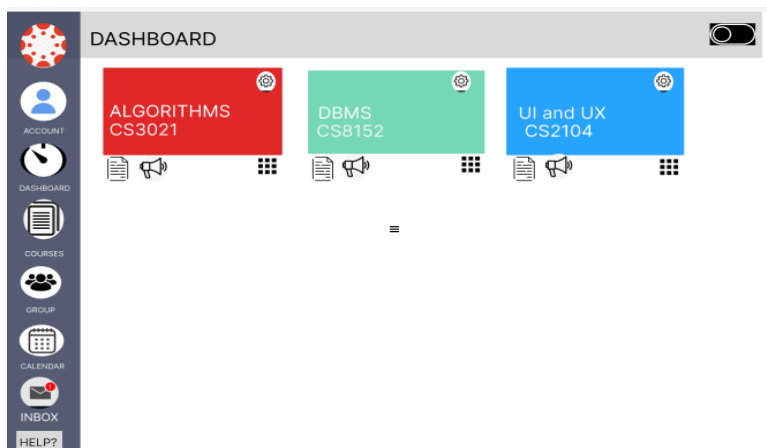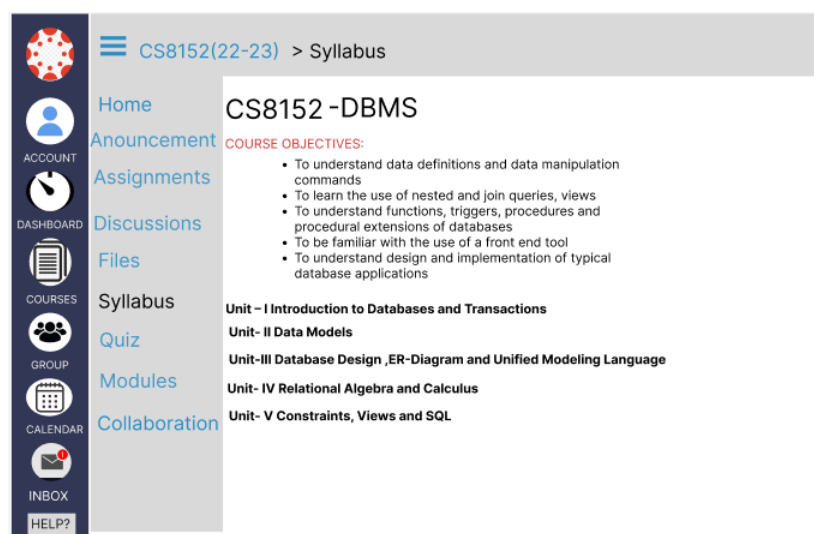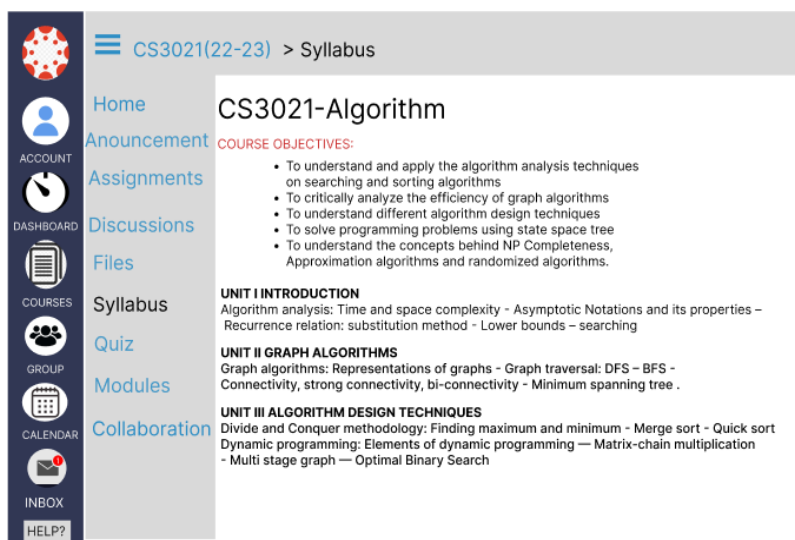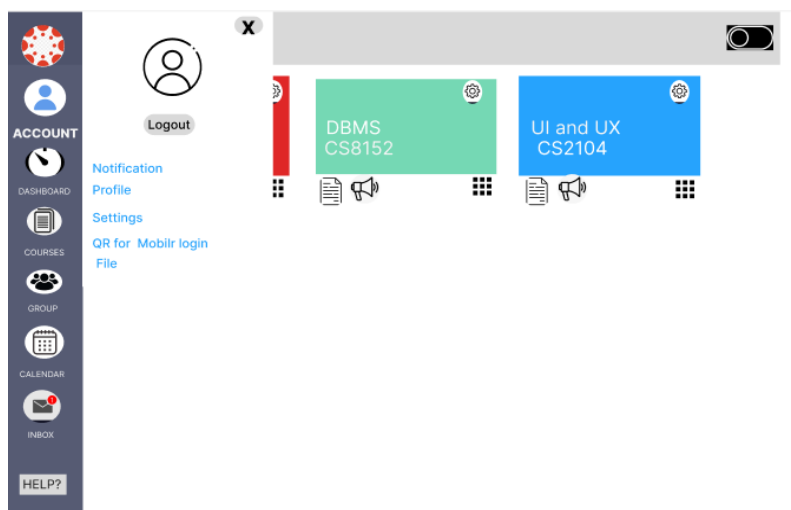Kanishkashree D

