

**Bachelor of Technology (Computer Science and Engineering) Credit Based Scheme of Studies/
Examination Semester III**

S. No.	Course No.	Subject	L:T:P	Hours/Week	Credits	Examination Schedule (Marks)				Duration of Exam (Hrs)
						Major Test	Minor Test	Practical	Total	
1	ES-227A	Principles of Programming Languages	3:0:0	3	3	75	25	0	100	3
2	PC-CS-201A	Data Structure and Algorithms	3:0:0	3	3	75	25	0	100	3
3	ES-207A	Digital Electronics	3:0:0	3	3	75	25	0	100	3
4	PC-CS-203A	Object Oriented Programming	3:0:0	3	3	75	25	0	100	3
5	BS-205A	Mathematics-III	3:0:0	3	3	75	25	0	100	3
6	HM-902A	Business Intelligence and Entrepreneurship	2:0:0	3	3	75	25	0	100	3
7	PC-CS-205AL	Data Structure and Algorithms Lab	0:0:4	4	2	0	40	60	100	3
8	ES-209AL	Digital Electronics Lab	0:0:4	4	2	0	40	60	100	3
9	PC-CS-207AL**	Object Oriented Programming Lab	0:0:4	4	2	0	40	60	100	3
		Total		30	24	450	270	180	900	
10	SIM-201A*	Seminar on Summer Internship	2:0:0	2		0	50	0	50	

Note: SIM-201A is a mandatory credit-less course in which the students will be evaluated for the Summer Internship (training) undergone after 2nd semester and students will be required to get passing marks to qualify.



JMIETI, Radaur

Lesson Planning of Principles for Programming Languages

Deptt. CSE

Semester 3rd w.e.f...29.08.2022

Name of Teacher : Ms.

Upasana Sood Designation

: Assistant Professor & Head S

Subject with code : ES-227A

Objective of Course:

1. To introduce the principles and paradigms of programming languages for design and implement the software intensive systems.

Lecture	Topic/Chapter Covered	Academic Activity	Test/Assignment
L1	A brief History, Characteristics of good programming language	LECTURE	
L2	Programming Language translators compiler and interpreters,	LECTURE	
L3	Elementary data types – data objects, variable and constants, data types.	LECTURE	
L4	Specification and implementation of elementary data types, Declarations,	LECTURE	
L5	Type checking and type conversions, assignment and Initialization	LECTURE	Assignment
L6	Numeric Data types, enumerations, Booleans and characters	LECTURE	
L7	Syntax and semantics: introduction, general problem of describing syntax,	LECTURE	
L8	Formal method of describing syntax, attribute grammar dynamic semantic	LECTURE	Test/Assignment

L9	Structured data objects and datatypes, specification and implementation of structured data Types	LECTURE	
L10	Declaration and type checking of data structured, vector and arrays,	LECTURE	Test
L11	Records character strings, variable sized data structures, Union,	LECTURE	
L12	pointer and programmer defined	LECTURE	

	dataobjects		
L13	Sets	LECTURE	
L14	Files	LECTURE	Assignment
L 15	Evolutionofdatatypeconcept abstraction,	LECTURE	
L 16	encapsulationandinformation hiding,	LECTURE	
L17	Subprograms,typedefinition, abstractdatatypes	LECTURE	
L 18			
L 19	overloadedsubprograms,generic subprograms,	LECTURE	Test
L 20	Implicitandexplicitsequence Control	LECTURE	
L 21	sequencecontrolwithin expression,	LECTURE	
L 22	Sequencecontrolwithin statement,	LECTURE	Assignment
L23	subprogramsequence control	LECTURE	
L24	simplecallreturn,	LECTURE	
L25	Recursivesubprograms,,coo Routines	LECTURE	
L 26	exceptionandexceptionhandlers	LECTURE	
L 27	Sequencecontrol.,	LECTURE	
L 28	Concurrencysubprogramlevel Concurrency	LECTURE	Test
L29	synchronizationthrough semaphores	LECTURE	
L30	monitorsand messagepassing	LECTURE	
L31	DatacontrolNamesand referencingenvironment	LECTURE	
L32	staticanddynamicsscope	LECTURE	
L33	Blockstructure,	LECTURE	
L34	shareddata	LECTURE	
	localdataandlocal referencing environment	LECTURE	
L35	Dynamicandstaticscope	LECTURE	
L36	parameterandparameter transmissionschemes	LECTURE	Test
L37		LECTURE	
L38	Majorruntimeelements requiringstorage,	LECTURE	
L39	programmer and systemcontrolledstoragemanag ement andphases,	LECTURE	
L40	Staticstoragemanagement,	LECTURE	
L41	stackbasedstoragemanagement	LECTURE	
L42	Heapstoragemanagement,	LECTURE	Assignment
L43	variableandfixedsizeelements	LECTURE	
L44	Introductiontoprocedural., ComparisonofCand C++ programminglanguages,	LECTURE	
L45	Logical,functionaland object orientedprogramminglanguage,	LECTURE	

Outcome of Course:

1. Understand the Fundamental concept of different programming languages.
2. Enhance the skill to Design a new programming language.
3. Outline the prerequisites for creating a new programming language.
4. To introduce the concepts
of storage management using programming languages.
5. To outline the sequence control and data control Develop an understanding
of the compilation process

(Sign. of HOD)

(Sign. of Teacher Concerned with date)



JMIETI, Radaur

Lesson Planning of Data Structures and Algorithms
CSE Semester 3rd w.e.f. . . 29.08.2022

Deptt. .

