

Course	Bachelor of Technology (B.Tech.)	Semester - 1
Type of Course	Engineering Science	
Prerequisite	Basic knowledge of Maths	
Course Objective	 Student will be able to solve problem based on successive differentiation and Leibnitz rule Student will be able to understand basic concept of partial differential equation. Student will be able to understand the application of partial differential equation. Student will be able to explain Lagrange's Method of Undetermined Multipliers. Student will be able to find the rank of matrix and able to solve system of equations 	

Teaching Scheme (Contact Hours)					Ass	essment Scheme		
				Theory Marks			Total	
Lecture	Tutorial	Lab	Credit	SEE	CIA	LAB	Marks	
3	1	0	4	70	30	-	100	

Cour	Durse Content T - Teaching Hours W - Weightage					
Sr.	Topics		т	w		
1	Successive diffe	erentiation Expansion of functions	15	25		
	Review of Differentiability, Successive differentiation: nth Derivative of xm, nth Derivative of , nth Der					
2	Partial derivation	ve	15	27		
	Function of several variables, limits & continuity, partial derivatives of the first order, partial derivatives of higher orders, differentiation of a function of a function, which variable is to be regarded as constant. Euler's theorem on homogeneous functions: homogeneous functions, Euler's theorem on homogeneous functions (without proof), total derivative, and the chain rule: Differentiation of implicit function, partial differentiation of implicit functions.					
3	Application of I	Partial differentiation	15	23		
	Geometrical Int Approximation approximations a function f(x, y	terpretation of partial Derivatives, Tangent plane and Normal line to a surface, Linearization and Line , Partial Derivative with constrained variables, Taylor's expansions for functions of two variables, err s, Maxima and Minima of functions of two variables, working rule to find Maximum and or Minimum Y y), Lagrange's method of undetermined multipliers.	ear ors a Value	nd es of		
4	Matrix		15	25		
	Review of matrices, review of determinant, elementary row and column transformation, elementary matrices, to compute the inverse of matrices by elementary transformation (Gauss Elimination), Rank of a matrix, Normal form (Canonical form), Rank of Matrix by Triangular Form, solution of simultaneous equations, consistency of a system of linear equations, homogeneous equations, vectors, linear dependence and independence of vectors, linear dependence and independence of vectors by rank method.					
		Total	60	100		

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Suggested Distribution Of Theory Marks Using Bloom's Taxonomy

Level	Remembrance	Understanding	Application	Analyze	Evaluate	Create
Weightage	50	20	10	10	5	5

NOTE : This specification table shall be treated as a general guideline for the students and the teachers. The actual distribution of marks in the question paper may vary slightly from above table.

Course Outcomes

At the	At the end of this course, students will be able to:				
CO1	Student will be able to solve problem based on successive differentiation and Leibnitz rule.				
CO2	Student will be able to understand basic concept of partial differential equation.				
CO3	Student will be able to understand the application of partial differential equation.				
CO4	Student will be able to explain Lagrange's Method of Undetermined Multipliers.				
CO5	Student will be able to find the rank of matrix and able to solve system of equations.				

Reference Books

1.	Higher Engineering Mathematics (TextBook) By B.V. Ramana, TMG
2.	Advance Engineering Mathematics (TextBook) By R.K. Jain & S.R.K. Iyenger Narosa Publishing House
3.	Advanced Engineering Mathematics By C.Ray Wylie & Louis C. Barrett, TMG
4.	Advanced engineering mathematics (TextBook) By Mishra V P V P Mishra Publishers, New Delhi 2009

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Subject Syllabus



Course	Bachelor of Technology (B.Tech.) Semester - 1				
Type of Course	Skill Enhancement Courses				
Prerequisite	Basic English proficiency and a willingness to engage in personal growth and communication enhancement.	n			
Course Objective	 Effective Communication: Develop proficiency in English communication for both personal professional contexts. Improve relationships and interactions through better self-awareness and interpersonal so 3.Cultivate self-confidence in public speaking and presentation skills. Develop leadership qualities and teamwork abilities for career advancement. Foster personal growth and emotional intelligence to excel in various aspects of life. 	al and			

Teaching Scheme (Contact Hours)					Ass	essment Scheme		
				Theory Marks			Total	
Lecture	Tutorial	Lab	Credit	SEE	CIA	LAB	Marks	
3	0	0	3	70	30	-	100	

Course Content		T - Teaching Hours W -	Weig	htage		
Sr.	Topics		т	w		
1	Fundamentals	of grammar	12	25		
	Parts of Speech Preposition, Int	(Noun, Pronoun, Adjective, Verb, Adverb, Conjunction, erjection) Article				
	Tense: Application of tenses with respect to time, All tenses & their Sub-divisions Forming of Sentences & Clauses, "WH's Concepts, Understanding Sentences, Punctuation I, Degree of comparison I (Positive, Comparative & Superlative), Tenses (Introduction & Usage) Vocabulary (Roots, Prefix, Suffix, Homonyms, Synonyms & Antonyms)Auxiliaries, Modal Verbs					
2	Listening		11	25		
	Introduction, D Strategies of Lis	efinition of Listening, Listening vs Hearing, Process of Listening, Problems Students Face in Listening, stening, Barriers to Listening, Listening in the Workplace, Activities That Help you to become better lis	, tene	rs.		
3	Reading		11	25		
	Introduction, T Understanding phrases, Barrie Reading, Readi	he Reading Process, Reading and Meaning, Methods to improve Reading, Strengthening your Vocab Graphics and Visual Aids, Previewing, Reading in thought Groups, Avoiding the Re-reading of the sar rs to Reading, Skills for Speed Reading, Sub-Skills of Reading, Skimming, Scanning, Extensive Reading, ng E-Mail, E-Books, Blogs and Web Pages.	ulary me Inten	, sive		
4	Letter writing		11	25		
	Formal and informal; CV; Report Writing; Presentation as a skill Elements of Presentation Strategies – Audience – Objectives – Medium - Key Ideas, Structuring The Material, Organizing Content, Audio -Visual Aids – Handouts - Use of Power Point					
	·	Total	45	100		

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Suggested Distribution Of Theory Marks Using Bloom's Taxonomy

	-	-	-	
Level	Understanding	Analyze	Evaluate	Create
Weightage	25	25	25	25

NOTE : This specification table shall be treated as a general guideline for the students and the teachers. The actual distribution of marks in the question paper may vary slightly from above table.

Course Outcomes

At the	At the end of this course, students will be able to:				
CO1	Develop proficiency in Englishcommunication for both personal and professional contexts.				
CO2	Improve relationships and interactions through better self-awareness and interpersonal strategies.				
CO3	Cultivate self-confidence in public speaking and presentation skills.				
CO4	Develop leadership qualities and teamwork abilities for career advancement.				
CO5	Foster personal growth and emotional intelligence to excel in various aspects of life.				

Reference Books

1.	High School English Grammar & Composition (TextBook) By Wren & Martin Blackie
2.	Learn English vocabulary at a Glance By Dr. Rakesh Bharadwaj Dr. Rakesh Bharadwaj
3.	Kenneth, Anderson, Tony Lynch, Joan Mac Lean. (TextBook) By Study Speaking. New Delhi: CUP
4.	Effective Business Communication By Asha Kaul Prentice Hall – Economy Edition
5.	Writing with a purpose (TextBook) By Champa Tickoo and Jaya Sasikumar oxford University Press, Mumbai

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Course	Bachelor of Technology (B.Tech.)	Semester - 1
Type of Course	Core Courses	
Prerequisite	Basic knowledge of Physics and chemistry	
Course Objective	 Understand the properties of Sound waves and their application in various engineering fie Analyze the properties of Dielectric and band theory of solids with its practical application Develop the ability to make proper understanding, precautions & design specific to LASER and Fiber optics components with its applications Apply the knowledge of electrochemical reactions in industries Analyze different polymeric materials. 	lds.

Teaching Scheme (Contact Hours)					Ass	essment Scheme	
				Theory Marks			Total
Lecture	Tutorial	Lab	Credit	SEE	CIA	LAB	Marks
3	0	2	4	70	30	50	150

Cour	se Content	T - Teaching Hours W -	Weig	shtage			
Sr.	Topics		т	w			
1	Acoustics		10	20			
	Classification o affecting acous	f Sound, Loudness, Weber - Fechner law, Absorption Coefficient, Reverberation, Sabine 's formula, Fa stics of buildings and their remedies.	ctors				
	Basic of chemis	stry					
	Basics of electrochemistry, electrochemical reactions, study of conductors, polymerization techniques and their occurrence, and the various terminologies used in the chemistry						
2	Dielectrics & B	and Theory	8	15			
	Dielectric const between Dielec Concept of hole types of diodes	tant, Polar and Non polar Molecules, Polarization of a Dielectric Material, Three electric vectors, Relat ctric constant and susceptibility, Gauss's law in Dielectrics, Energy stored in dielectric field e, Energy band structure of conductors, insulator and semiconductor, Intrinsic and Extrinsic semicond s (simple diode, Zener diode).	ion lucto	r,			
3	Lasers & Fibre	Optics	10	25			
	Introduction of Population Inv Semiconductor Introduction of Mode of Propa optics	Flaser, Absorption, Spontaneous and Stimulated Emission, Relation between Einstein's 'A' and 'B' Co ersion, Optical Pumping, Characteristics of laser beam, Action of laser, Ruby laser, Gaseous laser, laser, Application of Lasers. Fibre Optics, Acceptance angle and numerical aperture, Types of fibre optics, Single and multiple m gation of wave in optical fibres, Attenuation, Signal loss and dispersion in Fibre optics advantages o	effici odes fFibre	ents,			
4	Electrochemist	ry	8	15			

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Introduction, concept of electrochemistry, Differences between Metallic Conductors and Electrolytic Conductors, Electro chemical cell (or) Galvanic cell, Differences between Galvanic cell and Electrolytic cell., Single electrode potential, Standard electrode potential, Nernst Equation, Reference Electrodes(Quinehydrone Electrode).

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Course Content T - Teaching H		T - Teaching Hours W -	Wei	ghtage
Sr.	Topics		Т	w
5	Material Chem	istry	10	25
	Introduction, Po Plastics: Therm Nylon-6, 6 RUBBER:-Natur Lubricants: Clas	olymers-classification with examples, polymerization-addition, condensation and co- polymerization oplastics and thermosetting plastics; Compounding of plastics; Preparation, properties and applicatio al rubber its process and vulcanization, elastomers, Buna-s sification with examples, properties- viscosity, flash, fire, cloud and pour point	ins of	f
		Total	46	100

Suggested Distri	bution Of Theory				
Level	Remembrance	Understanding	Application	Analyze	Evaluate
Weightage	20	20	20	20	20

NOTE : This specification table shall be treated as a general guideline for the students and the teachers. The actual distribution of marks in the question paper may vary slightly from above table.

