

**Bachelor in Computer Application (BCA),
Bachelor in Computer Application (Honours)
&
Bachelor in Computer Application
(Honours with Research)**



Kumaun University, Nainital

GENERAL COURSE STRUCTURE & THEME

A. Definition of Credit:

1 Hr. Lecture (L) per week	1 Credit
1 Hr. Tutorial (T) per week	1 Credit
1 Hr. Practical (P) per week	0.5 Credit
2 Hours Practical (P) per week	1 Credit

B. Course code and definition:

Course code	Definitions
L	Lecture
T	Tutorial
P	Practical
CC (DSC in B.Sc)	Core Courses
AEC	Ability Enhancement Courses
MDE (GE in B.Sc)	Multi-Disciplinary Elective course
VAC	Value added Courses
SEC	Skill Enhancement courses
DSE	Discipline Specific Elective
OE	Open Elective

Course Name: Bachelor in Computer Application, Bachelor in Computer Application (Honours) and Bachelor in Computer Application (Honours with Research)

Course Level/Duration/System:

Undergraduate / Three or Four years/6 or 8 Semesters with multiple entry and exit. The following option will be made available to the students joining BCA Research Program:

- One year:** Under Graduate Certificate in Computer Application
- Two years:** Under Graduate Diploma in Computer Application
- Three years:** Bachelor in Computer Application (BCA)
- Four years:** Bachelor in Computer Application with Honours: BCA (Honours) or Bachelor in Computer Application Honours with Research: BCA (Honours with Research)

Minimum Eligibility Criteria:

Minimum eligibility criteria for opting the course in the fourth year will be as follows:

- BCA (Honours with Research):** BCA Degree
- For BCA (Honours):** BCA Degree

Note : The students who are eligible for BCA (Honours with Research) shall have choice to pursue either BCA (Honours) or BCA (Honours with Research).

SEMESTER WISE CREDIT DISTRIBUTION:

SEMESTER WISE CREDIT DISTRIBUTION OF PROPOSED BCA [BCA (HONOURS) AND BCA (HONOURS WITH RESEARCH)] PROGRAM:

Semester	Core Courses	Ability Enhancement Courses	Multi-Disciplinary Elective course	Value added Courses	Skill Enhancement courses	Discipline Specific Elective	Total
I	8	2	2	2	5	-	19
II	12	-	-	2	7	-	21
III	11	0	0	2	4	3	20
IV	15	0	0	0	2	3	20
V	0	0	0	0	6	15	21
VI	4	1	0	0	4	10	19
BCA (Honours)							
VII	5	0	3	0	4	8	20
VIII					8	12	20
BCA (Honours with Research)							
VII	12					8	20
VIII	20						20

Category-wise distribution*

Description	Core Courses	Ability Enhancement Courses	Multi-Disciplinary Elective course	Value added Courses	Skill Enhancement courses	Discipline Specific Elective	Total
BCA	50	3	2	6	28	31	120
BCA (Honours)	55	3	5	6	40	51	160
BCA (Honours with Research)	82	3	2	6	28	39	160

3 Years BCA Program	Total Credits = 120
4 Years BCA (Honours) and BCA (Honours with Research)	Total Credits = 160

Note: Students can take extra credit course from their own department or from other department as per the Admitting Body / University norms.

INDUCTION PROGRAM

The Essence and Details of Induction program can also be understood from the 'Detailed Guide on Student Induction program', as available on AICTE Portal, (Link:<https://www.aicteindia.org/sites/default/files/Detailed%20Guide%20on%20Student%20Induction%20program.pdf>). For more, Refer

Appendix III.

Induction program (mandatory)	Three-week duration
Induction program for students to be offered right at the start of the first year.	• Physical activity • Creative Arts • Universal Human Values • Literary • Proficiency Modules • Lectures by Eminent People • Visits to local Areas • Familiarization to Department/Branch & Innovations

Mandatory Visits/ Workshop/Expert Lectures:

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

For Summer Internship / Projects / Seminar etc.

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

Note: The internal assessment is based on the student's performance in mid semester tests (two best out of three), quizzes, assignments, class performance, attendance, viva-voce in practical, lab record etc.

Mapping of Marks to Grades

Each course (Theory/Practical) is to be assigned 100 marks, irrespective of the number of credits, and the mapping of marks to grades may be done as per the following table:

Range of Marks	Assigned Grade
91-100	AA/A ⁺
81-90	AB/A
71-80	BB/B ⁺
61-70	BC/B
51-60	CC/C ⁺
46-50	CD/C
40-45	DD/D
< 40	FF/F (Fail due to less marks)
-	F ^R (Fail due to shortage of attendance and therefore, to repeat the course)

SEMESTER I

S. No.	Course Code	Course Title	L	T	P	Credit
3 WEEKS COMPULSORY INDUCTION PROGRAM (UHV-I)						
1	CC101	Mathematics Foundations to Computer Science - I	3	0	0	3
2	SEC101	Problem Solving Techniques	3	0	4	5
3	CC102	Computer Architecture	3	0	4	5
4	AEC101	General English - I	1	1	0	2
5	MDE101	Indian Knowledge System^	2	0	0	2
6	VAC101	Environmental Science and sustainability	2	0	0	2
7	AEC102	Additional Course - Indian or Foreign Language Other than Mother Tongue and English (1-1-0)) [optional course]*	1	1	0	0*
TOTAL						19

Note: ^Indian Knowledge System:

IKS : Indian Health, Wellness and Psychology

*Indian Languages: Sanskrit/Hindi/All Regional languages

Foreign Languages: (not limited to) Spanish/German/French/Korean/Mandarin etc.

SEMESTER II

S. No.	Course Code	Course Title	L	T	P	Credit
1	CC103	Mathematics Foundations to Computer Science - II	3	0	0	3
2	CC104	Data Structures	3	0	4	5
3	CC105	Operating Systems	3	0	2	4
4	SEC102	Object Oriented Programming using Java	3	0	4	5
5	SEC103	Web Technologies	1	0	2	2
6	VAC102	Indian Constitution	2	0	0	2
7	AEC103	Additional Course - Indian or Foreign Language Other than Mother Tongue and English (1-1-0)) [optional course]*	1	1	0	0*
TOTAL						21

*Indian Languages: Sanskrit/Hindi/All Regional languages

Foreign Languages: (not limited to) Spanish/German/French/Korean/Mandarin etc.

After Year 1, Students are advised to take Social Responsibility & Community Engagement - encompassing Community Engagement with an NGO in the vacation time.

An UNDER GRADUATE CERTIFICATE IN COMPUTER APPLICATION will be awarded, if a student wishes to exit at the end of First year.

Exit Criteria after First Year of BCA Programme

Students will have the option to exit the Bachelor of Computer Application (BCA) program after successfully completing the first year. Upon exit, they will be awarded a **UG Certificate in Computer Application**. To be eligible for this certificate, students must complete an additional 04 credits in one of the following areas:

1. **Skill-Based Subject:** A course designed to enhance practical and technical skills in the field of computer applications.
2. **Work-Based Vocational Course:** A vocational course offered during the summer term that emphasizes hands-on training and workplace readiness.
3. **Internship/Apprenticeship:** A professional internship or apprenticeship program in a relevant field, with a minimum duration of 08 weeks, which will take place after the second semester.
4. **Social Responsibility & Community Engagement:** Active engagement with an NGO or community organization for a minimum duration of 08 weeks, focusing on real-world problem-solving, social responsibility, and community service.

The mode and specifics of these additional credits will be determined by the respective **University/Admitting Body**, and students will be required to complete the 08-week program during the summer term following their second semester.

The exiting students will clear the subject / submit the Internship Report as per the University schedule.

Re-entry Criteria in to Second Year (Third Semester) _

The student who takes an exit after one year with an award of certificate may be allowed to re-enter in to Third Semester for completion of the BCA Program as per the respective University /Admitting Body schedule after earning requisite credits in the First year.

SEMESTER –I

SEMESTER –I

Mathematics Foundation to Computer Science - I

CC101	Mathematics Foundation to Computer Science - I	3L:0T:0P	3 Credits
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Course Objectives

- CO1: Provide a basic understanding of fundamental mathematical concepts such as sets, functions, matrix algebra, and discrete mathematics.
- CO2: This course enables the students to use mathematical models and techniques to analyze and understand problems in computer science.
- CO3: This course demonstrates how the mathematical principles give succinct abstraction of computer science problems and help them to efficiently analyze.

Course Content:

UNIT I: Set, Relation and Function:

Set, Set Operations, Properties of Set operations, Subset, Venn Diagrams, Cartesian Products. Relations on a Set, Properties of Relations, Representing Relations using matrices and digraphs, Types of Relations, Equivalence Relation, Equivalence relation and partition on set, Closures of Relations, Warshall's algorithm.

Functions, properties of functions (domain, range), composition of functions, surjective (onto), injective (one-to-one) and bijective functions, inverse of functions.

Some useful functions for Computer Science: Exponential and Logarithmic functions, Polynomial functions, Ceiling and Floor functions.

UNIT II: Counting and Recurrence Relation:

Basics of counting, Pigeonhole principle, permutation, combination, Binomial coefficients, Binomial theorem.

Recurrence relations, modelling recurrence relations with examples, like Fibonacci numbers, the tower of Hanoi problem. Solving linear recurrence relation with constant coefficients using characteristic equation roots method.

