

Maharashtra State Board Of Technical Education, Mumbai																													
Learning and Assessment Scheme for Post S.S.C Diploma Courses																													
Programme Name		: Diploma In Computer Science & Engineering																											
Programme Code		: CW										With Effect From Academic Year					: 2023-24												
Duration Of Programme		: 6 Semester										Duration					: 16 WEEKS												
Semester		: Sixth										NCrF Entry Level : 4.0					Scheme					: K							
Sr No	Course Title	Abbreviation	Course Type	Course Code	Total IKS Hrs for Sem.	Learning Scheme				Credits	Paper Duration (hrs.)	Assessment Scheme												Total Marks					
						Actual Contact Hrs./Week			Self Learning (Activity/ Assignment / Micro Project)			Notional Learning Hrs /Week	Theory			Based on LL & TL		Based on Self Learning	Total										
						CL	TL	LL					FA-TH	SA-TH	Total	Practical				SLA									
																Max	Max	Max			Min	Max	Min		Max	Min	Max	Min	
(All Compulsory)																													
1	MANAGEMENT	MAN	AEC	315301	1	3	-	-	1	4	2	1.5	30	70*#	100	40	-	-	-	-	25	10	125						
2	EMERGING TRENDS IN COMPUTER ENGINEERING AND INFORMATION TECHNOLOGY	ETI	DSC	316313	-	3	-	-	1	4	2	1.5	30	70*#	100	40	-	-	-	-	25	10	125						
3	SOFTWARE TESTING	SFT	DSC	316314	-	3	-	4	1	8	4	3	30	70	100	40	25	10	-	-	25	10	150						
4	CLIENT SIDE SCRIPTING	CSS	AEC	316005	-	2	-	4	-	6	3	-	-	-	-	25	10	25@	10	-	-	50							
5	MOBILE APPLICATION DEVELOPMENT	MAD	DSC	316006	-	2	-	4	2	8	4	-	-	-	-	25	10	25#	10	25	10	75							
6	CAPSTONE PROJECT	CPE	INP	316004	-	-	-	2	2	4	2	-	-	-	-	50	20	50#	20	50	20	150							
Elective 2 (Any - One)																													
7	DIGITAL FORENSIC AND HACKING TECHNIQUES	DFH	DSE	316315	-	3	-	2	1	6	3	3	30	70	100	40	25	10	25#	10	25	10	175						
	MACHINE LEARNING	MAL	DSE	316316	-	3	-	2	1	6	3	3	30	70	100	40	25	10	25#	10	25	10	175						
	NETWORK AND INFORMATION SECURITY	NIS	DSE	316317	-	3	-	2	1	6	3	3	30	70	100	40	25	10	25#	10	25	10	175						
Total					1	16		16	8		20		120	280	400		150		125		175		850						
Abbreviations : CL- Classroom Learning , TL- Tutorial Learning, LL-Laboratory Learning, FA - Formative Assessment,SA -Summative Assessment, IKS - Indian Knowledge System, SLA - Self Learning Assessment																													
Legends : @ Internal Assessment, # External Assessment, *# On Line Examination , @\$ Internal Online Examination																													
Note :																													
1. FA-TH represents average of two class tests of 30 marks each conducted during the semester.																													
2. If candidate is not securing minimum passing marks in FA-PR of any course then the candidate shall be declared as "Detained" in that semester.																													
3. If candidate is not securing minimum passing marks in SLA of any course then the candidate shall be declared as fail and will have to repeat and resubmit SLA work.																													
4. Notional Learning hours for the semester are (CL+LL+TL+SL)hrs.* 15 Weeks																													
5. 1 credit is equivalent to 30 Notional hrs.																													
6. * Self learning hours shall not be reflected in the Time Table.																													
7. * Self learning includes micro project / assignment / other activities.																													
Course Category : Discipline Specific Course Core (DSC) , Discipline Specific Elective (DSE) , Value Education Course (VEC) , Intern./Apprenti./Project./Community (INP) , AbilityEnhancement Course (AEC) , Skill Enhancement Course (SEC) , GenericElective (GE)																													

MANAGEMENT**Course Code : 315301**

Programme Name/s	: Architecture Assistantship/ Automobile Engineering./ Artificial Intelligence/ Agricultural Engineering/ Artificial Intelligence and Machine Learning/ Automation and Robotics/ Architecture/ Cloud Computing and Big Data/ Civil Engineering/ Chemical Engineering/ Computer Technology/ Computer Engineering/ Civil & Rural Engineering/ Construction Technology/ Computer Science & Engineering/ Fashion & Clothing Technology/ Digital Electronics/ Data Sciences/ Electrical Engineering/ Electronics & Telecommunication Engg./ Electrical and Electronics Engineering/ Electrical Power System/ Electronics & Communication Engg./ Electronics Engineering/ Food Technology/ Computer Hardware & Maintenance/ Instrumentation & Control/ Industrial Electronics/ Information Technology/ Computer Science & Information Technology/ Instrumentation/ Interior Design & Decoration/ Interior Design/ Civil & Environmental Engineering/ Mechanical Engineering/ Mechatronics/ Medical Laboratory Technology/ Medical Electronics/ Production Engineering/ Printing Technology/ Polymer Technology/ Surface Coating Technology/ Computer Science/ Textile Technology/ Electronics & Computer Engg.
Programme Code	: AA/ AE/ AI/ AL/ AN/ AO/ AT/ BD/ CE/ CH/ CM/ CO/ CR/ CS/ CW/ DC/ DE/ DS/ EE/ EJ/ EK/ EP/ ET/ EX/ FC/ HA/ IC/ IE/ IF/ IH/ IS/ IX/ IZ/ LE/ ME/ MK/ ML/ MU/ PG/ PN/ PO/ SC/ SE/ TC/ TE
Semester	: Fifth / Sixth
Course Title	: MANAGEMENT
Course Code	: 315301

I. RATIONALE

Effective management is the cornerstone of success for both organizations and individuals. It empowers diploma engineers/ professionals to accomplish their tasks with finesse and efficiency through strategic planning and thoughtful execution, projects can optimize finances, enhance safety measures, facilitate sound decision-making, foster team collaboration and cultivate a harmonious work environment. The diploma engineers require leadership and management skills with technical knowledge of the core field to carry out various tasks smoothly. This course aims to instill fundamental management techniques, empowering diploma engineers/ professionals to enhance their effectiveness in the workplace.

II. INDUSTRY / EMPLOYER EXPECTED OUTCOME

The aim of this course is to help the students to attain the following industry identified outcome through various teaching learning experiences: Apply the relevant managerial skills for achieving optimal results at workplace.

III. COURSE LEVEL LEARNING OUTCOMES (COS)

Students will be able to achieve & demonstrate the following COs on completion of course based learning

- CO1 - Use relevant management skills to handle work situation
- CO2 - Apply appropriate techniques of product, operations and project management
- CO3 - Use comprehensive tools of recent management practices

MANAGEMENT**Course Code : 315301**

- CO4 - Plan suitable marketing strategy for a product / service
- CO5 - Utilize supply chain and human resource management techniques for effective management

IV. TEACHING-LEARNING & ASSESSMENT SCHEME

Course Code	Course Title	Abbr	Course Category/s	Learning Scheme					Credits	Assessment Scheme											Total Marks	
				Actual Contact Hrs./ Week	CL	TL	LL	SLH		NLH	Paper Duration	Theory			Based on LL & TL				Based on SL			
															Practical							
												FA-TH	SA-TH	Total		FA-PR		SA-PR		SLA		
																				Max		Min
315301	MANAGEMENT	MAN	AEC	3	-	-	1	4	2	1.5	30	70*#	100	40	-	-	-	-	25	10	125	

315301	MANAGEMENT	MAN	AEC	3	-	-	1	4	2	1.5	30	70*#	100	40	-	-	-	-	25	10	125
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Total IKS Hrs for Sem. : 1 Hrs

Abbreviations: CL- Classroom Learning , TL- Tutorial Learning, LL-Laboratory Learning, SLH-Self Learning Hours, NLH-Notional Learning Hours, FA - Formative Assessment, SA -Summative assessment, IKS - Indian Knowledge System, SLA - Self Learning Assessment

Legends: @ Internal Assessment, # External Assessment, *# On Line Examination , @\$ Internal Online Examination

Note :

1. FA-TH represents average of two class tests of 30 marks each conducted during the semester.
2. If candidate is not securing minimum passing marks in FA-PR of any course then the candidate shall be declared as "Detained" in that semester.
3. If candidate is not securing minimum passing marks in SLA of any course then the candidate shall be declared as fail and will have to repeat and resubmit SLA work.
4. Notional Learning hours for the semester are (CL+LL+TL+SL)hrs.* 15 Weeks
5. 1 credit is equivalent to 30 Notional hrs.
6. * Self learning hours shall not be reflected in the Time Table.
7. * Self learning includes micro project / assignment / other activities.

V. THEORY LEARNING OUTCOMES AND ALIGNED COURSE CONTENT

Sr.No	Theory Learning Outcomes (TLO's) aligned to CO's.	Learning content mapped with Theory Learning Outcomes (TLO's) and CO's.	Suggested Learning Pedagogies.
1	TLO 1.1 Justify the importance of management thoughts in Indian knowledge system. TLO 1.2 Describe the importance of management in day to day life. TLO 1.3 Explain Henry Fayol's principles of management. TLO 1.4 Describe the role of each level of management in its management hierarchy. TLO 1.5 Practice the self management skills for a	Unit - I Introduction to Management 1.1 Evolution of management thoughts from ancient/ medieval to modern times in India (IKS) 1.2 Management: meaning, importance, characteristics, functions & challenges. 1.3 Introduction to scientific management- Taylor's & Fayol's principles of management 1.4 Levels & functions of management at supervisory level. 1.5 Self management skills: Self awareness, self discipline, self motivation, goal setting, time management, decision making, stress management, work life balance and multitasking 1.6 Overview of Managerial Skills: negotiation skills, team management, conflict resolution, feedback,	Presentations Case Study Interactive session Quiz competition Mixed Picture Puzzle

MANAGEMENT**Course Code : 315301**

Sr.No	Theory Learning Outcomes (TLO's) aligned to CO's.	Learning content mapped with Theory Learning Outcomes (TLO's) and CO's.	Suggested Learning Pedagogies.
	given situation TLO 1.6 Apply the required managerial skills for a given situation	leadership	
2	TLO 2.1 Identify the appropriate creativity technique for new product development TLO 2.2 Describe the new product development process for a product / service TLO 2.3 Comprehend the importance of various strategic steps Product Management TLO 2.4 Elaborate Agile product management TLO 2.5 Explain the significance of the Project Management TLO 2.6 Describe the various tools of project management	Unit - II Product, Operations and Project Management 2.1 Creativity and innovation management: creativity techniques - brainstorming, checklist, reverse brainstorming, morphological analysis, six thinking hats. 2.2 New product development, change management 2.3 Product Management -meaning, strategic steps for sustainable design of a product 2.4 Agile product management- concept, benefits, principles and manifesto 2.5 Project Management: importance, areas within project management, 4Ps and phases 2.6 Tools of Project Management: PERT and CPM, GANTT & Chart Overview of Estimate and Budget	Presentations Case Study Video Demonstrations Presentations Role Play
3	TLO 3.1 Understand the importance of quality management tools TLO 3.2 Explain the importance of various techniques for optimization and waste minimization TLO 3.3 State the importance of ISO quality standards TLO 3.4 Describe ERP TLO 3.5 State the importance of ISO TLO 3.6 Recognize the importance of customer satisfaction as a competitive advantage	Unit - III Management Practices 3.1 Quality circle, kaizen, Six Sigma, TQM 3.2 5S, Kanban card system, TPM, Lean Manufacturing: Meaning, Steps and Importance 3.3 Quality Standards and ISO: Meaning, ISO 9001:2016, ISO 14000, OSHA 2020 3.4 The overview of ERP along with example 3.5 Service quality and customer/client satisfaction, servicescape	Presentation Case study Interactive session Quiz Video Demonstration Lecture Using Chalk-Board
4	TLO 4.1 Explain the importance of marketing techniques TLO 4.2 Explain the importance of needs, wants and desires in marketing TLO 4.3 Interpret the traditional and digital marketing techniques TLO 4.4 Plan different	Unit - IV Marketing Management 4.1 Marketing management: meaning, significance, Seven P's of Marketing 4.2 Needs, wants and demands in marketing. Customer relationship management 4.3 Types of marketing: traditional and digital marketing 4.4 Event management: types, different aspects of event management, crisis management	Case Study Interactive session based video Role Play Flipped Classroom Presentations

MANAGEMENT**Course Code : 315301**

Sr.No	Theory Learning Outcomes (TLO's) aligned to CO's.	Learning content mapped with Theory Learning Outcomes (TLO's) and CO's.	Suggested Learning Pedagogies.
	aspects of an event management		
5	TLO 5.1 State the importance of supply chain and logistics management TLO 5.2 Explain the components of supply chain and logistics Management TLO 5.3 Describe the role of information technology in supply chain & logistics management TLO 5.4 State the significance of Human Resource Management TLO 5.5 Analyze the various methods of recruitment, selection and training for an organization TLO 5.6 List the qualities of a successful supervisor	Unit - V Supply Chain & Human Resource Management 5.1 The overview of Supply Chain and logistics Management 5.2 Components of Supply Chain and logistics Management 5.3 Role of information technology in supply chain & logistics management 5.4 Overview of Human Resource Management- Meaning,significance,scope and principles 5.5 Recruitment, selection and training of human resources. Chalk Circle 5.6 Qualities of a successful supervisor /team leader and types of leadership	Presentations Video Demonstrations Case Study Collaborative learning Video Demonstrations Chalk-Board

VI. LABORATORY LEARNING OUTCOME AND ALIGNED PRACTICAL / TUTORIAL EXPERIENCES : NOT APPLICABLE.

VII. SUGGESTED MICRO PROJECT / ASSIGNMENT/ ACTIVITIES FOR SPECIFIC LEARNING / SKILLS DEVELOPMENT (SELF LEARNING)

Assignment / Article

- Make a one page note based on a book of management you read.
- Write a short article on inventory management exploring online learning resources.
- Prepare a report on ISO standards applicable to your field. a. IATF 16949-2016 / SLA-TS 16949-2016, - Automotive Industry b. ISO 22000 — Food safety management c. ISO 50001 — Energy management d. ISO/IEC 27001 - Cyber Security e. ISO/DIS 4931-1 - Buildings and civil engineering works
- Prepare a 4 quadrant matrix of time management for managing the tasks.
- Prepare a report on any one software used for Supply Chain and Logistics Management.
- Prepare a GANTT Chart for project management related to your field.

Note Taking

- Watch a Tedx Talk Video on managerial skills and take notes in the form of keywords.

Case Study

- Prepare a case study and discuss the same on following topics a. Self Management Skills b. Six Thinking Hats c. Kaizen d. Quality Circle e. Safety Measures in different organizations related to your field
- Study the recruitment and selection process of any organization related to your field.

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- Prepare a case study on management lessons based on life of Chhatrapati Shivaji Maharaj
- Conduct outbound training on managerial skills. Make a video and upload on social media.

Quizes

- Participate in online quizzes related to areas of management .

Assignment

- Workshops to be conducted for students on following topics a. creativity techniques b. time management c. stress management d. negotiation and conflict e. goal setting f. meditation new product development

Note :

- Above is just a suggestive list of microprojects and assignments; faculty must prepare their own bank of microprojects, assignments, and activities in a similar way.
- The faculty must allocate judicious mix of tasks, considering the weaknesses and / strengths of the student in acquiring the desired skills.
- If a microproject is assigned, it is expected to be completed as a group activity.
- SLA marks shall be awarded as per the continuous assessment record.
- For courses with no SLA component the list of suggestive microprojects / assignments/ activities are optional, faculty may encourage students to perform these tasks for enhanced learning experiences.
- If the course does not have associated SLA component, above suggestive listings is applicable to Tutorials and maybe considered for FA-PR evaluations.

