

PROGRAMME REQUIREMENTS



1. Programme Type

The Master of Software Engineering (Software Technology) programme which shall consist of coursework and research leading to the submission of a dissertation in the candidate's area of study whereby fifty percent (50%) of the total number of credits shall be for research.

2. Admission Requirements

- a) The general entry requirements to enroll in this programme are as follows:

Pass the Malaysian Certificate of Education (SPM)/equivalent with honors in Malay/Malaysian Language or honors in Malay/Malaysian Language of July Paper.

- b) The special entry requirements to follow this programme are as follows:

Bachelor's Degree with a CGPA of not less than 3.00 in the field of Computer Science/Information Technology/related fields;

OR

Bachelor's Degree with a CGPA of 2.70 – 2.99 in the field of Computer Science/Information Technology/related fields and meet at least one (1) of the following criteria:

- i. Graduated from Universiti Malaya
- ii. Has at least one (1) year of working experience in a related field
- iii. Has produced publications in the relevant fields
- iv. Scholarship recipient
- v. Is an employee of a government agency
- vi. Pass the faculty's interview; or
- vii. Pass the faculty's special assessment.

OR

Other qualifications approved by the Senate from time to time.

AND

- c) English Language Competency Requirements:

• Non-citizen applicants who obtained their degree from a university or institution of higher learning that does not use English as the medium of instruction for the degree in question who wish to follow a degree programme and/or to write their dissertation in English are required to meet the following requirements:

- i. A minimum score of 550 for the Paper-Based Test (PBT), a score of 213 for the Computer-Based Test (CBT) or a score of 80 for the Internet-Based Test (IBT) for the Test of English as a Foreign Language (TOEFL);
- ii. Minimum band 6.0 for the International English Language Testing System (IELTS) (Academic);
- iii. Scores according to the respective programme standards if higher than i. and ii. ;
- iv. For any programme standard that places the TOEFL or IELTS (Academic) score lower than the University's minimum score, those programmes must follow the minimum score that has been set by the University;
- v. Minimum score of 57 Pearson Test of Academic English (PTE Academic);

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- viii. Minimum grade C in C1 Advanced by Cambridge Assessment English; or
 - ix. Minimum grade C in C2 Proficiency by Cambridge Assessment English.
- Non-citizen applicants with the following backgrounds are exempt from the prescribed English language qualification requirements:
 - i. Comes from a country where English is the national language;
 - ii. Possess an academic credential from an institution where English is the sole medium of instruction; or
 - iii. Have studied in Malaysia and intend to pursue further education, subject to condition (b).

3. Duration of Study

The recommended study duration is between three (3) to eight (8) semesters.

4. Programme Structure

- (1) The Master of Computer Science (Applied Computing) Programme will have forty-two (42) credits through coursework and dissertation.
- (2) Through Coursework and Dissertation Programme
 - (i) The programme shall consist of two parts:
 - (a) Part I comprises:
 - (i) **five (5)** core courses, each three credits; and
 - (ii) **two (2)** elective courses.
 - (b) Part II shall consist of twenty-one (21) credits and shall involve research leading to the submission of a dissertation.
 - (3) Details of courses offered shall be of those approved by the Senate from time to time on the recommendation of the Faculty and shall be made known to the candidates at the start of each session.
 - (4) The list of Senate approved courses for the Master of Computer Science (Applied Computing) Programme shall be as indicated in List 1. Candidates shall be informed of the prescribed combination of courses for this programme prior to registration at the start of their study programme.



PROGRAMME OBJECTIVES & OUTCOMES



PROGRAMME EDUCATIONAL OBJECTIVE(S) (PEO)

PEO 1	<i>Graduates would have established themselves as practising professionals in software engineering or related areas. (Professionalism)</i>
PEO 2	<i>Graduates able to continuously pursue new knowledge to improve their competency and subsequently work in teams to contribute to the industry or academia in software engineering. (Ongoing Personal Development)</i>
PEO 3	<i>Graduates have contributed to sustainable development and the well-being of the society through professional skills and ethics in the discipline of software engineering. (Societal Engagement).</i>

(Assessed after 3 - 5 years after students graduated)

PROGRAMME LEARNING OUTCOME(S) (PLO)

At the end of Master of Software Engineering (Software Technology) programme, graduates are able to:

No.	Programme Learning Outcome(s) (PLO)	MQF Cluster of Learning Outcomes	Taxonomy Category (K/P/A)*
PLO1	Master the advanced concepts and the latest theories in software engineering.	CLS1 (Knowledge and Understanding)	K
PLO2	Apply problem solving skills and software engineering knowledge to solve real-world problems.	CLS2 (Cognitive Skills)	K
PLO3	Analyse, design, develop and maintain software solutions by applying software engineering principles, standards, methods, techniques and tools with the aim to engineer quality software.	CLS3A (Practical Skills)	K, P
PLO4	Master the ability to apply mathematical skills in the software development life cycle.	CLS3B (Digital and Numeracy Skills)	K, P
PLO5	Communicate effectively, verbally and in writing, and able to work in team in carrying out software engineering projects	CLS3C (Interpersonal and Communication Skills)	P, A
PLO6	Demonstrate leadership that is consistent with professional code of ethics in software engineering discipline.	CLS3D (Leadership, Autonomy and Responsibility)	P, A



PLO7	Practice technical and societal innovation through software engineering technologies.	CLS4 (Personal and Entrepreneurial Skills)	K, A
PLO8	Demonstrate characters that are in line with professional code of ethics in software engineering discipline.	CLS5 (Ethics and Professionalism)	K, A

*K - Cognitive; A - Affective; P - Psychomotor

MATRIX of MAPPING OF PLO to PEO.

PLO	PEO	PEO1	PEO2	PEO3
PLO1		√		
PLO2		√		
PLO3			√	
PLO4			√	
PLO5			√	
PLO6				√
PLO7				√
PLO8				√



CANDIDATURE REQUIREMENTS



Master of Software Engineering (Software Technology)

No	Requirement
1.	Fulfil the minimum candidature duration of 3 semester
2.	Fulfil the University language requirement (Bahasa Malaysia and English) not later than the second (2nd) semester of candidature.
3.	Fulfil the residential requirement of 6 months.
4.	Presentation <ul style="list-style-type: none">• Proposal presentation at the beginning of the research component registration.• Present research progress in a Candidature Defence session as required by the Faculty.



GRADUATE ON TIME (GOT) SCHEDULE



Full Time Candidates

Semester	Activities	Output/Milestone
1	<ul style="list-style-type: none"> Come up with a study plan to decide on programme specific and elective courses to take as suitable foundation for research area of interest. Attend Bahasa Melayu course (applicable to international candidates). Complete all core courses offered (including Research Methodology), and 1 or 2 elective courses offered in the current semester. Attend relevant workshops/research seminars (e.g., EndNote, Turnitin). Start thinking of research area for dissertation. 	<ul style="list-style-type: none"> A study plan. Completed Bahasa Melayu course (applicable to international candidates). Completed all selected courses. Completed relevant workshops/research seminars. Some idea of research area for dissertation.
2	<ul style="list-style-type: none"> Complete all core courses offered, and 1 or 2 elective courses offered in the current semester. Register for the Dissertation course (if have fulfilled the pre-requisite of the Dissertation course and is able to cope with conducting research for the dissertation while taking other courses), and perform the following activities: <ul style="list-style-type: none"> At the start of the semester, choose a research topic from a list collated by programme coordinator or propose own research topic to potential supervisor. The research topic must include Software Engineering research element. Appoint supervisor for dissertation in the first semester the student registered for the Dissertation course. This is done by submitting the Appointment of Supervisor form (which includes a tentative dissertation topic/title agreed by the supervisor) to the faculty's Postgraduate Office by the stipulated deadline (which is usually no later than the 7th week of a semester). Prepare for Proposal Defence (report and presentation). 	<ul style="list-style-type: none"> Completed all selected courses. Identified research topic and appointed dissertation supervisor. Completed Proposal Defence report. Presented and passed Proposal Defence. Obtained ethics approval (if applicable). Submitted progress report.

