

Semester: IV**Numerical Methods Operations Research & Statistics****(Theory)****Course Code: MVJ21MCS41/MVJ21IS41****CIE Marks: 50****Credits: L:T:P:S:3:1:0:0****SEE Marks: 50****Hours: 40L+26T****SEE Duration: 3 Hrs****Course Learning Objectives: The students will be able to**

The purpose of this course is to make students well conversant with numerical methods to solve ordinary differential equations, sampling theory and Operational research emerging in science and engineering.

UNIT-I**Numerical Methods-1****12 Hrs**

Numerical solution of Ordinary Differential Equations of first order and first degree: Modified Euler's method, Taylor's series method, Runge-Kutta method of fourth order, Predictor and Corrector method: Milne's Method and Adams-Bashforth Method.

Application: Solving Ordinary Differential Equations.

Video Links:

1. <http://nptel.ac.in/courses.php?disciplineID=111>
2. [http://www.class-central.com/subject/math\(MOOCs\)](http://www.class-central.com/subject/math(MOOCs))
3. <http://academicearth.org/>

UNIT-II**Numerical Methods-2:****12 Hrs**

Numerical solution of Ordinary Differential Equations of second order: Runge-Kutta method of fourth order, Predictor and Corrector method: Milne's Method and Adams Bashforth Method.

Calculus of Variations: Variation of function and Functional, variational problems.

Euler's equation, Geodesics.

Application: Hanging chain problem.

Video Links:

1. <http://nptel.ac.in/courses.php?disciplineID=111>
2. [http://www.class-central.com/subject/math\(MOOCs\)](http://www.class-central.com/subject/math(MOOCs))
3. <http://academicearth.org/>

UNIT-III**Operations Research-1****12 Hrs**

<p>Introduction to Linear Programming Problem (LPP): Prototype example, Assumptions of LPP, Formulation of LPP and Graphical method various examples. The simplex method, Big M method, Two phase method and dual simplex method.</p> <p>Application: Graphical solution procedure.</p> <p>Video Links:</p> <ol style="list-style-type: none"> 1. http://nptel.ac.in/courses.php?disciplineID=111 2. http://www.class-central.com/subject/math(MOOCs) 3. http://academicearth.org/ 	
UNIT-IV	
<p>Operations Research-2</p> <p>The transportation problem: Initial Basic Feasible Solution (IBFS) by North West Corner Rule method, Matrix Minima Method, Vogel's Approximation Method.</p> <p>Game Theory: The formulation of two persons, zero sum games; saddle point, maxmin and minmax principle, Solving simple games- a prototype example, Games with mixed strategies.</p> <p>Application: Transportation problem.</p> <p>Video Links:</p> <ol style="list-style-type: none"> 1. http://nptel.ac.in/courses.php?disciplineID=111 2. http://www.class-central.com/subject/math(MOOCs) 3. http://academicearth.org/ 	12 Hrs
UNIT-V	
<p>Statistical Methods</p> <p>Correlation and Regression: Correlation, Regression coefficients, line of regression problems.</p> <p>Curve fitting: Fitting of the curves of the form $y = ax + b$, $y = ax^2 + bx + c$, $y = ae^{bx}$ by the method of least squares.</p> <p>Application: Finding the best fit between two variables.</p> <p>Video Links:</p> <ol style="list-style-type: none"> 1. http://nptel.ac.in/courses.php?disciplineID=111 2. http://www.class-central.com/subject/math(MOOCs) 3. http://academicearth.org/ 	12 Hrs

Course Outcomes: After completing the course, the students will be able to

CO4	2	3	0	3	0	0	0	0	0	0	0	1
CO5	3	3	0	3	0	0	0	0	0	0	0	1

Semester: IV		
Microcontroller & Embedded Systems		
(Theory)		
Course Code: MVJ21IS42		CIE Marks: 50
Credits: L:T:P:S:3:1:0:0		SEE Marks: 50
Hours: 40L+26T		SEE Duration: 3 Hrs
Course Learning Objectives: The students will be able to		
1	Explain the fundamentals of ARM based system, basic hardware components, selection methods and attributes of an ARM Controller.	
2	Program ARM controller using the various instructions.	
3	Explain the fundamentals of Exception, Interrupt Handling and Memory Management Unit of ARM Controller.	
4	Identify the Embedded System Design applications.	
5	Explain the real time operating system for the embedded system design.	

