

2026 onwards Course Structure for B.Tech. in Artificial Intelligence & Machine Learning

FIRST SEMESTER

S. No.	Course			Contact Hours				Credits
	Category	Course Code	Course Title	L	T	P	Total	
1	BSC	XXXXXXXX	Mathematics-1	3	1	0	4	4
2	BSC	XXXXXXXX	Physics-1	3	1	0	4	4
3	BSC	XXXXXXXX	Physics Lab-1	0	0	2	2	1
4	ESC	XXXXXXXX	Software Development Fundamentals-I	3	1	0	4	4
5	ESC	XXXXXXXX	Software Development Fundamentals Lab-I	0	0	2	2	1
6	ESC	XXXXXXXX	Basic Electronics	3	1	0	4	4
7	ESC	XXXXXXXX	Basic Electronics Lab	0	0	2	2	1
8	HSC	XXXXXXXX	English	1	0	2	3	2
9	ESC	XXXXXXXX	Workshop	0	0	3	3	1.5
Total							28	22.5

SECOND SEMESTER

S. No.	Course			Contact Hours				Credits
	Category	Course Code	Course Title	L	T	P	Total	
1	BSC	XXXXXXXX	Mathematics-2	3	1	0	4	4
2	BSC	XXXXXXXX	Physics-2	3	1	0	4	4
3	BSC	XXXXXXXX	Physics Lab-2	0	0	2	2	1
4	ESC	XXXXXXXX	Software Development Fundamentals-II	3	1	0	4	4
5	ESC	XXXXXXXX	Software Development Fundamentals Lab-II	0	0	2	2	1
6	HSC	XXXXXXXX	Life Skills & Professional Communication Lab	0	0	2	2	Qualifying
7	ESC	XXXXXXXX	Engineering Drawing & Design	0	0	3	3	1.5
8	HSC	XXXXXXXX	Universal Human Values (UHV)	2	1	0	3	3
Total							24	18.5

THIRD SEMESTER

S. No.	Course			Contact Hours				Credits
	Category	Course Code	Course Title	L	T	P	Total	
1	BSC	XXXXXXXX	Mathematical Foundations for Artificial Intelligence and Data Science	3	1	0	4	4
2	PCC	XXXXXXXX	Artificial Intelligence	3	1	0	4	4
3	PCC	XXXXXXXX	Artificial Intelligence Lab	0	0	2	2	1
4	PCC	XXXXXXXX	Data Structures	3	1	0	4	4
5	PCC	XXXXXXXX	Data Structures Lab	0	0	2	2	1
6	PCC	XXXXXXXX	Database Management Systems	3	0	0	3	3
7	PCC	XXXXXXXX	Database Management Systems Lab	0	0	2	2	1
8	PCC	XXXXXXXX	Python Programming Lab	0	0	2	2	1
9	HSC	XXXXXXXX	Economics	2	1	0	3	3
10	PRC	XXXXXXXX	Summer Training-I (4 weeks)*	0	0	0	0	2
11	PCC	XXXXXXXX	Competitive Programming-I	0	0	2	2	1
Total							28	25

FOURTH SEMESTER

S. No.	Course			Contact Hours				Credits
	Category	Course Code	Course Title	L	T	P	Total	
1	HSC	XXXXXXXX	HSS Elective	2	1	0	3	3
2	PCC	XXXXXXXX	Machine Learning and Pattern Recognition	3	1	0	4	4
3	PCC	XXXXXXXX	Machine Learning and Pattern RecognitionLab	0	0	2	2	1
4	PCC	XXXXXXXX	Software Engineering	3	0	0	3	3
5	PCC	XXXXXXXX	Design and Analysis of Algorithms	3	1	0	4	4
6	PCC	XXXXXXXX	Design and Analysis of Algorithms Lab	0	0	2	2	1
7	PCC	XXXXXXXX	Operating Systems	3	0	0	3	3
8	PCC	XXXXXXXX	Operating Systems Lab	0	0	2	2	1
9	PCC	XXXXXXXX	Competitive Programming– II	0	0	2	2	1
10	PEC	XXXXXXXX	Discipline Elective – 1	2	0	0	2	2
11	PEC	XXXXXXXX	Discipline Elective – 1 Lab	0	0	2	2	1
12	OMC	XXXXXXXX	Environmental Studies	3	0	0	3	Quali fying
Total							32	24

