
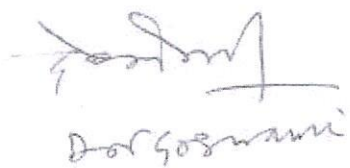


Part A : Introduction			
Program: Degree		Class - UG	Year: III
session :2023-2024			
Subject : Computer Application			
1.	Course Code	S3-COAP1D	
2.	Course Title	Operating System (theory) Group – A Paper - I	
3.	Course Type(Core Course/Elective/Generic Elective/Vocational/...)	Discipline Specific Elective (DSE)	
4.	Pre-requisite(If any)		
5.	Course Learning Outcomes (CLO)	<p>On successful completion of this course, the students will be able to:</p> <ul style="list-style-type: none"> • To understand to analyze the structure and basic architectural components involved in OS. • To display competence in recognizing and using operating system features. • To gain knowledge of implementation of different operating systems aspect. • To apply knowledge of different operating system algorithms. • To contribute and make enhancements in the features of operating systems. • To create own android OS based application (Apps) and implement or install in smart phone. • To create new apps for business point of view. 	
6.	Credit Value	Theory -6	
7.	Total Marks	Max. Marks: 30+70	Min. Passing Marks: 35

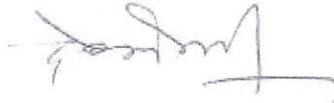

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Part B: Content Of the Course Database Management System		
Total No. of Lectures =90 (in hours per week) : 30-0		
Unit	Topics	No. of Lectures
I	Introduction: Evolution of operating systems, Types of operating systems, Different views of the operating system, operating system Concepts and structure. Processes: The Process concept, systems programmer's view of processes, operating system services for process management. Scheduling algorithms. Performance evaluation.	18
II	Memory Management : Memory management without swapping or paging, swapping, virtual memory, page replacement algorithms, modeling paging algorithms, design issues for paging systems, segmentation. Inter-process Communication and Synchronization: The need for inter-process synchronization, mutual exclusion, semaphores, hardware sport for mutual exclusion, and queuing implementation of semaphores, classical problems, in concurrent programming, critical region and conditional critical region, monitors, messages. Deadlocks: Deadlock Prevention, deadlock avoidance.	18
III	File Systems: File systems, directories, file system implementation, security protection mechanisms. Input/output: Principles of I/O Hardware: I/O devices, device controllers, direct memory access. Principles of I/O Software: Goals interrupt handlers, device drivers, device independent I/O software. User space I/O Software.	18
IV	Disks: Disk hardware, scheduling algorithms, Error handling, track-at-a-time caching, RAM Disks. Clocks: Clock hardware, memory mapped terminals, I/O software. Processes and Processors in Distributed Systems : Threads, System models, processor allocation, scheduling. Distributed File Systems : Design, Implementation, trends.	18


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V	<p>Architecture and working of Android, IOS and windows phone 8 operating system. Comparison of Android, IOS and window phone 8. What is Android & advantages and features of Android. Android development Tools:- Installing and using E clips with ADT Plug-in. Installing Virtual Machine for Android sandwich/Jelly bean (Emulator), configuring the installed tools; Creating an Android project.</p> <p>User Interface Design – Form widgets, Text field, Basic views layouts, Button control and Images dialog.</p> <p>User interface Architecture- Application context, Activity life cycle, Multiple screens, Connecting with Database.</p>	18
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	Part C: Learning Resources Text Books, Reference Books, Other resources	
	<p>Suggested Readings:</p> <ol style="list-style-type: none"> 1. Android Programing – The Big Nerd Ranch Guide By Philips & Brain Hardy 2. Android Design Pattern – Interaction Design Solution for Developers By Greg Nudelman. 3. “Operating System Concepts” by Avi Silberschatz and Peter Galvin 4. “Operating Systems: Internals and Design Principles” by William Stallings 5. “Operating System: A Design-oriented Approach” by Charles Crowley 6. मध्य प्रदेश हिन्दी ग्रंथ अकादमी की पुस्तकें। <p>Suggested Digital Platforms, Web links</p> <ol style="list-style-type: none"> 1. https://www.greatlearning.in/academy/learn-for-free/courses/linux-in-hindi 2. https://www.tutorialspoint.com/operating_system/index.htm 3. https://www.javatpoint.com/os-tutorial 4. https://tutorialspoint.dev/computer-science/operating-systems 	
Part D: Assessment and Evaluation		


