationship between UI and UX; Importance of good UI/UX. Wireframes: overview, purpose, benefits;	1. Create sitemap and wireframe for above created user stories. (Tools such as sketch, Adobe XD, Figma, etc can be used)
9	1	1, 2, 3, 4	Development Overview of DevOps; working principle; Benefits; DevOps culture; DevOps practices: continuous integration, continuous delivery, version control, configuration management, Build process;	1. Create Git (similar tool) account and configure repository 2. Upload the artifacts created to Git Learn version control and configuration management with Git
10	1	1, 2, 3, 4	Code quality and code security: overview; importance; issues caused by poor code; tools to check code quality Containerization: Container, why container, containerization; working principle; benefits; Hello world example Note: Docker or similar tool can be used to explain the containers.	1. Install and configure Jenkins 2. Create a container image for Hello world project 3. Setup build for container image using Jenkins (Hello world application)

11	1,4	1,4	Testing Principles of testing; Need of testing; stages; Testing process and activities; classification; Testing strategies; Levels of software testing; Software testing types; (Integration testing, functional testing, end-to-end testing need to be explained in detail)		1. Prepare Test plan for the user stories using JIRA 2. Prepare RTM for the user stories created using JIRA. Create test cases for the user stories created.
12	1,4	1	Software Measurement and Metrics Measurement; need of Measurement; types; Metrics: characteristics; classification; Agile metrics; Application monitoring.		1. Use JIRA or similar tool to capture agile metrics 2. Use SonarQube to capture code quality metrics
13	1,4	1	Quality Control and Assurance Concept of software quality, Compliance, Quality Standards, quality control, quality assurance; Difference between QC & QA. Need for auditing. Auditing fundamentals: auditing, elements of auditing; audit types; auditing methods, benefits of auditing. Quality and Process improvement tools and techniques- pareto chart, PDCA cycle, Six sigma and Lean process		1. Organize Roleplay to understand the roles and responsibilities of QA and QC team. 2. Audit the artifacts produced in previous sessions
Total in hours			39	13	52

***PO = Program outcome as listed and defined in year 1 curriculum**

Table 1: Suggestive activities for tutorials (the list is only shared as an example and not inclusive of all possible activities for that course. Student and faculty are encouraged to choose activities that are relevant to the topic and the availability of such resources at their institution)

Sl No	Activity
1	Study the traffic signal and the importance of rules and process.
2	Visit various consulting company web portals and collect case studies.
3	Document the roles and responsibilities of different agile ceremonies
4	Identify cost of risk; Identify commonly used risk management tools.
5	Identify a problem and explain how design thinking can be applied to solve it. Design a shopping cart to achieve ease of use, applying design thinking.
6	Prepare RPM requirement traceability matrix for shopping cart List the criteria to select the requirement management tools. Identify different requirement management tools and list their features. Identify frequently used UML diagrams and also identify tools used to draw them.
7	Explore agile estimation techniques and prepare a report.
8	Study boiler plate and present necessary characteristics of boiler plate for a large and small project
9	Identify different DevOps Tools and list their features Study and report OWASP coding guidelines Learn and report Twelve Factor App methodology Identify different version control and configuration management tools and report their market share

10	Compare and contrast containerization and virtualization and identify importance of these in software development Identify container providers
11	Study and prepare report on testing tools. Compare manual and automation testing
12	Study and prepare report on widely used software metrics.
13	Identify different quality tools and report their features and usage

4. CIE and SEE Assessment Methodologies

Sl. No	Assessment	Test Week	Duration In minutes	Max marks	Conversion
1.	CIE-1 Written Test	5	80	30	Average of three tests 30
2.	CIE-2 Written Test	9	80	30	
3	CIE-3 Written Test	13	80	30	
4.	CIE-4 Skill Test-Practice	6	180	100	Average of two skill tests reduced to 20
5	CIE-5 Skill Test-Practice	12	180	100	
6	CIE-6 Portfolio continuous evaluation of Activity through Rubrics	1-13		10	10
Total CIE Marks					60
Semester End Examination (Practice)			180	100	40
Total Marks					100

5. Format for CIE written Test

Course Name	Software Engineering principles and practices	Test	I/II/III	Sem	III/IV
Course Code	20CS44P	Duration	80 Min	Marks	30
Note: Answer any one full question from each section. Each full question carries 10 marks.					
Section	Assessment Questions	Cognitive Levels	Course Outcome	Marks	
I	1				
	2				
II	3				
	4				
III	5				
	6				
Note for the Course coordinator: Each question may have one, two or three subdivisions. Optional questions in each section carry the same weightage of marks, Cognitive level and course outcomes.					