FIFTH SEMESTER

S. No.	Course			Contact Hours				Credits
	Category	Course Code	Course Title	L	T	P	Total	
1	PCC	XXXXXXXX	Deep Learning Foundations	3	0	0	3	3
2	PCC	XXXXXXXX	Deep Learning Lab	0	0	2	2	1
3	PCC	XXXXXXXX	Natural Language Processing	3	0	0	3	3
4	PCC	XXXXXXXX	Natural Language Processing Lab	0	0	2	2	1
5	PCC	XXXXXXXX	AI Prompting and Vibe Coding Lab	0	0	2	2	1
6	PEC	XXXXXXXX	Discipline Elective – 2	2	0	0	2	2
7	PEC	XXXXXXXX	Discipline Elective – 2 Lab	0	0	2	2	1
8	PEC	XXXXXXXX	Discipline Elective – 3	2	0	0	2	2
9	PEC	XXXXXXXX	Discipline Elective – 3 Lab	0	0	2	2	1
10	BSC	XXXXXXXX	Science Elective	3	0	0	3	3
11	OMC	XXXXXXXX	Indian Constitution & Traditional Knowledge	3	0	0	3	Quali fying
12	PRC	XXXXXXXX	Summer Training-II (6 weeks) *	0	0	0	0	2
13	PCC	XXXXXXXX	Competitive Programming-III	0	0	2	2	1
14	HSC	XXXXXXXX	Logical and Quantitative Techniques-I	2	0	0	2	2
Total							30	23

SIXTH SEMESTER

S. No.	Course			Contact Hours				Credits
	Category	Course Code	Course Title	L	T	P	Total	
1	PCC	XXXXXXXX	Generative AI and Emerging Trends	3	0	0	3	3
2	PCC	XXXXXXXX	Generative AI Lab	0	0	2	2	1
3	PCC	XXXXXXXX	Data Mining and Knowledge Discovery	3	0	0	3	3
4	PCC	XXXXXXXX	Data Mining and Knowledge Discovery Lab	0	0	2	2	1
5	PCC	XXXXXXXX	Graph Analytics	3	0	0	3	3
6	PEC	XXXXXXXX	Discipline Elective – 4	3	0	0	3	3
8	PEC	XXXXXXXX	Discipline Elective – 5	3	0	0	3	3
9	OEC	XXXXXXXX	Open Elective – 1	3	0	0	3	3
10	Value Added	XXXXXXXX	Selected Value-Added Course	2	0	0	2	Audit
11	HSC	XXXXXXXX	Soft Skills for Employability	0	0	2	2	1
12	PRC	XXXXXXXX	Minor Project	0	0	4	4	2
13	HSC	XXXXXXXX	Logical and Quantitative Techniques-II	2	0	0	2	2
Total							32	25

SEVENTH SEMESTER

S. No.	Course			Contact Hours				Credits
	Category	Course Code	Course Title	L	T	P	Total	
1	PEC	XXXXXXXX	Discipline Elective – 6	3	0	0	3	3
2	OEC	XXXXXXXX	Open Elective – 2	3	0	0	3	3
3	PRC	XXXXXXXX	Major Project Part – 1	0	0	0	8	4
4	PRC	XXXXXXXX	Summer Training - III (6 weeks) *	0	0	0	0	4
Total							14	14

EIGHTH SEMESTER

S. No.	Course			Contact Hours				Credits
	Category	Course Code	Course Title	L	T	P	Total	
1	PEC	XXXXXXXX	Discipline Elective –7	3	0	0	3	3
2	OEC	XXXXXXXX	Open Elective –3	3	0	0	3	3
3	PRC	XXXXXXXX	Major Project Part –2	0	0	0	16	8
Total							22	14

***To be completed during the summer vacation.**

Total Program Credits: 22.5 + 18.5 + 25 + 24 + 23+ 25 + 14 + 14 = 166

Bucket Wise Tentative List of Discipline Electives (To be updated time to time)

Discipline Elective – 1 and Discipline Elective – 1 Lab (offered in 4th Semester)