Name of Teacher : Mr.

Tajenderkumar Designation : Assistant Professor

Subject with code : PC-CS-201A

Objective of Course: 1. To introduce the principles and paradigms of Data Structures for design and implement the software systems logically and physically.

Lecture	Topic/Chapter Covered	Academic Activity	Test/Assignment
L1	Data Types, Built-in and User Defined Data Structures	LECTURE	
L2	Applications of Data structure, Algorithm Analysis, Worst,	LECTURE	
L3	Best and Average Case Analysis	LECTURE	
L4	Notations of Space and Time Complexity Basics of Recursion	LECTURE	
L5	One Dimensional Arrays, Two Dimensional Arrays and Multi-Dimensional Arrays	LECTURE	
L6	Sparse matrices,	LECTURE	
L7	Searching from array using Linear and Binary Searching Algorithm	LECTURE	Test
L8	Sorting of array using Selection	LECTURE	
L9	Insertion Sort	LECTURE	
L10	Bubble Sort	LECTURE	Test
L11	Radix Algorithm	LECTURE	
L12	Definition, Implementation of Stacks and its operations,	LECTURE	
L13	Evaluation of Infix	LECTURE	
L14	Prefix expression inter conversion of infix,	LECTURE	
L15	Postfix expression inter conversion of infix	LECTURE	Assignment
L16	prefix and post-fix expression	LECTURE	
L17	Implementation of Merge sort	LECTURE	
L18	quicksort Algorithm	LECTURE	
L19	Definition, Sequential implementation of linear Queue and its operations,	LECTURE	
L20	Circular Queue and its Implementation	LECTURE	

L 21	PriorityQueues and its Implementation	LECTURE	Assignment
L 22	Applicationofqueues ,needof dynamicDatastructures	LECTURE	
L23	singlelinklistand	LECTURE	Test
L24	Itsdynamicimplementation, traversinginsertion,	LECTURE	
L25	deletionoperationsonsinglelink list	LECTURE	
L 26	Comparisonbetweenstaticanddynamic,implementationof linkedlist	LECTURE	
L 27	Circularlinklist	LECTURE	
L 28	doublylink list ,dynamic implementationofprimitive	LECTURE	
L29	Operationson Doublylinkedlists andcircularlink list,	LECTURE	
L30	Dynamicimplementationof Stacks	LECTURE	
L31	Dynamicimplementationof Queues	LECTURE	Assignment
L32	Definition , Basic terminology,Binarytree,external andinternal Nodes	LECTURE	
L33	Staticanddynamic implementation of abinarytree	LECTURE	
L34	Staticanddynamic implementation of abinarytree	LECTURE	
	primitiveoperation on Binary tree	LECTURE	
L35	Primitivesoperationofbinary trees,	LECTURE	Test
L36	binarytreetraversals pre-order,	LECTURE	
L37	In-order andpostorder traversals,	LECTURE	
L38	Representationofinfix,postfix andprefix expressionusingtrees	LECTURE	
L39	Introductiontobinarysearch treesB+trees,	LECTURE	
L40	ThreadedBinarytrees,balanced multiwaysearchtrees,	LECTURE	
L41	Implementationofheapsort Algorithm	LECTURE	Assignment
L42	BasicTerminolgy,Definition of undirectedanddirected Graphs,	LECTURE	
L43	MemoryRepresentation of Graphs,minimumspanningtrees,w arshalgorithm	LECTURE	
L44	Graphtraversalsalgorithms, Breadthfirstanddepthfirst	LECTURE	

Outcome of Course: 1. Understand and determine the usage of primitive data structures.

2. Implement and analyze real-life applications of various data structures such as array
3. To study concept of binary tree, BST, AVL trees, B tree and their implementation.
4. To study graph traversal techniques and spanning techniques
5. To teach the concept of protection and management of data.
6. To improve the logical ability.

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JMIETI, Radaur

Lesson Planning of Digital Electronics Deptt.
 .CSE Semester 3rd w.e.f 29.08.2022

Name of Teacher : Ms. Ruchi

Gupta Designation : Assistant

Professor Subject with code : **ES-207A**

Objective of Course: 1. To learn the basic methods for the design of digital circuits and provide the fundamental concepts used in the design of digital systems.

