

**II YEAR I SEMESTER**

<b>S.No.</b>	<b>Course Code</b>	<b>Course</b>	<b>L</b>	<b>T</b>	<b>P</b>	<b>Credits</b>
1		Digital Electronics	3	0	0	3
2		Data Structures	3	0	0	3
3		Computer Oriented Statistical Methods	3	1	0	4
4		Computer Organization and Architecture	3	0	0	3
5		Object Oriented Programming through Java	3	0	0	3
6		Data Structures Lab	0	0	3	1.5
7		Object Oriented Programming through Java Lab	0	0	3	1.5
8		Data visualization- R Programming/ Power BI	0	0	2	1
9	*MC	Gender Sensitization Lab	0	0	2	0
		<b>Total</b>	<b>15</b>	<b>1</b>	<b>10</b>	<b>20</b>

**DIGITAL ELECTRONICS****B.Tech. II Year I Sem.****L T P C**  
**3 0 0 3**

**Course Objectives:** This course aims at through understanding of binary number system, logic gates, combination logic and synchronous and asynchronous logic.

**UNIT - I:**

**BOOLEAN ALGEBRA AND LOGIC GATES:** Digital Systems, Binary Numbers, Number base conversions, Octal and Hexadecimal Numbers, complements, Signed binary numbers, Binary codes, Binary Storage and Registers, Binary logic.

Basic Definitions, Axiomatic definition of Boolean Algebra, Basic theorems and properties of Boolean algebra, Boolean functions, canonical and standard forms, other logic operations, Digital logic gates.

**UNIT - II:**

**GATE – LEVEL MINIMIZATION:** The map method, Four-variable map, Five-Variable map, product of sums simplification Don't-care conditions, NAND and NOR implementation other Two-level implementations, Exclusive – Or function.

**UNIT - III:**

**COMBINATIONAL LOGIC:** Combinational Circuits, Analysis procedure Design procedure, Binary Adder-Subtractor Decimal Adder, Binary multiplier, magnitude comparator, Decoders, Encoders, Multiplexers, HDL for combinational circuits.

**UNIT - IV:**

**SEQUENTIAL LOGIC:** Sequential circuits, latches, Flip-Flops Analysis of clocked sequential circuits, state Reduction and Assignment, Design Procedure. Registers, shift Registers, Ripple counters, synchronous counters, other counters.

**UNIT - V**

**MEMORIES AND ASYNCHRONOUS SEQUENTIAL LOGIC:** Introduction, Random-Access Memory, Memory Decoding, Error Detection and correction Read-only memory, Programmable logic Array programmable Array logic, Sequential Programmable Devices.

Introduction, Analysis Procedure, Circuits with Latches, Design Procedure, Reduction of state and Flow Tables, Race-Free state Assignment Hazards, Design Example.

**TEXT BOOKS:**

1. Digital Design – Third Edition, M. Morris Mano, Pearson Education/PHI.
2. Digital Principles and Applications Albert Paul Malvino Donald P. Leach TATA McGraw Hill Edition.
3. Fundamentals of Logic Design, Roth, 5<sup>th</sup> Edition, Thomson.

**REFERENCE BOOKS:**

1. Switching and Finite Automata Theory by Zvi. Kohavi, Tata McGraw Hill.
2. Switching and Logic Design, C.V.S. Rao, Pearson Education
3. Digital Principles and Design – Donald D.Givone, Tata McGraw Hill, Edition.
4. Fundamentals of Digital Logic and Microcomputer Design, 5<sup>TH</sup> Edition, M. Rafiquzzaman John Wiley.