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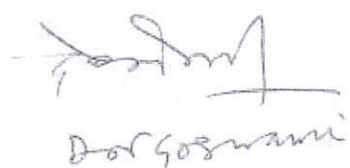
Suggested Continuous Evaluation Methods:

Maximum Marks : 100

Continuous Comprehensive Evaluation (CCE) : 30 Marks University Exam (UE): 70 Marks

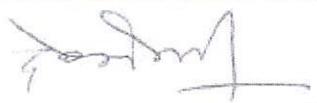
Internal Assessment : Continuous Comprehensive Evaluation (CCE)	Class Test Assignment/Presentation	30
External Assessment : University Exam Section Time : 03.00 Hours	Section(A) : Very Short Questions Section (B) : Short Questions Section (C) : Long Questions	70

Any:




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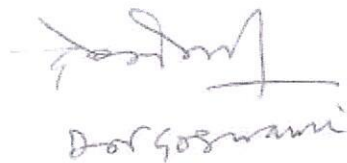
Part- A Introduction			
Program: Degree		Class : UG	Year: III
Session-2023-2024			
Subject : Computer Application			
1.	Course Code	S3-COAP2D	
2.	Course Title	Computer Networks (Theory) (Group-A Paper-II)	
3.	Course Type(Core Course/Elective/Generic Elective/Vocational/...)	Discipline Specific Elective (DSE)	
4.	Pre-requisite(If any)		
5.	Course Learning Outcomes (CLO)	<p>On successful completion of this course, the students will be able to:</p> <ul style="list-style-type: none"> To learn the basic taxonomy and terminology of computer networking area. To enrich various concepts of Protocol Hierarchies, Design Issues, Interfaces and Services including Connection Oriented and Connection less Services. To study about OSI Layers, LAN,MAN,WAN , Internet and IEEE Standards. To build network topologies and use appropriate network tools To gain skills of implementation of Network Security and Socket Programming. 	
6.	Credit Value	Theory :6	
7.	Total Marks	Max. Marks: 30+70	Min. Passing Marks: 35
Part- B Content Of the Course Computer Networks			
Total No. of Lectures =90 (in hours per week) 3-0-0			
Unit	Topics		No. of Lectures
I	Overview : Goals & Applications, Network Hardware: LAN,MAN,WAN and Internet, Wireless networks, Inter Networks, Network Software: Protocol Hierarchies, Design Issues, Interfaces and Services, Connection Oriented And Connection less Services, Service Primitives.		18
II	Introduction to Network , OSI reference model, TCP/IP		18


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	reference model. Transmission Media: Magnetic Media, Twisted-Pair cables, Baseband & Broadband Coaxial cables, Fiber Optics. Wireless Transmission: Radio Transmission, Microwave Transmission.	
III	Data Link Layer: Framing, Error Control, DLC Protocols: Simplex, Stop-and-Wait, Sliding Window protocol HDLC. Medium Access Sub Layer: Sliding Window Protocol. Static & Dynamic Channel allocation in LANs & MANs. ALOHA & slotted ALOHA.	18
IV	Network Layer: Design Issues : Virtual Circuits and Datagram, Internetworking & devices: Repeaters, Hubs, Bridges, Switches, Router, Gateway; Addressing : Internet address, classful address. Routing algorithms: Optimality principle, Shortest path routing – Dijkstra, bellman-ford, flooding and broadcasting, distance vector routing, link state routing, flow based routing, multicasting, routing.	18
V	Transport Layer: Services & Protocols (TCP and UDP), congestion control Presentation and Application Layer: Presentation concepts, Cryptography: Substitution and transposition, ciphers Application Layer: Network Security, DNS, SNMP, E-mail, WWW, Network Multimedia Applications..	18
Part C: Learning Resources		
Text Books, Reference Books, Other resources		
Suggested Readings: <ol style="list-style-type: none"> 1. <i>Computer Networks, A.S. Tannenbaum, 3rd Edition, PHI.</i> 2. <i>Data networks, Dimitri Bertsekas & Robert Gallager, PHI.</i> 3. <i>Data Networks: Concepts, Theory & Practices, Black, PHI.</i> 4. <i>Computer Networks & Distributed Processing, Martin J., PHI.</i> 5. मध्य प्रदेश हिन्दी ग्रंथ अकादमी की पुस्तकें। Suggested Digital Platforms, Web links <ol style="list-style-type: none"> 1. https://nptel.ac.in/courses/106/105/106105183/ 2. https://nptel.ac.in/courses/106/105/106105081/ 		