UNIT-I	
<p>Microprocessors versus Microcontrollers, ARM Embedded Systems: The RISC design philosophy, The ARM Design Philosophy, Embedded System Hardware, Embedded System Software.</p> <p>ARM Processor Fundamentals: Registers, Current Program Status Register, Pipeline, Exceptions, Interrupts, and the Vector Table , Core Extensions</p> <p>Laboratory Sessions/ Experimental learning: ARM Processor and Sample programs using Simulator. Comparison of Microprocessor and Microcontroller hardware Model Comparing the Microprocessor and Microcontroller Software Model</p> <p>Applications: ARM Design</p> <p>Video link / Additional online information : https://developer.arm.com/architectures/platform-design/embedded-systems https://www.youtube.com/watch?v=JPfG0UQd3x4 https://bnmbiw.wordpress.com/2013/01/27/chapter-1-arm-embedded-systems/</p>	12 Hr s
UNIT-II	

<p>Introduction to the ARM Instruction Set : Data Processing Instructions , Programme Instructions, Software Interrupt Instructions, Program Status Register Instructions, Coprocessor Instructions, Loading Constants</p> <p>ARM programming using Assembly language: Writing Assembly code, Profiling and cycle counting, instruction scheduling</p> <p>Laboratory Sessions/ Experimental learning: ARM assembly language programming</p> <p>Applications: Writing Assembly code</p> <p>Video link / Additional online information : https://iitd-plos.github.io/col718/ref/arm-instructionset.pdf https://www.slideshare.net/MathivananNatarajan/arm-instruction-set-60665439 https://www.scribd.com/document/401460874/ARM-Architecture</p>	12 Hr s
UNIT-III	
<p>Exception, Interrupt Handling : Exception handling, Interrupts, Interrupt handling Schemes</p> <p>Memory Management Unit : The Memory Hierarchy and Cache Memory, Cache Architecture, Cache Policy, Moving from MPU to an MMU, How Virtual Memory Works, Details of ARM MMU</p> <p>Laboratory Sessions/ Experimental learning: Use of External interrupt0 to turn ON/OFF led connected to Pin P1.25 of ARM Processor. Use of Software Interrupt SWI instruction in programming. Calculating physical memory address from logical address.</p> <p>Applications: Estimation of CPU & Memory Performance</p> <p>Video link / Additional online information : https://www2.seas.gwu.edu/~bhagiweb/cs211/lectures/cache1.pdf https://developer.arm.com/docs/den0024/a/the-memory-management-unit https://www.youtube.com/watch?v=lyRNk5SMEpM</p>	12 Hr s
UNIT-IV	
<p>Embedded System Components: Embedded Vs General computing system, History of embedded systems, Classification of Embedded systems, Major applications areas of embedded systems,</p>	12 Hr s

<p>purpose of embedded systems</p> <p>Core of an Embedded System including all types of processor/controller, Memory, Sensors, Actuators, LED, 7 segment LED display, stepper motor, Keyboard, Push button switch, Communication Interface (on board and external types), Embedded firmware, Other system components.</p> <p>Laboratory Sessions/ Experimental learning:</p> <p>Mini project</p> <p>Case Study: Digital Clock, Battery operated Smartcard Reader</p> <p>Applications: Displaying digits on a 7-segment LED interface</p> <p>Video link / Additional online information :</p> <p>https://www.slideshare.net/MoeMoeMyint/introduction-to-embedded-system-chapter-2-4th-portion</p> <p>https://shrishailbhat.com/2018/02/28/arm-microcontroller-embedded-systems-embedded-system-components/</p> <p>https://mrcet.com/downloads/digital_notes/ECE/IV%20Year/EMBEDDED%20SYSTEMS%20DESIGN.pdf</p>	
UNIT-V	
<p>Real Time Operating System (RTOS) based Embedded System Design: Operating System basics, Types of operating systems, Task, process and threads (Only POSIX Threads with an example program), Thread pre-emption, Multiprocessing and Multitasking, Task Communication (without any program), Task synchronization issues – Racing and Deadlock, Concept of Binary and counting semaphores (Mutex example without any program), How to choose an RTOS</p> <p>Case Study: Automated Meter Reading System (AMR) and Digital Camera, Real time concepts</p> <p>Applications: Modern electronic systems</p> <p>Video link / Additional online information :</p> <p>https://www.geeksforgeeks.org/mutex-lock-for-linux-thread-synchronization/</p> <p>http://digitalthinkerhelp.com/real-time-operating-system-rtos-examples-applications-functions/</p>	12 Hr s

