

Effective from Sess	ion: 2024-25						
Course Code	DEC-401	Title of the Course	Principle of Communication Engineering	L	т	Р	с
Year		Semester	IV	3	1	0	
Pre-Requisite		Co-requisite					
Course Objectives	After undergoing t understand and des	the subject, the stu cribe type of commun	dents will be able to Understand communication nication, compare different types of communication.	& th	neir si	ignific	ance,

	Course Outcomes
CO1 CO2	Perform various modulation and demodulation techniques on analog signals for radio communication. Compare the performance of AM, FM and PM schemes.
CO3	Co-Evaluate the performance of PCM, DPCM and DM.
CO4	Perform characteristics evaluation of AM Trans-receiver system
CO5	Analyze concept of various modulation schemes for digital communication

Unit No.	Title of the Unit		Contact Hrs.	Mapped CO
1	Amplitude Modulation	Introduction of communication system, Need of modulation and demodulation in communication system, Types of modulation. Amplitude Modulation: Introduction, SSB and VSB modulation and demodulation schemes, AM transmitters and receivers, super heterodyne receiver, frequency division and time division multiplexing	8	1
2	Angle Modulation	Angle Modulation: Frequency modulation, phase modulation, FM receiver and demodulators. Noise: Signal to Noise ratio, Noise calculation, Internal and external noise, Noise in AM and FM system. Radio Wave Propagation: Electromagnetic waves, properties of Radio waves, propagation of wave	8	2
3	Pulse Modulation	Pulse Communication: Sampling process, Pulse Amplitude Modulation, Pulse Width Modulation, Pulse Position Modulation and Pulse Code Modulation, Delta modulation.	8	3
4	Radio Receiver	Radio Receivers: Types of Receivers, characteristics of Radio Receiver, AM receiver, communication receiver, FM receiver, Basic FM demodulators.	8	4
5	Digital Modulation	Digital Modulation: Brief description of phase shift keying, Differential phase shift keying (DPSK), Frequency shift keying. Demodulation of AM wave using diode detector circuit, Demodulation of FM wave.	8	5
Defense	none De alver			

References Books:

1 Kennedy & Davis- Electronic Communication System, Tata Mcgraw Hill.

2 Simon Haykin- Communication System- John Wiley & Sons.

3 B.P. Lathi, "Modern Digital and Analog communication Systems", 3rd Edition, Oxford University Press.

4 H. Taube, D L Schilling, Goutom Saha, "Principles of Communication", 3rd Edition, Tata McGraw-Hill Publishing Company Ltd.

e-Learning Source:

http://swayam.gov.in

http://spoken-tutorial.orgs

PO-PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO1	PSO2	PSO3	PSO4
CO1	1	2	-	-	1	-	-	-	-	_	1
CO2	2	2	-	-	2	-	-	-	-	-	-
CO3	-	1	-	-	3	-	-	-	-	2	-
CO4	-	-	-	-	-	2	-	2	-	-	-
CO5	1	-	-	-	2		3	-	-	2	-

Name & Sign of Program Coordinator	Sign & Seal of HoD
Effective from Session: 2024-25	