	<ul style="list-style-type: none"> ○ Conduct Proposal Defence presentation. ○ Re-do Proposal Defence if failed. ○ Apply for ethics approval if the research involves human participants and/or animals. ○ Submit progress report. 	
3	<ul style="list-style-type: none"> ● Register for the Dissertation course and perform the following activities: <ul style="list-style-type: none"> ○ Continue with research (improve Proposal Defence report based on the panels' comments, produce the proposed solution, collect data/conduct experiment, analyse data, etc.). ○ Prepare for Candidature Defence (report and presentation). ○ Conduct Candidature Defence presentation. ○ Re-do Candidature Defence if failed. Failing Candidature Defence twice will cause the student's candidature to be terminated. ○ If pass Candidature Defence, prepare draft of dissertation. ○ Submit progress report. 	<ul style="list-style-type: none"> ● Deliverables of research (improved Proposal Defence report, proposed solution, collected data, analysed data, etc.). ● Completed Candidature Defence report. ● Presented and Passed Candidature Defence. ● Draft of the dissertation reviewed by supervisor. ● Submitted progress report.
4	<ul style="list-style-type: none"> ● Register for Dissertation course and perform the following activities: <ul style="list-style-type: none"> ○ Finalize all chapters of dissertation. ○ Submit dissertation for examination. ○ Make correction based on examiners' feedback if applicable. ○ Submit final dissertation for Senate approval. ○ Submit progress report. 	<ul style="list-style-type: none"> ● Submitted dissertation for examination. ● Obtained outcome of Committee of Examiners' meeting. ● Submitted final dissertation. ● Received Senate approval letter. ● Submitted progress report.
5 (if applicable)	<ul style="list-style-type: none"> ● Register for the Dissertation course and perform the following activities: <ul style="list-style-type: none"> ○ Outstanding activities from Semester 4 ○ Submit progress report. 	<ul style="list-style-type: none"> ● See previous row. ● Submitted progress report.



Notes on Proposal Defence and Candidature Defence Panel:

1. The supervisor nominates a chairperson and 2 assessors who are experts in the field to serve in the panel. A fourth person is allowed to be appointed if necessary.
2. The same panel should follow through with the Proposal and Candidature Defence.
3. It is strongly recommended that one of the assessors be appointed as the internal examiner.
4. The main responsibility of the panel is to advise the student in improving the research.

COURSE PLAN



MASTER OF SOFTWARE ENGINEERING (SOFTWARE TECHNOLOGY) ACADEMIC SESSION 2024/2025

INTAKE SEMESTER I 2024/2025

MSE (ST)	Credits	Sem I 2024/2025	Sem II 2024/2025	Sem I 2025/2026	Sem II 2025/2026
Core Courses					
WOX7001*	Research Methodology	3	√		
WOC7004	Architecting Software Systems	3	√		
WOC7014	Framework Based Software Design and Development	3		√	
WOC7015	Software Verification and Validation	3	√		
WOC7016	Software Project Management	3		√	
WOC7024**	Dissertation	21		√ **	√ **
Elective Courses [Students are required to choose any 2 courses from the list below]					
WOA7015	Advanced Machine Learning	3	√		
WOA7017	Security Risk Analysis and Evaluation	3		√	
WOC7017	Big Data Processing	3		√	
WOC7018	Requirements Engineering	3	√		
WOC7019	User Experience Design Studio	3		√	
WOC7020	Advanced Internet of Things	3	√		

The courses that will be offered every semester are subject to change, depending on the availability of staff and the number of students registering.

Please read the "Important Notes on Master of Software Engineering (Software Technology) Research Methodology course and Dissertation course".



MASTER OF SOFTWARE ENGINEERING (SOFTWARE TECHNOLOGY) ACADEMIC SESSION 2024/2025

INTAKE SEMESTER II 2024/2025

MSE (ST)		Credits	Sem II 2024/2025	Sem I 2025/2026	Sem II 2025/2026	Sem I 2026/2027
Core Courses						
WOX7001*	Research Methodology	3	✓			
WOC7004	Architecting Software Systems	3		✓		
WOC7014	Framework Based Software Design and Development	3	✓			
WOC7015	Software Verification and Validation	3		✓		
WOC7016	Software Project Management	3	✓			
WOC7024**	Dissertation	21		✓**	✓**	✓**
Elective Courses [Students are required to choose any 2 courses from the list below]						
WOA7015	Advanced Machine Learning	3		✓		
WOA7017	Security Risk Analysis and Evaluation	3	✓			
WOC7017	Big Data Processing	3	✓			
WOC7018	Requirements Engineering	3		✓		
WOC7019	User Experience Design Studio	3	✓			
WOC7020	Advanced Internet of Things	3		✓		

The courses that will be offered every semester are subject to change, depending on the availability of staff and the number of students registering.