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	3. https://onlinecourses.swayam2.ac.in/cec19_cs07/preview	
	4. https://www.mooc-list.com/course/computer-networks-courseera	
Part D: Assessment and Evaluation(Theory)		
Suggested Continuous Evaluation Methods:		
Maximum Marks : 100		
Continuous Comprehensive Evaluation (CCE) : 30 Marks University Exam (UE): 70 Marks		
Internal Assessment : Continuous Comprehensive Evaluation (CCE)	Class Test Assignment/Presentation	30
External Assessment : University Exam Section Time : 03.00 Hours	Section(A) : Very Short Questions Section (B) : Short Questions Section (C) : Long Questions	70
Any:		


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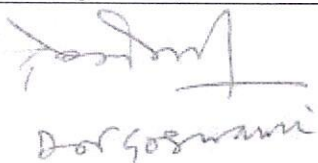
PartA: Introduction

Program: Degree		Class: UG	Year: III	session:2023-2024
Subject: Computer Application				
1.	Course Code	S3-COAP3D		
2.	Course Title	Programming in Java (theory) (Group-B Paper-I)		
3.	Course Type	Discipline Specific Elective (DSE)		
4.	Pre-requisite (If any)			
5.	Course Learning Outcomes (CLO)	<p>On successful completion of this course, the students will be able to:</p> <ul style="list-style-type: none"> • Understand the features and applications of Java • To know the strengths and weaknesses of Java programming and the basic concepts of object-oriented programming. • To Identify Java code utilities in applets, Java packages, and classes • To write Java code using advanced Java features. 		
6.	Credit Value	Theory-4		
7.	Total Marks	Max. Marks: 30+70	Min. Passing Marks: 35	

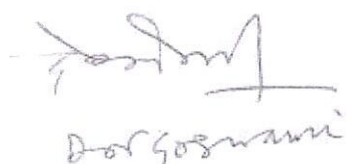
**PartB:Content Of the Course
Programming in Java**

Total No.of Lectures =60 (in hours per week):2-0-0

Unit	Topics	No. of Lectures
I	Unit 1 Features of Java, Security in Java, Fundamental and features of Object Oriented Programming, C versus Java, Java Development Kit (JDK), Java Virtual machine(JVM) and Java Runtime Environment(JRE), How to Set Path in Java, Keywords; Working of Java; Including Comments; Data Types in Java; Primitive Data Types; Abstract / Derived Data Types; Variables in Java; Using Classes in Java; Declaring Methods in Java, Code to Display Test Value; The main() Method, Invoking a Method in Java; Saving, Compiling and Executing Java Programs	12
II	Operators and Control Statements: Operators, Arithmetic Operators, Increment and Decrement Operators, Comparison Operators, Logical Operators, Operator Precedence; Control Flow Statements, If-else Statement, Switch Statement, For Loop, While Loop, Do...While Loop, Break Statement Continue Statement Arrays and Strings: Arrays; String Handling; Special String Operations; Character Extraction; String Comparison; Searching Strings; String	12


