## Lesson plan of 2023-24

( $3^{\text {RD }}$ SEMESTER IT)

| DISCIPLINE:IT | SEMESTER:3RD | NAME OF THE TEACHING FACULTY: BARSHA SUBUDHI RAY |
| :---: | :---: | :---: |
| SUBJECT:CSA | NO.OF DAYS/PER WEEK CLASS ALLOTTED: 4 | SEMESTER FROM DATE: $01 / 08 / 23 \quad$ TO DATE:  <br> 30/11/23   <br> NO.OF WEEKS: 15   |
| WEEK | CLASS DAY | THEORY/PRACTICAL TOPICS |
| $1^{\text {ST }}$ | $1^{\text {ST }}$ | Basic structure of computer hardware |
|  | $2^{\text {ND }}$ | Basic Structure of computer hardware |
|  | $3^{\text {RD }}$ | Functional Units |
|  | $4^{\text {TH }}$ | Computer components |
| $2^{\text {ND }}$ | $1^{\text {ST }}$ | Performance measures |
|  | $2^{\text {ND }}$ | Memory addressing \& Operations |
|  | $3^{\text {RD }}$ | Instructions \& instruction Sequencing |
|  | $4^{\text {TH }}$ | Fundamentals to instructions |
| $3^{\text {RD }}$ | $1^{\text {ST }}$ | Fundamentals to instructions |
|  | $2^{\mathrm{ND}}$ | Operands |
|  | $3^{\text {RD }}$ | Op Codes |
|  | $4^{\text {TH }}$ | Instruction formats |
| $4^{\text {TH }}$ | $1^{\text {ST }}$ | Addressing Modes |
|  | $2^{\text {ND }}$ | Processor System |
|  | $3^{\text {RD }}$ | Register Files |
|  | $4^{\text {TH }}$ | Complete instruction execution |
| $5^{\text {TH }}$ | $1^{\text {ST }}$ | Complete instruction execution |
|  | $2^{\text {ND }}$ | Fetch |
|  | $3^{\text {RD }}$ | Decode |
|  | $4^{\text {TH }}$ | Execution |
| $6^{\text {TH }}$ | $1^{\text {ST }}$ | Hardware control |
|  | $2^{\text {ND }}$ | Hardware control |
|  | $3^{\text {RD }}$ | Micro program control |
|  | $4^{\text {TH }}$ | Memory System |
| $7^{\text {TH }}$ | $1^{\text {ST }}$ | Memory characteristics |
|  | $2^{\text {ND }}$ | Memory characteristics |
|  | $3^{\text {RD }}$ | Memory hierarchy |
|  | $4^{\text {TH }}$ | Memory hierarchy |
| $8^{\text {TH }}$ | $1^{\text {ST }}$ | RAM and ROM organization |
|  | $2^{\text {ND }}$ | Interleaved Memory |
|  | $3^{\text {RD }}$ | Cache memory |
|  | $4^{\text {TH }}$ | Cache memory |
| $9^{\text {TH }}$ | $1^{\text {ST }}$ | Virtual memory |
|  | $2^{\text {ND }}$ | Input-Output System |
|  | $3^{\text {RD }}$ | Input - Output Interface |
|  | $4^{\text {TH }}$ | Modes of Data transfer |


| $10^{\text {TH }}$ | $1^{\text {ST }}$ | Modes of Data transfer |
| :---: | :---: | :---: |
|  | $2^{\text {ND }}$ | Programmed I/O Transfer |
|  | $3^{\text {RD }}$ | Programmed I/O Transfer |
|  | $4^{\text {TH }}$ | Interrupt driven I/O |
| $11^{\text {TH }}$ | $1^{\text {ST }}$ | Interrupt driven I/O |
|  | $2^{\text {ND }}$ | DMA |
|  | $3^{\text {RD }}$ | I/O Processor |
|  | $4^{\text {TH }}$ | I/O Interface \& Bus architecture |
| $12^{\text {TH }}$ | $1^{\text {ST }}$ | Bus and System Bus |
|  | $2^{\text {ND }}$ | Types of System Bus |
|  | $3^{\text {RD }}$ | Data Bus |
|  | $4^{\text {TH }}$ | Address Bus Control |
| $13^{\text {TH }}$ | $1^{\text {ST }}$ | Bus Structure |
|  | $2^{\text {ND }}$ | Bus Structure |
|  | $3^{\text {RD }}$ | Basic Parameters of Bus design |
|  | $4^{\text {TH }}$ | SCSI |
| $14^{\text {TH }}$ | $1^{\text {ST }}$ | USB |
|  | $2^{\text {ND }}$ | Parallel Processing |
|  | $3^{\text {RD }}$ | Parallel Processing |
|  | $4^{\text {TH }}$ | Linear Pipeline |
| $15^{\text {TH }}$ | $1^{\text {ST }}$ | Multiprocessor |
|  | $2^{\text {ND }}$ | Multiprocessor |
|  | $3^{\text {RD }}$ | Flynn"s Classification |
|  | $4^{\text {TH }}$ | Flynn"s Classification |
| DISCIPLINE: IT | SEMESTER:3RD | NAME OF THE TEACHING FACULTY: ABHIRAM BEHERA |
| SUBJECT:DS | NO.OF DAYS/PER WEEK CLASS ALLOTTED: 4 | SEMESTER FROM DATE: $01 / 08 / 23$ TO DATE: <br> 30/11/23   <br> NO.OF WEEKS:15   |
| WEEK | CLASS DAY | THEORY/PRACTICAL TOPICS |
| $1^{\text {ST }}$ | $1^{\text {ST }}$ | Explain Data, Information, data types |
|  | $2^{\text {ND }}$ | Define data structure \& Explain different operations Explain Abstract data types |
|  | $3^{\text {RD }}$ | Discuss Algorithm \& its complexity |
|  | $4^{\text {TH }}$ | Explain Time, space tradeoff |
| $2^{\text {ND }}$ | $1^{\text {ST }}$ | Explain Basic Terminology, Storing Strings |
|  | $2^{\text {ND }}$ | State Character Data Type, Discuss String Operations |
|  | $3^{\text {RD }}$ | Discuss String Operations |
|  | $4^{\text {TH }}$ | Give Introduction about array, <br> Discuss Linear arrays, representation of linear array In memory |
| $3^{\text {RD }}$ | $1^{\text {ST }}$ | Explain traversing linear arrays, inserting \& deleting elements |
|  | $2^{\text {ND }}$ | Discuss multidimensional arrays, representation of two dimensional arrays in memory (row |