**DATA STRUCTURES****B.Tech. II Year I Sem.**

L	T	P	C
3	0	0	3

**Prerequisites:** Programming for Problem Solving**Course Objectives**

- Exploring basic data structures such as stacks and queues.
- Introduces a variety of data structures such as hash tables, search trees, tries, heaps, graphs.
- Introduces sorting and pattern matching algorithms

**Course Outcomes**

- Ability to select the data structures that efficiently model the information in a problem.
- Ability to assess efficiency trade-offs among different data structure implementations or combinations.
- Implement and know the application of algorithms for sorting and pattern matching.
- Design programs using a variety of data structures, including hash tables, binary and general tree structures, search trees, tries, heaps, graphs, and AVL-trees.

**UNIT - I**

Introduction to Data Structures, abstract data types, Linear list – singly linked list implementation, insertion, deletion and searching operations on linear list, Stacks- Operations, array and linked representations of stacks, stack applications, Queues- operations, array and linked representations.

**UNIT - II**

Dictionaries: linear list representation, skip list representation, operations - insertion, deletion and searching.

Hash Table Representation: hash functions, collision resolution-separate chaining, open addressing-linear probing, quadratic probing, double hashing, rehashing, extendible hashing.

**UNIT - III**

Search Trees: Binary Search Trees, Definition, Implementation, Operations- Searching, Insertion and Deletion, B- Trees, B+ Trees, AVL Trees, Definition, Height of an AVL Tree, Operations – Insertion, Deletion and Searching, Red –Black, Splay Trees.

**UNIT - IV**

Graphs: Graph Implementation Methods. Graph Traversal Methods.

Sorting: Quick Sort, Heap Sort, External Sorting- Model for external sorting, Merge Sort.

**UNIT - V**

Pattern Matching and Tries: Pattern matching algorithms-Brute force, the Boyer –Moore algorithm, the Knuth-Morris-Pratt algorithm, Standard Tries, Compressed Tries, Suffix tries.

**TEXT BOOKS:**

1. Fundamentals of Data Structures in C, 2 nd Edition, E. Horowitz, S. Sahni and Susan Anderson Freed, Universities Press.
2. Data Structures using C – A. S.Tanenbaum, Y. Langsam, and M.J. Augenstein, PHI/Pearson Education.

**REFERENCE BOOK:**

1. Data Structures: A Pseudocode Approach with C, 2 nd Edition, R. F. Gilberg and B.A.Forouzan, Cengage Learning.

**COMPUTER ORIENTED STATISTICAL METHODS****B.Tech. II Year I Sem.**

<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
<b>3</b>	<b>1</b>	<b>0</b>	<b>4</b>

**Pre-requisites:** Mathematics courses of first year of study.**Course Objectives:** To learn

- The theory of Probability, Probability distributions of single and multiple random variables
- The sampling theory, testing of hypothesis and making statistical inferences
- Stochastic process and Markov chains.

**Course outcomes:** After learning the contents of this paper the student must be able to

- Apply the concepts of probability and distributions to case studies.
- Formulate and solve problems involving random variables and apply statistical methods for analyzing experimental data.
- Apply concept of estimation and testing of hypothesis to case studies.
- Correlate the concepts of one unit to the concepts in other units.

**UNIT - I: Probability****10 L**

Sample Space, Events, Counting Sample Points, Probability of an Event, Additive Rules, Conditional Probability, Independence, and the Product Rule, Baye's Rule,

**Random Variables and Probability Distributions:** Concept of a Random Variable, Discrete Probability Distributions, Continuous Probability Distributions.

**UNIT - II: Expectation and discrete distributions****10 L**

Mean of a Random Variable, Variance and Covariance of Random Variables, Means and Variances of Linear Combinations of Random Variables, Chebyshev's Theorem.

**Discrete Probability Distributions:** Binomial Distribution, Poisson distribution.

**UNIT - III: Continuous and Sampling Distributions****10 L**

Uniform Distribution, Normal Distribution, Areas under the Normal Curve, Applications of the Normal Distribution, Normal Approximation to the Binomial Distributions.

**Fundamental Sampling Distributions:** Random Sampling, Some Important Statistics, Sampling Distributions, Sampling Distribution of Means and the Central Limit Theorem, t - Distribution, F-Distribution.

