

## Time Table for the Semester Monsoon 2017

Version 5: 23.08.2017

	8.30 – 9.55 AM.	10 to 11.25 A.M.	11.30 to 12.55 PM	1.00 - 2.00 PM	2.00 – 3.25 PM	3.30 – 5.00 PM	5.00 - 6.00 PM
Mon	Surveying- <b>101</b> Topics in Coding Theory- <b>102</b> OS(UG)- <b>105</b> Information Retrieval & Extraction- <b>204</b> Compilers- <b>203</b>	Linguistics-1- <b>101</b> Structural Dynamics- <b>102</b> Maths-1(Gr.A)- <b>103</b> DLP(Gr.B)- <b>104</b> SSAD & Project- <b>105</b> Electrical Science-2- <b>203</b> Discrete Maths & Algo( <b>10-12</b> )- <b>204</b> Graph Theory- <b>303</b> Game Design & Engg- <b>304</b>	Adv. Mechanics of Materials - <b>101</b> Classical Text Reading I- <b>102</b> DLP(Gr.A)- <b>103</b> Maths-1(Gr.B)- <b>104</b> General Physics- <b>201</b> EMTA- <b>202</b> Signals & Systems- <b>203</b> Proteomics & Metabolomics- <b>A3-301</b> Soil Mechanics- <b>302</b> CNS Lab- <b>303</b> Adv. Biomolecular Archi.- <b>304</b>		Computational Linguistics-1- <b>101</b> Software Quality Engg- <b>102</b> Digital Image Processing- <b>103</b> Information Theory and Coding- <b>104</b> Mathematics & Statistics- <b>201</b> Speech Signal Processing- <b>203</b> Database Systems- <b>204</b> Analog & Mixed Signal Design- <b>B4-301</b> Science Lab-1 ( <b>2:00-5:00PM</b> ) <b>UG1(T)-CR1,B4-304.</b>	Science Lab-1 ( <b>2:00-5:00PM</b> )  Intro to Game Theory- <b>204(T)</b> <b>UG1(T)-CR1</b> <b>Seminar talks / Tutorials</b>  Science-I- <b>205(T)</b>	
Tue	Number Theory & Cryptology- <b>101</b> Quantum Mechanics & SS- <b>102</b> Computer Prog(Gr.A)- <b>103</b> ES-1(Gr.B)- <b>104</b> BMSID- <b>202</b> Differential Equations- <b>203</b> Civil Engg Workshop- <b>301</b> Technology Product Entrepreneurship- <b>302</b> P&P of Organic Farming- <b>303</b> SSP on HCI- <b>B4-301</b> Computers & Scripting- <b>B4-304</b>	HVAC- <b>101</b> Earthquake Engg- <b>102</b> Research Information Security- <b>103</b> Computer Prog(Gr.B)- <b>104</b> Maths III- <b>105</b> Algorithms & OS- <b>201</b> Adaptive Signal Processing- <b>202</b> Embedded Hardware Design- <b>203</b> Distributed Systems - <b>204</b> Topics ML- <b>301</b> Intro to Cognitive Science- <b>303</b> OS(PG)- <b>304</b> Basic Maths-I- <b>B4-304</b> <b>UG1(T)-B4-301</b>	Finite Element Methods- <b>101</b> Thermodynamics & SM- <b>102</b> ES-1(Gr.A)- <b>103</b> Science Technology & Society- <b>104</b> Intro to Databases- <b>105</b> Intro to Linguistics- <b>201</b> Transportation Engg- <b>202</b> Probability & Random Proc.