UNIT III: Elementary Graph Theory:

Basic terminologies of graphs, connected and disconnected graphs, subgraph, paths and cycles, complete graphs, digraphs, weighted graphs, Euler and Hamiltonian graphs.

Trees, properties of trees, concept of spanning tree. Planar graphs. Definitions and basic results on the topics mentioned.

UNIT IV: Matrix Algebra:

Types of matrices, algebra of matrices—addition, subtraction, and multiplication of matrices, determinant of a matrix, symmetric and skew-symmetric matrices, orthogonal matrix, rank of a matrix, inverse of a matrix, applications of matrices to solve system of linear equations, Eigen values and Eigen vectors, Caley-Hamilton theorem.

Text Books

1. Garg, Reena, Engineering Mathematics, Khanna Book Publishing Company, 2024. (AICTE Recommended Textbook)
2. Garg, Reena, Advanced Engineering Mathematics, Khanna Book Publishing Company, 2023.

3. Kolman B., Busby R. and Ross S., Discrete Mathematical Structures, 6th Edition, Pearson Education, 2015.
4. Deo Narsingh, Graph Theory with Application to Engineering and Computer Science, Prentice Hall, India, 1979.
5. Vasishtha A. R. and Vasishtha A. K., Matrices, Krishna Prakashan, 2022.

Reference Books

1. Grimaldi Ralph P. and Ramana B. V., Discrete and Combinatorial Mathematics: An Applied Introduction, Fifth Edition, Pearson Education, 2007.
2. Rosen Kenneth H. and Krithivasan Kamala, Discrete Mathematics and its Applications, McGraw Hill, India, 2019.
3. West Douglas B., Introduction to Graph Theory, Second Edition, Pearson Education, 2015

Web Resources

1. <https://nptel.ac.in/courses/106103205>
2. <https://nptel.ac.in/courses/111101115>

Problem Solving Techniques

SEC101	Problem Solving Techniques	3L:0T:4P	5 Credits
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Course Objectives

- CO1: Understand basic terminology of computers, problem solving, programming Languages and their evolution (Understand)
- CO2: Create specification from problem requirements by asking questions to disambiguate the requirement statement. (Create)
- CO3: Design the solution from specification of a problem and write pseudo code of the algorithm using basic building blocks or structured programming constructs (Sequence, Selection and Repetition statement). (Create)
- CO4: Translate an algorithm into a C computer program (Create)
- CO5: Testing and analysing programs using debugging tools. (Analyze)

Prerequisite: This is an introductory programming course and hence no prerequisites

Course Content:

UNIT I: (CO-1, CO-2)

Problems And Problem Instances, Generalization and Special Cases, Types of Computational Problems, Classification of Problems, Analysis of Problems, Solution Approaches, Algorithm Development, Analysis of Algorithm, Efficiency, Correctness, Role of Data Structures in Problem Solving, Problem-Solving Steps (Understand the Problem, Plan, Execute, And Review), Breaking the Problem into Subproblems, Input/Output Specification, Input Validation, Pre and Post Conditions.

UNIT II: (CO-2, CO-3, CO-4)

Structured Programming Concepts: Sequence (Input/Output/Assignment), Selection (If, If-Else) And Repetition (For, While, Do-While) Statements, Control Structure Stacking and Nesting. Different Kinds of Repetitions: Entry Controlled, Exit Controlled, Counter Controlled, Definite, Indefinite and Sentinel-Controlled Repetitions. Pseudocode and Flowcharts. Definition And Characteristics of Algorithms, Standard Algorithm Format. Problems Involving Iteration and Nesting: Displaying Different Patterns and Shapes Using Symbols and Numbers, Generating Arithmetic and Geometric Progression, Fibonacci and Other Sequences, Approximate Values For π , $\sin(x)$, $\cos(x)$, Etc. Using Taylor Series. Different Kinds of Data in The Real World and How They are Represented in The Computer Memory. Representation of Integers: Signed Magnitude Form, 1's Complement And 2's Complement. Representation of Real Numbers: IEEE 754 Floating Point Representation. Representation of Characters: ASCII, UNICODE. C Language: Introduction To Programming Languages, Different Generations of Programming Languages. Typed Vs Typeless Programming Languages, History of C Language, An Empty C Program. C Language Counterparts For Input (scanf()), Output (printf()) Statements, Assignment, Arithmetic, Relational and Logical Operators. If, If-Else Statements, For, While, Do-While Statements. Data Types. Translating Pseudocode/Algorithm to C Program. Incremental Compilation and Testing of The C Program. Simple Problems Involving Input, Output, Assignment Statement, Selection and Repetition. Good Coding Practices

UNIT III: (CO-2, CO-3, CO-4)

Problems on Numbers: Extracting Digits of a Number (Left to Right and Right to Left), Palindrome, Prime Number, Prime Factors, Amicable Number, Perfect Number, Armstrong Number, Factorial, Converting Number from One Base to Another. Statistics (Maximum, Minimum, Sum and Average) on a Sequence of Numbers which are Read using Sentinel-Controlled Repetition using only a few Variables.

C Language: else-if Ladder, switch Case, Increment/Decrement Operators, break and continue Statements.

UNIT IV: (CO-2, CO-3, CO-4, CO-5)

Modular Programming, Top-Down and Bottom-Up Approaches to Problem Solving. Recursion. Problems on Arrays: Reading and Writing of Array Elements, Maximum, Minimum, Sum, Average, Median and Mode. Sequential And Binary Search. Any one Sorting Algorithm. Matrix Operations.

C Language: Function Definition and Declaration (Prototype), Role of Return Statement, One Dimensional and Two-Dimensional Arrays. String Functions. Other Operators, Operator Precedence and Associativity. Debugging.

Text Books

1. [Venkatesh](#), Nagaraju Y, Practical C Programming for Problem Solving, Khanna Book Publishing Company, 2024.
2. AICTE's Programming for Problem Solving (with Lab Manual), Khanna Book Publishing Company, 2024.
3. Harvey Deitel and Paul Deitel, C How to Program, 9th edition, Pearson India, 2015.
4. R G Dromey, How to Solve It by Computer.

Reference Books

1. Brian W. Kernighan and Dennis Ritchie, The C Programming Language, 2nd edition, Pearson, 2015.
2. Jeri Hanly and Elliot Koffman, Problem Solving and Program Design in C, 8th edition, Pearson, 2015.

Problem Solving Techniques: Lab Problems

UNIT-I

1. Converting degrees Celsius to Fahrenheit and vice versa?
2. Display three input numbers in sorted (non-decreasing) order?
3. Given a positive integer value n ($n \geq 0$) display number, square and cube of numbers from 1 to n in a tabular format?
4. Given an input positive integer number, display odd numbers from in the range $[1, n]$?
5. Display first mathematical tables, each table up to 10 rows? Generalise this to display first n ($n > 0$) mathematical tables up to m ($m > 0$) rows?
6. Display following patterns of n rows ($n > 0$), For the below examples $n = 5$? For each pattern write a separate algorithm/program?

\$	\$	12345	12345
\$\$	\$\$	1234	1234
\$\$\$	\$\$\$	123	123
\$\$\$\$	\$\$\$\$	12	12
\$\$\$\$\$	\$\$\$\$\$	1	1

7. Display the following patterns of n rows ($n > 0$), for the below examples $n = 5$?

Hollow square pattern:	Triangle Patterns with numbers:	Square with diagonals:	Diamond Pattern
##### # # # # # # #####	1 121 12321 1234321 123454321	* *	* *** ***** *** *

8. Given the first term (a), difference/multiplier (d) and number of terms ($n > 0$), display the first n terms of the arithmetic/geometric progression?
9. Display the first n ($n > 0$) terms of the fibonacci sequence?
10. Display the first n ($n > 0$) terms of the Tribonacci sequence?
11. Given two positive integer numbers n_1 and n_2 check if the numbers are consecutive numbers of the fibonacci sequence?
12. Compute approximate value of π considering first n ($n > 0$) terms of the Taylor series for π ?
13. Compute approximate value of e^x considering first n ($n > 0$) terms of the Taylor series for e^x ?

14. Compute approximate value of $\sin(x)/\cos(x)$ considering first n ($n > 0$) terms of the Taylor series for $\sin(x)/\cos(x)$?

UNIT-II

1. Extract digits of an integer number (left to right and right to left)?
2. Given a sequence of digits form the number composed of the digits. Use sentinel controlled repetition to read the digits followed by -1. For example, for the input 2 7 3 2 9 -1 the output number is 27329?
3. Check if a given positive integer number is a palindrome or not?
4. Compute character grade from the marks ($0 \leq \text{marks} \leq 100$) of a subject. Grading Scheme: 80-100 : A, 60 - 79: B, 50 - 59: C, 40-49: D, 0-39: F? Solve this using both else-if ladder and switch case?
5. Compute the sum of a sequence of numbers entered using sentinel controlled repetition?
6. Check if a given positive integer number is a prime number or not?
7. Compute prime factors of a positive integer number?
8. Check if two positive integer numbers are amicable numbers or not?
9. Check if a given positive integer number is a perfect number or not?
10. Check if a given positive integer number Armstrong number or not?
11. Converting a positive integer number ($n > 0$) from one base (inputBase) to another base (outputBase) ($2 \leq \text{input Base}$, $\text{outputBase} \leq 10$). Input number should be validated before converting to make sure the number uses only digits allowed in the input base?
12. Write a program to display a number in text form. For example If the number is 5432 the output should be "FIVE FOUR THREE TWO"?
13. Using the grading scheme described in the question 4 (UNIT III), Compute how many students awarded each grade and display the frequency as a bar chart (horizontal) using single "*" for each student. Use sentinel controlled repetition (-1 as sentinel value) in reading the students marks. Use else-if ladder/switch case to compute the grade and the corresponding frequency.