**UNIT - IV: Sample Estimation & Tests of Hypotheses****10 L**

Introduction, Statistical Inference, Classical Methods of Estimation, Single Sample: Estimating the mean, standard error of a point estimate, prediction interval. Two sample: Estimating the difference between two means, Single sample: Estimating a proportion, Two samples: Estimating the difference between two proportions, Two samples: Estimating the ratio of two variances.

Statistical Hypotheses: General Concepts, Testing a Statistical Hypothesis, Single sample: Tests concerning a single mean, Two samples: tests on two means, One sample: test on a single proportion. Two samples: tests on two proportions, Two- sample tests concerning variances.

**UNIT-V: Stochastic Processes and Markov Chains****8L**

Introduction to Stochastic processes- Markov process. Transition Probability, Transition Probability Matrix, First order and Higher order Markov process, n-step transition probabilities, Markov chain, Steady state condition, Markov analysis.

**TEXT BOOKS:**

1. Ronald E. Walpole, Raymond H. Myers, Sharon L. Myers, Keying Ye, Probability & Statistics For Engineers & Scientists, 9<sup>th</sup> Ed. Pearson Publishers.

2. S C Gupta and V K Kapoor, Fundamentals of Mathematical statistics, Khanna publications.
3. S.D.Sharma, Operations Research, Kedarnath and Ramnath Publishers, Meerut, Delhi.

**REFERENCE BOOKS:**

1. T.T. Soong, Fundamentals of Probability and Statistics For Engineers, John Wiley & Sons, Ltd, 2004.
2. Sheldon M Ross, Probability and statistics for Engineers and scientists, academic press.
3. Miller and Freund's, Probability and Statistics for Engineers, 8<sup>th</sup> Edition, Pearson Educations.

**COMPUTER ORGANIZATION AND ARCHITECTURE****B.Tech. II Year I Sem.**

L	T	P	C
3	0	0	3

**Co-requisite:** A Course on “Digital Electronics”.**Course Objectives**

- The purpose of the course is to introduce principles of computer organization and the basic architectural concepts.
- It begins with basic organization, design, and programming of a simple digital computer and introduces simple register transfer language to specify various computer operations.
- Topics include computer arithmetic, instruction set design, microprogrammed control unit, pipelining and vector processing, memory organization and I/O systems, and multiprocessors

**Course Outcomes**

- Understand the basics of instruction sets and their impact on processor design.
- Demonstrate an understanding of the design of the functional units of a digital computer system.
- Evaluate cost performance and design trade-offs in designing and constructing a computer processor including memory.
- Design a pipeline for consistent execution of instructions with minimum hazards.
- Recognize and manipulate representations of numbers stored in digital computers

**UNIT - I**

Digital Computers: Introduction, Block diagram of Digital Computer, Definition of Computer Organization, Computer Design and Computer Architecture.

Register Transfer Language and Micro operations: Register Transfer language, Register Transfer, Bus and memory transfers, Arithmetic Micro operations, logic micro operations, shift micro operations, Arithmetic logic shift unit.

Basic Computer Organization and Design: Instruction codes, Computer Registers Computer instructions, Timing and Control, Instruction cycle, Memory Reference Instructions, Input – Output and Interrupt.

**UNIT - II**

Microprogrammed Control: Control memory, Address sequencing, micro program example, design of control unit.

Central Processing Unit: General Register Organization, Instruction Formats, Addressing modes, Data Transfer and Manipulation, Program Control.

**UNIT - III**

Data Representation: Data types, Complements, Fixed Point Representation, Floating Point Representation.

Computer Arithmetic: Addition and subtraction, multiplication Algorithms, Division Algorithms, Floating – point Arithmetic operations. Decimal Arithmetic unit, Decimal Arithmetic operations.