S. No.	Course Code	Course Title	L	T	P	Total	Credits
1	XXXXXXXX	Data Engineering	2	0	0	2	2
2	XXXXXXXX	Data Engineering Lab	0	0	2	2	1
3	XXXXXXXX	Artificial and Computational Intelligence	2	0	0	2	2
4	XXXXXXXX	Artificial and Computational Intelligence Lab	0	0	2	2	1

Discipline Elective – 2 and Discipline Elective – 2 Lab (offered in 5th Semester)

S. No.	Course Code	Course Title	L	T	P	Total	Credits
1	XXXXXXXX	Search in AI	2	0	0	2	2
2	XXXXXXXX	Search in AI Lab	0	0	2	2	1
3	XXXXXXXX	IoT Analytics	2	0	0	2	2

4	XXXXXXXX	IoT Analytics Lab	0	0	2	2	1
5	XXXXXXXX	Intelligent Robotics and Autonomous Systems	2	0	0	2	2
6	XXXXXXXX	Intelligent Robotics and Autonomous Systems Lab	0	0	2	2	1

Discipline Elective – 3 and Discipline Elective – 3 Lab (offered in 5th Semester)

S. No.	Course Code	Course Title	L	T	P	Total	Credits
1	XXXXXXXX	Image Processing and Computer Vision	2	0	0	2	2
2	XXXXXXXX	Image Processing and Computer Vision Lab	0	0	2	2	1
3	XXXXXXXX	Embedded Software Development	2	0	0	2	2
4	XXXXXXXX	Embedded Software Development Lab	0	0	2	2	1

Discipline Elective – 4 (offered in 6th Semester)

S. No.	Course Code	Course Title	L	T	P	Total	Credits
1	XXXXXXXX	Reinforcement Learning	3	0	0	3	3
2	XXXXXXXX	Responsible AI and AI Ethics	3	0	0	3	3
3	XXXXXXXX	Cloud Computing Essentials: Azure and AWS	3	0	0	3	3

Discipline Elective – 5 (offered in 6th Semester)

S. No.	Course Code	Course Title	L	T	P	Total	Credits
1	XXXXXXXX	Edge and Federated Learning	3	0	0	3	3
2	XXXXXXXX	Retrieval Augmented Generation	3	0	0	3	3

Discipline Elective – 6 (offered in 7th Semester)

S. No.	Course Code	Course Title	L	T	P	Total	Credits
1	XXXXXXXX	Explainable AI	3	0	0	3	3
2	XXXXXXXX	Sentiment Analysis and Opinion Mining	3	0	0	3	3
3	XXXXXXXX	Probabilistic Graphical Models	3	0	0	3	3
4	XXXXXXXX	AI for IoT	3	0	0	3	3
5	XXXXXXXX	Introduction to DevOps	3	0	0	3	3

Discipline Elective – 7 (offered in 8th Semester)

S. No.	Course Code	Course Title	L	T	P	Total	Credits
1	XXXXXXXX	AI for Healthcare& Smart Systems	3	0	0	3	3
2	XXXXXXXX	Agentic AI	3	0	0	3	3

Detailed Syllabus of B.Tech. in Artificial
Intelligence & Machine Learning, 2026 Onwards
(Only for 1st and 2nd Semester)

Software Development Fundamentals – I

COURSE CODE:XXXXXXXX

COURSE CREDITS: 4

CORE/ELECTIVE: CORE

L-T-P: 3-1-0

Pre-requisite: NONE

Course Objectives:

1. To introduce the software development life cycle and develop problem-solving skills using flowcharts and pseudocode.
2. To provide a strong foundation in C programming concepts including data types, operators, and control flow statements.
3. To enable students to implement and manipulate arrays and pointers for solving computational problems.
4. To develop the ability to write modular programs using functions with various parameter passing techniques.
5. To familiarize students with structures and unions for handling complex data in C.
6. To equip students with skills in file handling to manage text and binary data through C programs.