Cou	Image: Insecode DEC-402 Title of the Course Electronics Devices & Circuits-II L T P										с			
Yea	ır			S	emester	IV					3	1	0	
Pre	-Requi	isite		C	Co-requisite									
Cοι	ırse Ob	ojectives	After under describe typ	going the s e of Integr	subject, the stud rated Circuit, com	ents will pare diff	be able to erent types	Understand of IC.	OP-AMP &	their signific	ance,	, unde	rstanc	l and
						Course (Outcomes							
CO1 Realize various multivibrator circuits using BJT CO2 Evaluate the technical parameters of inverter and their effect on transistor switching time														
	CO3 Realize different linear and non-linear application of Op-amp													
cc	CO4 understand various process used in the manufacturing of IC Jnit Title of the Unit													
Uni	nit lo. Title of the Unit										Co	ontact	M	apped
INU.		MULTIVIBRATOR CIRCUITS: Ideal transistor switch: explanation using C.F. output								Jt	піз.			
		characteristics, calculation of component values (collector and base resistors) for a									a		1	
				practical t	ransistor switch,	Transisto	or switching	time.		,				
1		MULTIVIE	BRATOR	Basic con	cept of working o	of collecto	or coupled l	oistable, mo	nostable ar	id stable		8		
				multivibra	ator circuits inclu	ding prin	ciple of trig	gering, Ope	ration of Scl	hmitt				
				trigger, ca	alculation of uppe	er trigger	potential (JTP) and lov	wer trigger I	ootential				
				(LTP). Tra	nsistorised volta	ge-contro	olled oscillat	or (basic pr	inciple only).				
				OPERATI	ONAL AMPLIFIER	S: Specifi	cations of i	deal operati	ional amplifi	er and its			2	
					gram, Definition (output (ng and noni	nverting inp	fsot current	ntial input bioc			2	
				current c	ommon mode re	iection r	atio (CMMF) nower su	nnly rejection	n ratio				
2		OP-A	MP	(PSRR) an	d slew rate. use	of op.am	p. as an add	ler. subtrac	tor. differen	tial		8		
	amplifier, buffer amplifier, differentiator, integrator, comparator, Schmitt													
	Trigger, Generation of Square and Triangular Waveform, log and anti-log													
	amplifiers, PLL and its application													
				Timer IC:	Block diagram o	of IC time	er (such as	NE 555) an	d its workin	g, use of 55	5			
				timer as n	nonostable and a	stable m	ultivibrator,	, and wavef	orm genera	tor.		•		
3		555 I	imer	Regulated	Power Supply, C	oncept o	f regulation	i, Basic regu	lator circuit	s (using		8	3	
				2010 201 200	regulators (Curr	ant Limit	ing Current	, FIXEU VOIL t Fold Back)	SMDS	515, (78/79,				
				Introduct	ion to Microelect	ronics: A	dvantages	of integration	on. Types of	integrated				
				circuits, N	Ionolithic and Hy	brid circu	uits, Differe	nt stages of	fabrication	of ICs-		8	4	
4		Integrate	a Circuit	Epitaxial G	Growth, Oxidation	n and filn	n depositior	, Diffusion	and Ion Imp	lantation,				
				Lithograp	hy & Etching. (Or	ly brief i	dea of all)							
				Masking,	Selective doping	Fine-line	e lithograph	y and isolat	ion for Mon	olithic				
5		Very Larg	ge-Scale	circuits, lı	ntroduction to m	onolithic	device elen	nents such a	as BJT, MOS	, transistor		8	5	
		integr		and integ	ration of other ci	rcuit eler	nents, Very	large scale	integration	(V.L.S.I.).				
Refe	rences	s Books:									<u> </u>			
1	Basic E	lectronic	s & Linear Cire	cuits: Bhar	rgava, Kulshresht	ha & Gup	ota, Tata Mo	graw-Hill						
2	Micro	Electronio	cs Circuits: Se	dra, Adel S	S. Smith, Kenneth	. C., Oxfo	ord Universi	ty Press 5th	Edition					
3	Neame	en D A, "E	lectronics Cir	cuits", 3rd	Ed TMH									
4	4 Jacob Millman and Arvin Grabel, "Microelectronics", 2nd Ed TMH													
e-Learning Source:														
nttp://	/swava	m.gov.in												
http://	/spoke	n-tutorial	orgs											
PC	-PSO		.5165											
	со	P01	PO2	PO3	P04	P05	PO6	P07	PS01	PS02	PSC	13	PSO	4
	01	3	3	-	_	-	-	-	_	-	-		1	
	02	2	2	2.		-	-	_	_	_	2 -			
	:03	2	3	2										
	04		2					-	_	1			-	