**UNIT - IV**

Input-Output Organization: Input-Output Interface, Asynchronous data transfer, Modes of Transfer, Priority Interrupt Direct memory Access.

Memory Organization: Memory Hierarchy, Main Memory, Auxiliary memory, Associate Memory, Cache Memory.

**UNIT - V**

Reduced Instruction Set Computer: CISC Characteristics, RISC Characteristics.

Pipeline and Vector Processing: Parallel Processing, Pipelining, Arithmetic Pipeline, Instruction Pipeline, RISC Pipeline, Vector Processing, Array Processor.

Multi Processors: Characteristics of Multiprocessors, Interconnection Structures, Interprocessor arbitration, Interprocessor communication and synchronization, Cache Coherence.

**TEXT BOOK:**

1. Computer System Architecture – M. Morris Mano, Third Edition, Pearson/PHI.

**REFERENCE BOOKS:**

1. Computer Organization – Carl Hamacher, Zvonks Vranesic, SafeaZaky, V th Edition, McGraw Hill.
2. Computer Organization and Architecture – William Stallings Sixth Edition, Pearson/PHI.
3. Structured Computer Organization – Andrew S. Tanenbaum, 4 th Edition, PHI/Pearson.

**OBJECT ORIENTED PROGRAMMING THROUGH JAVA****B.Tech. II Year I Sem.**

<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
<b>3</b>	<b>0</b>	<b>0</b>	<b>3</b>

**Course Objectives**

- To Understand the basic object-oriented programming concepts and apply them in problem solving.
- To Illustrate inheritance concepts for reusing the program.
- To Demonstrate multitasking by using multiple threads and event handling
- To Develop data-centric applications using JDBC.
- To Understand the basics of java console and GUI based programming

**Course Outcomes**

- Demonstrate the behavior of programs involving the basic programming constructs like control structures, constructors, string handling and garbage collection.
- Demonstrate the implementation of inheritance (multilevel, hierarchical and multiple) by using extend and implement keywords
- Use multithreading concepts to develop inter process communication.
- Understand the process of graphical user interface design and implementation using AWT or swings.
- Develop applets that interact abundantly with the client environment and deploy on the server.

**UNIT - I**

Object oriented thinking and Java Basics- Need for oop paradigm, summary of oop concepts, coping with complexity, abstraction mechanisms. A way of viewing world – Agents, responsibility, messages, methods, History of Java, Java buzzwords, data types, variables, scope and lifetime of variables, arrays, operators, expressions, control statements, type conversion and casting, simple java program, concepts of classes, objects, constructors, methods, access control, this keyword, garbage collection, overloading methods and constructors, method binding, inheritance, overriding and exceptions, parameter passing, recursion, nested and inner classes, exploring string class.

**UNIT - II**

Inheritance, Packages and Interfaces – Hierarchical abstractions, Base class object, subclass, subtype, substitutability, forms of inheritance specialization, specification, construction, extension, limitation, combination, benefits of inheritance, costs of inheritance. Member access rules, super uses, using final with inheritance, polymorphism- method overriding, abstract classes, the Object class. Defining, Creating and Accessing a Package, Understanding CLASSPATH, importing packages, differences between classes and interfaces, defining an interface, implementing interface, applying interfaces, variables in interface and extending interfaces. Exploring java.io.

**UNIT - III**

Exception handling and Multithreading-- Concepts of exception handling, benefits of exception handling, Termination or resumptive models, exception hierarchy, usage of try, catch, throw, throws and finally, built in exceptions, creating own exception subclasses. String handling, Exploring java.util. Differences between multithreading and multitasking, thread life cycle, creating threads, thread priorities, synchronizing threads, inter thread communication, thread groups, daemon threads. Enumerations, autoboxing, annotations, generics.