<div style="text-align:center">

Task 1-UI/UX
Project Name:E-learning Platform UI

</div>

Application procedure:

- To create a E-learning platform application using Figma tools.
- The application name is Canvas Instructure.
- Which is useful for students and their academies;
- Sign up or log in to Canvas.
- Join your courses using codes or search.
- Explore course sections: announcements, modules, assignments, discussions.
- Submit assignments by following guidelines.
- Participate in discussions with peers.
- Check your grades regularly.
- Contact instructors via Canvas messaging or email.
- Utilize additional tools like calendars or quizzes.
- Follow course-specific instructions. Seek help from instructors or support if needed.

Application:

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CS3021(22-23) > Syllabus

CS3021-Algorithm

COURSE OBJECTIVES:
- To understand and apply the algorithm analysis techniques on searching and sorting algorithms
- To critically analyze the efficiency of graph algorithms
- To understand different algorithm design techniques
- To solve programming problems using state space tree
- To understand the concepts behind NP Completeness, Approximation algorithms and randomized algorithms.

UNIT I INTRODUCTION
Algorithm analysis: Time and space complexity - Asymptotic Notations and its properties – Recurrence relation: substitution method - Lower bounds – searching

UNIT II GRAPH ALGORITHMS
Graph algorithms: Representations of graphs - Graph traversal: DFS – BFS - Connectivity, strong connectivity, bi-connectivity - Minimum spanning tree .

UNIT III ALGORITHM DESIGN TECHNIQUES
Divide and Conquer methodology: Finding maximum and minimum - Merge sort - Quick sort Dynamic programming: Elements of dynamic programming — Matrix-chain multiplication - Multi stage graph — Optimal Binary Search

CS8152(22-23) > Syllabus

CS8152 -DBMS

COURSE OBJECTIVES:
- To understand data definitions and data manipulation commands
- To learn the use of nested and join queries, views
- To understand functions, triggers, procedures and procedural extensions of databases
- To be familiar with the use of a front end tool
- To understand design and implementation of typical database applications

Unit – I Introduction to Databases and Transactions

Unit- II Data Models

Unit-III Database Design ,ER-Diagram and Unified Modeling Language

Unit- IV Relational Algebra and Calculus

Unit- V Constraints, Views and SQL

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CS2104 - UI & UX

COURSE OBJECTIVES:

- To provide a sound knowledge in UI & UX
- To understand the need for UI and UX
- To understand the various Research Methods used in Design
- To explore the various Tools used in UI & UX
- Creating a wireframe and prototype.

UNIT I FOUNDATIONS OF DESIGN
UI vs. UX Design - Core Stages of Design Thinking - Divergent and Convergent Thinking - Brainstorming and Game storming - Observational Empathy

UNIT II FOUNDATIONS OF UI DESIGN
Visual and UI Principles - UI Elements and Patterns - Interaction Behaviors and Principles – Branding - Style Guides

UNIT III FOUNDATIONS OF UX DESIGN
 User Experience – Understanding User Experience - Defining the UX Design Process and its Methodology - Research in User Experience Design