2. Serializers: basic & nested, Viewsets, Router, remission Authentication using django rest framework-sjanple j		Charles of the Control of the Contro				
MESSages Hauterroad and Danier Danieric	40%	2. RESTful API Development with Django REST Framework	Mr. Ketan Nakum	1&2(Наіі)	3040243302 Integrated Web J&2(Half) Mr. Ketan Nakum	3040243302
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& MVC pattern, Models, Migrations, Admin Customization,						

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42. Marios

Principal, SOCCA



Silver Oak College of Computer Application Department of Computer Science lor of Science Computer Science

Bachelor of Science Computer Science & Information Technology

15	Dynamics, and Aesthetics, Game Development Pipeline: Pre-production, Production, and Post-production, Introduction to Game Engines: Unity, Unreal Engine, and Godot, Mobile Game Genres and Case Studies 2.Game Development Fundamentals: Understanding Game Physics: Gravity, Collisions, Rigid Bodies, KinematicBody2D,	30%	I. Introduction to Mobile Game Development Game Development Fundamentals	Ms. Palak Jobanputra	1&2(Half)	Mobile Game Development	3040243338	44
To j	→ Reporting and Analyzing Data, Raw Data to Valuable Information, Lifecycle of Data, Business Intelligence (BI), BI and DW in Today's Perspective, Data Warehousing, The Building Blocks: Defining Features, Data Warehouses and Data Marts, Overview of the Components, Metadata in the Data Warehouse, Need for Data Warehousing, Basic Elements of Data Warehousing, Trends in Data Warehousing, Relation between BI and DW, OLAP (Online Analytical Processing) Definitions, Difference between OLAP and OLTP, Dimensional Analysis. → Motivation for Data Mining, Data Mining-Definition and Functionalities, Classification of DM Systems, DM task primitives, Integration of a Data Mining system with a Database or a Data Warehouse, Issues in DM – KDD Process	40%	Overview and concepts Data Warehousing (DW) and Business Intelligence (BI) Introduction to data mining (DM)	Ms. Kinjal Bhavsar	1,2 (Half)	Data Mining and Business Intelligence	3040245303	
	Software Projects: Understanding Software Projects, Software Project management, Software Development Life cycle, Typical Software roles and responsibilities, Components, Review of Models for Software Development Project Planning: Planning process, definition, estimation, testing strategy, team members, organization structure, database, capability baseline, quality objectives, Project Management Plan Software Quality & Metrics: Understanding quality, definitions, attributes of measures, Metrics for different types of projects Project Monitoring & Control: Project Control, effort data, Monitoring and Control, Quantitative techniques, Monitoring, Data collection, Piloting	40%	1) Software Projects 2)Project Monitoring & Control	Ms. Janki Purohit	1 & 2	Software Project Management	3040243301	. 10
M.	Evolution of IoT, IoT definition, characteristics, key components, functioning of IoT system, M2M & End to End IoT architecture, advantages & disadvantages, interdependencies of IoT and cloud computing. Sensors and Actuators for IoT applications, Programming microcontrollers like Arduino, ESP32.	40%	I) Internet of Things Overview IoT Devices, Embedded Systems and Cloud Integration	Mr. Alaap Jagdale	1&2	Introduction to Internet of Things	3040243336	1
Sign	Topics	Syllabus %	Unit Name	Faculties Name	Unit No	Subject Name	Subject Code	S.NO
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