|  |  | major order \& column major order), and pointers |
| :---: | :---: | :---: |
|  | $3^{\text {RD }}$ | Discuss multidimensional arrays, representation of two dimensional arrays in memory (row major order \& column major order), and pointers |
|  | $4^{\text {TH }}$ | Discuss multidimensional arrays, representation of two dimensional arrays in memory (row major order \& column major order), and pointers |
| $4^{\text {TH }}$ | $1^{\text {ST }}$ | Explain sparse matrices. |
|  | $2^{\text {ND }}$ | Explain sparse matrices. |
|  | $3^{\text {RD }}$ | Give fundamental idea about Stacks and queues |
|  | $4^{\text {TH }}$ | Give fundamental idea about Stacks and queues |
| $5^{\text {TH }}$ | $1^{\text {ST }}$ | Explain array representation of Stack |
|  | $2^{\text {ND }}$ | Explain arithmetic expression ,polish notation \& Conversion |
|  | $3^{\text {RD }}$ | Explain arithmetic expression ,polish notation \& Conversion |
|  | $4^{\text {TH }}$ | Discuss application of stack, recursion |
| $6^{\text {TH }}$ | $1^{\text {ST }}$ | Discuss queues, circular queue, priority queues. |
|  | $2^{\text {ND }}$ | Discuss queues, circular queue, priority queues. |
|  | $3^{\text {RD }}$ | Give Introduction about linked list Explain representation of linked list in memory |
|  | $4^{\text {TH }}$ | Discuss traversing a linked list, searching |
| $7^{\text {TH }}$ | $1^{\text {ST }}$ | Discuss traversing a linked list, searching, |
|  | $2^{\text {ND }}$ | Discuss garbage collection. |
|  | $3^{\text {RD }}$ | Explain Insertion into a linked list, Deletion from a linked list, header linked list |
|  | $4^{\text {TH }}$ | Explain Insertion into a linked list, Deletion from a linked list, header linked list |
| $8^{\text {TH }}$ | $1^{\text {ST }}$ | Explain Insertion into a linked list, Deletion from a linked list, header linked list |
|  | $2^{\text {ND }}$ | Explain Insertion into a linked list, Deletion from a linked list, header linked list |
|  | $3^{\text {RD }}$ | Explain Basic terminology of Tree |
|  | $4^{\text {TH }}$ | Explain Basic terminology of Tree |
| $9^{\text {TH }}$ | $1^{\text {ST }}$ | Discuss Binary tree, its representation and traversal, binary search tree, searching, |
|  | $2^{\text {ND }}$ | Discuss Binary tree, its representation and traversal, binary search tree, searching, |
|  | $3^{\text {RD }}$ | Discuss Binary tree, its representation and traversal, binary search tree, searching, |
|  | $4^{\text {TH }}$ | Explain insertion \& deletion in a binary search trees |
| $10^{\text {TH }}$ | $1^{\text {ST }}$ | Explain insertion \& deletion in a binary search trees |
|  | $2^{\text {ND }}$ | Explain insertion \& deletion in a binary search trees |
|  | $3^{\text {RD }}$ | Explain graph terminology \& its representation, |
|  | $4^{\text {TH }}$ | Explain graph terminology \& its representation, |


| $11^{\text {TH }}$ | $1^{\text {ST }}$ | Explain graph terminology \& its representation, |
| :---: | :---: | :---: |
|  | $2^{\text {ND }}$ | Explain Adjacency Matrix, Path Matrix |
|  | $3^{\text {RD }}$ | Explain Adjacency Matrix, Path Matrix |
|  | $4^{\text {TH }}$ | Explain Adjacency Matrix, Path Matrix |
| $12^{\text {TH }}$ | $1^{\text {ST }}$ | Discuss Algorithms for Bubble sort, Quick sort, |
|  | $2^{\text {ND }}$ | Discuss Algorithms for Bubble sort, Quick sort, |
|  | $3^{\text {RD }}$ | Discuss Algorithms for Bubble sort, Quick sort, |
|  | $4^{\text {TH }}$ | Merging |
| $13^{\text {TH }}$ | $1^{\text {ST }}$ | Merging |
|  | $2^{\text {ND }}$ | Linear searching, Binary searching |
|  | $3^{\text {RD }}$ | Linear searching, Binary searching |
|  | $4^{\text {TH }}$ | Linear searching, Binary searching |
| $14^{\text {TH }}$ | $1^{\text {ST }}$ | Discuss Different types of files organization and their access method, |
|  | $2^{\text {ND }}$ | Discuss Different types of files organization and their access method, |
|  | $3^{\text {RD }}$ | Discuss Different types of files organization and their access method, |
|  | $4^{\text {TH }}$ | Discuss Different types of files organization and their access method, |
| $15^{\text {TH }}$ | $1^{\text {ST }}$ | Introduction to Hashing, Hash function, collision resolution, open addressing. |
|  | $2^{\text {ND }}$ | Introduction to Hashing, Hash function, collision resolution, open addressing. |
|  | $3^{\text {RD }}$ | Introduction to Hashing, Hash function, collision resolution, open addressing. |
|  | $4^{\text {TH }}$ | Introduction to Hashing, Hash function, collision resolution, open addressing. |
| DISCIPLINE: IT | SEMESTER:3RD | NAME OF THE TEACHING FACULTY: SUMITRA MAHAPATRA |
| SUBJECT:DE | NO.OF DAYS/PER WEEK CLASS ALLOTTED: 4 | SEMESTER FROM DATE: $01 / 08 / 23$ TO DATE: <br> 30/11/23   <br> NO.OF WEEKS:15   |
| WEEK | CLASS DAY | THEORY/PRACTICAL TOPICS |
| $1^{\text {ST }}$ | $1^{\text {ST }}$ | Basics of Digital Electronics |
|  | $2^{\text {ND }}$ | Number System-Binary, Octal, Decimal, Hexadecimal - Conversion from one system to another number system. |
|  | $3^{\text {RD }}$ | Arithmetic Operation-Addition, Subtraction, Multiplication, Division, 1"s \& 2"s complement of Binary numbers\& Subtraction using complements method |
|  | $4^{\text {TH }}$ | Arithmetic Operation-Addition, Subtraction, Multiplication, Division, 1"s \& 2"s complement of Binary numbers\& Subtraction using complements method |