Lecture	Topic/Chapter Covered	Academic Activity	Test/Assignment
L1	Binary Digits, Logic levels, and digital waveforms, logic system positive and negative	LECTURE	
L2	Logic operations, logical operators, logic Gates, AND, OR, NOT,	LECTURE	
L3	NAND, NOR	LECTURE	
L4	Exclusive-OR and Exclusive-NOR,	LECTURE	
L5	Active high and active low concepts	LECTURE	
L6	Universal gates and realization of other gates using universal gates,	LECTURE	
L7	Gate Performance Characteristics and Parameters,	LECTURE	Assignment
L8	Boolean Algebra: rules and laws of Boolean Algebra	LECTURE	
L9	Demorgan's Theorems, Boolean Expressions and Truth Tables	LECTURE	
L10	Standard SOP and POS forms	LECTURE	
L11	Minterm and Maxterm,	LECTURE	
L12	Canonical representation of Boolean expression,	LECTURE	Assignment
L13	Duality Theorem, Simplification of Boolean Expressions,	LECTURE	
L14	Minimization Techniques for Boolean Expressions using Karnaugh Map	LECTURE	Test
L15	Quine McCluskey Tabular method	LECTURE	
L16	Introduction of TTL and CMOS logic and their characteristics,	LECTURE	
L17	Tristate gates	LECTURE	Assignment
L18	Introduction to combinational	LECTURE	

	Circuits,		
L 19	Adders–HalfAdder and Full Adder,	LECTURE	
L 20	SubtractorsHalfandfull subtractor;	LECTURE	
L 21	parallelladderandsubtractor	LECTURE	
L 22	Look –Ahead Carryadders , BCDadder,BCDsubtracter,	LECTURE	Assignment
L23	ParityChecker/ Generator	LECTURE	
L24	Multiplexer, Demultiplexer, Encoder, PriorityEncoder, Decoder,	LECTURE	
L25	BCD to Seven Segment DisplayDecoder/Driver, LCDDisplay andComparators	LECTURE	
L 26	Introductiontosequential Circuits, Flip-Flop:	LECTURE	
L 27	TypesofFlipFlopRS, T, D, JK; Edgetriggering	LECTURE	
L 28	LevelTriggeringFlipFlop conversions: MasterSlaveJK	LECTURE	
L29	Introductionto shift registers, BasicShiftRegisterOperations,	LECTURE	
L30	typesof shift registers,, BidirectionalshiftRegisters,	LECTURE	Test
L31	ShiftRegisterCounters, Introductiontocounters,	LECTURE	
L32	TypesofCountersAsynchronous andsynchronouscounters,	LECTURE	
L33	Up/DownSynchronous Counters, Modulo-n Counter, Statetable,	LECTURE	Assignment
L34	excitationtableconceptsDesignof asynchronousand synchronouscounters,	LECTURE	
	Ringcounter, Application of counters,	LECTURE	
L35	DigitaltoAnalogConverter,	LECTURE	
L36	WeightedRegister: R-2R ladder Network	LECTURE	
L37	AnalogtodigitalConversion, SuccessiveApproximationtype,	LECTURE	
L38	DualSlopetype	LECTURE	
L39	Classificationof memories– Rom: ROMorganization, PROM, EPROM	LECTURE	
L40	EEPROM, EAPROM ,RAM: RAM organization writeoperation,	LECTURE	
L41	Readoperation, Memorycycle, Timingwaveforms, memory expansion	LECTURE	
L42	StaticRAMCell, MOSFET	LECTURE	Assignment

	RAMcellstructure,Dynamic RAMCellstructure		
L 43	ProgrammablelogicDevices Programmablelogicarray(PLA)	LECTURE	
L 44	Programmable arraylogic(PAL) , Implementation of PLA, PALusingROM	LECTURE	

OutcomeofCourse:

1. TointroducebasicpostulatesofBooleanalgebraandshows thecorrelation
betweenBooleanexpressions
2. TointroducethemethodsforsimplifyingBooleanexpressions
3. Tooutlinetheformalproceduresfortheanalysisanddesignofcombinationalcircuit
sandsequentialcircuits
4. Tointroducetheconceptofmemoriesandprogrammablelogicdevices

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JMIETI, Radaur

Lesson Planning of Object Oriented Programming
CSE Semester 3rd w.e.f. 29.08.2022

Deptt.

Name of Teacher : Ms. Priyanka Kamboj

Designation : Assistant Professor

Subject with code : **PC-CS-203A**

Objective of Course: 1. To introduce the principles and paradigms of Object Oriented Programming
Language for design and implement the Object Oriented System.
2. To build up logic capabilities