Course Outcomes

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At the	It the end of this course, students will be able to:				
CO1	Understand the properties of Sound waves and their application in various engineering fields.				
CO2	Analyze the properties of Dielectric and band theory of solids with its practical application.				
CO3	Develop the ability to make proper understanding, precautions & design				
CO4	Apply the knowledge of electrochemical reactions in industries				
CO5	Analyze different polymeric materials				

Refe	rence Books	
1.	Engineering Phy By G.VIJAYAKUI	ysics (TextBook) MARI VIKAS 8th
2.	Engineering Phy By K. RAJGOPAL	ysics AN
3.	Engineering Phy By ABHIJIT NAY	ysics (TextBook) AK VIKAS
4.	Engineering Phy By R.K.GAUR	ysics
5.	Essentials of Ph By B. S. Bahl & A	iysical chemistry (TextBook) Arun Bahl S Chand, 2012
6.	Engineering Cho By Jain and Jain	emistry
7.	'Vogel's Textbo By G. H. Jeffery,	ok of Quantitative Chemical analysis' (TextBook) , J. Bassett, J. Mendham & R. C. Denney 5/E, ELBS (English Language Book Society) Longm

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List of	Practical
1.	Physics :- To observe and draw the V-I characteristic of a PN Junction diode in forward bias and reverse bias.
2.	To observe and draw the V-I characteristic of a Zener diode in forward bias and reverse bias.
3.	To study x-rays diffraction.
4.	To determine the particle size of the given lycopodium powder using laser diffraction method.
5.	To determine the wavelength of the given laser source of light using grating.
6.	To study the Bragg law using X-ray diffraction method.
7.	Chemistry :- Determination of alkalinity in the given water sample.
8.	Identification of Functional groups in Organic Compound systematic procedure
9.	Estimation of Chloride contents in Water sample – Argentometric Method.
10.	Estimation of Dissolved Oxygen (DO) in water Sample (Winkler's method).
11.	Estimation of Hardness of Water sample – EDTA Method.
12.	Determination of approximate pH of a given solution using pH indicators
13.	Determination of Molecular Weight and Degree of Polymerization – Viscometry Method.

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Course	Bachelor of Technology (B.Tech.)	Semester - 1
Type of Course	Core Courses	
Prerequisite		
Course Objective	 To objective is to impart training to help the students to develop engineering skill on bas mechanical engineering. By this course student can gain knowledge of basic equipment kr To Looking the wide field of the engineering there is a need of basic mechanical course. 	ic topics of nowledge.

Teaching Scheme (Contact Hours)					Ass	essment Scheme	
Lecture	Tutorial	Lab	Credit	Theory Marks SEE CIA		LAB	Total Marks
							ivia ko
3	0	2	3	70	30	50	150

Cour	se Content	T - Teaching Hours W -	Weig	htage
Sr.	Topics		т	w
1	Introduction		6	13
	Prime movers, volumes, therm thermodynamic	Sources of energy, Types of prime movers, Pressure, Work, Power, temperature, Systems and contro nodynamic properties, state and equilibrium processes and cycles, Enthalpy, Entropy, Efficiency, zerot cs. Forms of Energy, energy transfer by work and heat, First and second law of thermodynamics	ol :h law	ı of
2	Properties of g	ases	5	12
	Gas laws, Boyle Non flow proce process.	's law, Charle's law, Combined gas law, Gas constant, Internal energy, Relation between Cp and Cv, Er ess, Constant volume process, Constant pressure process, Isothermal process, Polytropic process, Ad	nthal iabat	py, ic
3	Properties of St	team	6	13
	Introduction, Si energy, Steam i Combined calo	team formation, Types of Steam, Enthalpy, Specific volume of steam and dryness fraction of steam, tables, Measurement of dryness fraction, Bucket calorimeter, Throttling calorimeter, Separating calor rimeter.	Inter rimet	nal :er,
4	Heat Engines		5	13
	Heat Engines ar engine cycles, (nd their classifications, working substances, converting machines, Essential elements of heat engines, Carnot cycle, Rankine cycle, Ottocycle, Diesel cycle.	Heat	:
5	Steam Boilers		6	13
	Study of steam,	boilers, fire tube and water tube boilers, its accessories and mountings.		
6	Internal Combu	istion Engines	6	13
	Introduction, cl Otto, Diesel and engines. Engine	assification and brief description of I.C. engines mechanism, 4-Stroke and 2-Stroke petrol and diese d Dual cycles and their air standard efficiencies and mean effective pressures. Comparison of petrol a efficiencies and performance	l engi ind d	nes, iesel



Subject Syllabus



03010101-ELEMENTS OF MECHANICAL ENGINEERING

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Cour	Course Content T - Teaching Hours W - We		Wei	ghtage
Sr.	Topics		т	w
	Introduction, R pumps.	eciprocating pump, types and operation, Air Chamber, Centrifugal pumps, Priming, Positive displacen	nent	
8	Air Compresso	S	4	8
	Introduction ar compression, P	d classification of air compressor, Reciprocating compressors, Operation of a compressor, Work for ower required, Reciprocating compressor efficiency, Rotary compressors.		
9	Refrigeration 8	Air Conditioning	3	7
	Introduction, R conditioners.	efrigerant, Types of refrigerators, Vapour compression refrigerating system, Window and split air		
		Total	45	100

Suggested Distribution Of Theory Marks Using Bloom's Taxonomy							
Level	Remembrance	Understanding	Application	Analyze			
Weightage	30	30	20	20			

NOTE : This specification table shall be treated as a general guideline for the students and the teachers. The actual distribution of marks in the question paper may vary slightly from above table.

Cours	se Outcomes				
At the	At the end of this course, students will be able to:				
CO1	Discuss the vari	ious sources of energy and basic terminology of Mechanical engineering			
CO2	Make calculation	ons for commonly used working fluids i.e. ideal gases and steam			
CO3	Analyze various	s heat engine cycles and understand construction and working of IC engines			
CO4	Discuss working	g and applications of steam boilers and various energy conversion systems			
	•				

Reference Books

1.	Elements of Mechanical Engineering By K. P. Roy and Prof. S. K. Hajra Chaudhary Media Promoters & Publishers Pvt. Ltd.
2.	Fundamental of Mechanical Engineering By G.S. Sawhney Prentice Hall
3.	Elements of Mechanical Engineering By N M Bhatt and J R Mehta Mahajan Publishing House
4.	Basic Mechanical Engineering By Pravin Kumar Pearson Education
5.	Fundamental of Mechanical Engineering By G.S. Sawhney PHI Publication New Delhi
6.	Elements of Mechanical Engineering By Sadhu Singh S. Chand Publication
7.	Introduction to Engineering Materials By B.K. Agrawal McGraw Hill Publication, New Delhi

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List of	Practical	
1.	To demonstrate	e & study of different types of boilers
2.	To demonstrate	e & study of different types of boiler mountings & accessories
3.	To study about	different types of calorimeters
4.	To demonstrate	e & study of I.C. engine
5.	To carry out per	formance test on centrifugal pump
6.	To carry out per	formance test on Reciprocating pump
7.	To find out diffe	erent operating parameters and to do performance of two stage air compressor
8.	To study about	refrigeration system & Air conditioner.

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Course	Bachelor of Technology (B.Tech.)	Semester - 1
Type of Course	Core Courses	
Prerequisite		
Course Objective	 Understand the standards and common cases as well as dimensioning in technical drawin Able to develop multi-aspect sketches, sectional views and geometries of complex parts. Visualize objects in all dimensions and learn displaying technique for graphical presentation 	gs. on of part.

Teaching Scheme (Contact Hours)				Ass	ssment Scheme			
				Theory Marks			Total	
Lecture	Tutorial	Lab	Credit	SEE	CIA	LAB	Marks	
2	0	4	2	70	30	50	150	

Cour	Course Content T - Teaching Hours W - Weights			
Sr.	Topics		т	w
1	Introduction to	engineering Graphics	2	10
	Drawing instru	ments and accessories, BIS – SP 46. Use of plane scales, Diagonal Scales and Representative Fraction		
2	Engineering Cu	rves	5	20
	Classification a normal and tar	nd application of Engineering Curves, Construction of Conics, Cycloidal Curves, Involutes and Spirals a ngent to each curve.	long	with
3	Projections of	Points and Lines	4	10
	Introduction to Projections of I the reference p	o principal planes of projections, Projections of the points located in same quadrant and different qu ine with its inclination to one reference plane and with two reference planes. True length and inclina planes.	uadra tion v	ints <i>,</i> with
4	Projections of I	Planes	4	10
	Projections of p Concept of aux	planes (polygons, circle and ellipse) with its inclination to one reference plane and with two reference iliary plane method for projections of the plane	plan	es,
5	Projections of s	Solids and Section of solids	4	10
	Classification o reference plan	f solids. Projections of solids (Cylinder, Cone, Pyramid and Prism) along with frustum with its inclination e and with two reference planes. Section of such solids and the true shape of the section	on to	one
6	Orthographic P	Projections	6	20
	Fundamental o planes for view view	of projection along with classification, Projections from the pictorial view of the object on the princ from front, top and sides using first angle projection method and third angle projection method, full	ipal secti	onal
7	Isometric Proje	ections and Isometric View or Drawing	5	20



Course Content		T - Teaching Hours W -	Weig	ghtage
Sr.	Topics		т	W
	Isometric Scale	, Conversion of orthographic views into isometric projection, isometric view or drawing		
		Total	30	100

Suggested Distribution Of Theory Marks Using Bloom's Taxonomy					
Level	Remembrance	Understanding	Application	Analyze	Create
Weightage	20	20	10	10	40

NOTE : This specification table shall be treated as a general guideline for the students and the teachers. The actual distribution of marks in the question paper may vary slightly from above table.

Cours	Outcomes			
At the	At the end of this course, students will be able to:			
CO1	now and understand the conventions and the methods of engineering drawing			
CO2	terpret engineering drawings using fundamental technical mathematics.			
CO3	onstruct basic and intermediate geometry and comprehend the theory of projection.			
CO4	nprove their visualization skills so that they can apply these skills in developing new products			
CO5	nprove their technical communication skill in the form of communicative drawings			
CO6	se computer software for engineering drawing.			

Reference Books

1. 2.

3.

4.

5.

6.

7.

8.

1.	A Text Book of Engineering Graphics
2.	Elementary Engineering Drawing
	By N.D.Bhatt Charotar Publishing House
3.	Engineering Drawing By N.D.Bhatt Charotar publication

List of Practical Lettering and Dimensioning **Engineering Curves** Loci of Points Projection of points and line. Projections of Plane and solid Development of surfaces Orthographic Projection. Isometric Projection.

