



Item No: 4.A.5

A.C. Date: 07/07/2023

K J Somaiya Institute of Technology

(Formerly known as K J Somaiya Institute of Engineering and Information Technology) An Autonomous Institute permanently affiliated to University of Mumbai

Autonomy Syllabus Scheme-II B

Bachelor of Technology in Artificial Intelligence and Data Science

(Second Year) (Semester III)

&

Internship Policy Manual

(With effect from AY 2023-24)

From the Principal's Desk:

The challenges and demands of the dynamic industry increasingly require technocrats to be skilled, adaptive, and innovative. The National Educational Policy 2020 (NEP 2020) framed by the Government of India intends to induce a paradigm shift by re-conceptualizing the higher education. Recent academic reforms recommended by the AICTE and UGC have also effectually upscale the higher education system in India. It is further the role of HEIs to offer high-quality educational opportunities and enable the next generation to succeed globally. Hence, to adhere to the status quo, and enhance the academic standards and quality of engineering education further, it is essential to assimilate innovation and recurrent revision in curriculum, teaching-learning methodology, examination, and assessment system.

In congruence with it, the University of Mumbai has adapted Outcome-Based Education (OBE) system and has revised the engineering curriculum thrice in the last decade — as Rev 2012, Rev 2016, and the recent Rev 2019, 'C' scheme focusing on cutting-edge technology courses.

K. J. Somaiya Institute of Technology (KJSIT), being an autonomous institute possesses more flexibility in adapting newer approaches to reach higher levels of excellence in engineering education. The Syllabus Scheme-I implemented under the academic autonomy conferred to KJSIT w.e.f. A.Y. 2021-22 already comprises of state-of-the-art courses and laboratory sessions on emerging areas of technology. With an ideology that the root of innovation is 'interest', the curriculum offered a wide range of elective courses grouped into core and inter-disciplinary domains. At par with international engineering education, it followed a learner-centric approach, where the students could choose to study courses concerning areas of their interests.

This curriculum introduces Skill-Based Learning (SBL), Activity-Based Learning (ABL), and Technology-Based Learning (TBL) as eXposure (SAT) courses that assure X factor in all the students of the institute. The SAT courses were practiced across the first three years of engineering, focusing on graduate attributes like work responsibilities towards society, problem-solving ability, communication skills, motivation for life-long learning, leadership and teamwork, etc. that could not be copiously imbibed through regular engineering courses. The inclusion of induction program for the First Year students is deliberated as per the guidelines of AICTE and helps students belonging to diverse backgrounds to adjust in the new academic environment.

However, sustained initiatives are required to assure efficiency, academic excellence, and growth. Hence, KJSIT Syllabus Scheme –II introduces 03 newer dimensions to Scheme – I: Internship, SBL of Foreign and Indian Languages, and Honours Degree that shall be implemented w.e.f. from A.Y. 2022-23 across all the branches and all 04 years of engineering.

1. **Internship:** Firstly, the redesigned Scheme-II incorporates 14 Credits for Internship (cumulative 600-700 Hours), which shall be mandatory for all the students and is to be pursued during all 04 years of graduation. Based on the AICTE Internship Policy, this initiative shall enable graduates to respond to the current needs of the industry and equip them with skills required at national and global level. The students shall gain practical understanding and training on cutting-edge technologies and industry practices in a suitable industry or organization. While innovation and entrepreneurship are emerging as fulcrums of higher education, the internship will also provide an exposure to innovation, entrepreneurial, and incubation opportunities through various related activities, and instill a start-up spirit in the students.

Further, the students of KJSIT already have an exposure to the work culture and trends in industries through live / collaborative projects / product developments, etc. and they often contribute significantly to the society through various projects. Under autonomy too, through the component of Project-Based

Learning included in the syllabus, the students develop Mini, Minor, and Major projects in Second, Third, and Last Year respectively concerning healthcare, agriculture, societal / industrial need-based problems, etc. Through duality of Major Project development and newly introduced activities / components as a part of Internship, the students shall learn about research methodology, IP and IPR resulting into generation of quality research articles, copyrights, and patents.

- 2. **Honours Program**: Another major initiative through the Scheme–II is the introduction of B.Tech. with Honours program for students who are desirous of pursuing focused interest in 06 emerging areas of technology recognized by AICTE: Internet of Things, Artificial Intelligence & Machine Learning, Cyber Security, Virtual and Augmented Reality, Data Science, and Blockchain. This Honours program is of high-end industry standards and shall offer multi-fold opportunities for the learners such as additional credits, specialization in the chosen domain, job-ready skills, multidisciplinary knowledge, etc.
- 3. **Foreign and Indian Languages**: As another initiative, the Skill-Based Learning (SBL) in Scheme II shall also comprise of developing verbal and written communication skills in Foreign and Indian Languages, which is a blooming trend and future necessity for various career prospects. The students shall acquire these skills through MOOC courses, giving them opportunities to learn the target language from beginners to advanced level. These SBL and the TBL courses shall acquaint students with skills of digital age learning from online platforms, along with time management ability, ethics, and professionalism.

Through joint efforts of all stakeholders, newer initiatives, strategic planning, and efficient execution of neoteric educational practices with hi-tech wizardry, KJSIT is endeavouring to become a role model for all autonomous institutes across the nation.

Dr. S. K. Ukarande Principal and Chairman - Academic Council

Preamble by Member Secretary, Academic Council:

K J Somaiya Institute of Technology (KJSIT) has been granted academic autonomy by University Grants Commission (UGC) from Academic Year 2021-22 for 10 years. UGC states the benefits of granting academic autonomy to higher education institutes as 'the freedom to modernize curricula, making it globally competent, locally relevant and skill oriented to promote employability'.

We, autonomous KJSITs Board of Studies in Computer Engineering (CE), Artificial Intelligence and Data Science (AI-DS), Electronics and Telecommunication (ET) and Information Technology (IT) had prepared Autonomy Scheme-I curricula from Academic Year 2021-22 for 4 years undergraduate (UG) and 2 years of post-graduation (PG) in Engineering and Technology disciplines, exercising academic freedom, meeting the needs of Industry 4.0, addressing the world wide challenges and providing globally required exposure to our UG and PG learners, focusing sound theoretical background supported by practical experiences in the relevant areas of engineering and technology.

Industry 4.0 demands modern and industry-oriented education, up-to-date knowledge of analysis, interpretation, designing, implementation, validation, and documentation of not only computer software and systems but also electronics and communication systems, hardware devices and tools, trained professionals, ability to work in teams on multidisciplinary projects, etc from engineering graduates. KJSITs autonomy Scheme-I syllabus was framed looking at the overall demands of Industry 4.0 and society to successfully acquaint learners with life-long experiential learning, professional ethics with universal human values, needed skill sets, in line with the objectives of higher and technical education, AICTE, UGC and various accreditation and ranking agencies, by keeping an eye on the technological developments and innovations.

It provides unique learning experiences to learners through extracurricular activities, innovations, and research with the introduction of Skill Based, Activity Based, Technology based and Project Based learning, showcasing learners' creativity, interest and talent by developing additional skill sets, social involvement and contributions through activities, case studies, field visits, internships, creative learning, innovative mini, minor and major project developments. This helped in strengthening learners' profile with increased chances of employability and avenues for start-ups. It is also provided with Value addition learning through MOOCs platforms such as IBM-ICE, Coursera, NPTEL, SWAYAM, Spoken Tutorial, Udemy etc.

We are happy to present the additional exposure to our learners under the Autonomy Academic Scheme-II, implemented w.e.f academic year 2022-23 for developing the intellectual climate of our country, bringing academic excellence in higher education system with the introduction of additional credit and audit courses for

- 1. Internships,
- 2. Skill Based Learning and
- 3. Honors Degree Programs in 6 emerging areas of technologies.

These additions are targeted for promoting academic, professional and personal development of learners through hands-on working experience under internships, exposure to foreign and Indian Regional Languages through MOOCs and award of specialization through Honors Degree Program. Internships will channelize learners' working experience with Industries, Government Sectors, NGO, MSMEs, Long term Rural Developments, and Research, Innovation, IPRs and Entrepreneurial setup. Two innovative courses on skill based implementing NEP 2020 guidelines and Honors Degree Program along with Regular B.Tech degree will boost the knowledge of graduating engineers in emerging areas of technologies contributing largely for industrial and personal automation, cyber, digitization, digital currency, security and artificial intelligence sector.

We are sure that with Scheme-I in academic year 2021-22 and Scheme-II from Academic Year 2022-23, the blend of innovative learning components in the curriculum shall strengthen the research and entrepreneurial culture of the institute benefitting the graduating engineers immensely.

We would like to place on record our gratitude to the faculty, alumni, students, industry experts, academicians and stakeholders, helping continuously strengthen the academics, making KJSIT as one of best engineering colleges across nation and top most choice of engineering aspirants.

Dr. Sunita R Patil Member Secretary, Academic Council and Vice Principal, KJSIT, Sion

Preface by Board of Studies in Artificial Intelligence and Data Science:

We, the members of Board of Studies of B. Tech in Artificial Intelligence and Data Science (AI-DS) are very happy to present Autonomy Syllabus Scheme-II B of Second Year of B. Tech in Artificial Intelligence with effect from the Academic Year 2023-23. We are assured that you will discover this syllabus interesting and challenging.

AI-DS is one of the newest programme amongst engineering students. The syllabus focuses on providing a sound theoretical background as well as good practical exposure to students in the relevant areas like human intelligence and its applications in industry, defence healthcare, agriculture and many other areas. It is envisioned to deliver a modern, industry-oriented education in AI-DS. It aims at creating skilled engineers who can successfully acquaint with the demands of the industry worldwide. We have included internships under Autonomy Syllabus Scheme-II from SEM-II to SEM-VIII of B.Tech AI-DS. Internship is now applied to Second Year of AI-DS students from the Academic Year 2023-24 and it will be progressively applied to Third Year and Last Year of AI-DS. Honour degree courses introduced in this Syllabus Scheme-II of AI-DS. They obtain skills and experience in up-to-date knowledge to analysis, design, employ, technologies, software and systems.

In this course, the students may have career opportunities in healthcare, business, e-Commerce, social networking companies, biotechnology, genetics and other areas. For holistic development of students Foreign and Indian modern language and other skill-based courses introduced first time in this new scheme. At the beginning of every course, we have added two theory lectures for prerequisites and course outline and at the end one theory lecture added for coverage of course conclusion which includes recap of modules, outcomes, applications, and summarization. We have mapped course outcomes, PBL outcomes, Skills outcomes, Activity outcomes and TBL outcomes module wise throughout the syllabus. Faculty in this program adopted collaborative, co-operative and online teaching learning techniques during coverage of the course; this will help students to understand each course in depth. The designed syllabus promises to achieve the objectives of affiliating University, AICTE, UGC, and various accreditation agencies by keeping an eye on the technological developments, innovations, and industry requirements.

We would like to show our appreciation to the faculties, students, industry experts and stakeholders assisting us in the design of this syllabus.