Lecture	Topic/Chapter Covered	Academic Activity	Test/Assignment
L1	Introduction to C++, C++ standard Library, Illustrative simple C++ Programs	LECTURE	
L2	Header files, Namespaces,	LECTURE	
L3	Application of object oriented programming	LECTURE	
L4	Object oriented concepts,	LECTURE	
L5	Introduction to objects and object oriented programming	LECTURE	
L6	Introduction to objects and object oriented programming	LECTURE	
L7	Encapsulation,	LECTURE	
L8	Polymorphism	LECTURE	
L9	Overloading,	LECTURE	
L10	Inheritance,	LECTURE	
L11	Abstract Classes	LECTURE	Assignment
L12	Access specifier (public/protected/private,) Class scope and accessing class member	LECTURE	
L13	Controlling access function, constant	LECTURE	
L14	class member	LECTURE	
L15	structure and class	LECTURE	
L16	Friends function and	LECTURE	
L17	friend classes	LECTURE	
L18	this pointer	LECTURE	
L19	Dynamic Memory Allocation and De-allocation (New and Delete)	LECTURE	
L20	Static Class members,	LECTURE	
L21	Constructors,	LECTURE	
L22	parameter Constructors,	LECTURE	
L23	copy constructors	LECTURE	
L24	Destructors	LECTURE	
L25	Introduction of inheritance,	LECTURE	

L 26	TypesofInheritance,	LECTURE	
L 27	TypesofInheritance	LECTURE	
L 28	Public,ProtectedandPrivateInheritance,	LECTURE	
L29	EffectofconstructorsandDestructorsof BaseClassinDerivedClasses	LECTURE	Assignment
L30	Polymorphism,PointertoDerivedClass,	LECTURE	
L31	VirtualFunctionsPureVirtualFunction	LECTURE	
L32	Abstract BaseClasses,StaticandDynamic Binding,	LECTURE	
L33	VirtualDestructors	LECTURE	
L34	Fundamentalsof OperatorOverloading,rule forOperatorsOverloading	LECTURE	
	ImplementationofOperatorOverloadingL ike <<>>UnaryOperators, Binary Operators	LECTURE	
L35	Textstreams andbinarystream,	LECTURE	
L36	SequentialandRandomaccessfile	LECTURE	
L37	Streaminput/Outputclasses,stream manipulators.	LECTURE	
L38	BasicsofC++ExceptionHandling	LECTURE	Assignment
L39	Try, Throw,Catch, Multiple Catch	LECTURE	
L40	Re-throwingan exception,Exception Specifications	LECTURE	
L41	Templates:FunctionTemplates,	LECTURE	
L42	OverloadingTemplateFunction	LECTURE	
L 43	ClassTemplate,ClassTemplates	LECTURE	
L 44	Non–typetemplatearguments	LECTURE	

Outcomeof Course:

1. Tounderstand thedifferencesbetweenproceduraldesignand object-orienteddesign
2. TounderstandtheConceptofinheritance,polymorphism,dynamicbindingandGenericstructures
3. Object-orientedprogramdesignbasedontemplatemodelofC++.
4. forcreatingefficientcodes,exceptionhandlingMechanisms useinC++
5. Performobjectorientedprogrammingtodevelop
solutionstoproblemsdemonstratingusageofcontrolstructures,modularity, I/O.and
otherstandardlanguageconstructs.
6. Tolearnhowto designC++classesforcodereuse.

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JMIETI, Radaur

Lesson Planning of Mathematics 3 Deptt.

CSE Semester 3rd w.e.f. 29.08.2022

Name of Teacher : Ms. Poonam Kalra

Designation : Assistant Professor

Subject with code : **BS-205A**

S.No.	TOPIC	No. of Lectures
1.	<p style="text-align: center;">1ST ORDER ORDINARY DIFF. EQNS (Unit I)</p> <p>L1- Exact, linear and Bernoulli's equations L2- do L3- Euler's equations L4- Equations not of first degree equations solvable for p L5- Equations solvable for y, equations solvable for x and Clairaut's type. L6- do L7- Second order linear differential equations with constant coefficients L8- do L9- Method of variation of parameters L10- Cauchy and Legendre's linear differential equations</p>	10
2.	<p>SEQUENCES AND SERIES (Unit I)</p> <p>L1- Convergence of sequence and series L2- Tests for convergence (Comparison test) L3- D'Alembert's Ratio test, Logarithmic test L4- do L5- Cauchy root test, Raabe's test L6- do L7- Power series. L8- Fourier series: Introduction, Fourier-Euler Formula, Dirichlet's conditions L9- do L10- Change of intervals L11- Fourier series for even and odd functions L12- Half range sine and cosine series.</p>	12

3.	MULTIVARIABLE CALCULUS (Unit III) L1- Multiple Integration: Double integrals (Cartesian) L2-do..... L3- Change of order of integration in double integralsdo..... L5- Change of variables (Cartesian to polar) L6- Applications: areas and volumes L7-do..... L8- Triple integrals (Cartesian), orthogonal curvilinear coordinates L9- Simple applications involving cubes, sphere and rectangular parallel pipeds.do.....	10
4.	VECTOR CALCULUS (Unit IV) L1- Introduction, Scalar and Vector point functions L2- Gradient, Directional derivative. L3- Divergence & Curl and their properties L4-do..... L5- Line integrals L6- Surface integrals L7- Volume integrals L8- Green's Theorem (without proof). L9- Gauss Theorem (without proof). L10- Stokes Theorem (without proof). TOTAL LECTURES	10
		42

Tutorialsheet (Unit I)