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Course	Bachelor of Technology (B.Tech.)	Semester - 1
Type of Course	Core Courses	
Prerequisite	Basic Computer Fundamentals	
Course Objective	 To understand basic computer knowledge and programming structure To Learn programs for conditional, branching looping. To develop application using array, structure, function, pointer and file 	

Teaching Scheme (Contact Hours)					Ass	essment Scheme	
			-	Theory	/ Marks		Total
Lecture	Tutorial	Lab	Credit	SEE	CIA	LAB	Marks
3	0	2	4	70	30	50	150

Course Content		T - Teaching Hours W -	Weig	htage
Sr.	Topics		т	w
1	Introduction		15	20
	Fundamental o computer, Flow	o f Computer - Basic block diagram of Computer components, hardware, software, memory, generation vcharts and algorithm	n of	
	Overview of C- Executive a C p	Introduction, Importance of C, Sample C programs, Basic structure of C programs, Programming style program.	?,	
	Constants, Variables, and Data Types- Introduction, Character Set, C tokens, Keywords and Identifiers, Constants, Variables, Data types, Declaration of Variables, assigning values to variables, Defining symbolic constants.			
	Operators and Expression- Introduction, Arithmetic of Operators, Relational Operators, Logical Operators, Assignment Operators, Increment and Decrement Operators, Conditional Operators, Bit-wise Operators, Special Operators, Arithmetic Expressions, Evaluation of expressions, Precedence of arithmetic operators, Some computational problems, Type conversions in expressions, Operator precedence and associatively, Mathematical function			с
2	Management I	nput and Output Operators, Decision-Making statement	10	20
	Introduction, re output function	eading a character, writing a character, formatted input, formatted output, the structure of c program n	n inpu	ıt-
	Introduction, Decision-making with IF statement, Simple IF statement, the IF ELSE statement, Nesting of IF ELSE statements, The ELSE IF ladder, The switch statement, the turnery (? :) Operator, the GOTO statement.			
3	Loop and array	/S	10	20
	Decision-Makin Break and cont	ng Looping- Introduction, the WHILE statement, the DO statement, and The FOR statement, Jump in A inue.	oops	
	Array- Introduc Multidimensior	ction, One-dimensional arrays, Two-dimensional arrays, Initialization of two-dimensional arrays, Conc nal arrays	ept o	f
4	Handling of Cha	aracter strings, User-Defined Functions	15	20





Course Content		T - Teaching Hours W -	Weig	shtage
Sr.	Topics		т	W
	Introduction, D Arithmetic ope Concatenation	eclaring and initializing string variables, reading string from the terminal, writing a string to the screer rations on characters, Putting string together, String Operations String Copy, String Compare, String and String Length, String Handling functions.	١,	
	Introduction, Need for user-defined functions, The form of C function, Return values, and their types, Calling a Function, category of functions, No arguments and no return values, Arguments with return values, Handling of non-integer functions, Nesting of functions, Recursion, Functions with arrays, The scope and Lifetime of variables in functions, ANSI C functions.			
5	Structures and	Unions, Pointers, File Management in C	10	20
	Introduction, S structures, Arra Bit fields.	tructure definition, giving values to members, Structure initialization, Comparison of structures, Arra lys within structures, Structures within Structures, Structures, and functions, Unions, Size of structure	iys of s, an	: d
	Introduction, u variable throug character string	nderstanding pointers, Accessing the address of a variable, Declaring and initializing pointers, Accessi h its pointer, Pointer expressions, Pointer increments and scale factor, Pointers and arrays, Pointers gs, Pointers and Functions, Pointers, and structures. Dynamic memory allocation.	ng a and	
	Introduction, Defining files and their Operations, Error handling during I/O operations, Random access files, Command line arguments			
	1	Total	60	100

Suggested Distribution Of Theory Marks Using Bloom's Taxonomy					
Level	Remembrance	Understanding	Application	Analyze	
Weightage	10	30	30	30	

Cour	se Outcomes				
At the	t the end of this course, students will be able to:				
CO1	Formulate algo	orithm/flowchart for given arithmetic and logical problem			
CO2	Translate the a	algorithm/flowchart into C program using the correct syntax and execute it.			
CO3	Write a progra	m using branching ,looping, iteration and recursion.			
CO4	Implement sim	nple program using structure and Union.			
CO5	Implement sim	nple program using array and pointer.			

Refe	rence Books	
1.	Let Us C (TextBook)	
	By Yashwant Ka	anetker BPB Publication
2.	ANSI C	
	By Balaguruswa	ami Wiley India Pvt Ltd
3.	"Computer pro	gramming" (TextBook)
	By Ashok N. Kai	mthane Pearson Education

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List of	Practical			
1.	Write a prograr	m to display "Hello Computer" on the screen.		
2.	Write a C program to display Your Name, Address and City in different lines.			
3.	Write a C progr	ram to find the area of a circle using the formula: Area = PI * r.		
4.	Write a C progr	am to print the multiply, addition, division & subtraction value of two accepted numbers.		
5.	Write a C progr	am to swap a variable value of no1 and no2.		
6.	Write a prograr	n to find a maximum from given two numbers.		
7.	Write a prograr	n to find a minimum from given two numbers.		
8.	Write a program to find a maximum from given three numbers.			
9.	Write a prograr	m to find a minimum from given three numbers.		
10.	Write a C progr	am to print a multiplication table from 1 to 12.		
11.	Write a C program to find addition of 45 to 65 using loop.			
12.	Write a C progr	am to check whether a number is prime or not.		
13.	Write a C progr	am to show month using Switch statement.		
14.	Write a C progr	am to print the 3x3 array.		
15.	Write C program	m to print range of 101 to 130 using array.		
16.	Write a C progr	am to find the length of the given string.		
17.	Write a C progr	am to copy one string into another string.		
18.	Write a C progr	am to concate (merge) the two strings.		
19.	Write a C progr	ram to print the following shape. * * * * * * * * *		
20.	Write a C progr	am to find the addition of two values using function.		

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Course	Bachelor of Technology (B.Tech.)	Semester - 1
Type of Course	Ability Enhancement Courses	
Prerequisite	A basic educational background and a willingness to learn about corporate environments.	
Course Objective	 Gain insights into the corporate world, its structure, and the factors affecting it. Develop ethical reasoning skills for responsible corporate behavior. Acquire knowledge of financial concepts crucial for corporate decision-making. Learn to assess market trends and competition to make informed business choices. Evaluate potential risks and strategies to mitigate them in a corporate context. 	

Teaching Scheme (Contact Hours)					Ass	essment Scheme	
				Theory	y Marks		Total
Lecture	Tutorial	Lab	Credit	SEE	CIA	LAB	Marks
3	1	0	4	70	30	-	100

Cour	Course Content T - Teaching Hours W - Weightage			
Sr.	Topics		т	w
1	Self-awareness		8	20
	Learning and its importance The Success Triangle: Understanding the combination of skills, attitude, knowledge Change Management : Learning the art of updating with time. Soft skills: Learning with fun Introduction to SWOT Identifying your Strength, Weakness, Opportunity, Threat Setting Goals: Using SMART Technique			
2	Effective Communication 8			
	Introduction to Communication Types : Verbal, Non-verbal, Para-verbal, Creating a powerful Self Introduction Powerful Self- Introduction : Practice Session, Managing conflicts through, Assertive Communication, Negotiating Assertively for solutions Practice Session			
3	Impression Management 8			
	Creating and maintaining LinkedIn profile, Professional Grooming and Attire CV, Resume: Defining and Differentiating, creating an effective Curriculum Vitae Designing an effective cover letter Justifying your Curriculum Vitae.			
4	Corporate Read	diness-	9	20
	4 Ps of presentation, Building up content for presentation, Individual and group presentations, Understanding the appropriate gestures and postures, Using Microsoft PowerPoint effectively Practice Sessions, Understanding the structure of an e-mail Effective usage of salutations, Types of E-mail : Formal & Informal Practice Session			e of
5	Group Discussi	on & Personal Interview	12	30
	Introduction : Group Discussion and its needs, Types of GD: Factual, Abstract, and Controversial Skills assessed during Group Discussion, Structure/Process of Group Discussion, Content Generation, Techniques Practice Sessions: GD Interview and its types Pre-interview preparation process, Do's and Don'ts of Interview Successful Answering, Techniques Competencies tested during interview Practice Sessions : General Questions, Behavioral & Situational Questions, Domain- related Questions, CV-related Questions.			
		Total	45	100
				-

Suggested Distribution Of Theory Marks Using Bloom's Taxonomy					
Level	Understanding	Analyze	Evaluate	Create	
Weightage	25	25	25	25	





Cour	se Outcomes				
At the	At the end of this course, students will be able to:				
CO1	Gain insights into the corporate world, its structure, and the factors affecting it.				
CO2	Develop ethical reasoning skills for responsible corporate behavior.				
CO3	Acquire knowledge of financial concepts crucial for corporate decision-making.				
CO4	Learn to asses	ss market trends and competition to make informed business choices.			
CO5	Evaluate potential risks and strategies to mitigate them in a corporate context.				

Reference Books

1.	Corporate Governance: Theory and	Practice (TextBook)
	By Anil Kumar Indian Book House	

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Course	Bachelor of Technology (B.Tech.) Semester				
Type of Course	General Elective Courses				
Prerequisite	basic understanding of science and mathematics.				
Course Objective	 Understand key concepts from economic, political, and social analysis as they pertain to the evaluation of environmental policies and institutions. Appreciate concepts and methods from ecological and physical sciences and their applicate environmental problem solving. Appreciate the ethical, cross-cultural, and historical context of environmental issues and between human and natural systems. Reflect critically about their roles and identities as citizens, consumers and environmental complex, interconnected world. 	ne design and Ition in the links Il actors in a			

Teaching Scheme (Contact Hours)					Ass	essment Scheme	
				Theory	Marks		Total
Lecture	Tutorial	Lab	Credit	SEE	CIA	LAB	Marks
4	0	0	4	70	30	-	100

Course Content		T - Teaching Hours W -	Weig	ghtage		
Sr.	Topics		т	w		
1	The multidiscip	linary nature of environmental studies	15	25		
	Environmental Science – definition, scope & importance, Evolution of the universe, origin of the earth; solar system; atmosphere of the primitive earth, abiotic component of environment, Environmental balance, balance in O2 and CO2 in air; thermal balance; balance in predator and prey population.					
2	2 Ecology 15					
	Ecology & its branches, scope of Ecology and its relation to other divisions of sciences; autecology and synecology, Concept and structure of ecosystem, functions of ecosystem, Types of Ecosystems, Concept of habitat; Significance of ecological adaptation; ecological adaptation in plants and animals.					
3	Ecosystem		15	25		
	Concept and scope of environmental chemistry, chemical toxicology, hazardous chemicals, carcinogens, occupier, effluent etc. The natural cycles of the environment, Ozone depletion –causes and effects; Global warming – major green house gases, causes and effects; <u>Acid rain –causes and effects</u> , <u>Acid – base reactions in water</u> .					
4	Biogeochemica	l cycles	15	25		
	Biogeochemica Pollution, Type environment so	l cycles and Environmental Pollution , Carboncycle, Nitrogen cycle, Oxygen cycle, Water cycle Enviror s of Environmental Pollution, <u>Water Pollution</u> , Air Pollution, Land and Noise Pollution Current Issues ciences	in	tal		
		Total	60	100		

Suggested Distri	bution Of Theory					
Level	Remembrance	Understanding	Application	Analyze	Evaluate	Create
Weightage	40	30	5	5	10	10





Cour	se Outcomes	
At the	end of this cou	rse, students will be able to:
CO1	1.Understand k environmental	ey concepts from economic, political, and social analysis as they pertain to the design and evaluation of policies and institutions.
CO2	2.Appreciate co solving.	oncepts and methods from ecological and physical sciences and their application in environmental problem
CO3	3.Appreciate th natural systems	e ethical, cross-cultural, and historical context of environmental issues and the links between human and s.
CO4	4.Reflect critica interconnected	lly about their roles and identities as citizens, consumers and environmental actors in a complex, world.