Board of Studies in Artificial Intelligence and Data Science are,

Sr. No.	Name	Designation	Sr. No.	Name	Designation
1	Dr. Milind U. Nemade	Head of the Department concerned (Chairman)	11	Prof. Vidya Sagvekar	Member
2	Dr. Michel Mistry	Experts from outside parent	12	Prof. Sejal Shah	Member
3	Dr. Sanjay Shitole	university nominated by Academic council	13	Prof. G. R. Phadke	Member
4	Dr. Madhav Chandane	One expert to be nominated by the Vice-Chancellor	14	Prof. Sarika Mane	Member
5	Mr. Akhil Hada	One Representative from Industry /Corporate Sector/ Allied area relating to Placement	15	Prof. Sheetal Jagtap	Member
6	Dr. Vaishali Wadhe	Member	16	Prof. Devanand Bathe	Member
7	Prof. Pankaj Deshmukh	Member	17	Prof. Ganesh Wadmare	Member
8	Prof. Medha Asurlekar	Member	18	Dr. Hariram Chavan	Other Member
9	Dr. Sunita Patil	Other Member	19	Dr. Radhika Kotecha	Other member
10	Dr. Namrata Gharat	Other member			

Program Structure for Second Year UG Technology (AI-DS) Semester-III- Credit Scheme

Course Code	Course Name	Teaching Scheme (Hrs.) TH – P – TUT	Total (Hrs.)	Credits Assigned TH – P – TUT	Total Credits	Course Category
AIC301	Applications of Mathematics in Engineering-I	3-0-1	04	3-0-1	04	BS
AIC302	Discrete Structures and Graph Theory	2-0-0	02	2-0-0	02	PC
AIC303	Data Structure	3-0-0	03	3-0-0	03	PC
AIC304	Digital Logic & Computer Architecture	3-0-0	03	3-0-0	03	PC
AIC305	Computer Graphics	3-0-0	03	3-0-0	03	PC
AIL303	Data Structure Lab	0-2-0	02	0-1-0	01	PC
AIL304	Digital Logic & Computer Architecture Lab	0-2-0	02	0-1-0	01	PC
AIL305	Computer Graphics Lab	0-2-0	02	0-1-0	01	PC
AIPR31	Project Based Learning- Mini Project Lab-I	0-2-0	02	0-1-0	01	PBL
AIXS33	Skill Based Learning-III	0-2*-0	02	0-1-0	01	SAT
AIXS34	Activity Based Learning-IV	0-2*-0	02	0-1-0	01	SAT
INT 32	Internship-II					INT
	Total	14–12–1	27	14-6-1	21	

^{*}SAT Hours are under Practical head but can be taken as Theory or Practical or both as per the need. PBL - Mini Project Lab 1 and 2:

[•] Students can form groups with minimum 2 (Two) and not more than 4 (Four)

[•] Faculty Load: 1 hour per week per four groups

Semester-III- Examination Scheme

		Examination Scheme Marks										
Course Code	Course Name	CA					Durat					
Code		T1	Т2	Avg. of T1 & T2	IA	ESE	ion in Hrs.	TW	O	P	P&O	Total
AIC301	Applications of Mathematics in Engineering-I	30	30	30	10	60	2.30	25				125
AIC302	Discrete Structures and Graph Theory	20	20	20	10	45	2					75
AIC303	Data Structure	30	30	30	10	60	2.30					100
AIC304	Digital Logic & Computer Architecture	30	30	30	10	60	2.30	-				100
AIC305	Computer Graphics	30	30	30	10	60	2.30					100
AIL303	Data Structure Lab							25			25	50
AIL304	Digital Logic & Computer Architecture Lab							25			-	25
AIL305	Computer Graphics Lab							25			25	50
AIPR31	Project Based Learning- Mini Project Lab-I							25			25	50
AIXS33	Skill Based Learning-III		-					25		-	-	25
AIXS34	Activity Based Learning-IV							25				25
INT 32	Internship-II		-					- 1	-	-		
	Total			140	50	285					75	725

Details of AI-DS Courses Common with Other Departments

	0 N	В.	B. Tech Programs				
Semester	Course Name	СОМР	IT	EXTC			
III	Applications of Mathematics in Engineering-I	٧	٧	-			
III	Discrete Structure and Graph Theory	٧	-	-			
Ш	Digital Logic and Computer Architecture	٧	-	-			
III	Computer Graphics	٧	-	-			
III	Skill Based Learning-IV	٧	٧	٧			
IV	Applications of Mathematics in Engineering-II	٧	٧	-			
IV	Analysis of Algorithms	٧	-	-			
IV	Database Management Systems	٧	-	-			
IV	Operating Systems	٧	-	-			
IV	Skill Based Learning-V	٧	-	-			
IV	Skill Based Learning-VI	٧	٧	٧			
V	Business Communication and Ethics	٧	٧	٧			

Course Code	Course Name	Credits (TH+P+TUT)
AIC301	Applications of Mathematics in Engineering-I	(3+0+1)
Prerequisite:	1.Engineering Mathematics-I	
	2.Engineering Mathematics-II	
Course	1. To learn the Laplace Transform, Inverse Laplace Trans	form of various functions, its
Objectives:	applications.	
	2. To understand the concept of Fourier Series, its con-	nplex form and enhance the
	problem-solving skills.	
	3. To understand the concept of complex variables, C-R	
	4. To understand the basic techniques of statistics like	
	curve fitting for data analysis, Machine learning and AI.	
	5. To understand some advanced topics of probability,	random variables with
~	their distributions and expectations.	
Couse	On successful completion, of course, learner/student will	
Outcomes:	1. Solve the real integrals in engineering problems using	g the concept of Laplace
	Transform.	
	2. Analyze engineering problems through the applications transform of various functions.	tion of inverse Laplace
	3. Expand the periodic function by using the Fourier seriodic and complex engineering problems.	ies for real-life problems
	4. Solve the problems of obtaining orthogonal trajectoric	es and analytic functions
	by means of complex variable theory and application	of harmonic conjugate.
	5. Apply the concept of Correlation and Regression to the in data science, machine learning, and AI.	he engineering problems
	6. Analyze the spread of data and distribution of probable probability and expectation.	ilities by the concepts of

Module No. & Name I. Prerequisite and Course Outline	Sub Topics Prerequisite Concepts and Course Introduction	CO mapped	Hrs./ Subtopic	Total Hrs./ Module
	1.1. Definition of Laplace transforms Condition of Existence of Laplace transform.		01	
1.Laplace Transform			02	
11 dustorm	1.3 Properties of Laplace Transform: Linearity, First Shifting theorem, Second Shifting Theorem, change of scales Property, multiplication by t, Division by t, Laplace Transform of derivatives and integrals (Properties without proof).	CO1	02	07
	1.4 Evaluation of integrals by using Laplace Transformation		02	
2.Inverse Laplace Transform	2.1 Definition of Inverse Laplace Transform, Linearity property, Inverse Laplace Transform of standard functions, Inverse Laplace Transform using derivatives.	CO2	02	06
	2.2 Partial fractions method to find inverse Laplace Transform.		02	

	T		1				
	2.3 Inverse Laplace transform using Convolution theorem (without proof).		02				
	3.1 Dirichlet's conditions, Definition of Fourier series and Parseval's Identity (without proof).		01				
3. Fourier Series	3.2 Fourier series of periodic function with period 2 and 21.	CO3	02	07			
Control Series	3.3 Fourier series of even and odd functions.		02				
	3.4 Fourier Transform-Fourier sine transform and						
	Fourier cosine transform.		02				
	4.1Function f(z) of complex variable, Limit, Continuity						
	and Differentiability off(z), Analytic function:						
	Necessary and sufficient conditions for $f(z)$ to be		01				
	analytic (without proof).						
4.Module:	4.2Cauchy-Riemann equations in Cartesian						
Complex	coordinates (without proof).	CO4	02	07			
Variables	4.3Milne-Thomson method to determine analytic			0,1			
Variables	function f(z) when real part(u) or Imaginary part (v) or		02				
	its combination (u+v or u-v) is given.		02				
	4.4 Harmonic function, Harmonic conjugate and						
	orthogonal trajectories.		02				
	5.1 Karl Pearson's coefficient of correlation (r)		01				
-	5.2 Spearman's Rank correlation coefficient (R) (with			06			
5. Statistical	repeated and non-repeated ranks)	CO5	01				
Techniques	5.3 Lines of regression		02				
	5.4 Fitting of first- and second-degree curves.		02				
	6.1Definition and basics of probability, conditional						
	probability.		01				
	6.2Total Probability theorem and Bayes' theorem.		01				
(D. 1.199)	6.3Discrete and continuous random variable with	006		0.0			
6.Probability	probability distribution and probability density	CO6	02	06			
	function.						
	6.4Expectation, Variance, Moment generating		02				
	function, Raw and central moments up to 4 th order.		02				
II. Course	Recap of Modules, Outcomes, Applications, and		01	01			
Conclusion	Summarization.		U1	UI			
		Tot	tal hours	42			
Books:							
Text Books	1. B. Grewal, Higher Engineering Mathematics, Khanna	Publicat	ions				
	2. E. Kreyszig, Advanced Engineering Mathematics, W	iley					
	3. T. Veerarajan, Probability, Statistics and Random Pro	cesses, N	AcGraw Hi	11			
Reference Books	1. R. Jain and S. Iyengar, Advanced Engineering, Mathe	matics, N	arosa Publ	ication			
	2. J. Brown and R. Churchill, Complex Variables and Applications, McGraw Hill.						
	3. M. Spiegel, Theory and Problems of Fourier Analysis with applications to						
	BVP, Schaum's Outline Series.						
IIaafar I taal		25					
Useful Links	 http://epgp.inflibnet.ac.in/Home/ViewSubject?catid=2 https://nptel.ac.in/noc/courses/111/ 	25					
	1 1						
		S					
Town Work	4. https://ndl.iitkgp.ac.in/1. Term work should consist of 6 batch wise tutorials						
Term Work (TW):	2. Journal must include at least 2 assignments on content	of theory	of the con	ırca			
(1 **).	The distribution of term work marks will be as follow	-	or the col	1150.			
	The distribution of term work marks will be as follow	v 13					

		1	Tutorials	15			
		2	Assignment	10			
Continuous	• (Continuous A	ssessment shall be conducted for Tota	1 40 Marks, and includes -	_		
Assessment:	• 1	• Average of Test 1 and Test 2: 30 Marks (where each Test shall be of 30 Marks),					
	• Internal Assessment: 10 Marks.						
	Duration of each Test shall be 1 Hour and 15 Minutes.						
	• Internal Assessment shall be based on presentation / during-the-lecture quiz /						
	í	assignments /	field studies / course-specific activity.				
End Semester	•]	End Semester	Exam shall be conducted for Total 60	Marks.			
Examination	•]	Duration of E	and Semester Exam shall be 02 Hours	and 30 Minutes.			
(ESE):							

Course Code	Course Name	Credits (TH+P+TUT)
AIC302	Discrete Structures and Graph Theory	(3+0+0)
Prerequisite:	Discrete Mathematics	
	Discrete Municipalities	
Course	1. To cultivate clear thinking and creative problem solving.	
Objectives:	2. To thoroughly train in the construction and understanding	g of mathematical proofs.
	Exercise common mathematical arguments and proof strates	gies.
	3. To apply graph theory in solving practical problems.	
	4. To thoroughly prepare for the mathematical aspects of other	her Artificial Intelligence
	and Data Science courses.	
Couse	On successful completion, of course student will be able to:	
Outcomes:	1. Analyze to the reason logically	
	2. Apply the relations, functions, Diagraph and Lattice.	
	3. Apply the notion of mathematical thinking, mathematical	proofs and to apply them
	in problem solving.	
	4. Identify problems concepts of graph theory in solving rea	ıl world problems
	5. Examine the groups and codes in Encoding-Decoding.	
	6. Analyze a complex computing problem and apply	principles of discrete
	mathematics to identify solutions	
	•	

Module No. & Name	Sub Topics	CO mapped	Hrs. /Subtopic	Total Hrs. /Module
I. Prerequisite and Course Outline	Prerequisite Concepts and Course Introduction		02	02
1. Logic	Propositional Logic, Predicate Logic, Laws of Logic, Quantifiers, Normal Forms, Inference Theory of Predicate Calculus, Mathematical Induction.	CO1	04	04
	2.1 Basic concepts of Set Theory		01	
2. Relations and Functions	2.2 Relations: Definition, Types of Relations, Representation of Relations, Closures of Relations, Warshall's algorithm, Equivalence relations and Equivalence Classes	CO2	02	04
	2.3 Functions: Definition, Types of functions, Composition of functions, Identity and Inverse function		01	
3. Posets and Lattice	Partial Order Relations, Poset, Hasse Diagram, Chain and Antichains, Lattice, Types of Lattice, Sub lattice	CO3	04	04
4. Counting	4.1 Basic Counting Principle-, Product Rule, Inclusion-Exclusion Principle, Pigeon hole Principle	CO4	02	04
	4.2 Recurrence relations, Solving recurrence relations		02	
5. Algebraic Structures	5.1 Algebraic structures with one binary operation: Semi group, Monoid, Groups, Subgroups, Abelian Group, Cyclic group, Isomorphism.	CO5	02	05

	5.2 Algebraic structures with two binary		01			
	operations: Ring.		01			
	5.3 Coding Theory: Coding, binary information and error detection, decoding and error correction.		02			
6. Graph Theory	Types of graphs, Graph Representation, Sub graphs, Operations on Graphs, Walk, Path, Circuit, Connected Graphs, Disconnected Graph, Components, Homomorphism and Isomorphism of Graphs, Eulerand Hamiltonian Graphs, Planar Graph, Cut Set, Cut Vertex, Applications.	CO6	05	05		
II. Course	Recap of Modules, Outcomes, Applications		01	01		
Conclusion	and Summarization.		01	01		
			Total hours	28		
Books:						
Text	Text 1. Bernad Kolman, Robert Busby, Sharon Cutler Ross, Nadeem -ur Rehman, "Discrete					

Books

- Mathematical Structures", Pearson Education.
- 2. C.L.Liu" Elements of Discrete Mathematics", second edition 1985, McGraw-Hill Book Company. Reprinted 2000.
- 3. K.H.Rosen," Discrete Mathematics and applications", fifth edition2003, Tata McGraw Hill Publishing Company

Referenc e Books

- 1. Y N Singh," Discrete Mathematical Structures", Wiley-India.
- 2. J.L.Mott, A.Kandel, T.P.Baker," Discrete Mathematics for Computer Scientists and Mathematicians", Second Edition 1986, Prentice Hall of India.
- 3. J.P.Trembley, R.Manohar" Discrete Mathematical Structures with Applications to Computer Science", Tata McGraw Hill Publishing Company
- 4. Seymour Lipschutz, Marc Lars Lipson, "Discrete Mathematics" Schaum"s Outline, McGraw Hill Education.
- 5. Narsing Deo, "Graph Theory with applications to engineering and computer science", PHI Publications.
- 6. P.K. Bisht, H.S.Dhami, "Discrete Mathematics", Oxford press.