**UNIT - IV**

Event Handling: Events, Event sources, Event classes, Event Listeners, Delegation event model, handling mouse and keyboard events, Adapter classes. The AWT class hierarchy, user interface components- labels, button, canvas, scrollbars, text components, check box, checkbox groups, choices,



lists panels – scrollpane, dialogs, menubar, graphics, layout manager – layout manager types – border, grid, flow, card and grid bag.

### **UNIT - V**

Applets – Concepts of Applets, differences between applets and applications, life cycle of an applet, types of applets, creating applets, passing parameters to applets. Swing – Introduction, limitations of AWT, MVC architecture, components, containers, exploring swing- JApplet, JFrame and JComponent, Icons and Labels, text fields, buttons – The JButton class, Check boxes, Radio buttons, Combo boxes, Tabbed Panes, Scroll Panes, Trees, and Tables.

### **TEXT BOOKS:**

1. Java the complete reference, 7th edition, Herbert schildt, TMH.
2. Understanding OOP with Java, updated edition, T. Budd, Pearson education.

### **REFERENCE BOOKS:**

1. An Introduction to programming and OO design using Java, J.Nino and F.A. Hosch, John wiley & sons.
2. An Introduction to OOP, third edition, T. Budd, Pearson education.
3. Introduction to Java programming, Y. Daniel Liang, Pearson education.
4. An introduction to Java programming and object-oriented application development, R.A. Johnson- Thomson.
5. Core Java 2, Vol 1, Fundamentals, Cay.S. Horstmann and Gary Cornell, eighth Edition, Pearson Education.
6. Core Java 2, Vol 2, Advanced Features, Cay.S. Horstmann and Gary Cornell, eighth Edition, Pearson Education
7. Object Oriented Programming with Java, R.Buyya, S.T.Selvi, X.Chu, TMH.
8. Java and Object Orientation, an introduction, John Hunt, second edition, Springer. 9. Maurach's Beginning Java2 JDK 5, SPD.

**DATA STRUCTURES LAB****B.Tech. II Year I Sem.**

L	T	P	C
0	0	3	1.5

**Prerequisites:** A Course on “Programming for problem solving”.**Course Objectives:**

- It covers various concepts of C programming language
- It introduces searching and sorting algorithms
- It provides an understanding of data structures such as stacks and queues.

**Course Outcomes:**

- Ability to develop C programs for computing and real-life applications using basic elements like control statements, arrays, functions, pointers and strings, and data structures like stacks, queues and linked lists.
- Ability to Implement searching and sorting algorithms

**List of Experiments:**

1. Write a program that uses functions to perform the following operations on singly linked list.:  
i) Creation      ii) Insertion      iii) Deletion      iv) Traversal
2. Write a program that uses functions to perform the following operations on doubly linked list.:  
i) Creation      ii) Insertion      iii) Deletion      iv) Traversal
3. Write a program that uses functions to perform the following operations on circular linked list.:  
i) Creation      ii) Insertion      iii) Deletion      iv) Traversal
4. Write a program that implement stack (its operations) using  
i) Arrays      ii) Pointers
5. Write a program that implement Queue (its operations) using  
i) Arrays      ii) Pointers
6. Write a program that implements the following sorting methods to sort a given list of integers in ascending order  
i) Quick sort      ii) Heap sort      iii) Merge sort
7. Write a program to implement the tree traversal methods( Recursive and Non Recursive).
8. Write a program to implement  
i) Binary Search tree      ii) B Trees      iii) B+ Trees      iv) AVL trees  
v) Red - Black trees
9. Write a program to implement the graph traversal methods.
10. Implement a Pattern matching algorithms using Boyer- Moore, Knuth-Morris-Pratt

**TEXT BOOKS:**

1. Fundamentals of Data Structures in C, 2<sup>nd</sup> Edition, E. Horowitz, S. Sahni and Susan Anderson Freed, Universities Press.
2. Data Structures using C – A. S. Tanenbaum, Y. Langsam, and M. J. Augenstein, PHI/Pearson Education.