Refe	rence Books			
1.	Textbook of Environmental (TextBook)			
	By Erach Bharu	cha Universities Press (India) Private Ltd, Hyderabad. Second edition, Pub. Year 2013		
2.	Environmental By Daniel B Bot	Sciences kin & Edward A Keller John Wiley & Sons.		

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Course	Bachelor of Technology (B.Tech.)	Semester - 2
Type of Course	Engineering Science	
Prerequisite	03000101-MATHEMATICS-I	
Course Objective	To equip students with advanced mathematical techniques and tools essential for solving or problems in engineering and science.	complex

Teaching Scheme (Contact Hours)					Ass	essment Scheme	
				Theory	Marks		Total
Lecture	Tutorial	Lab	Credit	SEE	CIA	LAB	Marks
3	1	0	4	70	30	-	100

Cou	Course Content T - Teaching Hours W - Weightage					
Sr.	Topics		Т	w		
1	Review of the r	naxima & minima, point of inflexion, Asymptotes, Curve Tracing	13	28		
	Review of the maxima & minima, point of inflexion. Introduction of Asymptote, Types of Asymptotes: Asymptote parallel to x-axis, Asymptote parallel to y-axis, oblique Asymptote, Rules to find Asymptote parallel to x-axis, Rules to find Asymptote parallel to y-axis, Rules to find Curve Tracing oblique Asymptote, problems based on Asymptote. Multiple point, cusp, node, symmetry about x-axis, symmetry about y-axis, symmetry about x-axis, symmetry about x-axis, tracing of curve.					
2	Gamma Functi	on & Beta Function	10	22		
	Introduction Gamma function, the value of Gamma(without proof), Problem based on Gamma function, Beta functions, Relation between Beta and Gamma function, Show that B(m, n)=B(n, m), Problem-based on Beta Function, application to the area, volume, Define Dirichlet integral, Problem-based on Dirichlet integral.					
3	Double and tri	ole integral	9	20		
	Introduction, D of integration,	ouble Integral, Problems based on Double Integral, Change of order of integration, Problems based o Change of variables, Problem based on Change of variables, Triple integral, Problem based on Triple	on Ch Inte	ange gral		
4	Differential of	Vector	6	14		
	Introduction, Point function, Gradient, Problems based on Gradient of a vector, Divergence of a vector, Problems based on divergence Curl of a vector, Problems based on curl and their physical interpretations.					
5	Integration of V	/ector	7	16		
	Line integral, p Problems base theorem(witho on Gauss diver	roblems based on line integral, Surface integral, problems based on Surface integral, Volume integra d on Volume integral, Green's theorem(without proof) and problems based on Green's theorem, Sto ut proof), problems based on Stoke's theorem, Gauss divergence theorems (without proof), problem gence theorems.	al, oke's is bas	sed		
		Total	45	100		

Suggested Distri	ibution Of Theory	Marks Using Bloo				
Level	Remembrance	Understanding	Application	Analyze	Evaluate	Create
Weightage	50	20	10	10	5	5

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Cour	Course Outcomes			
At the	end of this cou	rse, students will be able to:		
CO1	Student will be	e able to tracing a curve able to explain relation between Gamma and beta function.		
CO2	Student will at	ble to solve double and triple integral and change of variable in integral.		
CO3	Student will at	ble to understand gradient, divergence and curl.		
CO4	Student will be	e able to use vector integration.		
CO5	Student will be	e able to solve problem based of Green's theorem, Stock's theorem and Gauss divergence theorem		

Refe	rence Books	
1.	Higher Enginee By Dr. B. S. Grev	ring Mathematics (TextBook) wal
2.	Advanced engi By Mishra V P	neering mathematics V P Mishra Publishers, New Delhi 2009

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Course	Bachelor of Technology (B.Tech.)	Semester - 2
Type of Course	Core Courses	
Prerequisite	03000101-MATHEMATICS-I	
Course Objective	 The objective of this Course is to provide an introductory treatment of Engineering Mec the students of engineering, with a view to prepare a good foundation for taking up advance the area in the subsequent semesters. This course provides basic fundamentals of how to determine stress and deformation in of simple, practical structural problems, and an understanding of the mechanical behavior under various load conditions. 	hanics to all ed courses in a wide range of materials

Т	eaching Scheme (Contact Hours)			Ass	essment Scheme	
				Theory Marks			Total
Lecture	Tutorial	Lab	Credit	SEE	CIA	LAB	Marks
3	0	2	3	70	30	50	150

Course Content		T - Teaching Hours W -	Weig	;htage						
Sr.	Topics		т	w						
1	Introduction		5	13						
	Scalar and vect	or quantities, absolute and derived units, The science of mechanics, fundamental principles, SI units.								
2	Fundamentals	of Statics	10	20						
	Coplanar concu	planar concurrent and non-concurrent force system: Resultant, Equilibrant, Free body diagrams.								
	Coplanar concu triangle of force Application of s	lanar concurrent forces:- Resultant of coplanar concurrent force system by analytical and graphical method, Law of ngle of forces, Law of polygon of forces, Equilibrium conditions for coplanar concurrent forces, Lami's theorem. lication of statically determinate pin – jointed structures.								
	Coplanar non-c couple system, coplanar non-c	oplanar non-concurrent forces:- Moments & couples, Characteristics of moment and couple, Equivalent couples, Force ouple system, Varignon's theorem, Resultant of non-concurrent forces by analytical method, Equilibrium conditions of oplanar non-concurrent force system, Application of these principles.								
3	Centre of gravi	ty and Moment of Inertia	5	13						
	Center of gravit inertia, mass m	Center of gravity of curves, plane areas and bodies, Pappus Guldinus theorem I & II, method of integration, Area moment of inertia, mass moment of inertia, M.I. of flywheel, Different methods of M.I., law of parallel axis, law of perpendicular axis								
4	Friction		5	13						
	Theory of friction, Types of friction, inclined plane friction, ladder friction, wedge friction, belt and rope friction									
5	Simple Lifting N	Machines	5	13						
	Velocity ratio, r axle, single pur	mechanical advantage, efficiency, reversibility, Law of machines, simple wheel & axle, differential wh chase crab winch, differential wheel & axle, pulley & pulley block.	eel &							





6 Dynamics of Particles

6 13

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Course Content		T - Teaching Hours W -	Wei	ghtage
Sr.	Topics		Т	W
	De-Alembert's free vibration loading, Tough	principle, motion of connected bodies, motion along inclined planes, impulse and momentum, Sing Physical and Mechanical properties of materials:- Properties related to axial, bending and torsional ness, hardness, proof stress, factor of safety, working stress, and load factor.	gle de and s	gree hear
7	Stresses & Stra	ins	5	8
	Elastic, homog hardening, sec volumetric, Poi thermal and ho	eneous, isotropic materials, limit of elasticity and proportionality, yield limit, ultimate strength, strai cion of composite materials, prismatic and non prismatic sections Strains:- Linear, shear, lateral, ther sson's ratio. Stresses:- Normal stresses axial- tensile and compressive, shear and complementary sh pop. Applications to composite material stepped and tapered bars.	n mal a near,	nd
8	Beams		4	7
	Types of suppc force , Bending uniformly distr	rts, Types of beams, Types of loads, determinate and indeterminate beams. Bending moments and moment and shear force diagrams for statically determinate beams subjected to couples, connected ibuted loadings, relation between bending moment, shear force and rate of loading, point of contra f	Shea d forc lexur	r æs, e.
		Total	45	100

Suggested Distri	ibution Of Theory				
Level	Remembrance	Analyze	Evaluate		
Weightage 30		30	10	10	20

Cour	se Outcomes	
At the	end of this cou	rse, students will be able to:
CO1	Solve practical	problems of engineering by applying fundamental principles of mechanics & principles of equilibrium.
CO2	Calculate stabil	ity of systems using fundamentals of friction and its importance through simple applications.
CO3	Determine stres	sses and strains under axial & thermal loads.
CO4	Apply principles	s of statics to analyze statically determinate beams, cables and trusses.

Refe	rence Books	
1.	Strength of Ma By S. Ramamru	i terials tham S.Chand Publication
2.	Applied Mecha By B.Junarkar 8	anics & H. J. Shah Charotar publication
3.	Engineering Me By M.N.Patel	echanics Mahajan publication

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List of	Practical				
1.	Law of parallelo	ogram			
2.	Warm and war	m Wheel			
3.	Simple Lifting N	<i>N</i> achine			
4.	Lami's Theorem	Lami's Theorem			
5.	Simple Wheel &	& Axle			
6.	Equilibrium of c	coplanar concurrent forces			
7.	Equilibrium of N	Non-coplanar concurrent forces			
8.	Single purchase	e crab			
9.	Double purchas	se crab			

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Course	Bachelor of Technology (B.Tech.)	Semester - 2
Type of Course	Core Courses	
Prerequisite	03000101-MATHEMATICS-I	
Course Objective	 To study and understand the role of civil engineering in national development. To study the various branch of civil engineering and their scope. To do different surveys like chain survey, compass survey for measurement of ground. 	

Т	eaching Scheme (Contact Hours)			Ass	essment Scheme		
				Theory Marks			Total	
Lecture	Tutorial	Lab	Credit	SEE	CIA	LAB	Marks	
3	0	2	4	70	30	50	150	

Cou	rse Content	T - Teaching Hours W -	Wei	ghtage				
Sr.	Topics		т	w				
1	Introduction ar	nd Water Resources and Hydraulics	7	15				
	 Impact of Infrastructural Development on the Economy of a Country. Role of Civil Engineers, Importance of Planning. Scheduling and Construction management. Collection and conveyance of raw water from the source Water Resources and Hydraulics Importance of Hydrology, Classification of Water resources & Requirement of water for Various uses. Water Management Strategies, Water Resources Development in India. Introduction of Dams, Introduction of water supply and Drainage System. 							
2	Surveying		26	55				
	Linear n Linear n Directions and Types o Comput Problen Elevation Meas	neasurements, Errors in chaining, problems on obstacle Bearings:- f Bearings and Meridians, Whole Circle Bearing and Quarter Circle Bearings, nctions of Angles from bearings and bearings from angle, Magnetic Declination, Local Attraction, Vari ns.	ous					
	Introdu Contour	ction of Level Machine, Methods of leveling, Recording and Reducing of levels, Survey. Area and volume:						
	Measurement by Planimeter.							
	Modern Tools of Surveying and Mapping:							
	• Introdu	ction to Theodolite, Electronic Distance Measurement Instruments, Total Station.						
3	Construction N	laterials	6	15				





Subject Syllabus

03020201 - ELEMENTS OF CIVIL ENGINEERING

Introduction, Masonry Materials: Stones, Bricks, Blocks, Tiles; Binding Materials: Lime & Cement; Aggregates, Mortar & Concrete, Timber, Specification of all Building Materials as per IS Standards, Method of Drawing Plan, Elevation and Section of Building.