Useful Links:

- 1.https://www.edx.org/learn/discrete-mathematics
- 2.https://www.coursera.org/specializations/discrete-mathematics
- 3.https://nptel.ac.in/courses/106/106/106106094/
- 4.https://swayam.gov.in/nd1_noc19_cs67/preview

Continuous Assessment:

- Test-1, Test-2 and Average of T-1 and T-2 (10Marks): Test-1 and Test-2 consists of two class tests of 10 marks each.
- Test-1 is to be conducted on approximately 40% of the syllabus completed and Test-2 will be based on remaining contents (approximately 40% syllabus).
- Average marks of T-1 and T-2 will be considered.
- Internal Assessment (10 Marks): Internal assessment will be based on quizzes /case study/activity conducted by the faculty

- End Semester Exam shall be conducted for Total 45 Marks.
- Duration of End Semester Exam shall be 02 Hours.

Course Code	Course Name Cr (TH+H					
AIC303	Data Structure (3+0+0)					
Prerequisite:	1.Computer Programming					
	2.Computer Programming Laboratory					
Course	1. To discuss types of different data structures and concept of Abst	tract Data Type				
Objectives:	2. To discuss the concept of stack and queue and apply the	nem to various				
	applications.					
	3. To describe the concept of link list and apply it to various applications.	cations				
	4. To introduce the different kinds of trees.					
	5. To discuss graph related concepts and traversals along with appl	lication.				
	6. To teach various searching techniques.					
Couse	After successful completion of the course students will be able to:					
Outcomes:	1. Describe types of data structure and related terminologies and i operations on data structures.	ts types and				
	2. Implement linear data structures using arrays and linked lists.					
	3. Implement nonlinear data structures like graphs and trees					
	4. Perform various operations like searching, insertion, deletion and traversals on a given data structures.					
	5. Implement appropriate searching techniques for a given proble	m				
	6. Choose suitable data structure and apply it to solve a given pro	blem.				

Module No. & Name	Sub Tonics		Hrs. /Subt opic	Total Hrs./ Module
I. Prerequisite and Course Outline	Prerequisite Concepts and Course Introduction		02	02
1. Introduction to Data Structures	1.1Introduction to Data Structures, Concept of ADT, Types of Data Structures- Linear and Nonlinear, 1.2Operations on Data Structures.	CO1	01	02
	2.1Arrays and array operations implementation of List, Traversing, Insertion, Deletion, Applications of arrays (sorting, searching, polynomial representation)	CO2, CO4, CO6	03	
2.Arrays and linked lists	2.2Linked List, Linked List v/s Array, Types of Linked List - Singly Linked List, Circular Linked List, Doubly Linked List, Operations on Singly Linked List and Doubly Linked List, Singly Linked List Application-Polynomial Representation and polynomial addition		05	08
3.Stack	Introduction, ADT of Stack, Operations on Stack, Array Implementation of Stack, Stack using Singly Linked List Applications of Stack-Well form-ness of Parenthesis, Infix to Postfix Conversion and Postfix Evaluation, Recursion.	CO2, CO4, CO6	05	05
4.Queues	4.1Introduction, ADT of Queue, Operations on Queue, Array Implementation of Queue, Queue using Singly Linked List	CO2, CO4, CO6	04	06

	4.2Types of Queue-Circular Queue, Priority Queue, Introduction of Double Ended Queue, Applications of Queue		02			
5.Trees	5.1Introduction, Tree Terminologies, Binary Tree, Binary Tree Representation, Types of Binary Tree, Binary Tree Traversals, Binary Search Tree, Operations on Binary Search Tree,	CO3, CO4, CO6	05	10		
	5.2Applications of Binary Tree-Expression Tree, Huffman Encoding, AVL, rotations in AVL Tree, operations on AVL Tree, Search Trees -Introduction of B Tree, B+ tree	200	05			
6.Graphs	6.1Introduction, Graph Terminologies, Representation of Graph, Graph Traversals- Depth First Search (DFS) and Breadth First Search (BFS)	CO3, CO5, CO4	03	04		
	6.2Graph Application- Topological Sorting.	CO5, CO6	01			
7.Searching Techniques	Linear Search, Binary Search, Hashing-Concept, Hash Functions, Collision resolution Techniques	CO5	04	04		
II. Course Conclusion	Recap of Modules, Outcomes, Applications, and Summarization.		01	01		
		Total	hours	42		
Books:						
Text Books Reference Books	 Aaron M Tenenbaum, Yedidyah Langsam, Moshe J Augenstein, "Data Structures Using C", Pearson Publication. Reema Thareja, "Data Structures using C", Oxford Press. Richard F. Gilberg and Behrouz A. Forouzan, "Data Structures: A Pseudocode Approach with C", 2ndEdition, CENGAGE Learning. Jean Paul Tremblay, P. G. Sorenson, "Introduction to Data Structure and Its Applications", McGraw-Hill Higher Education Data Structures Using C, ISRD Group, 2ndEdition, Tata McGraw-Hill. 					
The poor of the po	 1. Prof. P. S. Deshpande, Prof. O. G. Kakde, "C and Data Structures", DreamTech press. 2. E. Balagurusamy, "Data Structure Using C", Tata McGraw-Hill Education India. 3. Rajesh K Shukla, "Data Structures using C and C++", Wiley-India 4. GAV PAI, "Data Structures", Schaum's Outlines. 5. Robert Kruse, C. L. Tondo, Bruce Leung, "Data Structures and Program Design in C", Pearson Edition 					
Useful Links:	,					
1.https://learndsa.K	JSIT.in/					
•	JSIT.in/ n/courses/106/102/106102064/					
2. https://nptel.ac.i						
2. https://nptel.ac.i 3. https://www.co	n/courses/106/102/106102064/					
2. https://nptel.ac.i 3. https://www.co 4. https://www.ed	n/courses/106/102/106102064/ ursera.org/specializations/data-structures-algorithms					

Continuous Assessment:

- Test-1, Test-2 and Average of T-1 and T-2 (30Marks): Test-1 and Test-2 consists of two class tests of 30 marks each.
- Test-1 is to be conducted on approximately 40% of the syllabus completed and Test-2 will be based on remaining contents (approximately 40% syllabus).
- Average marks of T-1 and T-2 will be considered.
- Internal Assessment (10 Marks): Internal assessment will be based on quizzes /case study/activity conducted by the faculty

- End Semester Exam shall be conducted for Total 60 Marks.
- Duration of End Semester Exam shall be 02 Hours 30 Minutes.

Course Code	Course Name	Credits (TH+P+TUT)		
AIC304	Digital Logic & Computer Architecture	(3+0+0)		
Prerequisite:	1. Knowledge of number systems			
	2. Knowledge of Basic computer organizations			
	3. Basic electrical and electronics engineering			
Course	1. To have the basic awareness about structure and operation of digital circuits and			
Objectives:	digital computer.			
	2. To discuss in detail arithmetic operations in digital system.			
	3. To discuss generation of control signals and different wa	discuss generation of control signals and different ways of communication with		
	I/O devices.			
	4. To study the hierarchical memory and principles of adv	study the hierarchical memory and principles of advanced computing.		
Course	After successful completion of course student will be able to:			
Outcomes:	1. Describe the fundamentals of Digital Logic Design and b	pasic structure of computer		
	systems.	-		
	2. Demonstrate the data representation and arithmetic algorithms and arithmetic algorithms.	orithms.		
	3. Explain the basic concepts of digital components and p			
	4. Demonstrate control unit operations.	-		
	5. Categories memory organization and explain the function	on of each element.		
	6. Describe the concepts of parallel processing and different			

Module No. & Name	Sub Topics	CO mapped	Hrs. /Subto pic	Total Hrs./M odule
I. Prerequisite and Course Outline	Prerequisite Concepts and Course Introduction		02	02
	1.1 Introduction to Number System and Codes 1.2 Number Systems: Binary, Octal, Decimal, Hexadecimal,		01	
1. Computer	1.3 Codes: Grey, BCD, Excess-3, ASCII, Boolean Algebra.	CO1	01	05
fundamentals	1.4 Logic Gates: AND, OR, NOT, NAND, NOR, EX-OR	COI	01	03
	1.5 Overview of computer organization and architecture 1.6 Basic Organization of Computer and Block Level functional Units, Von-Neumann Model.		01	
2.Data	2.1 Binary Arithmetic: Addition, Subtraction, Multiplication, Division using Sign Magnitude, 1's and 2's compliment, BCD and Hex Arithmetic Operation.		05	
representation and Arithmetic algorithms	 2.2 Booths Multiplication Algorithm, Restoring and Non-restoring Division Algorithm. 2.3 IEEE-754 Floating point Representation. (Single & Double precision.) Floating point Arithmetic: Addition, 	CO2	03	08
	Subtraction 3.1 Introduction of Combinational Logic: Half adder,		03	
3.Processor Organization and	Full adder, MUX, DMUX, Encoder, Decoder (IC level). 3.2 Introduction of Sequential Logics: Introduction to Flip Flop: SR, JK, D, T, Types of counters (Synchronous	CO3	03	08
Architecture	and Asynchronous) 3.3 Register Organization, Instruction Formats,		02	