**REFERENCE BOOK:**

1. Data Structures: A Pseudocode Approach with C, 2<sup>nd</sup> Edition, R. F. Gilberg and B. A. Forouzan, Cengage Learning.

**OBJECT ORIENTED PROGRAMMING THROUGH JAVA LAB****B.Tech. II Year I Sem.**

L	T	P	C
0	0	3	1.5

**Course Objectives:**

- To write programs using abstract classes.
- To write programs for solving real world problems using the java collection framework.
- To write multithreaded programs.
- To write GUI programs using swing controls in Java.
- To introduce java compiler and eclipse platform.
- To impart hands-on experience with java programming.

**Course Outcomes:**

- Able to write programs for solving real world problems using the java collection framework.
- Able to write programs using abstract classes.
- Able to write multithreaded programs.
- Able to write GUI programs using swing controls in Java.

**Note:**

1. Use LINUX and MySQL for the Lab Experiments. Though not mandatory, encourage the use of the Eclipse platform.

2. The list suggests the minimum program set. Hence, the concerned staff is requested to add more problems to the list as needed.

**List of Experiments:**

1. Use Eclipse or Net bean platform and acquaint yourself with the various menus. Create a test project, add a test class, and run it. See how you can use auto suggestions, auto fill. Try code formatter and code refactoring like renaming variables, methods, and classes. Try debug step by step with a small program of about 10 to 15 lines which contains at least one if else condition and a for loop.

2. Write a Java program that works as a simple calculator. Use a grid layout to arrange buttons for the digits and for the +, -, \*, % operations. Add a text field to display the result. Handle any possible exceptions like divided by zero.

3. A) Develop an applet in Java that displays a simple message.

B) Develop an applet in Java that receives an integer in one text field, and computes its factorial Value and returns it in another text field, when the button named "Compute" is clicked.

4. Write a Java program that creates a user interface to perform integer divisions. The user enters two numbers in the text fields, Num1 and Num2. The division of Num1 and Num 2 is displayed in the Result field when the Divide button is clicked. If Num1 or Num2 were not an integer, the program would throw a Number Format Exception. If Num2 were Zero, the program would throw an Arithmetic Exception. Display the exception in a message dialog box.

5. Write a Java program that implements a multi-thread application that has three threads. First thread generates a random integer every 1 second and if the value is even, the second thread computes the square of the number and prints. If the value is odd, the third thread will print the value of the cube of the number.

6. Write a Java program for the following:

Create a doubly linked list of elements.

Delete a given element from the above list.  
Display the contents of the list after deletion.

7. Write a Java program that simulates a traffic light. The program lets the user select one of three lights: red, yellow, or green with radio buttons. On selecting a button, an appropriate message with "Stop" or "Ready" or "Go" should appear above the buttons in the selected color. Initially, there is no message shown.

8. Write a Java program to create an abstract class named Shape that contains two integers and an empty method named print Area (). Provide three classes named Rectangle, Triangle, and Circle such that each one of the classes extends the class Shape. Each one of the classes contains only the method print Area () that prints the area of the given shape.

9. Suppose that a table named Table.txt is stored in a text file. The first line in the file is the header, and the remaining lines correspond to rows in the table. The elements are separated by commas. Write a java program to display the table using Labels in Grid Layout.

10. Write a Java program that handles all mouse events and shows the event name at the center of the window when a mouse event is fired (Use Adapter classes).

11. Write a Java program that loads names and phone numbers from a text file where the data is organized as one line per record and each field in a record are separated by a tab (\t). It takes a name or phone number as input and prints the corresponding other value from the hash table (hint: use hash tables).

12. Write a Java program that correctly implements the producer – consumer problem using the concept of inter thread communication.

