

LESSON PLAN

Name :Ms.MeghaGoel (Theory)

Discipline: Applied science and humanities Department

Semester: 4th

Subject: Maths (AS-201N)

Lesson Plan Duration: 15 weeks (from January, 2018 to April, 2018)

Work Load: Lectures-03

Week	Theory	
	Lecture Day	Topic
1 st	1 st	UNIT 1:) Fourier series: Euler's formulae
	2 nd	Orthogonality conditions for the Sine and Cosine functions.
	3 rd	Dirichlet's conditions, Fourier expansion of functions having points of discontinuity.
2 nd	4 th	Change of interval, Odd and even functions, Half-range series.
	5 th	Odd and even functions.
	6 th	Half range series.
3 rd	7 th	Revision test
	8 th	Fourier Transforms: Fourier integrals .
	9 th	Fourier transforms, Fourier Cosine and Sine transforms
4 th	10 th	Properties of Fourier transforms, Convolution theorem, Parseval's identity.
	11 th	Fourier transforms of the derivative of a function, Application of transforms to boundary value problems (Heat conduction and vibrating string).
	12 th	Revision test.
5 th	13 th	UNIT 2: Introduction about Partial Differential Equations and LPP.
	14 th	Formation and Solutions of PDE,
	15 th	Lagrange's Linear PDE.
6 th	16 th	First order non-linear PDE,
	17 th	Charpit's method,
	18 th	Homogeneous linear equations with constant coefficients
7 th	19 th	Method of separation of variables
	20 th	Revision Test
	21 st	Solution of linear programming problems: using Graphical

		method.
8 th	22 nd	Simplex method.
	23 rd	Revision test
	24 th	UNIT 3:Complex Variables review of concept of functions of a complex variable •
9 th	25 th	• Limit, continuity, differentiability and analyticity of a function.
	26 th	Basic elementary complex functions (exponential functions
	27 th	trigonometric & Hyperbolic functions,)
10 th	28 th	logarithmic functions)
	29 th	Revision test.
	30 th	Cauchy-Riemann Equations. Line integral in complex plane.
11 th	31 st	Line integral in complex plane.
	32 nd	definition of the complex line integral, basic properties, Cauchy's integral theorem, and Cauchy's integral formula.
	33 rd	Brief of Taylor's, Laurent's and Residue theorems (without proofs).
12 th	34 th	Revision test.
	35 th	UNIT 4Probability theory: A review of concepts of probability and random variables
	36 th	definitions of probability, addition rule, conditional probability,
13 th	37 th	multiplication rule, Conditional Probability, Mean, median, mode and standard deviation,
	38 th	Bayes' Theorem
	39 th	Discrete and continuous random variables, probability mass, probability density and cumulative distribution functions,
14 th	40 th	moments, moment generating function.
	41 st	Binomial Distribution
	42 nd	Poisson Distribution.
15 th	43 rd	Normal distribution.
	44 th	mathematical expectation, moments, moment generating function.
	45 th	REVISION TEST.

Lesson Plan

Name of Faculty : Varun Jasuja
 Department : Computer Science and Engineering
 Semester : 4th Semester
 Subject Name : Object Oriented Programming(CSE-202N)
 Lesson Plan Duration :15 weeks(January 2018 to April 2018)
 Work Load(Lecture) per week(in hours): Lectures-03

Week	Lecture Day	Topics to be covered (including assignment/test)
1 st	1	Introduction to C++ C++ Standard Library
	2	Illustrative Simple C++ Programs, Header Files
	3	Namespaces, Application of object oriented programming Assignment- Introduction to C++ Illustrative Simple C++ Programs
2 nd	4	Object Oriented Concepts
	5	Introduction to objects and object oriented programming
	6	Test- Concepts of object oriented
3 rd	7	Encapsulation ,Polymorphism , Overloading, Inheritance
	8	Abstract Classes Accessifier
	9	Class Scope and Accessing Class Members Assignment- Encapsulation, Polymorphism, Overloading, Inheritance
4 th	10	Controlling Access Function Constant Class Members
	11	Structure and Class
	12	Test- Controlling Access Function, Structure and Class
5 th	13	Friend Function and Friend Classes
	14	This Pointer Dynamic Memory Allocation and DE allocation
	15	Static Class Members Assignment- This Pointer and Static Class Members