Sample bar chart when the class has 7-A, 10-B, 3-C, 7-D and 1-F grades.

A:

B:

C: ***

D:

F: *

14. Compute maximum, minimum, sum and average of a sequence of numbers which are read using sentinel controlled repetition using only few variables?
15. Compute body mass index, $\text{BMI} = \text{weight in KGs} / (\text{Height in Meters} * \text{Height in Meters})$, Both weight and height values are positive real numbers. Your

program should display BMI value followed by whether the person is Underweight, Normal, Overweight or Obese using the below ranges:

BMI Values

Underweight: less than 18.5

Normal: ≥ 18.5 and < 25

Overweight: ≥ 25 and < 30

Obese: ≥ 30

UNIT III

1. Design a modularized algorithm/program to check if a given positive integer number is a circular prime or not?
2. Design a modularized algorithm/program to compute a maximum of 8 numbers?
3. Design a modular algorithm/program which reads an array of n integer elements and outputs mean (average), range (max-min) and mode (most frequent elements)?
4. Design a modular algorithm/program which reads an array of n integer elements and outputs median?
5. Implement your own string length and string reversal functions?
6. Design algorithm/program to perform matrix operations addition, subtraction and transpose?
7. Write a recursive program to count the number of digits of a positive integer number?
8. Recursive solutions for the following problems:
 - a. Factorial of a number?
 - b. Display digits of a number from left to right (and right to left)?
 - c. Compute x^y using only multiplication?
 - d. To print a sequence of numbers entered using sentinel controlled repetition in reverse order?

Computer Architecture

CC102	Computer Architecture	3L:0T:4P	5 Credits
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Course Objectives

- CO1: To Understand the basics of Digital Electronics and Binary Number System
CO2: To Learn the implementation of Combinational Circuit.
CO3: To Learn the implementation of Sequential Circuit.
CO4: To Understand the Organization of basic computers.
CO5: To Understand the concept of Parallel Processing.
CO6: To understand the concept of memory organization.

Course Content:

UNIT-I

Digital Principles: Definition for Digital signals, Digital logic, Digital computers, Von Neumann Architecture, Boolean Laws and Theorems, K-Map: Truth Tables to K-Map, 2, 3 and 4 variable K Map, K-Map Simplifications, Don't Care Conditions, SOP and POS.

Number Systems: Decimal, Binary, Octal, Hexadecimal, Number System Conversions, Binary Arithmetic, Addition and subtraction of BCD, Octal Arithmetic, Hexadecimal Arithmetic, Binary Codes, Decimal Codes, Error detecting and correcting codes, ASCII, EBCDIC, Excess-3 Code, The Gray Code.

UNIT-II

Combinational Circuits: Half Adder and Full Adder, Subtractor, Decoders, Encoder, Multiplexer, Demultiplexer

Sequential Circuits: Flip-Flops- SR Flip-Flop, D Flip-Flop, J-K Flip-Flop, T Flip-Flop.

Register: 4 bit register with parallel load, Shift Registers- Bidirectional shift register with parallel load

Binary Counters-4 bit synchronous and Asynchronous binary counter.

UNIT-III

Basic Computer Organization and Design: Instruction Codes, Computer Registers, Computer Instructions, Timing and Control, Instruction Cycle, Memory-Reference Instructions, Input-Output Interrupt, Complete Computer Description, Design of Basic Computer, Design of Accumulator logic. Central Processing Unit: Introduction, General Register Organization, Stack Organization, Instruction Formats, Addressing Modes, Data Transfer and Manipulation, Program Control, Reduced Instruction Set Computer(RISC), RISC Vs CISC.

UNIT-IV

Pipeline and Vector Processing: Parallel Processing, Pipelining, Arithmetic Pipeline, Instruction Pipeline, RISC Pipeline. Input-Output Organization: Peripheral Devices, Input-Output Interface, Asynchronous data transfer, Modes of Transfer, Priority Interrupt, Direct memory Access, Input-Output Processor(IOP).

Memory Organization: Memory Hierarchy, Main Memory, Auxiliary memory, Associate Memory, Cache Memory, Virtual Memory, Memory Management Hardware.

Text Books:

1. Donald P Leach, Albert Paul Malvino, Goutam Saha- “Digital Principles & Applications” , Tata McGraw Hill Education Private Limited,2011Edition.
2. M. Morris Mano- “Computer System Architecture”, Pearson/Phi, Third Edition.

Reference Books:

- 1 William Stallings- “Computer Organization and Architecture”, Pearson/PHI, Sixth Edition,
- 2 Andrew S. Tanenbaum- “Structured Computer Organization”, PHI /Pearson 4th Edition,
- 3 M.V .Subramanyam, “Switching Theory and Logic Design”, Laxmi Publications (P) Ltd.
- 4 Ikinderpal Singh, Computer Organization Architecture, Khanna Book Publishing.

Suggestive Laboratory Experiments:

1. Verify logic behavior of AND, OR, NAND, NOR, EX-OR, EX-NOR, Invert and Buffer gates.
2. To study and verify NAND as a Universal Gate
3. To verify De- Morgan’s theorem for 2 variables
4. Design and test of an S-R flip-flop using NAND/NOR gate.
5. Convert BCD to Excess-3 code using NAND gate
6. To Convert Binary to Grey Code
7. Verification of Truth Tables of J-K Flip-Flop using NAND/NOR gate
8. Realize Decoder and Encoder circuit using Basic Gates.
9. Design and implement the 4:1 MUX using gates.
10. Implementation of 4-Bit Parallel Adder Using 7483 IC.
11. Design and verify operation of half adder and full adder.
12. Design and verify operation of half subtractor.
13. Design and Implement a 4 bit shift register using Flip flops.
14. Implement Boolean function using logic gates in both SOP and POS
15. Design and Implement a 4 bit synchronous counter.
16. Design and verify 4 bit asynchronous counter.

Hardware

1. Familiarize the computer system layout: marking positions of SMPS, motherboard, FDD, HDD, CD, DVD and add on cards.
2. Identify the Computer Name and Hardware Specification (RAM capacity, Processor type, HDD, 32 bit/ 64 bit)
3. Identify and Troubleshoot the problems of RAM, SMPS and motherboard
4. Configure BIOS settings- disable and enable USB and LAN
5. Adding additional RAM to the system.(expanding RAM size).
6. To Study mother board layout of a system.
7. Demonstrate the assembly of a PC
8. Demonstration of various ports: CPU, VGA port, PS/2 (keyboard, mouse) ,USB, LAN, Speaker, Audio.
9. Install and configure windows OS
10. To study the installation of Printer and trouble shooting.

General English – I

AEC 101	General English - I	1L:1T:0P	2 Credits
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Course Objective:

1. To provide learning environment to practice listening, speaking, reading and writing skills.
2. To assist the students to carry on the tasks and activities through guided instructions and materials.
3. To effectively integrate English language learning with employability skills and training.
4. To provide hands-on experience through case-studies, mini-projects, group and individual presentations.

Course Content:

Unit- I: Vocabulary Building

The concept of Word Formation, Root words from foreign languages and their use in English, Acquaintance with prefixes and suffixes from foreign languages in English to form derivatives, Synonyms, antonyms, and standard abbreviations.

Unit-II: Basic Writing Skills

Sentence Structures, Use of phrases and clauses in sentences, Importance of proper punctuation, Creating coherence, Organizing principles of paragraphs in documents, Techniques for writing precisely

Unit- III: Identifying Common Errors in Writing

Subject-verb agreement, Noun-pronoun agreement, Misplaced modifiers, Articles, Prepositions, Redundancies

Unit- IV: Nature and Style of sensible Writing

Describing, Defining, Classifying, providing examples or evidence, writing introduction and conclusion, Module V: Writing Practices, Comprehension, Précis Writing, Essay Writing

Unit-V: Oral Communication (This Module involves interactive practice sessions in Language Lab)

Listening Comprehension, Pronunciation, Intonation, Stress and Rhythm, Common Everyday Situations: Conversations and Dialogues, Communication at Workplace, Interviews, Formal Presentations

Unit- VI: Oral Communication (This Module involves interactive practice sessions in Language Lab)

Listening Comprehension, Pronunciation, Intonation, Stress and Rhythm, Common Everyday Situations: Conversations and Dialogues, Communication at Workplace, Interviews, Formal Presentations

Text/Reference Books:

1. AICTE's Prescribed Textbook: Communication Skills in English (with Lab Manual), Anjana Tiwari, Khanna Book Publishing Co., 2023.
2. Effective Communication Skills. Kul Bhushan Kumar, Khanna Book Publishing, 2022.
3. Practical English Usage. Michael Swan. OUP. 1995.
4. Remedial English Grammar. F.T. Wood. Macmillan.2007
5. On Writing Well. William Zinsser. Harper Resource Book. 2001
6. Study Writing. Liz Hamp-Lyons and Ben Heasley. Cambridge University Press. 2006.
7. Communication Skills. Sanjay Kumar and PushpLata. Oxford University Press. 2011.
8. Exercises in Spoken English. Parts. I-III. CIEFL, Hyderabad. Oxford University Press.