Course Outcomes: After completing the course, the students will be able to	
CO1	Describe the architectural features and instructions of ARM microcontroller

CO2	Develop Assembly Programs in ARM for Embedded applications.
CO3	Describe the fundamentals of Exception, Interrupt Handling and Memory Management Unit of ARM Controller
CO4	Interface external devices and I/O with ARM microcontroller.
CO5	Demonstrate the need of real time operating system for embedded system applications

Reference Books	
3.	Andrew N Sloss, Dominic Symes and Chris Wright, ARM system developer's guide, Elsevier, Morgan Kaufman publishers, 2008.
4.	Shibu K V, "Introduction to Embedded Systems", Tata McGraw Hill Education, Private Limited, 2nd Edition.
3.	Raghuandan...G.H, Microcontroller (ARM) and Embedded System, Cengage learning Publication, 2019
4.	The Insider's Guide to the ARM7 Based Microcontrollers, Hitex Ltd., 1st edition, 2005.

Continuous Internal Evaluation (CIE):

Theory for 50 Marks

CIE is executed by way of quizzes (Q), tests (T) and assignments. A minimum of three quizzes are conducted along with tests. Test portion is evaluated for 50 marks and quiz is evaluated for 10 marks. Faculty may adopt innovative methods for conducting quizzes effectively. The number of quizzes may be more than three (conduct additional quizzes and take best three). The three tests are conducted for 50 marks each and the average of all the tests are calculated for 50. The marks for the assignments are 20 (2 assignments for 10 marks each). The marks obtained in test, quiz and assignment are added to get marks out of 100 and report CIE for 50 marks.

Semester End Examination (SEE):

Total marks: 50+50=100

SEE for 50 marks is executed by means of an examination. The Question paper for each course contains two parts, Part – A and Part – B. Part – A consists of objective type questions for 20 marks covering the entire syllabus. Part – B Students have to answer five questions, one from each unit for 16 marks adding up to 80 marks. Each main question may have a maximum of three sub divisions. Each unit will have internal choice in which both questions cover entire unit having same complexity in terms of COs and Bloom's taxonomy level.

CO-PO Mapping

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	0	0	0	0	0	0	0	0	0	0	0
CO2	3	2	1	0	0	0	0	0	0	0	0	0
CO3	0	0	2	3	0	0	0	0	0	0	0	0
CO4	0	0	2	3	0	0	0	0	0	0	0	0
CO5	0	0	3	0	0	0	0	0	0	0	0	0

Semester: IV

**Computer Organization & Architecture
(Theory)**

Course Code: MVJ21IS43	CIE Marks: 50
Credits: L:T:P:S:3:1:0:0	SEE Marks: 50
Hours: 40L+26T	SEE Duration: 3 Hrs
Course Learning Objectives: The students will be able to	
1	distinguish between the various ISA style
2	trace the execution sequence of an instruction through the processor
3	compare different approaches used for implementing a functional unit
4	understand the fundamentals of memory and I/O systems and their interaction with the processor

UNIT-I

<p>Functional unit, Basic operational concepts, Bus structures, Software, Performance, Data Representation. Fixed Point Representation. Floating – Point Representation. Instruction codes. Computer Registers Computer instructions– Instruction cycle. Memory – Reference Instructions. Input – Output and Interrupt. STACK organization. Instruction formats. Addressing modes.</p> <p>Laboratory Sessions/ Experimental learning: Familiarization with assembly language programming</p> <p>Applications: Computer system.</p> <p>Video link / Additional online information : https://nptel.ac.in/courses/106/106/106106166/</p>	12 Hrs
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UNIT-II