| $2^{\text {ND }}$ | $1^{\text {ST }}$ | Digital Code \& its application \& distinguish between weighted \& non-weight Code, Binary codes, excess-3 and Gray codes. |
| :---: | :---: | :---: |
|  | $2^{\text {ND }}$ | Digital Code \& its application \& distinguish between weighted \& non-weight Code, Binary codes, excess-3 and Gray codes. |
|  | $3^{\text {RD }}$ | Logic gates: AND,OR,NOT,NAND,NOR, Exclusive-OR, Exclusive-NOR--Symbol, Function, expression, truth table \& timing diagram |
|  | $4^{\text {TH }}$ | Logic gates: AND,OR,NOT,NAND,NOR, Exclusive-OR, Exclusive-NOR--Symbol, Function, expression, truth table \& timing diagram |
| $3^{\text {RD }}$ | $1^{\text {ST }}$ | Universal Gates\& its Realisation |
|  | $2^{\text {ND }}$ | Boolean algebra, Boolean expressions, Demorgan"s Theorems. |
|  | $3^{\text {RD }}$ | Represent Logic Expression: SOP \& POS forms |
|  | $4^{\text {TH }}$ | Karnaugh map (3 \& 4 Variables)\&Minimization of logical expressions, don"t care conditions |
| $4^{\text {TH }}$ | $1^{\text {ST }}$ | Combinational Logic Circuits |
|  | $2^{\text {ND }}$ | Half adder, Full adder, Half Subtractor, Full Subtractor, Serial and Parallel Binary 4 bit adder. |
|  | $3^{\text {RD }}$ | Half adder, Full adder, Half Subtractor, Full Subtractor, Serial and Parallel Binary 4 bit adder. |
|  | $4^{\text {TH }}$ | Half adder, Full adder, Half Subtractor, Full Subtractor, Serial and Parallel Binary 4 bit adder. |
| $5^{\text {TH }}$ | $1^{\text {ST }}$ | Multiplexer (4:1), De- multiplexer (1:4), Decoder, Encoder, Digital comparator (3 Bit) |
|  | $2^{\text {ND }}$ | Multiplexer (4:1), De- multiplexer (1:4), Decoder, Encoder, Digital comparator (3 Bit) |
|  | $3^{\text {RD }}$ | Multiplexer (4:1), De- multiplexer (1:4), Decoder, Encoder, Digital comparator (3 Bit) |
|  | $4^{\text {TH }}$ | Multiplexer (4:1), De- multiplexer (1:4), Decoder, Encoder, Digital comparator (3 Bit) |
| $6^{\text {TH }}$ | $1^{\text {ST }}$ | Seven segment Decoder |
|  | $2^{\text {ND }}$ | Seven segment Decoder |
|  | $3^{\text {RD }}$ | Seven segment Decoder |
|  | $4^{\text {TH }}$ | Seven segment Decoder |
| $7^{\text {tH }}$ | $1^{\text {ST }}$ | Sequential logic Circuits |
|  | $2^{\text {ND }}$ | Principle of flip-flops operation, its Types |
|  | $3^{\text {RD }}$ | Principle of flip-flops operation, its Types |
|  | $4^{\text {TH }}$ | SR Flip Flop using NAND,NOR Latch (un clocked) |
| $8^{\text {TH }}$ | $1^{\text {ST }}$ | SR Flip Flop using NAND,NOR Latch (un clocked) |
|  | $2^{\text {ND }}$ | SR Flip Flop using NAND,NOR Latch (un clocked) |
|  | $3^{\text {RD }}$ | SR Flip Flop using NAND,NOR Latch (un clocked) |
|  | $4^{\text {TH }}$ | C I o c k e d SR,D,JK,T,JK Master Slave flip-flopsSymbol, logic Circuit, truth table and applications |
| $9^{\text {TH }}$ | $1^{\text {ST }}$ | C I o c k e d SR,D,JK,T,JK Master Slave flip-flops- |


|  |  | Symbol, logic Circuit, truth table and applications |
| :---: | :---: | :---: |
|  | $2^{\text {ND }}$ | C I o c k e d SR,D,JK,T,JK Master Slave flip-flopsSymbol, logic Circuit, truth table and applications |
|  | $3^{\text {RD }}$ | Concept of Racing and how it can be avoided. |
|  | $4^{\text {TH }}$ | Concept of Racing and how it can be avoided. |
| $10^{\text {TH }}$ | $1^{\text {ST }}$ | Registers, Memories \& PLD |
|  | $2^{\text {ND }}$ | Shift Registers-Serial in Serial -out, Serial- in Parallelout, Parallel in serial out and Parallel in parallel out |
|  | $3^{\text {RD }}$ | Shift Registers-Serial in Serial -out, Serial- in Parallelout, Parallel in serial out and Parallel in parallel out |
|  | $4^{\text {TH }}$ | Universal shift registers-Applications |
| $11^{\text {TH }}$ | $1^{\text {ST }}$ | Types of Counter \& applications |
|  | $2^{\text {ND }}$ | Binary counter, Asynchronous ripple counter (UP \& DOWN), Decade counter. Synchronous counter, Ring Counter. |
|  | $3^{\text {RD }}$ | Concept of memories-RAM, ROM, static RAM, dynamic RAM,PS RAM |
|  | $4^{\text {TH }}$ | Basic concept of PLD \& applications |
| $12^{\text {TH }}$ | $1^{\text {ST }}$ | A/D and D/A Converters |
|  | $2^{\text {ND }}$ | Necessity of A/D and D/A converters. |
|  | $3^{\text {RD }}$ | D/A conversion using weighted resistors methods. |
|  | $4^{\text {TH }}$ | D/A conversion using R-2R ladder (Weighted resistors) network. |
| $13^{\text {TH }}$ | $1^{\text {ST }}$ | D/A conversion using R-2R ladder (Weighted resistors) network. |
|  | $2^{\text {ND }}$ | A/D conversion using counter method. |
|  | $3^{\text {RD }}$ | A/D conversion using Successive approximate method |
|  | $4^{\text {TH }}$ | LOGIC FAMILIES |
| $14^{\text {TH }}$ | $1^{\text {ST }}$ | Various logic families \&categories according to the IC fabrication process |
|  | $2^{\text {ND }}$ | Various logic families \&categories according to the IC fabrication process |
| - | $3^{\text {RD }}$ | Various logic families \&categories according to the IC fabrication process |
|  | $4^{\text {TH }}$ | Characteristics of Digital ICs- Propagation Delay, fanout, fan-in, Power Dissipation ,Noise Margin ,Power Supply requirement \&Speed with Reference to logic families. |
| $15^{\text {TH }}$ | $1^{\text {ST }}$ | Characteristics of Digital ICs- Propagation Delay, fanout, fan-in, Power Dissipation ,Noise Margin ,Power Supply requirement \&Speed with Reference to logic families. |
|  | $2^{\text {ND }}$ | Characteristics of Digital ICs- Propagation Delay, fanout, fan-in, Power Dissipation ,Noise Margin ,Power Supply requirement \&Speed with Reference to logic families. |
|  | $3^{\text {RD }}$ | Features, circuit operation \&various applications of |