- <b>203</b> East and West- <b>204</b> Ethics- <b>301</b> Intro to Gender Studies- <b>302</b> Intro to Shakespeare- <b>303</b> Understanding Raga – <b>C3-314</b> Intro to Bioinformatics- <b>B4-301</b> Theories & Practices of Nationalism- <b>B4-304</b> Intro to Sociology- <b>CR1</b>	L  U  N  C  H	Adv. Biology- <b>101</b> Water Resource Engg- <b>102</b> Natural Language Processing- <b>103</b> Mobile Robotics- <b>104</b> DWDM- <b>105</b> Spatial Informatics- <b>201</b> Wireless Communications- <b>202</b> Wireless Sensor Networks- <b>203</b> Adv. Problem Solving( <b>2-4PM</b> )- <b>204</b> Complex Digital System Design- <b>301</b> Intro to Game Theory- <b>302</b> POPL- <b>304</b> LEC Lab ( <b>2:00-5:00PM</b> ) <b>UG1(T)-B4-301,B4-304,N302</b>	Quantum Mechanics & SS- <b>202(T)</b>  Algorithms- <b>105(T)</b>  Climatology- <b>101</b>  Performance Eva. of Computer Sys.- <b>B4-301</b>  Database Systems- <b>204(T)</b> <b>UG1(T)-N321</b> <b>Project discussions / Tutorials</b>	Statistical Methods in AI- <b>205</b>
Wed	Computer Problem Solving- <b>101</b> Adv. Engg Maths- <b>102</b> ITWS-1(Gr.B)- <b>104</b> Design for Testability- <b>201</b> Adv. Structural Design- <b>202</b> Adv. Computer Networks- <b>205</b> Maths III- <b>105(T)</b> <b>UG1(T)-B4-304,B4-301,CR1,301</b>	BMSSC- <b>101</b> Classical Text Reading III- <b>C3-314</b> ITWS-1(Gr.A)- <b>103</b> Science I- <b>105</b> Linear Control Systems- <b>203</b> Complexity & Adv. Algorithms- <b>205</b> Classical Language: Sanskrit-II- <b>B4-301</b> <b>UG1(T)-B4-304,CR1,301,302</b>	English-1- <b>103</b> Algorithms- <b>105</b> Research Methodology - <b>202</b> Linear Electronic Circuits- <b>203</b> Speech Technolgy- <b>204</b> Multi Agent Systems- <b>303</b>		The Society of the Spectacle in the Ancient World- <b>101</b> Intro to History- <b>102</b> Gandhian Thought- <b>C1-302</b> Intro to Philosophy- <b>201</b> Intro to Psychology- <b>202</b> Scripting & CE- <b>204</b> Technology&Social Movements - <b>B4-301</b> Intro to Politics- <b>B4-304</b> <b>UG1(T)-CR1</b> <b>BMSSC(T)-301</b>	Discrete Maths & Algo- <b>204(T) – 4.00 to 5.00PM</b>  OS(UG)- <b>105(T)</b>  Signals & Sysytems- <b>203(T)</b> <b>Faculty Meeting</b>  <b>ABA-304(T)</b>	