13. Write a Java program to list all the files in a directory including the files present in all its subdirectories.

#### **REFERENCE BOOKS:**

1. Java for Programmers, P. J. Deitel and H. M. Deitel, 10th Edition Pearson education.
2. Thinking in Java, Bruce Eckel, Pearson Education.
3. Java Programming, D. S. Malik and P. S. Nair, Cengage Learning.
4. Core Java, Volume 1, 9th edition, Cay S. Horstmann and G Cornell, Pearson.

**DATA VISUALIZATION - R PROGRAMMING/ POWER BI****B.Tech. II Year I Sem.**

<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
<b>0</b>	<b>0</b>	<b>2</b>	<b>1</b>

**Course Objectives:**

- Effective use of Business Intelligence (BI) technology (Tableau) to apply data visualization
- To discern patterns and relationships in the data.
- To build Dashboard applications.
- To communicate the results clearly and concisely.
- To be able to work with different formats of data sets.

**Course Outcomes:** At the end of the course a student should be able to

- Understand How to import data into Tableau.
- Understand Tableau concepts of Dimensions and Measures.
- Develop Programs and understand how to map Visual Layouts and Graphical Properties.
- Create a Dashboard that links multiple visualizations.
- Use graphical user interfaces to create Frames for providing solutions to real world problems.

**Lab Problems:**

1. Understanding Data, What is data, where to find data, Foundations for building Data Visualizations, Creating Your First visualization?
2. Getting started with Tableau Software using Data file formats, connecting your Data to Tableau, creating basic charts(line, bar charts, Tree maps),Using the Show me panel.
3. Tableau Calculations, Overview of SUM, AVR, and Aggregate features, Creating custom calculations and fields.
4. Applying new data calculations to your visualizations, Formatting Visualizations, Formatting Tools and Menus, Formatting specific parts of the view.
5. Editing and Formatting Axes, Manipulating Data in Tableau data, Pivoting Tableau data.
6. Structuring your data, Sorting and filtering Tableau data, Pivoting Tableau data.
7. Advanced Visualization Tools: Using Filters, Using the Detail panel, using the Size panels, customizing filters, Using and Customizing tooltips, Formatting your data with colors.
8. Creating Dashboards & Storytelling, creating your first dashboard and Story, Design for different displays, adding interactivity to your Dashboard, Distributing & Publishing your Visualization.
9. Tableau file types, publishing to Tableau Online, Sharing your visualizations, printing, and Exporting.
10. Creating custom charts, cyclical data and circular area charts, Dual Axis charts.

**REFERENCE BOOKS:**

1. Microsoft Power BI cookbook, Brett Powell, 2nd edition.
2. R Programming for Data Science by Roger D. Peng (References)
3. The Art of R Programming by Norman Matloff Cengage Learning India.

**GENDER SENSITIZATION LAB****B.Tech. II Year I Sem.**

<b>L</b>	<b>T</b>	<b>P</b>	<b>C</b>
<b>0</b>	<b>0</b>	<b>2</b>	<b>0</b>

**COURSE DESCRIPTION**

This course offers an introduction to Gender Studies, an interdisciplinary field that asks critical questions about the meanings of sex and gender in society. The primary goal of this course is to familiarize students with key issues, questions and debates in Gender Studies, both historical and contemporary. It draws on multiple disciplines – such as literature, history, economics, psychology, sociology, philosophy, political science, anthropology and media studies – to examine cultural assumptions about sex, gender, and sexuality.

This course integrates analysis of current events through student presentations, aiming to increase awareness of contemporary and historical experiences of women, and of the multiple ways that sex and gender interact with race, class, caste, nationality and other social identities. This course also seeks to build an understanding and initiate and strengthen programmes combating gender-based violence and discrimination. The course also features several exercises and reflective activities designed to examine the concepts of gender, gender-based violence, sexuality, and rights. It will further explore the impact of gender-based violence on education, health and development.