1-Low Correlation; 2- Moderate Correlation; 3- Substantial Correlation

Sign & Seal of HoD



Effectiv	e from Sess	sion: 20	24-25													
Course	Code	DEC-4	06	Title	e of the Cour	se Advar	nced Netwo	rking				L	т	1	2	с
Year		=		Sen	nester	IV						3	1	0		
Pre-Re	quisite			Co-	requisite											
Course	Objectives	After subne & solv	underge tting fo e netw	oing the sul r network, ork problen	bject, the stu know about ns remotely.	idents will different r	be able to a outing meth	Setup IP ad nodologies,	dresses in Co diagnose & s	omputer solve ne	r netv twork	vork pro	nod blem	es, S 1s, d	iagi	ıp IP nose
						Course 0	Dutcomes									
CO1	Understar	nd the c	verviev	v of TCP/IP	model.	onoration	<u> </u>									
CO2 CO3	Understar	nd the v	vorking	of Virtual L	an Area Netv	vork.	5									
CO4	Understar	nd the E	Basic W	AN protoco	ls	-										
CO5	CO5 To learn basic concepts of Wireless LAN.															
Unit No.	Title of th	ne Unit									Cont Hrs	tact s.		Ma	app CO	ed
1	Internetwo Basics	orking	TCP/IP Addre:	• Model, IP sses, TCP/IP	Addressing, Troubleshoe	IP Termin Dting utiliti	nology, IP A es, Troubles	Addressing shooting IP	Scheme, Pri Addressing.	vate IP		8			1	
2	2 Subnetting 2 Subnetting 2 Subnetting and Routing 1 P Routing, Routing Basics, How to Create Subnets, Subnet Masks, Classless Inter- Domain Routing Class C Addresses, Subnetting Class B Addresses, Subnetting Class A Addresses IP Routing, Routing Basics, Static Routing, Default Routing, Dynamic Routing, Routing Protocol Basics.										2					
3	VLAN Basic	cs	Virtua Scalab Frame VLAN betwe Trunk	l LANs (VLA) ility, VLAN, Tagging, LA Trunking Pr en VLANs, (Ports, Confi	Ns) VLAN Bas Membership N, Identifica otocol (VTP), Configuring V iguring Inter-	sics, Broad s, Static VI tion Metho VTP Mode LANs, Assi VLAN Rout	cast Control ANs, Dynan ods, Inter- S os of Operat gning Switch ting, Configu	, Security, F nic VLANs, I witch Link (ion, VTP Pru n Ports to V uring VTP.	lexibility and dentifying VI ISL) Protocol uning, Routir LANs, Config	l LANs, ng uring		8			3	
4	WAN Proto	ocols	Introd DSL/A	uction of \ DSL.	WAN, Cablin	g the WA	N, HDLC, F	PPP, LCP, F	rame Relay	, ISDN,		8			4	
5	Introductic Wireless LA	on To AN	ISM ba Access Evalua	and, 802.11 Point in tion of WL4	a/b/g wirele Repeater M AN, Wireless	ess standar ode, Secu Home Nety	ds, Adhoc, rity in WLA working, IEE	infrastructu N, MAC Fi E 802.11 st	ire mode of Itering, WEI andard for W	WLAN, P/WPA, /LAN.		8			5	
Refere	nces Books	5:														
1. Data (Communica	tions ar	nd Netw	vorks, Achyı	ut S. Godbole	e, Tata McC	Graw Hill									
2. Comp	uter Netwo	rking, T	ularam	M Bansod	Dreamtech, V	Niley										
3. Data (Communica	tions ar	nd Netw	orking with	n TCPIP Proto	col Suite b	y Behrouz A	. Forouzan								
4. Comp	4. Computer Network by Andrew S. Tanenbaum Pearson															
e-Learni	ing Source:															
http://sv	wayam.gov.	in														
http://sp	ooken-tutor	ial.orgs														
PO-PSC CO	PO1	Р	02	PO3	PO4	PO5	PO6	PO7	PSO1	PSO2		PSO	3	Р	SO4	

PO-PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO1	PSO2	PSO3	PSO4
CO											
CO1		3	2	1	3	3	1	1		3	2
CO2		3			3	3	2		2	3	2
CO3		3			3	3	1			3	2
CO4		3	2		3	3				3	2
CO5		3	1		2	3				3	2