VIII. LABORATORY EQUIPMENT / INSTRUMENTS / TOOLS / SOFTWARE REQUIRED : NOT APPLICABLE**IX. SUGGESTED WEIGHTAGE TO LEARNING EFFORTS & ASSESSMENT PURPOSE (Specification Table)**

Sr.No	Unit	Unit Title	Aligned COs	Learning Hours	R-Level	U-Level	A-Level	Total Marks
1	I	Introduction to Management	CO1	13	8	6	4	18
2	II	Product, Operations and Project Management	CO2	8	2	4	6	12
3	III	Management Practices	CO3	8	4	4	6	14
4	IV	Marketing Management	CO4	8	2	4	6	12
5	V	Supply Chain & Human Resource Management	CO5	8	4	4	6	14
Grand Total				45	20	22	28	70

X. ASSESSMENT METHODOLOGIES/TOOLS**Formative assessment (Assessment for Learning)**

- MCQ Based Class Test, Self Learning Activities / Assignment

Summative Assessment (Assessment of Learning)

MANAGEMENT**Course Code : 315301**

- Summative Assessment (Assessment of Learning) MCQ based

XI. SUGGESTED COS - POS MATRIX FORM

Course Outcomes (COs)	Programme Outcomes (POs)							Programme Specific Outcomes* (PSOs)		
	PO-1 Basic and Discipline Specific Knowledge	PO-2 Problem Analysis	PO-3 Design/ Development of Solutions	PO-4 Engineering Tools	PO-5 Engineering Practices for Society, Sustainability and Environment	PO-6 Project Management	PO-7 Life Long Learning	PSO-1	PSO-2	PSO-3
CO1	1	1	1	-	-	2	3			
CO2	1	3	3	-	1	3	3			
CO3	1	3	1	-	1	1	3			
CO4	1	2	2	-	1	2	3			
CO5	1	1	2	-	1	2	3			

Legends :- High:03, Medium:02,Low:01, No Mapping: -
 *PSOs are to be formulated at institute level

XII. SUGGESTED LEARNING MATERIALS / BOOKS

Sr.No	Author	Title	Publisher with ISBN Number
1	A. K. Gupta	Engineering Management	S. Chand, ISBN: 81-219-2812-5, 2007, 2nd Edition
2	O. P. Khanna	Industrial Engineering & management	Dhanpat Rai Publication, ISBN: 978-8189928353, 2018
3	Harold Koontz and Heinz Weinrich	Essentials of Management	Tata McGraw Hill Education ISBN: 9789353168148, 2020, 12th edition
4	E. H. McGrath	Basic Managerial Skills for All	PHI ISBN: 978-8120343146, 2011, 9th Edition
5	Andrew DuBrin	Management Concepts and Cases	Cengage Learning, ISBN: 978-8131510537, 2009, 9th edition
6	K. Dennis Chambers	How Toyota Changed the World	Jaico Books ISBN: 978-81-8495-052-6, 2009
7	Jason D. O'Grandy	How Apple changed the Wolrd	Jaico Publishing House ISBN: 978-81-8495-052-0, 2009
8	Subhash Sharma	Indian Management	New Age International Private Limited ; ISBN-978-9389802412, 2020, 1st edition
9	Chitale, Dubey	Organizational Behaviour Text and Cases	PHI LEARNING PVT. LTD., ISBN: 978-9389347067, 2019, 2nd Edition

XIII . LEARNING WEBSITES & PORTALS

Sr.No	Link / Portal	Description
1	https://www.debonogroup.com/services/core-programs/six-thinking-hats/	Six Thinking Hats
2	https://hbr.org/1981/09/managing-human-resources	HR Management

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Sr.No	Link / Portal	Description
3	https://theproductmanager.com/topics/agile-product-management/	Agile Product Management
4	https://www.cdlogistics.ca/freight-news/the-5-components-of-supply-chain-management	Supply Chain Management
5	https://www.infosectrain.com/blog/understanding-the-concepts-of-gantt-chart-and-critical-path-methodology-cpm	PERT, CPM, GANTT Chart
6	https://www.simplilearn.com/best-management-tools-article	Management Tools
7	https://www.psychometrica.in/free-online-psychometric-tests.html	Psychometric Tests
8	https://www.investopedia.com/terms/e/erp.asp	ERP
9	https://asq.org/quality-resources/quality-management-system	QMS
10	https://testlify.com/test-library/creative-thinking/	Psychometric Tests
11	https://www.mindtools.com/	Management Skills
12	https://www.investopedia.com/terms/d/digital-marketing.asp	Digital Marketing
Note : Teachers are requested to check the creative common license status/financial implications of the suggested online educational resources before use by the students		

MSBTE Approval Dt. 24/02/2025**Semester - 5 / 6, K Scheme**

EMERGING TRENDS IN COMPUTER ENGINEERING AND INFORMATION TECHNOLOGY**Course Code : 316313**

Programme Name/s	: Cloud Computing and Big Data/ Computer Technology/ Computer Engineering/ Computer Science & Engineering/ Computer Hardware & Maintenance/ Information Technology/ Computer Science & Information Technology/ Computer Science/
Programme Code	: BD/ CM/ CO/ CW/ HA/ IF/ IH/ SE
Semester	: Sixth
Course Title	: EMERGING TRENDS IN COMPUTER ENGINEERING AND INFORMATION TECHNOLOGY
Course Code	: 316313

I. RATIONALE

Emerging trends in Computer Engineering and Information Technology are driven by the need for efficiency, security and automation. Technologies like AI, cloud computing, IoT, and blockchain enhance productivity and connectivity. Digital forensics is essential for investigating cybercrimes, while green computing promotes sustainability. This course creates awareness in students regarding emerging trends in the area of Computer Engineering and Information Technology.

II. INDUSTRY / EMPLOYER EXPECTED OUTCOME

The aim of this course is to help the students to attain following Industry Identified Outcome through various Teaching Learning experiences : Create awareness of latest trends in Computer Engineering and Information Technology.

III. COURSE LEVEL LEARNING OUTCOMES (COS)

Students will be able to achieve & demonstrate the following COs on completion of course based learning

- CO1 - Elaborate the role of Artificial Intelligence ,Machine Learning and Deep Learning in various domains.
- CO2 - Compare the architecture of IoT in Local environment vs Cloud Environment.
- CO3 - Explain the functioning of Blockchain Technology in various applications considering different challenges.
- CO4 - Explain characteristics of different Immersive Technologies.
- CO5 - Identify the appropriate Model of Digital Forensic Investigation for given situation.

IV. TEACHING-LEARNING & ASSESSMENT SCHEME

Course Code	Course Title	Abbr	Course Category/s	Learning Scheme					Credits	Paper Duration	Assessment Scheme										Total Marks
				Actual Contact Hrs./ Week			SLH	NLH			Theory				Based on LL & TL				Based on SL		
															Practical						
				CL	TL	LL	FA-TH	SA-TH			Total		FA-PR		SA-PR		SLA				
											Max	Min	Max	Min	Max	Min	Max	Min			
316313	EMERGING TRENDS IN COMPUTER ENGINEERING AND INFORMATION TECHNOLOGY	ETI	DSC	3	-	-	1	4	2	1.5	30	70*#	100	40	-	-	-	-	25	10	125

EMERGING TRENDS IN COMPUTER ENGINEERING AND INFORMATION TECHNOLOGY**Course Code : 316313****Total IKS Hrs for Sem. : 0 Hrs**

Abbreviations: CL- Classroom Learning , TL- Tutorial Learning, LL-Laboratory Learning, SLH-Self Learning Hours, NLH-Notional Learning Hours, FA - Formative Assessment, SA -Summative assessment, IKS - Indian Knowledge System, SLA - Self Learning Assessment

Legends: @ Internal Assessment, # External Assessment, *# On Line Examination , @\$ Internal Online Examination

Note :

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2. If candidate is not securing minimum passing marks in FA-PR of any course then the candidate shall be declared as "Detained" in that semester.
3. If candidate is not securing minimum passing marks in SLA of any course then the candidate shall be declared as fail and will have to repeat and resubmit SLA work.
4. Notional Learning hours for the semester are (CL+LL+TL+SL)hrs.* 15 Weeks
5. 1 credit is equivalent to 30 Notional hrs.
6. * Self learning hours shall not be reflected in the Time Table.
7. * Self learning includes micro project / assignment / other activities.

V. THEORY LEARNING OUTCOMES AND ALIGNED COURSE CONTENT

Sr.No	Theory Learning Outcomes (TLO's) aligned to CO's.	Learning content mapped with Theory Learning Outcomes (TLO's) and CO's.	Suggested Learning Pedagogies.
1	TLO 1.1 Describe the concept of AI. TLO 1.2 List applications of AI. TLO 1.3 Define Machine Learning. TLO 1.4 Describe characteristics of different types of Machine learning. TLO 1.5 Describe the concept of Deep learning. TLO 1.6 Describe importance of Neural Network. TLO 1.7 Differentiate the concepts of AI, ML and DL. TLO 1.8 Explain the function of different key components of Generative AI. TLO 1.9 Describe the role of AI & ML to improve the effectiveness of security mechanisms.	Unit - I Introduction of AI and ML 1.1 Introduction of AI :Concept ,Scope of AI, Types of AI, Applications of AI 1.2 Machine Learning: Concept, Types: Supervised, Unsupervised, Reinforcement, Applications of Machine Learning, Concept of Deep Learning, Applications of Deep Learning ,Concept of Neural Network, Difference between AI, ML and DL 1.3 Generative AI: Concept ,Transformers: Key components of Transformers: Self-attention mechanism, Multi-head attention, Positional encoding, Feed forward Neural Network, Layer Normalization, Encoder Decoder Structure, Types of Generative AI: Text Generation, Image Generation, Music and Audio Generation, Video Generation ,Applications of Generative AI 1.4 AI & ML in Digital security :Types of attacks : AI Powered cyber attack, Adversarial AI attacks, Evasion AI Attack, AI poisoning attack, AI powered attacks protection measures: Turn on Multi-Factor Authentication, Use Super Strong Password, Update Everything, Secure your Network, Use your mobile Device Securely	Presentations Case Study Lecture Using Chalk-Board Video Demonstrations

EMERGING TRENDS IN COMPUTER ENGINEERING AND INFORMATION TECHNOLOGY**Course Code : 316313**

Sr.No	Theory Learning Outcomes (TLO's) aligned to CO's.	Learning content mapped with Theory Learning Outcomes (TLO's) and CO's.	Suggested Learning Pedagogies.
2	TLO 2.1 Describe the concept of IoT. TLO 2.2 Write features and applications of IoT. TLO 2.3 List the advantages and Limitations of IoT. TLO 2.4 Explain the architecture of IoT in local environment. TLO 2.5 Describe the function of Sensors and actuators used in IoT. TLO 2.6 Explain NGN Architecture. TLO 2.7 Explain the architecture of cloud based IoT.	Unit - II Internet of Things 2.1 Introduction of Internet of Things (IoT): Definition, Characteristics of IoT, Features and Application of IoT, Advantages and limitations of IoT 2.2 Design of IoT: Physical design of IoT, Logical design of IoT, Architecture of Internet of Things (IoT) 2.3 Sensors and actuators used in IoT 2.4 5G Network in IOT communication: 5-G characteristics and application areas, Next Generation Network: Architecture, Features, Functional block diagram, Network components: Media Gateway, Media Gateway Controller and Application Server 2.5 IoT and Cloud Computing: Architecture of Cloud based IoT	Presentations Lecture Using Chalk-Board Flipped Classroom
3	TLO 3.1 Explain the key features of Blockchain Technology. TLO 3.2 Describe Blockchain Architecture. TLO 3.3 Differentiate different types of Blockchain. TLO 3.4 List the Blockchain Applications. TLO 3.5 State the role of Smart Contracts & Cryptocurrencies. TLO 3.6 State the different challenges in Blockchain Technology.	Unit - III Blockchain Technology 3.1 Basics of Blockchain Technology-Definition, Key Features of Blockchain (Decentralization, Transparency, Immutability), Traditional vs Blockchain System 3.2 Blockchain Architecture 3.3 Types of Blockchain- Public Blockchain, Private Blockchain, Consortium Blockchain and Hybrid Blockchain 3.4 Blockchain Applications- Finance, Healthcare, Supply chain and Gaming 3.5 Role of Blockchain in Smart Contracts & Cryptocurrencies - Definition, Key Features of Smart Contracts, Popular Cryptocurrencies 3.6 Challenges in Blockchain Technology	Collaborative learning Presentations Case Study Flipped Classroom Video Demonstrations
4	TLO 4.1 Describe Key features of different immersive technologies. TLO 4.2 List applications of Immersive Technology. TLO 4.3 State the importance of Green Computing. TLO 4.4 Describe the concept of Quantum Computing.	Unit - IV Immersive Technology and Sustainable Computing 4.1 Introduction to Immersive Technology and types of immersive technologies- Augmented Reality (AR), Virtual Reality (VR), Mixed Reality (MR), Extended Reality (XR), Haptic Technology 4.2 Applications of Immersive Technology 4.3 Green Computing- Definition and its importance, Energy efficient hardware and data centers. E-waste management and recycling 4.4 Quantum Computing- Introduction, Applications	Video Demonstrations Presentations Flipped Classroom Hands-on

EMERGING TRENDS IN COMPUTER ENGINEERING AND INFORMATION TECHNOLOGY**Course Code : 316313**

Sr.No	Theory Learning Outcomes (TLO's) aligned to CO's.	Learning content mapped with Theory Learning Outcomes (TLO's) and CO's.	Suggested Learning Pedagogies.
5	TLO 5.1 Write the goal of digital forensics and investigation. TLO 5.2 Describe the characteristics of different Digital Forensic Investigation models. TLO 5.3 Explain the features of different types of hacking. TLO 5.4 Describe various types of IT Acts and policies.	Unit - V Digital Forensics and Ethical Hacking 5.1 Introduction to digital forensics 5.2 Rules of digital forensics, The Process of Digital forensics investigation and Evidence Handling 5.3 Models of Digital Forensic Investigation: DFRWS Investigative Model, Abstract Digital Forensics Model (ADFM), Integrated Digital Investigation Process (IDIP), End to End digital investigation process (EEDIP), An extended model for cybercrime investigation, UML modeling of digital forensic process model (UMDFPM) 5.4 Ethical Hacking: Definition, Types of hackers 5.5 Types of Hacking- Network Hacking: AI powered phishing scams, Ransomware 2.0, IoT exploits, Deep fake Technology, Operating System Hacking- OS downgrade attack, Firmware level exploits, Application Hacking- Advanced Web Application Firewall(WAF) Bypass Technique, Zero day exploits 5.6 National Cyber Security Policy (NCSP), 2013, IT Act 2000, IT Act 2008(Amendment) and IT Act 2023(DPDP), Cyber Crime Prevention against Women and Children (CCPWC) Scheme (2018)	Case Study Presentations Video Demonstrations Collaborative learning Flipped Classroom

VI. LABORATORY LEARNING OUTCOME AND ALIGNED PRACTICAL / TUTORIAL EXPERIENCES : NOT APPLICABLE.**VII. SUGGESTED MICRO PROJECT / ASSIGNMENT/ ACTIVITIES FOR SPECIFIC LEARNING / SKILLS DEVELOPMENT (SELF LEARNING)****Assignment**

- Write assignment covering all COs given by Course Teacher

Micro project

- Prepare a report on given case for Healthcare Blockchain System. The healthcare industry faces numerous challenges, including data fragmentation, lack of interoperability, and security vulnerabilities. Blockchain technology has emerged as a potential solution to address these issues by providing a decentralized, secure, and transparent way to manage healthcare data. This case study explores the implementation of a blockchain-based healthcare system and its impact on data management, security, and patient outcomes.
- Prepare a report on given case for IoT Integration in Precision Agriculture. The goal is to enhance farm productivity, reduce input costs, and promote sustainable agricultural practices through the seamless integration of IoT technologies into precision agriculture systems.
- Prepare a report on given case for Use of Immersive Technologies in Training. Walmart's Virtual Reality (VR) Training Program- Walmart implemented virtual reality (VR) technology to train employees across its stores in the United States. The goal was to improve employee preparedness for real-world scenarios, from managing Black Friday crowds to handling customer service issues.
- Prepare a report on given case for IoT Integration Strategy for Telecom in Competitive Landscape. The goal is to

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position telecom providers as strategic enablers in the IoT value chain, driving innovation, improving customer experiences, and enhancing operational efficiencies in a highly competitive market.