	Addressing modes, Instruction Cycle, Interpretation and sequencing.			
	4.1 Hardwired Control Unit: State Table Method, Delay		0.2	
	Element Methods.		03	
4.Control Unit	4.2 Microprogrammed Control Unit: Micro Instruction-			
Design	Format, Sequencing and execution, Micro operations,	CO4		06
Design	Examples of microprograms.		03	
	Introduction to RISC and CISC architectures and design			
	issues. 5.1 Introduction and characteristics of memory, Types			
	of RAM and ROM, Memory Hierarchy, 2-level Memory		01	
	Characteristic,		01	
5.Memory	5.2 Cache Memory: Concept, locality of reference,	CO5		05
organization	Design problems based on mapping techniques, Cache		04	
	coherence and write policies. Interleaved and		04	
	Associative Memory.			
	6.1 Basic Pipelined Data path and control, data			
(Deriver also af	dependencies, data hazards, branch hazards, delayed branch, and branch prediction, Performance measures-		03	
6.Principle of Advanced	CPI, Speedup, Efficiency, throughput, Amdhal's law.			
Processor and	6.2 Flynn's Classification, Instruction pipelining,	CO6		07
Buses	pipeline hazards, Introduction to multicore architecture.		02	
	6.3 Introduction to buses: ISA, PCI, USB. Bus		02	
	Contention and Arbitration.		02	
II. Course	Recap of Modules, Outcomes, Applications, and		01	01
Conclusion	Summarization.		O1	01
		Total	l hours	42
Books:		Tota	l hours	42
Books: Text Books	1. R. P. Jain, "Modern Digital Electronic", McGraw-Hill	Publication	n, 4 th Ed	ition.
	2. William Stalling, "Computer Organization and Arc	Publication	n, 4 th Ed	ition.
	2. William Stalling, "Computer Organization and Arc Performance", Pearson Publication 10th Edition.	Publication chitecture:	ı, 4 th Ed Design	ition. ing and
	 William Stalling, "Computer Organization and Arc Performance", Pearson Publication 10th Edition. John P Hayes, "Computer Architecture and Organization and Architecture and Organization and Architecture 	Publication chitecture:	ı, 4 th Ed Design	ition. ing and
	 William Stalling, "Computer Organization and Architecture", Pearson Publication 10th Edition. John P Hayes, "Computer Architecture and Organization, 3RD Edition. 	Publication chitecture:	n, 4 th Ed Design ', McG	ition. ing and raw-Hill
	 William Stalling, "Computer Organization and Arc Performance", Pearson Publication 10th Edition. John P Hayes, "Computer Architecture and Organization and Architecture and Organization and Architecture 	Publication chitecture:	n, 4 th Ed Design ', McG	ition. ing and raw-Hill
	 William Stalling, "Computer Organization and Arc Performance", Pearson Publication 10th Edition. John P Hayes, "Computer Architecture and Org Publication, 3RD Edition. Dr. M. Usha and T. S. Shrikanth, "Computer Organization", Wiley publication. Carl Hamacher, Zvonko Vranesic and Safwat Zaky, "Computer Organization" 	Publication chitecture: ganization' system A	n, 4 th Ed Design ', McG	ition. ing and raw-Hill ure and
	 William Stalling, "Computer Organization and Arc Performance", Pearson Publication 10th Edition. John P Hayes, "Computer Architecture and Organization, 3RD Edition. Dr. M. Usha and T. S. Shrikanth, "Computer Organization", Wiley publication. Carl Hamacher, Zvonko Vranesic and Safwat Zaky, "Con Edition, Tata McGraw-Hill. 	Publication chitecture: ganization' system A mputer Org	n, 4 th Ed Design ', McG Architect	ition. ing and raw-Hill ure and n", Fifth
	 William Stalling, "Computer Organization and Arc Performance", Pearson Publication 10th Edition. John P Hayes, "Computer Architecture and Organization, 3RD Edition. Dr. M. Usha and T. S. Shrikanth, "Computer Organization", Wiley publication. Carl Hamacher, Zvonko Vranesic and Safwat Zaky, "Con Edition, Tata McGraw-Hill. John F. Wakerly, "Digital Design Principles and Practical Computer of States of Safwat Zaky," 	Publication chitecture: ganization' system A mputer Org	n, 4 th Ed Design ', McG Architect	ition. ing and raw-Hill ure and n", Fifth
Text Books	 William Stalling, "Computer Organization and Arc Performance", Pearson Publication 10th Edition. John P Hayes, "Computer Architecture and Organization, 3RD Edition. Dr. M. Usha and T. S. Shrikanth, "Computer Organization", Wiley publication. Carl Hamacher, Zvonko Vranesic and Safwat Zaky, "Contedition, Tata McGraw-Hill. John F. Wakerly, "Digital Design Principles and Practical Fourth Edition (2008). 	Publication chitecture: ganization' system Amputer Orgetices'', Pea	n, 4 th Ed Design ', McG Architect ganization arson Ed	ition. ing and raw-Hill ure and n", Fifth
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Text Books Reference	 William Stalling, "Computer Organization and Arc Performance", Pearson Publication 10th Edition. John P Hayes, "Computer Architecture and Organization, 3RD Edition. Dr. M. Usha and T. S. Shrikanth, "Computer Organization", Wiley publication. Carl Hamacher, Zvonko Vranesic and Safwat Zaky, "Contedition, Tata McGraw-Hill. John F. Wakerly, "Digital Design Principles and Praction Fourth Edition (2008). Andrew S. Tanenbaum, "Structured Computer Publication. B. Govindarajalu, "Computer Architecture and Organization. Malvino, "Digital computer Electronics", McGraw-Hill. Smruti Ranjan Sarangi, "Computer Organization and Angelia Computer Organization and Angelia Computer	Publication chitecture: ganization system Amputer Organization and anization Publication	n, 4th Ed Design ', McG Architect ganization arson Ed ation'', ", McG on, 3rdE	ition. ing and raw-Hill ure and n", Fifth lucation, Pearson raw-Hill dition.
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Text Books Reference	 William Stalling, "Computer Organization and Arc Performance", Pearson Publication 10th Edition. John P Hayes, "Computer Architecture and Organization, 3RD Edition. Dr. M. Usha and T. S. Shrikanth, "Computer Organization", Wiley publication. Carl Hamacher, Zvonko Vranesic and Safwat Zaky, "Contedition, Tata McGraw-Hill. John F. Wakerly, "Digital Design Principles and Practication (2008). Andrew S. Tanenbaum, "Structured Computer Publication. B. Govindarajalu, "Computer Architecture and Or Publication. Malvino, "Digital computer Electronics", McGraw-Hill A. Smruti Ranjan Sarangi, "Computer Organization and A Publication. Ronald J. Tocci, Neal S. Widmer, "Digital Systems Principles and Present Publication. 	Publication chitecture: ganization' system A mputer Organization I Publication chitecture inciples an	n, 4th Ed Design ', McG Architect ganization arson Ed ation'', ", McG on, 3rdE e'', McG d Applied	ition. ing and raw-Hill ure and n", Fifth ducation, Pearson raw-Hill dition. raw-Hill cations",
Text Books Reference	 William Stalling, "Computer Organization and Arc Performance", Pearson Publication 10th Edition. John P Hayes, "Computer Architecture and Organization, 3RD Edition. Dr. M. Usha and T. S. Shrikanth, "Computer Organization", Wiley publication. Carl Hamacher, Zvonko Vranesic and Safwat Zaky, "Contedition, Tata McGraw-Hill. John F. Wakerly, "Digital Design Principles and Pract Fourth Edition (2008). Andrew S. Tanenbaum, "Structured Computer Publication. B. Govindarajalu, "Computer Architecture and Orgublication. Malvino, "Digital computer Electronics", McGraw-Hill A. Smruti Ranjan Sarangi, "Computer Organization and Apublication. Ronald J. Tocci, Neal S. Widmer, "Digital Systems Principles and Phil (2003) Thomas L. Floyd, "Digital Fundamentals", Pearson 	Publication chitecture: ganization' system A mputer Organization I Publication chitecture inciples an	n, 4th Ed Design ', McG Architect ganization arson Ed ation'', ", McG on, 3rdE e'', McG d Applied	ition. ing and raw-Hill ure and n", Fifth ducation, Pearson raw-Hill dition. raw-Hill cations",

- 1.https://learnabout-electronics.org/Digital/dig20.php
- 2.https://nptel.ac.in/courses/117/106/117106086/
- 3. https://www.classcentral.com/course/swayam-computer-organization-and-architecture-a-pedagogical-aspect-9824
- 4.https://nptel.ac.in/courses/106/103/106103068/
- 5.https://www.coursera.org/learn/comparch
- 6.https://www.edx.org/learn/computer-architecture

Continuous Assessment:

- Test-1, Test-2 and Average of T-1 and T-2 (30Marks): Test-1 and Test-2 consists of two class tests of 30 marks each.
- Test-1 is to be conducted on approximately 40% of the syllabus completed and Test-2 will be based on remaining contents (approximately 40% syllabus).
- Average marks of T-1 and T-2 will be considered.
- Internal Assessment (10 Marks): Internal assessment will be based on quizzes /case study/activity conducted by the faculty

- End Semester Exam shall be conducted for Total 60 Marks.
- Duration of End Semester Exam shall be 02 Hours 30 Minutes.

Course Code	Course Name	Credits (TH+P+TUT)					
AIC305	Computer Graphics	(3+0+0)					
Prerequisite:	- Basic Mathematics						
Course Objectives:	1.To equip students with the fundamental knowledge and basic technical competence in the field of Computer Graphics. 2.To emphasize on implementation aspect of Computer Graphics Algorithms. 3.To prepare the student for advance areas and professional avenues in the field of Computer Graphics.						
Couse Outcomes:	At the end of the course, the students should 1. Describe the basic concepts of Compute 2. Demonstrate various algorithms for basi 3. Apply 2-D geometric transformations of 4. Use various Clipping algorithms on grap 5. Apply 3-D geometric transformations, concepts projections methods. 6. Explain visible surface detection technic	puter Graphics. basic graphics primitives. s on graphical objects. graphical objects. s, curve representation techniques and					

Module No. & Name	Sub Topics	CO mapped	Hrs. /Subtop ic	Total Hrs./ Module
I. Prerequisite and Course Outline	Prerequisite Concepts and Course Introduction		02	02
1.Introduction	1.1 Definition and Representative uses of computer graphics, Overview of coordinate system, Definition of scan conversion, Rasterization and Rendering.		01	
and Overview of Graphics System	1.2 Raster scan & Random scan displays, Architecture of Raster graphics system with display processor, Architecture of Random scan systems. Self-Learning Topics: Display devices like Plasma Display, 3D Display	CO1	02	03
2.Output Primitives:	2.1 Scan conversions of point, line, circle and ellipse: DDA algorithm and Bresenham algorithm for line drawing, midpoint algorithm for circle, midpoint algorithm for ellipse drawing (Mathematical derivation for above algorithms is expected)	CO2	08	12
	2.2 Aliasing, Antialiasing techniques like Pre and post filtering, super sampling, and pixel phasing).		01	
	2.3 Filled Area Primitive: Scan line Polygon Fill algorithm, inside outside tests, Boundary Fill and Flood fill algorithm.		03	
3.Two Dimensional	3.1 Basic transformations: Translation, Scaling, Rotation		01	
Geometric Transformatio	3.2 Matrix representation and Homogeneous Coordinates.3.3 Composite transformation.	CO3	01	04
ns	3.4 Other transformations: Reflection and Shear.		01	

4.1 Viewing transformation minding and Window to			
4.1 Viewing transformation pipeline and Window to Viewport coordinate transformation.		02	
4.2 Clipping operations: Point clipping, Line clipping algorithms: Cohen-Sutherland, Liang: Barsky, Polygon Clipping Algorithms: Sutherland-Hodgeman, Weiler-Atherton.	CO4	04	06
5.1 3D Transformations: Translation, Rotation, Scaling and Reflection		01	
5.2 Composite transformations: Rotation about an arbitrary axis		01	
5.3 Projections – Parallel, Perspective. (Matrix	CO5	02	08
5.4 Bezier Curve, B-Spline Curve, Fractal-Geometry: Fractal Dimension, Koch Curve. Self-learning topics: Piano Curve, Hilbert Curve.		04	
6.1 Visible Surface Detection: Classification of Visible Surface Detection algorithm, Back Surface detection method, Depth Buffer method, Area Subdivision method.	CO6	03	06
6.2 Animation: Introduction to Animation, Traditional Animation Techniques, Principles of Animation, Key framing: Character and Facial Animation, Deformation, Motion capture.		03	
Recap of Modules, Outcomes, Applications, and		01	01
Summarization.	Total	l b arres	42
	10ta	1 Hours	42
 Hearn & Baker, "Computer Graphics C version", 2nd Edition, Pearson Publication James D. Foley, Andries van Dam, Steven K Feiner, John F. Hughes, "Computer Graphics Principles and Practice in C", 2nd Edition, Pearson Publication Samit Bhattacharya, "Computer Graphics", Oxford Publication 			
 Publications Zhigang Xiang, Roy Plastock, "Computer Grame McGraw-Hill Education Rajesh K. Maurya, "Computer Graphics", Wiley In F. S. Hill, "Computer Graphics using OpenG 	aphics", S dia Publica	schaum"s	Outlines
	Viewport coordinate transformation. 4.2 Clipping operations: Point clipping, Line clipping algorithms: Cohen-Sutherland, Liang: Barsky, Polygon Clipping Algorithms: Sutherland-Hodgeman, Weiler-Atherton. 5.1 3D Transformations: Translation, Rotation, Scaling and Reflection 5.2 Composite transformations: Rotation about an arbitrary axis 5.3 Projections – Parallel, Perspective. (Matrix Representation) 5.4 Bezier Curve, B-Spline Curve, Fractal-Geometry: Fractal Dimension, Koch Curve. Self-learning topics: Piano Curve, Hilbert Curve. 6.1 Visible Surface Detection: Classification of Visible Surface Detection algorithm, Back Surface detection method, Depth Buffer method, Area Subdivision method. 6.2 Animation: Introduction to Animation, Traditional Animation Techniques, Principles of Animation, Key framing: Character and Facial Animation, Deformation, Motion capture. Recap of Modules, Outcomes, Applications, and Summarization. 1. Hearn & Baker, "Computer Graphics C versing Publication 2. James D. Foley, Andries van Dam, Steven K Feiner, Graphics Principles and Practice in C", 2nd Edition, 3. Samit Bhattacharya, "Computer Graphics", Oxford 1. D. Rogers, "Procedural Elements for Computer Computer of Publications 2. Zhigang Xiang, Roy Plastock, "Computer Graphics", Wiley Interception of Publications 3. Rajesh K. Maurya, "Computer Graphics", Wiley Interception of Publications 3. Rajesh K. Maurya, "Computer Graphics", Wiley Interception of Publications 3. Rajesh K. Maurya, "Computer Graphics", Wiley Interception of Publications 4. Recap of Modules, Maurya, "Computer Graphics", Wiley Interception of Publications 4. Rajesh K. Maurya, "Computer Graphics", Wiley Interception of Publications 5. Rajesh K. Maurya, "Computer Graphics", Wiley Interception of Publications	Viewport coordinate transformation. 4.2 Clipping operations: Point clipping, Line clipping algorithms: Cohen-Sutherland, Liang: Barsky, Polygon Clipping Algorithms: Sutherland-Hodgeman, Weiler-Atherton. 5.1 3D Transformations: Translation, Rotation, Scaling and Reflection 5.2 Composite transformations: Rotation about an arbitrary axis 5.3 Projections – Parallel, Perspective. (Matrix Representation) 5.4 Bezier Curve, B-Spline Curve, Fractal-Geometry: Fractal Dimension, Koch Curve. 6.1 Visible Surface Detection: Classification of Visible Surface Detection algorithm, Back Surface detection method, Depth Buffer method, Area Subdivision method. 6.2 Animation: Introduction to Animation, Traditional Animation Techniques, Principles of Animation, Key framing: Character and Facial Animation, Deformation, Motion capture. Recap of Modules, Outcomes, Applications, and Summarization. Tota 1. Hearn & Baker, "Computer Graphics C version", 2nd Publication 2. James D. Foley, Andries van Dam, Steven K Feiner, John F. F. Graphics Principles and Practice in C", 2nd Edition, Pearson P 3. Samit Bhattacharya, "Computer Graphics", Oxford Publication 1. D. Rogers, "Procedural Elements for Computer Graphics", Publications 2. Zhigang Xiang, Roy Plastock, "Computer Graphics", McGraw-Hill Education 3. Rajesh K. Maurya, "Computer Graphics", Wiley India Publica 4. F. S. Hill, "Computer Graphics using OpenGL", Third and the properties and Practice in Caphics openGL", Third and the properties are constant.	Viewport coordinate transformation. 4.2 Clipping operations: Point clipping, Line clipping algorithms: Cohen-Sutherland, Liang: Barsky, Polygon Clipping Algorithms: Sutherland-Hodgeman, Weiler-Atherton. 5.1 3D Transformations: Translation, Rotation, Scaling and Reflection 5.2 Composite transformations: Rotation about an arbitrary axis 5.3 Projections – Parallel, Perspective. (Matrix Representation) 5.4 Bezier Curve, B-Spline Curve, Fractal-Geometry: Fractal Dimension, Koch Curve. 6.1 Visible Surface Detection: Classification of Visible Surface Detection algorithm, Back Surface detection method, Depth Buffer method, Area Subdivision method. 6.2 Animation: Introduction to Animation, Traditional Animation Techniques, Principles of Animation, Key framing: Character and Facial Animation, Deformation, Motion capture. Recap of Modules, Outcomes, Applications, and Summarization. 1. Hearn & Baker, "Computer Graphics C version", 2nd Edition, Publication 2. James D. Foley, Andries van Dam, Steven K Feiner, John F. Hughes, "Graphics Principles and Practice in C", 2nd Edition, Pearson Publication 1. D. Rogers, "Procedural Elements for Computer Graphics", Tata McPublications 2. Zhigang Xiang, Roy Plastock, "Computer Graphics", Schaum"s McGraw-Hill Education 3. Rajesh K. Maurya, "Computer Graphics", Wiley India Publication. 4. F. S. Hill, "Computer Graphics using OpenGL", Third edition

