Lesson plan of 2022-2023

(5TH SEMESTER IT)

DISCIPLINE: IT	SEMESTER:5TH	NAME OF THE TEACHING FACULTY: K Tanaya Acharya
SUBJECT: EM	NO.OF DAYS/PER WEEK CLASS ALLOTTED : 4	SEMESTER FROM DATE: 15/09/2022 TO DATE: 21/01/2023 NO.OF WEEKS:15
WEEK	CLASS DAY	THEORY/PRACTICAL TOPICS
1ST	1ST	**Entrepreneurship** Concept /Meaning of Entrepreneurship
	2ND	Need of Entrepreneurship
	3RD	Characteristics, Qualities and Types of entrepreneur, Functions
	4TH	Barriers in entrepreneurship
2ND	1ST	Entrepreneurs vrs. Manager
	2ND	Forms of Business Ownership: Sole proprietorship, partnership forms and others
	3RD	Types of Industries, Concept of Start-ups
	4TH	Entrepreneurial support agencies at National, State, District Level(Sources): DIC, NSIC,OSIC, SIDBI, NABARD, Commercial Banks, KVIC etc.
3RD	1ST	Entrepreneurial support agencies at National, State, District Level(Sources): DIC, NSIC,OSIC, SIDBI, NABARD, Commercial Banks, KVIC etc.
	2ND	Technology Business Incubators (TBI) and Science and Technology Entrepreneur Parks
	3RD	**Market Survey and Opportunity Identification (Business Planning)** Business Planning
	4TH	SSI, Ancillary Units
4TH	1ST	Tiny Units, Service sector Units
	2ND	Time schedule Plan
	3RD	Agencies to be contacted for Project Implementation
	4TH	Assessment of Demand and supply and Potential areas of Growth
5TH	1ST	Identifying Business Opportunity
	2ND	Final Product selection
	3RD	**Project report Preparation** Preliminary project report
	4TH	Detailed project report
6TH	1ST	Techno economic Feasibility
	2ND	Project Viability

	3RD	**Management Principles** Definitions of management
	4TH	Principles of management
7TH	1ST	Functions of management (planning, 2rganizing, staffing, directing and controlling etc.)
	2ND	Functions of management (planning, 2rganizing, staffing, directing and controlling etc.)
	3RD	Level of Management in an Organisation
	4TH	**Functional Areas of Management** W. Production management Functions, Activities
8TH	1ST	Productivity Quality control Production Planning and control
	2ND	b) Inventory Management Need for Inventory management
	3RD	Models/Techniques of Inventory management
	4TH	c) Financial Management Functions of Financial management Management of Working capital Costing (only concept)
9TH	1ST	Break even Analysis Brief idea about Accounting Terminologies: Book Keeping, Journal entry, Petty Cash book, P&L Accounts, Balance Sheets(only Concepts)
	2ND	d) Marketing Management Concept of Marketing and Marketing Management
	3RD	Marketing Techniques (only concepts) Concept of 4P s (Price, Place, Product, Promotion)
	4TH	e) Human Resource Management Functions of Personnel Management Manpower Planning, Recruitment,
10TH	1ST	Sources of manpower, Selection process, Method of Testing, Methods of Training & Development, Payment of Wages
	2ND	**Leadership and Motivation** W. Leadership Definition and Need/Importance
	3RD	Qualities and functions of a leader Manager Vs Leader
	4TH	Style of Leadership (Autocratic, Democratic, Participative)
11TH	1ST	b) Motivation Definition and characteristics Importance of motivation
	2ND	Factors affecting motivation Theories of motivation (Maslow) Methods of Improving Motivation