- Prepare a report on given case for an Application of Artificial Intelligence in Education field. The goal is to leverage AI technologies to enhance teaching effectiveness, improve student outcomes, streamline administrative processes, and foster a more inclusive and engaging learning environment.
- Prepare a report on given case for Digital Forensics Investigation on a Mobile Device- Case: Insider Data Theft via Mobile Phone -A financial services company suspected an employee of leaking sensitive client data. Digital forensic experts performed a mobile device analysis on the employee's company-issued smartphone, recovering deleted messages, call logs, and file transfers, which revealed the employee had shared confidential documents through encrypted messaging apps. The forensic report provided clear evidence of data exfiltration, which was used in court to support the company's case and led to disciplinary action and legal proceedings.
- Prepare a report on given case for Copyright Challenges for Generative Artificial Intelligence Systems. This case study seeks to explore the evolving landscape of copyright challenges in generative AI, highlighting key legal disputes, emerging regulatory responses, and potential strategies for ensuring ethical and legally compliant deployment of these transformative technologies.

Other

- Course on Artificial intelligence for beginners provided by Microsoft
- Crash Course on Machine Learning provided by Google
- Course on Blockchain and its applications on SWAYAM platform provided by NPTEL
- Courses provided by Infosys Springboard

Note :

- Above is just a suggestive list of microprojects and assignments; faculty must prepare their own bank of microprojects, assignments, and activities in a similar way.
- The faculty must allocate judicious mix of tasks, considering the weaknesses and / strengths of the student in acquiring the desired skills.
- If a microproject is assigned, it is expected to be completed as a group activity.
- SLA marks shall be awarded as per the continuous assessment record.
- For courses with no SLA component the list of suggestive microprojects / assignments/ activities are optional, faculty may encourage students to perform these tasks for enhanced learning experiences.
- If the course does not have associated SLA component, above suggestive listings is applicable to Tutorials and maybe considered for FA-PR evaluations.

VIII. LABORATORY EQUIPMENT / INSTRUMENTS / TOOLS / SOFTWARE REQUIRED

Sr.No	Equipment Name with Broad Specifications	Relevant LLO Number
1	Not Applicable	All

IX. SUGGESTED WEIGHTAGE TO LEARNING EFFORTS & ASSESSMENT PURPOSE (Specification Table)

Sr.No	Unit	Unit Title	Aligned COs	Learning Hours	R-Level	U-Level	A-Level	Total Marks
1	I	Introduction of AI and ML	CO1	9	6	6	2	14
2	II	Internet of Things	CO2	10	6	6	4	16
3	III	Blockchain Technology	CO3	8	4	6	2	12

EMERGING TRENDS IN COMPUTER ENGINEERING AND INFORMATION TECHNOLOGY**Course Code : 316313**

Sr.No	Unit	Unit Title	Aligned COs	Learning Hours	R-Level	U-Level	A-Level	Total Marks
4	IV	Immersive Technology and Sustainable Computing	CO4	8	6	4	2	12
5	V	Digital Forensics and Ethical Hacking	CO4	10	6	6	4	16
Grand Total				45	28	28	14	70

X. ASSESSMENT METHODOLOGIES/TOOLS**Formative assessment (Assessment for Learning)**

- Two unit tests (MCQs) of 30 marks will be conducted and average of two unit tests will be considered.
- Formative assessment of self learning of 25 marks should be assessed based on self learning activity such as Infosys Springboard Certification/Microprojects/Assignment(60% weightage to process and 40% to product)

Summative Assessment (Assessment of Learning)

- End Semester Online (MCQ type)Exam

XI. SUGGESTED COS - POS MATRIX FORM

Course Outcomes (COs)	Programme Outcomes (POs)							Programme Specific Outcomes* (PSOs)		
	PO-1 Basic and Discipline Specific Knowledge	PO-2 Problem Analysis	PO-3 Design/ Development of Solutions	PO-4 Engineering Tools	PO-5 Engineering Practices for Society, Sustainability and Environment	PO-6 Project Management	PO-7 Life Long Learning	PSO-1	PSO-2	PSO-3
CO1	2	2	1	-	-	1	1			
CO2	2	2	1	-	-	1	1			
CO3	2	2	1	-	-	1	1			
CO4	2	2	1	-	-	1	1			
CO5	2	2	1	-	-	1	1			

Legends :- High:03, Medium:02,Low:01, No Mapping: -
 *PSOs are to be formulated at institute level

XII. SUGGESTED LEARNING MATERIALS / BOOKS

Sr.No	Author	Title	Publisher with ISBN Number
1	R.B. Mishra	Artificial Intelligence	PHI ISBN:978-8-1203-3849-9
2	S Sridhar, M Vijayalakshmi	Machine Learning	Oxford University Press ISBN:978-0-1901-2727-5
3	Bikramaditya Singhal Gautam Dhameja Priyanshu Sekhar Panda	Beginning Blockchain-A Beginner's Guide to Building Blockchain Solutions	Apress, ISBN-13 (pbk): 978-1-4842-3443-3 ISBN-13 (electronic): 978-1-4842-3444-0

EMERGING TRENDS IN COMPUTER ENGINEERING AND INFORMATION TECHNOLOGY**Course Code : 316313**

Sr.No	Author	Title	Publisher with ISBN Number
4	Tiana Laurence	Blockchain For Dummies	Wiley India ISBN: 9788126527755
5	Arshadeep Bahga, Vijay Madiseti	Internet Of Things-A Hands-on Approach	University Press ISBN: 978-8-17371-954-7
6	John Sammons	The Basics of Digital Forensic	Elsevier ISBN: 978-1-59749-661-2
7	Dr. Nilakashi Jain, Dr. Dhananjat R. Kalbande	Digital Forensic (2017 Edition)	Wiley Publishing Inc. ISBN: 978-81-265-6574-0
8	Kevin Beaver CISSP	Hacking for Dummies (5th Edition)	Wiley Publishing Inc. ISBN: 978-81-265-6554-2
9	Sagaya Aurelia	Immersive Technologies	CRC Press ISBN: 978-10-327-5114-6
10	Githa S. Heggde, Santosh Kumar Patra, Rasananda Panda	Immersive Technology and Experiences	Palgrave Macmillan ISBN: 978-981-99-8833-4

XIII . LEARNING WEBSITES & PORTALS

Sr.No	Link / Portal	Description
1	https://www.versatek.com/wp-content/uploads/2016/06/IoT-eBook-version5.pdf	eBook on Internet of Things
2	https://www.youtube.com/watch?v=iqjcNRJf-Nc	Immersive technology
3	https://www.tutorialspoint.com/internet_of_things/internet_of_things_tutorial.pdf	eBook on Internet of Things
4	https://microsoft.github.io/AI-For-Beginners/	Artificial intelligence for beginners course
5	https://developers.google.com/machine-learning/crash-course	Machine learning course
6	https://www.infosecinstitute.com/resources/digital-forensics/digital-forensics-models/#gref	Digital Forensics
7	https://www.researchgate.net/publication/300474145_Digital_Forensics/	Digital Forensics eBook
8	https://www.tutorialspoint.com/ethical_hacking/ethical_hacking_process.htm	Ethical Hacking
9	https://onlinecourses.nptel.ac.in/noc22_cs44/preview	Blockchain Technology course
10	https://www.youtube.com/watch?v=ScqopKqK6v0	Immersive technology
11	https://www.indiacode.nic.in/bitstream/123456789/13116/1/it_act_2000_updated.pdf	IT Act 2000
12	https://www.meity.gov.in/static/uploads/2024/06/2bf1f0e9f04e6fb4f8fef35e82c42aa5.pdf	IT Act 2023 (DPDP)
13	https://www.indiacode.nic.in/bitstream/123456789/15386/1/it_amendment_act2008.pdf	IT Act 2008 (Amendment)
14	https://www.infosys.com/about/springboard.html	Digital Learning and Reskilling
15	https://iterasec.com/blog/understanding-ai-attacks-and-their-types/	Types of AI attacks
16	https://www.cm-alliance.com/cybersecurity-blog/5-ways-to-avoid-ai-powered-hacking	AI powered attacks -protection measures

Note :

- Teachers are requested to check the creative common license status/financial implications of the suggested

EMERGING TRENDS IN COMPUTER ENGINEERING AND INFORMATION TECHNOLOGY**Course Code : 316313**

Sr.No	Link / Portal	Description
		online educational resources before use by the students

MSBTE Approval Dt. 04/09/2025**Semester - 6, K Scheme**

SOFTWARE TESTING**Course Code : 316314**

Programme Name/s : Computer Technology/ Computer Engineering/ Computer Science & Engineering/
Computer Hardware & Maintenance/
Computer Science & Information Technology/ Computer Science

Programme Code : CM/ CO/ CW/ HA/ IH/ SE

Semester : Sixth

Course Title : SOFTWARE TESTING

Course Code : 316314

I. RATIONALE

This curriculum teaches software testing methods, including manual and automation testing, performance, and security testing. With the growing demand for skilled testers in various development organizations, this course prepares students for industry roles as software tester. Hands-on experience with tools like Selenium helps them apply their knowledge and skill effectively. By completing this course, students gain valuable skills for career in software quality assurance.

II. INDUSTRY / EMPLOYER EXPECTED OUTCOME

Develop strong testing skills along with proficiency in tools like Selenium to ensure software quality.

III. COURSE LEVEL LEARNING OUTCOMES (COS)

Students will be able to achieve & demonstrate the following COs on completion of course based learning

- CO1 - Explain various software testing methods.
- CO2 - Prepare test cases for different levels of testing.
- CO3 - Prepare test plan for a given application.
- CO4 - Create defect report for a given application.
- CO5 - Apply automation testing tools to test software.

IV. TEACHING-LEARNING & ASSESSMENT SCHEME

Course Code	Course Title	Abbr	Course Category/s	Learning Scheme					Credits	Assessment Scheme											Total Marks
				Actual Contact Hrs./Week			SLH	NLH		Paper Duration	Theory			Based on LL & TL				Based on SL			
														Practical							
				CL	TL	LL	FA-TH	SA-TH			Total	FA-PR		SA-PR		SLA					
												Max	Min	Max	Min	Max	Min	Max	Min		
316314	SOFTWARE TESTING	SFT	DSC	3	-	4	1	8	4	3	30	70	100	40	25	10	-	-	25	10	150

Total IKS Hrs for Sem. : Hrs

Abbreviations: CL- Classroom Learning , TL- Tutorial Learning, LL-Laboratory Learning, SLH-Self Learning Hours, NLH-Notional Learning Hours, FA - Formative Assessment, SA -Summative assessment, IKS - Indian Knowledge System, SLA - Self Learning Assessment

Legends: @ Internal Assessment, # External Assessment, *# On Line Examination , @\$ Internal Online Examination

Note :

1. FA-TH represents average of two class tests of 30 marks each conducted during the semester.
2. If candidate is not securing minimum passing marks in FA-PR of any course then the candidate shall be declared as "Detained" in that semester.
3. If candidate is not securing minimum passing marks in SLA of any course then the candidate shall be

SOFTWARE TESTING**Course Code : 316314**

declared as fail and will have to repeat and resubmit SLA work.

4. Notional Learning hours for the semester are (CL+LL+TL+SL)hrs.* 15 Weeks

5. 1 credit is equivalent to 30 Notional hrs.

6. * Self learning hours shall not be reflected in the Time Table.

7. * Self learning includes micro project / assignment / other activities.

V. THEORY LEARNING OUTCOMES AND ALIGNED COURSE CONTENT

Sr.No	Theory Learning Outcomes (TLO's) aligned to CO's.	Learning content mapped with Theory Learning Outcomes (TLO's) and CO's.	Suggested Learning Pedagogies.
1	TLO 1.1 Identify errors and bugs in the given program. TLO 1.2 Explain the Entry and Exit Criteria for the given test application. TLO 1.3 Explain various types of Software Testing methods.	Unit - I Software Testing and Testing Methods 1.1 Software Testing, Objectives of Testing, Software Requirement Specification (SRS) 1.2 Failure, Error, Fault, Defect, Bug Terminology 1.3 Test Case, Entry and Exit Criteria for Testing 1.4 Methods of Testing: Static and Dynamic Testing 1.5 White Box Testing: Inspections, Walkthroughs, Technical Review, Functional Testing, Code Coverage Testing, Code Complexity Testing 1.6 Black Box Testing: Requirement Based Testing, Boundary Value Analysis and Equivalence Partitioning	Lecture Using Chalk-Board Presentations Video Demonstrations
2	TLO 2.1 Apply the concepts of unit testing. TLO 2.2 Explain different integration testing strategies. TLO 2.3 Apply the principles and methods of system testing. TLO 2.4 Explain the purpose and process of acceptance testing. TLO 2.5 Apply various special testing techniques. TLO 2.6 Prepare test case for the given application.	Unit - II Types and Levels of Testing 2.1 Unit Testing: Driver, Stub 2.2 Integration Testing: Top-Down Integration, bottom-Up Integration, Bi-Directional Integration 2.3 System Testing 2.4 Acceptance Testing: Alpha, Beta Testing 2.5 Special Testing: Performance Testing-Load Testing and Stress Testing, Regression Testing, Security Testing, Client-Server Testing, GUI Testing, Database Testing, Sanity and Smoke Testing	Lecture Using Chalk-Board Presentations Video Demonstrations
3	TLO 3.1 Prepare test plan and test cases for the given application. TLO 3.2 Apply test infrastructure and people management strategies. TLO 3.3 Identify base lining of test plans. TLO 3.4 Prepare test report of executed test cases for the given application.	Unit - III Test Management 3.1 Test life cycle 3.2 Test Planning: Preparing a Test Plan, Deciding the Test Approach, Setting Up Criteria for Testing, Identifying Responsibilities, Staffing, Resource Requirements, Test Deliverables, Testing Tasks 3.3 Test Management: Test Infrastructure Management, Test People Management 3.4 Test Process: Base Lining a Test Plan, Test Case Specification 3.5 Test Reporting: Executing Test Cases, Preparing Test Summary Report	Lecture Using Chalk-Board Presentations Video Demonstrations
4	TLO 4.1 Classify defects on the basis of estimated impact.	Unit - IV Defect Management 4.1 Defect Classification, Defect Management Process 4.2 Defect Life Cycle, Defect Template	Lecture Using Chalk-Board Presentations