Course Outcomes:

S.No.	Course Outcomes	Level of Attainment
CO-1	Explain the logic for solving problems considering various phases of software development life cycle and depicting them using algorithms and flowcharts	Understand
CO-2	Explain basics of C programming concepts to make decision for solving problems	Understand
CO-3	Demonstrate and contrast different methods for writing modular programs in C	Understand
CO-4	Use various C programming constructs to implement iteration, and recursion	Apply
CO-5	Apply and implement arrays, pointers, structures and file handling for solving real-world problems	Apply

Course Contents:

Unit	Contents	Lectures required
1	Introduction: Introduction to Software Development Life Cycle, Step by step solution to simple problems, developing logic/flow- chart/pseudo code to solve problems like 2D screen saver, simple/logical games, puzzles	6
2	Data types, operators, and Control Flow: Data, variables and constants, data types, operators – binary, unary, ternary, operator precedence, operations using different operators, if, if-else, while, do-while, for, switch-case in C Programming	8
3	Array: Fundamentals of Array, Implementation of 1D/2D Array and related operations like insertion, traversal, updation, etc. in C programming using different problems	7
4	Pointers: Pointers in C, Dynamic memory allocation for 1D/2D array, Arithmetical operations on pointers	5
5	Functions: Introduction to Functions and its implementation in C programming language, Functions using Pass by value, functions using pass by reference, recursive functions	5
6	Structures and Union: Introduction and implementation of Structures and Union in C programming, Array of Structures, Pointer to Structures and related operations like insertion, traversal, updation, etc. in C programming using different problems, Structures using function	5
7	File Handling: Introduction to File, creation of files in C programming language, Modes of File Handling like read, write, update; different types of files like binary file and text file and respective operations like, opening, closing, reading, writing, end of file, traversing the file, for structured and unstructured data	6
Total lectures		42

Suggested Text Book(s):

1. Paul Deitel and Harvey Deitel, “C How to Program”, 9th Edition, Pearson Education, 2022, ISBN: 978-0-13-739839-3
2. E Balagurusamy, “Computing Fundamentals & C Programming”, 2nd Edition, McGraw Hill Education, 2017, ISBN: 978-9352604166
3. Greg Perry and Dean Miller, “C Programming Absolute Beginner's Guide”, 3rd Edition, Que Publishing, 2013, ISBN: 978-0789751980
4. David Griffiths and Dawn Griffiths, “Head First C: A Brain-Friendly Guide”, O'Reilly Media, Inc., 2012, ISBN: 978-1449399917

Suggested Reference Book(s):

1. Herbert Schildt, "The Complete Reference C", 4th Edition, McGraw Hill Education, 2017, ISBN: 978-0070411838
2. Brian W. Kernighan and Dennis Ritchie, "The C Programming Language", 2nd Edition, Pearson Education India, 2015, ISBN: 978-9332549449
3. Behrouz A. Forouzan, Richard F. Gilberg, "Computer Science: A Structured Programming Approach Using C", 3rd Edition, Cengage Learning, 2007, ISBN: 978-8131503638

Other useful resource(s):

1. Link to NPTEL course contents: <https://archive.nptel.ac.in/courses/106/105/106105171/>
2. Link to topics related to course:
 - a. <https://www.learn-c.org/>
 - b. <https://www.programiz.com/c-programming>
 - c. <https://www.codechef.com/ide>

Evaluation Scheme:

S. No	Exam	Marks	Duration	Coverage / Scope of Examination
1	T-1	15	1 Hour.	Syllabus covered upto T-1
2	T-2	25	1.5 Hours	Syllabus covered upto T-2
3.	T-3	35	2 Hours	Entire Syllabus
4.	Teaching Assessment	25	Entire Semester	Assignment (2) - 10 Quizzes(2) - 10 Attendance - 5

Course Outcomes (COs) contribution to the Programme Outcomes (POs)

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	Average
CO-1	3	3	2	2	2	1	1	2	2	2	2	2.0
CO-2	3	3	2	2	2	1	1	1	2	1	2	1.8
CO-3	3	3	3	2	3	1	1	1	2	2	1	2.0
CO-4	3	3	3	3	3	1	1	1	2	2	2	2.3
CO-5	3	3	3	3	3	1	1	1	1	1	2	2.2
Average	3	3	2.6	2.4	2.6	1.0	1.0	1.2	1.8	1.6	1.8	

Software Development Fundamentals Lab-I

COURSE CODE: XXXXXXXXX

COURSE CREDITS: 1

CORE/ELECTIVE: CORE

L-T-P: 0-0-2

Pre-requisite: NONE

Course Objectives:

1. To develop logic using data types, expressions, and control structures.
2. To implement programs using arrays, strings, and pointers.
3. To apply functions and recursion for modular programming.
4. To use structures and unions for handling complex data.
5. To build menu-driven programs for basic file operations.