	3RD	Importance of Communication in Business Types and Barriers of Communication
	4TH	**Work Culture, TQM & Safety** Human relationship and Performance in Organization
12TH	1ST	Relations with Peers, Superiors and Subordinates
	2ND	TQM concepts: Quality Policy, Quality Management, Quality system
	3RD	Accidents and Safety, Cause, preventive measures
	4TH	General Safety Rules , Personal Protection Equipment(PPE)
13TH	1ST	**Legislation** a) Intellectual Property Rights(IPR),
	2ND	Patents, Trademarks, Copyrights
	3RD	b) Features of Factories Act 1948 with Amendment (only salient points)
	4TH	b) Features of Factories Act 1948 with Amendment (only salient points)
14TH	1ST	c) Features of Payment of Wages Act 1936 (only salient points)
	2ND	c) Features of Payment of Wages Act 1936 (only salient points)
`	3RD	. **Smart Technology** Concept of IOT, How IOT works
	4TH	Components of IOT, Characteristics of IOT
15TH	1ST	Categories of IOT
	2ND	Applications of IOT- Smart Cities, Smart Transportation,
	3RD	Smart Home, Smart Healthcare, Smart Industry,
	4TH	Smart Agriculture, Smart Energy Management etc.
DISCIPLINE: IT	**SEMESTER:5TH**	**NAME OF THE TEACHING FACULTY: REETANJALI PANDA**
SUBJECT: IWT	**NO.OF DAYS/PER WEEK CLASS ALLOTTED: 4**	**SEMESTER FROM DATE: 15/09/2022 TO DATE: 21/01/2023 NO.OF WEEKS:15**
WEEK	**CLASS DAY**	**THEORY/PRACTICAL TOPICS**
1ST	1ST	**Internet Basics** Computer network
	2ND	Concept of Internet, Intranet
	3RD	Modem
	4TH	IP Address, Internet Domains
2ND	1ST	CIDR Notation, ISP

	2ND	TCP/IP
	3RD	**Internet Connectivity & WWW** Introduction to connectivity
	4TH	Medium and methods of connectivity, ISDN, VSAT, RF Link
3RD	1ST	Working of Internet
	2ND	Introduction to WWW
	3RD	Application Level Protocol
	4TH	Web Browser, URL, Hyper text
4TH	1ST	Hyperlinks, Hypermedia
	2ND	Search Engine, Proxy sever
	3RD	CGI, URI, Dreamweaver
	4TH	**Internet Security** Introduction to security
5TH	1ST	Types of security
	2ND	Authentication & Authorization
	3RD	Firewalls
	4TH	Encryption & Decryption
6TH	1ST	SSL
	2ND	**Internet Application** E-Mail, Email protocols
	3RD	Telnet, FTP
	4TH	Newsgroup
7TH	1ST	Chartroom Internet Relay Chat
	2ND	Video Conferencing
	3RD	E-Commerce
	4TH	**Website Classifications** Static Websites
8TH	1ST	Dynamic websites Web portals
	2ND	Social Networking Sites RSS Feed, Blog, Netiquette
	3RD	**Development of Portals Using HTML** Design a webpage, Good Web Design
	4TH	HTML Introduction
9TH	1ST	HTML Tags, Anchor Tag
	2ND	Table Tag
	3RD	HTML Frames
	4TH	Forms
10TH	1ST	Disadvantages of HTML
	2ND	Separating style from structure with style sheets
	3RD	CSS Rules, Types of CSS