SOFTWARE TESTING**Course Code : 316314**

Sr.No	Theory Learning Outcomes (TLO's) aligned to CO's.	Learning content mapped with Theory Learning Outcomes (TLO's) and CO's.	Suggested Learning Pedagogies.
	TLO 4.2 Prepare defect template for the given application. TLO 4.3 Explain defect management process on the given application.	4.3 Estimate Expected Impact of a Defect, Techniques for Finding Defects, Reporting a Defect	Video Demonstrations
5	TLO 5.1 Identify different testing tools to test the given application. TLO 5.2 Improve testing efficiency using automated tool for given application. TLO 5.3 Apply testing tool to test the given application. TLO 5.4 Describe Metrics and Measurement for the given application.	Unit - V Testing Tools and Measurements 5.1 Manual Testing verses Automation Testing, advantages and disadvantages of using Testing Tools 5.2 Selecting a Test Tool: Criteria for Selecting Test Tools, Steps for Tool Selection and Deployment 5.3 Selenium: Introduction and Components, Automation Testing Tools 5.4 Selenium IDE: Introduction, Features, Limitations 5.5 Selenium WebDriver: Introduction, advantages and disadvantages 5.6 Metrics and Measurement: Types of Metrics, Product Metrics and Process Metric	Lecture Using Chalk-Board Presentations Video Demonstrations

VI. LABORATORY LEARNING OUTCOME AND ALIGNED PRACTICAL / TUTORIAL EXPERIENCES.

Practical / Tutorial / Laboratory Learning Outcome (LLO)	Sr No	Laboratory Experiment / Practical Titles / Tutorial Titles	Number of hrs.	Relevant COs
LLO 1.1 Write test cases for purchase management system.	1	*Design test cases for purchase order management based on system specification	2	CO1
LLO 2.1 Write test cases for Inventory management System.	2	*Design test cases for Inventory management System based on System Specification	2	CO1
LLO 3.1 Write test cases for simple calculator application.	3	Design test cases for calculator to verify its functionality (Black Box Testing)	2	CO1
LLO 4.1 Write test cases for hostel admission form.	4	Design test cases for hostel admission form	2	CO1
LLO 5.1 Write test cases for different tasks (OTP Verification, Image Upload) in any software module using equivalence partitioning and boundary value analysis of black box testing.	5	*Design test cases for different tasks (OTP Verification, Image Upload) in any software module using black box testing	2	CO1
LLO 6.1 Write test cases for railway reservation System.	6	Test various functionality of railway reservation system	2	CO2
LLO 7.1 Prepare test cases for e-commerce login form.	7	*Validate login procedure for E-Commerce Application (Flipkart or Amazon)	2	CO2
LLO 8.1 Write test cases for web page testing any web site.	8	Test functionality of Web Pages of any website	2	CO2
LLO 9.1 Write program and design test cases for-For...Loop.	9	*Design Test Cases for Control and Decision Making Statements (Use C	2	CO2

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Practical / Tutorial / Laboratory Learning Outcome (LLO)	Sr No	Laboratory Experiment / Practical Titles / Tutorial Titles	Number of hrs.	Relevant COs
LLO 9.2 Write program and design test cases for Do...While Loop. LLO 9.3 Write program and design test cases for Switch Case. LLO 9.4 Write program and design test cases for if...else.		Language)		
LLO 10.1 Prepare test cases for online mobile recharge.	10	*Design test cases for online mobile recharge	2	CO2
LLO 11.1 Prepare test cases for flight ticket booking system.	11	*Design test cases for flight ticket booking system	2	CO2
LLO 12.1 Write test plan and test cases for elevator.	12	Design test plan and cases for elevator	2	CO3
LLO 13.1 Write test plan and test cases for Notepad Application.	13	*Design test plan and test cases for Notepad (MS Window based) Application	2	CO3
LLO 14.1 Create test report of executed test cases for any website.	14	Prepare test report for any website	2	CO3
LLO 15.1 Prepare test cases and test summary report for a travel booking application.	15	*Design test cases and test summary report for a travel booking application	2	CO3
LLO 16.1 Write test plan and test cases for the login functionality of a social media application.	16	*Design test plan and test cases for the login functionality of a social media application	2	CO3
LLO 17.1 Prepare defect report after executing test cases for library management system.	17	*Generate Defect Report for Library Management System	2	CO4
LLO 18.1 Prepare defect report after executing test cases for withdrawn of amount from ATM Machine.	18	*Validate Defect Report for ATM Machine	2	CO4
LLO 19.1 Prepare defect report after executing test cases for any login form.	19	Execute Test Cases to Generate Defect Report for any login form	2	CO4
LLO 20.1 Prepare defect report after executing test cases for hostel admission form.	20	Defect Report for Hostel Admission Form	2	CO4
LLO 21.1 Install and configure Selenium IDE to apply automation testing concepts.	21	*Installation and Configuration of Selenium IDE.	2	CO5
LLO 22.1 Write and run test cases for Notepad using Selenium IDE.	22	*Test Case Design and Execution for Notepad (Windows-Based) Using Selenium IDE	4	CO5
LLO 23.1 Write and run test cases for MS Word application using Selenium IDE.	23	Test Case Design and Execution for MS Word application using Selenium IDE	4	CO5
LLO 24.1 Install and configure Selenium WebDriver to apply automation testing concepts.	24	*Installation and Configuration of Selenium WebDriver	2	CO5
LLO 25.1 Apply browser automation techniques using Selenium WebDriver to automate tasks such as opening a URL, navigating, and closing.	25	*Browser Automation with WebDriver	4	CO5
LLO 26.1 Apply techniques to automate switching between multiple browser windows or tabs using Selenium WebDriver.	26	Handling Multiple Windows and Tabs in WebDriver	4	CO5

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Practical / Tutorial / Laboratory Learning Outcome (LLO)	Sr No	Laboratory Experiment / Practical Titles / Tutorial Titles	Number of hrs.	Relevant COs
Note : Out of above suggestive LLOs - • '*' Marked Practicals (LLOs) Are mandatory. • Minimum 80% of above list of lab experiment are to be performed. • Judicial mix of LLOs are to be performed to achieve desired outcomes.				

VII. SUGGESTED MICRO PROJECT / ASSIGNMENT/ ACTIVITIES FOR SPECIFIC LEARNING / SKILLS DEVELOPMENT (SELF LEARNING)

Micro project

- Test the checkout process in an online clothing store.
- Validate the functionality of a product search feature in an electronics e-commerce site.
- Validate the functionality of a weather API in a mobile app.
- Evaluate the performance of a login page under different user loads.
- Validate the accuracy of patient data in a hospital management system.
- Any micro project topic suggested by faculty on similar line.

Other

- Complete the Software Testing course NPTEL Platform.
- Complete the Software Testing Fundamentals course Infosys Springboard.

Assignment

- Explain various types of Software Testing methods.
- Draw defect prevention process cycle. State working of each phase.
- Design test cases for online mobile recharge.
- Differentiate between Smoke Testing and Sanity Testing.
- Describe need for automation testing tools.

Note :

- Above is just a suggestive list of microprojects and assignments; faculty must prepare their own bank of microprojects, assignments, and activities in a similar way.
- The faculty must allocate judicial mix of tasks, considering the weaknesses and / strengths of the student in acquiring the desired skills.
- If a microproject is assigned, it is expected to be completed as a group activity.
- SLA marks shall be awarded as per the continuous assessment record.
- For courses with no SLA component the list of suggestive microprojects / assignments/ activities are optional, faculty may encourage students to perform these tasks for enhanced learning experiences.
- If the course does not have associated SLA component, above suggestive listings is applicable to Tutorials and maybe considered for FA-PR evaluations.

VIII. LABORATORY EQUIPMENT / INSTRUMENTS / TOOLS / SOFTWARE REQUIRED

Sr.No	Equipment Name with Broad Specifications	Relevant LLO Number
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Sr.No	Equipment Name with Broad Specifications	Relevant LLO Number
1	Selenium (IDE and WebDriver)	21,22,23,24,25,26
2	Computer System with processor i3 and above, RAM minimum 4 GB	All
3	Spreadsheet Package (Microsoft excel)	All
4	Lean software testing tool, Bugzilla, QTP and RTP Software Testing Tool, loadrunner Software Testing Tool, GTMetrix, Notepad (Any Open Source Software Testing Tool)	All

IX. SUGGESTED WEIGHTAGE TO LEARNING EFFORTS & ASSESSMENT PURPOSE (Specification Table)

Sr.No	Unit	Unit Title	Aligned COs	Learning Hours	R-Level	U-Level	A-Level	Total Marks
1	I	Software Testing and Testing Methods	CO1	9	4	6	4	14
2	II	Types and Levels of Testing	CO2	12	6	6	6	18
3	III	Test Management	CO3	9	4	6	4	14
4	IV	Defect Management	CO4	6	2	4	4	10
5	V	Testing Tools and Measurements	CO5	9	4	6	4	14
Grand Total				45	20	28	22	70

X. ASSESSMENT METHODOLOGIES/TOOLS**Formative assessment (Assessment for Learning)**

- The marks of two offline unit tests, each 30 marks, will be considered, and the average of the two unit test marks will be calculated out of 30 marks.
- Each practical will be assessed with 60% weightage given to the process and 40% weightage given to the product.
- The formative assessment of laboratory learning will be of 25 marks.

Summative Assessment (Assessment of Learning)

- End semester examination, Lab performance, Viva voce.

XI. SUGGESTED COS - POS MATRIX FORM

Course Outcomes (COs)	Programme Outcomes (POs)							Programme Specific Outcomes* (PSOs)		
	PO-1 Basic and Discipline Specific Knowledge	PO-2 Problem Analysis	PO-3 Design/ Development of Solutions	PO-4 Engineering Tools	PO-5 Engineering Practices for Society, Sustainability and Environment	PO-6 Project Management	PO-7 Life Long Learning	PSO-1	PSO-2	PSO-3
CO1	1	1	-	-	-	-	1			
CO2	1	2	3	1	1	-	1			

SOFTWARE TESTING**Course Code : 316314**

CO3	1	2	3	1	1	1	-			
CO4	1	3	1	1	1	-	-			
CO5	-	1	2	3	1	-	-			

Legends :- High:03, Medium:02,Low:01, No Mapping: -

*PSOs are to be formulated at institute level

XII. SUGGESTED LEARNING MATERIALS / BOOKS

Sr.No	Author	Title	Publisher with ISBN Number
1	Srinivasan Desikan, Gopalaswamy Ramesh	Software Testing: Principles and Practices	Pearson India, 2016, ISBN: 9788177581218
2	Limaye M. G.	Software Testing: Principles, Techniques and Tools	Tata McGraw Hill Education, New Delhi, 2012, ISBN(13): 9780070139909
3	Chauhan Naresh	Software Testing: Principles and Practices	Oxford University Press, 2016, ISSN: 9780198061847
4	Kalilur Rahman	Science of Selenium Master Web UI Automation and Create Your Own Test Automation Framework	Bpb Publications, 2019, ISBN: 9789389423242, 9389423244
5	Singh Yogesh	Software Testing	Cambridge University Press, 2012, ISBN 978-1-107-65278-1

XIII. LEARNING WEBSITES & PORTALS

Sr.No	Link / Portal	Description
1	https://infyspringboard.onwingspan.com/web/en/app/toc/lex_auth_0138417928613150724254_shared/overview	Infosys Springboard - Software Testing Fundamentals course
2	https://www.geeksforgeeks.org/software-testing-basics/	Software Testing Tutorials
3	https://www.w3schools.in/software-testing/tutorials/	Software Testing Tutorials
4	https://www.geeksforgeeks.org/defect-management-process/	Software Testing – Defect Management Process
5	https://www.lambdatest.com/learning-hub/selenium-ide	Introduction to Selenium IDE
6	https://www.geeksforgeeks.org/introduction-to-selenium-webdriver/	Introduction to Selenium WebDriver
7	https://www.geeksforgeeks.org/software-measurement-and-metrics/	Software Testing – Software Measurement and metrics
8	https://nptel.ac.in/courses/106101163	Software Testing Course
9	https://nptel.ac.in/courses/106105150	Software Testing Course

Note :

- Teachers are requested to check the creative common license status/financial implications of the suggested online educational resources before use by the students

CLIENT SIDE SCRIPTING**Course Code : 316005**

Programme Name/s : Computer Technology/ Computer Engineering/ Computer Science & Engineering/
Information Technology/
Computer Science & Information Technology/ Computer Science

Programme Code : CM/ CO/ CW/ IF/ IH/ SE

Semester : Sixth

Course Title : CLIENT SIDE SCRIPTING

Course Code : 316005

I. RATIONALE

Client-side scripting plays a fundamental role in modern web development by enhancing user interactions and improving the overall experience of websites and applications. Web developers utilize it extensively to accomplish tasks like creating dynamic webpages, reacting to events, making interactive forms, verifying information entered by visitors, managing the browser, and more. Using these characteristics, this course assists students in creating highly dynamic web pages.

II. INDUSTRY / EMPLOYER EXPECTED OUTCOME

The aim of this course is to help the student to attain the following industry identified outcomes through various teaching learning experiences :

Develop web application using AngularJS and React Framework.

III. COURSE LEVEL LEARNING OUTCOMES (COS)

Students will be able to achieve & demonstrate the following COs on completion of course based learning

- CO1 - Develop web page using client side scripting technology.
- CO2 - Design dynamic web pages using AngularJS.
- CO3 - Implement the built-in functions and objects in AngularJS.
- CO4 - Develop web application using React.
- CO5 - Apply event handling in React Framework.

IV. TEACHING-LEARNING & ASSESSMENT SCHEME

Course Code	Course Title	Abbr	Course Category/s	Learning Scheme					Credits	Assessment Scheme												Total Marks		
				Actual Contact Hrs./Week	SLH		NLH			Paper Duration	Theory				Based on LL & TL				Based on SL					
															Practical									
											CL	TL	LL	FA-TH	SA-TH	Total		FA-PR		SA-PR			SLA	
																		Max	Min	Max	Min		Max	Min
316005	CLIENT SIDE SCRIPTING	CSS	AEC	2	-	4	-	6	3	-	-	-	-	-	25	10	25@	10	-	-	50			

Total IKS Hrs for Sem. : 0 Hrs

Abbreviations: CL- Classroom Learning , TL- Tutorial Learning, LL-Laboratory Learning, SLH-Self Learning Hours, NLH-Notional Learning Hours, FA - Formative Assessment, SA -Summative assessment, IKS - Indian Knowledge System, SLA - Self Learning Assessment

Legends: @ Internal Assessment, # External Assessment, *# On Line Examination , @\$ Internal Online Examination

Note :

1. FA-TH represents average of two class tests of 30 marks each conducted during the semester.
2. If candidate is not securing minimum passing marks in FA-PR of any course then the candidate shall be

CLIENT SIDE SCRIPTING**Course Code : 316005**

declared as "Detained" in that semester.

3. If candidate is not securing minimum passing marks in SLA of any course then the candidate shall be declared as fail and will have to repeat and resubmit SLA work.

4. Notional Learning hours for the semester are (CL+LL+TL+SL)hrs.* 15 Weeks

5. 1 credit is equivalent to 30 Notional hrs.

6. * Self learning hours shall not be reflected in the Time Table.

7. * Self learning includes micro project / assignment / other activities.