Effective from Sessi	on: 2017-18											
Course Code	DCS-401	Title of the Course	Object Oriented Programming with C++	L	Т	Р	С					
Year	2 ND	Semester	4 th	3	1	0						
Pre-Requisite		Co-requisite										
Course Objectives	1.To make students fan 2.Study of different typ 3.To Understand the ba	To make students familiar with program language and its related terminologies Study of different types of programming module along with their functionality To Understand the basic Concept of Programming Language										

	Course Outcomes									
CO1	Use various programming constructs of object-oriented language									
CO2	Apply principles of object-oriented programming to model/design real world problems.									
CO3	Use exception handling mechanism to develop fault tolerant applications.									
CO4	Analyze the concepts of multi-threaded programming and synchronization.									
CO5	Use GUI controls and event handling mechanism to develop interactive window/desktop applications.									

Unit No.	Title of the Unit		Contact Hrs.	Mapped CO						
1	Introduction and Features	Fundamentals of object-oriented programming – procedure oriented programming Vs. object-oriented programming (OOP). Object oriented programming concepts –Classes, reusability, encapsulation, inheritance, polymorphism, Abstraction.	8	CO1						
2	Language Constructs	Review of constructs of C used in C++: variables, types and type declarations, user defined data types; increment and decrement operators, relational and logical operators; if then else clause, conditional expressions, input and output statement, loops, switch case.	8	CO2						
3	Classes and Objects in C++	Classes and Objects: - Class creation, Object accessing class members, Private Vs Public, Constructor and Destructor Objects. Member Functions: - Method definition, Inline functions implementation, Constant member functions, Friend Functions, Overloading, operator overloading, function overloading, constructor overloading.	8	CO3						
4	Inheritance	Definition of inheritance, Types of inheritance, protected data, private data, public data, inheriting constructors and destructors, constructors and destructors of derived classes, virtual functions.	8	CO4						
5	Polymorphism and Virtual Functions in C++	Polymorphism and Virtual Functions: - Polymorphism, Types of Polymorphism, Virtual functions, pure virtual functions, different operation on the file, creation of file streams, stream classes, header files, updating a file, opening and closing a file.	8	CO5						
References Books:										
1- Singh Gurupkar, Object Oriented Programming using C ++.										
2- John R. Hubbard, Schaum's Outline of Programming with C++.										
e-Learni	ng Source:									
1- https://w	www.geeksforgeeks.org/obje	ct-oriented-programming-in-cpp/								

2- https://www.edx.org/learn/object-oriented-programming

PO-PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
CO			_			-		-			
CO1	-	2	1	-	-	-	-	-	-	-	-
CO2	-	2	-	1	1	-	-	-	1	-	-
CO3	-	2	-	3	-	-	-	-	1	1	-
CO4	-	2	2	-	-	-	-	-	1	-	-
CO5	-	2	-	3	-	-	-	-	-	-	-



n: 2017-18						
DCS-405	Title of the Course	e of the Course Web Technology & Multimedia			Р	С
2ND	Semester	4 th	3	1	0	
	Co-requisite					
To make students fan Study of different tyr	niliar with program lan	guage and its related terminologies				
2. Study of different types of programming module along with their functionality						
	n: 2017-18 DCS-405 ND To make students fan Study of different typ To Understand the ba	Image: Second state students Title of the Course DCS-405 Title of the Course Semester Co-requisite To make students familiar with program lar Study of different types of programming more Study of different types of programming more To Understand the basic Concept of Program	Image: Semester Ath Co-requisite Veb Technology & Multimedia Co-requisite 4th Co-requisite Co-requisite For make students familiar with program language and its related terminologies Study of different types of programming module along with their functionality For Understand the basic Concept of Programming Language Co-requisite	Image: Semigram 1 Title of the Course Web Technology & Multimedia L DCS-405 Title of the Course Web Technology & Multimedia L ND Semester 4 th 3 Co-requisite To make students familiar with program language and its related terminologies Study of different types of programming module along with their functionality For Understand the basic Concept of Programming Language	Image: Second state of the Course Web Technology & Multimedia L T DCS-405 Title of the Course Web Technology & Multimedia L T ND Semester 4 th 3 1 Co-requisite To make students familiar with program language and its related terminologies Study of different types of programming module along with their functionality To Understand the basic Concept of Programming Language	Image: Second state of the Course Web Technology & Multimedia L T P DCS-405 Title of the Course Web Technology & Multimedia J T P ND Semester 4 th 3 1 0 Co-requisite To make students familiar with program language and its related terminologies Study of different types of programming module along with their functionality To Understand the basic Concept of Programming Language