Useful Links:

- 1. https://onlinecourses.nptel.ac.in/noc21_cs97/preview
- 2. https://nptel.ac.in/courses/106/106/106106090/
- 3. https://www.classcentral.com/course/interactivegraphics-2067

Continuous Assessment:

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• Internal Assessment (10 Marks): Internal assessment will be based on quizzes /case study/activity conducted by the faculty

- End Semester Exam shall be conducted for Total 60 Marks.
- Duration of End Semester Exam shall be 02 Hours 30 Minutes.

Lab Code	Lab Name	Credits (P+TUT)		
AIL303	Data Structure Lab	(1+0)		
Lab	1. Computer Programming			
Prerequisite:	2. Computer Programming Laboratory			
Lab	ab 1. To implement basic data structures such as linked lists, stacks and queues			
Objectives:	ojectives: 2. To solve problem involving graphs and trees			
	3. To choose appropriate data structure and apply it to various problems			
Lab Outcomes	1. Implement linear data structures & be able to handl	e operations like insertion,		
(LOs):	deletion, searching and traversing on them.			
	2. Implement nonlinear data structures & be able to hand	lle operations like insertion,		
	deletion, searching and traversing on them			
	3. Choose appropriate data structure and apply it in vari	ious problems		
	4. Select appropriate searching techniques for given pro			
	5. Apply ethical principles like timeliness and adl	nere to the rules of the		
	laboratory.			

Lab No.	Experiment Title	LO mapped	Hrs. /Lab		
Star (*) marked experiments are compulsory.					
I.	Lab Prerequisite		02		
1.	Implement Stack ADT using array.		02		
2.	Convert an Infix expression to Postfix expression using stack ADT.	LO1, LO5	02		
3.	Evaluate Postfix Expression using Stack ADT	1	02		
4*.	At least 2 applications of Stack from the useful links/any other given below.	LO1, LO3, LO5	02		
5.	Implement Linear Queue ADT using array.		02		
6.	Implement Circular/Double ended Queue ADT using array.	1	02		
7.	Implement Priority Queue ADT using array.	1	02		
8.	Implement Singly Linked List ADT.	LO1, LO5	02		
9.	Implement Circular Linked List ADT.	1	02		
10.	Implement Doubly Linked List ADT.	1	02		
11.	Implement Stack / Linear Queue ADT using Linked List.	1	02		
12*	Implement Binary Search Tree ADT using Linked List.	LO2, LO3,	02		
13*	Implement Graph Traversal techniques: a) Depth First Search b) Breadth First Search.	LO5	02		
14*	At least 2 applications of Binary Search Technique from the	LO4, LO5	02		
	useful links/any other given below	201, 200			
	ıl Links:				
	www.leetcode.com				
	www.hackerrank.com				
3.	3. www.cs.usfca.edu/~galles/visualization/Algorithms.html				

4. www.codechef.com

Term work:

- 1. Term work should consist of a Minimum of 8 experiments.
- 2. Journal must include at least 2 assignments on content of theory and practical of the course "Data Structure".
- 3. The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and Minimum passing marks in term work.
- 4. Total 25 Marks (Experiments:-20 marks, Assignments:-05 marks)

P&O: P&O examination will be based on experiment list and performance of experiment.

Lab Code	Lab Name	Credits (P+TUT)		
AIL304	AIL304 Digital Logic & Computer Architecture Lab (1+0)			
Lab Prerequisite:	1. C Programming Language			
Lab Objectives:	 To discuss basic concepts of digital logic design. To Design and simulate different digital circuits. To implement operations of the arithmetic unit usi To design memory subsystem including cache men To demonstrate CPU and ALU design. 	d simulate different digital circuits. t operations of the arithmetic unit using algorithms. emory subsystem including cache memory.		
Lab Outcomes (LOs):	 The student will be able explain the basics of digit The student will be able implement different digita The student will be able design the basic building registers, CPU and memory The student will be able recognize the importance architecture. The student will be able implement various algorit The student will be able to write accurate deperformed. 	digital circuits. Iding blocks of a computer: ALU, ance of digital systems in computer gorithms for arithmetic operations.		

Lab No.	Experiment Title	LO mapped	Hrs./Lab
I.	Lab Prerequisite		02
1.	To verify the truth table of various logic gates using ICs.	LO1,LO6	02
2.	To realize the gates using universal gates		02
3.	Code conversion.	T [02
4.	To realize half adder and full adder.	102.106	02
5.	To implement logic operation using MUX IC.	LO2, LO6	02
6.	To implement logic operation decoder IC.		02
7.	Study of flip flop IC.		02
8.	To implement ripple carry adder.	LO4, LO6	02
9.	To implement carry look ahead adder.	LO4, LO0	02
10.	To implement Booth's algorithm.	LO5, LO6	02
11.	To implement restoring division algorithm.		02
12.	To implement non restoring division algorithm.	LO4, LO6	02
13.	To implement ALU design.		02
14.	To implement CPU design.	LO3, LO6	02
15.	To implement memory design.	LO3, LO0	02
16.	To implement cache memory design.		02
17.	To study MASM (Micro Assembler).	LO5, LO6	02
18.	A program to simulate the mapping techniques of Cache memory. 18.1 Direct Mapped cache	LO3, LO6	02

18.2 Associative Mapped cache	
18.3 Set Associative Mapped cache	

Virtual Lab Links:

- 1. http://vlabs.iitkgp.ac.in/dec/exp3/index.html#
- 2. http://vlabs.iitb.ac.in/vlabs-dev/labs/dldesignlab/experimentlist.html
- 3. http://vlabs.iitkgp.ac.in/coa/

Term work:

- 1. Term work should consist of a Minimum of 8 experiments.
- 2. Journal must include at least 2 assignments on content of theory and practical of the course "Digital Logic & Computer Architecture".
- 3. The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and Minimum passing marks in term work.
- 4. Total 25 Marks (Experiments:-20 marks, Assignments:-05 marks),

Lab Code	Lab Name	Credits (P+TUT)	
AIL305	Computer Graphics Lab	(1+0)	
Lab Prerequisite:	C Programming Language.		
Lab Objectives:	Understand the need of developing graphics application Learn algorithmic development of graphics primitives like line, circle, polygon etc. Learn the representation and transformation of graphical images and pictures		
Lab Outcomes (LOs):	Students will be able to: 1. Implement various output and filled area primitive algorithms 2. Apply transformation, projection and clipping algorithms on graphical objects 3. Perform curve and fractal generation methods 4. Develop a Graphical application/Animation based on learned concept. 5. Apply ethical principles like timeliness and adhere to the rules of the laboratory.		

Lab No.	Experiment Title	LO mapped	Hrs./Lab
I.	Lab Prerequisite		02
1.	Implement DDA Line Drawing algorithm (dotted/dashed/thick)		02
2.	Implement Bresenham's Line algorithm (dotted /dashed/thick)		02
3.	Implement midpoint Circle algorithm.	LO1, LO5	02
4.	Implement midpoint Ellipse algorithm.	,	02
5.	Implement Area Filling Algorithm: Boundary Fill, Flood Fill.		02
6.	Implement Scan line Polygon Filling algorithm.		02
7.	Implement Curve: Bezier for n control points, B Spline (Uniform) (at least one)	LO3, LO5	02
8.	Implement Fractal generation method (any one)		02
9.	Character Generation: Bit Map method and Stroke Method	LO1, LO5	02
10.	Implement 2D Transformations: Translation, Scaling, Rotation, Reflection, Shear.		02
11.	Implement Line Clipping Algorithm: Cohen Sutherland / Liang Barsky.		02
12.	Implement polygon clipping algorithm (at least one)	LO2, LO5	02
13.	Program to perform 3D transformation.		02
14.	Perform projection of a 3D object on Projection Plane: Parallel and Perspective.		02

Virtual Lab Links:

http://vlabs.iitb.ac.in/vlabs-dev/labs/cglab/experimentlist.html

Term work:

- 1. Term work should consist of a minimum of 8 experiments
- 2. Journal must include at least 2 assignments on content of theory and practical of the course "Computer Graphics".
- 3. The final certification and acceptance of term work ensures that satisfactory performance of laboratory work and minimum passing marks in term work.
- 4. Total 25 Marks (Experiments:-20 marks, Assignments:-05 marks)

P&O: P&O examination will be based on experiment list and performance of experiment.

Project Learnin		Project Based Learning	Credits (P+TUT)
AIP		Mini Project Lab-I	(1+0)
PBL	• •.		
Prerequi	isites:	1.77	4
PBL		1. To acquaint with the process of identifying the needs an	d converting it into the
Objectiv	es:	problem.	
		2. To consider with the process of solving the problem in a grant with the process of amblying basic appirors.	
		3. To acquaint with the process of applying basic engineer attempt solutions to the problems.	ing fundamentals to
		*	
PBL		4. To inculcate the process of self-learning and research. At the end of the course, the student will be able to:	
Outcome	DC •	1. Identify problems based on societal /research needs.	
Outcom		2. Apply Knowledge and skill to solve societal problems	in a group
		3. Develop interpersonal skills to work as member of a g	
		4. Analyze the impact of solutions in societal and enviro	
		sustainable development.	innental context for
		5. Excel in written and oral communication.	
		6. Demonstrate capabilities of self-learning in a group, w	which leads to lifelong
		learning.	, mon rouge to morong
		7. Demonstrate project management principles during pr	roject work.
			J
Guidelin	es for M	ini Project:	
1	Project	based learning Mini Project Lab-1 should be implemented u	using Java programming
1.	(AIXS3	33)	
2	Student	ts shall form a group of 2 to 4 students, while forming a gro	oup shall not be allowed
2.	less tha	in two or more than three students, as it is a group activity.	
	Student	ts should do survey and identify needs, which shall be	converted into problem
3.		ent for mini project in consultation with faculty supervise	_
	facultie		
	Student	s shall submit implementation plan in the form of Gantt/P	ERT/CPM chart, which
4.		ver weekly activity of mini project.	,
		ook to be prepared by each group, wherein group can recor	d weekly work progress
5.	_	upervisor can verify and record notes/comments.	
		supervisor may give inputs to students during mini project	activity: however focus
6.	-	e on self-learning.	activity, nowever, rocus
			1/: 1 1 /: 1
7.		is in a group shall understand problem effectively, propos	*
select best possible solution in consultation with guide/ supervisor.			
8. Students shall convert the best solution into working model using Java programm			
9.	The sol	lution to be validated with proper justification and report to	be compiled in standard
2.	format	of the college.	
With the focus on the self-learning, innovation, addressing so		societal problems and	
10	entrepre	eneurship quality development within the students through	the Mini Projects, it is
10.	_	ble that a single project of appropriate level and quality t	•
	-	ers by all the groups of the students. i.e. Mini Project 1 in se	
		o-tage to the stage to the stag	

	However, based on the individual students or group capability, with the mentor's
	recommendations, if the proposed Mini Project adhering to the qualitative aspects
11	mentioned above gets completed in odd semester, then that group can be allowed to work
11	on the extension of the Mini Project with suitable improvements/modifications or a
	completely new project idea in even semester. This policy can be adopted on case by case
	basis.