- Show that the following sequence
 - $\{a_n\} = (-1)^n/n$ converges
 - $\{a_n\} = 2n$ diverges
 - $\{a_n\} = 1 + (-1)^n$ oscillates
- Test the convergence of the series $\frac{1}{1*2*3} + \frac{1}{2*3*4} + \frac{1}{3*4*5} + \dots$
- Test the convergence of the series $\sum (n^3 + a)/(2^n + a)$
- Find the Half Range Cosine series for the function $f(x) = (x-1)^2$ in the interval $0 < x < 1$. Hence show that
 - $\frac{1}{1^2} + \frac{1}{2^2} + \frac{1}{3^2} + \frac{1}{4^2} + \dots = \frac{\pi^2}{6}$
 - $\frac{1}{1^2} - \frac{1}{2^2} + \frac{1}{3^2} - \frac{1}{4^2} + \dots = \frac{\pi^2}{12}$
 - $\frac{1}{1^2} + \frac{1}{3^2} + \frac{1}{5^2} + \frac{1}{7^2} + \dots = \frac{\pi^2}{8}$
- Expand $f(x) = e^{-x}$ as a Fourier series in the interval $(-\pi, +\pi)$
- Find a Fourier series to represent x^2 in the interval $(-c, +c)$
- If $f(x) = |\cos x|$, expand $f(x)$ as a Fourier series in the interval $(-\pi, +\pi)$
- Define Power series with examples.

Tutorial Sheet (Unit II)

1. Solve the following equation

(a) $(3x^2 + 6xy^2)dx$

$+ (6x^2y + 4y^3)dy = 0$ (b) $(y^2 + 2x^2y)dx + (2x^3 - xy)dy = 0$

(c) $2ydx + x(2\log x - y)dy = 0$

2. Solve the initial value problem $\cos x dy/dx + y = \sin x, y(0) = 2$

3. Solve $dy/dx + y/x = 3x^2y^2$

4. Solve $y = xy' - (y')^2$

5. Solve by the method of variation of parameters

$$y'' - 2y' + 2y = e^x \tan x$$

6. Solve $x^2 \frac{d^2y}{dx^2} - 2x \frac{dy}{dx} - 4y = x^2 + 2\log x$

7. Solve $(1+x)^2 \frac{d^2y}{dx^2} + (1+x) \frac{dy}{dx} + y = 4\cos \log(1+x)$

8. Solve the differential equation: $(D^2 + 2D + 1)Y = \cosh x - \cos^2 x$

Tutorial Sheet (Unit III)

1. Evaluate the following integral by changing the order of integration:

$$\int_0^{\sqrt{2-x^2}} \int_x^{\sqrt{x^2+y^2}} \frac{x}{\sqrt{x+y}} dy dx$$

2. Find by double integration, the area of lemniscate $r^2 = a^2 \cos 2\theta$

3. Evaluate the integral:

$$\iint (x+y)^2 dx dy \text{ over the area bounded by ellipse } \frac{x^2}{a^2} + \frac{y^2}{b^2} = 1.$$

4. Evaluate the integral:

$$\int_0^{ax+y} \int_0^y \int_0^x e^{x+y+z} dz dy dx.$$

5. Find by double integration, the area lying between the parabola $y = 4x - x^2$ and the line $y = x$.

6. Find the area lying inside the cardioid $r = 1 + \cos \theta$ and outside the parabola $(1 + \cos \theta) = 1$

7. Evaluate $\iiint dx dy dz / \sqrt{a^2 - x^2 - y^2 - z^2}$ (i) Over the positive octant of the sphere $x^2 + y^2 + z^2 = a^2$

(ii) Taken throughout the volume of the sphere $x^2 + y^2 + z^2 = a^2$

8. Evaluate $\iint_D \exp\{-(x^2 + y^2)\} dy dx$, where D is the region bounded by $x^2 + y^2 = a^2$

Tutorial Sheet (Unit IV)

1. In what direction from $(3, 1, -2)$ is the directional derivative of $\phi = x^2 y^2 z^4$ maximum? Find also the magnitude of this maximum.

2. Give geometrical interpretation of gradient, curl, divergence.

3. For a solenoidal vector \mathbf{F} , show that $\text{curl curl curl } \mathbf{F} = \nabla^4 \mathbf{F}$

4. Calculate (a) $\text{curl}(\text{grad}f)$, given $f(x,y,z) = x^2 + y^2 - z^2$.
(b) $\text{curl}(\text{curl}A)$, given that $A = x^2\mathbf{i} + y^2\mathbf{j} + z^2\mathbf{k}$
5. Find the values of λ and μ so that the surfaces $\lambda x^2 + y^2 + \mu z^3 = 4$ may cut the surface $5x^2 = 2yz + 9$ orthogonally at $(1, -1, 2)$
6. The acceleration of a particle at any time $t \geq 0$ is given by $12\cos 2t\mathbf{i} - 8\sin 2t\mathbf{j} + 16t\mathbf{k}$, the velocity and acceleration are initially zero. Find the velocity and displacement at any time.
7. Compute the line integral $\int_C (y^2 dx - x^2 dy)$ about the triangle whose vertices are $(1,0)$, $(0,1)$ and $(-1,0)$.
8. Evaluate by Stoke's theorem $\int_C (yz dx + zx dy + xy dz)$ where C is the curve $x^2 + y^2 = 1, z = 1.5$.
9. If S is any closed surface enclosing a volume V and $F = ax\mathbf{i} + by\mathbf{j} + cz\mathbf{k}$, prove that $\int_S F \cdot N ds = (a+b+c)V$



JMIETL.Radaur

Lesson Planning of Business Intelligence & Entrepreneurship, Deptt. Applied Sc. & Humanities, CSE Semester 3rd w.e.f. 29.08.2022

Name of Teacher : Ms.