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Thu	Surveying- <b>101</b> Topics in Coding Theory- <b>102</b> OS(UG)- <b>105</b> Information Retrieval & Extraction- <b>204</b> Compilers- <b>203</b>	Linguistics-1- <b>101</b> Structural Dynamics- <b>102</b> Maths-1(Gr.A)- <b>103</b> DLP(Gr.B)- <b>104</b> SSAD & Project- <b>105</b> Electrical Science-2- <b>203</b> Discrete Maths & Algo( <b>10-12</b> )- <b>204</b> Graph Theory- <b>303</b> Game Design & Engg- <b>304</b>	Adv. Mechanics of Materials- <b>101</b> Classical Text Reading I- <b>102</b> DLP(Gr.A)- <b>103</b> Maths-1(Gr.B)- <b>104</b> General Physics- <b>201</b> EMTA- <b>202</b> Signals & Systems- <b>203</b> Proteomics & Metabolomics- <b>A3-301</b> Soil Mechanics- <b>302</b> CNS Lab- <b>303</b> Adv. Biomolecular Archi.- <b>304</b>		Computational Linguistics-1- <b>101</b> Software Quality Engg- <b>102</b> Digital Image Processing- <b>103</b> Information Theory and Coding- <b>104</b> Mathematics & Statistics- <b>201</b> HVAC- <b>202</b> Speech Signal Processing- <b>203</b> Database Systems- <b>204</b> Analog & Mixed Signal Design- <b>B4-301</b> Science Lab-1 ( <b>2:00-5:00PM</b> ) EHD Lab ( <b>2:00-5:00PM</b> )	CSG Meet- <b>103</b>  Electrical Science-2- <b>203(T)</b> <b>Project discussions / Tutorials</b> <b>UG1(T)-B4-301,B4-304</b>	Information Retrieval & Extraction- <b>204(T)</b>  <b>FSIS</b>
Fri	Number Theory & Cryptology- <b>101</b> Quantum Mechanics & SS- <b>102</b> Computer Prog(Gr.A)- <b>103</b> ES-1(Gr.B)- <b>104</b> BMSID- <b>202</b> Differential Equations- <b>203</b> Civil Engg Workshop- <b>301</b> Technology Product Entrepreneurship- <b>302</b> P&P of Organic Farming- <b>303</b> SSP on HCI- <b>B4-301</b> Computers & Scripting- <b>B4-304</b> <b>UG1(T)-N321</b>	HVAC - <b>101</b> Earthquake Engg- <b>102</b> Research Information Security- <b>103</b> Computer Prog(Gr.B)- <b>104</b> Maths III- <b>105</b> Algorithms & OS- <b>201</b> Adaptive Signal Processing- <b>202</b> Embedded Hardware Design- <b>203</b> Distributed Systems - <b>204</b> Topics ML- <b>301</b> Intro to Cognitive Science- <b>303</b> OS(PG)- <b>304</b> Basic Maths-I- <b>B4-304</b>	Finite Element Methods- <b>101</b> Thermodynamics & SM- <b>102</b> ES-1(Gr.A)- <b>103</b> Science Technology & Society- <b>104</b> Intro to Databases- <b>105</b> Intro to Linguistics- <b>201</b> Transportation Engg- <b>202</b> Probability & Random Proc.- <b>203</b> East and West- <b>204</b> Ethics- <b>301</b> Intro to Gender Studies- <b>302</b> Intro to Shakespeare- <b>303</b> Understanding Raga- <b>C3-314</b> Intro to Bioinformatics- <b>B4-301</b> Theories & Practices of Nationalism- <b>B4-304</b> Intro to Sociology- <b>CR1</b>	L  U  N  C  H	Adv. Biology- <b>101</b> Water Resource Engg- <b>102</b> Natural Language Processing- <b>103</b> Mobile Robotics- <b>104</b> DWDM- <b>105</b> Spatial Informatics- <b>201</b> Wireless Communications- <b>202</b> Wireless Sensor Networks- <b>203</b> Adv. Problem Solving( <b>2-4PM</b> )- <b>204</b> Complex Digital System Design- <b>301</b> Intro to Game Theory- <b>302</b> Linear Electronic Circuits- <b>303(T)</b> POPL- <b>304</b> <b>UG1(T)-B4-301,CR1</b>	Intro to Databases- <b>105(T)</b>  Science Technology & Society- <b>204(T)</b> Linear Electronic Circuits- <b>203(T)</b>  Climatology- <b>101</b>  Performance Eva. of Computer Sys.- <b>B4-301</b> <b>UG1(T)-B4-304,CR1,N321</b> <b>Seminar talks / Tutorials</b>  CCNSB Seminar- <b>103</b>	Statistical Methods in AI- <b>205</b>
Sat	Computer Problem Solving- <b>101</b> Adv. Engg Maths- <b>102</b> ITWS-1(Gr.B)- <b>104</b> Design for Testability- <b>201</b> Adv. Structural Design- <b>202</b> Adv. Computer Networks- <b>205</b> <b>UG1(T)-B4-301,B4-304</b>	BMSSC- <b>101</b> Classical Text Reading III- <b>C3-314</b> ITWS-1(Gr.A)- <b>103</b> Science I- <b>105</b> Linear Control Systems- <b>203</b> Complexity & Adv. Algorithms- <b>205</b> Classical Language: Sanskrit-II- <b>B4-301</b>	Algorithms- <b>105</b> Research Methodology - <b>202</b> Linear Electronic Circuits- <b>203</b> Speech Technology- <b>204</b> Multi Agent Systems- <b>303</b> <b>BMSID-B4-301(T)</b>		The Society of the Spectacle in the Ancient World- <b>101</b> Intro to History- <b>102</b> Gandhian Thought- <b>C1-302</b> Intro to Philosophy- <b>201</b> Intro to Psychology- <b>202</b> Scripting & CE- <b>204</b> Technology & Social Movements- <b>B4-301</b> Intro to Politics- <b>B4-304</b>	Probability & Random Proc- <b>203(T)</b>  <b>UG1(T)-B4-301,B4-304,CR1</b>  <b>Tutorials</b>	

**Course Name-Room No**

**Nilgiri Building:** N104,N302,N321,TL1, TL2; **Vindhya Building:** C3-314,C1-302, CR1, SH1, SH2, A3-301,B4-301, B4-304;

**Himalaya Building:** 101,102,103,104,105,201,202,203,204,205,301,302,303,304