Course Code	21CSC203P	Course Name	Advanced Programming Practice		Cour Categ		Р		Professional Core					\top	L T P 2 1 0			C 3				
Pre-requisite Courses Nil Co-requisite Courses Nil Nil					Progressive Courses						Nil											
Course Offering Department Computational Intelligence Data Book / Codes/Standards								_														
Course Learning Rationale (CLR): The purpose of learning this course is to:						<u>Learnin</u>	g	1	Pro	ogram	Outcor	nes (PO)									
CLR-1 Understand the paradigm functionalities and their hierarchy						1 2	3		1	2	3	4 5	6	7	8	9	1 0	1	1 2	13	1 4	15
CLR-2 Knowledge on structural, procedural, and Object-Oriented Programming Paradigm OLR-3 Proficiency in event, Graphical User Interface, and declarative Paradigm with a java application.						L						A		E				ı l				1 1
CLR-3 CLR-4	•	•	I, network and concurrent Paradign	*		e v E	E					n a		n		١, ا		ı l				1 1
CLR-5	OLIV-4					e x	X D				D e	 		ir		n		P				1 1
						o e				P	S	s N	1 5	o n		d i		0	L if			1
	tcomes (CO): (CO):		of this course, learners will be able	e to:		t ed Proficiency(%)	d A tt a i n m e n t		En gin eer ing Kn ow led ge	oblem Analysis	gn&DevelopEent	s, Design, Research	t y & C u lt u r	m e n t & S u s t a i n a b ii it y	E t h i c s	vidual&TeamWork	C o m m u n i c a ti o n	Ject Mgt.&Finance	e L o n g L e a r n i n g	PS O -1	P S O - 2	P S O - 3
CO-1	Devise solutions usin	g various programn	ming paradigm			2 7	7 0		3	2	-	- -	-	-	-	-	-	, 1	-	-	2	-
CO-2	Express proficiency in	the usage of struc	ctural, procedural, and Object-Orier	nted Program		4 7 5	7		3	2	-	1 -	-	†	-	-		一	-	-	2	
CO-3	CO-3 Develop Java application using declarative, event, and graphical user interface paradigm				6 7 5	7		3	-	2	- 2	-	†	-	-	1	一	-	-	2		
CO-4	CO-4 Express proficiency in the usage of logic, functional, network, and concurrent Paradigm				4 7 5	7	1	3	2	-	1 -	-	-	1	-	-	-	-	-	2		
CO-5	Design and develop i	ython application t	using symbolic, automata-based, a	nd graphical user interface programming paradigm	ns	6 7 5	7	1	3	-	2	1 2	-	1	-	-	1		-	-	2	

Unit 1 - INTRODUCTION TO PROGRAMMING PARADIGM

Programming Languages – Elements of Programming languages - Programming Language Theory - Bohm- Jacopini structured program theorem - Multiple Programming Paradigm - Programming Parad

Unit 2 - JAVA PROGRAMMING PARADIGMS

Object and Classes; Constructor; Data types; Variables; Modifier and Operators - Structural Programming Paradigm: Branching, Iteration, Decision making, and Arrays - Procedural Programming Paradigm: Characteristics; Function Definition; Function Declaration and Calling; Function Arguments - Object-Oriented Programming Paradigm: Abstraction; Encapsulation; Inheritance; Polymorphism; Overriding - Interfaces: Declaring, Implementing; Extended and Tagging - Package: Package Creation.

Unit 3 – ADVANCED JAVA PROGRAMMING PARADIGMS

Concurrent Programming Paradigm: Multithreading and Multitasking: Thread classes and methods - Declarative Programming Paradigm: Java Database Connectivity (JDBC); Connectivity with MySQL – Query Execution; - Graphical User Interface Based Programming Paradigm: Java Applet: Basics and Java Swing: Model View Controller (MVC) and Widgets; Develop a java project dissertation based on the programming paradigm.

Unit 4 - PYTHONIC PROGRAMMING PARADIGM

Functional Programming Paradigm: Concepts; Pure Function and Built-in Higher-Order Functions; Logic Programming Paradigm: Structures, Logic, and Control; Parallel Programming Paradigm: Shared and Distributed memory; Multi-Processing – lpython; Network Programming Paradigm: Socket; Socket Types; Creation and Configuration of Sockets in TCP / UDP – Client / Server Model.

Unit 5 - FORMAL AND SYMBOLIC PROGRAMMING PARADIGM

Automata Based programming Paradigm: Finite Automata – DFA and NFA; Implementing using Automaton Library - Symbolic Programming Paradigm: Algebraic manipulations and calculus; Sympy Library - Event Programming Paradigm: Event Handler; Trigger functions and Events – Tkinter Library. Develop a python-based project dissertation based on the programming paradigm.

	1. Elad Shalom, A Review of Programming Paradigms throughout the History: With a suggestion Toward a Future		
Learning	Approach, Kindle Edition, 2018	3.	Herbert Schildt, Java: The Complete Reference Seventh Edition, 2016.
Resources	Maurizio Gabbrielli , Simone Martini, Programming Languages: Principles and Paradigms, 2010.	4.	Mark Lutz, Programming Python: Powerful Object-Oriented Programming, 2011.

Learning Assessment											
Bloom'sLevel of Thinking			By The CoE								
			verage of st (20%)	Based I	Project Learning 1%)	. Vo	and Viva oce eightage)	Final Examination (0% weightage)			
		Theory	Practice	Theory	Practice	Theory	Practice	Theory	Practice		
Level 1	Remember	30	-	-	20	-	10	-	-		
Level 2	Understand	30	-	-	20	-	10	-	-		
Level 3	Apply	20	-	-	20	-	10	-	-		
Level 4	Analyze	20	-	-	20	-	10	-	-		
Level 5	Evaluate	-	-	-	10	-	30	-	-		
Level 6	Create	-	-	-	10	- 30		-	-		
Total		100	0 %	100	0 %	10) %	-			

#CLA - 4 can be from any combination of these: Assignments, Seminars, Tech Talks, Mini-Projects, Case-Studies, Self-Study, MOOCs, Certifications, Conf. Paper etc.

Course Designers										
Experts from Industry	Experts from Higher Technical Institutions	Internal Experts								
Mr. N. Venkatesh, Tech Lead, Honeywell, Bengaluru, Karnataka, India	Dr. Sudeepta Mishra, Assistant Professor, Computer Science and Engineering, Indian Institute of Information Technology, Ropar, Punjab.	I II RAMKIIMAR I ASSISTANT PROTESSOR LOMBIITING JECHNOLOGIES SRIVI INSTITUTE OT I								