|  |  | TTL(NAND), CMOS (NAND \& NOR) |
| :---: | :---: | :---: |
|  | $4^{\text {TH }}$ | Features, circuit operation \& various applications of TTL(NAND), CMOS (NAND \& NOR) |
| DISCIPLINE: IT | SEMESTER:3RD | NAME OF THE TEACHING FACULTY: REETANJALI PANDA |
| SUBJECT:OOM | NO.OF DAYS/PER WEEK CLASS ALLOTTED: 4 | $\begin{array}{lll} \text { SEMESTER FROM DATE: } & 01 / 08 / 23 & \text { TO DATE: } \\ \text { 30/11/23 } & & \\ \text { NO.OF WEEKS:15 } & & \end{array}$ |
| WEEK | CLASS DAY | THEORY/PRACTICAL TOPICS |
| $1^{\text {ST }}$ | $1^{\text {ST }}$ | Programming Languages |
|  | $2^{\text {ND }}$ | Object Oriented Programming |
|  | $3^{\text {RD }}$ | OOPS concepts and terminology |
|  | $4^{\text {TH }}$ | Benefit of OOPS |
| $2^{\text {ND }}$ | $1^{\text {ST }}$ | Application of OOPS |
|  | $2^{\text {ND }}$ | NTRODUCTION TO JAVA 2.1 What is Java |
|  | $3^{\text {RD }}$ | Execution Model of Java 2.3 The Java Virtual Machine |
|  | $4^{\text {TH }}$ | A First Java Program 2.5 Variables and Data types |
| $3^{\text {RD }}$ | $1^{\text {ST }}$ | Primitive Datatypes \& Declarations |
|  | $2^{\text {ND }}$ | Numeric and Character Literals 2.8 String Literals |
|  | $3^{\text {RD }}$ | Arrays, Non-Primitive Datatypes |
|  | $4^{\text {TH }}$ | Casting and Type Casting |
| $4^{\text {TH }}$ | $1^{\text {ST }}$ | Widening and Narrowing Conversions |
|  | $2^{\text {ND }}$ | Operators and Expressions |
|  | $3^{\text {RD }}$ | Control Flow Statements |
|  | $4^{\text {TH }}$ | OBJECTS AND CLASSES 3.1 Concept and Syntax of class |
| $5^{\text {TH }}$ | $1^{\text {ST }}$ | Defining a Class 3.3 Concept and Syntax of Methods |
|  | $2^{N D}$ | Defining Methods 3.5 Creating an Object |
|  | $3^{\text {RD }}$ | Accessing Class Members 3.7 Instance Data and Class Data |
|  | $4^{\text {TH }}$ | Constructors |
| $6^{\text {TH }}$ | $1^{\text {ST }}$ | Access specifiers |
|  | $2^{\text {ND }}$ | Access Modifiers |
|  | $3^{\text {RD }}$ | Access Control |
|  | $4^{\text {TH }}$ | USING JAVA OBJECTS |
| $7^{\text {TH }}$ | $1^{\text {ST }}$ | String Builder and String Buffer |
|  | $2^{\text {ND }}$ | Methods and Messages |
|  | $3^{\text {RD }}$ | Methods and Messages |
|  | $4^{\text {TH }}$ | Parameter Passing |
| $8^{\text {TH }}$ | $1^{\text {ST }}$ | Comparing and Identifying Objects |
|  | $2^{\text {ND }}$ | INHERITANCE |
|  | $3^{\text {RD }}$ | Inheritance in Java |
|  | $4^{\text {TH }}$ | Use of Inheritance |
| $9^{\text {TH }}$ | $1^{\text {ST }}$ | Types of Inheritance |
|  | $2^{\text {ND }}$ | Single Inheritance |
|  | $3^{\text {RD }}$ | Multi-level Inheritance |

\begin{tabular}{|c|c|c|}
\hline \& $4^{\text {TH }}$ \& Hierarchical Inheritance <br>
\hline \multirow[t]{4}{*}{$10^{\text {TH }}$} \& $1^{\text {ST }}$ \& Hybrid Inheritance <br>
\hline \& $2^{\text {ND }}$ \& POLYMORPHISM <br>
\hline \& $3^{\text {RD }}$ \& Types of Polymorphism <br>
\hline \& $4^{\text {TH }}$ \& Types of Polymorphism <br>
\hline \multirow[t]{4}{*}{$11^{\text {TH }}$} \& $1^{\text {ST }}$ \& Method Overloading <br>
\hline \& $2^{\text {ND }}$ \& Method Overloading <br>
\hline \& $3^{\text {RD }}$ \& Run time Polymorphism <br>
\hline \& $4^{\text {TH }}$ \& Run time Polymorphism <br>
\hline \multirow[t]{4}{*}{$12^{\text {TH }}$} \& $1^{\text {ST }}$ \& Method Overriding <br>
\hline \& $2^{\text {ND }}$ \& PACKAGES: PUTTING CLASSES TOGETHER 7.1 Introduction <br>
\hline \& $3^{\text {RD }}$ \& Java API Packages 7.3 Using System Packages <br>
\hline \& $4^{\text {TH }}$ \& Naming Convention 7.5 Creating Packages <br>
\hline \multirow[t]{4}{*}{$13^{\text {TH }}$} \& $1^{\text {ST }}$ \& Accessing a Package 7.7 Using a Package <br>
\hline \& $2^{\text {ND }}$ \& Adding a Class to Package <br>
\hline \& $3^{\text {RD }}$ \& Hiding Classes 7.10 Static Import <br>
\hline \& $4^{\text {TH }}$ \& JAVA FILES AND I/O 05 8.1 What is a stream <br>
\hline \multirow[t]{2}{*}{$14^{\text {TH }}$} \& $1^{\text {ST }}$ \& Reading and writing to files(only txt files 8.3 Input and Output Stream <br>
\hline \& $2^{\text {ND }}$ \& Manipulating Input data 8.5 Opening and Closing Streams <br>
\hline \multirow[t]{2}{*}{$`$} \& $3^{\text {RD }}$ \& Predefined streams <br>
\hline \& $4^{\text {TH }}$ \& File handling Classes and Methods <br>
\hline \multirow[t]{4}{*}{$15^{\text {TH }}$} \& $1^{\text {ST }}$ \& EXCEPTION HANDLING 9.1 Exceptions Overview <br>
\hline \& $2^{\text {ND }}$ \& Exception Keywords 9.3 Catching Exceptions <br>
\hline \& $3^{\text {RD }}$ \& Using Finally Statement 9.5 Exception Methods 9.6 Declaring Exceptions <br>
\hline \& $4^{\text {TH }}$ \& Defining and throwing exceptions 9.8 Errors and Runtime Exceptions <br>
\hline DISCIPLINE: IT \& SEMESTER:3RD \& NAME OF THE TEACHING FACULTY: SUJATA KUMARI ACHARYA <br>