Please read the "Important Notes on Master of Software Engineering (Software Technology) Research Methodology course and Dissertation course".



IMPORTANT NOTES ON MASTER OF SOFTWARE ENGINEERING (SOFTWARE TECHNOLOGY) RESEARCH METHODOLOGY COURSE AND DISSERTATION COURSE

*** Research Methodology course (WOX7001):**

- Students are required to register for the Research Methodology course in their first semester.

**** Dissertation course (WOC7024 for intake Sem 1 2023/2024 onwards; WOC7021 for intake 2021/2022 and 2022/2023):**

- Registration of Dissertation course
 - Students can only start to register to take the Dissertation course if they have fulfilled the following pre-requisite of the Dissertation course:
 - Have passed any two courses (6 credits) (excluding language courses).
 - Have taken or taking WOX7001 Research Methodology.
 - After registering to take the Dissertation course for the first time, a student has to register for the Dissertation course in every subsequent semester as long as he/she has not submitted the final dissertation for Senate approval, or he has not obtained approval from the faculty for withdrawing from the programme for that semester.
- Appointment of Dissertation Supervisor
 - Students must appoint supervisor for their dissertations in the first semester they register for the Dissertation course.
 - The Appointment of Supervisor form (which includes a tentative dissertation topic/title agreed by the supervisor) should be submitted to the faculty's Postgraduate Office by the stipulated deadline (which is usually no later than the 7th week of a semester).
 - A student must get the respective supervisor's approval and signature before submitting the Appointment of Supervisor form to the faculty's Postgraduate Office.
 - **If a student has registered for the Dissertation course but has not appointed a supervisor for his/her dissertation, the student will not be able to submit his/her Progress Report for Dissertation. See next paragraph.**
- Submission of Progress Report for Dissertation
 - If a student has registered to take the Dissertation course in a particular semester, he/she has to submit the Progress Report for Dissertation for that semester via the Maya system.
 - The deadline to submit the Progress Report is different in each semester and will be announced by the university/faculty. The students are responsible for monitoring their email accounts to check the email regarding the deadline and have to submit their Progress Report before the deadline.
 - **Students who did not submit the Progress Report by the deadline will obtain "Unsatisfactory" for their Dissertation for that semester. This will affect renewal of viva for international students.**
- Submission of Dissertation for Examination
 - Students cannot submit their dissertations for examinations if their CGPA is below 3.0 or if they have not completed Part 1 (Coursework).



LIST OF COURSES & CONTENTS



CORE COURSES

Code	Course	Credits
WOX7001*	Research Methodology	3
WOC7004	Architecting Software Systems	3
WOC7014	Framework Based Software Design and Development	3
WOC7015	Software Verification and Validation	3
WOC7016	Software Project Management	3
WOC7024**	Dissertation	21

ELECTIVE COURSES

(Note: Students are required to choose any two (2) courses from the list below)

Code	Course	Credits
WOC7017	Big Data Processing	3
WOC7018	Requirements Engineering	3
WOC7019	User Experience Design Studio	3
WOC7020	Advanced Internet of Things	3
WOA7015	Advanced Machine Learning	3
WOA7017	Security Risk Analysis and Evaluation	3

The courses that will be offered every semester are subject to change, depending on the availability of staff and the number of students registering.

Please read the “Important Notes on Master of Software Engineering (Software Technology) Research Methodology course and Dissertation course”.

WOX7001 Research Methodology

Course Learning Outcomes

At the end of the course, students are able to:

1. Describe appropriate methodologies used in computer science and information technology research.
2. Devise a plan to be carried out within a feasible duration for answering research problems and questions identified.
3. Demonstrate attitude and character in line with professional and ethical codes in computer science and information technology research.

Synopsis of Course Content

This course gives an overview of the dimensions of research in computer science and information technology. Major considerations and tasks in conducting research in the areas such as review of literature, identify problem statement, formulate research questions and objectives, select an appropriate approach or method to the research, plan and manage the research, tools for research, data analysis, and writing and presentation strategies, will be discussed too.