	4TH	**Client side Scripting with JavaScript** Introduction to script, Client side Scripting, Types of Scripting
11TH	1ST	Variables in JavaScript, Built-in Function Arrays in JavaScript, Conditional statements, Loops
	2ND	Document Object Model Creating Functions, objects in JavaScript
		Working with Cookies
	4TH	Connecting database using JavaScript in HTML Page
12TH	1ST	Working with Browser, validating and submitting Forms
	2ND	**Server Side Scripting** Introduction to server side Scripting
	3RD	Components of SSS Difference between CSS and SSS
	4TH	Server side Scripting method
13TH	1ST	JavaScript on server
	2ND	SQL
	3RD	**Server Side Programming using PHP** Introduction to PHP
	4TH	Variables, string
14TH	1ST	operator types
	2ND	operator types
`	3RD	Conditional statement
	4TH	Loops
15TH	1ST	Array
	2ND	GET and POST Method
	3RD	GET and POST Method
	4TH	Sessions
DISCIPLINE: IT	SEMESTER:5TH	NAME OF THE TEACHING FACULTY: Sumitra Mahapatra
SUBJECT:SE	NO.OF DAYS/PER WEEK CLASS ALLOTTED:4	SEMESTER FROM DATE: 15/09/2022 TO DATE: 21/01/2023 NO.OF WEEKS:15
WEEK	CLASS DAY	THEORY/PRACTICAL TOPICS
1st	1st	1.1 Program vs. Software product 1.2Emergence of Software Engineering.
	2nd	1.3 Computer Systems Engineering 1.4Software Life Cycle Models
	3rd	1.4.1Classical Water fall model
	4th	1.4.2 Iterative Water fall model
2nd	1st	1.4.3Prototyping model
	2nd	1.4.4 Evolutionary model 1.4.5 Spiral model

	3rd	2.1 Responsibility of Project Manager 2.2 Project Planning
	4th	2.3 Metrics for Project size estimation(LOC and FP)
3rd	1st	2.4 Project Estimation Techniques
	2nd	2.5 COCOMO Models, Basic, Intermediate and complete
	3rd	2.5 COCOMO Models, Basic, Intermediate and complete
	4th	2.6 Scheduling
4th	1st	2.7 Organization and Team structure
	2nd	2.8 Staffing
	3rd	2.9 Risk Management
	4th	2.10 Configuration Management
5th	1st	3.1 Requirements gathering and analysis 3.2 Software Requirements Specification
	2nd	3.2 Software Requirements Specification 3.2.1 Contents of SRS
	3rd	3.2.2 Characteristics of Good SRS
	4th	3.2.3 Organization of SRS
6^h	1st	3.2.4 Techniques for representing complexing logic
	2nd	3.2.4 Techniques for representing complexing logic
	3rd	4.1 What is a Good S/W design 4.2Cohesion and coupling
	4th	4.3 Neat arrangement 4.4S/W Design approaches
7th	1st	4.5 Structured analysis 4.6 Data Flow Diagrams
	2nd	4.7Symbols used in DFD 4.8Designing DFD
	3rd	4.9Developing DFD model of a system
	4th	4.10Shortcomings of DFD
8th	1st	4.11 Structured design
	2nd	4.12Principles of transformation of DFD to Structure Chart
	3rd	4.13Transform analysis and Transaction Analysis
	4th	4.14 Design Review
9th	1st	5.1 Characteristics of Good Interface
	2nd	5.2 Basic concepts of UID
	3rd	5.2 Basic concepts of UID
	4th	5.3Types of User interfaces
10th	1st	5.3Types of User interfaces
	2nd	5.4 Components based GUI development
	3rd	5.4 Components based GUI development
	4th	5.4 Components based GUI development
11th	1st	6.1 Coding 6.2.Code Review

	2nd	6.2.1 Code walk through
	3rd	6.2.2 Code inspections and software Documentation
	4th	6.3 Testing 6.4Unit testing
12th	1st	6.5 Black Box Testing
	2nd	6.6 Equivalence class partitioning and boundary value analysis
	3rd	6.7 White Box Testing
	4th	6.8Different White Box methodologies statement coverage branch coverage, condition coverage, path coverage,cyclomatic complexity data flow based testing and mutation testing
13th	1st	6.8Different White Box methodologies statement coverage branch coverage, condition coverage, path coverage,cyclomatic complexity data flow based testing and mutation testing
	2nd	6.9Debugging approaches 6.10Debugging guidelines
	3rd	6.11 Integration Testing
	4th	6.11 Integration Testing
14th	1st	7.1 Software Reliability
	2nd	7.2 Different reliability metrics
	3rd	7.2 Different reliability metrics
	4th	7.3 Reliability growth modeling
15th	1st	7.3 Reliability growth modeling
	2nd	7.4 Software quality
	3rd	7.4 Software quality
	4th	7.5 Software Quality Management System