	Course
	Outcomes
CO1	WEB TECHNOLOGY: HTML: Elements of HTML, HTML sources & Rules of nesting, syntax conventions, HTML Categories, text tags, Formatting
	WebPages by using Styles, adding pictures, image attribute, Introduction to forms, tables and models, advantages & limitations of tables, frames, links. SS
	cascading style sheets, XHTML, XML, Client Side Scripting, Server Side Scripting, Managing data with SQL.
	DYNAMIC WEB PAGES:
	The need of dynamic web pages; an overview of DHTML, Cascading Style Sheet (CSS), Comparative studies of different technologies of dynamic page
	creation.
CO2	To learn and understand technical aspect of Multimedia Systems. Apply CSS and JavaScript Constructs to perform Client side validation and designing of
	dynamic web pages
CO3	Apply various PHP construct to develop server side applications and also familiar of transporting data among applications using XML
CO4	Understand how to configure Web servers and deployment of applications.
CO5	Design server side; Database and MVC based applications using Servlet, JSP and JDBC.

Uni t No.	Title of the Unit		Contac tHrs.	Mappe dCO
1	Introduction	Fundamentals of object-oriented programming – procedure oriented programming Vs. object-oriented programming (OOP). Object oriented programming concepts –Classes, reusability, encapsulation, inheritance, polymorphism, Abstraction.	8	CO1
2	JavaScript in web development	JSP:JSP architecture, JSP servers, JSP tags, understanding the layout in JSP, declaring variables, methods in JSP, inserting java expression in JSP, processing request from user and generating dynamic response for the user, inserting applets and java beans into JSP, using include and forward action, comparing JSP and CGI program, comparing JSP and ASP program; Creating ODBC data source name, introduction of JDBC, prepared statement and callable statement. JAVA SCRIPTS: What is a Java Scripts, adding, Java scripts to documents, embedding java scripts, linking java scripts, creating a page program with scripts?	8	CO2
3	Multimedia Sphere	Introduction to multimedia, Evolution of Multimedia, Objects of Multimedia, hypertext, hyper graphics, animation, Scope of Multimedia in Business, Multimedia H/W & S/W.	8	CO3
4	Media Technologies	Multimedia Hardware: OCR, touch-screen, scanners, digital cameras, speakers, printers, plotters, optical disks and drives as CD-ROM and DVD. Multimedia networks, text, sound (MIDI), Audio, and Video. Image and sound file formats, multimedia file formats, compression, standards and techniques, Macromedia products, Basic drawing techniques, multimedia operating systems.	8	CO4
5	Multimedia authoring tools and processes.	Multimedia Authoring Tools: - Types of Authoring programmes –Icon based, Time-based, object-oriented working in macromedia flash, exploring interface using selection of PEN tools. Working with drawing and painting tools, applying colour viewing and manipulating time line, animating, processing, guiding layers, importing and editing sound and video clips in flash.	8	CO5
Refere	nces Books:			
1- Patri	ck Naughton &Herber	t Schildt - The Complete Reference Java 2 (Third Edition) -TMH		
2- Willi	am Casanova and Mo	ina, Multimedia An Introduction; Prentice Hall of India, New Delhi		
e-Learn	ing Source:			
LI- https://	absec assam gov in/wn-con	tent/uploads/2022/03/Multimedia-and-Web-Technology-1.pdf		

2- https://cbseacademic.nic.in/web_material/Curriculum17/SrSecondary/16%20Multimedia%20and%20web%20%20technology.pdf

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



Effective from Session: 2024-25									
Course Code	DCS-408	Title of the Course	PC & Peripheral Architecture	L	т	Ρ	с		
Year	II	Semester	IV	3	1	0			
Pre-Requisite		Co-requisite							
Course Objectives	After undergoing th Maintenance of Cor	ne subject, the stude mputer System & it's	nts will be able to Assemble Computer System & it' peripherals, understanding of various components of	s peri a com	phera puter	ls, rep syste	oair & m.		