Course Outcomes:

S. No.	Course Outcomes	Level of Attainment
CO1	Develop programs/logic for data types, expressions and conditional structure	Apply
CO2	Perform programs for arrays, strings and pointers	Apply
CO3	Perform programs of functions and recursive functions.	Apply
CO4	Implement programs for structure and union.	Apply
CO5	Implement menu driven programs to perform basic file operations.	Apply

List of Experiments

S. No.	Description	Hours
1	Flow chart and Logic Building: Developing logic/flow-chart/pseudo code to solve problems, simple/logical games, puzzles	4
2	Data Type, Statements, Expressions, Operators: Data, variables and constants, data types, operators – binary, unary, ternary, operator precedence, associativity	4

3	Control Flow: Develop C programs using conditional structure (if, ifelse, nested if), and iterative control structure (do-while, while, for). Implement switch case statement.	4
4	Array and String: Array initialization, reading and writing operations with array, one dimensional, two-dimensional array, strings, and related operations like addition, multiplication, traversal, transpose etc.	2
5	Pointers: Pointers in C, Dynamic memory allocation for 1D/2D array, Arithmetical operations on pointers, recursive functions like palindrome, factorial, fibonacci series, number system etc	4
6	Functions: User defined functions and inbuilt functions, Functions definition, declaration, calling, Pass by value, functions using pass by reference, functions with array	2
7	Structures and Union: Struct keyword, Structure and Union, Structure variable, dot operator, pointer to structures, arrow operator, Array of Structures, structure using functions.	4
8	File Handling: File creation, Modes of File Handling like read, write, update; different types of files like binary file and textfile and respective operations like, opening, closing, reading, writing, end of file, traversing the file for structured and unstructured data	4
9	Project	
Total Lab hours		28

Suggested/Resources:

1. Paul Deitel and Harvey Deitel, "C HOW TO PROGRAM", 9th Edition, Pearson Education, 2023, ISBN 978-0-13-739839-3.
2. H. Cooper and H. Mullish, Jaico Publishing House. "Spirit of C", 4th Edition, Jaico Publishing House, 2006.
3. Herbert Schildt. "The Complete Reference C ", 4th Edition, TMH, 2000.
4. Brian W. Kernighan and Dennis M. Ritchie, "The C Programming Language", 2nd Edition, PrenticeHall India, New Delhi, 2002.
5. Peter Norton, "Introduction to Computers", 5th edition, Tata McGraw-Hill, Delhi., 2005.
6. Balaguruswamy, Programming in ANCI C", 2nd Edition, TMH, 2001.
7. Ashok N. Kamthane , "Programming with ANSI and Turbo C", Pearson Education, Delhi, 2003.
8. Rajaraman V., "Fundamentals of Computer", 3rd Edition, Prentice-Hall India, New Delhi, 2005.
9. B. A. Forouzan, R. F. Gilberg "Computer Science: A Structured Programming Approach Using C", 2nd Edition, Thomson Press, New Delhi, 2006.
10. AviSilberschatz, Henry F. Korth, and S. Sudarshan, "Database System Concepts", 6th edition, McGraw-Hill, 2010.

Evaluation Scheme:

S. No	Exam	Marks
1	Mid Sem. Evaluation (P-1)	20
2	End Sem. Evaluation (P-2)	20
3.	Internal Assessment (P-3) (May include attendance, class participation, lab file records, experiment execution, viva voce, quizzes, mini-projects etc.)	60
	Total	100

Course Outcomes (COs) contribution to the Programme Outcomes (POs)

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	Average
CO-1	3	3	2	2	3	1	1	2	2	2	2	2.1
CO-2	3	3	2	2	3	1	1	2	2	2	2	2.1
CO-3	3	3	3	2	3	1	1	2	2	2	2	2.2
CO-4	3	3	3	2	3	1	1	2	2	2	2	2.2
CO-5	3	3	3	3	3	2	2	3	3	3	3	2.8
Average	3.0	3.0	2.6	2.2	3	1.2	1.2	2.2	2.2	2.2	2.2	

Software Development Fundamentals – II

COURSE CODE:XXXXXXXX

COURSE CREDITS: 4

CORE/ELECTIVE: CORE

L-T-P: 3-1-0

Pre-requisite: C Programming

Course Objectives:

1. To understand core OOPs concepts like classes, objects, constructors, abstraction, and access specifiers.
2. To apply inheritance, polymorphism, and templates to real-world problems.
3. To implement arrays, stacks, queues, and linked lists for problem-solving.
4. To analyze and debug code with attention to outcomes and exceptions.
5. To design and implement class diagrams for practical applications.