\hline SUBJECT: ES \& NO.OF DAYS/PER WEEK CLASS ALLOTTED: 4 \& | SEMESTER FROM DATE: | $01 / 08 / 23$ | TO DATE: |
| :--- | :--- | :--- |
| 30/11/23 |  |  |
| NO.OF WEEKS: 15 |  |  | <br>

\hline WEEK \& CLASS DAY \& THEORY/PRACTICAL TOPICS <br>
\hline \multirow[t]{4}{*}{$1^{\text {ST }}$} \& $1^{\text {ST }}$ \& The Multidisciplinary nature of environmental studies: <br>
\hline \& $2^{\text {ND }}$ \& Definition <br>
\hline \& $3^{\text {RD }}$ \& scope and importance <br>
\hline \& $4^{\text {TH }}$ \& Need for public awareness <br>
\hline \multirow[t]{3}{*}{$2^{\text {ND }}$} \& $1^{\text {ST }}$ \& Natural Resources: Renewable and non-renewable resources: a) Natural resources and associated problems. <br>
\hline \& $2^{N D}$ \& Forest resources: Use and over-exploitation, deforestation, case studies, Timber extraction mining,damsandtheireffectsonforestsandtribal people. <br>
\hline \& $3^{\text {RD }}$ \& Forest resources: Use and over-exploitation, <br>
\hline
\end{tabular}



| $8^{\text {TH }}$ | $1^{\text {ST }}$ | Threats to biodiversity: Habitats loss, poaching of wild life, man wildlife conflicts. |
| :---: | :---: | :---: |
|  | $2^{\text {ND }}$ | Environmental Pollution: 5.1. Definition Causes, effects and control measures of: |
|  | $3^{\text {RD }}$ | a) Air pollution. B) Water pollution. |
|  | $4^{\text {TH }}$ | c) Soil pollution d) Marine pollution |
| $9^{\text {TH }}$ | $1^{\text {ST }}$ | e) Noise pollution. |
|  | $2^{\text {ND }}$ | f) Thermal pollution |
|  | $3^{\text {RD }}$ | g) Nuclear hazards. |
|  | $4^{\text {TH }}$ | Solid waste Management: Causes, effects and control measures of urban and industrial wastes. |
| $10^{\text {TH }}$ | $1^{\text {ST }}$ | Solid waste Management: Causes, effects and control measures of urban and industrial wastes. |
|  | $2^{\text {ND }}$ | Role of an individual in prevention of pollution. |
|  | $3^{\text {RD }}$ | Role of an individual in prevention of pollution. |
|  | $4^{\text {TH }}$ | Disaster management: Floods, earth quake, cyclone and landslides. |
| $11^{\text {TH }}$ | $1^{\text {ST }}$ | Disaster management: Floods, earth quake, cyclone and landslides. |
|  | $2^{\text {ND }}$ | Social issues and the Environment: |
|  | $3{ }^{\text {RD }}$ | Form unsustainable to sustainable development. |
|  | $4^{\text {TH }}$ | Urban problems related to energy. |
| $12^{\text {TH }}$ | $1^{\text {ST }}$ | Water conservation, rain water harvesting, water shed management. |
|  | $2^{\text {ND }}$ | Resettlement and rehabilitation of people; its problems and concern. |
|  | $3^{\text {RD }}$ | Environmental ethics: issue and possible solutions. |
|  | $4^{\text {TH }}$ | Climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust, case studies. |
| $13^{\text {TH }}$ | $1^{\text {ST }}$ | Air (prevention and control of pollution) Act. |
|  | $2^{\text {ND }}$ | Water (prevention and control of pollution) Act. |
|  | $3{ }^{\text {RD }}$ | Public awareness. |
|  | $4^{\text {TH }}$ | Human population and the environment: |
| $14^{\text {TH }}$ | $1^{\text {ST }}$ | Population growth and variation among nations. |
|  | $2^{\text {ND }}$ | Population explosion- family welfare program. |
|  | $3^{\text {RD }}$ | Environment and human health. |
|  | $4^{\text {TH }}$ | Human rights. |
| $15^{\text {TH }}$ | $1^{\text {ST }}$ | Value education |
|  | $2^{\text {ND }}$ | Role of information technology in environment and human health. |
|  | $3^{\text {RD }}$ | Role of information technology in environment and human health. |
|  | $4^{\text {TH }}$ | Role of information technology in environment and human health. |
| DISCIPLINE: | SEMESTER:3 ${ }^{\text {RD }}$ | NAME OF THE TEACHING FACULTY: BARSHA SUBUDHI RAY |


| IT |  | SEMESTER FROM DATE: $01 / 08 / 23$ TO DATE: <br> 30/11/23   <br> NO.OF WEEKS: 15   |
| :---: | :---: | :---: |
| SUBJECT: DS LAB | NO.OF DAYS/PER WEEK CLASS ALLOTTED:4 |  |
| WEEK | DATE | TOPICS TO BE COVERED AS PER LESSON PLAN |
| $1^{\text {ST }}$ | $1^{\text {ST }}$ | Implementation of 1D \& 2D Array |
|  | $2^{\text {ND }}$ | Implementation of 1D \& 2D Array |
|  | $3^{\text {RD }}$ | Implementation of 1D \& 2D Array |
|  | $4^{\text {TH }}$ | Implementation of 1D \& 2D Array |
| $2^{\text {ND }}$ | $1^{\text {ST }}$ | Implementation of Stack |
|  | $2^{\text {ND }}$ | Implementation of Stack |
|  | $3^{\text {RD }}$ | Implementation of Stack |
|  | $4^{\text {TH }}$ | Implementation of Stack |
| 3 RD | $1^{\text {ST }}$ | Pointer and it"s application. |
|  | $2^{\text {ND }}$ | Pointer and it"s application. |
|  | $3^{\text {RD }}$ | Pointer and it"s application. |
|  | $4^{\text {TH }}$ | . Pointer and it"s application. |
| $4^{\text {TH }}$ | $1^{\text {ST }}$ | Structure \& Union |
|  | $2^{\text {ND }}$ | Structure \& Union |
|  | $3^{\text {RD }}$ | Structure \& Union |
|  | $4^{\text {TH }}$ | Structure \& Union |
| $5^{\text {TH }}$ | $1^{\text {ST }}$ | Implementation of insertion \& deletion in Stack |
|  | $2^{\text {ND }}$ | Implementation of insertion \& deletion in Stack |
|  | $3^{\text {RD }}$ | Implementation of insertion \& deletion in Stack |
|  | $4^{\text {TH }}$ | Implementation of insertion \& deletion in Stack |