Term Work:

2.

The review/ progress monitoring committee shall be constituted by senior faculty members. The progress of mini project to be evaluated on continuous basis, minimum two reviews in each semester. Assessment also considers peer review and ethics observed by faculties and participation involvement.

Distribution of Term work marks for both semesters shall be as below		Practical Marks
1.	Marks awarded by guide/supervisor based on implementation	10
2.	Peer assessment by team members	05
3.	Marks awarded by review committee	05
4.	Quality of Project report	05

Review / progress monitoring committee may consider following points for assessment based on project as mentioned in general guidelines

Students' group shall complete project in all aspects including,

a. Identification of need/problem

1. b. Proposed final solution

c. Procurement of components/system

d. Building prototype and testing

Continuous assessment will be weekly based on logbook. Two presentations will be conducted for review before a panel.

- a. First shall be for finalization of problem and proposed solution
- b. Second shall be for implementation and testing of solution.

Assessment criteria of Mini Project:

Mini Project shall be assessed based on following criteria;

- Quality of survey and identification of problem statement
 Innovativeness in solutions
 Implementation
 Team work
 - 5. Project report

Guidelines for Assessment of Mini Project Practical/Oral Examination:

- 1. Report should be prepared as per the guidelines.
- 2. Mini Project shall be assessed through a presentation and demonstration of working model by the student project group to a panel of Internal and External Examiners.
- 3. Students shall be motivated to participate in poster, project competition on the work in students' competitions.

Mini Project shall be assessed based on following points.

- 1. Quality of problem and Clarity
- 2. Innovativeness in solutions
- 3. Cost effectiveness and Societal impact
- 4. Full functioning of working model as per stated requirements

5.	Effective use of skill sets		
6.	Effective use of standard engineering norms		
7.	Contribution of an individual's as member or leader		
8.	Clarity in written and oral communication		
P&O: P&O examination will be based on mini project implementation.			

Exposure (SAT-III) Course Code	Exposure (SAT-III) Course Name	Credits (P+TUT)	
AIXS33	SAT-III: Skill Based Learning (Object Oriented Programming with Java)	(1+0)	
Skill Prerequisite:	1. Structured Programming Approach		
Skill Objectives:	1. To learn the basic concepts of object-oriented programming		
	2. To study JAVA programming language		
	3. To study various concepts of JAVA programming like multithreading,		
	exception Handling, packages, etc.		
	4. To explain components of GUI based programming.		
Skill Outcomes	1. To apply fundamental programming constructs.		
(SOs):	11.		
	3. To implement the concept of strings, arrays, vec	etors and packages	
	4. To implement the concept of inheritance and interfaces		
	5. To implement the concept of exception handling and multithreading		
	6. To develop GUI based application		

Module No.	Module Name	SO mapped	Hrs. /Module
1.	Introduction to Object Oriented Programming: Title: Write a program to implement basic programming constructs like branching and looping. Concepts: Introduction to Java, Object Oriented Concepts, Java Virtual Machine, Basic programming constructs: variables, data types, and operators, expressions, branching and looping. Objective: Objective of this module is to provide students an overview Object Oriented Concepts and Basic Java programming constructs.	SO1	01
2.	Class, Object, Packages and Input /output: Title: Write a program to demonstrate different ways of accepting user input in Java. Concepts: Class, object, data members, member functions, Command Line Argument, Input and output functions in Java, Buffered reader class, Scanner class. Objective: Students will learn how to use different ways to accept user input in Java. Title: Write a program to implement the concept of method overloading and Constructor overloading. Concepts: Introduction to Constructors, Constructor types, Constructor overloading, static members and functions Method overloading. Objective: Students will learn how to apply concept of constructor, constructor overloading, method overloading in Java.	SO2	02
3	Array, String, Vector and Packages: Title: Write a program implement the concept of 2D array and String Manipulation functions in Java. Concepts: Array, Strings, String Buffer Objective: Students will learn how to create and use 1D, 2D array and how to use different string manipulation functions. Title: Write a program to implement the concept of vector. Concepts: Introduction to Vector	SO3	03

	Objective: Students will learn how to create vector, how to add and delete elements in vector.		
	Title: Write a program to implement the concept of package.		
	Concepts: Package, User defined packages		
	Objective: Students will learn how to use inbuilt packages and user		
	defined packages		
	Inheritance and Interface:		
	Title: Write a program to implement the concept of Inheritance.		
	Concepts: Inheritance, Types of inheritance, extends keyword, super		
	keyword, Access Modifiers		
	Objective: Students will learn how to use concept of inheritance and		
	types of inheritance in java, Multiple inheritance using interface		
	Title: Write a program to implement the concept of Method		
	Overriding.		
4.	Concepts: Method overriding Objective: Students will learn how to implement Method overriding	SO4	04
4.	Title: Write a program to implement the concept of abstract class and	304	04
	abstract method.		
	Concepts: Abstract class and abstract method		
	Objective: Students will learn how to create and use Abstract class and		
	abstract method.		
	Title: Write a program to implement the concept of Interface		
	Concepts: Interface, how to create interface, How to extend interface.		
	Objective: Students will learn how to create interface, How to extend		
	interface.		
	Exception handling and Multithreading:		
	Title: Write a program to implement the concept of Exception handling		
	Concepts: Exception handling using try, catch, finally, throw and		
	throws, Multiple try and catch blocks		
	Objective: Students will learn how to apply Exception handling using		
	try, catch, finally, throw and throws.		
_	Title: Write a program to implement the concept of user defined	COF	02
5.	exception Concepts: User defined exception	SO5	03
	Objective: Students will learn how to create user defined exception		
	Title: Write a program to implement the concept of Multithreading		
	Concepts: Thread lifecycle, thread class methods, creating threads		
	using extends and implements keyword.		
	Objective: Students will learn how to create Thread by extending		
	Thread class and Implementation Runnable interface		
	GUI programming in JAVA:		
	Title: Design form for Admission process management application		
	system.		
	Concepts: Applet and applet life cycle, creating applets, graphics class		
	functions, parameter passing to applet, Font and color class. Event		
6.	handling using event class	SO6	02
	AWT: working with windows, using AWT controls for GUI design		
	Swing class in JAVA. Objective: Students will learn how to use AWT or SWING to design		
	Objective: Students will learn how to use AWT or SWING to design GUI.		
-	Title: Study and Implement the concept of JDBC and Perform CRUD		
	Operation on the form created in 6.1 using Java Database Connectivity		
	operation on the form elected in oil using sava Database Connectivity	<u> </u>	

	Concepts: Introduction to JDBC, JDBC-ODBC connectivity, JDBC				
	architecture.				
	Objective: Objective of this module is to provide students an overview				
	JDBC.				
Books:					
Textbo	1.Herbert Schildt, 'JAVA: The Complete Reference', Ninth Edition, Oracle Press.				
oks					
	2.E. Balagurusamy, 'Programming with Java', McGraw Hill Education.				
Refere	1."JAVA Programming", Black Book, Dream tech Press.				
nce					
Books					
	2.Dietal and Dietal, "Java: How to Program", 8th Edition, PHI				
	3.Ivor Horton, "Beginning JAVA", Wiley India.				
	4."Learn to Master Java programming", Staredu solutions				
Useful	learning Links:				
1. www	nptelvideos.in				
2. wwv	2. www.w3schools.com				
3. wwv	3. www.tutorialspoint.com				
4. http	s://starcertification.org/Certifications/Certificate/securejava				

Term Work:

Term work shall be awarded based on

- 1.Students active participation in skill-based learning.
- 2.Presenting/showcasing learned skills through Social /outreach/ extension activities/Events/ Competitions/Trainings/Internships etc;
- 3. Submission of Report/ act/ demonstrations/ specific participation/ Idea creation/ scope/ creativity/Case study etc.
- 4. Term work total 25 marks.

Exposure (SAT-IV)	Exposure (SAT-IV) Course Name	Experience (SAT IV) Course Name Credits			
Course Code	Exposure (SAT-IV) Course Name	TH	P	TUT	Total
	SAT-IV: Activity-Based Learning				
AIXS34	(Interdisciplinary Informatics)	-	01	-	01
	1. To expose learners to the opportunities, e				
	integrating informatics with diverse discipl			biotec	chnology,
	healthcare, agriculture, nanotechnology, earth s	sciences	s, etc.		
	2. To introduce the approaches for integrating	g info	matics	with	different
ABL Objectives	disciplines.				
(AOBs):	3. To explore real-world applications of interdisc	ciplinar	y info	rmatics	, relevant
(AODS).	data and tools for its development.				
	4. To acquaint learners with recent trends and	resear	ch in	interdis	sciplinary
	informatics.				
	5. To enhance critical thinking, research, commun	ication	and p	resentat	ion
	skills.				
	Upon completion of the course, the learners will be	able to	:		
	1. Understand the fundamental concepts and	interdi	sciplir	ary n	ature of
	informatics.				
	2. Analyze literature, case studies and succe	ssful	solutio	ons re	lated to
	interdisciplinary informatics applications.				
ABL Outcomes	3. Analyze and interpret the data for interdisciplinar	y infor	matics.		
(AOs):	4. Identify real-world problems that can be address	•			sciplinary
	informatics.		υ		1 3
	5.Demonstrate effective communication skills t	o brid	ge th	e gap	between
	disciplinary jargons and develop interdisciplinary		-		
	6.Demonstrate a life-long motivation to engage in hands-on projects, research and				
	practices in sustainable interdisciplinary informat		r	, , , , , , , , , , , , , , , , , , , ,	
	1. Students shall work in team of 03-04 members		h shal	l remaii	n for this
	entire course.	,			
	2. Student teams shall choose, survey and stud	ly any	01 c	of the	following
	informatics using the Internet / Library Reso				_
	Case Study Reports / etc.:				
	i. Bioinformatics				
	ii. Agro Informatics				
	iii. Health Informatics				
Guidelines for	iv. Weather Informatics				
Activity-Based	v. Nano Informatics				
Learning (ABL):	vi. Geo Informatics				
	3. Students are also required to study the recent I				_
	the interdisciplinary informatics, focusing	on r	need-ba	ased r	eal-world
	applications.			1 .	
	4. During the contact hours, each student tear		_	_	
	weekly report of their progress — orally a				naries of
	approximately 01- 02 pages, accompanied by a				t tooms
	5. During the contact hours across the entire se				
	also required to deliver 02 Seminars (Power	roint F	resent	auons)	01 13-20

	6. At the end of the term, each student team has to present a synthesis of their work		
	in a final documented report of approximately 10-15 pages.		
	7. Faculties shall act as facilitators: Observe students as they work on the activity		
	and provide guidance as well as support wherever required.		
	Term Work evaluation shall be for Total 25 Marks based on the 02 Seminars		
Term Work (TW):	(50%), Final Report (20%), Weekly Participation and Reporting (30%) and		
	contents covered therein.		



K J Somaiya Institute of Technology

(Formerly known as K J Somaiya Institute of Engineering and Information Technology) An Autonomous Institute permanently affiliated to University of Mumbai

Autonomy Scheme-II

Internship Manual

(Prepared based on the Guidelines of AICTE and University of Mumbai)

(with effect from AY 2022-2023)

INTERNSHIP MANUAL

AICTE-INTERNSHIP POLICY STATES THAT:

- The rise in global competition has prompted organizations to devise strategies to have a talented and innovative workforce to gain a competitive edge.
- Developing an internship policy is an impactful strategy for creating a future talent pool for the industry.
- The Internship program not only helps fresh pass-outs in gaining professional know-how but also benefits, corporate on fresh perspectives on business issues and even discovering future business leaders.
- Competition in the job sector is rising exponentially and securing entry-level jobs is getting very difficult, as the students passing out from technical institutions lack the experience and skills required by industry.
- The main aim of this initiatives is enhancement of the employability skills of the students passing out from Technical Institutions.