6 th	16	Constructors, Parameter Constructor and Copy Constructor
	17	Deconstructors
	18	Test- Constructors, Parameter Constructor and Copy Constructor
7 th	19	Introduction to Inheritance, Types Of Inheritance, Base Class members in a Derived Class
	20	Public, Protected and Private Inheritance
	21	Effect of constructors and Deconstructors of base class in Derived Classes Assignment: Inheritance
8 th	22	Polymorphism, Pointer to Derived Class
	23	Virtual and Pure Virtual Function
	24	Test: Virtual and Pure Virtual Function
9 th	25	Abstract Base Classes Static and Dynamic Binding
	26	Virtual Deconstructors
	27	Fundamentals of Operator Overloading Assignment: Static and Dynamic Binding
10 th	28	Rules for operator Overloading, Implementation of operator Overloading
	29	Implementation of operator Overloading of Unary Operator
	30	Implementation of operator Overloading of Binary Operator Assignment: Implementation of operator Overloading of Unary Operator
11 th	31	Test Streams
	32	Binary Streams
	33	TEST: Text Streams
12 th	34	Sequential and Random Access File
	35	Stream Input/Output
	36	Stream Manipulators Assignment: Sequential and Random Access File
13 th	37	Basics of C++ Exception Handling try, catch ,throw
	38	Multiple Catch, Re-throwing the Exception
	39	Test: try, catch and throw and Multiple catch
14 th	40	Exception specification
	41	Templates: Function Templates
	42	Overloading Function Templates Assignment: Templates
15 th	43	Class Templates
	44	Class Templates and Non-Class Template type arguments

Text Books:

- Object Oriented Programming in Turbo C++ by Robert Lafore, 1994, The WAITE Group Press.
- The complete reference C ++ by Herbert shieldt Tata McGraw Hill

References Books

- Shukla, Object Oriented Programming in c++, wiley india
- C++ How to Program by H M Deitel and P J Deitel, 1998, Prentice Hall
- Programming with C++ By D Ravichandran, 2003, T.M.H

Lesson Plan

Name of Faculty : Prabhjeet Singh
 Department : Computer Science and Engineering
 Semester : 4th Semester
 Subject Name : Internet Fundamental(CSE-204N)
 Lesson Plan Duration :15 weeks(January 2018 to April 2018)
 Work Load(Lecture) per week(in hours): Lectures-03

Week	Lecture Day	Topics to be covered (including assignment/test)
1 st	1	Introduction to networks and internet
	2	History Internet Intranet & Extranet
	3	Working of Internet Internet Assignment- Internet, Intranet & Extranet
2 nd	4	Congestion internet culture
	5	business culture on internet Collaborative computing & the internet
	6	Test- Collaborative computing & the internet
3 rd	7	Modes of Connecting to Internet Internet Service Providers(ISPs),
	8	Internet address standard address
	9	domain name DNS Assignment- Internet address, standard address
4 th	10	IP.v6.Modems
	11	Speed and time continuum communications software internet tools.
	12	Test- IP.v6.Modems