| $6^{\text {TH }}$ | $1^{\text {ST }}$ | Implementation of insertion \& deletion in Queue |
| :---: | :---: | :---: |
|  | $2^{\text {ND }}$ | Implementation of insertion \& deletion in Queue |
|  | $3^{\text {RD }}$ | Implementation of insertion \& deletion in Queue |
|  | $4^{\text {TH }}$ | Implementation of insertion \& deletion in Queue |
| $7^{\text {TH }}$ | $1^{\text {ST }}$ | Implementation of insertion \& deletion in Linked list |
|  | $2^{\text {ND }}$ | Implementation of insertion \& deletion in Linked list |
|  | $3^{\text {RD }}$ | Implementation of insertion \& deletion in Linked list |
|  | $4^{\text {TH }}$ | Implementation of insertion \& deletion in Linked list |
| $8^{\text {TH }}$ | $1^{\text {ST }}$ | Implementation of Bubble sort |
|  | $2^{\text {ND }}$ | Implementation of Bubble sort |
|  | $3^{\text {RD }}$ | Implementation of Bubble sort |
|  | $4^{\text {TH }}$ | Implementation of Bubble sort |
| $9^{\text {TH }}$ | $1^{\text {ST }}$ | Implementation of Quick sort |
|  | $2^{\text {ND }}$ | Implementation of Quick sort |
|  | $3^{\text {RD }}$ | Implementation of Quick sort |
|  | $4^{\text {TH }}$ | Implementation of Quick sort |
| $10^{\text {TH }}$ | $1^{\text {ST }}$ | Implementation of Binary tree traversal |
|  | $2^{\text {ND }}$ | Implementation of Binary tree traversal |
|  | $3^{\text {RD }}$ | Implementation of Binary tree traversal |
|  | $4^{\text {TH }}$ | Implementation of Binary tree traversal |
| $11^{\text {TH }}$ | $1^{\text {ST }}$ | Implementation of Linear search |
|  | $2^{\text {ND }}$ | Implementation of Linear search |
|  | $3^{\text {RD }}$ | Implementation of Linear search |
|  | $4^{\text {TH }}$ | Implementation of Linear search |


| $12^{\text {TH }}$ | $1^{\text {ST }}$ | Implementation of Binary search |
| :---: | :---: | :---: |
|  | $2^{\text {ND }}$ | Implementation of Binary search |
|  | $3^{\text {RD }}$ | Implementation of Binary search |
|  | $4^{\text {TH }}$ | Implementation of Binary search |
| $13^{\text {TH }}$ | $1^{\text {ST }}$ | Implementation of Binary search |
|  | $2^{\text {ND }}$ | Implementation of Binary search |
|  | $3^{\text {RD }}$ | Implementation of Binary search |
|  | $4^{\text {TH }}$ | Implementation of Binary search |
| $14^{\text {TH }}$ | $1^{\text {ST }}$ | Implementation of Binary search |
|  | $2^{\text {ND }}$ | Implementation of Binary search |
|  | $3^{\text {RD }}$ | Implementation of Binary search |
|  | $4^{\text {TH }}$ | Implementation of Binary search |
| $15^{\text {TH }}$ | $1^{\text {ST }}$ | Implementation of Binary search |
|  | $2^{\text {ND }}$ | Implementation of Binary search |
|  | $3^{\text {RD }}$ | Implementation of Binary search |
|  | $4^{\text {TH }}$ | Implementation of Binary search |
| DISCIPLINE: IT | SEMESTER:3RD | NAME OF THE TEACHING FACULTY: NAYANA PATEL |
| SUBJECT:OOP LAB | NO.OF DAYS/PER WEEK CLASS ALLOTTED:4 | SEMESTER FROM DATE: 01/08/23 TO DATE: <br> 30/11/23 <br> NO.OF WEEKS:15 |
| WEEK | CLASS DAY | THEORY/PRACTICAL TOPICS |
| $1^{\text {st }}$ | $1^{\text {st }}$ | 1. Write a Java program to print 'Hello' on screen and then print your name on a separate line. |
|  | $2^{\text {nd }}$ | 2. Write a Java program to print the sum of two numbers. |
|  | $3^{\text {rd }}$ | 3. Write a Java program that takes a number as input and prints its multiplication table upto 10. |


|  | $4^{\text {th }}$ | 4. Write a Java program to print the area and perimeter of a rectangle |
| :---: | :---: | :---: |
| $2^{\text {nd }}$ | $1^{\text {st }}$ | 5. Write a Java program to swap two variables. |
|  | $2^{\text {nd }}$ | 6. Write a Java program to convert a decimal number to binary number. |
|  | $3^{\text {rd }}$ | 7. Write a Java program to compare two numbers. |
|  | $4^{\text {th }}$ | 8. Write a Java program and compute the sum of the digits of an integer. |
| $3^{\text {rd }}$ | $1^{\text {st }}$ | 9. Write a Java program to count the letters, spaces, numbers and other characters of an input string. |
|  | $2^{\text {nd }}$ | 10. Write a Java program to reverse a string. |
|  | $3^{\text {rd }}$ | 11. Write a Java program to accept a number and check the number is even or not. Prints 1 if the number is even or 0 if the number is odd. |
|  | $4^{\text {th }}$ | 12. Write a Java program that accepts two integer values from the user and return the larger values. However if the two values are the same, return 0 and return the smaller value if the two values have the same remainder when divided by 6 |
| $4^{\text {th }}$ | $1^{\text {st }}$ | 13. Write a Java program to get the larger value between first and last element of an array (length 3) of integers . |
|  | $2^{\text {nd }}$ | 14. Design a class to represent a bank account. Include the following members : Data members: Name of the depositor Account Number• Type of account• Balance amount in the account• |
|  | $3^{\text {rd }}$ | Methods: To assign initial values• To deposit an amount• To withdraw an amount• To display the name and balance• |
|  | $4^{\text {th }}$ | Methods: To assign initial values• To deposit an amount• To withdraw an amount• To display the name and balance• |
| $5^{\text {th }}$ | $1^{\text {st }}$ | 15. Given are two one-dimensional arrays, A and $B$ which are sorted in ascending order. Write a program to merge them into a single sorted array C that contains every item from arrays $A$ and $B$, in ascending order. |