	Course Outcomes								
CO1	Understand the overview of Computer system and its's peripheral.								
CO2	Understand the different types of drives and cards used in computer system.								
CO3	Understand the different types of Monitors and their basic working.								
CO4	Understand the various operation related to hard disk drive.								
CO5	Understand the basic operation and maintenance of printer								

Unit No.	Title of the Unit		Contact Hrs.	Mapped CO
1	Basic building blocks of a computer system	Block diagram of a computer, Input & Output devices, CPU, Arithmetic & Logical Unit, Memory & it's Types. Study of PC-AT/ATX System, Basics of Processor and CPU Clock, Motherboards, Chipset and Controllers, BIOS and the Boot Process.	8	1
2	IDE and SATA Devices	Hard Disk Drive and CD/DVDs Drives, SCSI Devices, Floppy Disk, Flash Drive, Solid State Drives, Backup Drive, Expansion Cards- LAN Card, IDE Card, VGA and SVGA Cards, Sound Card, Interface Cards, I/O cards, Video Cards, USB Card, Fire-Wire Cards, Internal Ports, Cables and Connector Types.	8	2
3	Monitors and keyboard	Monitors: - CRT, LCD and LED, Touch Screen Displays, CRT construction and working, 9 pin input type monitor. Block diagram of keyboard circuit	8	3
4	Hard Disk Drive	Its construction, basic principle of operation, disk drive types, installation, cables, connectors and jumper details, formatting and managing hard disk drive. Various interface standards.	8	4
5	Printer	Types & components of printers, printer interface with computer, function block diagram for various subassemblies of printer. Principle of operation of Laser and Inkjet printers, various mechanical subassemblies, general maintenance aspects.	8	5

References Books:

1.	Electronics and Radio Engineering M.L. Gupta Dhanpat rai & Sons, New Delhi
2.	PC And Clones Hardware, Troubleshooting and Maintenance B. Govinda rajalu, Tata Mc-graw-Hill Publication
3.	PC Troubleshooting and Repair Stephen J. Bigelow Dream tech Press, New Delhi

e-Learning Source:

1. http://swayam.gov.in

2. http://spoken-tutorial.org

PO-PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO1	PSO2	PSO3	PSO4
со	-	-		-			-				
CO1		3	2				2			3	2
CO2		3	2		3		2		2	3	2
CO3		3	2	1			2			3	2
CO4		3	2		3		2			3	2
CO5		3	2				2			3	2



Effective from Session: 2024-25								
Course Code	DEC-451	Title of the Course	Principle of Communication Engineering Lab	L	т	Р	с	
Year	11	Semester	IV	0	0	3		
Pre-Requisite		Co-requisite						
Course Objectives	After undergoing understand and des	the subject, the stu scribe type of commu	dents will be able to Understand communicatior nication, compare different types of communication.	n & '	their	signifi	cance,	

	Course Outcomes								
CO1	Observe the performance of AM and FM signals.								
CO2	Perform signal sampling on baseband signal and reconstruct the signals								
CO3	Generate ASK, PSK and FSK schemes and observe their waveform.								
CO4									
CO5									