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Sr. Topics		_	
		T	w
4 Transportation Engineering		6	15
 Role of Transportation in National development, Transportation Ways, Surface Transpo Elements of Highway materials properties and highway Construction, BOT Projects for Engineering and Traffic Control. 	ortation and Aviation. r Highways, Elements o	of Tra	ffic

Total 45 100

Suggested Distribution Of Theory Marks Using Bloom's Taxonomy								
Level	Remembrance	Understanding	Application	Analyze	Evaluate			
Weightage 25 40 25 5 5								

NOTE : This specification table shall be treated as a general guideline for the students and the teachers. The actual distribution of marks in the question paper may vary slightly from above table.

Course Outcomes At the end of this course, students will be able to: Co1 Comprehend infrastructure's economic impact, civil engineering roles, water resources, and management basics C01 Learn chain survey techniques, elevation measurements, angular compunctions, and modern surveying tools' basics C02 Analyze errors in chaining, apply complex angular compunctions, utilize modern surveying instruments for intricate measurements and mapping C03 Analyze and interpret construction materials, examining their specifications to demonstrate an understanding of their properties and uses C04 Understand transportation's role in development, surface transport, highway materials, and traffic engineering basics.

Refe	rence Books	
1.	Elements of Civ By Dr. R. P. Reta	/il Engineering (TextBook) aliya Atul Prakashan
2.	1. Elements of By B.C.Punamia	civil engineering a Lakshmi Publication
3.	Elements of civ By R. K. Jain Ta	il engineering ata McGraw Hill Pub. Co. New Delhi.

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List of	f Practical	
1.	Introduction To	Surveying Lab
2.	chaining of a su	rvey line
3.	Ranging and cha	aining of a survey line
4.	Study of prismatic compass	
5.	Traversing using	g prismatic compass
6.	Study and use o	f dumpy level
7.	Study and use o	f dumpy level and simple levelling
8.	Study and use o	f dumpy level and Reciprocal leveling
9.	Study of theodo	lite and its uses
10.	Introduction to	Construction Material Testing Lab

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Course	Bachelor of Technology (B.Tech.)	Semester - 2
Type of Course	Core Courses	
Prerequisite	03000101-MATHEMATICS-I	
Course Objective	To provide a comprehensive understanding of electrical principles, circuit analysis, and ap essential for designing and managing electrical systems.	plications

Teaching Scheme (Contact Hours)					Ass	essment Scheme	
				Theory Marks			Total
Lecture	Tutorial	Lab	Credit	SEE	CIA	LAB	Marks
3	0	2	4	70	30	50	150

Cour	Course Content T - Teaching Hours W - Weightage				
Sr.	Topics		Т	w	
1	Introduction		10	20	
	DC Circuits: Electrical circuit elements (R, L, and C), voltage and current sources, Kirchhoff's current and voltage laws, and analysis of simple circuits with dc excitation. Superposition, Thévenin, and Norton Theorems. Time-domain analysis of first-order RL and RC circuits				
2	2 AC Circuits 1			25	
	Representation of sinusoidal waveforms, peak and RMS values, Phasor representation of AC quantities, real power, reactive power, apparent power, and power factor. Analysis of single-phase ac circuits consisting of R, L, C, RL, RC, RLC combinations (series and parallel), and Series and parallel resonance. Three-phase balanced circuits, voltage and current relations in star and delta connections, Power measurement in three-phase circuits.				
3	Transformers		10	15	
	Magnetic mate Ideal and pract	rials, BH characteristics. Construction and working principle of single phase and three phase transfor ical transformer. Auto-transformer and its applications.	mers		
4	Electrical Mach	ines	10	20	
	Generation of rotating magnetic fields. Construction and working of the following machines: Three-phase induction motor, Single-phase induction motor, Single-phase induction motor, Separately excited DC motor, and Synchronous generators.				
5	Electrical Instal	lations Components of LT Switchgear	10	20	
	Switch Fuse Unit (SFU), MCB, ELCB, MCCB. Types of Wires and Cables. Earthing – Types of Earthing and its importance. Safety precautions for electrical appliances. Types of Batteries, Important Characteristics for Batteries. Elementary calculations for energy consumption. Basics of power factor improvement				
		Total	50	100	

Suggested Distribution Of Theory Marks Using Bloom's Taxonomy						
Level	Remembrance	Understanding	Application	Analyze		
Weightage	40	20	20	20		

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Cour	se Outcomes				
At the	At the end of this course, students will be able to:				
CO1	Apply fundam	ental electrical laws and circuit theorems to electrical circuits.			
CO2	Compare Ac a	and Dc circuits and apply their concepts to practical problems.			
CO3	Analyse single	e-phase and three-phase AC circuits.			
CO4	Describe the c	operating principle and applications of static and rotating electrical machines.			
CO5	Comprehend	electrical installations, their protection, and personnel safety.			

Reference Books1.BASIC ELECT

1.	BASIC ELECTRICAL AND ELECTRONICS ENGINEERINGUNIVERSITY SCIENCE PRESS (TextBook) By R. K. Rajput UNIVERSITY SCIENCE PRESS Second, Pub. Year 2012
2.	Basic Electrical Engineering By U. A. Bakshi, V. U. Bakshi Technical Publications Pune Second Revised Edition, Pub. Year 2009
3.	Basics Of Electrical Engineering (TextBook) By J.S. Katre Khanna publication, New Delhi, Pub. Year 2011
4.	A Textbook of Electrical Technology - Vol 2 By Thereja B.L, Theraja A.K., S.Chand & Company Ltd, New Delhi.
5.	Elements of Electrical Engineering (TextBook) By U. A. Patel Atul Prakashan , Ahmedabad
6.	ELEMENTS OF ELECTRICAL ENGINEERING (TextBook) By J. N. SWAMY, N. V. SINHA MAHAJAN PUBLISHING HOUSE NINTH, Pub. Year 2013

List of Practical

1.	Verification of Kirchhoff's law.
2.	Perform series and parallel combination of resistors.
3.	Measurement of active and reactive power in single phase A.C. Circuit.
4.	Measurement of impedance of R-L, R-C & R-L-C series circuit and study of resonance phenomenon.
5.	To Measure the active reactive power in 3Φcircuit. To Measure the power factor.
6.	To study star and delta connection on three phase circuit and verify equivalent circuit.
7.	To perform(a) turn ratio and polarity test on single phase transformer. (b) Conversion of the two-winding transformer into autotransformer.
8.	To determine the efficiency and voltage regulation of a single-phase transformer by load test.

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Course	Bachelor of Technology (B.Tech.)	Semester - 2	
Type of Course	Core Courses		
Prerequisite	Basic Knowledge of HTML		
Course Objective	Course Objective HTML provides the basic structure of sites, which is enhanced and modified by other technologies like CSS and JavaScript.		
	CSS is used to control presentation, formatting, and layout.		
	JavaScript is used to control the behavior of different elements.		

Teaching Scheme (Contact Hours)					Ass	essment Sche	eme	
				Theory	Marks	Practica	al Marks	Total
Lecture	Tutorial	Lab	Credit	SEE	CIA	External Mark (P)	Internal Marks (P)	Marks
3	0	2	4	70	30	-	50	150

Course Content		T - Teaching Hour	rs W - W	Veig	htage
Sr.	Topics			т	W
1	Introduction to	Web Technologies	2	20	20
	• Overview of v	veb development and its importance	. <u></u>		
	Basics of HTN	1L: structure, elements, and attributes			
	Introduction	to CSS: styling basics and selectors			
2	Building Dynan	nic Interfaces with JavaScript	1	10	20
	Understandir	g JavaScript: variables, data types, and operators			
	• Control flow:	conditional statements and loops			
	• Functions and scope in JavaScript				
	 Introduction 	to the DOM (Document Object Model)			
3	Enhancing Inte	ractivity with jQuery	1	10	20
	 Introduction 	to jQuery library			
	• DOM manipu	lation using jQuery			
	• Event handlin	g with jQuery			
	 Animation an 	d effects with jQuery			
4	Responsive De	sign and Layout	1	10	20
	Basics of resp	onsive web design			
	Media querie	s for responsive layouts			
	• Flexbox and (Grid for modern layout			
	Building mob	ile-first and responsive web pages			
5	Project Develo	oment and Final Assessment	1	10	20
	 Integrating H 	TML, CSS, JavaScript, and jQuery in a project	<u> </u>		
	Responsive d	esign principles in real-world applications			
	Version control with Git for collaborative development				
	• Final project	presentation and assessment			
			Total 6	50	100

Suggested Distri	ibution Of Theory	Marks Using Bloo	m's Taxonomy						
Level	Remembrance	brance Understanding Application Analyze		Analyze	Create				
	Sarbeld								

			sity N D S
Weightage	20	20	20

03070208 - FRONT END (HTML, CSS, JAVASCRIPT, JQUERY)

20 20

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List of	Practical							
1.	HTML Tags: Cr heading, f division, <spar< td=""><td>eate a simple HTML document with basic tags such as <html>, <head>, <title>, <body>, <h1> for or paragraph, <a> for link, and for unordered list, and for ordered list, <div> for ı> for inline division, and for image inclusion</div></h1></body></title></head></html></td></spar<>	eate a simple HTML document with basic tags such as <html>, <head>, <title>, <body>, <h1> for or paragraph, <a> for link, and for unordered list, and for ordered list, <div> for ı> for inline division, and for image inclusion</div></h1></body></title></head></html>						
2.	Linking Pages: C HTML pages an	inking Pages: Create multiple HTML pages and link them together using anchor <a> tags.Linking Pages: Create multiple HTML pages and link them together using anchor <a> tags.						
3	Image Inclusic height, and wi	Image Inclusion: Insert images into your HTML pages using the tag. Experiment with attributes like src, alt, height, and width.						
4	Tables: Create with attribute	e a simple HTML table with rows and columns using , , , and tags. Experiment s like border, cellpadding, and cellspacing.						
5	Forms: Build a submit buttor	basic HTML form with input fields such as text, password, email, radio buttons, checkboxes, and a using <form> and various input elements like <input/>, <textarea>, <select>, <option>, <button>.</button></option></select></textarea></form>						
6	CSS Styling: Aı Experiment w border, and w	oply styles to your HTML elements using inline CSS, embedded CSS, and external CSS files. ith properties like color, background-color, font-family, font-size, text-align, padding, margin, ridth.						
7	External CSS F	ile: Create a separate CSS file and link it to your HTML document using the <link/> tag.						
8	Box Model: Uı width.	nderstand the CSS box model and experiment with properties like margin, border, padding, and						
9	Floats and Cle	arfix: Create a layout using floats and clearfix to position elements side by side.						
10	Flexbox: Learr direction, just	α about Flexbox layout and create a simple layout using Flexbox properties like display: flex, flex- ify-content, and align-items.						
11	Grid System: E .col-* to struct	xplore Bootstrap's grid system to create responsive layouts. Use classes like .container, .row, and ture your content						
12	Bootstrap Cor badges, and p	nponents: Utilize Bootstrap components such as buttons, navigation bars, breadcrumbs, alerts, rogress bars to enhance the UI of your website.						
13	Responsive De Experiment w	esign: Apply media queries to make your website responsive and adapt to different screen sizes. ith breakpoints and adjust the layout and styling accordingly.						
14	Typography: E aesthetics of y	experiment with different fonts, font sizes, and font weights to improve the readability and your website.						
15	Advanced CSS animations, a	: Dive deeper into CSS by exploring concepts like pseudo-classes, pseudo-elements, transitions, nd transforms to add interactivity and visual effects to your website.						