V. THEORY LEARNING OUTCOMES AND ALIGNED COURSE CONTENT

Sr.No	Theory Learning Outcomes (TLO's) aligned to CO's.	Learning content mapped with Theory Learning Outcomes (TLO's) and CO's.	Suggested Learning Pedagogies.
1	TLO 1.1 Explain purpose of scripting language. TLO 1.2 Differentiate between static and dynamic web pages. TLO 1.3 Describe the evolution of scripting technologies. TLO 1.4 Illustrate the AJAX architecture. TLO 1.5 Create JSON objects for accessing data in JavaScript program. TLO 1.6 Explain feature of Django and Flask framework.	Unit - I Fundamental of Client Side Scripting 1.1 Introduction to the Scripting: Basic web architecture, Role of the client and server, Static vs. dynamic web pages 1.2 History of Scripting Technologies: HTML as a foundation, Early use of inline scripting, Limitations of static HTML, JavaScript 1.3 Introduction to AJAX : AJAX Architecture, Actions 1.4 Basics of JSON: Objects, Scheme 1.5 Webpage with Python: Django and Flask framework	Lecture Using Chalk-Board Presentations Hands-on
2	TLO 2.1 Describe the MVC Architecture. TLO 2.2 State structure of the given AngularJS web page. TLO 2.3 Describe the function of different controls to be used in web form. TLO 2.4 Implement the filters and directives in given page. TLO 2.5 Write AngularJS program to handle the web page events.	Unit - II Angular Basics 2.1 Introduction to AngularJS: AngularJS Extends HTML, Expressions, MVC Architecture, Application in AngularJs, Variables Scope 2.2 AngularJS Forms: FORM tag, Form fields: Single line text field, password field, multiple line text area, radio buttons, and check boxes. Pull down menus: SELECT and OPTION tags. Buttons: submit, reset and generalized buttons, Form Validation 2.3 AngularJS Data Binding :Two-way Binding and ng-model directive 2.4 Filters: Built-In Filters, Custom Filter, Chaining Multiple Filters 2.5 AngularJS Events: ng-mousedown, ng-mouseup, ng-click	Lecture Using Chalk-Board Presentations Hands-on
3	TLO 3.1 Identify the table attributes to organize data in web page. TLO 3.2 Write CSS code for applying type of formatting in web page. TLO 3.3 Describe the use	Unit - III Working with AngularJS 3.1 AngularJS Tables: Display Data in a Table, Adding style to the Table data, orderBy Filter, uppercase Filter, Table Index, using \$even and \$odd 3.2 AngularJS Controllers: Initializing the Model with Controllers, Role of a Controller, Controllers & Modules, Controller Business Logic, Presentation Logic and	Lecture Using Chalk-Board Presentations Hands-on

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Sr.No	Theory Learning Outcomes (TLO's) aligned to CO's.	Learning content mapped with Theory Learning Outcomes (TLO's) and CO's.	Suggested Learning Pedagogies.
	of controllers and its method. TLO 3.4 Write AngularJS program using filters. TLO 3.5 Write AngularJS program to show use of external files in controller.	Formatting Data 3.3 Attaching Properties and functions to scope 3.4 Nested Controllers, Using Filters in Controllers 3.5 Controllers in External Files	
4	TLO 4.1 State the features of React. TLO 4.2 Describe the life cycle of React. TLO 4.3 Explain the use of different components in a form. TLO 4.4 Implement the state of React Hooks.	Unit - IV Introduction of React Framework 4.1 Introduction to React Framework, features, architecture & Form 4.2 Components: Functional components, Class components, Passing and using props 4.3 Lifecycle – Mounting, Updating and Unmounting 4.4 React Hooks – useState,useEffect, useContext	Lecture Using Chalk-Board Presentations Hands-on
5	TLO 5.1 Write JavaScript to design a form to accept input values using React. TLO 5.2 Write event driven program for the given problem using React. TLO 5.3 Explain the use of list and keys in web pages. TLO 5.4 Write CSS for React application.	Unit - V Working with React Framework 5.1 Event handling, Binding event handlers, Arrow functions vs. regular functions 5.2 Working with Forms - Adding components, Handling form, Submitting Forms, Form validation 5.3 Lists and Keys - Rendering Lists, List with Key, Using map() to render lists of elements 5.4 Cascading Style Sheets- Different types of Style Sheets, Styling Libraries, Popular CSS frameworks (e.g., Bootstrap, Material-UI)	Lecture Using Chalk-Board Presentations Hands-on

VI. LABORATORY LEARNING OUTCOME AND ALIGNED PRACTICAL / TUTORIAL EXPERIENCES.

Practical / Tutorial / Laboratory Learning Outcome (LLO)	Sr No	Laboratory Experiment / Practical Titles / Tutorial Titles	Number of hrs.	Relevant COs
LLO 1.1 Create web page using structure tags to display sample message.	1	* Write a program to display " Hello World " using: • Console.log() • document.write() • alert ()	2	CO1
LLO 2.1 Create Python script to display sample message.	2	Write a program to display "Welcome " using Python script	2	CO1
LLO 3.1 Write programs a JSON Object with properties and access the object using JSON.	3	Create objects for the given problem with JSON	4	CO1
LLO 4.1 Install Angular software application.	4	1. Setup Angular development environment using: • Installation of Node.js and npm	2	CO2

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Practical / Tutorial / Laboratory Learning Outcome (LLO)	Sr No	Laboratory Experiment / Practical Titles / Tutorial Titles	Number of hrs.	Relevant COs
		• Installation of Angular CLI 2. Write a program to display "Good Morning" Message on web page		
LLO 5.1 Use forms controls.	5	* Write AngularJS program to design form using various controls and apply validations on input	4	CO2
LLO 6.1 Implement data binding in AngularJS.	6	* Write a program to display data model view and display data for given problem	2	CO2
LLO 7.1 Implement data binding synchronization between the model and the view.	7	Write a program to display two - way data binding	2	CO2
LLO 8.1 Use filters in AngularJS.	8	*Write a program to implement different filters in AngularJS	2	CO2
LLO 9.1 Implement various keys and mouse events.	9	* Write a program to implement different events in Angular JS	2	CO2
LLO 10.1 Create a web page to implement table.	10	Write a program displaying data in a table	2	CO3
LLO 11.1 Implement table operation using filters.	11	* Write a program to implement CSS to table data-odd and even rows	2	CO3
LLO 12.1 Develop Angular JS applications using controllers.	12	* Write programs for implementation of different methods of AngularJS Controllers	2	CO3
LLO 13.1 Use concept of controllers external files.	13	* Write programs to demonstrate use of controllers in external files	4	CO3
LLO 14.1 Execute after writing program to handle data using React form.	14	* Write a program to handle data using React form	2	CO4
LLO 15.1 Execute after writing program passing function argument into React component.	15	Write a program to pass function argument into React component	2	CO4
LLO 16.1 Implement the concept of React life cycle.	16	*Write a program to pass function argument into React program and implemnt the life cycle of React	2	CO4
LLO 17.1 Implement states of React Hooks.	17	* Write a program to implement states of React Hooks	4	CO4
LLO 18.1 Use React components to design real time form.	18	Write a program to design real time form using react components	4	CO5
LLO 19.1 Apply validations for React form.	19	Write a program to apply validations for React form	4	CO5
LLO 20.1 Use concept of List using React.	20	* Write a program to manipulate List using key and without key in React	2	CO5
LLO 21.1 Create a page to use map function in React.	21	Write a program to render a list using map function in React	2	CO5
LLO 22.1 Implement different approaches for styling a React web page.	22	* Write a program to apply following approaches of css to a React web page • Inline styling	2	CO5

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Practical / Tutorial / Laboratory Learning Outcome (LLO)	Sr No	Laboratory Experiment / Practical Titles / Tutorial Titles	Number of hrs.	Relevant COs
		• CSS stylesheets • CSS Modules		
LLO 23.1 Carry out a microproject on the given problem statement.	23	* The microproject has to be web based real time application suggested by teacher such as : • Develop a web "Chat Application" having Chat window with send and receive the text,image etc. • Develop a web "Music Player application" where user can get the Album with signer and play the music.	4	CO2 CO3 CO4 CO5

Note : Out of above suggestive LLOs -

- '*' Marked Practicals (LLOs) Are mandatory.
- Minimum 80% of above list of lab experiment are to be performed.
- Judicial mix of LLOs are to be performed to achieve desired outcomes.

VII. SUGGESTED MICRO PROJECT / ASSIGNMENT/ ACTIVITIES FOR SPECIFIC LEARNING / SKILLS DEVELOPMENT (SELF LEARNING) : NOT APPLICABLE**VIII. LABORATORY EQUIPMENT / INSTRUMENTS / TOOLS / SOFTWARE REQUIRED**

Sr.No	Equipment Name with Broad Specifications	Relevant LLO Number
1	Computer system with all necessary peripherals and internet connectivity Node.js and npm Angular CLI OR Visual Studio Code IDE	All

IX. SUGGESTED WEIGHTAGE TO LEARNING EFFORTS & ASSESSMENT PURPOSE (Specification Table)

Sr.No	Unit	Unit Title	Aligned COs	Learning Hours	R-Level	U-Level	A-Level	Total Marks
1	I	Fundamental of Client Side Scripting	CO1	5	0	0	0	0
2	II	Angular Basics	CO2	6	0	0	0	0
3	III	Working with AngularJS	CO3	6	0	0	0	0
4	IV	Introduction of React Framework	CO4	6	0	0	0	0
5	V	Working with React Framework	CO5	7	0	0	0	0
Grand Total				30	0	0	0	0

X. ASSESSMENT METHODOLOGIES/TOOLS**Formative assessment (Assessment for Learning)**

- Continuous assessment based on process and product related performance indicators. Each practical will be assessed

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considering-

-60% weightage to process

-40% weightage to product

Summative Assessment (Assessment of Learning)

- End Semester Examination (Lab. performance), Viva-voce

XI. SUGGESTED COS - POS MATRIX FORM

Course Outcomes (COs)	Programme Outcomes (POs)							Programme Specific Outcomes* (PSOs)		
	PO-1 Basic and Discipline Specific Knowledge	PO-2 Problem Analysis	PO-3 Design/ Development of Solutions	PO-4 Engineering Tools	PO-5 Engineering Practices for Society, Sustainability and Environment	PO-6 Project Management	PO-7 Life Long Learning	PSO-1	PSO-2	PSO-3
CO1	1	-	1	1	-	-	1			
CO2	2	2	2	2	1	-	1			
CO3	2	2	3	3	2	-	1			
CO4	2	2	2	3	2	-	1			
CO5	2	2	3	3	2	-	1			
Legends :- High:03, Medium:02, Low:01, No Mapping: -										
*PSOs are to be formulated at institute level										

XII. SUGGESTED LEARNING MATERIALS / BOOKS

Sr.No	Author	Title	Publisher with ISBN Number
1	Thomas A. Powell	HTML & CSS: The Complete Reference	McGraw Hill Education; 5th edition (1 July 2017), ISBN-13 : 978-0070701946
2	Valeri Karpov, Diego Netto	Professional AngularJS (WROX)	Wiley (1 January 2015), ISBN-13 : 978-8126556434
3	Brad Green, Shyam Seshadri	AngularJS: Less Code, More Fun, And Enhanced Productivity With Structured Web Apps (Greyscale Indian Edition)	Shroff/O'Reilly; First Edition (1 January 2013), ISBN-13 : 978-9351101260
4	Mayur Patil	React.js For Beginners	Notion Press (11 January 2023), ISBN-13 : 979-8889355106
5	Alex Banks	Learning React: Modern Patterns for Developing React Apps	Shroff/O'Reilly; Second edition (16 July 2020), ISBN-13 : 978-9385889158

XIII. LEARNING WEBSITES & PORTALS

Sr.No	Link / Portal	Description
1	https://www.tutorialspoint.com/angular/index.htm	Designing web page using AngularJS.(All contents)

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Sr.No	Link / Portal	Description
2	https://www.w3schools.com/angular/	AngularJS Tutorial for beginners
3	https://www.w3schools.com/REACT/DEFAULT.ASP	React Tutorial for beginners
4	https://www.tutorialspoint.com/reactjs/index.htm	Designing web page using React.(All contents)
5	https://javascript.info/	The Modern JavaScript Tutorial
6	https://www.javascripttutorial.net/react-tutorial/	Providing React,AngularJS and Javascript contents.
7	https://www.youtube.com/watch?v=NSWzs-Jt65w	Angular JS for Beginners

Note :

- Teachers are requested to check the creative common license status/financial implications of the suggested online educational resources before use by the students

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MOBILE APPLICATION DEVELOPMENT**Course Code : 316006**

Programme Name/s : Artificial Intelligence/ Artificial Intelligence and Machine Learning/ Cloud Computing and Big Data/ Computer Technology/ Computer Engineering/ Computer Science & Engineering/ Data Sciences/ Computer Hardware & Maintenance/ Information Technology/ Computer Science & Information Technology/ Computer Science

Programme Code : AI/ AN/ BD/ CM/ CO/ CW/ DS/ HA/ IF/ IH/ SE

Semester : Sixth

Course Title : MOBILE APPLICATION DEVELOPMENT

Course Code : 316006

I. RATIONALE

Android OS is one of the fastest growing environments which are widely used by smartphones, smart T.V, tablets and other equipments. Mobile Application Development course helps to design and covers the concepts which are required to understand and develop Android based applications. After completing this course students will be able to design, build and publish real-time Android applications.

II. INDUSTRY / EMPLOYER EXPECTED OUTCOME

The aim of this course is to help the students to attain the following Industry Identified Outcomes through various teaching learning experiences:

- Build real-time Android applications.

III. COURSE LEVEL LEARNING OUTCOMES (COS)

Students will be able to achieve & demonstrate the following COs on completion of course based learning

- CO1 - Interpret the features of android operating system.
- CO2 - Use after configuring Android development environment.
- CO3 - Develop android applications using UI components and layouts.
- CO4 - Create database driven Android applications.
- CO5 - Develop advanced Android applications that requires relevant permissions for security.

IV. TEACHING-LEARNING & ASSESSMENT SCHEME

Course Code	Course Title	Abbr	Course Category/s	Learning Scheme					Credits	Assessment Scheme													Total Marks
				Actual Contact Hrs./ Week	SLH	NLH	Paper Duration	Theory			Based on LL & TL				Based on SL								
											Practical												
								CL		TL	LL	FA-TH	SA-TH	Total		FA-PR		SA-PR		SLA			
																Max	Min	Max	Min	Max	Min	Max	
316006	MOBILE APPLICATION DEVELOPMENT	MAD	DSC	2	-	4	2	8	4	-	-	-	-	-	25	10	25#	10	25	10	75		
Total IKS Hrs for Sem. : 0 Hrs Abbreviations: CL- Classroom Learning , TL- Tutorial Learning, LL-Laboratory Learning, SLH-Self Learning Hours, NLH-Notional Learning Hours, FA - Formative Assessment, SA -Summative assessment, IKS - Indian Knowledge System, SLA - Self Learning Assessment Legends: @ Internal Assessment, # External Assessment, *# On Line Examination , @\$ Internal Online Examination																							

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MOBILE APPLICATION DEVELOPMENT**Course Code : 316006**

Note :

1. FA-TH represents average of two class tests of 30 marks each conducted during the semester.
2. If candidate is not securing minimum passing marks in FA-PR of any course then the candidate shall be declared as "Detained" in that semester.
3. If candidate is not securing minimum passing marks in SLA of any course then the candidate shall be declared as fail and will have to repeat and resubmit SLA work.
4. Notional Learning hours for the semester are (CL+LL+TL+SL)hrs.* 15 Weeks
5. 1 credit is equivalent to 30 Notional hrs.
6. * Self learning hours shall not be reflected in the Time Table.
7. * Self learning includes micro project / assignment / other activities.