Unit No.	Title of the Unit		Contact Hrs.	Mapped CO
1	Amplitude Modulation	To observe an AM wave on CRO produced by a standard signal generator using internal and external modulation.	3	1
2	Amplitude Modulation	To obtain an AM wave from a collector modulator circuit and observe the Am pattern on CRO.	3	1
3	Amplitude Modulation	To obtain modulating signal from an AM detector circuit and observe the pattern for different RC time constants and obtain its optimum value for least distortion=2	З	1
4	Amplitude Modulation	To obtain AM-SB from Balanced modulator.	3	1
5	Amplitude Modulation	To detect AM-SB by using SSB detector.	3	2
6	Radio Receiver	To identifying different stages of radio receiver and IC used at each stage and plot the sensitivity characteristics of a radio receiver and determination of the frequency for maximum sensitivity	3	2
7	Radio Receiver	To plot the selectivity characteristics of a radio receiver.	3	2
8	Radio Receiver	Tuning and alignment of radio receiver.	3	2
9	Radio Receiver	Circuit tracing and fault finding of different stages of radio receiver	3	2
10	Digital Modulation	Simple demonstration of ASK, FSK and PSK through training kits	3	3
Refere	nces Books:			

e-Learning Source:

http://swayam.gov.in

http://spoken-tutorial.orgs

PO-PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO1	PSO2	PSO3	PSO4
со											
CO1	-	1	-	2	-	-	1				
CO2	-	1	-	2	-	-	1				
CO3	-	1	-	2	-	-	1				
CO4	-	1	-	2	-	-	1				
CO5	-	1	-	2	-	-	1				

1-Low Correlation; 2- Moderate Correlation; 3- Substantial Correlation

Name & Sign of Program Coordinator

Sign & Seal of HoD



ffective from Session: 2024-25							
Course Code	DEC-456	Title of the Course	Advanced Networking Lab	L	т	Ρ	с
Year	П	Semester	IV	0	0	2	
Pre-Requisite		Co-requisite					
After undergoing the practical, the students will be able to setup IP addresses in Computer network nodes, setup IP							
Course Objectives subnetting for network, know about different routing methodologies, diagnose & solve network problems, diagnose &							
	solve network proble	ms remotely.					

	Course Outcomes
CO1	Setup Ip subnetting for network.
CO2	Setup & configure L2 network Switches.
CO3	Diagnose and solve network problem
CO4	Manage & Handle WAN

Experie ment No.	Title of the Experiment	Content of the Unit	Contact Hrs.	Mapped CO
1	Routing Basics	To study Router & its interface. (Console port, AUI, Serial, Auxiliary, Ethernet, Fast Ethernet, BRI)	2	
2	Switching Basics	To study, Switch & its interface. (Console port, Ethernet, Fast Ethernet)	2	
3	Routing Basics	To setup up a router, logging into a router, basic commands, saving NVRAM configuration.	2	
4	Routing Basics	To configure a router for different LAN segments.	2	
5	IP subnetting	To configure IP Routing by creating Static Routes. (Static Routing).	2	
6	L2 Switches	Backing Up and Restoring the IOS, Configuration File using TFTP server.	2	
7	VLAN	To Setup up a Switch first time, logging into a switch, basic commands.	2	
8	IP Subnetting	To manage traffic using standard IP Access list.	2	
9	Wireless LAN	Wireless LAN Setup using ADHOC mode.	2	
10	Wireless LAN	Wireless LAN Setup using Infrastructure mode.	2	
Reference	s Books:			

e-Learning Source:

www.vlab.co.in

PO-PSO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PSO1	PSO2	PSO3	PSO4
со											
CO1		1			2	3	3	1		3	1
CO2		1			2	3	3		3	3	1
CO3		1			2	3	3			3	1
CO4						3	3		3	3	

Name & Sign of Program Coordinator	Sign & Seal of HoD



Effective from Sessi	on: 2017-18						
Course Code	DCS-451	Title of the Course	Oops with C++ Lab	L	Т	Р	С
Year	2 ND	Semester	4 th	0	0	2	
Pre-Requisite		Co-requisite					
	.To make students familiar with program language and its related terminologies						
Course Objectives	ves 2.Study of different types of programming module along with their functionality						
3. To Understand the basic Concept of Programming Language							

	Course Outcomes
CO1	Students become familiar with Operating System, its main components and its functionalities.
CO2	Students will learn the complete process involved in installation of an OS
CO3	Students are familiarized with the concept of process and various CPU scheduling algorithms. Familiarized with the concept of paging and various Page
	replacement algorithms.
CO4	Learn the concept of disk scheduling and its various algorithms.
CO5	Develop the ability to compare between Linux, Unix and Windows OS.