5 th	13	Introduction, Miscellaneous Web Browser details,
	14	searching the www: Directories search engines and meta search engines,
	15	search fundamentals, search strategies, Assignment- Directories search engines and meta search engines,
6 th	16	working of the search engines
	17	Telnet and FTP, HTTP, Gopher Commands
	18	Test- Telnet and FTP
7 th	19	TCP/IP
	20	Introduction to Browser, Coast-to-coast surfing
	21	hypertext markup language Assignment: hypertext markup language
8 th	22	Web page installation
	23	Web page setup, Basics of HTML & formatting
	24	Test: Basics of HTML & formatting
9 th	25	hyperlink creation. Using FrontPage Express, Plug-ins.
	26	Introduction, advantages and disadvantages, User Ids
	27	Pass words, e-mail addresses Assignment: hyperlink creation, Using FrontPage Express
10 th	28	message components, message composition
	29	mailer features, E-mail inner workings
	30	E-mail management, MIME types Assignment: E-mail inner workings
11 th	31	Newsgroups, mailing lists
	32	chat rooms, secure-mails
	33	TEST: Newsgroups, mailing lists
12 th	34	SMTP, PICO
	35	Pine, Library cards catalog, online ref. works
	36	Languages: Basic and advanced HTML, Assignment: Library cards catalog, online ref. works

13 th	37	Introduction to Web Servers: PWS, IIS
	38	Apache, Microsoft Personal Web Server
	39	Test: PWS, IIS
14 th	40	Accessing & using these servers.
	41	Privacy and security topics: Introduction, Software Complexity
	42	Attacks, security and privacy levels Assignment: security policy
15 th	43	accessibility and risk analysis, Encryption schemes
	44	Secure Web document, Digital Signatures,
	45	Firewalls, Intrusion detection systems

Text Books:

- T1.** Internet & World Wide Programming, Deitel,Deitel & Nieto, 2012, Pearson Education
T2. Fundamentals of the Internet and the World Wide Web, Raymond Greenlaw and Ellen Hepp, TMH- 2012

Reference Books/Websites:

- R1.** Complete idiots guide to java script,. Aron Weiss, QUE, 2013
R2. Network firewalls, Kironjeet syan -New Rider Pub.2014

Lesson Plan

Name of the Faculty : **Ms. Arti**

Discipline : **Electronics & Communication Engineering**

Semester : **4th**

Subject (CSE-206-N) : **DIGITAL DATA COMMUNICATION**

Lesson plan : **15 Weeks(January, 2018 to April, 2018)**

Lecture per Week (in Hours) : **Lectures-03**

Week	Theory	
	Lecture Day	Topic (including Assignment/test)
1 st	1.	Unit 1: Introduction, Communication model, Basic constituents of communication system
	2.	Need of modulation, Amplitude modulation, spectrum of AM wave
	3.	Modulation Index, DSBSC modulation
2 nd	4.	SSB Modulation, vestigial side band modulation
	5.	Angle modulation: Frequency and phase modulation, Assignment No 1: Spectrum of FM wave,
	6.	Modulation Index and bandwidth of FM signal, NBFM and WBFM
3 rd	7.	Test 1: Amplitude and Angle Modulation
	8.	Unit 2: Digital data, Digital signals
	9.	Encoding schemes: NRZ-L, NRZ-I
4 th	10.	Manchester-diff-Manchester encoding, Pseudoternary-Bipolar-AMI
	11.	B8ZS-HDB3-Evaluation factors-Digital Data
	12.	Analog signals: Encoding techniques- ASK-FSK
5 th	13.	Encoding techniques-PSK, QPSK-Performance comparison- Analog data
	14.	Digital signals: Quantization- Sampling theorem
	15.	PCM- Delta Modulation- Errors- comparison- Analog data
6 th	16.	Analog signals: Need for modulation
	17.	Modulation methods- Amplitude modulation- Angle modulation
	18.	Assignment No 2: Comparison- Amplitude modulation- Angle modulation
7 th	19.	Test 2: Encoding Techniques: ASK, FSK, PSK, QPSK
	20.	Unit 3: Introduction: Digital data communication techniques
	21.	Asynchronous and synchronous transmission