Alternative NPTEL/SWAYAM Course:

S.No.	NPTEL/SWAYAM Course Name	Instructor	Host Institute
1	English language for competitive exams	Prof. Aysha iqbal	IIT MADRAS
2	Technical English for engineers	Prof. Aysha iqbal	IITM

Course Outcomes: The student will acquire basic proficiency in English including reading and listening comprehension, writing and speaking skills

Indian Knowledge System

MDE 101	Indian Knowledge System	2L:0T:0P	2 Credits
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IKS: Indian Health, Wellness and Psychology (including Ayurved)

Course Objectives

- Understanding the fundamental principles of Indian health systems such as Ayurveda and yoga which are useful in maintaining the health of a healthy person
- Practical implementation of health principles to correct the intake of our food, air, water and sunlight to achieve perfect health.
- Understanding traditional way of cleansing the body regularly, strengthening body with Yogic exercises, maintaining the internal balance to prevent diseases.
- Understanding our unique Mind Body Constitution and choosing the right lifestyle suitable to maintain the internal balance.
- Understanding the influence of external environment on internal health and ways to synchronise our body and mind with nature to ensure smooth functioning of all organ systems of our body.
- Understanding mind and its dynamics through knowledge of Ayurveda and Yoga and using the knowledge to maintain harmony between body and mind to achieve perfect mental health.

Detailed contents:

Module 1: Understanding human body [Duration: 8 Lectures]

Introduction to Ayurveda, the Knowledge of Life, Health and treatment aspects in Ayurveda, Influence of Pancha maha bhuta on Internal environment of Human being, Understanding composition of Human body through the concept of Dosha Dhatu Mala, Understanding Prakruthi , the Mind – Body Constitution.

Module 2: Understanding the communication between body & Mind

Establishing communication between body and mind by understanding the language of body. Understanding the concept of Agni, Koshta, Sara and Ojas and their relevance in enhancing our immunity to protect from various infections. Looking at the world through the lenses of Dravya, Guna and Karma Applying the principle of Samanya and Vishesha in every aspect of life to achieve perfect health.

Module 3: Introduction to Health Regimen

Understanding Swastha vritta, the healthy regimen to maintain state of wellbeing Dinacharya, the Daily regimen including Daily detoxification, exercise, Intake of Food, Water, Air and Sunlight, work and ergonomics, Rest and sleep hygiene. Ritu charya, the seasonal regimen, Sadvritta and the concept of social wellbeing,

understanding trividha upastambhas, three pillars to health, Concept of Shadrassa in choosing appropriate nourishment to the body and mind.

Module 4: Introduction to Yoga

Definition, Meaning and objectives of Yoga, Relevance of yoga in modern age. Brief Introduction of Hatha yoga, Raja yoga, Karma yoga, Gyana Yoga, Bhakti yoga Understanding eight steps of Ashtanga yoga, Understanding Shatkriyas , the six cleansing procedures of Yoga

Module 5: Introduction to Indian Psychology

Concept of Manas in Ayurveda and understanding Mind Body harmony, Triguna based Psychology in Ayurveda and Yoga, Influence of Tri dosha on Mind, Mind body intellect and consciousness complex, Understanding Consciousness and solution to issues within Human Mind.

Reference:

1. The Charaka Samhita
2. The Susruta Samhita
3. Teh Ashtanga Hridaya
4. Dr Deepak Chopra, Perfect Health--Revised and Updated: The Complete Mind Body Guide, Harmony publication, 2001
5. Vasant lad, Ayurveda, the Science of Self-healing: A Practical Guide: Science of Self- healing, lotus press, 1984
6. The Hatha yoga pradiipika
7. The Patanjali yoga sutras
8. The Gheranda samhita
9. BKS Iyengar, Light on Yoga: The Classic Guide to Yoga by the World's Foremost Authority, thronson publication, 2006
10. Swamy Satyananda Saraswati, Asana, Pranayama, Mudra and Bandha, Bihar School of Yoga, 2002

Environmental Science and Sustainability

VAC 101	Environmental Science and Sustainability	2L:0T:0P	2 Credits
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Course description:

This course aims to familiarize students with fundamental environmental concepts and their relevance to business operations, preparing them to address forthcoming sustainability challenges. It is designed to equip students with the knowledge and skills needed to make decisions that account for environmental consequences, fostering environmentally sensitive and responsible future managers. The course content is divided into four comprehensive units.

Unit 1 introduces basic environmental principles, the man-environment relationship, and sustainability issues.

Unit 2 focuses on ecosystems, biodiversity, and sustainable practices.

Unit 3 addresses environmental pollution, waste management, and sustainable development strategies. Finally,

Unit 4 explores social issues, environmental legislation, and practical applications through hands-on fieldwork. Through this holistic approach, students will gain a deep understanding of environmental processes, the importance of sustainable practices, and their role in promoting sustainability within business contexts.

Course Objective(s):

1. This course aims to familiarize students with basic environmental concepts, their relevance to business operations, and forthcoming sustainability challenges.
2. This course will equip students to make decisions that consider environmental consequences.
3. This course will enable future business graduates to become environmentally sensitive and responsible managers.

Course Content:

Unit 1: Understanding Environment, Natural Resources, and Sustainability

Fundamental environmental concepts and their relevance to business operations; Components and segments of the environment, the man-environment relationship, and historical environmental movements. Concept of sustainability; Classification of natural resources, issues related to their overutilization, and strategies for their conservation. Sustainable practices in managing resources, including deforestation, water conservation, energy security, and food security issues. The conservation and equitable use of resources, considering both intergenerational and intergenerational equity, and the importance of public awareness and education.

Unit 2: Ecosystems, Biodiversity, and Sustainable Practices

Various natural ecosystems, learning about their structure, functions, and ecological characteristics. The importance of biodiversity, the threats it faces, and the methods used for its conservation. Ecosystem resilience, homeostasis, and carrying capacity, emphasizing the need for sustainable ecosystem management. Strategies for in situ and ex situ conservation, nature reserves, and the significance of India as a mega diverse nation.

Unit 3: Environmental Pollution, Waste Management, and Sustainable Development

Various types of environmental pollution, including air, water, noise, soil, and marine pollution, and their impacts on businesses and communities. Causes of pollution, such as global climate change, ozone layer depletion, the greenhouse effect, and acid rain, with a particular focus on pollution episodes in India. Importance of adopting cleaner technologies; Solid waste management; Natural and man-made disasters, their management, and the role of businesses in mitigating disaster impacts.

Unit 4: Social Issues, Legislation, and Practical Applications

Dynamic interactions between society and the environment, with a focus on sustainable development and environmental ethics. Role of businesses in achieving sustainable development goals and promoting responsible consumption. Overview of key environmental legislation and the judiciary's role in environmental protection, including the Water (Prevention and Control of Pollution) Act of 1974, the Environment (Protection) Act of 1986, and the Air (Prevention and Control of Pollution) Act of 1981. Environmental justice, environmental refugees, and the resettlement and rehabilitation of affected populations; Ecological economics, human population growth, and demographic changes in India.

Readings:

Text Books (Latest Editions):

- Poonia, M.P. *Environmental Studies* (3rd ed.), Khanna Book Publishing Co.
- Bharucha, E. *Textbook of Environmental Studies* (3rd ed.) Orient Blackswan Private Ltd.
- Dave, D., & Katewa, S. S. *Text Book of Environmental Studies*. Cengage Learning India Pvt Ltd.
- Rajagopalan, R. *Environmental studies: from crisis to cure* (4th ed.). Oxford University Press.
- Miller, G.T. & Spoolman S. *Living in the Environment*. (20th ed.). Cengage.
- Basu, M., & Xavier Savarimuthu, S. J. *Fundamentals of environmental studies*. Cambridge University Press.
- Roy, M. G. *Sustainable Development: Environment, Energy and Water Resources*. Ane Books.
- Pritwani, K. *Sustainability of business in the context of environmental management*. CRC Press.
- Wright, R.T. & Boorse, D.F. *Environmental Science: Toward A Sustainable Future* (13th ed.). Pearson.

References

Web links:

- <https://www.ourplanet.com>
- <https://www.undp.org/content/undp/en/home/sustainable-development-goals.html>
- www.myfootprint.org
- <https://www.globalchange.umich.edu/globalchange1/current/lectures/kling/ecosystem/ecosystem.html>

Course Outcome(s):

1. Explore the basic environmental concepts and issues relevant to the business and management field.
2. Recognize the interdependence between environmental processes and socio-economic dynamics.
3. Determine the role of business decisions, policies, and actions in minimizing environmental degradation.
4. Identify possible solutions to curb environmental problems caused by managerial actions.
5. Develop skills to address immediate environmental concerns through changes in business operations, policies, and decisions.

SEMESTER –II

SEMESTER -II

Mathematics Foundation to Computer Science - II

CC103	Mathematics Foundation to Computer Science - II	3L:0T:0P	3 Credits
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Course Objectives

- CO1: This course helps the students to understand correct lines of arguments and proofs.
- CO2: This course introduces mathematical techniques that are foundations for understanding advanced computational methods, including numerical methods and optimization.
- CO3: This course helps the students to understand various problem-solving strategies and methods to tackle both theoretical and practical challenges in computer science.

Course Content:

UNIT I:

Logic and Methods of Proofs:

Propositions, logical operations (basic connectives), compound statements, construction of truth table, quantifiers, conditional statements, tautology, contradiction, contingency, logical equivalence. Conjunctive Normal Forms (CNF) and Disjunctive Normal Forms (DNF).
Methods of proofs: Rules of inference for propositional logic, modus ponens, modus tollens, syllogism, proof by contradiction, Mathematical Induction.