Evaluation and Weightage

Continuous Assessment	:	100%
Final Examination	:	0%

WOC7004 Architecting Software Systems

Course Learning Outcomes

At the end of the course, students are able to:

1. Apply different types of architectural styles/patterns in developing software systems.
2. Design software architecture.
3. Evaluate software architecture in a team

Synopsis of Course Content

This course covers advanced architecture design of software systems. It reviews the different architectural structures and views, quality attributes, tactics to achieve quality attributes and common architectural styles/patterns (such as layered, broker, client-server, peer-to-peer, service-oriented architecture, and so on). It covers documenting software architecture.

This course also covers methods to design software architecture (e.g. Attribute-Driven Design method) and evaluate software architecture (e.g. ATAM analysis method). It also covers architecting software product lines, architecting in the Cloud, and supporting tool.

Evaluation and Weightage

Continuous Assessment	:	60%
Final Examination	:	40%

WOC7014 Framework-Based Software Design and Development

Course Learning Outcomes

At the end of the course, students are able to:

1. Identify the basic principles of framework-based software design and development.
2. Design a framework-based software system.
3. Construct a framework-based innovative software project using associated programming language.

Synopsis of Course Content

This course introduces the design and development of software using framework. It includes specification, implementation and configuration of an innovative software according to a specific framework. Students will learn the framework's programming language as well as the facilities provided by the framework.

Evaluation and Weightage

Continuous Assessment : 60%

Final Examination : 40%

WOC7015 Software Verification and Validation

Course Learning Outcomes

At the end of the course, students are able to:

1. Discuss the concepts, principles, and techniques of software verification and validation.
2. Design test through appropriate evaluation of chosen techniques from requirements and specifications, design artefacts, or the source code.
3. Calculate small program code behaviours for checking valid path
4. Analyse software system behaviours statically through model checking and probabilistic properties of program codes

Synopsis of Course Content

This course introduces the students the concepts, principles, techniques, and tools of software verification and validation within modern software development together with its formal techniques. The course covers from test design and test plan in test driven development of agile to conduct tests using tools. The course also exposes the students the formal approach of static analysis and model checking in verifying uncertainty in software design models and requirements.

Evaluation and Weightage

Continuous Assessment : 50%

Final Examination : 50%

WOC7016 Software Project Management

Course Learning Outcomes

At the end of the course, students are able to:

1. Write a software project management plan by addressing the issues of scope, time, cost, resource and quality.
2. Manage a software project by demonstrating knowledge of project management techniques and skills.
3. Demonstrate attitude and character in line with professional ethics by working on a team project as a project manager or active team member.

Synopsis of Course Content

This course provides an overview of project management principles, techniques and skills. This course covers topics to understand the genesis of project, program, and portfolio management and their importance to software projects. In particular, the main tasks involved in initiating, planning, executing, monitoring and controlling, and closing software projects. The topics also include the knowledge areas that can be applied to manage project integration, scope, time, cost, quality, human resource, communications, risk and procurement.

Evaluation and Weightage

Continuous Assessment	:	60%
Final Examination	:	40%

WOC7024 Dissertation

Course Pre-requisite(s)/Minimum Requirement(s)

- Have passed any two courses
- Have taken or taking WOX7001 Research Methodology

Course Learning Outcomes

At the end of the course, students are able to:

1. Report the literature review related to the proposed research project in the approved area.
2. Implement a detailed research project based on the proposed research.
3. Produce a dissertation of the research project.

Synopsis of Course Content

The dissertation is concerned with the guidance rendered by the supervisor to the student on the proper way of conducting a software engineering, computer science or information technology research project, which could be in the form of face-to-face discussion, presentation, demonstration and communication. The dissertation also covers the identification of problem statements, understanding and formulation of the research objectives and research methodology to perform the research project.

Evaluation and Weightage

Continuous Assessment	:	100%
Final Examination	:	0%

*Students have to pass candidature seminars (proposal defence and candidature defence) before submitting dissertation for examination. Results of candidature seminars will be emailed to the students by the faculty.

*Dissertation will be examined by examiners. Final results will be decided by the committee of examiners.

WOC7017 Big Data Processing

Course Learning Outcomes

At the end of the course, students are able to:

1. Explain the concepts of big data technologies
2. Apply parallel processing techniques for processing big data.
3. Evaluate the suitability of different processing techniques for big data processing

Synopsis of Course Content

It becomes more and more difficult to handle the growing amount of data with traditional data processing methods. There are many parallel processing frameworks and systems have been introduced such as MapReduce, Hadoop, Pig, Hive, Spark and Twister. Many of these frameworks and systems can handle different kinds of big data problems. This course will review and analyse various processing systems, architectures, frameworks, programming languages and programming models and their capabilities for large-scale data. This course will also analyze the advantages and disadvantages of these processing paradigms within the scope of the big data.