DISCIPLINE: IT	SEMESTER:5TH	NAME OF THE TEACHING FACULTY: NAYANA PATEL
SUBJECT: MC	NO.OF DAYS/PER WEEK CLASS ALLOTTED:4	SEMESTER FROM DATE: 15/09/2022 TO DATE: 21/01/2023 NO.OF WEEKS:15
WEEK	CLASS DAY	THEORY TOPICS
1ST	1ST	Networks,
	2ND	Wireless Networks
	3RD	Mobile Computing
	4TH	Mobile Computing Characteristics
2ND	1ST	Application of Mobile Computing
	2ND	Application of Mobile Computing
	3RD	**Introduction to Mobile Development Frameworks** C/S architecture
	4TH	n-tier architecture

3RD	1ST	n-tier architecture and www
	2ND	n-tier architecture and www
	3RD	Peer-to Peer architecture
	4TH	Mobile agent architecture
4TH	1ST	**Introduction to Wireless Transmission** Signals
	2ND	Period, Frequency and Bandwidth. Antennas
	3RD	Signal Propagation
	4TH	Multiplexing
5TH	1ST	Modulation
	2ND	Spread Spectrum Cellular System
	3RD	**Introduction to Medium Access Control** Hidden/ Exposed Terminals
	4TH	The basic Access Method
6TH	1ST	The basic Access Method
	2ND	Near / Far Terminals, SDMA
	3RD	FDMA,TDMA
	4TH	CDMA
7TH	1ST	**WIRELESS LANS** Wireless LAN and communication, Infrared, Radio Frequency
	2ND	IR Advantages and Disadvantages RF Advantages and Disadvantages Wireless Network Architecture Logical
	3RD	Types of WLAN , IEEE802.11,MAC layer
	4TH	Security, Synchronization
8TH	1ST	Power Management, Roaming
	2ND	Bluetooth Overview
	3RD	**Introduction to Ubiquitous Wireless Communication**
	4TH	Scenario of Mobile Communication
9TH	1ST	Mobile Communication Generations 1G to 3G
	2ND	Mobile Communication Generations 1G to 3G
	3RD	3rd Generation Mobile Communication Network
	4TH	Universal Mobile telecommunication System (UMTS
10TH	1ST	**Overview Mobile IP** Working with mobile IP
	2ND	Mobile IP Entities, Mobility Agents

	3RD	Components of Mobile IP Mobile Ipv6 Features
	4TH	Mobile Ipv6 Address Types
11TH	1ST	Mobile Ipv6 Address Scope.
	2ND	Mobile IP Operation.
	3RD	**Mobile Computing** WWW architecture for Mobile computing Need of WAP Benefits of WAP
	4TH	Examples of WAP, WAP- Architecture
12TH	1ST	WML
	2ND	WAP Push architecture
	3RD	Push-Pull based data acquisition
	4TH	I-mode , WAP 2.x
13TH	1ST	**Wireless Telecomm Networks** GSM
	2ND	GPRS
	3RD	IS-95
	4TH	CDMA-2000
14TH	1ST	W-CDMA
	2ND	Wireless Sensor Networks
	3RD	**Messaging Services** Short Message Services (SMS)
	4TH	Short Message Services (SMS)
15TH	1ST	Multimedia Message Services (MMS)
	2ND	Multimedia Message Services (MMS)
	3RD	Multimedia transmission over wireless
	4TH	Multimedia transmission over wireless
DISCIPLINE: IT	**SEMESTER:5TH**	**NAME OF THE TEACHING FACULTY: Sasmita Panigrahi**
SUBJECT:CGM	**NO.OF DAYS/PER WEEK CLASS ALLOTTED: 4**	**SEMESTER FROM DATE: 15/09/2022 TO DATE: 21/01/2023** **NO.OF WEEKS:15**
WEEK	**CLASS DAY**	**THEORY/PRACTICAL TOPICS**
1ST	1ST	**Applications of Computer Graphics & Multimedia** **Computer graphics in CAD** Presentation Graphics Computer Art Entertainment Education & Training
	2ND	Visualization Image Processing Graphic User Interface Multimedia Concepts.
	3RD	**Overview of Graphics Systems**