UNIT II:

Algebraic Structures:

Semi-group, Monoid, Group, Subgroup, Cyclic group.

UNIT III:

Numerical Methods:

Concept and importance of errors in numerical methods.
Solution of algebraic and transcendental equations: Bisection method and Newton-Raphson methods.
Numerical Interpolation: Newton's Forward and Newton's Backward interpolation formula and Lagrange's formula.
Numerical Integration: Trapezoidal rule and Simpson's 1/3 rule
Only formula and problem solving for all the topics mentioned above.

UNIT IV:

Optimization Techniques:

Linear programming: Introduction, LP formulation, Graphical method for solving LPs with two variables, Special cases in graphical methods, Simplex method, Duality.
Transportation problem: Definition, Linear form, North-west corner method, Least cost method, Vogel's approximation method for finding feasible solution, MODI method for finding optimum solution.

Text Books

1. Kolman B., Busby R. and Ross S., Discrete Mathematical Structures, 6th Edition, Pearson Education, 2015.
2. Sastry S. S., Introductory Methods of Numerical Analysis, Fifth Edition, PHL, 2022.

3. Taha Hamdy A., Operations Research: An Introduction, Eighth Edition, Pearson Prentice Hall, 2003.
4. S.B. Singh, Discrete Structures, Khanna Book Publishing, 2023 (AICTE Recommended Textbook)

Reference Books

1. Rosen Kenneth H. and Krithivasan Kamala, Discrete Mathematics and its Applications, McGraw Hill, India, 2019.
2. Chakravorty J. G. and Ghosh P. R., Linear Programming and Game Theory, Moulik Library, 2017.
3. Sharma J. K., Operations Research: Theory and Applications, Fourth Edition, Macmillan Publishers, 2007.

Web Resources

1. <https://nptel.ac.in/courses/111107127>
2. <https://www.math.iitb.ac.in/~siva/si50716/SI507lecturenotes.pdf>

Data Structures

CC104	Data Structures	3L:0T:4P	5 Credits
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Course Objectives

CO1: Understand the fundamental concepts of Data Structures and their applications.

CO2: Develop problem-solving skills using Data Structures.

CO3: Implement Data Structures using C programming language.

Prerequisite:

1. **Programming Fundamentals:** Understanding the basic syntax and semantics of C programming language.
2. **Problem-Solving Skills:** Ability to break down a problem into smaller steps and devise a step-by-step solution and familiarity with simple algorithms.

Course Content:

UNIT I:

Introduction and Overview: Definition, Classification and Operations of Data Structures. Algorithms: Complexity, Time-Space Tradeoff.

Arrays: Definition and Classification of Arrays, Representation of Linear Arrays in Memory, Operations on Linear Arrays: Traversing, Inserting, Deleting, Searching, Sorting and Merging. Searching: Linear Search and Binary Search, Comparison of Methods. Sorting: Bubble Sort, Selection Sort, and Insertion Sort. Two-Dimensional Arrays, Representation of Two-Dimensional Arrays in Memory, Matrices and Sparse Matrices, Multi-Dimensional Arrays.

UNIT II:

Linked Lists: Definition, Comparison with Arrays, Representation, Types of Linked lists, Traversing, Inserting, Deleting and Searching in Singly Linked List, Doubly Linked List and Circular Linked List. Applications of Linked Lists: Addition of Polynomials.

Hashing and Collision: Hashing, Hash Tables, Types of Hash Functions, Collision, Collision Resolution with Open Addressing and Chaining.

UNIT III:

Stacks: Definition, Representation of Stacks using Arrays and Linked List, Operations on Stacks using Arrays and Linked List, Application of Stacks: Arithmetic Expressions, Polish Notation, Conversion of Infix Expression to Postfix Expression, Evaluation of Postfix Expression.

Recursion: Definition, Recursive Notation, Runtime Stack, Applications of Recursion: Factorial of Number, GCD, Fibonacci Series and Towers of Hanoi.

Queues: Definition, Representation of Queues using Array and Linked List, Types of Queue: Simple Queue, Circular Queue, Double-Ended queue, Priority Queue, Operations on Simple Queues and Circular Queues using Array and Linked List, Applications of Queues.

UNIT IV:

Graphs: Definition, Terminology, Representation, Traversal.

Trees: Definition, Terminology, Binary Trees, Traversal of Binary Tree, Binary Search Tree, Inserting, Deleting and Searching in Binary Search Tree, Height Balanced Trees: AVL Trees, Insertion and Deletion in AVL Tree.

Text Books

1. R.B. Patel, "Expert Data Structures with C", Khanna Book Publishing Company, 2023 (AICTE Recommended Textbook)
2. Seymour Lipschutz, "Data Structures with C", Schaum's Outlines, Tata McGraw-Hill, 2011.
3. Yashavant Kanetkar, "Data Structures Through C", 4th Edition, BPB Publications, 2022.

Reference Books

1. Reema Thareja, "Data Structures Using C", Second Edition, Oxford University Press, 2014.
2. Ellis Horowitz, Sartaj Sahni, and Susan Anderson-Freed, "Fundamentals of Data Structures in C", Second Edition, Universities Press, 2007.

Web Resources

1. **GeeksforGeeks** - Data Structures Tutorial
2. **Khan Academy** - [Algorithms Course](#)

Lab Programs:

1. Write a program for insertion and deletion operations in an array.
2. Write a program to search for an element in an array using Linear Search and Binary Search.
3. Write a program to sort an array using Bubble Sort, Selection Sort and Insertion Sort.

4. Write a program to merge two arrays.
5. Write a program to add and subtract two matrices.
6. Write a program to multiply two matrices.
7. Write a program to insert an element into a Singly Linked List:
 - (a) At the beginning
 - (b) At the end
 - (c) At a specified position
8. Write a program to delete an element from a Singly Linked List:
 - (a) At the beginning
 - (b) At the end
 - (c) A specified element
9. Write a program to perform the following operations in a Doubly Linked List:
 - (a) Create
 - (b) Search for an element
10. Write a program to perform the following operations in a Circular Linked List:
 - (a) Create
 - (b) Delete an element from the end
11. Write a program to implement stack operations using an array.
12. Write a program to implement stack operations using a linked list.
13. Write a program to add two polynomials using a linked lists.
14. Write a program to evaluate a postfix expression using a stack.
15. Write a program to perform the following using recursion:
 - (a) Find the factorial of a number
 - (b) Find the GCD of two numbers
 - (c) Solve Towers of Hanoi problem
16. Write a program to implement simple queue operations using an array.
17. Write a program to implement circular queue operations using an array.
18. Write a program to implement circular queue operations using a linked list.
19. Write a program to perform the following operations on a binary search tree.
 - (a) Preorder Traversal
 - (b) Inorder Traversal
 - (c) Postorder Traversal
20. Write a program to perform insertion operation in a binary search tree.

Operating Systems

CC105	Operating Systems	3L:0T:2P	4 Credits
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Course Content:

UNIT I:

Operating Systems Overview: Definition, Evaluation of O.S, Components & Services of OS, Structure, Architecture, types of Operating Systems, Batch Systems, Concepts of Multiprogramming and Time Sharing, Parallel, Distributed and real time Systems.

Operating Systems Structures: Operating system services and systems calls, system programs, operating system structure, operating systems generations.

UNIT II:

Process Management: Process Definition, Process states, Process State transitions, Process Scheduling, Process Control Block, Threads, Concept of multithreads, Benefits of threads, Types of threads.

Process Scheduling: Definition, Scheduling objectives, Scheduling algorithms, CPU scheduling Preemptive and Non-preemptive Scheduling algorithms (FCFS, SJF and RR), Performance evaluation of the scheduling Algorithms

UNIT III:

Process Synchronization: Introduction, Inter-process Communication, Race Conditions, Critical Section Problem, Mutual Exclusion, Semaphores, Monitors.

Deadlocks: System model, deadlock characterization, deadlock prevention, avoidance, Banker's algorithm, Deadlock detection, and recovery from deadlocks.

UNIT IV:

Memory Management: Logical and Physical address map, Swapping, Memory allocation, MFT, MVT, Internal and External fragmentation and Compaction, Paging, Segmentation.

Virtual Memory: Demand paging, Page Replacement algorithms, Allocation of frames, thrashing.

I/O Management: Principles of I/O Hardware: Disk structure, Disk scheduling algorithms.

Text Books:

1. Ekta Walia, Operating Systems Concepts, Khanna Publishing House, 2022 (AICTE Recommended Textbook)
2. Abraham Silberschatz, Peter Baer Galvin, Greg Gagne (2006), Operating System Principles, 7th edition OR Later edition, Wiley India Private Limited, New Delhi.
3. Stallings (2006), Operating Systems, Internals and Design Principles, 5th edition, Pearson Education, India.

Reference Books:

1. Andrew S Tanenbaum, Modern Operating Systems, Third Edition, Prentice Hall India.

2. Sumitabha Das, UNIX Concepts and Applications, 4th Edition, Tata McGraw-Hill.

Course Outcomes (COs):

At the end of the course, students will be able to:

CO1: Explain the fundamentals of the operating system.

CO2: Comprehend multithreaded programming, CPU scheduling, process management, process synchronization, memory, deadlocks, and storage management.

CO3: Compare the performance of CPU scheduling algorithms

CO4: Identify the features of I/O and File handling methods.