<p>Peripheral Devices, Input-Output Interface, Asynchronous data transfer Modes of Transfer, Priority Interrupt Direct memory Access, Input –Output Processor (IOP) Serial</p>	12 Hrs
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<p>communication; Introduction to peripheral component, Interconnect (PCI) bus. Introduction to standard serial communication protocols like RS232, USB, IEEE1394</p> <p>Laboratory Sessions/ Experimental learning: Interfacing - DAC, ADC, keyboard-display modules</p> <p>Applications: Monitors, keyboards.</p> <p>Video link / Additional online information: https://drive.google.com/file/d/0B-ITW-kTxwdfSVExbzZIMUFFVFU/view</p>	
UNIT-III	
<p>Cache Coherence, Shared Memory Multiprocessors. Control memory, Address sequencing, micro program example, design of control unit Hard wired control. Micro programmed control, Virtual Memory.</p> <p>Laboratory Sessions/ Experimental learning:Processor design</p> <p>Applications: High end workstations.</p> <p>Video link / Additional online information: https://drive.google.com/file/d/0B-ITW-kTxwdfcV9ma2JxbUcORUk/view</p>	12 Hrs
UNIT-IV	
<p>Addition and subtraction, multiplication Algorithms, Division Algorithms, Floating – point Arithmetic operations. Decimal Arithmetic unit Decimal Arithmetic operations.</p> <p>Laboratory Sessions/ Experimental learning: Implementation of booth algorithm</p> <p>Applications: Radar,Sonar</p> <p>Video link / Additional online information: https://nptel.ac.in/courses/106/106/106106166/</p>	12 Hrs
UNIT-V	

<p>Parallel Processing, Pipelining, Arithmetic Pipeline, Instruction Pipeline, RISC Pipeline, Data hazards – Instruction hazards, Vector Processing, Array Processors. Cache coherence and MESI protocol – Clusters – Non-Uniform Memory Access – Vector Computation</p> <p>Laboratory Sessions/ Experimental learning:</p> <p>Introduction to embedded system.</p> <p>Applications: DSP, Microprocessor</p> <p>Video link / Additional online information: https://drive.google.com/file/d/0B-ITW-kTxwdfNGIMQINSSVlQeEE/view</p>	12 Hrs
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Course Outcomes: After completing the course, the students will be able to	
CO1	Demonstrate the fundamental organization of a computer system
CO2	Analyse various issues related to memory hierarchy.
CO3	Examine various, inter connection structures of multi processors.
CO4	Formulate and solve problems related to computer arithmetic, performance of systems
CO5	Demonstrate parallel computing and concepts of pipeline

Reference Books	
5.	M. Morris Mano, Computer System Architecture, 3rd edition, Prentice- Hall of India Pvt. Ltd., 1999.
6.	Carl Hamacher : “Computer Organization ”, Fifth Edition, Mc Graw Hill
3.	William Stallings: “Computer Organisation and Architecture”, Pearson Education

Continuous Internal Evaluation (CIE):

Theory for 50 Marks

CIE is executed by way of quizzes (Q), tests (T) and assignments. A minimum of three quizzes are conducted along with tests. Test portion is evaluated for 50 marks and quiz is evaluated for 10 marks. Faculty may adopt innovative methods for conducting quizzes effectively. The number of quizzes may be more than three (conduct additional quizzes and take best three). The three tests are conducted for 50 marks each and the average of all the tests are calculated for 50. The marks for the assignments are 20 (2 assignments for 10 marks each). The marks obtained in test, quiz and assignment are added to get marks out of 100 and report CIE for 50 marks.

Semester End Examination (SEE):

Total marks: 50+50=100

SEE for 50 marks is executed by means of an examination. The Question paper for each course contains two parts, Part – A and Part – B. Part – A consists of objective type questions for 20 marks covering the entire syllabus. Part – B Students have to answer five questions, one from each unit for 16 marks adding up to 80 marks. Each main question may have a maximum of three sub divisions. Each unit will have internal choice in which both questions cover entire unit having same complexity in terms of COs and Bloom’s taxonomy level.

CO-PO Mapping												
CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	0	0	3	2	0	0	0	2	0	0	0	1
CO2	0	3	3	2	0	0	0	2	0	0	0	2
CO3	0	3	3	2	0	0	0	2	0	0	0	3
CO4	0	3	3	2	0	0	0	2	0	0	0	2
CO5	0	3	3	2	0	0	0	2	0	0	0	3

Semester: IV		
Python Programming and Lab (Theory and Practice)		
Course Code: MVJ21IS44		CIE Marks:50+50
Credits: L:T:P: 3:0:1		SEE Marks: 50 +50
Hours:40 L+26P		SEE Duration: 03+03 Hours
Course Learning Objectives: The students will be able to		
1	Learn fundamental features of object-oriented language	
2	Design, write, debug, run Python Programs	
3	Develop console -based applications using Python	
4	Develop console & windows applications using Python.	
5	Introduce event driven Graphical User Interface (GUI) programming using Python built in functions	