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	Modification; StringBuffer.	
III	<p>Inheritance, Package and Interface: Inheritance, Types of Relationships, What is Inheritance?, Significance of Generalization, Inheritance in Java, Access Specifiers, The Abstract Class; Packages, Defining a Package, CLASSPATH; Interface, Defining an Interface, Some Uses of Interfaces, Interfaces versus Abstract Classes</p> <p>Exception Handling: Definition of an Exception; Exception Classes; Common Exceptions; Exception Handling Techniques</p> <p>Streams in Java: Streams Basics; Abstract Streams; Stream Classes; Readers and Writers; Random Access Files; Serialization</p>	12
IV	<p>Applets: What are Applets?; The Applet Class; The Applet and HTML; Life Cycle of an Applet; The Graphics Class; Painting the Applet; User Interfaces for Applet; Adding Components to user interface; AWT (Abstract Windowing Toolkit) Controls</p> <p>Event Handling: Components of an Event; Event Classes; Event Listener; Event-Handling; Adapter Classes; Inner Classes; Anonymous Classes</p> <p>Swing: Concepts of Swing; Java Foundation Class (JFC); Swing Packages and Classes; Working with Swing- An Example; Swing Components</p>	12
V	<p>Java Data Base Connectivity: Java Data Base Connectivity; Database Management; Mechanism for connecting to a back end database; Loading the ODBC driver</p> <p>RMI, CORBA and Java Beans: Remote Method Invocation (RMI); RMI Terminology; Common Object Request Broker Architecture (CORBA), What is Java IDL?, Example: The Hello Client-Server; Java Beans, The BeanBox, Running the BeanBox</p> <p>Networking in Java: Networking in Java; URL Objects</p> <p>Java Server Pages and Servlets: Java Server Pages (JSP), What is needed to write JSP based web application?, How does JSP look?, How to test a JSP?; Servlets, History of Web Application, Web Architecture, Servlet Life Cycle</p>	12


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Part C: Learning Resources
Text Books, Reference Books, Other resources

Suggested Readings:

- **Advanced Java Programming by Uttam Roy(Oxford University Press)**
- **Effective Java by Joshua Bloch (Addison Wesley)**
- **Programming With Java by E Balagurusamy(McGraw-Hill)**
- **Java- A Beginner's Guide Herbert Schildt (McGraw-Hill Education)**
- मध्य प्रदेश हिन्दी ग्रंथ अकादमी की पुस्तकें।

Suggested Digital Platforms, Weblinks

- <https://www.learnjavaonline.org/>
- <https://www.javatpoint.com/java-tutorial>
- <https://www.w3schools.com/java/>
- <https://www.tutorialspoint.com/java/index.htm>

Part D: Assessment and Evaluation

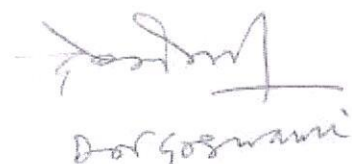
Suggested Continuous Evaluation Methods:

Maximum Marks : 100

Continuous Comprehensive Evaluation (CCE) : 30 Marks University Exam (UE): 70 Marks

Internal Assessment : Continuous Comprehensive Evaluation (CCE)	Class Test Assignment/Presentation	30
External Assessment : University Exam Section Time : 03.00 Hours	Section(A) : Very Short Questions Section (B) : Short Questions Section (C) : Long Questions	70

Any:


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PartA: Introduction

Program: Degree	Class: UG	Year: III	session:2023-2024
Subject: Computer Application			
1.	Course Code	S3-COAP3Q	
2.	Course Title	Programming in Java (Practical) (Group-B Paper-I)	
3.	Course Type	Discipline Specific Elective (DSE)	
4.	Pre-requisite (If any)	Open for all	
5.	Course Learning Outcomes (CLO)	On successful completion of this course, the students will be able to: <ul style="list-style-type: none">• Understand the features and applications of Java• To know the strengths and weaknesses of Java programming and the basic concepts of object-oriented programming.• To Identify Java code utilities in applets, Java packages, and classes• To write Java code using advanced Java features.	
6.	Credit Value	2	
7.	Total Marks	Max.Marks:100	Min.PassingMarks:35