		Graphics System
	4TH	Raster Scan Display
2ND	1ST	Random Scan Display
	2ND	Graphics Input Devices
	3RD	Graphics Software
	4TH	**Graphics Output primitive** Points & Lines DDA Line Drawing Algorithm
3RD	1ST	Bresenham's Line drawing Algorithm
	2ND	Mid Point Circle algorithm
	3RD	Filled Area Primitives
	4TH	Boundary fill algorithm, Flood fill algorithm
4TH	1ST	**Two Dimensional Geometric Transformations** Translation Rotation Scaling
	2ND	Reflection Shear
	3RD	Matrix representation and Homogenous coordinate system Composite transformation
	4TH	**Two Dimensional Viewing** Viewing pipeline Viewing coordinate reference frame
5TH	1ST	Window to view port coordinate transformation
	2ND	Line clipping concept
	3RD	Polygon clipping concept
	4TH	**Three Dimensional Object Representations** Polygon surface
6TH	1ST	Polygon table
	2ND	Plane equation
	3RD	Plane equation
	4TH	Polygon mesh
7TH	1ST	Quadric surfaces
	2ND	Sphere, Ellipsoid
	3RD	Spline representation
	4TH	Bezier curves & Surfaces
8TH	1ST	B-Spline curves & surfaces.
	2ND	**Three Dimensional Geometric & Modeling Transformations** Translation Rotation Scaling
	3RD	Reflection Shear
	4TH	Composite transformation
9TH	1ST	Modeling & Coordinate transformation
	2ND	**Three Dimensional Viewing**

		Viewing pipeline
	3RD	Viewing coordinates
	4TH	Viewing coordinates
10TH	1ST	Parallel projection
	2ND	Perspective projection
	3RD	Concept of 3D clipping
	4TH	**Illumination Model & Surface Rendering Methods** Different light sources used in 3D modeling
11TH	1ST	Basic Illumination model
	2ND	Ambient light Diffuse reflection
	3RD	Specular reflection
	4TH	**Introduction to Digital Audio** Basics of Acoustics, Psychoacoustics
12TH	1ST	Musical sound and noise
	2ND	Elementary sound system
	3RD	Microphones, Amplifiers
	4TH	Digital audio formats
13TH	1ST	Audio compression (LPC, Sub Band Encoding)
	2ND	**Introduction to Digital Image** Vector and raster Graphics
	3RD	Digital representation of image, colour, 16 bit, 24 bit colour depth Colour Characteristics-Hue, saturation, Luminance
	4TH	Colour Palette Image formats-JPEG, BMP, TIFF, GIFF
14TH	1ST	Image evaluation Layers
	2ND	Filters
`	3RD	Image manipulation-scaling, cropping, rotation
	4TH	**Introduction to Video** Video in Multimedia
15TH	1ST	Basics of Motion-Video Sources of Motion-Video
	2ND	Video formats, lines, frames, fields
	3RD	TV Broadcast standards-PAL, NTSC, SECAM
	4TH	MPEG Compression
DISCIPLINE:IT	**SEMESTER:5TH**	**NAME OF THE TEACHING FACULTY: Smt Sumitra Maharapatra**
SUBJECT:WD LAB	**NO.OF DAYS/PER WEEK CLASS ALLOTTED:4**	**SEMESTER FROM DATE: 15/09/2022 TO DATE: 21/01/2023** **NO.OF WEEKS:15**
WEEK	**DATE**	TOPICS TO BE COVERED AS PER LESSON PLAN