OBJECTIVES & EXPECTED OUTCOMES:

Following are the intended objectives of internship training:

- 1. Will expose Technical students to the industrial environment, which cannot be simulated in the classroom and hence creating competent professionals for the industry.
- 2. Provide possible opportunities to learn, understand and sharpen the real time technical / managerial skills required at the job.
- 3. Exposure to the current technological developments relevant to the subject area of training.
- 4. Experience gained from the 'Industrial Internship' in the classroom will be used in classroom discussions.
- 5. Create conditions conducive to quest for knowledge and its applicability on the job.
- 6. Learn to apply the Technical knowledge in real industrial situations.
- 7. Gain experience in writing Technical reports/projects.
- 8. Expose students to the engineer's responsibilities and ethics.
- 9. Familiarize yourself with various materials, processes, products and their applications along with relevant aspects of quality control.
- 10. Promote academic, professional and/or personal development.
- 11. Expose the students to future employers.
- 12. Understand the social, economic and administrative considerations that influence the working environment of industrial organizations.
- 13. Understand the psychology of the workers and their habits, attitudes and approach to problem solving.

BENEFITS OF INTERNSHIP:

Benefits to Students:

- 1. An opportunity to get hired by the Industry/ organization.
- 2. Practical experience in an organizational setting.

- 3. Excellent opportunity to see how the theoretical aspects learned in classes are integrated into the practical world. On-floor experience provides much more professional experience which is often worth more than classroom teaching.
- 4. Helps them decide if the industry and the profession is the best career option to pursue.
- 5. Opportunity to learn new skills and supplement knowledge.
- 6. Opportunity to practice communication and teamwork skills.
- 7. Opportunity to learn strategies like time management, multi-tasking etc in an industrial setup.
- 8. Opportunity to meet new people and learn networking skills.
- 9. Makes a valuable addition to their resume.
- 10. Enhances their candidacy for higher education.
- 11. Creating networks and social circles and developing relationships with industry people.
- 12. Provides opportunity to evaluate the organization before committing to a full time position.

Benefits to the Institute:

- Build industrial relations.
- Makes the placement process easier.
- Improve institutional credibility & branding.
- Helps in retention of the students.
- Curriculum revision can be made based on feedback from Industry/ students.
- Improvement in teaching learning process.

Benefits to the Industry:

- Availability of ready to contribute candidates for employment.
- Year round source of highly motivated pre-professionals.
- Students bring new perspectives to problem solving.
- Visibility of the organization is increased on campus.
- Quality candidate's availability for temporary or seasonal positions and projects.
- Freedom for industrial staff to pursue more creative projects.
- Availability of flexible, cost-effective work force not requiring a long-term employer commitment.
- Proven, cost-effective way to recruit and evaluate potential employees.
- Enhancement of employer's image in the community by contributing to the educational enterprise.

STANDARD OPERATING PROCEDURE (SOP) FOR INTERNSHIP:

The general procedure for arranging internship is given below:

Step 1: Request Letter/ Email from the Dean, IIIC/ HOD and/or IIIC members of resp. depts. of the college shall be send to industry to allot various slots of 4-6 weeks during summer vacation as internship periods for the students. Students request letter/profile/ interest areas may be submitted to industries for their willingness for providing the training. (Sample attached)

Step 2: Industry will confirm the training slots and the number of seats allocated for internships via Confirmation Letter/ Email. In case the students arrange the training themselves the confirmation letter will be submitted by the students to Dean, IIIC/ HOD and/or IIIC members of resp. depts. Based on the number of slots agreed to by the Industry, Dean, IIIC/ HOD and/or IIIC members will allocate the students to the Industry. In addition, the internship slots may be conveyed through Telephonic or Written Communication (by Fax, Email, etc.) by the Dean or other members of the IIIC who are particularly looking after the Internship of the students.

Step 3: Students on joining Training at the concerned Industry / Organization, submit the Joining Report/

Letters / Email.

Step 4: Students undergo industrial training at the concerned Industry / Organization. In-between Faculty Member(s) evaluate(s) the performance of students once/twice by visiting the Industry/Organization and Evaluation Report of the students is submitted to Department IIIC Member with the consent of Industry persons/ Trainers.

- **Step 5:** Students will submit a training report after completion of internship.
- **Step 6:** Training Certificate to be obtained from industry.
- **Step 7:** List of students who have completed their internship successfully certificate will be issued by Departments, Sections, Professional bodies, Cells, Committees in collaboration with IIIC cell.

Step 8: In addition to Step 1 to Step 7, Departments, Sections, Professional bodies, Cells, Committees of KJSIT may organize in house / Industry collaborated internship of 1/2/3/4 weeks duration for students with the same procedure as stated above, with in Principal approval from Principal.

GUIDELINES FOR THE STUDENTS:

Internship/ Placement is a student centric activity. Therefore, the major role is to be played by the students. Deans, IIIC/HOD may also include involvement of the student in the following activities:

- Design and Printing of Internship / Placement Brochure Soft copy as well as Hard copy.
- Preparing list of potential recruiters / Internship providers and past recruiters.
- Internship/ Placement Presentation at various organizations, if required.
- For allotment of internship slots all the students will be required to submit "student internship program application" before the prescribed date

SOP FOR INTERNSHIP REPORT:

STUDENT'S DIARY/ DAILY LOG:

The main purpose of writing a daily diary is to cultivate the habit of documenting and to encourage the students to search for details. The students should record in the daily training diary the day to day account of the observations, impressions, information gathered and suggestions given, if any. It should contain the sketches & drawings related to the observations made by the students. The diary should also be shown to the Faculty Mentor from time to time. Student's Diary and Internship Report should be submitted by the students along with attendance record and an evaluation sheet duly signed, if any. It will be evaluated on the basis of the following criteria:

- Regularity in maintenance of the diary.
- Adequacy & quality of information recorded.
- Drawings, sketches and data recorded.
- Thought process and recording techniques used.
- Organization of the information.

After completion of Internship, the student should prepare a comprehensive report to indicate what he/she has observed and learnt in the training period. The training report should be signed by the Internship Supervisor (from Industry/Organisation, if applicable), Faculty Incharge and HOD. The Internship report will be evaluated on the basis of following criteria:

- Originality.
- Adequacy and purposeful write-up.
- Organization, format, drawings, sketches, style, language etc.
- Variety and relevance of learning experience.

- Practical applications, relationships with basic theory and concepts taught in the course. The industrial training of the students will be evaluated in three stages:
- Evaluation by Industry
- Evaluation by faculty supervisor on the basis of site visit(s).
- Evaluation through seminar presentation/viva-voce at the Institute.

EVALUATION BY INDUSTRY:

The industry will evaluate the students based on the Punctuality, eagerness to learn, Maintenance of Daily Diary and skill test in addition to any remarks.

EVALUATION THROUGH SEMINAR PRESENTATION/VIVA-VOCE AT THE INSTITUTE:

The student will give a seminar based on his/her internship/ training report, as decided by the institute. The evaluation will be based on the following criteria:

- Quality of content presented.
- Proper planning for presentation.
- Effectiveness of presentation.
- Depth of knowledge and skills.
- Attendance record, daily diary, departmental reports shall also be analyzed along with the Internship Report.
 Seminar presentation will enable sharing knowledge & experience amongst students & teachers and build communication skills and confidence in students.

EXAMINATION AND EVALUATION FOR AWARD OF INTERNSHIP COMPLETION CERTIFICATE

Internship Completion certificate will be awarded to graduating students on completion of minimum 5 Internship modules from Semester 2 to Semester 8 as per the internship policy document.

COMPLIANCES FOR INTERNSHIP COMPLETION CERTIFICATION:

- 1. Completion of 1 internship module will reflect addition of 2 credits so total credits earned will be 2 credits x 7 internship modules = 14 credits across Semester 2 to Semester 8.
- 2. Mandatory to complete minimum 5 internship modules across Semester 2 to Semester 8 for award of Internship Certificate.
- 3. On completion of 5 Internship modules credit earned = 10
- 4. On completion of 6 Internship modules credit earned = 12
- 5. On completion of 7 Internship modules credit earned = 14
- 6. No credits will be awarded AND / OR No Internship Completion Certificate will be issued for less than 10 credits earned throughout the degree.
- 7. Internship evaluation will be as per Internship module assessment process defined in Internship Manual course contents, for every individual student across Semester 2 to Semester 8.
- 8. Departments will submit Internship completion report and credits assigned sheet of every student signed by Department internship coordinator, Class teachers and Head of the Department to Exam Cell during 8th Semester ESE time duration of respective batch to generate the internship completion certificate along with the regular grade sheet.
- 9. No further queries will be entertained if not meeting above compliances and not following the internship modules designed under the guidelines of AICTE Internship policy.

Internship Scheme & Structure under KJSIT Autonomy Scheme-II wef 2022-23 for Bachelor of FY/SY/TY/LY (CE/IT/AI/ET Technology) Semester- II-VIII

Note:

As per guidelines and suggestions by AICTE-Internship policy

- 1 Credit = 40 45 hours of Internship
- Total 600-700 hour of spending under Internship module courses to be completed for award of Internship Completion Certification along with regular passing gradesheet. (e.g. Total 15 weeks of 5 days/week of 8 hrs/day spent=600hrs for complete degree duration)
- Total weeks of Internship shall be considered based on Hrs spent/Day
- For Internship course, No load to be allotted for mentors in faculty load distribution sheet.

Internship Modules & Contents Across Semester 2 to Semester 8

		FY: (Sem II)		
Internship Code	Course Name	Hours/Duration	Credits	
INT21	Internship-I	80-120 hrs (2-3 Weeks)	02	
		Winter Vacation After SEM-I & during		
		SEM-II of FY		
Prerequisite:	Fundamental kr	nowledge of Engineering and Technology		
Internship	1. To get acqua	inted with institute level technical activities an	nd initiatives.	
Objectives:		te in department/Institute level technical lear		
	initiatives through Professional cells/clubs/committees/bodies.			
Internship	Upon completion	of the course, students will be able to:		
Outcomes:	1. Get practical experience of institutional setting.			
		teract with new people and learn networking	ng, innovation and	
	entrepreneurial skills.			
	3. Promote academic, professional and/or personal development.			
	G 4. A 4.	***		
	Supporting Activities to be completed under Internship			
Activity-	Attending Industry Workshops organised by departments			
Inter/Intra	Working in consultancy or research project initiated by department			
Institutional	Technical festival (participation)			
Activities	Working in IIC Cell, Entrepreneurship Cell, NISP, IPR cell and/or any other			
	technical professional body/cell/committee/club of the institute			
	Activities related to Incubation or Innovation			
	Learning in departmental Labs, Tinkering Lab			
	•			
Term Work Assessn	nent:			
Duration to be consi				
Week Ends/ Semester		ster (After ESE & Before Next Term Start)		
		culty Supervisor who is the proctor (mentor) of		
Guidelines:	allotted as in-charge for the course, at start of the Academic year.			
	2. Students will submit the participation certificate of the activities to the faculty			
	mentors.			