Medha Designation : Assistant

Prof. Subject with code : HM-

902A Objective of Course

1. Students will be able to understand who the entrepreneurs are and what competences needed to become an Entrepreneur.
2. Students will be able to understand insights into the management, opportunity search, identification of a product, market feasibility studies, project finalization required for small business enterprises.

Lecture	Topic/Chapter Covered	Academic Activity	Test/Assignment
L1	Concepts & Definitions of Entrepreneurship	Lecture	
L2	Entrepreneurship & Economic Development	Lecture	
L3	Classification of Entrepreneurs	Lecture	
L4	Types of Entrepreneurs	Lecture	
L5	Entrepreneurial Competencies	Lecture	
L6	Factors affecting Entrepreneurial Growth (economic & Non Economic)	Lecture	
L7	EDP Programmes	Lecture	

L8	Entrepreneurial Training	Lecture	
L9	Traits & Qualities of an Entrepreneur	Lecture	Assignment
L10	Manager vs. Entrepreneurs	Lecture	
L11	Entrepreneurial Challenges	Lecture	
L12	Entrepreneurial Opportunity Search & Identification	Lecture	
L13	Entrepreneurial Opportunity Search & Identification	Lecture	
L14	Criteria to Select a Product	Lecture	
L15	Conducting Feasibility Studies	Lecture	
L16	Conducting Feasibility Studies	Lecture	
L17	Source of Business Idea	Lecture	
L18	Marketing Research Process	Lecture	
L19	Marketing Mix	Lecture	
L20	Marketing Mix	Lecture	
L21	Launching a new product	Lecture	
L22	Export Marketing	Lecture	
L23	Methods of Project Appraisal	Lecture	
L24	Project Report Preparation	Lecture	Assignment
L25	Specimen of Project Report	Lecture	
L26	Networking Techniques	Lecture	
L27	PERT/CPM	Lecture	
L28	Definitions of Small Scale, Objective, Scope,	Lecture	
L29	Rationale of SSI	Lecture	
L30	Role of SSI in Economic Development in India	Lecture	
L31	SSI Registration	Lecture	
L32	NOC from Pollution Board	Lecture	
L33	Machinery & Equipment Selection	Lecture	
L34	Major Problems faced by SSI, MSME	Lecture	
	MSME Schemes	Lecture	
L35	Challenges and Difficulties in MSME Schemes	Lecture	
L36	Director of Industries DIC, SIDO, SIDBI, SIDC, SISI, NSIC, NISBUD, State financial Corporation SFC	Lecture	
L37	Director of Industries DIC, SIDO, SIDBI, SIDC, SISI, NSIC, NISBUD, State financial Corporation SFC	Lecture	
L38	Venture Capital - Concept	Lecture	
L39	Financing Schemes by various institutions in India	Lecture	
L40	Legal Issues - Forming Business Entity	Lecture	
L41	Formation of Public/Private Limited Company	Lecture	
L42	Intellectual Property Rights (IPR) & Importance	Lecture	Assignment
L43	Patents, Case Study	Lecture	
L44	Copyrights, Trademarks	Lecture	

Outcome of Course

1. Students can be able to write a report and present a presentation on the topics such as project identification, business idea, export marketing.
2. Students will be able to know the different financial and other assistance available for the small industrial units.

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(Sign. of Teacher Concerned with date)



PC- CS205AL	Data Structure and Algorithms Lab						
Lecture	Tutorial	Practical	Credit	Minor Test	Practical	Total	Time
0	0	4	2.0	40	60	100	3
Purpose	To introduce the principles and paradigms of Data Structures for design and implement the software systems logically and physically.						
Course Outcomes (CO)							
CO1	To introduce the basic concepts of Data structure, basic data types, searching and sorting based on array data types.						
CO2	To introduce the structured data types like Stacks and Queue and its basic operation's implementation.						
CO3	To introduce dynamic implementation of linked list.						
CO4	To introduce the concepts of Tree and graph and implementation of traversal algorithms.						

