

## B.Tech Course structure (July 2018 onwards)

Course No	Semester-I Course Name	L	T	P	C	Course No	Semester-II Course Name	L	T	P	C
CH101	Chemistry	3	1	0	8	BT101	Introductory Biology	3	0	0	6
CH110	Chemistry Laboratory	0	0	3	3	CS101	Introduction to Computing	3	0	0	6
EE101	Basic Electronics	3	1	0	8	CS110	Computing Laboratory	0	0	3	3
MA101	Mathematics – 1	3	1	0	8	EE102	Basic Electronics Laboratory	0	0	3	3
CE101	Engineering Drawing	2	0	3	7	MA102	Mathematics – 2	3	1	0	8
PH101	Physics – 1	2	1	0	6	ME101	Engineering Mechanics	3	1	0	8
PH110/ME110	Physics Laboratory /Workshop	0	0	3	3	PH102	Physics – II	2	1	0	6
						ME110/PH110	Workshop/ Physics Laboratory	0	0	3	3
		<b>13</b>	<b>4</b>	<b>9</b>	<b>43</b>			<b>14</b>	<b>3</b>	<b>9</b>	<b>43</b>
HS101	English Communication*	2	0	2	0	SA1xx	Students' Activity Course - I	0	0	2	0

# Bachelor of Design (B.Des.) Course Structure and Syllabus

(Applicable from 2016 batch onwards)

Course no.	Course Title	L-St-P-C	Remarks
Semester 1 (Credits 41)			
DD 101	Introduction to Design	0-2-0-4	Previously DD 103
DD 102	Representation Techniques	0-0-6-6	
DD 103	Elements of Design	1-1-2-6	Previously DD101 (0-2-2-6)
DD 104	Applied Science for Design	1-0-4-6	
DD 105	Tinkering studio	1-0-4-6	Previously (0-1-4-6)
EE 101	Electrical Sciences	3-1-0-8	
ME 111	Engineering Drawing	1-0-3-5	
SA 101	Sports and games/Performing Arts I	0-0-2-0	
Semester 2 (Credits 40)			
DD 111	Form, Order and Structure	1-1-4-8	Previously (0-2-4-8)
DD 112	Principles of Visual Design	1-0-4-6	Previously (0-1-4-6)
DD 113	Visualization and Illustrations	0-0-6-6	
CS 101	Introduction to Computing	3-0-0-6	
CS110	Computing Laboratory	0-0-3-3	
EE 102	Basic Electronics Laboratory	0-0-3-3	
ME 101	Engineering Mechanics	3-1-0-8	
SA 102	Sports and games/Performing Arts II	0-0-2-0	