V. THEORY LEARNING OUTCOMES AND ALIGNED COURSE CONTENT

Sr.No	Theory Learning Outcomes (TLO's) aligned to CO's.	Learning content mapped with Theory Learning Outcomes (TLO's) and CO's.	Suggested Learning Pedagogies.
1	TLO 1.1 Differentiate between Android and other operating systems. TLO 1.2 Enlist Android OS features. TLO 1.3 Explain android architecture. TLO 1.4 Identify IDEs for Android Application development.	Unit - I Basics of Android OS 1.1 Introduction to Android Operating System 1.2 Need and features of Android 1.3 Android Architecture Framework 1.4 Introduction to Android Application Development IDE (Android Studio, Eclipse, Visual Studio with Xamarin etc.)	Lecture Using Chalk-Board Hands-on
2	TLO 2.1 Explain JDK and SDK for developing Mobile application. TLO 2.2 Explain different Android tools. TLO 2.3 Distinguish between DVM and JVM. TLO 2.4 Explain various Android terminologies. TLO 2.5 Explain relevant analogy of Android directory structure.	Unit - II Introduction to Android Environment 2.1 Use of Java JDK and introduction to Android SDK 2.2 Different Android tools like Android Development Tools (ADT), Android Virtual Devices (AVD) and emulators 2.3 Dalvik Virtual Machine (DVM) , difference between DVM and JVM 2.4 Terminologies in Android : Android Run Time (ART), Over the Air (OTA), Firmware Over The Air (FOTA), Global Positioning System (GPS) , Google Cloud Messaging (GCM) 2.5 Android directory structure	Hands-on Demonstration
3	TLO 3.1 Describe to develop user interface for the given Android application. TLO 3.2 List steps to implement different layouts. TLO 3.3 Explain the process of developing Android application using given Android views. TLO 3.4 Write the steps to design Splash screen.	Unit - III Design UI in Android 3.1 GUI components like : Text View, Edit Text, Button, types of buttons like image button , toggle button, Checkbox, Radiobutton, Radiobutton Group, Progress bar, Scrollbars, List, Custom Toast Alert message etc. 3.2 Introduction to Layouts and types of Layouts : Constraint layout, Linear Layout, Frame Layout, Relative Layout etc. 3.3 Introduction to views and its types : List view, Grid view, Image view, Scroll view	Demonstration Hands-on

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Sr.No	Theory Learning Outcomes (TLO's) aligned to CO's.	Learning content mapped with Theory Learning Outcomes (TLO's) and CO's.	Suggested Learning Pedagogies.
		3.4 Basics of splash screen , adding styles to splash screen	
4	TLO 4.1 Explain the use of given components for Android application development. TLO 4.2 Explain the use of different life cycle methods to develop Android Application. TLO 4.3 Write the steps to establish database connectivity to fire queries for performing the given database management operations.	Unit - IV Android Components and Database Connectivity 4.1 Major components in Android : Intent, Activity, Services, Broadcast Receiver 4.2 Life cycle of Android components like Activity, Broadcast Receiver, Services etc. 4.3 SQLite/Firebase database, necessity of SQLite/Firebase, creation and connection of the database, extracting data from the databases	Lecture Using Chalk-Board Presentations
5	TLO 5.1 Write the stpes to implement various advanced android concepts to develop an application. TLO 5.2 Explain the process to apply security services in android application development. TLO 5.3 Write steps to publish the given android application.	Unit - V Android Application Deployment 5.1 Advanced Concepts : Fragments, Location based services, SMS telephony, Audio capture, Camera, Bluetooth etc. 5.2 Security Concepts : Android security model, declaring and using permissions, using custom permission 5.3 Application Deployment : Process for creating and deploying Android applications on Google Play store, become a publisher	Presentations Lecture Using Chalk-Board

VI. LABORATORY LEARNING OUTCOME AND ALIGNED PRACTICAL / TUTORIAL EXPERIENCES.

Practical / Tutorial / Laboratory Learning Outcome (LLO)	Sr No	Laboratory Experiment / Practical Titles / Tutorial Titles	Number of hrs.	Relevant COs
LLO 1.1 Install any Android IDE .	1	*Install Android IDE and create Android virtual device	2	CO1
LLO 2.1 Use IDE to wirte and exeute Java program for Android application.	2	Develop a program to display "Hello World" on screen	2	CO2
LLO 3.1 Change the attributes in the directory structure.	3	*Explore the directory structure in Android IDE	2	CO2
LLO 4.1 Develop a program to implement Auto complete Text View and Edit Text.	4	* Develop android application using View Text and Edit Text.	2	CO3
LLO 5.1 Use different types of buttons in Android application.	5	*Develop a program to implement Button, Image Button and Toggle Button	2	CO3
LLO 6.1 Write a program to demonstrate the use of Checkbox and Radiobutton.	6	*Develop a program to design Checkbox and Radiobutton.	2	CO3
LLO 7.1 Implement progress Bar in android application.	7	Develop a program to implement Progress Bar	2	CO3
LLO 8.1 Create a login form using various UI components.	8	*Develop a program to create a login form using the above UI controls	2	CO3

MOBILE APPLICATION DEVELOPMENT**Course Code : 316006**

Practical / Tutorial / Laboratory Learning Outcome (LLO)	Sr No	Laboratory Experiment / Practical Titles / Tutorial Titles	Number of hrs.	Relevant COs
LLO 9.1 Build android application using Linear and Constraint Layouts.	9	* Write program to implement Linear layout and Constraint layout to create any registration form with Custom Toast Alert	2	CO3
LLO 10.1 Develop android application using Frame, Table and Relative Layout.	10	Develop a program to implement Frame layout, Table layout and Relative layout for any e-commerce application	2	CO3
LLO 11.1 Create Android application to implement different types of views.	11	*Develop a program to implement Grid View, Image View, Scroll View, List View for any management system like library management/hotel management	2	CO3
LLO 12.1 Create an application to implement grid layout.	12	Develop a simple calculator which uses grid layout and GUI concepts	2	CO3
LLO 13.1 Write program to develop relevant GUI for given application.	13	* Develop a splash screen in android	2	CO3
LLO 14.1 Design a convertor application.	14	*Design and develop any convertor application like temperature convertor /currency convertor/ volume convertor	2	CO3
LLO 15.1 Implement a timer application.	15	Design and develop a simple countdown timer	2	CO3
LLO 16.1 Construct a date picker in application.	16	*Develop a program to implement Date Picker in application	2	CO3
LLO 17.1 Construct a time picker in application.	17	Develop a program to implement Time Picker in application	2	CO3
LLO 18.1 Create android activities.	18	Develop a program to create two simple activities for Login application	2	CO3
LLO 19.1 Implement intents in android application development.	19	*Develop a program to implement new Activity using explicit intent and implicit intent to open any other website	2	CO4
LLO 20.1 Implement android services to develop android applications.	20	*Develop a program to implement services like bluetooth/wifi	2	CO4
LLO 21.1 Implement the concept of broadcast receiver to develop and android application.	21	*Develop a program to implement a broadcast receiver to switch between different modes like Airplane mode/Silent Mode/Loud Mode	2	CO4
LLO 22.1 Implement the database operations with android front end.	22	*Develop a registration application to insert and retrieve the data from the database	2	CO4
LLO 23.1 Create an Android application for user authentication .	23	Develop an authentication application which uses database concepts	2	CO4
LLO 24.1 Develop an application which uses database.	24	Develop a MyContacts application which uses database concepts	2	CO4
LLO 25.1 Create Android application that uses camera with permissions.	25	Develop a program to use camera	2	CO5

MOBILE APPLICATION DEVELOPMENT**Course Code : 316006**

Practical / Tutorial / Laboratory Learning Outcome (LLO)	Sr No	Laboratory Experiment / Practical Titles / Tutorial Titles	Number of hrs.	Relevant COs
LLO 26.1 Create application to Send and Receive SMS.	26	* Write a program for SMS application	2	CO5
LLO 27.1 Implement an email application.	27	*Develop a program to send and receive email	2	CO5
LLO 28.1 Develop GPS application.	28	Write a program that uses location services and checks for permissions	2	CO5
LLO 29.1 Build an Navigation drawer application.	29	*Write a program that creates Navigation drawer using fragment concepts	2	CO5
LLO 30.1 Build an torch application.	30	Write a program to create a simple flashlight app and check for permissions	2	CO5

Note : Out of above suggestive LLOs -

- '*' Marked Practicals (LLOs) Are mandatory.
- Minimum 80% of above list of lab experiment are to be performed.
- Judicial mix of LLOs are to be performed to achieve desired outcomes.

VII. SUGGESTED MICRO PROJECT / ASSIGNMENT/ ACTIVITIES FOR SPECIFIC LEARNING / SKILLS DEVELOPMENT (SELF LEARNING)**Micro project**

- The micro project has to be industry based, internet based ,laboratory based or field based as suggested by teacher.
- a) Simple chatting application - A real-time chat application is a software application that enables users to exchange messages and communicate with each other in real-time.
- b) Class time-table application - It helps to keep track of your classes but also allows you to add events to your weekly schedule.

Other

- Complete course of Android App Development on NPTEL
- Complete course of Android Development Courses on Spoken Tutorial

Note :

- Above is just a suggestive list of microprojects and assignments; faculty must prepare their own bank of microprojects, assignments, and activities in a similar way.
- The faculty must allocate judicial mix of tasks, considering the weaknesses and / strengths of the student in acquiring the desired skills.
- If a microproject is assigned, it is expected to be completed as a group activity.
- SLA marks shall be awarded as per the continuous assessment record.
- For courses with no SLA component the list of suggestive microprojects / assignments/ activities are optional, faculty may encourage students to perform these tasks for enhanced learning experiences.
- If the course does not have associated SLA component, above suggestive listings is applicable to Tutorials and maybe considered for FA-PR evaluations.

VIII. LABORATORY EQUIPMENT / INSTRUMENTS / TOOLS / SOFTWARE REQUIRED

Sr.No	Equipment Name with Broad Specifications	Relevant LLO
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MOBILE APPLICATION DEVELOPMENT**Course Code : 316006**

		Number
1	Any compatible open source Android IDE (like - Android Studio, Eclipse, Visual Studio with Xamarin with SQLite / Firebase database compatibility)	All
2	Computer System (Computer system with i3 and above processors which is available in the laboratory with minimum 8GB RAM)	All

IX. SUGGESTED WEIGHTAGE TO LEARNING EFFORTS & ASSESSMENT PURPOSE (Specification Table)

Sr.No	Unit	Unit Title	Aligned COs	Learning Hours	R-Level	U-Level	A-Level	Total Marks
1	I	Basics of Android OS	CO1	2	0	0	0	0
2	II	Introduction to Android Environment	CO2	2	0	0	0	0
3	III	Design UI in Android	CO3	6	0	0	0	0
4	IV	Android Components and Database Connectivity	CO4	10	0	0	0	0
5	V	Android Application Deployment	CO5	10	0	0	0	0
Grand Total				30	0	0	0	0

X. ASSESSMENT METHODOLOGIES/TOOLS**Formative assessment (Assessment for Learning)**

- Continuous Assessment based on Process and Product related Performance Indicators. Each Practical will be assessed considering:
60% weightage is to Process.
40% weightage is to Product.

Summative Assessment (Assessment of Learning)

- Laboratory Performance, Viva Voce

XI. SUGGESTED COS - POS MATRIX FORM

Course Outcomes (COs)	Programme Outcomes (POs)							Programme Specific Outcomes* (PSOs)		
	PO-1 Basic and Discipline Specific Knowledge	PO-2 Problem Analysis	PO-3 Design/ Development of Solutions	PO-4 Engineering Tools	PO-5 Engineering Practices for Society, Sustainability and Environment	PO-6 Project Management	PO-7 Life Long Learning	PSO-1	PSO-2	PSO-3
CO1	2	-	-	1	-	-	-			
CO2	2	1	-	3	-	-	1			
CO3	3	2	3	2	1	2	2			
CO4	2	2	2	2	1	3	1			
CO5	2	3	3	2	1	3	1			

MOBILE APPLICATION DEVELOPMENT**Course Code : 316006**

Legends :- High:03, Medium:02,Low:01, No Mapping: -
 *PSOs are to be formulated at institute level

XII. SUGGESTED LEARNING MATERIALS / BOOKS

Sr.No	Author	Title	Publisher with ISBN Number
1	Dixit, Prasanna Kumar	Android	Vikas Publication, New Delhi 2014, ISBN : 9789325977884
2	Maclean David , Komatineni Satya, Allen Grant	Pro Android 5	Apress Publications, 2015, ISBN : 978-1-4302-4680-0
3	Hortan, John	Android Programming for Beginners	Packet Publications, 2015, ISBN : 978-1-78588-326-2
4	Pradeep Kothari	Android Application Development	Kogent Learning Solutions ISBN : 9789351194095

XIII . LEARNING WEBSITES & PORTALS

Sr.No	Link / Portal	Description
1	https://www.udemy.com/topic/android-development	Introduction to Android Operating system
2	https://onlinecourses.swayam2.ac.in/nou21_ge41/preview	Introduction to Android IDE tools.
3	https://www.geeksforgeeks.org/android-tutorial/	Basics of GUI components, layouts and views in android.
4	https://www.tutorialspoint.com/android/index.htm	Advanced components of android like intents, services, broadcast receiver and activities.
5	https://developer.android.com/training/data-storage/sqlite	Steps to insert and retrieve data from the Databases.
6	https://developer.android.com/guide/topics/permissions/overview	Setting permissions in Android.
7	https://firebase.google.com/docs/database/android/start	Connectivity with Firebase database

Note :

- Teachers are requested to check the creative common license status/financial implications of the suggested online educational resources before use by the students

CAPSTONE PROJECT**Course Code : 316004**

Programme Name/	: Automobile Engineering./ Artificial Intelligence/ Artificial Intelligence and Machine Learning/ Automation and Robotics/ Cloud Computing and Big Data/ Civil Engineering/ Chemical Engineering/ Computer Technology/ Computer Engineering/ Civil & Rural Engineering/ Construction Technology/ Computer Science & Engineering/ Digital Electronics/ Data Sciences/ Electrical Engineering/ Electronics & Telecommunication Engg./ Electrical and Electronics Engineering/ Electrical Power System/ Electronics & Communication Engg./ Electronics Engineering/ Computer Hardware & Maintenance/ Industrial Electronics/ Information Technology/ Computer Science & Information Technology/ Civil & Environmental Engineering/ Mechanical Engineering/ Mechatronics/ Production Engineering/ Computer Science/ Electronics & Computer Engg.
s	
Programme Code	: AE/ AI/ AN/ AO/ BD/ CE/ CH/ CM/ CO/ CR/ CS/ CW/ DE/ DS/ EE/ EJ/ EK/ EP/ ET/ EX/ HA/ IE/ IF/ IH/ LE/ ME/ MK/ PG/ SE/ TE
Semester	: Sixth
Course Title	: CAPSTONE PROJECT
Course Code	: 316004

I. RATIONALE

Capstone projects in engineering study are considered important as it allow students to integrate and apply the knowledge and skills acquired throughout their academic program and effectively demonstrating their learning of programme by tackling a real-world problem, ultimately keeping them well prepared for the job market. The capstone project is usually the final assignment and plays a vital role in preparing students for the world of work to its practical applications and ability to help hone students' professional knowledge and skills. Normally, capstone projects are developed in collaboration with industries or businesses, providing students with valuable insights. Capstone projects has been considered as an integral part of diploma curriculum. It helps learners to perform and demonstrate skills gained due to early courses of Diploma study independent. Therefore, this is considered as a course of final year/semester study.