LIST OF EXPERIMENTS:

1. Write a program for Binary search methods.
2. Write a program for insertion sort, selection sort and bubble sort.
3. Write a program to implement Stack and its operation.
4. Write a program for quick sort.
5. Write a program for merge sort.
6. Write a program to implement Queue and its operation.
7. Write a program to implement Circular Queue and its operation.
8. Write a program to implement singly linked list for the following operations: Create, Display, searching, traversing and deletion.
9. Write a program to implement doubly linked list for the following operations: Create, Display, inserting, counting, searching, traversing and deletion.
10. Write a program to implement circular linked list for the following operations: Create, Display, inserting, counting, searching, traversing and deletion.
11. Write a program to implement insertion, deletion and traversing in B tree.

NOTE:

At least seven experiments are to be performed from above list and the concerned institution as per the scope of the syllabus may set remaining eight



ES-209AL	Digital Electronics Lab						
Lecture	Tutorial	Practical	Credit	Minor Test	Practical	Total	Time
0	0	4	2.0	40	60	100	3
Purpose	To learn the basic methods for the design of digital circuits and systems.						
Course Outcomes (CO)							
CO1	To familiarize with Digital Trainer Kit and associated equipment.						
CO2	To study and design of TTL gates						
CO3	To learn the formal procedures for the analysis and design of combinational circuits.						
CO4	To learn the formal procedures for the analysis and design of sequential circuits						

LIST OF EXPERIMENTS:

1. Familiarization with Digital Trainer Kit and associated equipment.
2. Study of TTL gates AND, OR, NOT, NAND, NOR, EX-OR, EX-NOR.
3. Design and realize a given function using K-Maps and verify its performance.
4. To verify the operation of Multiplexer and De-multiplexer.
5. To verify the operation of Comparator.
6. To verify the truth table of S-R, J-K, T, D Flip-flops.
7. To verify the operation of Bi-directional shift register.
8. To design and verify the operation of 3-bit synchronous counter.
9. To design and verify the operation of asynchronous Up/down counter using J-K FFs.
10. To design and verify the operation of asynchronous Decade counter.
11. Study of TTL logic family characteristics.
12. Study of Encoder and Decoder.
13. Study of BCD to 7 segment Decoder.

NOTE:

At least ten experiments are to be performed from above list and the concerned institution as per the scope of the syllabus may set remaining five.



PC-CS207AL	Object Oriented Programming Lab						
Lecture	Tutorial	Practical	Credit	Minor Test	Practical	Total	Time
0	0	4	2.0	40	60	100	3 Hour
Purpose	To introduce the principles and paradigms of Object Oriented Programming Language for design and implement the Object Oriented System.						
Course Outcomes (CO)							
CO1	To introduce the basic concepts of object oriented programming language and their representation.						
CO2	To allocate dynamic memory, access private members of class and the behavior of inheritance and its implementation.						
CO3	To introduce polymorphism, interface design and overloading of operator.						
CO4	To handle backup system using file, general purpose template and handling of raised exception during programming.						

LIST OF EXPERIMENTS:

Q1. Raising a number to a power is the same as multiplying it by itself p times. Write a function called `power()` that takes a double value for n and an int value for p , and returns the result as double value. Use a default argument of 2 for p , so that if this argument is omitted, the number will be squared. Write a `main()` function that gets values from the user to test this function.

Q2. A point on the two dimensional plane can be represented by two numbers: an X coordinate and a Y coordinate. For example, (4,5) represents a point 4 units to the right of the origin along the X axis and 5 units up the Y axis. The sum of two points can be defined as a new point whose X coordinate is the sum of the X coordinates of the points and whose Y coordinate is the sum of their Y coordinates. Write a program that uses a structure called `point` to model a point. Define three points, and have the user input values to two of them. Then set the third point equal to the sum of the other two, and display the value of the new point. Interaction with the program might look like this:

Enter coordinates for P1: 3 4

Enter coordinates for P2: 5

7 Coordinates of P1+P2 are : 8, 11

Q3. Create the equivalent of a four function calculator. The program should request the user to enter a number, an operator, and another number. It should then carry out the specified arithmetical operation: adding, subtracting, multiplying, or dividing the two numbers. (It should use a switch statement to select the operation). Finally it should display the result. When it finishes the calculation, the program should ask if the user wants to do another calculation. The response can be 'Y' or 'N'. Some sample interaction with the program might look like this. Enter first number, operator, and second number: 10/3

Answer =
3.333333 Do another (Y/N)? Y

Enter first number, operator, second number: 12+100

Answer = 112

Do another (Y/N)? N

Q4. A phone number, such as (212) 767-8900, can be thought of as having three parts: the area code (212), the exchange (767) and the number (8900). Write a program that uses a structure to store these three parts of a phone number separately. Call the structure `phone`. Create two structure variables of type `phone`. Initialize one, and have the user input a number for the other one. Then display both numbers. The interchange might look like this:

Enter

your area code, exchange, and number: 415 555 1212 My number is (212) 767-8900

Your number is (415) 555-1212

Q5. Create two classes `DM` and `DB` which store the value of distances. `DM` stores distances in metres and centimeters and `DB` in feet and inches. Write a program that can read values for the class objects and add one object of `DM` with another object of `DB`. Use a friend function to carry out the addition operation. The object that stores the results may be a `DM` object or `DB` objects, depending on the units in which the results are required. The display should be in the format of feet and inches or metres and centimetres depending on the object on display.