Operating Systems LAB

List of experiments

1. Write C program to simulate the FCFS CPU Scheduling algorithm.
2. Write C program to simulate the SJF CPU Scheduling algorithm.
3. Write C program to simulate the Round Robin CPU Scheduling algorithm.
4. Write a C program to simulate Bankers Algorithm for Deadlock Avoidance.
5. Write a C program to implement the Producer – Consumer problem using semaphores.
6. Write a C program to illustrate the IPC mechanism using Pipes.
7. Write a C program to illustrate the IPC mechanism using FIFOs.
8. Write a C program to simulate Paging memory management technique.
9. Write a C program to simulate Segmentation memory management technique.
10. Write a C program to simulate the Best Fit contiguous memory allocation technique.
11. Write a C program to simulate the First Fit contiguous memory allocation technique.
12. Write a C program to simulate the concept of Dining-Philosophers problem.
13. Write a C program to simulate the MVT algorithm.
14. Write a C program to implement FIFO page replacement technique.
15. Write a C program to write a C program for implementing sequential file allocation method.

Course Outcomes (COs):

CO1: To implement scheduling of algorithms.

CO2: Understanding the concept of critical section problems.

CO3: Concepts of file allocation of frames.

CO4: Concept of Page replacement algorithms.

Object Oriented Programming using Java

SEC102	Object Oriented Programming using Java	3L:0T:4P	5 Credits
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Course Objectives

- CO1: To introduce the object oriented programming system concepts
- CO2: To introduce syntax and semantics of Java programming language
- CO3: To develop modular programs using Java
- CO4: To setup JDK environment to create, debug and run Java programs

Prerequisite: Knowledge of Problem Solving Techniques using C programming language

Course Content:

UNIT I:

Fundamentals of Object Oriented Programming: Basic Concepts of Object Oriented Programming (OOP), Benefits and Applications of OOP.

Java Evolution: Java Features, Difference between Java, C and C++, Java and Internet, Java Environment.

Overview of Java Language: Introduction to Simple Java Program, Use of Comments and Math function, Application of two classes, Java Program Structure, Java Tokens and statements, Implementing Java program and JVM, Command Line Arguments.

Text Book 1: Chapters 1, 2 and 3.

UNIT II:

Constants, Variables and Data Types: Constants, Variables, Data Types, Declaration of Variables, Giving values to Variables, Symbolic Constants, Typecasting.

Operators & Expressions: Arithmetic operators, Relational operators, Logical operators, Assignment operators, Increment & Decrement operators, conditional operators, Bitwise operators, Arithmetic Expressions, Evaluation of Expressions, Type Conversions in Expressions, Operator Precedence & Associativity.

Decision Making, Branching & Looping: Decision Making with Control Statements, Looping statements, Jump in loops, Labelled loops.

Text Book 1: Chapters 4, 5, 6, and 7.

UNIT III:

Classes, Objects and Methods: Defining Class, Methods Declaration, Constructors, Methods Overloading, Overriding Methods, Inheritance

Arrays, Strings and Vectors: 1D arrays, Creating an Array, 2D arrays, Strings, Vectors, Wrapper Classes, Enumerated Types

Inheritance: Defining, extending classes, and Implementing Interfaces. Multiple inheritance and polymorphism.

Text Book 1: Chapters 8, 9, and 10.

UNIT IV:

Packages: Basics of packages, System packages, Creating and accessing packages, Creating

user defined packages, Adding class to a package.

Exception Handling: Using the main keywords of exception handling: try, catch, throw, throws and finally; Nested try, Multiple catch statements, Creating user defined exceptions
Text Book 1: Chapters 11 & 13.

Text Books

1. Balaguruswamy E. (2023). Programming with JAVA: A Primer. 7th edition. India: McGraw Hill Education
2. Schildt, H. (2022). Java: The Complete Reference. 12th edition. McGraw-Hill Education.

Reference Books

1. Arunesh Goyal, The Essentials of JAVA, Khanna Book Publishing Company Private Limited, 2012.
2. Tanweer Alam, Core JAVA, Khanna Book Publishing Company Private Limited, 2015.
3. Y. Daniel Liang, Introduction to Java Programming, 7th Edition, Pearson, 2008.
4. S. Malhotra and S. Choudhary, Programming in Java, 2nd Edition, Oxford University Press, 2014.

Web Resources

1. <https://www.w3schools.com/java/>.
2. <http://www.java2s.com/>.
3. https://onlinecourses.nptel.ac.in/noc22_cs47/preview

List of Practical:

1. Write a program to read two numbers from user and print their product.
2. Write a program to print the square of a number passed through commandline arguments.
3. Write a program to send the name and surname of a student through command line arguments and print a welcome message for the student.
4. Write a java program to find the largest number out of n natural numbers.
5. Write a java program to find the Fibonacci series & Factorial of a number using recursive and non recursive functions.
6. Write a java program to multiply two given matrices.
7. Write a Java program for sorting a given list of names in ascending order.
8. Write a Java program that checks whether a given string is a palindrome or not. Ex: MADAM is a palindrome.
9. Write a java program to read n number of values in an array and display it in reverse order.
10. Write a Java program to perform mathematical operations. Create a class called AddSub with methods to add and subtract. Create another class called MulDiv that extends from AddSub class to use the member data of the superclass. MulDiv should have methods to multiply and divide. A main function should access the methods and perform the mathematical operations.
11. Create a JAVA class called Student with the following details as variables within it.
 - a. USN, NAME, BRANCH, PHONE, PERCENTAGE
 - b. Write a JAVA program to create n Student objects and print the USN, Name, Branch, Phone, and percentage of these objects with suitable headings.
12. Write a Java program that displays the number of characters, lines and words in a text.
13. Write a Java program to create a class called Shape with methods called getPerimeter() and getArea(). Create a subclass called Circle that overrides the getPerimeter() and getArea()

methods to calculate the area and perimeter of a circle.

14. Write a Java program to create a class Employee with a method called calculateSalary(). Create two subclasses Manager and Programmer. In each subclass, override the calculateSalary() method to calculate and return the salary based on their specific roles.
15. Write a Java program using an interface called 'Bank' having function 'rate_of_interest()'. Implement this interface to create two separate bank classes 'SBI' and 'PNB' to print different rates of interest. Include additional member variables, constructors also in classes 'SBI' and 'PNB'.
16. Write a Java package program for the class book and then import the data from the package and display the result.
17. Write a Java program for finding the cube of a number using a package for various data types and then import it in another class and display the results.
18. Write a Java program for demonstrating the divide by zero exception handling.
19. Write a Java program that reads a list of integers from the user and throws an exception if any numbers are duplicates.
20. Create an exception subclass UnderAge, which prints "Under Age" along with the age value when an object of UnderAge class is printed in the catch statement. Write a class exceptionDemo in which the method test() throws UnderAge exception if the variable age passed to it as argument is less than 18. Write main() method also to show working of the program.

Web Technologies

SEC103	Web Technologies	1L:0T:2P	2 Credits
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Course Objectives

- CO1: To understand the concepts and architecture of the World Wide Web, Markup languages along with Cascading Style Sheets.
- CO2: To understand the concepts of event handling and data validation mechanisms.
- CO3: To understand the concepts of embedded dynamic scripting on client and server side Internet Programming and basic full stack web development.
- CO4: To develop modern interactive web applications

Prerequisite:

1. Proficiency in at least one programming language, such as Python, Java, or C++. Understanding of programming concepts such as loops, conditionals, functions, and data structures like arrays, lists.
2. Familiarity with object-oriented programming (OOP) principles, including classes, objects, inheritance, and polymorphism.

Course Content:

Unit I:

Introduction to HTML, history of HTML, Objective, basic Structures of HTML, Header Tags, body tags, Paragraph Tags.

Tags for FORM Creation, TABLE, FORM, TEXTAREA, SELECT, IMG, IFRAME FIELDSET, ANCHOR.

Lists in HTML, Introduction to DIV tag, NAVBAR Design.

Introduction to CSS, types, Selectors, and Responsiveness of a web page.

Introduction to Bootstrap, downloads/linking, using classes of Bootstrap, understanding the Grid System in Bootstrap.

Introduction to www, Protocols and Programs, Applications and development tools, web browsers, DNS, Web hosting Provider, Setting up of Windows/Linux/Unix web servers, Web hosting in cloud, Types of Web Hosting.

Unit II:

Introduction to JavaScript: Functions and Events, Document Object model traversing using JavaScript. Output System in JavaScript i.e. Alert, throughput, Input box, Console. Variables and Arrays in JavaScript. Date and String handling in JavaScript.

Manipulating CSS through JavaScript: Form Validation like Required validator, length validator, Pattern validator. Advanced JavaScript, Combining HTML, CSS and JavaScript events and buttons, controlling your browser. Introduction to AJAX, Purpose, advantages and disadvantages, AJAX based Web applications and alternatives of AJAX.

Introduction to XML: uses, Key concepts, DTD 8 schemas, XSL, XSLT, and XSL Elements and transforming with XSLT. Introduction to XHTML.