Course Outcomes:

S.No.	Course Outcomes	Level of Attainment
CO-1	Explain various object-oriented concepts like class and objects, constructors, abstraction, data hiding (access specifiers) etc.	Understand
CO-2	Apply object-oriented concepts like inheritance, polymorphism and templates to various real-world problems.	Apply
CO-3	Apply concepts of data structures such as arrays, stacks, queues, and linked lists to solve real-world problems.	Apply
CO-4	Analyze the source code for possible outcomes, and exceptions, and debugging the errors.	Analyze
CO-5	Design and implement class diagram for varied real life problems using OOPs	Create

Course Contents:

Unit	Contents	Lectures required
1	Introduction to Object Oriented Programming: Comparison of Procedural and Object-Oriented Approach, Characteristics of Object-Oriented Languages, Separation of behaviour and implementation	1

2	OO Concepts using C++: Objects, Classes, Internal representations of Objects, Constructors, Destructors Function and Operator Overloading, Static and Friend Functions	8
3	Inheritance using C++: Base Class, Derived class, Method Overriding, Private and Public Inheritance, Multiple Inheritance.	3
4	Polymorphism using C++: Virtual Functions, Pure Virtual Functions, Abstract Classes, Dynamic Dispatch, Internal representations of method tables, RTTI	3
5	UML/Relationship Implementation in C++:Models, Views and Model Elements, Class Diagram, Relationships of Association, Aggregation, Composition, and Inheritance, etc. and their implementing	6
6	Exceptions, Templates, and STL in C++:Exceptions, Try, Catch and Throw, Re-throwing exceptions, Exception and Inheritance, Function Templates, Overloading Functions Template, Class Templates, Collection classes and iteration protocols (STL)	9
7	Introduction of Data Structures:Fundamentals of data structures, dynamic memory allocation, overview of linear and non-linear DS; Limitations of array and need of linked list, different types of linked list; Stack and Queue, stack and queue operations using STL; Recursion, recursion removal using stack, recursive approaches to solve problems like Tower of Hanoi, N-queen, rat in a maze, etc.	12
Total lectures		42

Suggested Text Book(s):

1. Herbert Schildt, C++: The Complete Reference, McGraw-Hill Osborne Media, 4th Edition, 2017
2. Ellis Horowitz, Sartaj Sahni and Dinesh P. Mehta, Fundamentals of Data Structures in C++, Galgotia Press, 2009
3. Stroustrup B., The C++ Programming Language, Addison Wesley, 4th Edition, 2013
4. John R. Hubbard, Data Structures with C++, Schaum's Outline Series, McGraw Hill, First Edition, 2017.

Suggested Reference Book(s):

1. Robert Lafore, Object Oriented Programming in C++, SAMS, 4th Edition, 2002
2. John Hubbard, Schaum's Outline of Programming with C++, McGraw-Hill, 2nd Edition, 2000

Other useful resource(s):

1. Link to NPTEL course contents:<https://nptel.ac.in/courses/106105234>
2. Link to NPTEL course contents:<https://nptel.ac.in/courses/106102064>
3. Link to topics related to course:
 - a. <https://www.tutorialspoint.com/cplusplus>

EvaluationScheme:

S. No	Exam	Marks	Duration	Coverage / Scope of Examination
1	T-1	15	1 Hour.	Syllabus covered upto T-1
2	T-2	25	1.5 Hours	Syllabus covered upto T-2
3.	T-3	35	2 Hours	Entire Syllabus
4.	Teaching Assessment	25	Entire Semester	Assignment (2) - 10 Quizzes(2)-10 Attendance - 5

Course Outcomes (COs) contribution to the ProgrammeOutcomes(POs)