UNIT-I

<p>Syllabus Content:</p> <p>Why should you learn to write programs, Introduction to Python, Variables, expressions and statements, Conditional execution, Functions.</p> <p>Application:</p> <ul style="list-style-type: none"> In learning and implementing small project process <p>Video Link:</p> <ol style="list-style-type: none"> https://www.py4e.com/http://greenteapress.com/wp/think-python/ 	12 Hrs
UNIT-II	
<p>Syllabus Content:Iteration, Strings, Files.</p> <p>Application:</p> <ul style="list-style-type: none"> Pattern recognition and Reading resultant column in supervised learning data set <p>Video Link:</p> <ol style="list-style-type: none"> https://www.codecademy.com/learn/learn-python http://www.tutorialspoint.com/python/ 	12 Hrs
UNIT-III	
<p>Syllabus Content:</p> <p>Lists, Dictionaries, Tuples, Regular Expressions.</p> <p>Application:</p> <ul style="list-style-type: none"> Handling query languages and Managing Large set of data with respect to database <p>Video Link:</p> <ol style="list-style-type: none"> https://www.programiz.com/python-programming/class https://www.udemy.com/course/web-scraping-with-python-beautifulsoup/ 	12 Hrs
UNIT-IV	
<p>Syllabus Content:</p> <p>Classes and objects, Classes and functions, Classes and methods.</p> <p>Application:</p> <ul style="list-style-type: none"> Designing games and puzzles <p>Video Link:</p> <ol style="list-style-type: none"> https://datatofish.com/json-string-to-csv-python/ 	12Hrs

https://automatetheboringstuff.com/		
UNIT-V		
Syllabus Content:		12 Hrs
Networked programs, Using Web Services, Using databases and SQL.		
Application:		
<ul style="list-style-type: none"> • Music composition and movie development 		
Video Link:		
<ol style="list-style-type: none"> 1. http://do1.drchuck.com/pythonlearn/EN_us/pythonlearn.pdf 2. https://www.datacamp.com/community/tutorials/reading-and-editing-pdfs-and-word-documents-from-python 		
LABORATORY EXPERIMENTS		
1. Python Program to Reverse a linked list		
2. Python Program for Find largest prime factor of a number		
3. Python Program for Efficient program to print all prime factors of a given number		
4. Python Program for Product of unique prime factors of a number		
5. Python Program for Find sum of odd factors of a number		
6 Python Program for Coin Change		
7 Python Program for Tower of Hanoi		
8 Python Program to Check if binary representation is palindrome		
9 Python Program for Basic Euclidean algorithms		
10 Python Program for Maximum height when coins are arranged in a triangle		

Course Outcomes: After completing the course, the students will be able to	
CO1	Understand Python syntax and semantics and be fluent in the use of Python flow control and functions.
CO2	Demonstrate proficiency in handling Strings and File Systems.
CO3	Implement Python Programs using core data structures like Lists, Dictionaries and use Regular Expressions.
CO4	Interpret the concepts of Object-Oriented Programming as used in Python.
CO5	Implement exemplary applications related to Network Programming, Web Services and Databases in Python.

Reference Books

Semester: IV**Design Analysis of Algorithms and Lab
(Theory and Practice)**

Course Code: MVJ21IS45		CIE Marks:50+50
Credits: L:T:P: 3:0:1		SEE Marks: 50 +50
Hours:40 L+26P		SEE Duration: 03+03 Hours
Course Learning Objectives: The students will be able to		
1	Explain various computational problem-solving techniques.	
2	Apply appropriate method to solve a given problem.	
3	Describe various methods of algorithm analysis	

UNIT-I

Introduction to Algorithms: The role of algorithms in computing, Growth of functions, Asymptotic notations, Designing and Analysing algorithms-an Introduction using insertion sort. Review on the Math needed for algorithm design and analysis.

Laboratory Sessions/ Experimental learning:

Implement insertion sort and test its efficiency

Applications: Develop a realistic model for the input to the program. Analyse the unknown quantities, assuming the modelled input. Calculate the total running time by multiplying the time by the frequency for each operation, then adding all the products.