JSON: Introduction to JSON, Keys and Values, Types of Values, Arrays, Objects

Text Books

1. Laura Lemay, Mastering HTML, CSS & Java Script Web Publishing, BPB Publications, 2016
2. Thomas A. Powell, The Complete Reference HTML & CSS, Fifth Edition, 2017

Reference Books

1. Silvio Moreto, Bootstrap 4 By Example, ebook, 2016.
2. Tanweer Alam, Web Technologies, Khanna Book Publishing, 2011.

Web Resources

1. www.javatpoint.com
2. www.w3schools.com
3. <https://www.geeksforgeeks.org/web-technology/>

Practical list of Programs:

PART-A

1. Create your class time table using table tag.
2. Design a Webpage for your college containing description of courses, department, faculties, library etc. using list tags, href tags, and anchor tags.
3. Create web page using Frame with rows and columns where we will have header frame, left frame, right frame, and status bar frame. On clicking in the left frame, information should be displayed in right frame.
4. Create Your Resume using HTML, use text, link, size, color and lists.
5. Create a Web Page of a super market using (internal CSS)
6. Use Inline CSS to format your resume that you have created.
7. Use External CSS to format your time table created.
8. Use all the CSS (inline, internal and external) to format college web page that you have created.
9. Write a HTML Program to create your college website using for mobile device.

PART – B

- 1) Write an HTML/JavaScript page to create login page with validations.
- 2) Develop a Simple calculator for addition, subtraction, multiplication and division operation using JavaScript.
- 3) Use Regular Expressions for validations in Login Page using JavaScript.
- 4) Write a Program to retrieve date from a text file and displaying it using AJAX.
- 5) Create XML file to store Student Information like Register Number, Name, Mobile Number, DOB, and Email-Id.
- 6) Create a DTD for (0).
- 7) Create XML scheme for (0).
- 8) Create XSL file to convert XML file to XHTML file.
- 9) Write a JavaScript program using Switch case.
- 10) Write a JavaScript program using any 5 events.
- 11) Write a JavaScript program using built in JavaScript objects.
- 12) Write program for populating values from JSON text.
- 13) Write a program to transform JSON text to a JavaScript object.

Indian Constitution

VAC102	Indian Constitution	2L:0T:0P	2 Credits
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Course Content:

Unit 1: The Constitution - Introduction

- The History of the Making of the Indian Constitution
- Preamble and the Basic Structure, and its interpretation
- Fundamental Rights and Duties and their interpretation
- State Policy Principles

Unit 2: Union Government

- Structure of the Indian Union
- President – Role and Power
- Prime Minister and Council of Ministers
- Lok Sabha and Rajya Sabha

Unit 3: State Government

- Governor – Role and Power
- Chief Minister and Council of Ministers
- State Secretariat

Unit 4: Local Administration

- District Administration
- Municipal Corporation
- Zila Panchayat
-

Unit 5: Election Commission

- a. Role and Functioning
- b. Chief Election Commissioner
- c. State Election Commission

Suggested Learning Resources:

1. Ethics and Politics of the Indian Constitution by Rajeev Bhargava, Oxford University Press, New Delhi, 2008
2. The Constitution of India by B.L. Fadia Sahitya Bhawan; New edition (2017)
3. Introduction to the Constitution of India by DD Basu Lexis Nexis; Twenty-Third, 2018 edition

Suggested Software/Learning Websites:

- a. <https://www.constitution.org/cons/india/const.html>
- b. <http://www.legislative.gov.in/constitution-of-india>
- c. <https://www.sci.gov.in/constitution>
- d. <https://www.toppr.com/guides/civics/the-indian-constitution/the-constitution-of-india/>

Cases

- Rustom Cavasjee Cooper v. Union of India, (1970) 1 SCC 248
- State of Rajasthan v. Mohan Lal Vyas, AIR 1971 SC 2068 (confirmation of a private monopoly, not a violation of fundamental right)
- Mithilesh Garg v. Union of India, (1992) 1 SCC 168 : AIR 1992 SC 221 (Right to carry on business, not breached when it is liberalised)
- Chintamanrao v. The State of Madhya Pradesh, AIR 1951 SC 118 (scope of reasonable restrictions in relation to trade and occupation)
- Cooverjee B. Bharucha v. Excise Commissioner, Ajmer, AIR 1954 SC 220 (the reasonableness of the restriction imposed may depend upon the nature of the business and prevailing conditions including public health and morality)
- T. B. Ibrahim v. Regional Transport Authority. Tanjore, AIR 1953 SC 79
- Harman Singh v. RTA, Calcutta, AIR 1954 SC 190
- Dwarka Prasad Laxmi Narain v. State of U.P., AIR 1954 SC 224
- State of Bombay v. R.M.D. Chamarbaugwala, AIR 1957 SC 699
- Parbhani Transport Coop. Society Ltd. v. Regional Transport Authority, Aurangabad, AIR 1960 SC 801
- State of Bombay v. R. M. D. Chamarbaugwala, (1957) S.C.R. 874,
- G.K.Krishnan vs State of Tamil Nadu, 1975 SCC (1) 375
- Automobile Transport (Rajasthan) Ltd. Vs State of Rajasthan, AIR 1962 SC 1406

Course Outcome(s):

Upon completion of this course, students will be able to:

1. Constitutional Framework: Analyze the Indian Constitution's history, Preamble, Fundamental Rights, and basic structure.
2. Union Government Structure: Describe the roles of the President, Prime Minister, and the legislative bodies (Lok Sabha and Rajya Sabha).
3. State Government Mechanisms: Examine the powers of the Governor, Chief Minister, and the State Secretariat.
4. Local Administration: Assess the functioning of local government bodies like District Administration, Municipal Corporations, and Zila Panchayats.
5. Electoral Processes: Analyze the role of the Election Commission in conducting free and fair elections.
6. Application of Knowledge: Apply constitutional principles to contemporary political issues and evaluate governance effectiveness.

A Guide to Induction Program

1. Introduction

(Induction Program was discussed and approved for all colleges by AICTE in March 2017. It was discussed and accepted by the Council of IITs for all IITs in August 2016. It was originally proposed by a Committee of IIT Directors and accepted at the meeting of all IIT Directors in March 2016.¹ This guide has been prepared based on the Report of the Committee of IIT Directors and the experience gained through its pilot implementation in July 2016 as accepted by the Council of IITs. Purpose of this document is to help institutions in understanding the spirit of the accepted Induction Program and implementing it.)

Engineering colleges were established to train graduates well in the branch/department of admission, have a holistic outlook, and have a desire to work for national needs and beyond.

The graduating student must have knowledge and skills in the area of his study. However, he must also have broad understanding of society and relationships. Character needs to be nurtured as an essential quality by which he would understand and fulfill his responsibility as an engineer, a citizen and a human being. Besides the above, several meta-skills and underlying values are needed.

There is a mad rush for engineering today, without the student determining for himself his interests and his goals. This is a major factor in the current state of demotivation towards studies that exists among UG students.

The success of gaining admission into a desired institution but failure in getting the desired branch, with peer pressure generating its own problems, leads to a peer environment that is demotivating and corrosive. Start of hostel life without close parental supervision at the same time, further worsens it with also a poor daily routine.

To come out of this situation, a multi-pronged approach is needed. One will have to work closely with the newly joined students in making them feel comfortable, allow them to explore their academic interests and activities, reduce competition and make them work for excellence, promote bonding within them, build relations between teachers and students, give a broader view of life, and build character.

¹A Committee of IIT Directors was setup in the 152nd Meeting of IIT Directors on 6th September 2015 at IIT Patna, on how to motivate undergraduate students at IITs towards studies, and to develop verbal ability. The Committee submitted its report on 19th January 2016. It was considered at the 153rd Meeting of all IIT Directors at IIT Mandi on 26 March 2016, and the accepted report came out on 31 March 2016. The Induction Program was an important recommendation, and its pilot was implemented by three IITs, namely, IIT(BHU), IIT Mandi and IIT Patna in July 2016. At the 50th meeting of the Council of IITs on 23 August 2016, recommendation on the Induction Program and the report of its pilot implementation were discussed and the program was accepted for all IITs.

2. Induction Program

When new students enter an institution, they come with diverse thoughts, backgrounds and preparations. It is important to help them adjust to the new environment and inculcate in them the ethos of the institution with a sense of larger purpose. Precious little is done by most of the institutions, except for an orientation program lasting a couple of days.

We propose a 3-week long induction program for the UG students entering the institution, right at the start. Normal classes start only after the induction program is over. Its purpose is to make the students feel comfortable in their new environment, open them up, set a healthy daily routine, create bonding in the batch as well as between faculty and students, develop awareness, sensitivity and understanding of the self, people around them, society at large, and nature.²

The time during the Induction Program is also used to rectify some critical lacunas, for example, English background, for those students who have deficiency in it.

The following are the activities under the induction program in which the student would be fully engaged throughout the day for the entire duration of the program.

²Induction Program as described here borrows from three programs running earlier at different institutions: (1) Foundation Program running at IIT Gandhinagar since July 2011, (2) Human Values course running at IIIT Hyderabad since July 2005, and (3) Counselling Service or mentorship running at several IITs for many decades. Contribution of each one is described next.

IIT Gandhinagar was the first IIT to recognize and implement a special 5-week Foundation Program for the incoming 1st year UG students. It took a bold step that the normal classes would start only after the five week period. It involved activities such as games, art, etc., and also science and other creative workshops and lectures by resource persons from outside.

IIIT Hyderabad was the first one to implement a compulsory course on Human Values. Under it, classes were held by faculty through discussions in small groups of students, rather than in lecture mode. Moreover, faculty from all departments got involved in conducting the group discussions under the course. The content is non-sectarian, and the mode is dialogical rather than sermonising or lecturing. Faculty were trained beforehand, to conduct these discussions and to guide students on issues of life.

