		Model exam	10					
	ii	Assignment/ Book-Article review /field report	5		ii	Model exam	4	
	iii	Seminar/ Viva-Voce	5		iii	Record	3	

KU2DSCCSC110: PRINCIPLES OF PROGRAMMING USIN C

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
2	DSC	100-199	KU2DSCCSC110	4	75

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	
3	2		35	65	100	1.5hrs.

Course Description:

Computer networking classes combine lectures and hands-on practice to provide skills in computer network system configuration. Courses may include discussions, lectures and projects that deal with basic networking principles and current developments in the field.

Course Prerequisite: NIL

Course Outcomes:

**Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)*

Mapping of Course Outcomes to PSOs

	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	3			3			
CO 2		3					2
CO 3	3						
CO 4							3
CO 5	3			2			2

COURSE CONTENTS

Contents for Classroom Transaction:

Course Outcomes:

CO No.	Expected Outcome	Learning Domains
1	Understand the structure and basic elements in C program.	U
2	Identify the input output function in C language	U
3	Understand various program control structure	U/R
4	Understand the concept of arrays and strings.	U
5	Design program using different program control structure, arrays and strings	U /An

**Remember (R), Understand (U), Apply (A), Analyse (An), Evaluate (E), Create (C)*

Mapping of Course Outcomes to PSOs

	PSO 1	PSO 2	PSO 3	PSO 4	PSO 5	PSO 6	PSO 7
CO 1	3			3			
CO 2		3					2
CO 3	3						
CO 4							3
CO 5	3			2			2

COURSE CONTENTS

Contents for Classroom Transaction:

MODULE	UNIT	DESCRIPTION	HOURS
1		INTRODUCTION TO C	
	1	History of C- Basic Structure of C Programs- Compiling and Running C Programs in Linux- C Character Set,	15
	2	C tokens- Keywords and Identifiers- Constants- Variables-Declaration of variables-Assigning values to variables	
	3	Data Types-Primary Data Types (int, char, float, double- User defined data types	
	4	Derived data types (name only), Empty data set(void).	
2		**OPERATORS AND FORMATTED AND UNFORMATTED CONSOLE I/O**	
	1	Introduction- Arithmetic Operators, Relational operators, Logical operators.	15
	2	Increment/Decrement operators, Assignment operators, conditional operators, Bitwise operators, special operators. Operator Precedence	
	3	Formatted Console I/O- Functions (printf, scanf), Escape Sequences	
	4	Unformatted Console I/O Functions- getch(), putch(), gets(), puts()	
3		**STORAGE CLASSES AND PROGRAM CONTROL STRUCTURES**	
	1	Introduction – Storage classes - automatic static , register , extern , simple example programs -,	15
	2	Decision Control Structures - Introduction- if statement : simple if statement , if-else statement, nesting of if-else, else if ladder.	
		Conditional Operator, switch Statement, go-to Statement.	

	3	Loop Control Structure – for loop- General form, working, simple example programs -while Statement: General form, working, simple example programs- do-while Statement: General form, working, simple	

4	**ARRAY AND STRINGS**		
	1	Arrays- Introduction- One Dimensional Arrays: Declaration of arrays, Initialization of arrays - Two Dimensional Arrays: Initialization – Multi dimensional arrays (only general form) . -	15
	2	Strings- Introduction-Declaring and initializing string variable – Reading strings from terminal-Reading line of text, writing strings to screen	
	3	String handling Functions (strlen, strcpy, strcat, strcmp).	
	4	Sample programmes using arrays and strings.	

5	Teacher Specific Module	
	Lab list	
	1. Program to find sum and average of three numbers . 2. Program to print the size of all fundamental data types 3. Program to find largest among three numbers using conditional operator 4. Program to check a number is positive or negative using if statement 5. Program to print the grade of a student using nested if 6. Program to perform arithmetic operations using switch statement 7. Program to find the roots of a quadratic equation 8. Program to find the factorial of a given number 9. Program to generate the Fibonacci series 10. Program to find sum of n numbers using array 11. Program to sort n numbers using array 12. Program to check a given string is palindrome or not 13. Program to generate prime numbers with in a range 14. Program to implement any five built -in string function 15. Program to perform any Matrix operation	15

Books for Study:

1. Yashavant P. Kanetkar, Let Us C, 16th Edition, BPB
2. E. Balaguruswamy, Programming in ANSI C, Tata McGraw-Hill

Books for Reference:

1. Brian W. Kernighan and Dennis M. Ritchie, The C Programming Language,Prentice Hall of India
2. Byron Gottfried, Schaum's Outline of Programming with C, McGraw-Hill

Assessment Rubrics:

Evaluation Type			Marks	Evaluation Type			Marks	Total
Lecture			**75**	**Practical**			**25**	**100**
a)	**ESE**		**50**	a)	**ESE**		**15**	
					Program code and execution		**8**	
					Output		**3**	
					Viva		**2**	
					Modification		**2**	
b)	**CCA**		**25**	b)	**CCA**		**10**	
	i	Test Paper	5		i	Punctuality	3	
		Model exam	10					
	ii	Assignment/ Book-Article review /field report	5		ii	Model exam	4	
	iii	Seminar/ Viva-Voce	5		iii	Record	3	

KU2DSCCSC111: MULTIMEDIA AND GRAPHICS DESIGNING

Semester	Course Type	Course Level	Course Code	Credits	Total Hours
2	DSC	100-199	KU2DSCCSC112	4	75

Learning Approach (Hours/ Week)			Marks Distribution			Duration of ESE (Hours)
Lecture	Practical/ Internship	Tutorial	CE	ESE	Total	