Video link / Additional online information :

https://www.tutorialspoint.com/data_structures_algorithms/asymptotic_analysis.htm

**12
Hrs****UNIT-II**

Divide and Conquer: Solving recurrences – The Substitution method, Recurrence Tree method and Master's method, Multiplying large integers, Binary Search, Sorting [Merge Sort and Quick Sort], Selection in linear time [Expected and Worst-case], Strassen's algorithm for Matrix Multiplication, The maximum sub-array problem.

Laboratory Sessions/ Experimental learning:

Implement maximum sub array algorithm and test their correctness and efficiency

Applications: Closest Pair of Points, Strassen's Multiplication, Karatsuba Algorithm, Cooley-Tukey Algorithm

Video link / Additional online information :

https://www.tutorialspoint.com/design_and_analysis_of_algorithms/design_and_analysis_of_algorithms

**12
Hrs**

divide_conquer_htm	
UNIT-III	
<p>Greedy Algorithms: Characteristics of Greedy algorithms, The problem of making change, Greedy algorithms for Scheduling, Minimum Spanning Trees – Kruskal’s Algorithm and Prim’s Algorithm, Greedy Algorithms for finding the shortest paths in a Graph, The Knapsack problem Amortized Analysis:</p> <p>The accounting method, The potential method.</p> <p>Laboratory Sessions/ Experimental learning:</p> <p>Implement Knapsack Algorithm using Greedy method.</p> <p>Applications: Dijkstra’s Algorithm, Google Map</p> <p>Video link / Additional online information :</p> <p>https://www.tutorialspoint.com/design_and_analysis_of_algorithms/design_and_analysis_of_algorithms_greedy_method_htm</p>	12 Hrs
UNIT-IV	
<p>Dynamic Programming: Calculating the binomial co-efficient, the problem of making change, The Knapsack problem, Chained matrix multiplication, Finding the shortest paths in a Graph, Reformulating Dynamic programming algorithms using recursion and memory functions.</p> <p>Laboratory Sessions/ Experimental learning:</p> <p>Implement single source shortest path algorithm.</p> <p>Applications: Logistic/Transportation Problems</p> <p>Video link / Additional online information :</p> <p>https://www.tutorialspoint.com/design_and_analysis_of_algorithms/design_and_analysis_of_algorithms_dynamic_programming_htm</p>	12Hr s
UNIT-V	
<p>Backtracking: N-Queen’s Problem -Graph colouring.</p> <p>Branch and Bound: Assignment Problem - Traveling Salesman Problem. Computability classes – P, NP, NP-complete and NP-hard.</p> <p>Laboratory Sessions/ Experimental learning:</p> <p>Implement graph colouring Problem</p> <p>Applications: Electrical Engineering, Robotics, Artificial Intelligence, Materials Engineering, Solving</p>	12 Hrs

<p>Puzzles</p> <p>Video link / Additional online information :</p> <p>https://www.tutorialspoint.com/design_and_analysis_of_algorithms/design_and_analysis_of_algorithms_p_np_class.htm</p>	
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LABORATORY EXPERIMENTS

1. Implementation of Binary Search Trees
2. Implementation of merge and quick sort algorithms and test their correctness and efficiency
3. Implementation of Floyd-Warshall Algorithm and test their efficiency
4. Implementation of 0/1 Knapsack problem using
 - (a) Dynamic Programming method
 - (b) Greedy method.
5. (a) Implementation of all-Pairs Shortest Paths problem
 - (b) Implementation of Travelling Sales Person problem
- 6 Implementation and analysis of running time of eight-queen problem
- 7 Implementation of insertion and topological sorting and test their efficiency.
- 8 Program to find a subset of a given set $S = \{S_1, S_2, \dots, S_n\}$ of n positive integers
- 9 Program to find all Hamiltonian Cycles in a connected undirected Graph
- 10 Mini Project /Case Presentation

Course Outcomes: After completing the course, the students will be able to	
CO1	Analyze the correctness of algorithms using induction and loop invariants.
CO2	Construct algorithms using design paradigms like divide and conquer, greedy and dynamic programming for a given problem.
CO3	Analyze how the performance of an algorithm is affected based on the choice of data structures the algorithm uses.
CO4	Construct graph-based algorithms to solve engineering problems.