**PartB:Content Of the Course
Programming in Java(Suggested Practicals)**

Total No .of Lectures =30 lectures each of 2 hours duration (in hours per week):2-0-0

1. Write a Java program that takes a number as input and prints its multiplication table upto 10.
2. Write a Java program to print the area and perimeter of a circle.
3. Write a Java program to test Prime Number.
4. Write a Java program to convert a decimal number to binary number and vice versa.
5. Implement a Java function that calculates the sum of digits for a given character array consisting of the digits '0' to '9'. The function should return the digit sum as a long value
6. Write a Java program to find the smallest and largest element from the array
7. Designed a class SortData that contains the method asc() and desc().
8. Designed a class that demonstrates the use of constructor and destructor
9. Write a java program to demonstrate the implementation of abstract class.
10. Write a java program to implement single level inheritance & multiple level


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inheritance.

11. Write a java program to implement method overriding
12. Create a package, Add the necessary classes and import the package in java class.
13. Write a java program to add or multiply two matrices and print the resultant matrix.
14. Write a java program to implement the vectors.
15. Write a java program to implement thread life cycle & multithreading
16. Design a AWT program to print the factorial for an input value.
17. Design an AWT program to perform various string operations like reverse string, string concatenation etc.
18. Write a program that would accept it input for the user & store it in a file called Test. Java
19. Write an applet that display a choice menu of three buttons (Add, Modify, Delete) selecting a choice from the menu should display the appropriate button Use the show () method of the layout Manager.
20. Write a program to implement the concept of loading & displaying images.

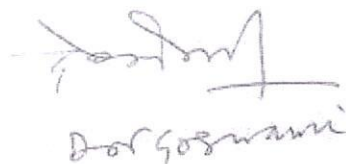
Part C: Learning Resources
Text Books, Reference Books, Other resource

Suggested Readings:

- **Advanced Java Programming by Uttam Roy(Oxford University Press)**
- **Effective Java by Joshua Bloch (Addison Wesley)**
- **Programming With Java by E Balagurusamy(McGraw-Hill)**
- **Java- A Beginner's Guide Herbert Schildt (McGraw-Hill Education)**
- मध्य प्रदेश हिन्दी ग्रंथ अकादमी की पुस्तकें।

Suggested Digital Platforms, Weblinks

- <https://www.learnjavaonline.org/>
- <https://www.javatpoint.com/java-tutorial>
- <https://www.w3schools.com/java/>
- <https://www.tutorialspoint.com/java/index.htm>

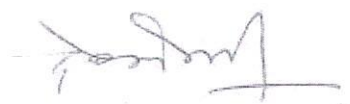

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Part D-Assessment and Evaluation

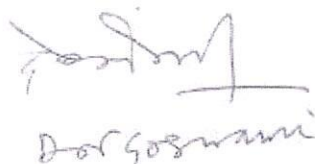
Suggested Continuous Evaluation Methods:

Internal Assessment	Marks	External Assessment	Marks
Class Interaction /Quiz	30	Viva Voce on Practical	70
Attendance		Practical Record File	
Assignments (Charts/ Model Seminar / Rural Service/ Technology Dissemination/ Report of Excursion/ Lab Visits/ Survey / Industrial visit)		Table work / Experiments	
		Total Marks : 100	

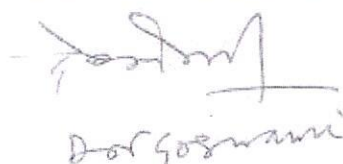
Any remarks/ suggestions:


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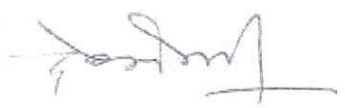
Part- A: Introduction			
Program: Degree		Class: UG	Year: III
session:2023-2024			
Subject : Computer Application			
1.	Course Code	S3-COAP4D	
2.	Course Title	Multimedia Tools and Applications (Theory) (Group-B Paper-II)	
3.	Course Type(Core Course/Elective/Generic Elective/Vocational/...)	Discipline Specific Elective (DSE)	
4.	Pre-requisite(If any)		
5.	Course Learning Outcomes (CLO)	<p>On successful completion of this course, the students will be able to:</p> <ul style="list-style-type: none"> • To gain knowledge about basics of Multimedia tools and its applications. • To understand the representations of different multimedia data and different data formats. • To work with all aspects of text, audio, images and video. • To understand the principles of multimedia authoring paradigm and tools. • To apply different compression principles, compression techniques and compression standards. 	
6.	Credit Value	Theory-4	
7.	Total Marks	Max. Marks: 30+70	Min. Passing Marks: 35
Part- B: Content of the Course			
Multimedia Tools and Applications			
Total No. of Lectures =60 (in hours per week) :2-0-0			
Unit	Topics		No. of Lectures
I	Introduction to Multimedia: Basic Concept, Definition, Components & Applications of Multimedia; Hypermedia and Multimedia; Multimedia Hardware and Software; Multimedia Software Tools; Presentation Tools.		12
II	Text: Fonts & Faces, Using Text in Multimedia, Font Editing & Design Tools, Hypermedia & Hypertext. Images: Still Images – bitmaps, vector drawing, 3D drawing & rendering, Basic steps for image processing, Color Management		12


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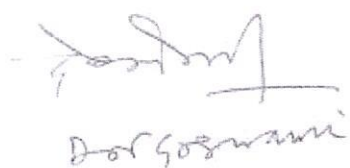
	System (CMS), natural light & colors, computerized colors, color palettes, image file formats.	
III	<p>Digital Audio and Video: Characteristics of sound and Digital audio, Digital Audio systems, MIDI, Audio file formats, Characteristics of digital video, Using Audio in Multimedia Applications.</p> <p>Quantization and Transmission of Audio: Coding of Audio; Pulse Code Modulation; Differential Coding of Audio; Lossless Predictive Coding; DPCM; DM; ADPCM.</p>	12
IV	<p>Multimedia Authoring: Introduction, Features, Types of Authoring Tools: Card or Page-Based, Icon-Based, Time-Based, Object-Oriented; Multimedia tool selection, Tool feature, selecting the right authoring paradigm.</p>	12
V	<p>Compression Techniques: Introduction, Lossless Compression Techniques, Huffman Coding, Dictionary Based Coding, Arithmetic Coding, Lossless Image Compression, Lossy Compression Techniques, JPEG image compression, Audio compression, Video compression.</p>	12
Part C: Learning Resource		
Text Books, Reference Books, Other resources		
	<p>Suggested Readings:</p> <ol style="list-style-type: none"> 1. Ramesh Bangia, "Multimedia and Web Technology", Firewall Media. 2. P. K. and Leigh, Kiran Thakrar Multimedia System Design. 3. Ana Weston Solomon, "Introduction to Multimedia", Tata McGraw-Hill. 4. John F. Koegel Buford, "Multimedia Systems", Addison Wesley, Pearson Education. 5. Multimedia System Design by Prabhat K. Andleign, Kiran thakrar - prentice hall Publication. 6. मध्य प्रदेश हिन्दी ग्रंथ अकादमी की पुस्तकें। <p>Suggested Digital Platforms, Web links</p> <ol style="list-style-type: none"> 1. https://onlinecourses.swayam2.ac.in/nou20_cs05/preview 2. http://egyankosh.ac.in/bitstream/123456789/12327/1/Unit-1.pdf 3. http://www.egyankosh.ac.in/bitstream/123456789/52243/1/block-3.pdf 4. http://www.egyankosh.ac.in/bitstream/123456789/69229/1/Unit-3.pdf 5. https://vikaspedia.in/education/digital-literacy/multimedia-and-animation 	


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Part –D: Assessment And Evaluation		
Suggested Continuous Evaluation Methods:		
Maximum Marks : 100		
Continuous Comprehensive Evaluation (CCE) : 30 Marks University Exam (UE): 70 Marks		
Internal Assessment : Continuous Comprehensive Evaluation (CCE)	Class Test Assignment/Presentation	30
External Assessment : University Exam Section Time : 03.00 Hours	Section(A) : Very Short Questions Section (B) : Short Questions Section (C) : Long Questions	70
Any:		