Counselling at some of the IITs involves setting up mentor-mentee network under which 1st year students would be divided into small groups, each assigned a senior student as a student guide, and a faculty member as a mentor. Thus, a new student gets connected to a faculty member as well as a senior student, to whom he/she could go to in case of any difficulty whether psychological, financial, academic, or otherwise. The Induction Program defined here amalgamates all the three into an integrated whole, which leads to its high effectiveness in terms of building physical activity, creativity, bonding, and character. It develops sensitivity towards self and one's relationships, builds awareness about others and society beyond the individual, and also in bonding with their own batch-mates and a senior student besides a faculty member.

Scaling up the above amalgamation to an intake batch of 1000 plus students was done at IIT(BHU), Varanasi starting from July 2016.

2.1. Physical Activity

This would involve a daily routine of physical activity with games and sports. It would start with all students coming to the field at 6 am for light physical exercise or yoga. There would also be games in the evening or at other suitable times according to the local climate. These would help develop team work. Each student should pick one game and learn it for three weeks. There could also be gardening or other suitably designed activity where labour yields fruits from nature.

2.2. Creative Arts

Every student would choose one skill related to the arts whether visual arts or performing arts. Examples are painting, sculpture, pottery, music, dance etc. The student would pursue it every day for the duration of the program.

These would allow for creative expression. It would develop a sense of aesthetics and also enhance creativity which would, hopefully, flow into engineering design later.

2.3. Universal Human Values

It gets the student to explore oneself and allows one to experience the joy of learning, stand up to peer pressure, take decisions with courage, be aware of relationships with colleagues and supporting staff in the hostel and department, be sensitive to others, etc. Need for character building has been underlined earlier. A module in Universal Human Values provides the base.

Methodology of teaching this content is extremely important. It must not be through do's and don'ts, but get students to explore and think by engaging them in a dialogue. It is best taught through group discussions and real life activities rather than lecturing. The role of group discussions, however, with clarity of thought of the teachers cannot be over emphasized. It is essential for giving exposure, guiding thoughts, and realizing values.

The teachers must come from all the departments rather than only one department like HSS or from outside of the Institute. Experiments in this direction at IIT(BHU) are noteworthy and one can learn from them.³

Discussions would be conducted in small groups of about 20 students with a faculty mentor each. It is to open thinking towards the self. Universal Human Values discussions could even continue for rest of the semester as a normal course, and not stop with the induction program.

Besides drawing the attention of the student to larger issues of life, it would build relationships between teachers and students which last for their entire 4-year stay and possibly beyond.

³The Universal Human Values Course is a result of a long series of experiments at educational institutes starting from IIT-Delhi and IIT Kanpur in the 1980s and 1990s as an elective course, NIT Raipur in late 1990s as a compulsory one-week off campus program. The courses at IIT(BHU) which started from July 2014, are taken and developed from two compulsory courses at IIIT Hyderabad first introduced in July 2005.

2.4. Literary

Literary activity would encompass reading, writing and possibly, debating, enacting a play etc.

2.5. Proficiency Modules

This period can be used to overcome some critical lacunas that students might have, for example, English, computer familiarity etc. These should run like crash courses, so that when normal courses start after the induction program, the student has overcome the lacunas substantially. We hope that problems arising due to lack of English skills, wherein students start lagging behind or failing in several subjects, for no fault of theirs, would, hopefully, become a thing of the past.

2.6. Lectures by Eminent People

This period can be utilized for lectures by eminent people, say, once a week. It would give the students exposure to people who are socially active or in public life.

2.7. Visits to Local Area

A couple of visits to the landmarks of the city, or a hospital or orphanage could be organized. This would familiarize them with the area as well as expose them to the under privileged.

2.8. Familiarization to Dept./Branch & Innovations

The students should be told about different method of study compared to coaching that is needed at IITs. They should be told about what getting into a branch or department means what role it plays in society, through its technology. They should also be shown the laboratories, workshops & other facilities.

3. Schedule

The activities during the Induction Program would have an Initial Phase, a Regular Phase and a Closing Phase. The Initial and Closing Phases would be two days each.

3.1. Initial Phase

Day	Time	Activity
Day 0	Whole Day	Students Arrive – Hostel Allotment (Preferably do pre-allotment)
Day 1	09:00 AM – 03:00 PM	Academic Registration
	04:30 PM – 06:00 PM	Orientation
Day 2	09:00 AM – 10:00 AM	Diagnostic test (for English etc.)
	10:00 AM – 12:25 PM	Visit to respective depts.
	12:30 PM – 01:55 PM	Lunch
	02:00 PM – 02:55 PM	Director's address
	03:00 PM – 03:30 PM	Interaction with parents
	03:30 PM – 05:00 PM	Mentor-Mentee Groups - Introduction within group. (Same as Universal Human Values Group)

3.2. Regular Phase

After two days is the start of the Regular Phase of Induction. With this phase there would be regular program to be followed every day.

3.2.1. Daily Schedule

Some of the activities are on a daily basis, while some others are at specified periods within the Induction Program. We first show a typical daily timetable.

DAY 3 Onwards			
Session	Time	Activity	Remarks
	06:00 AM	Wake up Call	
I	06:30 AM – 07:10 AM	Physical Activity (Mild Exercise / Yoga)	
	07:15 AM – 08:55 AM	Bath, Breakfast etc.	
II	09:10 AM – 10:55 AM	Creative Arts / Universal Human Values	Half the groups do creative arts
III	11:00 AM – 12:55 PM	Creative Arts / Universal Human Values	Complementary Alternate Groups
	01:00 PM – 02:25 PM	Lunch	
IV	02:30 PM – 03:55 PM	Afternoon Session	See below
V	04:00 PM – 05:00 PM	Afternoon Session	See below
	05:00 PM – 05:25 PM	Break / Light Tea	
VI	05:30 PM – 06:45 PM	Games / Special Lectures	
	06:50 PM – 08:25 PM	Rest and Dinner	
VII	08:30 PM – 09:25 PM	Informal Interactions (In hostels)	

Sundays are off. Saturdays have the same schedule as above or have outings.

3.2.2. Afternoon Activities (Non-Daily)

The following five activities are scheduled at different times of the Induction Program, and are not held daily for everyone:

1. Familiarization to Dept./Branch & Innovations
2. Visits to Local Area
3. Lectures by Eminent People
4. Literary
5. Proficiency Modules

Here is the approximate activity schedule for the afternoons (may be changed to suit local needs):

Session	Activity	Remarks
IV	Familiarization with Dept./Branch & Innovations	For 3 Days (Day 3 to Day 5)
IV, V and VI	Visit to Local Area	For 3 Days – interspersed (e.g. Saturdays)

IV	Lectures by Eminent People	As scheduled 3-5 lectures
IV	Literary (Play / Literature / Book Reading)	For 3-5 Days
V	Proficiency Modules	Daily, but only for those who need it.

3.3. Closing Phase

Day	Time	Activity
Last But One Day	08:30 AM – 12:00 PM	Discussions and finalization of presentation within each group
	02:00 AM -05:00 PM	Presentation by each group in front of 4 other groups besides their own (about 100 students)
Last Day	Whole Day	Examinations (if any). May be extended to last 2 days, in case needed.

3.4. Follow Up after Closure

A question comes up as to what would be the follow up program after the formal 3-week Induction Program is over? The groups which are formed should function as mentor-mentee network. A student should feel free to approach his faculty mentor or the student guide, when facing any kind of problem, whether academic or financial or psychological etc. (For every 10 undergraduate first year students, there would be a senior student as a student guide, and for every 20 students, there would be a faculty mentor.) Such a group should remain for the entire 4-5-year duration of the stay of the student. Therefore, it would be good to have groups with the students as well as teachers from the same department/discipline⁴.

Here we list some important suggestions which have come up and which have been experimented with:

3.4.1. Follow Up after Closure – Same Semester

It is suggested that the groups meet with their faculty mentors once a month, within the semester after the 3-week Induction Program is over. This should be a scheduled meeting shown in the timetable. (The groups are of course free to meet together on their own more often, for the student groups to be invited to their faculty mentor's home for dinner or tea, nature walk, etc.)

3.4.2. Follow Up – Subsequent Semesters

It is extremely important that continuity be maintained in subsequent semesters.

It is suggested that at the start of the subsequent semesters (up to fourth semester), three days be set aside for three full days of activities related to follow up to Induction Program. The students be shown inspiring films, do collective art work, and group discussions be conducted. Subsequently, the groups should meet at least once a month.

4. Summary

Engineering institutions were set up to generate well trained manpower in engineering with a feeling of responsibility towards oneself, one's family, and society. The incoming undergraduate students are driven by their parents and society to join engineering without understanding their own interests and talents. As a result, most students fail to link up with the goals of their own institution.

The graduating student must have values as a human being, and knowledge and meta- skills related to his/her profession as an engineer and as a citizen. Most students who get demotivated to study engineering or their branch, also lose interest in learning.

The Induction Program is designed to make the newly joined students feel comfortable, sensitize them towards exploring their academic interests and activities, reducing competition and making them work for excellence, promote bonding within them, build relations between teachers and students, give a broader view of life, and building of character.

The Universal Human Values component, which acts as an anchor, develops awareness and sensitivity, feeling of equality, compassion and oneness, draw attention to society and nature, and character to follow through. It also makes them reflect on their relationship with their families and extended family in the college (with hostel staff and others). It also connects students with each other and with teachers so that they can share any difficulty they might be facing and seek help.