1ST	1ST	DEVELOPING PORTALS USING HTML Introduction to HTML 5 and CSS 3
	2ND	Basic structure of HTML, designing a web page
	3RD	Basic structure of HTML, designing a web page
	4TH	Basic structure of HTML, designing a web page
2ND	1ST	inserting liks images, horizontal rules, comments.
	2ND	inserting liks images, horizontal rules, comments.
	3RD	inserting liks images, horizontal rules, comments.
	4TH	inserting liks images, horizontal rules, comments.
3RD	1ST	Formatting text, title, headings, colors, fonts, sizes, simple tables and forms. HTML tags, hyperlinks.
	2ND	Formatting text, title, headings, colors, fonts, sizes, simple tables and forms. HTML tags, hyperlinks.
	3RD	Formatting text, title, headings, colors, fonts, sizes, simple tables and forms. HTML tags, hyperlinks.
	4TH	Formatting text, title, headings, colors, fonts, sizes, simple tables and forms. HTML tags, hyperlinks.
4TH	1ST	Formatting text, title, headings, colors, fonts, sizes, simple tables and forms. HTML tags, hyperlinks.
	2ND	Formatting text, title, headings, colors, fonts, sizes, simple tables and forms. HTML tags, hyperlinks.
	3RD	Adding graphics and images, image maps, image files.
	4TH	Adding graphics and images, image maps, image files.
5TH	1ST	Adding graphics and images, image maps, image files.
	2ND	Adding graphics and images, image maps, image files.
	3RD	Adding graphics and images, image maps, image files.
	4TH	Using tables, forms, style sheets and frames.

6TH	1ST	Using tables, forms, style sheets and frames.
	2ND	Using tables, forms, style sheets and frames.
	3RD	Using tables, forms, style sheets and frames.
	4TH	Using tables, forms, style sheets and frames.
7TH	1ST	Floating of web site/pages
	2ND	Floating of web site/pages
	3RD	Floating of web site/pages
	4TH	Introduction to PHP: How PHP Works
8TH	1ST	Introduction to PHP: How PHP Works
	2ND	The php.ini File, Basic PHP Syntax, PHP variables, statements, operators
	3RD	The php.ini File, Basic PHP Syntax, PHP variables, statements, operators
	4TH	The php.ini File, Basic PHP Syntax, PHP variables, statements, operators
9TH	1ST	The php.ini File, Basic PHP Syntax, PHP variables, statements, operators
	2ND	The php.ini File, Basic PHP Syntax, PHP variables, statements, operators
	3RD	decision making, loops, arrays, strings
	4TH	decision making, loops, arrays, strings
10TH	1ST	decision making, loops, arrays, strings
	2ND	decision making, loops, arrays, strings
	3RD	decision making, loops, arrays, strings
	4TH	forms, get and post methods, functions.
11TH	1ST	forms, get and post methods, functions.

	2ND	forms, get and post methods, functions.
	3RD	Introduction to cookies, storage of cookies at client side, Using information of cookies.
	4TH	Introduction to cookies, storage of cookies at client side, Using information of cookies.
12TH	1ST	Introduction to cookies, storage of cookies at client side, Using information of cookies.
	2ND	Creating single or multiple server side sessions.
	3RD	Creating single or multiple server side sessions.
	4TH	Creating single or multiple server side sessions.
13TH	1ST	Timeout in sessions, Event management in PHP
	2ND	Timeout in sessions, Event management in PHP
	3RD	Timeout in sessions, Event management in PHP
	4TH	Introduction to content management systems based on PHP.
14TH	1ST	Introduction to content management systems based on PHP.
	2ND	Introduction to MySQL,
	3RD	connecting to MySQL
	4TH	database, creation, insertion, deletion
15TH	1ST	database, creation, insertion, deletion
	2ND	database, creation, insertion, deletion
	3RD	retrieval of MySQL data using PHP.
	4TH	retrieval of MySQL data using PHP.
DISCIPLINE: IT	**SEMESTER:5TH**	**NAME OF THE TEACHING FACULTY:** **Anuradha Maharana**
SUBJECT: PYTHON	**NO.OF DAYS/PER**	**SEMESTER FROM DATE:**