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Part-A Introduction			
Program: Degree		Class: UG	Year: III
session:2023-2024			
Subject : Computer Application			
1.	Course Code	S3-COAP4Q	
2.	Course Title	Multimedia Tools and Applications (Practical) (Group-B Paper-II)	
3.	Course Type	Discipline Specific Elective (DSE)	
4.	Pre-requisite(If any)		
5.	Course Learning Outcomes (CLO)	<p>On the completion of this course students will be able –</p> <ul style="list-style-type: none"> • To understand technical aspect of Multimedia Systems. • To build website with multimedia contents. • To edit images using graphical processing tools. • To prepare images using different color models. • To understand various file formats for audio, video and text media. 	
6.	Credit Value	Practical -2	
7.	Total Marks	Max.Marks:100	Min.PassingMarks:35
Part- B Content of the Course(Practical)			
Total No .of Lectures =30 lectures each of 2 hours duration (in hours per week):2-0-0			
Practical Lab will be conducted based on the theory Syllabus			
List of Practicals			
Multimedia Tools and Applications Practicals:			
<ol style="list-style-type: none"> 1. Write a Program to include a paragraph in Web Page using HTML. 2. Write a Program of include image in Web Page using HTML. 3. Write a Program of including video in Web Page using HTML. 4. Create a web page for a clothing company which contains all the details of that company and atleast five links to other web pages. 5. Write a program to show a bitmap image on your computer screen. 6. Write a program to play “wave” or “midi” format sound files. 7. Write a program to show animation of solar system. 			


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	<ol style="list-style-type: none"> 8. Write a program to show animation of a ball moving in a helical path. 9. Design Banner using graphical processing tool. 10. Convert given image into different image formats. 11. Develop a webpage which shows animation with sound effects using any professional HTML editor. 12. Design wallpaper showing water drop effect in image. 13. Develop a webpage by Embedding video. 14. Develop GIF image using graphical processing tool. 15. Develop images using RGB/CMY/HSB color models. 		
Part C: Learning Resources Text Books, Reference Books, Other resource			
	<p>Suggested Readings:</p> <ol style="list-style-type: none"> 1. Ramesh Bangia, "Multimedia and Web Technology", Firewall Media. 2. P. K. and Leigh, Kiran Thakrar Multimedia System Design. 3. Ana Weston Solomon, "Introduction to Multimedia", Tata McGraw-Hill. 4. John F. Koegel Buford, "Multimedia Systems", Addison Wesley, Pearson Education. 5. Multimedia System Design by Prabhat K. Andleign, Kiran thakrar - prentice hall Publication. 6. मध्य प्रदेश हिन्दी ग्रंथ अकादमी की पुस्तकें। <p>Suggested Digital Platforms, Web links</p> <ol style="list-style-type: none"> 1. https://onlinecourses.swayam2.ac.in/nou20_cs05/preview 2. http://egyankosh.ac.in/bitstream/123456789/12327/1/Unit-1.pdf 3. http://www.egyankosh.ac.in/bitstream/123456789/52243/1/block-3.pdf 4. http://www.egyankosh.ac.in/bitstream/123456789/69229/1/Unit-3.pdf 5. https://vikaspedia.in/education/digital-literacy/multimedia-and-animation 		
Part D: Assessment and Evaluation(Practical)			
Suggested Continuous Evaluation Methods:			
Internal Assessment	Marks	External Assessment	Marks
Class Interaction /Quiz	30	Viva Voce on Practical	70
Attendance		Practical Record File	


 Dr. Goswami

Assignments (Charts/ Model Seminar / Rural Service/ Technology Dissemination/ Report of Excursion/ Lab Visits/ Survey / Industrial visit)		Table work / Experiments	
	Total Marks : 100		
Any remarks/ suggestions:			


Dor Goswami