6. Rubrics for Assessment of Activity (Qualitative Assessment)

Sl. No.	Dimension	Beginner	Intermediate	Good	Advanced	Expert	Students Score
		2	4	6	8	10	
1		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	8
2		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	6
3		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	2
4		Descriptor	Descriptor	Descriptor	Descriptor	Descriptor	2

	Average Marks= (8+6+2+2)/4=4.5	5
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Note: Dimension and Descriptor shall be defined by the respective course coordinator as per the activities

7. Reference:

Sl. No.	Description
1	Agile Software Development, principles, patterns and practices by Robert Martin
2	Art of agile development by James Shore & Shane Warden
3	Extreme programming explained: embrace change
4	Software-Engineering-9th-Edition-by-Ian-Sommerville
5	RPL-7th_ed_software_engineering_a_practitioners_approach_by_roger_s_pressman_
6	Becoming Agile..in an imperfect world by Greg Smith, Ahmed Sidky
7	scaledagileframework.com
8	Continuous Delivery Principles Atlassian
9	www.agilealliance.org/
10	www.udemy.com
11	www.tutorialride.com
12	www.interaction-design.org/
13	www.digite.com

8. SEE Scheme of Evaluation

SL. No.	Particulars/Dimension	Marks
1	Capturing the requirements of the client, documenting, reviewing and acceptance by the client of the documented requirement for given the problem statement.	30
2	Identify and document at least two associated risks for the above case.	20
3	Create user stories for the above requirements and draw a UML diagram using any of the modeling technique.	30
4	Document test suite for the above requirement. Viva-Voce, In the event of student unable to document a test suite, then student should be allowed to explain the test procedure.	20
Total Marks		100

9. Equipment/software list with Specification for a batch of 20 students

Sl. No.	Particulars	Specification	Quantity
1.	Computers		20
2.	Git, Jira, SonarCube, Lucidchart or any other UML design tool		



Government of Karnataka
Department of Collegiate and Technical Education
Board of Technical Examinations, Bangalore

Programme	Audit Course	Semester	IV
Course Code	20CS45T	Type of Course	Audit
Course Name	Indian Constitution	Contact Hours	2 hours/week 26 hours/semester
Teaching Scheme	L:T:P :: 2:0:0	Credits	2
CIE Marks	50	SEE Marks	Nil

1. Course Outcomes: At the end of the Course, the student will be able to:

CO-01	CO1	Understand Preamble, salient features and importance of Indian Constitution.
CO-02	CO2	Understand Fundamental rights, duties and Directive principles of state policy.
CO-03	CO3	Understand Parliamentary system of governance, Structure, Functions, Power of Central, state governments (Legislative, Executive) and Judiciary.
CO-04	CO4	Understand Panchayat Raj Institutions and Local self-governments, UPSC, KPSC, NHRC, Status of women, RTE etc.

2. Course Content

Week	CO	Detailed Course Content	Contact Hours
1	1	Introduction to constitution of India-Formation and Composition of the Constituent Assembly-Salient features of the Constitution-Preamble to the Indian Constitution	2
2	1,2	Fundamental Rights- Definition, The right to equality, The right to freedom, The right against exploitation, The right to freedom of religion.	2
3	1,2	Cultural and educational rights and The right to constitutional remedies. Fundamental Duties, Directive principles of state policy.	2
4	1,3	Parliamentary system of governance- Structure of Parliament- Lok Sabha and Rajya Sabha. Functions of parliament- Legislative, Executive, Financial Function Powers of Lok Sabha and Rajya Sabha.	2
5	1,3	Procedure followed in parliament in making law, Annual financial statement (Budget) – procedure in parliament with respect to estimates, Appropriation bill, Supplementary, additional grants, Vote on account, votes on credit and exception grant, special provisions, rules of procedure.	2
6	1,3	Structure of union executive, Power and position of President. Vice President, Prime minister and council of ministers.	2
7	1,3	Structure of the judiciary: Jurisdiction and functions of Supreme Court, high court, and subordinate courts.	2
8	1,3	Federalism in the Indian constitution- Division of Powers: Union list, State list and concurrent list. Structure of state legislation, Legislative assembly and Legislative council.	2

9	1,3	Functions of state legislature, Structure of state executive-Powers and positions of Governor, Speaker, Deputy Speaker, Chief Minister and council of minister.	2
10	4	Local self-government- meaning-Three tier system, Village Panchayat-Taluk panchayat Zilla panchayat, Local bodies-Municipalities and Corporations, Bruhath Mahanagara Palike, Functions of Election commission, UPSC, KPSC.	2
11	4	Amendment of the constitution, Human Rights-Definition-constitutional provisions-right to life and liberty-Human Rights of Women-Discrimination against women steps that are to be taken to eliminate discrimination against women in Education, employment, health care, Economic and social life,	2
12	4	Status of Women in India - Women in rural areas, Constitutional Safeguards - Dowry Prohibition act 1961- Domestic violence act 2005- Sexual harassment at work place bill 2006. Human Rights of Children- Who is a child- list the Rights of the Child- Right to education, Protection of Children from Sexual Offences Act (POCSO)-2012-	2
13	1,4	National Human Rights Commission Constitution- Powers and function of the Commission-Employee rights- Provisions made, Contractual-Non contractual employee rights-Whistle blowing-definition-Aspects-Intellectual Property Rights (IPR)-Meaning-Need for protection- Briefly description of concept of patents, Copy right, Trademark	2
Total in Hours			26 Hrs

REFERENCES

1. Introduction to the Constitution of India- Dr. Durga Das Basu
2. Empowerment of rural women in India-Hemalatha H.M and Rameshwari Varma, Hema Prakashana.

4. CIE and SEE Assessment Methodologies

Sl. No	Assessment	Test Week	Duration In minutes	Max marks	Conversion
1.	CIE-1 Written Test	5	80	30	Average of three tests 30
2.	CIE-2 Written Test	9	80	30	
3	CIE-3 Written Test	13	80	30	
4.	CIE-4 MCQ	6	60	20	Average of two CIE = 20
5	CIE-5 Open Book Test	12	60	20	
Total CIE Marks					50
Semester End Examination (Practice)			-	-	-
Total Marks					50