LAB	WEEK	15/09/2022 TO DATE:21/01/2023
	CLASS ALLOTTED:4	**NO.OF WEEKS:15**
WEEK	CLASS DAY	THEORY/PRACTICAL TOPICS
1st	1st	Introduction, Brief History of Python, Python Versions
	2nd	Installing Python
	3rd	Environment Variables
	4th	Executing Python from the Command Line
2nd	1st	IDLE
	2nd	Editing Python Files
	3rd	Python Documentation
	4th	Getting Help
3rd	1st	Dynamic Types
	2nd	Python Reserved Words
	3rd	Naming Conventions
	4th	Basic Syntax
4th	1st	Comments
	2nd	String Values
	3rd	The format Method
	4th	String Operators
5th	1st	Numeric Data Types
	2nd	Conversion Functions
	3rd	Simple Output
	4th	Simple Input
6h	1st	The % Method

	2nd	The print Function
	3rd	Indenting Requirements
	4th	The if Statement
7th	1st	Relational and Logical Operators
	2nd	Bit Wise Operators
	3rd	The while Loop
	4th	break and continue
8th	1st	The for Loop
	2nd	Collections Introduction
	3rd	Lists
	4th	Tuples
9th	1st	Sets
	2nd	Dictionaries
	3rd	Sorting Dictionaries
	4th	Copying Collections
10th	1st	Introduction ,Defining Your Own Functions
	2nd	Parameters ,Function Documentation
	3rd	Keyword and Optional Parameters
	4th	Passing Collections to a Function
11th	1st	Variable Number of Arguments
	2nd	Scope ,Functions - "First Class Citizens" Passing Functions to a Function
	3rd	map ,filter
	4th	Mapping Functions in a Dictionary
12th	1st	Lambda, Inner Functions

	2nd	Closures
	3rd	Modules,Standard Modules - sys
	4th	Standard Modules - math
13th	1st	Standard Modules - time
	2nd	The dir Function
	3rd	Errors , Runtime Errors
	4th	The Exception Model ,Exception Hierarchy ,Handling Multiple Exceptions, Raise , assert
14th	1st	Classes in Python ,Principles of Object Orientation,Creating Classes
	2nd	Instance Methods,File Organization,Special Methods, Class Variables
	3rd	Inheritance,Polymorphism
	4th	Introduction,Simple Character Matches ,Special Characters,Character Classes
15th	1st	Quantifiers , The Dot Character ,Greedy Matches Grouping , Matching at Beginning or End
	2nd	Match Objects ,Substituting
	3rd	Splitting a String ,Compiling Regular Expressions
	4th	Flags
DISCIPLINE:IT	SEMESTER:5TH	NAME OF THE TEACHING FACULTY: SASMITA PANIGRAHI
SUBJECT: CGM Lab	NO.OF DAYS/PER WEEK CLASS ALLOTTED:4	SEMESTER FROM DATE: 15/09/2022 TO DATE:21/01/2023
WEEK	CLASS DAY	THEORY/PRACTICAL TOPICS
1ST	1ST	Program to implement a line using slope intercept formula.
	2ND	Program to implement a line using slope intercept formula.
	3RD	Program to implement line using DDA algorithm.
	4TH	Program to implement line using DDA algorithm.
2ND	1ST	Program to implement line using Bresenham's algorithm