|  | $2^{\text {nd }}$ | 15. Given are two one-dimensional arrays, A and $B$ which are sorted in ascending order. Write a program to merge them into a single sorted array $C$ that contains every item from arrays $A$ and $B$, in ascending order. |
| :---: | :---: | :---: |
|  | $3{ }^{\text {rd }}$ | 15. Given are two one-dimensional arrays, A and $B$ which are sorted in ascending order. Write a program to merge them into a single sorted array C that contains every item from arrays $A$ and $B$, in ascending order. |
|  | $4^{\text {th }}$ | 15. Given are two one-dimensional arrays, $A$ and $B$ which are sorted in ascending order. Write a program to merge them into a single sorted array $C$ that contains every item from arrays $A$ and $B$, in ascending order. |
| $6^{\text {h }}$ | $1^{\text {st }}$ | 16. Write a java program implementing multiple inheritance. |
|  | $2^{\text {nd }}$ | 16. Write a java program implementing multiple inheritance. |
|  | $3^{\text {rd }}$ | 16. Write a java program implementing multiple inheritance. |
|  | $4^{\text {th }}$ | 16. Write a java program implementing multiple inheritance. |
| $7^{\text {th }}$ | $1^{\text {st }}$ | 17. Write a java program implementing package. |
|  | $2^{\text {nd }}$ | 17. Write a java program implementing package. |
|  | $3^{\text {rd }}$ | 17. Write a java program implementing package. |
|  | $4^{\text {th }}$ | 17. Write a java program implementing package. |
| $8^{\text {th }}$ | $1^{\text {st }}$ | 18. Write a java program to read a file line by line and print the line on the output screen. |
|  | $2^{\text {nd }}$ | 18. Write a java program to read a file line by line and print the line on the output screen. |
|  | $3^{\text {rd }}$ | 18. Write a java program to read a file line by line and print the line on the output screen. |
|  | $4^{\text {th }}$ | 18. Write a java program to read a file line by line and print the line on the output screen. |
| $9^{\text {th }}$ | $1^{\text {st }}$ | 19. Write a java program to read content from one file and write it into another file. |


|  | $2^{\text {nd }}$ | 19. Write a java program to read content from one file and write it into another file. |
| :---: | :---: | :---: |
|  | $3^{\text {rd }}$ | 19. Write a java program to read content from one file and write it into another file. |
|  | $4^{\text {th }}$ | 19. Write a java program to read content from one file and write it into another file. |
| $10^{\text {th }}$ | $1^{\text {st }}$ | 20. Define an exception called "No Match Exception" that is thrown when a string is not equal to "India". Write a program that uses this exception. |
|  | $2^{\text {nd }}$ | 20. Define an exception called "No Match Exception" that is thrown when a string is not equal to "India". Write a program that uses this exception. |
|  | $3^{\text {rd }}$ | 20. Define an exception called "No Match Exception" that is thrown when a string is not equal to "India". Write a program that uses this exception. |
|  | $4^{\text {th }}$ | 20. Define an exception called "No Match Exception" that is thrown when a string is not equal to "India". Write a program that uses this exception. |
| $11^{\text {th }}$ | $1^{\text {st }}$ | 20. Define an exception called "No Match Exception" that is thrown when a string is not equal to "India". Write a program that uses this exception. |
|  | $2^{\text {nd }}$ | 20. Define an exception called "No Match Exception" that is thrown when a string is not equal to "India". Write a program that uses this exception. |
|  | $3^{\text {rd }}$ | 20. Define an exception called "No Match Exception" that is thrown when a string is not equal to "India". Write a program that uses this exception. |
|  | $4^{\text {th }}$ | 20. Define an exception called "No Match Exception" that is thrown when a string is not equal to "India". Write a program that uses this exception. |


| $12^{\text {th }}$ | $1^{\text {st }}$ | 21. Develop a java project for percentage calculator/temperature conversion tool. |
| :---: | :---: | :---: |
|  | $2^{\text {nd }}$ | 21. Develop a java project for percentage calculator/temperature conversion tool. |
|  | $3{ }^{\text {rd }}$ | 21. Develop a java project for percentage calculator/temperature conversion tool. |
|  | $4^{\text {th }}$ | 21. Develop a java project for percentage calculator/temperature conversion tool. |
| $13^{\text {th }}$ | $1^{\text {st }}$ | 21. Develop a java project for percentage calculator/temperature conversion tool. |
|  | $2^{\text {nd }}$ | 21. Develop a java project for percentage calculator/temperature conversion tool. |
|  | $3^{\text {rd }}$ | 21. Develop a java project for percentage calculator/temperature conversion tool. |
|  | $4^{\text {th }}$ | 21. Develop a java project for percentage calculator/temperature conversion tool. |
| $14^{\text {th }}$ | $1^{\text {st }}$ | 21. Develop a java project for percentage calculator/temperature conversion tool. |
|  | $2^{\text {nd }}$ | 21. Develop a java project for percentage calculator/temperature conversion tool. |
|  | $3^{\text {rd }}$ | 21. Develop a java project for percentage calculator/temperature conversion tool. |
|  | $4^{\text {th }}$ | 21. Develop a java project for percentage calculator/temperature conversion tool. |
| $15^{\text {th }}$ | $1^{\text {st }}$ | 21. Develop a java project for percentage calculator/temperature conversion tool. |
|  | $2^{\text {nd }}$ | 21. Develop a java project for percentage calculator/temperature conversion tool. |
|  | $3{ }^{\text {rd }}$ | 21. Develop a java project for percentage calculator/temperature conversion tool. |
|  | $4^{\text {th }}$ | 21. Develop a java project for percentage calculator/temperature conversion tool. |
| DISCIPLINE: IT | SEMESTER: 3rd | NAME OF THE TEACHING FACULTY: SUJATA KUMARI ACHARYA |
| SUBJECT: OA LAB | NO.OF DAYS/PER WEEK CLASS ALLOTTED:4 |    <br> SEMESTER FROM DATE: $01 / 08 / 23$ TO DATE: <br> 30/11/23   <br> NO.OF WEEKS:15   |
| WEEK | CLASS DAY | Create a news-paper document with at least 200 |