CO4	3	3	2	2	0	0	0	0	0	0	0	0
CO5	3	3	3	2	0	0	0	0	0	0	0	0

Semester: IV		
BALIKE KANNADA (Theory)		
Course Code: MVJ21IS46		CIE Marks: 50
Credits: L:T:P:S:1:0:0:0		SEE Marks: 50
Hours: 40L+26T		SEE Duration: 3 Hrs
Course Learning Objectives: The students will be able to		
This course will enable students to understand Kannada and communicate in Kannada language Vyavharika Kannada –Parichaya (Introduction to Vyavharika kannada) Kannada Aksharamaale haagu uchcharane(Kannada Alphabets and Pronunciation. Sambhashanegaagi Kannada Padagalu (Kannada Vocubulary for Communication). Kannada Grammer in Conversations(Sambhasaneyalli Kannada Vyakarana) Activities in Kannada		

UNIT-I	
Vyavharika Kannada –Parichaya (Introduction to Vyavharika kannada)	12 Hrs
UNIT-II	
Kannada Aksharamaale haagu uchcharane(Kannada Alphabets and Pronunciation	12 Hrs
UNIT-III	
Sambhashanegaagi Kannada Padagalu (Kannada Vocubulary for Communication).	12 Hrs
UNIT-IV	
Kannada Grammer in Conversations(Sambhasaneyalli Kannada Vyakarana)	12 Hrs
UNIT-V	
Activities in Kannada	12 Hrs

Continuous Internal Evaluation (CIE):

Theory for 50 Marks

CIE is executed by way of quizzes (Q), tests (T) and assignments. A minimum of three quizzes are conducted along with tests. Test portion is evaluated for 50 marks and quiz is evaluated for 10 marks. Faculty may adopt innovative methods for conducting quizzes effectively. The number of quizzes may be more than three (conduct additional quizzes and take best three). The three tests are conducted for 50 marks each and the average of all the tests are calculated for 50. The marks for the assignments are 20 (2 assignments for 10 marks each). The marks obtained in test, quiz and assignment are added to get marks out of 100 and report CIE for 50 marks.

Semester End Examination (SEE):

Total marks: 50+50=100

DqÀ½vÀ ¥ÀvÀæUÀ¼ÄÄ.
CzsÁâAiÄÄ -6
,ÁPÁðgÀzÀ DzÉÃ±À ¥ÀvÀæUÀ¼ÄÄ
CzsÁâAiÄÄ -7
,AAQÃ¥ÀÛ ¥Àæ§AzsÀ gÀzÀÉÉ, ¥Àæ§AzsÀ æÀÄvÄÄÛ ``sÁµÁAvÀgÀ
CzsÁâAiÄÄ -8
PÀÉÀßqÀ ±À§Ý,ÀAUÀæºÀ
CzsÁâAiÄÄ -9
PÀA¥ÀÆålgì ºÁUÀÆ æÀiÁ»w vÀAvÀæeÁÖÉÀ
CzsÁâAiÄÄ -10
¥Áj``sÁ¶PÀ DqÀ½vÀ PÀÉÀßqÀ ¥ÀzÀUÀ¼ÄÄ æÀÄvÄÄÛ vÁAwæPÀ/PÀA¥ÀÆålgì ¥Áj``sÁ¶PÀ ¥ÀzÀUÀ¼ÄÄ.

Continuous Internal Evaluation (CIE):

Theory for 50 Marks

CIE is executed by way of quizzes (Q), tests (T) and assignments. A minimum of three quizzes are conducted along with tests. Test portion is evaluated for 50 marks and quiz is evaluated for 10 marks. Faculty may adopt innovative methods for conducting quizzes effectively. The number of quizzes may be more than three (conduct additional quizzes and take best three). The three tests are conducted for 50 marks each and the average of all the tests are calculated for 50. The marks for the assignments are 20 (2 assignments for 10 marks each). The marks obtained in test, quiz and assignment are added to get marks out of 100 and report CIE for 50 marks.

Semester End Examination (SEE):

Total marks: 50+50=100

SEE for 50 marks is executed by means of an examination. The Question paper consists of objective type questions for 50 marks covering the entire syllabus. Each unit will have internal choice in which both questions cover entire unit having same complexity in terms of COs and Bloom’s taxonomy level.