	2ND	Program to implement line using Bresenham's algorithm
	3RD	Program to implement circle using mid-point algorithm
	4TH	Program to implement circle using mid-point algorithm
3RD	1ST	Program to implement translation of a line and triangle.
	2ND	Program to implement translation of a line and triangle.
	3RD	Program to implement rotation of a line and triangle
	4TH	Program to implement rotation of a line and triangle
4TH	1ST	Program to implement scaling transformation
	2ND	Program to implement scaling transformation
	3RD	Write a program using function & Fill the Circle with Red color
	4TH	The concept of Photoshop
5TH	1ST	How to open a document. How to save the documents.
	2ND	How to open a document. How to save the documents.
	3RD	How to create a new document with the needed resolution.
	4TH	How to create a new document with the needed resolution.
6TH	1ST	How to select an area, copy and paste the selection.
	2ND	How to select an area, copy and paste the selection.
	3RD	How to save images for the web and their formats.
	4TH	How to save images for the web and their formats.
7TH	1ST	The use of layers and the history palette. How to print our document.
	2ND	The use of layers and the history palette. How to print our document.
	3RD	How to use the text editor. How to Crop Image in Photoshop & Sharpen Image
	4TH	How to use the text editor. How to Crop Image in Photoshop & Sharpen Image
8TH	1ST	Procedure to Removing & Adding Backgrounds images. Procedure to Convert Color Photos to Black & White.
	2ND	Procedure to Removing & Adding Backgrounds images. Procedure to Convert Color Photos to Black & White.
	3RD	Procedure to Removing & Adding Backgrounds images. Procedure to Convert Color Photos to Black & White.
	4TH	How to Create a Passport size images? How to

		Change Eye Color & Hair Color
9TH	1ST	How to Create a Passport size images? How to Change Eye Color & Hair Color
	2ND	How to Add Rain in Photoshop? How to make a GIFs File?
	3RD	How to Add Rain in Photoshop? How to make a GIFs File?
	4TH	Procedure to create an animation to represent the growing moon
10TH	1ST	Procedure to create an animation to represent the growing moon
	2ND	Procedure to create an animation to indicate a ball bouncing on steps.
	3RD	Procedure to create an animation to indicate a ball bouncing on steps
	4TH	Procedure to create an animation to indicate a ball bouncing on steps
11TH	1ST	Procedure to simulate movement of a cloud. Procedure to draw the fan blades and to give proper animation. Procedure to display the background given (filename: tulip.jpg) through your name.
	2ND	Procedure to simulate movement of a cloud. Procedure to draw the fan blades and to give proper animation. Procedure to display the background given (filename: tulip.jpg) through your name.
	3RD	Procedure to create an animation
	4TH	Procedure to create an animation
12TH	1ST	Procedure to design a visiting card containing at least one graphic and text information
	2ND	Procedure to design a visiting card containing at least one graphic and text information
	3RD	Procedure to design a visiting card containing at least one graphic and text information
	4TH	Procedure to design a visiting card containing at least one graphic and text information
13TH	1ST	Procedure to prepare a cover page for the book in your subject area. Plan your own design. Procedure to adjust the brightness and contrast of the picture so that it gives an elegant look
	2ND	Procedure to prepare a cover page for the book in your subject area. Plan your own design. Procedure to adjust the brightness and contrast of the picture so that it gives an elegant look

	3RD	Procedure to prepare a cover page for the book in your subject area. Plan your own design. Procedure to adjust the brightness and contrast of the picture so that it gives an elegant look
	4TH	Procedure to prepare a cover page for the book in your subject area. Plan your own design. Procedure to adjust the brightness and contrast of the picture so that it gives an elegant look.
14TH	1ST	Procedure to prepare a cover page for the book in your subject area. Plan your own design. Procedure to adjust the brightness and contrast of the picture so that it gives an elegant look.
	2ND	Procedure to prepare a cover page for the book in your subject area. Plan your own design. Procedure to adjust the brightness and contrast of the picture so that it gives an elegant look.
	3RD	Procedure to position the picture preferably on a plain background of a colour of your choice - positioning includes rotation and scaling
	4TH	Procedure to position the picture preferably on a plain background of a colour of your choice - positioning includes rotation and scaling
15TH	1ST	Procedure to position the picture preferably on a plain background of a colour of your choice - positioning includes rotation and scaling
	2ND	Procedure to type a word and apply the effects shadow embosses
	3RD	Procedure to type a word and apply the effects shadow embosses
	4TH	Procedure to type a word and apply the effects shadow embosses