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	Average
CO-1	3	2	2	1	2	1	1	1	2	1	2	1.6
CO-2	3	3	3	2	3	1	1	1	2	2	2	2.1
CO-3	3	2	2	2	3	1	1	1	2	2	2	1.9
CO-4	2	3	2	3	2	1	1	1	2	2	3	2.0
CO-5	3	2	3	2	3	1	1	2	3	2	2	2.2
Average	2.8	2.4	2.4	2.0	2.6	1.0	1.0	1.2	2.2	1.8	2.2	

Software Development Fundamentals Lab-II

COURSE CODE:XXXXXXXX

COURSE CREDITS: 1

CORE/ELECTIVE: CORE

L-T-P: 0-0-2

Pre-requisite: C Programming

Course Objectives:

1. To understand and implement object-oriented concepts such as classes, constructors, destructors, and friend functions.
2. To apply encapsulation, inheritance, polymorphism, and abstraction in solving real-world programming problems.
3. To utilize the Standard Template Library (STL) for writing efficient and reusable code.
4. To develop robust programs using exception handling techniques.
5. To implement linear data structures and recursive algorithms using dynamic memory and STL.

Course Outcomes:

S.No.	Course Outcomes	Level of Attainment
CO1	Make use of the concepts related to objects, classes, constructor, destructor, and friend function for solving real-world problems.	Apply
CO2	Apply the principles of encapsulation, inheritance, polymorphism and abstraction in different programming problems.	Apply
CO3	Utilize the Standard Template Library to optimize the object-oriented programming solutions	Apply
CO4	Develop solutions using exception handling for programming problems.	Apply
CO5	Develop linear data structures and recursive algorithms using dynamic memory and Standard Template Library (STL).	Apply

List of Experiments

S.No	Description	Hours
1	Output based C++ programs to implement the concepts of Objects, Classes, Internal representations of Objects, encapsulation, Constructors, Destructors, Function and Operator Overloading, Static	6

	and Friend Functions	
2	Write programs in C++ to implement Inheritance, Method Overriding, Private and Public Inheritance, Multiple Inheritance	4
3	Write programs in C++ involving Virtual Functions, Abstract Classes, Dynamic Dispatch, operator overriding, etc.	2
4	Write programs in C++ to implement the relationships of Association, Aggregation, Composition, and Inheritance	4
5	Write programs in C++ to handle Exceptions, Re-throwing exceptions, Function Templates, Overloading Functions Template, Class Templates, Collection classes and iteration protocols (STL)	4
6	Programs for Dynamic Memory Allocation, Abstract Data Types; Templates and STL to implementation linear data structures like Array, Linked List, Stack and Queue; implementation of recursive algorithm to solve different problems	8
Total Lab hours		28

Suggested/Resources:

1. Herbert Schildt, C++: The Complete Reference, McGraw-Hill Osborne Media, 4th Edition, 2017.
2. RamezElmasri, Shamkant B. Navathe, Fundamentals of Database Systems, Pearson, 7th Edition, 2016
3. Walter Savitch, Kenrick Mock,” Absolute C++”, Pearson, 6th Edition, 2016.
4. E BALAGURUSAMY, Object Oriented Programming with C++, McGraw-Hill Education (India), 8th Edition, 2020.
5. AviSilberschatz, Henry F. Korth, and S. Sudarshan, “Database System Concepts”, McGraw-Hill, 7th edition, 2019.
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EvaluationScheme:

S. No	Exam	Marks
1	Mid Sem. Evaluation (P-1)	20
2	End Sem. Evaluation (P-2)	20
3.	Internal Assessment (P-3) (May include attendance, class participation, lab file records, experiment execution, viva voce, quizzes, mini-projects etc.)	60
	Total	100

Course Outcomes (COs) contribution to the Programme Outcomes (POs)

CO/PO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	Average
CO-1	3	2	3	1	3	1	1	2	2	1	2	1.9
CO-2	3	3	3	1	3	1	1	2	2	1	2	2.0
CO-3	3	2	2	1	3	1	1	1	1	1	2	1.6
CO-4	3	2	2	2	2	1	1	1	1	1	2	1.6
CO-5	3	2	3	2	3	1	1	1	2	2	2	2.0
Average	3.0	2.2	2.6	1.4	2.8	1.0	1.0	1.4	1.6	1.2	2.0	