**Objectives of the Course**

- To develop students' sensibility with regard to issues of gender in contemporary India.
- To provide a critical perspective on the socialization of men and women.
- To introduce students to information about some key biological aspects of genders.
- To expose the students to debates on the politics and economics of work.
- To help students reflect critically on gender violence.
- To expose students to more egalitarian interactions between men and women.

**Learning Outcomes**

- Students will have developed a better understanding of important issues related to gender in contemporary India.
- Students will be sensitized to basic dimensions of the biological, sociological, psychological and legal aspects of gender. This will be achieved through discussion of materials derived from research, facts, everyday life, literature and film.
- Students will attain a finer grasp of how gender discrimination works in our society and how to counter it.
- Students will acquire insight into the gendered division of labor and its relation to politics and economics.
- Men and women students and professionals will be better equipped to work and live together as equals.
- Students will develop a sense of appreciation of women in all walks of life.
- Through providing accounts of studies and movements as well as the new laws that provide protection and relief to women, the textbook will empower students to understand and respond to gender violence.

**Unit-I: UNDERSTANDING GENDER**

Introduction: Definition of Gender-Basic Gender Concepts and Terminology-Exploring Attitudes towards Gender-Construction of Gender-Socialization: Making Women, Making Men  
- Preparing for Womanhood. Growing up Male. First lessons in Caste.

**Unit – II: GENDER ROLES AND RELATIONS**

Two or Many? -Struggles with Discrimination-Gender Roles and Relations-Types of Gender Roles- Gender Roles and Relationships Matrix-Missing Women-Sex Selection and Its Consequences-Declining Sex Ratio. Demographic Consequences-Gender Spectrum: Beyond the Binary

### **Unit – III: GENDER AND LABOUR**

Division and Valuation of Labour-Housework: The Invisible Labor- “My Mother doesn’t Work.” “Share the Load.”-Work: Its Politics and Economics -Fact and Fiction. Unrecognized and Unaccounted work. -Gender Development Issues-Gender, Governance and Sustainable Development-Gender and Human Rights-Gender and Mainstreaming

### **Unit – IV: GENDER - BASED VIOLENCE**

The Concept of Violence- Types of Gender-based Violence-Gender-based Violence from a Human Rights Perspective-Sexual Harassment: Say No!-Sexual Harassment, not Eve-teasing- Coping with Everyday Harassment- Further Reading: “*Chupulu*”. Domestic Violence: Speaking Out Is Home a Safe Place? -When Women Unite [Film]. Rebuilding Lives. Thinking about Sexual Violence Blaming the Victim-“I Fought for my Life....”

### **Unit – V: GENDER AND CULTURE**

Gender and Film-Gender and Electronic Media-Gender and Advertisement-Gender and Popular Literature- Gender Development Issues-Gender Issues-Gender Sensitive Language-Gender and Popular Literature - Just Relationships: Being Together as Equals Mary Kom and Onler. Love and Acid just do not Mix. Love Letters. Mothers and Fathers. Rosa Parks-The Brave Heart.

**Note:** Since it is Interdisciplinary Course, Resource Persons can be drawn from the fields of English Literature or Sociology or Political Science or any other qualified faculty who has expertise in this field from engineering departments.

- ***Classes will consist of a combination of activities: dialogue-based lectures, discussions, collaborative learning activities, group work and in-class assignments. Apart from the above prescribed book, Teachers can make use of any authentic materials related to the topics given in the syllabus on “Gender”.***

- ☞ **ESSENTIAL READING:** The Textbook, “*Towards a World of Equals: A Bilingual Textbook on Gender*” written by A.Suneetha, Uma Bhugubanda, Duggirala Vasanta, Rama Melkote, Vasudha Nagaraj, Asma Rasheed, Gogu Shyamala, Deepa Sreenivas and Susie Tharu published by Telugu Akademi, Telangana Government in 2015.

### **ASSESSMENT AND GRADING:**

- Discussion & Classroom Participation: 20%
- Project/Assignment: 30%
- End Term Exam: 50%