|  |  | words, a. Use margins as, top:1.5, bottom:2, left:2, right:1 inches. <br> b. Use heading "Gandhi Jayanti", font size: 16, font color: red, font face: Arial Black. |
| :---: | :---: | :---: |
| $1^{\text {ST }}$ | $1^{\text {ST }}$ | c. With first letter "dropped" (use drop cap option) of the first paragraph containing a picture at the right side <br> d. Use three columns from the second paragraph onwards till the half of the page. <br> e. Then use heading "Computer basics" f. Create paragraph using two columns till the end of the page |
|  | $2^{\text {ND }}$ | Create a Mathematical question paper using, at least five equations <br> a. With fractions, exponents, summation function |
|  | $3^{\text {RD }}$ | Create a Mathematical question paper using, at least five equations <br> a. With fractions, exponents, summation function |
|  | $4^{\text {TH }}$ | b. With at least one „m*n" matrix |
| $2^{\text {ND }}$ | $1^{\text {ST }}$ | c. Basic mathematical and geometric operators. |
|  | $2^{\text {ND }}$ | d. Use proper text formatting, page color and page border |
|  | $3^{\text {RD }}$ | Create a flowchart using, <br> a. Proper shapes like ellipse, arrows, rectangle, and parallelogram. |
|  | $4^{\text {TH }}$ | Create a flowchart using, <br> a. Proper shapes like ellipse, arrows, rectangle, and parallelogram. |
| $3^{\text {RD }}$ | $1^{\text {ST }}$ | b. Use grouping to group all the parts of the flowchart into one single object |
|  | $2^{\text {ND }}$ | Create a table using table menu with, <br> a. At least 5 columns and 10 rows |
|  | $3^{\text {RD }}$ | b. Merge the first row into one cell. |
|  | $4^{\text {TH }}$ | c. Merge the second row into one cell, then split the second row into three cells |
| $4^{\text {TH }}$ | $1^{\text {ST }}$ | . d. Use proper table border and color. |
|  | $2^{\text {ND }}$ | e. Insert proper content into the table with proper text formatting |
|  | $3^{\text {RD }}$ | Create a table using two columns, <br> a. The left column contains all the short-cut keys and right side column contains the function of the shortcut keys. |
|  | $4^{\text {TH }}$ | Create a table using two columns, <br> a. The left column contains all the short-cut keys and right side column contains the function of the shortcut keys. |
| $5^{\text {TH }}$ | $1^{\text {ST }}$ | b. Insert a left column using layout option. Name the |


|  |  | heading as Serial No |
| :---: | :---: | :---: |
|  | $2^{\text {ND }}$ | Create two letters with the following conditions in Ms Word and find the difference. <br> a. Write a personal letter to your friend using at least 100 words and two paragraphs. The date must be in top-right corner. Use "justify" text alignment and 1.5 line spacing for the body of the letter. Letter must contain proper salutation and closing. |
|  | $3^{\text {RD }}$ | Create two letters with the following conditions in Ms Word and find the difference. <br> a. Write a personal letter to your friend using at least 100 words and two paragraphs. The date must be in top-right corner. Use "justify" text alignment and 1.5 line spacing for the body of the letter. Letter must contain proper salutation and closing. |
|  | $4^{\text {TH }}$ | Create two letters with the following conditions in Ms Word and find the difference. <br> a. Write a personal letter to your friend using at least 100 words and two paragraphs. The date must be in top-right corner. Use "justify" text alignment and 1.5 line spacing for the body of the letter. Letter must contain proper salutation and closing. |
| $6^{\text {TH }}$ | $1^{\text {ST }}$ | Create two letters with the following conditions in Ms Word and find the difference. <br> a. Write a personal letter to your friend using at least 100 words and two paragraphs. The date must be in top-right corner. Use "justify" text alignment and 1.5 line spacing for the body of the letter. Letter must contain proper salutation and closing. |
|  | $2^{\text {ND }}$ | b. Use step by step mail-merge wizard to design a letter. (Mailing $\square$ step by step mail merge wizard $\square$ letters $\square$ start from a template $\square$ select template $\square$ letters $\square$ select proper template $\square$ create new document_OK) |
|  | $3^{\text {RD }}$ | b. Use step by step mail-merge wizard to design a letter. (Mailing $\square$ step by step mail merge wizard]etters start from a |



|  |  | presentation and name of the presentation. |
| :---: | :---: | :---: |
|  | $2^{\text {ND }}$ | b. Must contain at least one table. |
|  | $3^{\text {RD }}$ | c. Must contain at least 5 bullets, 5 numbers |
|  | $4^{\text {TH }}$ | d. The heading must be, font size:32, font-face: Arial Rounded MT Bold, font-color: blue. |
| $12^{\text {TH }}$ | $1^{\text {ST }}$ | e. The body must be, font size: 24, font-face: Comic Sans MS, font-color: green. f. Last slide must contain „thank you |
|  | $2^{N D}$ | Create a power-point presentation with minimum 10 slides $24$ |
|  | $3^{\text {RD }}$ | a. Use word art to write the heading for each slides. |
|  | $4^{\text {TH }}$ | b. Insert at least one clip-art, one picture |
| $13^{\text {TH }}$ | $1^{\text {ST }}$ | c. Insert at least one audio and one video d. Hide at least two slides |
|  | $2^{\text {ND }}$ | Create a power-point presentation with minimum 5 slides <br> a. Use custom animation option to animate the text; the text must move left to right one line at a time. |
|  | $3^{\text {RD }}$ | b. Use proper transition for the slides |
|  | $4^{\text {TH }}$ | Create a database "Student" with, <br> a. At least one table named "mark sheet" with field name "student name, roll number, mark1, mark2, mark3, mark4, total" |
| $14^{\text {TH }}$ | $1^{\text {ST }}$ | b. The data types are, student name: text, roll number: number, mark1 to mark4: number, total: number. Roll number must be the primary key. |
|  | $2^{\text {ND }}$ | c. Enter data in the table. The total must be calculated using update query. |
|  | $3^{\text {RD }}$ | d. Use query for sorting the table according to the descending/ascending order of the total marks. |
|  | $4^{\text {TH }}$ | With addition to the table above, a. Add an additional field "result" to the "mark sheet" table. |
| $15^{\text {TH }}$ | $1^{\text {ST }}$ | b. Enter data for at least 10 students |
|  | $2^{\text {ND }}$ | c. Calculate the result for all the students using update queries, if total>=200, then pass, else fail |
|  | $3^{\text {RD }}$ | d. Search the students, whose name starts with "sh". |
|  | $4^{\text {TH }}$ | e. Show the names and total marks of the students who have passed the examination |