CO-PO Mapping												
CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
CO1	3	3	0	3	0	0	0	0	0	0	0	1
CO2	3	2	0	3	0	0	0	0	0	0	0	0
CO3	3	3	0	2	0	0	0	0	0	0	0	0
CO4	2	3	0	3	0	0	0	0	0	0	0	1
CO5	3	3	0	3	0	0	0	0	0	0	0	1

Semester: IV
Additional Mathematics-2

(Theory)		
Course Code: MVJ21MATDIP-II		CIE Marks: 50
Credits: L:T:P:S:3:1:0:0		SEE Marks: 50
Hours: 40L+26T		SEE Duration: 3 Hrs
Course Learning Objectives: The students will be able to		
<p>This course viz., aims to prepare the students:</p> <p>To familiarize the important and basic concepts of Differential calculus and Differential Equation, ordinary/partial differential equations and Vector calculus and analyse the engineering problems.</p>		

UNIT-I	
<p>Linear Algebra: Introduction, Rank of a matrix-echelon form. Solution of system of linear equations – consistency. Gauss-elimination method and problems. Eigen values and Eigen vectors of square matrix and Problems. Video Link: https://www.math.ust.hk/~machas/matrix-algebra-for-engineers.pdf https://nptel.ac.in/content/storage2/courses/122104018/node18.html</p>	12 Hrs
UNIT-II	
<p>Differential calculus: Tangent and normal, sub tangent and subnormal both Cartesian and polar forms. Increasing and decreasing functions, Maxima and Minima for a function of one variable. Point of inflections and Problems Beta and Gamma functions: Beta functions, Properties of Beta function and Gamma function, Relation Between beta and Gamma function-simple problems. Video Link: https://www.youtube.com/watch?v=6RwOoPN2zqE https://www.youtube.com/watch?v=s6F5yjY6jWk&list=PLMLsjhQWWIUqBoTCQDtYIloI-o-9hxp11 http://tutorial.math.lamar.edu/Classes/DE/IntroPDE.aspx</p>	12 Hrs
UNIT-III	
<p>Analytical solid geometry : Introduction – Directional cosine and Directional ratio of a line, Equation of line in space- different forms, Angle between two line, shortest distance between two line, plane and equation of plane in different forms and problems. Video Link: https://www.toppr.com/guides/maths/three-dimensional-geometry/ https://www.toppr.com/guides/maths/three-dimensional-geometry/distance-between-skew-lines/</p>	12 Hrs
UNIT-IV	
<p>Probability: Random variable, Discrete probability distribution, Mean and variance of Random Variable, Theoretical distribution-Binomial distribution, Mean and variance Binomial distribution -Problems. Poisson distribution as a limiting case of Binomial distribution,</p>	12 Hrs

Mean and variance of Poisson distribution. Normal Distribution-Basic properties of Normal distribution –standard form of normal distribution and Problems. Video Link: https://nptel.ac.in/courses/111/105/111105041/ https://www.mathsisfun.com/data/probability.html	
UNIT-V	
Partial differential equation: Formation of PDE's by elimination of arbitrary constants and functions. Solution of non-homogeneous PDE by direct integration. Homogeneous PDEs involving derivative with respect to one independent variable only. Video Link: http://tutorial.math.lamar.edu/Classes/DE/IntroPDE.aspx https://www.studyyaar.com/index.php/module-video/watch/233-cauchys-legendres-de-a-method-of-variation-of-parameters	12 Hrs

Course Outcomes: After completing the course, the students will be able to	
CO1	Apply the knowledge of Matrices to solve the system of linear equations and to understand the concepts of Eigen value and Eigen vectors for engineering problems.
CO2	Demonstrate various physical models ,find Maxima and Minima for a function of one variable., Point of inflections and Problems .Understand Beta and Gamma function
CO3	Understand the 3-Dimensional geometry basic, Equation of line in space- different forms, Angle between two line and studying the shortest distance .
CO4	Concepts OF Probability related to engineering applications.
CO5	Construct a variety of partial differential equations and solution by exact methods.

Reference Books	
1.	B.S. Grewal, "Higher Engineering Mathematics" Khanna Publishers, 43 rd Edition, 2013.
2.	Ramana B. V., "Higher Engineering Mathematics", Tata Mc Graw-Hill, 2006.
3.	Erwin Kreyszig, "Advanced Engineering Mathematics", Wiley-India publishers, 10th edition, 2014.
4.	G. B. Gururajachar: Calculus and Linear Algebra, Academic Excellent Series Publication, 2018-19

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