Q6. Create a class `rational` which represents a numerical value by two double values - `NUMERATOR` and `DENOMINATOR`. Include the following public member functions:

- constructor with no arguments (default).
- constructor with two arguments.
- void `reduce()` that reduces the rational number by eliminating the highest common factor between the numerator and denominator.

- Overload+operator to add two rational number.
- Overload>>operator to enable input through cin.

Overload <<operator to enable output through cout. Write a main() to test all the functions in the class.

Q7. Consider the following class definition

```
class father
{protected :intage;
public;
father(intx){age=x;}virtual
void iam()
{ cout<< "I AM THE FATHER, my age is : "<<
age<<endl;};};
```

Derive the two classes son and daughter from the above class and for each, define iam () to write our similar but appropriate messages. You should also define suitable constructors for these classes. Now, write a main () that creates objects of the three classes and then calls iam () for them. Declare pointer to father. Successively, assign addresses of objects of the two derived classes to this pointer and in each case, call iam () through the pointer to demonstrate polymorphism in action.

Q8. Write a program that creates a binary file by reading the data for the students from the terminal. The data of each student consists of roll no., name (a string of 30 or less no. of characters) and marks.

Q9. A hospital wants to create a database regarding its indoor patients. The information to store include

- Name of the patient
- Date of admission
- Disease
- Date of discharge

Create a structure to store the date (year, month and date as its members). Create a base class to store the above information. The member function should include functions to enter information and display a list of all the patients in the database. Create a derived class to store the age of the patients. List the information about all the patients to store the age of the patients. List the information about all the pediatric patients (less than twelve years in age).

Q10. Make a class **Employee** with a name and salary. Make a class **Manager** inherit from **Employee**. Add an instance variable, named department, of type string. Supply a method to **String** that prints the manager's name, department and salary. Make a class **Executive** inherits from **Manager**. Supply a method to **String** that prints the string "**Executive**" followed by the information stored in the **Manager** superclass object. Supply a test program that tests these classes and methods.

Q11. Imagine a toll booth with a class called toll Booth. The two data items are a type unsigned int to hold the total number of cars, and a type double to hold the total amount of money collected. A constructor initializes both these to 0. A member function called payingCar() increments the car total and adds 0.50 to the cash total. Another function, called noPayCar (), increments the car total but adds nothing to the cash total. Finally, a member function called displays the two totals. Include a program to test this class. This program should allow the user to push one key to count a paying car, and another to count a nonpaying car. Pushing the ESC key should cause the program to print out the total cars and total cash and then exit.

Q12. Write a function called reversit () that reverses a string (an array of char). Use a for loop that swaps the first and last characters, then the second and next to last characters and so on. The string should be passed to reversit () as an argument. Write a program to exercise reversit (). The program should get a string from the user, call reversit (), and print out the result. Use an input method that allows embedded blanks. Test the program with Napoleon's famous phrase, "Able was I ere I saw Elba".

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Q13. Create some objects of the string class, and put them in a Deque - some at the head of the Deque and some at the tail. Display the contents of the Deque using the forEach () function and a user written display function. Then search the Deque for a particular string, using the first That () function and display any strings that match. Finally remove all the items from the Deque using the getLeft () function and display each item. Notice the order in which the items are displayed: Using getLeft (), those inserted on the left (head) of the Deque are removed in "last in first out" order while those put on the right side are removed in "first in first out" order. The opposite would be true if getRight () were used.

Q14. Assume that a bank maintains two kinds of accounts for customers, one called as savings account and the other as current account. The savings account provides compound interest and withdrawal facilities but no cheque book facility. The current account provides cheque book facility but no interest. Current account holders should also maintain a minimum balance and if the balance falls below this level, a service charge is imposed.

Create a class account that stores customer name, account number and type of account. From this derive the classes cur_acct and sav_acct to make them more specific to their requirements. Include necessary member functions in order to achieve the following tasks:

- Accept deposit from a customer and update the balance.

- b) Display the balance.
- c) Compute and deposit interest.
- d) Permit withdrawal and update the balance.
- e) Check for the minimum balance, impose penalty, necessary and update the balance.
- f) Do not use any constructors. Use member functions to initialize the class members.

Q15. Create a base class called shape. Use this class to store two double type values that could be used to compute the area of figures. Derive two specific classes called triangle and rectangle from the base shape. Add to the base class, a member function `get_data()` to initialize base class data members and another member function `display_area()` to compute and display the area of figures. Make `display_area()` as a virtual function and redefine this function in the derived classes to suit their requirements. Using these three classes, design a program that will accept dimensions of a triangle or a rectangle interactively and display the area.

Remember the two values given as input will be treated as lengths of two sides in the case of rectangles and as base and height in the case of triangles and used as follows:

Area of rectangle = $x * y$

Area of triangle = $\frac{1}{2} * x * y$

NOTE:

At least ten experiments are to be performed from above list and the concerned institution as per the scope of the syllabus may set remaining five.