II. INDUSTRY / EMPLOYER EXPECTED OUTCOME

The aim of this course is to help the student to attain the following industry identified competency through various teaching learning experiences:

- Apply professional skills for solving , executing and demonstrating solutions to real-world problems

III. COURSE LEVEL LEARNING OUTCOMES (COS)

Students will be able to achieve & demonstrate the following COs on completion of course based learning

- CO1 - Elaborate the identified field problem from the perspective of project work at institute.
- CO2 - Conduct feasibility & viability analysis (using data collection, experiments, Simulation , Coding) to validate required resources, cost, support of the project work.
- CO3 - Apply the acquired knowledge and skills in providing solutions to the real field/industrial problems.

CAPSTONE PROJECT**Course Code : 316004**

- CO4 - Present Project and its output/ findings / achievements alongwith its exhibits.

IV. TEACHING-LEARNING & ASSESSMENT SCHEME

Course Code	Course Title	Abbr	Course Category/s	Learning Scheme					Credits	Assessment Scheme												Total Marks
				Actual Contact Hrs./ Week			SLH			NLH		Theory	Based on LL & TL				Based on SL					
													Practical									
													FA-TH		SA-TH		Total		FA-PR		SA-PR	
Max	Max	Max	Min	Max	Min	Max	Min	Max	Min	Max	Min											
316004	CAPSTONE PROJECT	CPE	INP	-	-	2	2	4	2	-	-	-	-	-	50	20	50#	20	50	20	150	

V. General guidelines for PROJECT WORK

- The Project- problems must be related to the programme or may be interdisciplinary, based on the industry expected outcomes.
- The individual students have different aptitudes and strengths. Project work, therefore, should match the strengths of students. For this purpose, students should be asked to identify the type of project work they would like to execute.
- Project titles are to be finalized in co-ordination/consultation with the Faculty mentor. However, faculty may form a team of students as per specific roles- Literature survey/data collection, data Analysts, model/prototype developers, testers, Project managers using IoTs ITES and software /application development. Study type project is NOT advisable.
- Project must be assigned to a group of 3-4 students under the guidance of identified faculty mentor.
- Students are required to prepare a prototype/working model/software of the Project and simultaneously prepare a report.
- Students shall Submit One Hard copy and one Soft copy each of Project Report and soft-copy of the project code or the working model.
- Students must maintain a project execution diary having the progress steps and details. The concerned faculty should check the diary on a weekly basis and accordingly interact with students based on the progress shown and keep proper record with feedback if any.
- Project shall address National Thrust area such as Environment, Digitization, Automation, sustainability and similar domains.
- Student shall try to use the national and international standards wherever possible (processes / materials / equipments etc ..)

VI. Project facilitation guidelines:

Once the Project statement has been finalized and allotted to the students, the Faculty Mentor role is very important as guide, motivator, catalyser to promote learning and sustain the interest of the students. At the same time the Faculty Mentor is not expected to guide the students on each step, otherwise it will curb the creativity of the students-group. The Faculty Mentor has to work as a mentor. Following should be kept in

CAPSTONE PROJECT**Course Code : 316004**

mind while facilitating the project at the institute:

1.Project orientation cum -briefing: the project should be relevant to the curriculum of the programme. The project shall be cost effective taking safety aspects, ethical issues, environmental issues and confidentiality as per expectation of industry(if any) into consideration, The work may be industry Sponsored.

2.Information search and data collection: the information and data should be realistic and relevant to the problem /project. Hypothetical data is not to be taken into consideration.

3.Implementation and Monitoring: The project must have important steps /milestones to achieve as per the time frame/action plan prepared by students and faculty. The monitoring mechanism such as daily/ weekly dairy (**Format given below**) must be clearly explained and delineated for the students.

VII.Criteria of Assessment /Evaluation of Project work**A. Formative Assessment (FA) criteria**

The **Formative Assessment (FA)** of the students for 50 marks is to be done based on following criteria.

Appropriate RUBRICS may be used for assessment

Rubrics for Assessment of the team

Sr.No.	Criteria	Marks
1	Project Selection & Problem definition	05
2	Literature survey and data collection/ Gathering	05
3	Design / concept of project/ Working - Execution of Project	10
4	Stage wise progress as per Action plan/milestone	05
5	Quality Report Writing	05

Rubrics for Individual Assessment

Sr.No.	Criteria	Marks
1	Contribution as a team member	05
2	Depth of Knowledge	10
3	Presentation	05

B. Summative Assessment Criteria

- The summative assessment for 50 marks is to be done and based on following criteria. This assessment shall be done by the faculty mentor and External examiner.

Sr.No.	Criteria	Marks
1	Capstone Project Completion as per plan	10
2	Project related Requirement Analysis & Designing	10

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3	Developing a Solution with proper justifications, Teamwork	10
4	Project Report Writing	10
5	Project Presentation	10

(**NOTE** : Team based and Individual performance based summative assessment may include Innovativeness , Technology used , user friendliness , cost effectiveness , society benefits etc..)

SUGGESTED RUBRIC FOR SUMMATIVE ASSESSMENT OF CAPSTONE PROJECT

PROJECT ASSESSMENT				
Project Title:				
Project Assessment Rubric				
Performance	Excellent	Good	Fair	Poor
Criteria	9-10 marks.	6-8 marks.	4-5 marks.	0-3 marks
Capstone Project Completion	Excellent	Good	Fair	Poor
	The project is completed as per tasks described in synopsis.	The project is completed but require minor modifications.	The project is completed but require several modifications.	The project is not completed as per tasks described in synopsis.
Project related Requirement Analysis & Designing	9-10 marks.	6-8 marks.	4-5 marks.	0-3 marks
	Effectively contributed in requirement analysis and designing.	Partially Contributed in requirement analysis and designing.	Attempted to contribute in requirement analysis and designing	No contribution in requirement analysis and designing.
Developing a Solution with proper justifications , Teamwork	9-10 marks.	6-8 marks.	4-5 marks.	0-3 marks
	Developed the critical solution modules with Innovation, optimized design and worked very well with the team.	Developed some solutions with higher complexity and worked well with the team.	Attempted to develop few solutions and worked with the team.	No contribution in developing a solution and in the team.
Project Report Writing	9-10 marks.	6-8 marks.	4-5 marks.	0-3 marks
	Worked very well to submit an excellent project report .	Worked well to submit the project report with covering all the aspects of a standard report.	Tried to submit the project report but standard of report was not satisfactory.	No contribution in project report writing.
Project	9-10 marks.	6-8 marks.	4-5 marks.	0-3 marks

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Presentation	Presented the project work flawlessly.	Presented the project work very nice.	Presented the project work not so well.	Presentation skill is not up to the mark.
Project Group Members				
ROLL NUMBER/ Enrollment Number				
NAME				
Comments (if any)				

NOTE : “ These are suggestive rubrics Faculty mentor and external examiner may frame different rubrics as per Programme need and assigned Project work “

C. Self Learning Assessment**Self Learning Assessment****Max Marks -50**

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Sr.No.	Criteria	Max Marks	Marks Obtained
1	Project Selection & Problem definition	10	
2	Literature survey and data collection/ Gathering	05	
3	Design / concept of project/ Working - Execution of Project	15	
4	Stage wise progress as per Action plan/milestone/ psychomotor motor skills acquired	10	
5	Quality Report Writing	10	

VIII. CO-PO Mapping

CO-PO mapping will vary project wise and shall be prepared by concerned faculty for the given project

IX. Typographical instructions/guidelines for Project report writing

Following is the suggestive format for preparing the Project report. Actual report may differ slightly depending upon the nature of industry. The training report may contain the following.

- The PROJECT report shall be computer typed (English- British) and printed on A4 size paper.
- Text Font -Times New Roman (TNR), Size-12 point
- Subsection heading TNR- 12 point bold normal
- Section heading TNR- 12 capital bold
- Chapter Name/ Topic Name – TNR- 14 Capital
- All text should be justified. (Settings in the Paragraph)
- The report must be typed on one side only with double space with a margin 3.5 cm on the left, 2.5 cm on the top, and 1.25 cm on the right and at bottom.
- The training report must be hardbound/ Spiralbound with cover page in black colour. The name of the candidate, diploma (department), year of submission, name of the institute shall be printed on the cover [Refer sample sheet (outer cover)]
- The training report, the title page [Refer sample sheet (inner cover)] should be given first then the Certificate followed by the acknowledgment and then contents with page numbers.

X. Project Report

On completion of the project work, every student will submit a project report which should contain the following:

- Cover Page (as per annexure 1)
- Title page (as per annexure 2)
- Certificate by the Guide (as per annexure 3)
- Acknowledgment (The candidate may thank all those who helped in the execution of the project.)
- Abstract (It should be in one page and include the purpose of the study; the methodology used.)
- Table of Contents (as per general guidelines): Detailed description of the project (This should be split in various chapters/sections with each chapter/section describing a project activity in totality).

Chapter–1 Introduction (background of the Industry or User based Problem/Task)

Chapter–2 Literature Survey (to finalize and define the Problem Statement)

Chapter–3 Scope of the project

Chapter–4 Methodology/Approach, if any

Chapter-5 Details of designs, working and processes

CAPSTONE PROJECT**Course Code : 316004****Chapter-6 Results and Applications****7. Conclusion**

8. References (The listing of references should be typed 2 spaces below the heading “REFERENCES” in alphabetical order in single spacing left – justified. It should be numbered consecutively (in square [] brackets, throughout the text and should be collected together in the reference list at the end of the report. The references should be numbered in the order they are used in the text. The name of the author/authors should be immediately followed by the year and other details). Typical examples of the references are given below:

NOTE:

1. Project report must contain only a relevant and short mention – technology or platform or tools used. It must be more focussed on project work and its implementation
2. Students can add/remove/edit chapter names as per the discussion with their guide

Formats**Project Report**

“Project Title-----”

**as a partial fulfilment of requirement of the
THIRD YEAR DIPLOMA IN**

Submitted by

1)Name Of Student**Enrollment Number****2)Name Of Student****Enrollment Number****3)Name Of Student****Enrollment Number****4)Name Of Student****Enrollment Number**

Are the bonafide on

CAPSTONE PROJECT**Course Code : 316004****FOR THE ACADEMIC YEAR****20----20---****(H.O.D)****(Principal)****(Internal Guide)****(External Examiner)**

Department Name

(If NBA Accredited mention that)

Institute Name**(An Affiliated Institute of Maharashtra State Board of Technical Education)****Table of Contents**

	Title Page	i
	Certificate of the Guide	ii
	Acknowledgement	iii
	Index	iv
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	INDEX	
Sr.No.	Chapter	Page No.
1.	Chapter-1 Introduction (background of the Project Problem)	1
2.	Chapter-2 Literature Survey (to finalize and define the Problem Statement)	5
3.	Chapter-3 Scope of the project	
4	Chapter-4 Methodology/Approach, if any	
5	Chapter-5 Details of designs, working and processes	

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6.	Chapter-6 Results and Applications	
7.	REFERENCES	

Note:

***Students can add/remove/edit chapter names as per the discussion with their guide**

Annexure**PROJECT DIARY (Weekly/Daily)****Name of the Student** : _____**Name of Guide (Faculty)** : _____**MSBTE Approval Dt. 04/09/2025****Semester - 6, K Scheme**

CAPSTONE PROJECT**Course Code : 316004****Enrollment Number** : _____ **Semester:** _____ **Project batch**
Number : _____**WEEK** : _____

Date	Activity carried out (Details)	Achievement of mile stone/step as per plan	Remark of Faculty
Monday			
Tuesday			
Wednesday			
Thursday			
Friday			
Saturday			

Dated Signature of Faculty**Dated Signature of HOD**

CAPSTONE PROJECT

Course Code : 316004

MSBTE LOGO INST LOGO

Certificate

*This is to certify that**Mr./Ms.**bearing examination seat No.**has**Satisfactorily completed his/her **PROJECT** entitled**Along with his/her batchmates in partial fulfillment for the**Diploma Course in**< **PROGRAMME NAME** >**Of the **Maharashtra State Board of Technical Education** at our Polytechnic during the Academic Year 20
-20 .**The Project is completed by a group consisting of Persons under the guidance of the Faculty Guide*

Faculty Name and Signature (Internal)	Faculty Name and Signature (External if applicable)	HOD Name and Signature with Department Stamp
Date and Time		

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Semester - 6, K Scheme

MACHINE LEARNING**Course Code : 316316**

Programme Name/s	: Computer Technology/ Computer Engineering/ Computer Science & Engineering/ Computer Hardware & Maintenance/ Information Technology/ Computer Science & Information Technology/ Computer Science
Programme Code	: CM/ CO/ CW/ HA/ IF/ IH/ SE
Semester	: Sixth
Course Title	: MACHINE LEARNING
Course Code	: 316316

I. RATIONALE

A machine learning concepts equip students with fundamental knowledge and practical skills. Machine learning algorithms are important for data analysis, AI and Data Science. It emphasizes real-world applications such as data analytics, predictive analytics and problem-solving, which are in high demand across industries like healthcare, finance and technology.

II. INDUSTRY / EMPLOYER EXPECTED OUTCOME

The aim of this course is to help the students to attain the following industry identified outcome through various teaching learning experiences: Apply machine learning effectively across various domains.

III. COURSE LEVEL LEARNING OUTCOMES (COS)

Students will be able to achieve & demonstrate the following COs on completion of course based learning

- CO1 - Explain the role of machine learning in AI and data science.
- CO2 - Implement data preprocessing.
- CO3 - Implement feature engineering techniques to prepare data for machine learning models.
- CO4 - Apply supervised learning models to train and evaluate.
- CO5 - Apply unsupervised learning models to train and evaluate.

IV. TEACHING-LEARNING & ASSESSMENT SCHEME

Course Code	Course Title	Abbr	Course Category/s	Learning Scheme						Credits	Assessment Scheme												Total Marks
				Actual Contact Hrs./Week	SLH	NLH	Paper Duration	Theory				Based on LL & TL				Based on SL							
												Practical											
								CL	TL		LL	FA-TH	SA-TH	Total	FA-PR		SA-PR		SLA				
															Max	Min	Max	Min	Max	Min			
316316	MACHINE LEARNING	MAL	DSE	3	-	2	1	6	3	3	30	70	100	40	25	10	25#	10	25	10	175		

Total IKS Hrs for Sem. : Hrs

Abbreviations: CL- Classroom Learning , TL- Tutorial Learning, LL-Laboratory Learning, SLH-Self Learning Hours, NLH-Notional Learning Hours, FA - Formative Assessment, SA -Summative assessment, IKS - Indian Knowledge System, SLA - Self Learning Assessment

Legends: @ Internal Assessment, # External Assessment, *# On Line Examination , @\$ Internal Online Examination

Note :

1. FA-TH represents average of two class tests of 30 marks each conducted during the semester.
2. If candidate is not securing minimum passing marks in FA-PR of any course then the candidate shall be declared as "Detained" in that semester.

MACHINE LEARNING**Course Code : 316316**

3. If candidate is not securing minimum passing marks in SLA of any course then the candidate shall be declared as fail and will have to repeat and resubmit SLA work.
4. Notional Learning hours for the semester are (CL+LL+TL+SL)hrs.* 15 Weeks
5. 1 credit is equivalent to 30 Notional hrs.
6. * Self learning hours shall not be reflected in the Time Table.
7. * Self learning includes micro project / assignment / other activities.