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Course	Bachelor of Technology (B.Tech.)	Semester - 2
Type of Course	Core Courses	
Prerequisite	03080101 - PROGRAMMING IN C	
Course Objective	 Allow programmers to think in terms of the structure of the problem rather than in term structure of the computer. Decompose the problem into a set of objects. Objects interact with each other to solve the problem. 	is of the

Teaching Scheme (Contact Hours)					Ass	essment Sche	eme	
				Theory	Marks	Practica	al Marks	Total
Lecture	Tutorial	Lab	Credit	SEE	CIA	External Mark (P)	Internal Marks (P)	Marks
3	0	2	4	70	30	-	50	150

Cour	rrse Content T - Teaching Hours W - Weightage							
Sr.	Topics		Т	W				
1	Introduction of	f OOPS, C++ Basics	15	20				
	Introduction to Object Oriented Programming, Difference between Procedure Oriented and Object Oriented Programming, Difference between C and C++ Data types, Declaration of variables, Expressions, Operators, Operator Precedence, Evaluation of expressions, Type conversions, Pointers, Arrays, Pointers and Arrays, Strings, Structures, and References. Flow control statement- if, switch, while, for, do, break, continue, go to statements. Functions - Scope of variables, Parameter passing, Default arguments, inline functions, Recursive functions, Pointers to functions. Dynamic memory allocation and de-allocation operators-new and delete Preprocessor directives.							
2	Principles of OOP, Classes, Object and Function, Constructor & Destructor 15							
	Structure of a C++ program, Class, Object, Inheritance, Polymorphism, Dynamic Binding, Message Passing. Introduction to Class and Objects, Access Specifier, Memory Allocation for object, Simple Function, Call and Return by Reference, Static data, Function and Members, Inline Function, Function Overloading, Friend Functions, Friend Class, Array of Class Object. Constructor, Characteristics of Constructor, Types of Constructor, Destructor, Characteristics of Destructor							
3	Inheritance, Po	olymorphism	10	20				
	Introduction, Advantages of Inheritance, Inheritance using different access Specifiers, Initialization of Base class members through a derived class object, Different forms of Inheritance, Virtual Base Classes, Abstract Class, Function Overriding. Overloading unary-binary operators, data conversion, pitfalls of operators overloading and conversion keywords, function overloading, Explicit and Mutable.							
4	Operator Over	loading, Virtual Function	10	15				

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Cour	Course Content T - Teaching Hours W - Weighta							
Sr.	Topics		Т	w				
	Introduction to Operator overloaded, Rules for Overloading Operator, Declaration of Operator Overloading, Unary Operator Overloading, Binary Operator Overloading, Data Conversion, and Type Conversions Inline function, Virtual Function, friend function, Static function, Assignment and copy initialization, this pointer, dynamic type information							
5	Files & Pointer	s, Exception Handling	10	15				
	I/O using C functions, Stream classes' hierarchy, Stream I/O, File streams and String streams, Overloading operators, Error handling during file operations, Formatted I/O. Benefits of exception handling, Throwing an exception, The try block, Catching an exception, Exception objects, Exception specifications, Stack unwinding, Re-throwing an exception, Catching all exceptions.							
	Total 60							

Suggested Distri	ibution Of Theory					
Level	Remembrance	Understanding	Application	Analyze	Evaluate	Create
Weightage	0	40	20	40	0	0

NOTE : This specification table shall be treated as a general guideline for the students and the teachers. The actual distribution of marks in the question paper may vary slightly from above table.

Cour	se Outcomes					
At the	At the end of this course, students will be able to:					
CO1	Understand the	basic concept of C++.				
CO2	Apply the conce	ept of OOPs.				
CO3	Analyze the con	cept of inheritance and polymorphism.				
CO4	Analyze the con	cept of operator overloading and virtual function.				
CO5	Understand the	concept of Files & Pointers along with Exception Handling.				

Reference Books

1.	bject Oriented Programming with C++ (TextBook) y E Balaguruswami The Mc Graw-Hill Education India Pvt. Ltd	Object Oriented By E Balagurusw	
2.	y Y kanitkar BPB Publication	Let us C++ By Y kanitkar E	
3.	bject-oriented programming in Turbo C++ y Robert Lafore Galgotia Publications Pvt Ltd	Object-oriented By Robert Lafore	

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List of	Practical						
1.	Write a program them.	Write a program in C++ that takes the input of the age of 3 people by the user and finds out the oldest and youngest among hem.					
2.	Write a prograr	Write a program in C++ to find positive or negative values using if else from the user input.					
3.	Write a prograr	n in C++ to find out if a number is divisible by 5 and 7 using an if-else statement.					
4.	Write a prograr	n in C++ to find out if a number is odd or even using user input.					
5.	Write a prograr	n in C++ to find out profit or loss using user input.					
6.	Write a prograr	n in C++ to check if a year is a leap year or not using input from the user.					
7.	Write a prograr	n in C++ to find out if the input number is Armstrong or not using a loop (User Input).					
8.	Write a prograr	n in C++ to find out if the input number is Palindrome or not using a loop (User Input).					
9.	Write a program in C++ to find out the 1st 10 Fibonacci series numbers using a loop (User Input).						
10.	Write a prograr	n in C++ to find out the factorial of a given number using a loop (User Input).					
11.	Write a prograr	n in C++ to find out whether a given number is prime or not using a loop (User Input).					
12.	Write a prograr	n in C++ to perform Multilevel GCD and LCM of the given number (User Input).					
13.	Write a prograr	n in C++ that asks the user to enter marks of 5 subjects and print the corresponding grade using Switch Case.					
14.	Write a prograr	n in C++ to perform Single inheritance.					
15.	Write a prograr	n in C++ to perform Multilevel inheritance.					
16.	Write a prograr	n in C++ to perform Hierarchical inheritance.					
17.	Write a prograr	n in C++ to perform Multiple inheritance.					
18.	Write a program	n in C++ to perform Hybrid inheritance.					
19.	Write a program in C++ to perform Method Overloading.						
20.	Write a program	n in C++ to perform Method Overriding.					

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Course	Bachelor of Technology (B.Tech.)	Semester - 3
Type of Course	Engineering Science	
Prerequisite	03000201 - MATHEMATICS-II	
Course Objective	To equip students with advanced mathematical tools and techniques essential for complex problems in engineering and applied sciences.	solving

Teaching Scheme (Contact Hours)					Ass	essment Scheme	
				Theory	Marks		Total
Lecture	Tutorial	Lab	Credit	SEE	CIA	LAB	Marks
3	0	0	3	70	30	-	100

Cou	rse Content	T - Teaching Hours W -	Weig	ghtage	
Sr.	Topics		т	w	
1	First order ODE	Application of differential equations of first order.	12	26	
	Definition, prac of the first orde linear equation	tical approach to differential equations, formation of a differential equation-Geometrical meaning, e er and first degree, Variable separable, homogeneous equations, equation reducible to homogeneous s, Bernoulli's equation, exact equations, equation reducible to exact equation. Orthogonal trajector	quat us fo ies.	ion rm,	
2	2 Linear differential equations of nth order				
	Linear differential equations of nth order with constant coefficients, Complementary functions and particular integrals, Method of variation of parameters, Method of undetermined coefficients. Cauchy's and Legendre's linear equations, linear dependence of solutions, Applications to engineering problems (without derivation).				
3	Series Solution	of Differential Equation and Special Functions	7	16	
	Series solution Legendre equa	of ordinary differential equations of 2nd order with variable coefficients (Frobenius Method),Bessel a tions and their series solutions, Properties of Bessel functions and Legendre polynomials	nd		
4	Laplace Transfo	rm	9	21	
	Laplace transform, Existence theorem, Laplace transform of derivatives and integrals, Inverse Laplace transform, Unit step function, Dirac delta function, Laplace transform of periodic functions, Convolution theorem, Application to solve simple linear and simultaneous differential equations				
5	Fourier series 6				
	Periodic functions, Trigonometric series, Fourier series of period 2π, Euler's formulae, Functions having arbitrary period, Change of interval, Even and odd functions, Half range sine and cosine series.				
		Total	45	100	

Suggested Distri	ibution Of Theory					
Level	Remembrance	Understanding	Application	Analyze	Evaluate	Create
Weightage	50	20	10	10	5	5

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Course Outcomes						
At the	end of this cou	rse, students will be able to:				
CO1	Student will be able to learn concepts of ordinary differential equation and able to solve differential equation.					
CO2	Student will able to solve nth order differential equation, differential equation with constant coefficient and variable coefficient.					
CO3	Student will be	e able to use Frobenius method.				
CO4	Student will be able to solve problem based on Laplace transformation.					
CO5	Student will be able to explain Fourier series.					
	·					
Refe	rence Books					

1.	Higher Engineering Mathematics By B.V. Ramana, TMG
2.	Advance Engineering Mathematics By R.K. Jain & S.R.K. Iyenger Narosa Publishing House
3.	Higher Engineering Mathematics By Dr. B. S. Grewal
4.	Advanced Engineering Mathematics By E. Kreyszig John Wiley & Sons
5.	Ordinary and Partial Differential Equations By M.D. Raisinghania S. Chand Publishing Twentieth edition, Pub. Year 2020

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Course	Bachelor of Technology (B.Tech.) Semes		
Type of Course	Ability Enhancement Courses		
Prerequisite	Proficiency in the language of instruction (usually English) and a basic understanding of academic writing conventions.		
Course Objective	 Clarity and Precision : Develop the ability to express complex idea clearly and concisely . Research Proficiency : Acquire skills in conducting and citing academic research effectively Critical Thinking : Enhance critical analysis and argumentation skills in writing. Citation and Referencing : Master proper citation and referencing formats , such as APA o Academic Integrity : Promote ethical writing practices and avoid plagiarism in academic w 	/. r MLA. vork.	