Unit No.	Title of the Unit		Contact Hrs.	Mapped CO
1	EXPERIMENT 1	Write General Program in C++Write General Program in C++	2	CO1
2	EXPERIMENT 2	Write Program using if, else if, nested if and switch case in C++	2	CO2
3	EXPERIMENT 3	Write Program using Looping Statement in C++	2	CO3
4	EXPERIMENT 4	Write Program using if, else if, nested if and switch case in C++	2	CO1
5	EXPERIMENT 5	Write Program using overloading of various operators in C++	2	CO2
6	EXPERIMENT 6	Write Program using constructor and various types of constructors in C++	2	CO3
7	EXPERIMENT 7	Write Program using various forms of Inheritance in C++	2	CO4
8	EXPERIMENT 8	Write Program using virtual functions, virtual Base Class in C++	2	CO4 C
9	EXPERIMENT 9	Write Program using function overloading in C++	2	CO5
10	EXPERIMENT 10	Write Program using Friend, Inline, default arguments in C++	2	CO5
Referen	nces Books:		I	
1-Oops	with C++ Lab by Walter Sav	ritch		
2-Oops	with C++ Lab by Ashok N. I	Kamthane		
. T •				

e-Learning Source:

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



Effective from Sessi	Effective from Session: 2017-18						
Course Code	DCS-455	Title of the Course	Web Technology and Multimedia Lab	L	Т	Р	С
Year	2 ND	Semester	4 th	0	0	2	
Pre-Requisite		Co-requisite					
Course Objectives	1.To make students fa 2.Study of different ty 3.To Understand the b	To make students familiar with program language and its related terminologies Study of different types of programming module along with their functionality To Understand the basic Concept of Programming Language					

	Course Outcomes
CO1	Apply various HTML tags used to design static web pages.
CO2	To learn and understand technical aspect of Multimedia Systems. Apply CSS and JavaScript Constructs to perform Client side validation and designing of
	dynamic web pages.
CO3	Apply various PHP construct to develop server side applications and also familiar of transporting data among applications using XML
CO4	Understand how to configure Web servers and deployment of applications. Design server side; Database and MVC based applications using Servlet, JSP and
	JDBC.
CO5	Understand Handling of asynchronous requests using AJAX programming

Unit No.	Title of the Unit		Contact Hrs.	Mapped CO						
1	EXPERIMENT 1	Understand Handling of asynchronous requests using AJAX programming	2	CO1						
2	EXPERIMENT 2	Development of different Websites using different tools.	2	CO1						
3	EXPERIMENT 3	Installing and use of various multimedia devices, i. Scanner, ii. Digital camera, web camera iii. Mic and speakers iv. Touch screen v. Plotter and printers vi. DVD vvii. Audio CD and Video CD	2	CO3						
4	EXPERIMENT 4	Reading and writing of different format on a frame CD Reading and writing of different format on a frame CD	2	CO3						
5	EXPERIMENT 5	Transporting audio and video files	2	CO2						
6	EXPERIMENT 6	Using various features of Director	2	CO5						
7	EXPERIMENT 7	Using various features of Flash	2	CO3						
8	EXPERIMENT 8	Using various features of Photo-shop	2	CO4						
9	EXPERIMENT 9	Making multimedia presentations combining Director, Flash, Photo- shop, such as department Profile, lesson presentation, games and project presentations	2	CO5						
References Books:										
1- Web Technology and Multimedia Lab by Elisabeth Robson, Eric Freeman										
e-Learning Source:										

PO-PSO CO	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
C01	-	2	1	-	-	-	-	-	-	-	-
CO2	-	2	-	1	1	-	-	-	1	-	-
CO3	-	2	-	3	-	-	-	-	1	1	-
CO4	-	2	2	-	-	-	-	-	1	-	-
CO5	-	2	-	3	-	-	-	-	-	-	-