	3. For working in cells related activities, Cell coordinator will submit list of		
	actively involved & participated students of each department, semester wise to		
	all department HODs, verified and authenticated by Dean Students Welfare.		
	4. HODs will circulate the student list to all faculty mentors for consideration of		
	Hours spends under mentioned department activities.		
	5. For department Lab learning, FY HOD will circulate Term End report to all		
	faculty mentors with list of student's undergone innovative learning, verified by		
	department academic coordinator.		
	6. Students will submit evaluation sheet by attaching Xerox copies of Internship &		
	other participation certificates & faculty mentor will verify the Xerox from		
	original copy for assessment purpose.		
TW Marks (25) &	Assessment & evaluation based on rubrics :		
Certificate:	Hours Spent for Internship: max 20 marks		
	Achievement/Recognition: max 05 marks		
	& Internship and Activity Completion/Participation Certificates and Evaluating		
	Report		

		SY (Sem III)		
Internship Code				
INT32	Internship-II	80-120 hrs (2 -3 Weeks) Summer Vacation After SEM-II & during SEM-III of SY	02	
Prerequisite:	Fundamental know	wledge of program specific tools, instruments, devices a	and	
Internship Objectives:		exposure to Innovation/IPR/ Entrepreneurship/ Startup init te & experience Incubation, Innovation & Business dev		
Internship Outcomes:	Learn inno knowledge. Integrate the	of the course, students will be able to: vation and entrepreneurial skills to supplement en eoretical aspects learned in classes with the practical world innovative idea to be processed as a start-up		
	Supporting Activit	ies to be completed under Internship		
Activity- Innovation/ IPR/ Entrepreneurship	Participation in Innovation related competitions e.g. Hackathons etc. Awareness & knowledge sessions about Development of new product/Business Plan/Registration of Start-up Participation in all activities of IIC Cell, E-Cell, NISP, IPR Cell like IPR workshop/ Leadership Talk Idea Design Innovation/Business Competition			
		pe considered for assessment: nester (After ESE & Before Next Term Start)		
Guidelines:	allotted as in-char 2. Students will mentors. 3. For working in involved & partic	reculty Supervisor who is the proctor (mentor) of the bat rege for the course, at start of the Academic year. submit the participation certificate of the activities to the recells related activities, Cell coordinator will submit list expated students of each department, semester wise to all condinator authenticated by Dean Students Welfare.	the faculty of actively	

	4. HODs will circulate the student list to all faculty mentors for consideration of		
	Hours spends under mentioned department activities.		
	5. Department IIIC Cell coordinator will collect, maintain each student proofs/reports		
	from all faculty mentors, department internship analysis report will be prepared &		
	submitted to Dean, IIIC for AICTE-CII survey data		
	6. Students will submit evaluation sheet by attaching Xerox copies of all		
	participation/ IPR/ Copyright certificates & faculty mentor will verify it with original		
	copies, for assessment purpose.		
TW Marks (25)	Assessment & evaluation based on rubrics:		
& Certificate:	Hours Spent for Internship: max 20 marks		
	Achievement/Recognition: max 05 marks		
	& Internship and Activity Completion /Participation Certificates and Evaluating		
	Report		

		SY (Sem IV)		
Internship Code	Internship	Hours/Duration	Credits	
T V T 10	Name	00 100 1 (0 0 W 1)	0.0	
INT43	Internship-III	80-120 hrs (2 - 3 Weeks)	02	
		Winter Vacation After SEM-III		
		& during SEM-IV of SY		
Prerequisite:	Skill sets of eng	ineering and technology specific tools, instruments,	devices and	
	programming la			
Internship	1. To get the	e industrial environment expose for creating competent	t professionals	
Objectives:	for the in			
		stand the psychology of the workers and their habits	, attitudes and	
		to problem solving.		
Internship		of the course, students will be able to:		
Outcomes:		pose to work with the future employers.		
		te with various materials, processes, products and the		
	along with	h relevant aspects of quality control in product develop	ment lifecycle.	
	Supporting Acti	vities to be completed under Internship		
	Internships in the	field of:		
	Industries			
Activity-	Government Sector			
Internship	Non-governmental Organization (NGO)			
	• MSMEs			
	Rural Internship			
		*		
Term Work Asses	ssment:			
Duration to be co	nsidered for assess	sment:		
Week Ends/ Semes	ster Break/End of Se	emester (After ESE & Before Next Term Start)		
		aculty Supervisor who is the proctor (mentor) of the	batch will be	
Guidelines:		-charge for the course, at start of the Academic year.		
		submit the participation certificate of the activities	to the faculty	
	mentors.	• •	,	
	3. For working i	n cells related activities, Cell coordinator will submit	list of actively	
		participated students of each department, semeste		
	department HODs, verified and authenticated by Dean Students Welfare.			
		ulate the student list to all faculty mentors for consider		
	spends under	mentioned department activities.		

	5. Department IIIC Cell coordinator will collect, maintain each student proofs/reports		
	from all faculty mentors, department internship analysis report will be prepared &		
	submitted to Dean, IIIC for AICTE-CII survey data		
	6. Students will submit evaluation sheet by attaching Xerox copies of all participation/		
	IPR/ Copyright certificates & faculty mentor will verify it with original copies, for		
	assessment purpose.		
TW Marks (25)	Assessment & evaluation based on rubrics:		
& Certificate:	Hours Spent for Internship: max 20 marks		
	Achievement/Recognition: max 05 marks		
	& Internship and Activity Completion/Participation Certificates and Evaluating		
	Report.		

TY (Sem V)				
Internship Code	Internship	Hours/Duration	Credits	
	Name			
INT54	Internship-IV	80-160 hrs (2 - 4 Weeks) Summer Vacation	02	
		After SEM-IV & during SEM-V of TY		
Prerequisite:	List of probable	e industries and organizations offering internshi	ps in	
	Engineering and	d Technology. Awareness about problem areas in	n rural India	
Internship		e awareness about engineer's responsibilities and et		
Objectives:		ities to learn understand and sharpen the real	time technical /	
	managerial skills required at the job.			
Internship	Upon completion of the course, students will be able to:			
Outcomes:		oportunity to practice communication and teamwork		
	2. Get an opportunity to learn strategies like time management, multi-tasking etc			
	in an industrial setup.			
	Supporting Acti	vities to be completed under Internship		
Activity-	1. Long Ter	rm Goal under Rural Development Internships or		
Rural Internships 2. Mandatory internship for developing project with:				
&/ Internships	• Indus	tries		
	• Gove	rnment Sector		
	Non-	governmental Organization (NGO)		
	• MSM			
	•			
Term Work Asses	sment:			

Term Work Assessment:

Duration to be considered for assessment:

Week Ends/ Semester Break/End of Semester (After ESE & Before Next Term Start)

Guidelines:

- 1.Batch wise Faculty Supervisor who is the proctor (mentor) of the batch will be allotted as in-charge for the course, at start of the Academic year.
- 2.Students will submit the participation certificate of the activities to the faculty
- 3.For working in cells related activities, Cell coordinator will submit list of actively involved & participated students of each department, semester wise to all department HODs, verified and authenticated by Dean Students Welfare.
- 4.HOD will circulate the student list to all faculty mentors for consideration of Hours spends under mentioned department activities.
- 5.Department IIIC Cell coordinator will collect, maintain each student proofs/reports from all faculty mentors, department internship analysis report will be prepared & submitted to Dean, IIIC for AICTE-CII survey data

	6. Students will submit evaluation sheet by attaching Xerox copies of all participation/		
	IPR/ Copyright certificates & faculty mentor will verify it with original copies, for		
	assessment purpose.		
TW Marks (25)	Assessment & evaluation based on rubrics:		
& Certificate:	Hours Spent for Internship: max 20 marks		
	Achievement/Recognition: max 05 marks		
	& Internship and Activity Completion/Participation Certificates and Evaluating		
	Report		

		TY (Sem VI)			
Internship Code	Internship	Credits			
	Name				
INT65	Internship-V	80-160 hrs (2-4 Weeks) Winter Vacation After	02		
		SEM-V & during SEM-VI of TY			
	1				
Prerequisite:	-	e industries and organizations offering internships			
	projects. Aware	eness about probable solutions for identified problems	lem areas in		
Internship		erstand the social, economic and administrative	considerations of		
Objectives:		environment in industries, government, NG			
<i>y</i>	organizat	<u> </u>	1		
	_	apply the Technical knowledge for solving real life	problems.		
Internship		n of the course, students will be able to:			
Outcomes:		oportunity to get hired by the Industry/ organization.			
	2. Decide if	working in the industry or set up a start-up would be	best career option		
	to pursue				
	Supporting Act	ivities to be completed under Internship			
Activity-		rm Goal under Rural Development Internships or			
Rural Internships	2. Mandatory internship for developing project with:				
& Internships	& Intermediate				
		nment Sector			
		overnmental Organization (NGO)			
	• MSMI	ES			
Term Work Asses	sment.				
Duration to be con		sment:			
		Semester (After ESE & Before Next Term Start)			
	1. Batch wise	Faculty Supervisor who is the proctor (mentor) of	the batch will be		
Guidelines:		-charge for the course, at start of the Academic year.			
	2. Students will submit the participation certificate of the activities to the faculty				
	mentors.				
	3. For working	in cells related activities, Cell coordinator will sub-	mit list of actively		
	involved &	participated students of each department, seme	ester wise to all		
		HODs, verified and authenticated by Dean Students V			
		circulate the student list to all faculty mentors for	r consideration of		
		s under mentioned department activities.			
	•	IIIC Cell coordinator will collect, maintain each stud	• •		
		ilty mentors, department internship analysis report w	vill be prepared &		
	submitted to	Dean, IIIC for AICTE-CII survey data			

	6. Students will submit evaluation sheet by attaching Xerox copies of all		
	participation/ IPR/ Copyright certificates & faculty mentor will verify it with		
	original copies, for assessment purpose.		
TW Marks (25)	Assessment & evaluation based on rubrics:		
& Certificate:	Hours Spent for Internship: max 20 marks		
	Achievement/Recognition: max 05 marks		
	& Internship and Activity Completion/Participation Certificates and Evaluating		
	Report		

		LY (Sem VII)		
Internship Code	Internship Name	Hours/Duration	Credits	
INT76	Internship-VI	80-160 hrs (2-4 Weeks) Summer Vacation of TY and during SEM-VII of LY	02	
Prerequisite:	_	edge about societal/research/innovation/entrepopropriate applicable solutions available throug		
Internship Objectives:	To gain the extended for product/	nd analyse the societal/research/entrepreneurial probe with problem specific data. clarity of presentation based on communication,	olem in detail to	
Internship Outcomes:	 Upon completion of the course, students will be able to: Apply the engineering and technical knowledge for problem identification, analysis, design and developing solutions. Present and demonstrate the real time problem solution across national/international project competitions and conference. 			
Activity- PBL-Major Project A-Work/ Seminars	For Sem VII PE 1.Review literatu IEEE, Elsevier 2.Participate in r 3.Participation in hypothesis for 4.Participation at	vities to be completed under Internship BL Course-Major Project-A, selected topic: are through reference papers from reputed conference, ACM etc. which are not more than 3 years old. anultiple Project Competitions presenting the Project International Conferences presenting the literature innovative solution. at institute annual International Conference on Advance-Literature Conferences (Journals).	et A solution e review and/or	
Term Work Assessment Duration to be consisted Week Ends/ Semester Guidelines:	idered for assessmann Break/End of Sen 1. Batch wise Far allotted as in-character 2. Students will mentors. 3. Department proofs/reports fr	nent: nester (After ESE & Before Next Term Start) aculty Supervisor who is the proctor (mentor) of arge for the course, at start of the Academic year. submit the participation certificate of the activiti IIIC Cell coordinator will collect, maintain om all faculty mentors, department internship and abmitted to Dean, IIIC for AICTE-CII survey data	es to the faculty n each student	

	4. Students will submit evaluation sheet by attaching Xerox copies of all participation/ IPR/ Copyright certificates & faculty mentor will verify it with		
	original copies, for assessment purpose.		
TW Marks (25)	Assessment & evaluation based on rubrics:		
&	Hours Spent for Internship: max 20 marks		
Certificate:	Achievement/Recognition: max 05 marks		
	& Certificate Based on:		
	1.Project Competition certificate,		
	2. Participation in Conferences/Publications and/or proof of ICAST participation &		
	presentation.		

	LY (Sem VIII)				
Internship Code	Internship Name	Hours/Duration	Credits		
INT87	Internship-VII	80-160 hrs (2-4 Weeks) Winter Vacation of Sem VII and During SEM-VIII of LY	02		
Prerequisite:	In depth knowled	ge about filling IPR/ copywriting a product/se	olution.		
Internship Objectives:	To gain the knowledge of filling patent and Copy write. Presenting technology solutions across worldwide problems through competitions and publications.				
Internship Outcomes:	National and in paper publication	of the course, students will be able to: nternational recognition through IPR and/or country. ons. m solution as a business plan for entrepreneurial			
	Supporting Activi	ties to be completed under Internship			
Activity- PBL Major Project B Work/Conference Presentation	 For Sem VIII PBL Course-Major Project-B, selected topic: File for Project solution Copyright and/or				
Term Work Assessme Duration to be conside Week Ends and during	ered for assessment	:			
Guidelines:	 1.Batch wise Faculty Supervisor who is the proctor (mentor) of the batch will be allotted as in-charge for the course, at start of the Academic year. 2.Students will submit the participation certificate of the activities to the faculty mentors. 3.Department IIIC Cell coordinator will collect, maintain each student proofs/reports from all faculty mentors, department internship analysis report will be prepared & submitted to Dean, IIIC for AICTE-CII survey data 4.Students will submit evaluation sheet by attaching Xerox copies of all participation/ IPR/ Copyright certificates & faculty mentor will verify it with original copies, for assessment purpose. 				
TW Marks (25) & Certificate :	Hours Spent for In	lluation based on rubrics: ternship: max 20 marks gnition: max 05 marks ed on :			

1.Project Copyright/ Project IRP
2. Project Competition certificate (INTECH)
3.International Journal Publication proof

Dr. S.K Ukarande

Principal