Evaluation and Weightage

Continuous Assessment : 60%

Final Examination : 40%

WOC7018 Requirements Engineering

Course Learning Outcomes

At the end of the course, students are able to:

1. Describe current techniques used in core activities in software requirements engineering.
2. Use suitable techniques and tools to develop software requirements specification to fulfill user requirements.
3. Evaluate relevant research issues in improving requirements engineering process.

Synopsis of Course Content

This course covers core activities in requirements engineering process such as requirements elicitation, validation, management and negotiation and techniques, tools and methods for supporting those activities. It also discusses and explores relevant research issues in areas such as requirements prioritization, impact analysis, process change management and requirements traceability.

Evaluation and Weightage

Continuous Assessment : 60%

Final Examination : 40%

WOC7019 User Experience Design Studio

Course Learning Outcomes

At the end of the course, students are able to:

1. Apply the principles, models and techniques emphasizing the design of user experience (UX) in Human Computer Interactive systems.
2. Develop an Interactive Human Computer system that takes into consideration universal accessibility through Agile and LeanUX.
3. Evaluate the usability of the interactive Human Computer system which includes ethical, societal and cultural factors.

Synopsis of Course Content

This course covers advanced topics related to the human cognition, psychology, software engineering formal methods principles, models and techniques to represent user and interactive environment.

Development projects uses Agile and LeanUX methodology taking into consideration universal accessibility for different range of users such as novice to experts, children to elderly, normal to people with disabilities.

Design and implementation of projects include web UX, mobile UX and other intelligent systems. Design and implementation concepts go beyond user interfaces to include sensors, controls, autonomous vehicles, ubiquitous computing in the context of Internet of Things (IoT), social data analytics and visualization. Interactive input may involve gestures, voice, eye movement and facial expression.

Evaluation of the implemented Human Interactive system uses techniques such as expert review, heuristics, usability testing, acceptance test, survey, active observation or control environment. Factors that influence UX evaluation are related to ethical, societal and cultural as well as usability goals.

Evaluation and Weightage

Continuous Assessment : 100%

Final Examination : 0%

WOC7020 Advanced Internet of Things

Learning Outcomes

At the end of this course, the students are able to

1. Explain the architecture and key technologies of internet of things.
2. Identify the challenges in the implementation of internet of things.
3. Solve problems related to internet of things in wireless communications.

Synopsis of Course Content

This course is designed to introduce to students the emerging issues related to internet of things. This course will examine several aspects of internet of things such as application areas related to internet of things technologies, real-time models, local sensors, network components and application-level components. This course also emphasises on solving problems related to wireless communications in developing and deploying internet of things.

Evaluation and Weightage

Continuous Assessment : 50%

Final Examination : 50%



WOA7015 Advanced Machine Learning

Course Learning Outcomes

At the end of the course, students are able to:

1. Practice concepts and techniques for machine learning related to digital and numerical methods.
2. Report the solution to machine learning problems by devising and listing the steps in machine learning applied to solve different types of problems
3. Demonstrate skills and knowledge on machine learning by managing a machine learning project

Synopsis of Course Content

This course introduces advanced concepts and techniques for machine learning. It covers topics such as linear and logistic regression, decision tree, neural network, and support vector machines as well as reinforcement learning.

Evaluation and Weightage

Continuous Assessment : 50%

Final Examination : 50%

WOA7017 Security Risk Analysis and Evaluation

Course Learning Outcomes

At the end of the course, students are able to:

1. Explain the concepts of security risk assessment.
2. Apply suitable security risk assessment methods.
3. Evaluate a particular security risk assessment method.

Synopsis of Course Content

This course introduces the concepts and techniques used in security risk analysis and evaluation. It includes a comprehensive explanation of the six basic phases of security risk assessment, i.e. project definition, project preparation, data gathering, risk analysis, risk mitigation, and risk reporting and resolution. The course also explains several risk assessment methods and describes techniques to measure the effectiveness of a particular method.

Evaluation and Weightage

Continuous Assessment : 50%

Final Examination : 50%