# **COURSE STRUCTURE**

| CourseCode CourseCategory CourseTitle | BCA10040 Program Foundation Discrete Mathematics |           |                           |         |       |
|---------------------------------------|--|-----------|---------------------------|---------|-------|
| Teaching Scheme                       | Lectures   | Tutorials | Laboratory /<br>Practical | Project | Total |
| Weekly load hours                     | 3  | -         | -                         | -       | 3     |
| Credits                               | 3  | -         | -                         | -       | 3     |
| Assessment Schema<br>Code             | TT1  |           |                           |         |       |

Pre-requisites: Basic Knowledge of Mathematics

#### Course Objectives:

- 1. Using Mathematically Correct Terminology And Notation.
- 2. Constructing Correct Direct And Indirect Proofs.
- 3. Applying Logical Reasoning To Solve A Variety of problems.

#### **Course Outcomes:**

After completion of this course students will be able to:

- 1. Demonstrate the ability to write and evaluate proof outline basic structure
- 2. Understand the basic principles of sets and operations on sets.
- 3. Analyze Basic Set Equalities.
- 4. Apply Counting Principles To Determine Probabilities.
- 5. Demonstrate an understanding of relations and functions andbeable to determine their properties.
- 6. Demonstrate different traversal methods for trees and graphs.
- 7. Model problems in Computer Science using graphs and trees.

#### **Course Contents:**

# Unit 1: Set Theory & Logic [9]

Sets, Subsets, Operations on Sets DeMorgan's Laws Power Set of a Set Cartesian Product Equivalence Relation. PartitionofaSetPartialorderonaset

# Unit 2: Combinatorics and Discrete Probability [9]

Permutations & Combinations-Rule of sum and product, permutations, combinations, Algorithms for generation of permutations.

 ${\color{blue} {\sf Discrete Probability, Conditional Probability, Information and Mutual Information, Binomial} }$ CoefficientsandcombinatorialIdentities

# Unit 3: Relations and Functions [9]

Definitions, Properties of Binary Relations, Equivalence Relations and Partitions, Partial Ordering Relations and lattices, Chains and Anti-chains Definitions, Domain, Range, One-To-OneandOne-To,Inverse And Composition, Pigeon hole Principle, Discrete Numeric Functions and Gathering Functions, Job Scheduling Problems MIT-WPU, ADDROVED BY

ACADEMIC COUNCIL MODELL

### Unit 4: Graphs [9]

Definition And Examples Of Graphs, Incidence And Degree Sub-graphs, Walks, Path, Circuits, Connected and disconnected graphs, Euler Graphs Operations on graphs. Hamiltonian Graphs, Traveling Salesman problem Algorithms: Connectedness Algorithm, Shortest Path Algorithm

Product of two graphs, Complement of a graph, Self-Complement Of a graph

#### Unit 5: Trees [9]

Definition and properties of trees, Pendent Vertices, center of a tree, Rooted And Binary Tree. Spanning Trees, minimum spanning tree algorithms. Fundamental Circuits, cut set sandcut vertices, fundamental cut sets Connectivity and separability, max-flowmin-cuttheorem.

#### LearningResources:

## Textbooks/ReferenceBooks::

- Kenneth H. Rosen, —Discrete Mathematics and its Applicationsl, Tata McGraw-Hill, ISBN 978-0-07-288008-3, 7th Edition.
- 2. C.L. Liu, —Elements of Discrete Mathematics, TMH, ISBN 10:0-07-066913-9.6th Edition

## Supplementary Reading:

- Discrete Mathematical Structures: Bernard Kolman, Robert C. Busby, Sharon Cutler Ross, Nadeen-Ur-Rehman. Person Publication, 6th Edition
- 2. Discrete Mathematics and ItsApplications: by Rosen, McGraw Hill Publication, 8th Edition.
- 3. Graph Theory with Application to Engineering and ComputerScience, Deo, Narsing, Eastern Academy Education, 5th Edition.

#### Weblinks:

- 1. https://www.javatpoint.com/discrete-mathematics-tutorial
- 2. https://www.tutorialspoint.com/discrete\_mathematics/index.htm
- 3. https://www.tutorialspoint.com/discrete\_mathematics/index.htm

MOOCs: Online courses for self-learning

Courses by NPTEL and MIT Open Courseware etc

## Pedagogy:

- Participative Learning,
- discussions,
- algorithm,
- programming concepts,
- experiential learning through practical problem solving,
- assignments.