Teaching Scheme (Contact Hours)					Ass	essment Scheme	
			Credit	Theory Marks			Total
Lecture	Tutorial	Lab		SEE	CIA	LAB	Marks
0	0	2	1	-	-	50	50

Course Content		T - Teaching Hours V	/ - Wei	ghtage
Sr.	Topics		т	w
1	Academic & res	search writing	11	25
	Introduction; Importance of academic writing; Basic rules of academic writing, English in academic writing I & II; Element Writing Styles of research writing, Types of Academic Writing, Process of Academic Writing.			
2	Plagiarism:		12	25
	Introduction: Tools for the detection of plagiarism; Avoiding plagiarism,Literature review: Introduction, Source of literature; Process of literature review, Online literature databases; Literature management tools, referencing and citations			
3	Report		11	25
	Report writing	or an event, CV writing, Job Application, Types of letters- Business letters, Cover letter.		
4	E-Mails		11	25
	Memo, Notice,	Agenda, Minutes of Meeting, Business correspondence, How to write emails- do's and don'ts	L	
		Tot	al 45	100
				L

Suggested Distribution Of Theory Marks Using Bloom's Taxonomy					
Level	Understanding	Analyze	Evaluate	Create	
Weightage	25	25	25	25	

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NOTE : This specification table shall be treated as a general guideline for the students and the teachers. The actual distribution of marks in the question paper may vary slightly from above table.

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Course Outcomes				
At the	e end of this cou	rse, students will be able to:		
CO1	L Develop independent perspectives and arguments via persuasive support and successful incorporation of research, thus developing their own voice and creating a balance between their own voice and source summaries.			
CO2	2 Practice the revision skills necessary for the accomplishment of a writing project.			
CO3	Constructively critique their own and peers' writing, with an awareness of the collaborative and social aspects of the writing process.			
CO4	Students will de informed and t	evelop critical thinking skills, enabling them to analyze and synthesize information effectively, leading to well- hought-provoking academic writing.		
CO5	Students will understand how to adapt their writing style and approach to meet the requirement of various academic disciplines and audiences.			

Reference Books

1. Academic Writing, Anti- Plagiarism And Citations (TextBook) (TextBook) By By Vinod Kumar Kanvaria | Shipra Publications

Laboratory work will be based on above syllabus with minimum required experiments/exercises to be incorporated.

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ology (B.Tech.)		Semester - 3
OGRAMMING IN C		
jective 1. To organizing data for implementation of efficient algorithms and program development.		
2. To develop the capability of selecting a particular data structure.		
plication using array, structure,	, function, pointer and file	
	nology (B.Tech.) OGRAMMING IN C g data for implementation of eff he capability of selecting a parti pplication using array, structure	nology (B.Tech.) OGRAMMING IN C g data for implementation of efficient algorithms and program deve he capability of selecting a particular data structure. pplication using array, structure, function, pointer and file

Teaching Scheme (Contact Hours)					Ass	essment Scheme	
				Theory	/ Marks		Total
Lecture	Tutorial	Lab	Credit	SEE	CIA	LAB	Marks
3	0	2	4	70	30	50	150

Cour	se Content	T - Teaching Hours W - Weightage				
Sr.	Topics		т	w		
1	Introduction to	Data Structure, Types of Data Structures	10	15		
	Introduction to Data Structure and Algorithm Data Types, primitive and non-primitive Performance Analysis and Measurement Linear & Non Linear Data Structures. String, Introduction, Operation performed on string Array, Introduction to Arrays, Linear array and its representation Binary Search and Linear Search with algorithm Pointers, Records and its representations., Recursion, Tower of Hanoi.					
2	Link List, Stack, Queue (Linear data Structure) 1					
	Introduction of stack, PUSH and POP operation along with algorithms, Application of Stack Expression Conversion: Prefix, Postfix ,Infix Link List Introduction, Types of Link List, Operations along with Algorithms-Insert, Delete, Search, Traverse, Application Queue types and Representation of Queue -Simple, Circular, Dequeue, Priority Operations Performed on Queue- Insert, delete, search, Application of Queue					
3	Tree and Graph	ns-(Non Linear)	15	20		
	Introduction of Search in tree, and Representa of Graphs, Ope	different trees and its representations, Types of Tree, Traversal algorithm, Binary search tree, Insert Conversion of General Trees To Binary Trees, Applications Of Trees, Heap tree Graphs, Basic Termir ation, Traversal of Graph, Sequential representation of graphs, Link list of graph, Graph-Matrix Repres rations on graphs	, Dele nolog entat	ete, y tion		
4	Hashing and Fi	e Structure, File Organization	10	20		
	Hashing, Hash Table, Hash Function, Hashing Technique, Collision, Collision Resolution Techniques File Organization, Introduction to File, Types of File Organization, Concepts of fields, records and files, Sequential, Indexed and Relative/Random File Organization, Indexing structure for index files, hashing for direct files, Multi-Key file organization and access methods.					
5	Sorting and Sea	arching	10	25		
	Sorting types, Binary Search	Insertion, sort, Selection Sort, Quick Sort, Merge Sort, Radix sort, Searching types, Sequential Search	and			
		Total	60	100		
]		

Suggested Distribution Of Theory Marks Using Bloom's Taxonomy						
Level	Remembrance	Remembrance Understanding Application		Analyze	Evaluate	Create
Weightage	10	15	15	20	20	20





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Cour	Course Outcomes					
At the	At the end of this course, students will be able to:					
CO1	01 Discuss The Basic Concept and Principle of Data Structure					
CO2	Implement Data Strcuture And Algorithm to Solve Problem.					
CO3	Learn the Basic Techniques of Algorithm Analysis					
CO4	Descibe various Tree and Graph travsersal Algorithm					
CO5	Differentiate Primitive and Non Primitive Structures					

Reference Books

1.	An Introduction to Data Structures with Applications (TextBook) By Jean-Paul Tremblay & Paul G. Sorenson Tata McGraw Hill.
2.	Data Structures using C & C++ By Ten Baum Prenctice-Hall International
3.	Fundamentals of Computer Algorithms by By Horowitz, Sahni Galgotia Pub. 2001 ed.

List of Practical

1.	Write a C program to display linear array elements.
2.	Write a C program to calculate length of a given string.
3.	Write a C program to perform index operation on a given String.
4.	Write a C program to Concate two String.
5.	Write a C program to find Sub string of given string.
6.	Write a C program to implement PUSH and POP operation of STACK.
7.	Write program to implement simple queue using C language.
8.	Write a C program to search an element using linear search.
9.	Write a C program to search an element using Binary search.
10.	Write a C program to sort given list using Insertion sort.
11.	Write a C program of matrix addition.
12.	Write a C program of matrix multiplication.
13.	Write a C program to traverse single linked list.
14.	Write a C program to implement Bubble sort.
15.	Write a C program to implement Radix sort.
16.	Write a C program to implement Merge sort.
17.	Write a C program to implement Selection sort.

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Course	Bachelor of Technology (B.Tech.)	Semester - 3
Type of Course	Core Courses	
Prerequisite	03080101 - PROGRAMMING IN C	
Course Objective	The goal of this course is to provide students with an understanding of basic contents of computation. At the end of this course students will: understand key not design of operating systems modules understand process management, concurre and threads, memory management, virtual memory concepts, deadlocks compare of processor scheduling algorithms produce algorithmic solutions to process sy problems use modern operating system calls such as Linux process and sy libraries practice with operating system concepts such as process responses of synchronization, networked processes and file systems	oncepts in the nechanisms in rent processes e performance unchronization unchronization management,

Teaching Scheme (Contact Hours)					Ass	essment Scheme	
			Theory Marks			Total	
Lecture	Tutorial	Lab	Lab Credit SEE CIA	Credit	LAB	Marks	
3	0	0	3	70	30	-	100

Course Content T - Teaching Hours		Weig	htage			
Sr.	Topics		т	w		
1	Introduction		12	20		
	What is an O.S, Evolution of OS, OS Services, Types Of OS: Batch Processing, Time Sharing, and Real-time Operating Systems, Concepts of OS, Different Views of OS, Processes and Communication, Manage Memory, brief introduction about the Linux and Unix Operating System, Input Output Management					
2	Process Management & Communication 18					
	Process, Process Control Block, Process States, Threads, Types of Threads, Multithreading, Classical IPC Problems, Reader's and writer Problem, Dinning Philosopher Problem, etc., Scheduling, Scheduling Algorithms, Race Conditions, Critical Section, Mutual Exclusion, Hardware Solution, Strict Alternation, Peterson's Solution, The Producer-Consumer Problem, Semaphores, Event Counters, Monitor, Message Passing.					
3	Deadlock		12	20		
	Deadlock Probl multiple resour	em, Deadlock Characterization-Detection, recovery, avoidance, ignorance., Banker's algorithm for sin rces, Deadlock Prevention.	gle 8	L		
4	Memory Mana	gement	10	20		
	Paging: Princip Segmentation, Thrashing, Loca	le Of Operation, Page Allocation, H/W Support For Paging, Multiprogramming With Fixed partitions, Swapping, Virtual Memory: Concept, Performance Of Demand Paging, Page Replacement Algorithms, ality.	,			
5	Unix/Linux Ope	erating System & File System	8	15		
	Unix/Linux Ope	rating System & File System	·I			
		Total	60	100		

Suggested Distri	Suggested Distribution Of Theory Marks Using Bloom's Taxonomy					
Level	Remembrance	Understanding	Application	Analyze	Evaluate	
Weightage	20	30	15	15	20	





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Cour	Course Outcomes			
At the	end of this cou	rse, students will be able to:		
CO1	Understand critical mechanisms in the design of operating systems modules.			
CO2	Understand pr concepts, dea	rocess management, concurrent processes, and threads, memory management, virtual memory idlocks		
CO3	Compare the performance of processor scheduling algorithms			
CO4	Analyze differ	ent IPC problems and their solutions.		
CO5	Explain the dif	ference between Linux and Windows Operating Systems.		
	•			

Reference Books

1.	Operating System by Tanenbaum (TextBook)
	By Tanenbaum Pearson publication

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Course	Bachelor of Technology (B.Tech.)	Semester - 3
Type of Course	Core Courses	
Prerequisite	03070208 - FRONT END (HTML, CSS, JAVASCRIPT, JQUERY)	
Course Objective	Entry Level Frontend Developers are responsible for creating websites, web ap mobile applications. They design and develop user interfaces using HTML, C React, Angular and Vue, and ensure that the applications run smoothly a platforms.	olications, and SS, JavaScript, cross multiple

Т	Contact Hours)			Ass	essment Scheme		
				Theory Marks			Total
Lecture	Tutorial	Lab	Credit	SEE	CIA	LAB	Marks
3	0	2	4	70	30	50	150