V. THEORY LEARNING OUTCOMES AND ALIGNED COURSE CONTENT

Sr.No	Theory Learning Outcomes (TLO's) aligned to CO's.	Learning content mapped with Theory Learning Outcomes (TLO's) and CO's.	Suggested Learning Pedagogies.
1	TLO 1.1 Describe machine learning concept. TLO 1.2 Compare Traditional vs ML based Programming. TLO 1.3 Distinguish Supervised , unsupervised and Reinforcement learning. TLO 1.4 Explain the Challenges for Machine learning. TLO 1.5 Explain the features of python libraries used for Machine Libraries.	Unit - I Introduction to Machine Learning 1.1 Basics of ML - Define Machine Learning, Traditional programming vs ML-based approaches, Role and application of ML in artificial intelligence and data science 1.2 Types of ML (Supervised, Unsupervised, Reinforcement Learning)-Supervised Learning: Definition, working principle, examples (classification, regression), Unsupervised Learning: Definition, working principle, examples, Clustering, dimensionality reduction techniques, Reinforcement Learning: Concept of agents, rewards, and policy learning, Comparison of different ML types with real-world applications 1.3 Applications of ML- Real-world use cases of ML in various domains such as healthcare, finance, e-commerce, etc, challenges in Machine Learning 1.4 Introduction to Python for ML-Basics of Python programming relevant to ML, Overview required libraries: NumPy, Pandas, Matplotlib, Scikit-learn, Writing and executing simple ML scripts in Python	Lecture Using Chalk-Board Presentations
2	TLO 2.1 Illustrate the process of cleaning the data. TLO 2.2 Explain the functioning of algorithm used for handling missing values. TLO 2.3 Select the appropriate dataset splitting technique.	Unit - II Data Preprocessing 2.1 Data Cleaning :Introduction to Data Cleaning, Identifying and Handling Noisy Data, Removing Duplicates and Inconsistencies, Standardizing and Normalizing Data, Handling Outliers 2.2 Handling Missing Values -Types of Missing Data, Identifying Missing Values, Techniques to Handle Missing Data, Removing Missing Data, Mean, Median, and Mode Imputation, Predictive Imputation (Regression, KNN), Using Algorithms that Support Missing Values 2.3 Splitting Dataset for Training and Testing -Importance of Dataset Splitting, Train-Test Split Ratio Selection, Cross-Validation Techniques, K-Fold Cross Validation, Leave-One-Out Cross Validation, Stratified Sampling vs Random Sampling	Lecture Using Chalk-Board Presentations Video Demonstrations
3	TLO 3.1 Explain different feature selection methods. TLO 3.2 Illustrate the different feature extraction methods.	Unit - III Feature Selection 3.1 Feature Scaling and Selection-Importance of Feature Scaling, Normalization vs Standardization, Feature Selection Methods, Filter Methods (Correlation, Chi-Square), Wrapper Methods (Forward, Backward Selection),	Lecture Using Chalk-Board Presentations Demonstration

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Sr.No	Theory Learning Outcomes (TLO's) aligned to CO's.	Learning content mapped with Theory Learning Outcomes (TLO's) and CO's.	Suggested Learning Pedagogies.
		Embedded Methods (Lasso, Decision Trees) 3.2 Feature Extraction Techniques - Principal Component Analysis (PCA), Linear Discriminant Analysis (LDA) 3.3 Mutual Information-Based Feature Selection, ANOVA (Analysis of Variance) for Feature Selection, Recursive Feature Elimination (RFE) with Cross-Validation (RFECV), Feature Importance from Tree-Based Models (Beyond Decision Trees), XGBoost, LightGBM, Random Forest provide built-in feature importance scores (Gini importance, SHAP values).	
4	TLO 4.1 Distinguish the working of Decision Tree, KNN and SVM TLO 4.2 Explain the working of specified Regression algorithm. TLO 4.3 Explain the process of model performance evaluation.	Unit - IV Supervised Learning 4.1 Classification Algorithms: Decision Trees, KNN(K-Nearest Neighbors), SVM(Support Vector Machine) 4.2 Regression Algorithms: Linear Regression, Logistic Regression, Ridge Regression 4.3 Model Performance Evaluation: Confusion Matrix, Accuracy, Precision, Recall	Lecture Using Chalk-Board Presentations Demonstration
5	TLO 5.1 Explain the concept of clustering in data analysis and its significance. TLO 5.2 Compare K-Means and Hierarchical Clustering and choose the appropriate technique based on the problem. TLO 5.3 Describe the importance of Dimensionality reduction. TLO 5.4 Illustrate the process of dimensionality reduction using PCA.	Unit - V Unsupervised Learning 5.1 Clustering Techniques:-Define Clustering, Importance of clustering in data analysis, Applications of Clustering 5.2 K-Means Clustering: Definition and working principle, Steps involved in the K-Means algorithm, Advantages of K-Means, Disadvantages of K-Means, Hierarchical Clustering: Definition and types, Steps in Hierarchical Clustering, Advantages of Hierarchical Clustering, Disadvantages of Hierarchical Clustering, Comparing K-Means and Hierarchical Clustering 5.3 Dimensionality Reduction: Importance of Dimensionality Reduction 5.4 PCA -Definition and fundamental principles of PCA, Eigenvectors and eigenvalues, Steps in PCA, Explained Variance, Choosing the Optimal Dimensionality, Advantages and Disadvantages of PCA, Applications of PCA	Lecture Using Chalk-Board Presentations Demonstration

VI. LABORATORY LEARNING OUTCOME AND ALIGNED PRACTICAL / TUTORIAL EXPERIENCES.

Practical / Tutorial / Laboratory Learning Outcome (LLO)	Sr No	Laboratory Experiment / Practical Titles / Tutorial Titles	Number of hrs.	Relevant COs
LLO 1.1 Install required platform to use Scikit-learn library.	1	*Installation of IDE with necessary libraries	2	CO1
LLO 2.1 Write a program for handling missing values. LLO 2.2 Normalize data to make models work.	2	*Implement program for Data Preprocessing Techniques	2	CO1 CO2

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MACHINE LEARNING**Course Code : 316316**

Practical / Tutorial / Laboratory Learning Outcome (LLO)	Sr No	Laboratory Experiment / Practical Titles / Tutorial Titles	Number of hrs.	Relevant COs
LLO 2.3 Standardize data to make models work. LLO 2.4 Transform categorical data into numerical form using encoding methods. LLO 2.5 Split the dataset into train and test.				
LLO 3.1 Write a program to read dataset and differentiate attributes in various category.	3	Implement program to read dataset (Text, CSV, JSON, XML)	2	CO2
LLO 4.1 Write a program to implement the Decision Tree model. LLO 4.2 Write a program to implement the K-Nearest Neighbor model. LLO 4.3 Evaluate classification performance using accuracy, precision, recall, and F1-score.	4	Implement the classification algorithms on previously prepared dataset	4	CO2 CO3 CO4
LLO 5.1 Write a program to implement the Linear Regression by using the suitable dataset. LLO 5.2 Write a program to implement the logistic regression by using the suitable dataset. LLO 5.3 Write a program to implement the Ridge Regression by using the suitable dataset. LLO 5.4 Evaluate model performance using metrics.	5	*Implement the regression model by using the suitable dataset	4	CO2 CO4
LLO 6.1 Write a program to use clustering algorithms to find patterns in data. LLO 6.2 Visualize the results using Matplotlib / Seaborn.	6	*Implement program to use clustering algorithms to find patterns in data	2	CO3 CO4
LLO 7.1 Write a program to identify the most important features that contribute to the model accuracy.	7	Implement program to identify the most important features that contribute to the model accuracy	2	CO2 CO3
LLO 8.1 Write a program to use k-Nearest Neighbors (KNN) model for Classification on given dataset. LLO 8.2 Experiment with different values of K and measure model performance.	8	Implement program to use k-Nearest Neighbors (KNN) model for Classification on given dataset	2	CO4
LLO 9.1 Write a program to Train an SVM model on dataset.	9	*Implement program to train an SVM model on given dataset	2	CO4
LLO 10.1 Write a program to use logistic regression model to classify binary outcomes.	10	Implement program to use logistic regression model to classify binary outcomes	2	CO3
LLO 11.1 Write a program to use PCA technique to reduce the number of features while retaining important information.	11	*Implement program to use PCA technique to reduce the number of features while retaining important information	2	CO4
LLO 12.1 Write a program to use any machine learning model on given dataset.	12	*Implement program to use machine learning model on given dataset	2	CO4 CO5

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MACHINE LEARNING**Course Code : 316316**

Practical / Tutorial / Laboratory Learning Outcome (LLO)	Sr No	Laboratory Experiment / Practical Titles / Tutorial Titles	Number of hrs.	Relevant COs
LLO 12.2 Preprocess, analyze, and build models to get the meaningful insights.				
LLO 13.1 Write a program to use Pandas, Matplotlib to analyze data of previously created model . LLO 13.2 Plot histograms, box plots, scatter plots, and correlation heatmaps to understand relationships between variables.	13	Implement program to use Pandas, Matplotlib to analyze data of previously created model	2	CO4 CO5
LLO 14.1 Write a program to use any machine learning model on given dataset. LLO 14.2 Predict results based on various features using a regression model.	14	Implement program to use machine learning model on Boston Housing Dataset (available in Scikit-learn)	2	CO4 CO5
LLO 15.1 Write a program to make groups based on their features using K-Means Clustering.	15	Implement a program to segment customers into different groups based on their purchasing behavior features using K-Means Clustering	4	CO5
Note : Out of above suggestive LLOs - • '*' Marked Practicals (LLOs) Are mandatory. • Minimum 80% of above list of lab experiment are to be performed. • Judicial mix of LLOs are to be performed to achieve desired outcomes.				

VII. SUGGESTED MICRO PROJECT / ASSIGNMENT/ ACTIVITIES FOR SPECIFIC LEARNING / SKILLS DEVELOPMENT (SELF LEARNING)

Micro project

- The micro project should be based on one of the following area as suggested by the teacher: Industry application/ Internet-based/workshop-based/laboratory-based/field-based.
1. Develop a model for Waiter's Tip Prediction using Machine Learning algorithm , predict what amount of tip a person will give based on his/her visit to the restaurant using some features related to the same.
 2. Implement a machine learning model which can predict the stock amount for the different products which are sold in different stores.
 3. Implement a model for Stock Price Prediction is the task of forecasting future stock prices based on historical data and various market indicators.
 4. Implement model to Predict Employee Attrition: Analyze HR datasets to determine factors affecting employee retention.
 5. Implement model to perform Human Scream Detection and Analysis for Controlling Crime Rate using Machine Learning.

Assignment

- Solve assignment covering all COs given by teacher.

Other Courses

- Students are encouraged to register themselves in various Swayam/MOOC's/Infosys Springboard courses to enhance their learning. Various courses available on machine learning courses with certificates for Free such as Generative AI / AI Python for beginners/ Google AI for Anyone / Linear regression/ AWS Deep Learning Containers / CS229: Machine Learning By Stanford/ Great Learning Academy.

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- Above is just a suggestive list of microprojects and assignments; faculty must prepare their own bank of microprojects, assignments, and activities in a similar way.
- The faculty must allocate judicious mix of tasks, considering the weaknesses and / strengths of the student in acquiring the desired skills.
- If a microproject is assigned, it is expected to be completed as a group activity.
- SLA marks shall be awarded as per the continuous assessment record.
- For courses with no SLA component the list of suggestive microprojects / assignments/ activities are optional, faculty may encourage students to perform these tasks for enhanced learning experiences.
- If the course does not have associated SLA component, above suggestive listings is applicable to Tutorials and maybe considered for FA-PR evaluations.

VIII. LABORATORY EQUIPMENT / INSTRUMENTS / TOOLS / SOFTWARE REQUIRED

Sr.No	Equipment Name with Broad Specifications	Relevant LLO Number
1	Computer system with a minimum 8GB RAM, Python/Jupyter Notebook/ Google Colab Free/unpaid Account/ Anaconda	All
2	Other Useful Tools: VS Code / PyCharm – Alternative Python development environments. Git & GitHub – For version control and project collaboration. Kaggle – Free datasets and cloud computing for ML experiments.	All

IX. SUGGESTED WEIGHTAGE TO LEARNING EFFORTS & ASSESSMENT PURPOSE (Specification Table)

Sr.No	Unit	Unit Title	Aligned COs	Learning Hours	R-Level	U-Level	A-Level	Total Marks
1	I	Introduction to Machine Learning	CO1	6	2	6	4	12
2	II	Data Preprocessing	CO2	10	4	8	4	16
3	III	Feature Selection	CO3	9	2	4	4	10
4	IV	Supervised Learning	CO4	10	4	8	4	16
5	V	Unsupervised Learning	CO5	10	4	8	4	16
Grand Total				45	16	34	20	70

X. ASSESSMENT METHODOLOGIES/TOOLS**Formative assessment (Assessment for Learning)**

- Continuous assessment based on process and product related performance indicators. Each practical will be assessed considering 60% weightage to process 40% weightage to product. A continuous assessment-based term work.

Summative Assessment (Assessment of Learning)

- End Semester Examination, Lab Performance, Viva-voce.

MACHINE LEARNING**Course Code : 316316****XI. SUGGESTED COS - POS MATRIX FORM**

Course Outcomes (COs)	Programme Outcomes (POs)							Programme Specific Outcomes* (PSOs)		
	PO-1 Basic and Discipline Specific Knowledge	PO-2 Problem Analysis	PO-3 Design/ Development of Solutions	PO-4 Engineering Tools	PO-5 Engineering Practices for Society, Sustainability and Environment	PO-6 Project Management	PO-7 Life Long Learning	PSO-1	PSO-2	PSO-3
CO1	3	2	2	3	1	1	3			
CO2	3	2	2	3	1	1	3			
CO3	3	2	2	3	1	1	3			
CO4	3	3	3	3	1	3	3			
CO5	3	3	3	3	1	3	3			

Legends :- High:03, Medium:02,Low:01, No Mapping: -
 *PSOs are to be formulated at institute level

XII. SUGGESTED LEARNING MATERIALS / BOOKS

Sr.No	Author	Title	Publisher with ISBN Number
1	Yuxi Liu	Python machine learning by examples	Packt publication ISBN:978-178355-311-2
2	Saikat Dutt,Subramanian ChandramouliAmit Kumar Das	Machine Learning	Person ISBN 978-93-530-6669-7,eISBN: 978-93-895-8813-2
3	Tom M Mitchell	Machine Learning	McGraw Hill, First edition ISBN: 13: 978-0070428072
4	Aurélien Géron	Hands-On Machine Learning with Scikit-Learn, Keras, and TensorFlow: Concepts, Tools, and Techniques to Build Intelligent Systems	O'Reilly Media ISBN-10 1492032646
5	Sebastian Raschka, Vahid Mirjalili	Python Machine Learning	Packt Publishing ISBN: 978-1800567703

XIII . LEARNING WEBSITES & PORTALS

Sr.No	Link / Portal	Description
1	https://machinelearningmastery.com/how-machine-learning-algorithms-work/	ML with Python
2	https://www.geeksforgeeks.org/machine-learning/	ML Introduction
3	https://www.w3schools.com/python/python_ml_getting_started.asp	ML Python Basics
4	https://www.coursera.org/learn/machine-learning-with-python	ML with Python

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Sr.No	Link / Portal	Description
5	https://www.kdnuggets.com/5-free-courses-to-master-machine-learning	Free ML Courses
6	https://developers.google.com/machine-learning/crash-course	Google ML Crash Course - Google ML Guide
7	https://www.youtube.com/@machinelearning-sudeshnasa3607	ML Tutorials Video(NPTEL)
8	https://www.youtube.com/watch?v=ukzFI9rgwfU	ML Overview
9	https://ekumbh.aicte-india.org/allbook.php	Python Programming
10	https://arxiv.org/abs/2006.10092	Housing Market Prediction Problem using Different Machine Learning Algorithms: A Case Study
Note : Teachers are requested to check the creative common license status/financial implications of the suggested online educational resources before use by the students		

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