Cour	Course Content T - Teaching Hours W -							
Sr.	Topics							
1	Introduction to	Front-end Development	12	20				
	Overview of front-end development, Importance of front-end in web development, Key concepts: HTML, CSS, JavaScript, Introduction to Single Page Applications (SPA), Comparison of popular front-end frameworks.							
2	Fundamentals	of React JS	12	20				
	Introduction to React JS, Setting up the development environment, Understanding JSX, Components, Props, and State, Lifecycle methods in React, Handling events, Conditional rendering, Lists and keys.							
3	Advanced Read	t JS Concepts	12	20				
	React Hooks: useState, useEffect, and custom hooks, Context API for state management, Higher-order components, Router for navigation, Performance optimization in React, Code splitting and lazy loading, Testing React components, Building and deploying a React application							
4	Introduction to	Angular JS	12	20				
	Overview of Angular framework, setting up the Angular environment, Understanding Angular architecture, Modules, Components, and Services, Data binding and directives, Dependency injection, Angular CLI basics							
5	Full Stack Integ	ration and Best Practices	12	20				
	Integrating React and Angular with backend APIs, RESTful services, GraphQL integration, authentication, authorization, real- time data with WebSockets, deployment strategies for full-stack applications, code quality, linting, responsive design principles, accessibility considerations, UI/UX best practices, planning and designing a front-end project.							
		Total	60	100				

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List of	Practical							
1.	How do you set	up a development environment for React JS and Angular JS?						
2.	How do you cre	How do you create simple components in React JS and Angular JS?						
3.	How do you im	plement state management in React using use State and in Angular using services and RxJS?						
4.	How do you pas	ss data between components using props in React and data binding in Angular?						
5.	How do you ha	ndle user events (e.g., click, input) in React and Angular?						
6.	How do you cre	ate and validate forms in React using form libraries and in Angular using Reactive Forms?						
7.	How do you im	plement client-side routing and navigation in React using React Router and in Angular using Angular Router?						
8.	How do you fet	ch data from external APIs using fetch or axios in React and HttpClient in Angular?						
9.	How do you im	plement global state management using Redux in React and NgRx in Angular?						
10.	How do you ap	oly styling to components using CSS, CSS-in-JS libraries (e.g., styled components) in React, and Angular styles?						
11.	How do you im Angular?	plement responsive design principles using CSS media queries and frameworks like Bootstrap in React and						
12.	How do you use	e the Context API in React and Dependency Injection in Angular to manage dependencies?						
13.	How do you wr Angular?	ite unit tests for components using Jest and React Testing Library for React, and Jasmine and Karma for						
14.	How do you op detection strat	timize performance by using techniques such as lazy loading, memorization in React, and On Push change egy in Angular?						
15.	How do you de	velop a single-page application using React or Angular?						
16.	How do you int	egrate the frontend application with a backend service (e.g., Node.js, Firebase)?						
17.	How do you im	plement real-time data updates using Web Sockets in React and Angular?						
18.	How do you im	plement user authentication and authorization in React and Angular?						
19.	How do you cor	nvert the application into a Progressive Web App (PWA) in React and Angular?						
20.	How do you de	ploy React and Angular applications to hosting platforms like Netlify, Vercel, or AWS?						

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Course	Bachelor of Technology (B.Tech.)	Semester - 3
Type of Course	Core Courses	
Prerequisite	03070208 - FRONT END (HTML, CSS, JAVASCRIPT, JQUERY)	
Course Objective	Entry Level Frontend Developers are responsible for creating websites, web ap mobile applications. They design and develop user interfaces using HTML, C React, Angular and Vue, and ensure that the applications run smoothly a platforms	plications, and SS, JavaScript, cross multiple

Т	Contact Hours)			Exa	mination Scheme		
				Theory Marks			Total
Lecture	Tutorial	Lab	Credit	SEE	CIA	LAB	Marks
2	0	2	3	25	25	50	100

Cour	Course Content T - Teaching Hours W - Weightage							
Sr.	Topics		т	w				
1	Introduction to	JavaScript and TypeScript	12	20				
	Overview of JavaScript, evolution of JavaScript, introduction to TypeScript, benefits of using TypeScript, setting up the development environment, basic syntax and types, transpiling TypeScript to JavaScript.							
2	Advanced Java	Script Concepts	12	20				
	Closures, promises and async/await, event loop, prototypes and inheritance, modules and namespaces, working with the DOM, ES6+ features (e.g., destructuring, spread operator, arrow functions), debugging and error handling.							
3	Advanced Type	Script Features	12	20				
	Interfaces and t namespaces ar projects.	types, generics, decorators, advanced types (e.g., union, intersection, tuple), type inference, type ass ad modules, TypeScript configuration and compiler options, integrating TypeScript with existing Java	ertior Scrip	1 <i>,</i> t				
4	Front-end Deve	elopment with JavaScript and TypeScript	12	20				
	Using TypeScript with popular frameworks (React, Angular, Vue), state management, routing and navigation, component- based architecture, handling forms and validation, integrating APIs and third-party libraries, performance optimization, testing and debugging.							
5	Back-end Deve	lopment with JavaScript and TypeScript	12	20				
	Node.js fundamentals, setting up a server with Express, working with databases (SQL and NoSQL), RESTful API development, GraphQL API development, authentication and authorization, middleware, deploying back-end applications, best practices for secure and scalable applications.							
		Total	60	100				

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List of	Practical						
1.	How do you set up a development environment for TypeScript and JavaScript?						
2.	How do you create and use interfaces and types in TypeScript?						
3.	How do you implement classes and inheritance in TypeScript?						
4.	How do you use modules and namespaces in TypeScript and JavaScript?						
5.	How do you manage asynchronous code using Promises, async/await, and callbacks in JavaScript and TypeScript?						
6.	How do you implement and use decorators in TypeScript?						
7.	How do you perform advanced array and object manipulations using JavaScript and TypeScript?						
8.	How do you use TypeScript with popular frameworks like React or Angular?						
9.	How do you integrate TypeScript with Node.js for server-side development?						
10.	How do you handle exceptions and errors in JavaScript and TypeScript?						
11.	How do you set up and configure a build process using Webpack or other bundlers for TypeScript and JavaScript projects?						
12.	How do you use advanced JavaScript concepts such as closures, IIFEs (Immediately Invoked Function Expressions), and the module pattern?						
13.	How do you implement design patterns (e.g., singleton, factory, observer) in JavaScript and TypeScript?						
14.	How do you perform unit testing and integration testing in TypeScript and JavaScript using frameworks like Jest or Mocha?						
15.	How do you optimize JavaScript and TypeScript code for performance, including techniques like debouncing, throttling, and memory management?						
16.	How do you implement and use modern JavaScript features such as ES6+ syntax, including destructuring, spread/rest operators, and template literals?						
17.	How do you perform DOM manipulation and event handling using vanilla JavaScript and TypeScript?						
18.	How do you use TypeScript with popular state management libraries like Redux or MobX?						
19.	How do you implement security best practices in JavaScript and TypeScript applications, including XSS and CSRF prevention?						
20.	How do you deploy TypeScript and JavaScript applications to cloud platforms like AWS, Azure, or Google Cloud?						

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Course	Bachelor of Technology (B.Tech.)	Semester - 3
Type of Course	Core Courses	
Prerequisite	03080301- OBJECT ORIENTED PROGRAMMING WITH C++	
Course Objective	The objective of Programming in Java is to develop proficiency in Java programmi techniques, and best practices to create robust and efficient software applications	ng concepts, s.

Т	Contact Hours)			Ass	essment Scheme		
				Theory Marks			Total
Lecture	Tutorial	Lab	Credit	SEE	CIA	LAB	Marks
3	0	2	4	70	30	50	150

Cour	Course Content T - Teaching Hours W - Weightan						
Sr.	Topics		т	w			
1	Introduction to	Java Programming	12	20			
	Overview of Java, history and evolution of Java, setting up the development environment, basic syntax and structure, da types and variables, operators, control flow statements (if, switch, loops), introduction to Java Development Kit (JDK) as Java Runtime Environment (JRE).						
2	Object-Oriente	d Programming (OOP) in Java	12	20			
	Classes and objects, constructors, methods, inheritance, polymorphism, encapsulation, abstraction, interfaces, abstract classes, access modifiers, method overloading and overriding.						
3	Advanced Java	Concepts	12	20			
	Exception hance multithreading	lling, collections framework (List, Set, Map), generics, lambda expressions, streams API, file I/O, and concurrency, JDBC for database connectivity, Java Memory Model and garbage collection.					
4	Java Developm	ent Tools and Libraries	12	20			
	Integrated Development Environments (IDEs) (e.g., Eclipse, IntelliJ IDEA), build tools (Maven, Gradle), unit testing with JUnit, logging frameworks (SLF4J, Log4j), JavaFX for GUI development, RESTful web services with Spring Boot, dependency injection with Spring Framework.						
5	Java Applicatio	n Development Best Practices	12	20			
	Design patterns (Singleton, Factory, Observer, etc.), code quality and best practices, version control with Git, documentation and Javadoc, performance tuning, secure coding practices, deploying Java applications, case studies of real-world Java applications.						
		Total	60	100			

Suggested Distribution Of Theory Marks Using Bloom's Taxonomy						
Level	Remembrance	Understanding	Application	Evaluate	Create	
Weightage	25	25	10	10	20	

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Course Outcomes				
At the end of this course, students will be able to:				
CO1	Understand fundamentals of Java programming.			
CO2	Learn object-o	riented programming, including inheritance and polymorphism.		
CO3	Gain proficiend	cy in exception handling and multithreading.		
CO4	Explore inbuilt	t classes and libraries in Java.		
CO5	Basic knowled	lge of advanced topics such as JavaBeans, network programming, and collections.		

Refe	rence Books	
1.	Programming v By E. Balagurus	vith Java amy Sixth Edition, Tata Mc Graw Hill
2.	Java Programm By Hari Mohan	ning Pandey Pearson
3.	Java™: A Begin By Herbert Schi	ner's Guide ildt 7th Edition

List of Practical 1. How do you set up a development environment for Java? 2. How do you create and run a basic Java program? 3. How do you use primitive data types and control structures (if, for, while) in Java? How do you implement classes and objects in Java? 4. 5. How do you use inheritance and polymorphism in Java? How do you implement interfaces and abstract classes in Java? 6. 7. How do you handle exceptions using try-catch blocks and custom exceptions in Java? 8. How do you work with Java collections (List, Set, Map) and their implementations? How do you perform file I/O operations in Java? 9. 10. How do you use Java Streams for functional programming and data processing? How do you implement multithreading and concurrency using Java's Thread class and Executor framework? 11. How do you use Java generics to create type-safe collections and methods? 12. 13. How do you perform database operations using JDBC in Java? 14. How do you create and use annotations in Java? 15. How do you perform unit testing using JUnit and Mockito in Java? 16. How do you build and manage Java projects using Maven or Gradle? How do you create and consume RESTful web services using Spring Boot? 17. 18. How do you handle dependency injection using Spring Framework? 19. How do you implement design patterns (e.g., singleton, factory, observer) in Java? 20. How do you deploy Java applications to cloud platforms like AWS, Azure, or Google Cloud?

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