8 th	22.	Error detection techniques: Parity checks- cycle redundancy checks
	23.	Parity checks- cycle redundancy checks -checksum
	24.	Error Correcting codes: forward and backward error corrections
9 th	25.	DTE and DCE interface
	26.	Characteristics of DTE- DCE interface
	27.	Interfaces: Rs-232-C, Rs-449/422, A/423-A
10 th	28.	Test 3: Error detection techniques
	29.	Unit 4: Introduction to satellite communication
	30.	Multiplexing: Advantages- Types of multiplexing- FDM
11 th	31.	Statistical TDM or Asynchronous TDM
	32.	Synchronous TDM
	33.	Statistical TDM or Asynchronous TDM
12 th	34.	Study of their characteristics
	35.	Satellite communication systems: satellite parameters and configurations
	36.	Capacity allocation
13 th	37.	FDMA, TDMA
	38.	Fixed assigned multiple access(FAMA)
	39.	Demand assigned multiple access (DAMA)
14 th	40.	The concept of spread spectrum: FHSS,DSSS-CDMA- Transmission and reception
	41.	The concept of spread spectrum: FHSS,DSSS-CDMA- Transmission and reception
	42.	Test 4: FDMA, TDMA, FAMA, DAMA, FHSS, DSSS
15 th	43.	REVISION
	44.	REVISION
	45.	REVISION

Text Books:

- T1. William Stallings, Data and Computer Communications, PHI, Eighth Edition
T2. Forozan, "Data Communication & Networking", Tata McGraw Hill.

Reference Books:

- R1. Proakin, "Digital Communications", Mc Graw Hill.
R2. Stallings, "Data & Computer Communications", PHI.

Lesson Plan

Name : Mr. Sandeep Kumar (Theory)

Discipline: Electronics and Communication Department

Semester: 4th

Subject: Microprocessor & Interfacing

Lesson Plan Duration: 15 weeks (from January, 2018 to April, 2018)

Work Load: Lectures-03

Week	Theory	
	Lecture Day	Topic
1	1 st	Unit 1: Evolution of Microprocessor
	2 nd	Introduction to 8085 - 8085 architecture
	3 rd	Pin Details
2	4 th	Addressing Modes
	5 th	Instruction Set and Assembler Directives
	6 th	Instruction Timing Diagram
3	7 th	Unit 2: 8086 Block diagram
	8 th	description of data registers, address registers; pointer and index registers
	9 th	PSW
4	10 th	Queue
	11 th	BIU and EU
	12 th	8086 Pin diagram descriptions
5	13 th	Generating 8086 CLK and reset signals using 8284
	14 th	WAIT state generation
	15 th	Microprocessor BUS types and buffering techniques
6	16 th	8086 minimum mode and maximum mode CPU module
	17 th	MAIN MEMORY SYSTEM DESIGN: Memory devices
	18 th	8086 CPU Read/Write timing diagrams in minimum mode and maximum mode
7	19 th	Address decoding techniques
	20 th	Interfacing SRAMS, ROMS/PROMS.
	21 st	Interfacing and refreshing DRAMS
8	22 nd	Unit 3: Instruction formats
	23 rd	addressing modes
	24 th	Data transfer instructions
	25 th	string instructions
	26 th	logical instructions

9	27 th	arithmetic instructions
10	28 th	transfer of control instructions
	29 th	process control instructions
	30 th	Assembler directives
11	31 st	Writing assembly Language programs for logical processing
	32 nd	arithmetic processing
	33 rd	timing delays, Loops, data conversions.
12	34 th	Unit 4: Parallel and Serial I/O Port design and address decoding
	35 th	Memory mapped I/O Vs Isolated I/O
	36 th	Intel's 8255 description and interfacing with 8086
13	37 th	Intel's 8251 description and interfacing with 8086
	38 th	ADCs and DACs, - types, operation and interfacing with 8086
	39 th	Interfacing Keyboards
14	40 th	alphanumeric displays
	41 st	multiplexed displays, and stepper motor, optical encoder with 8086
	42 nd	8086 Interrupt mechanism; interrupt types and interrupt vector table
15	43 rd	Applications of interrupts
	44 th	Intel's 8259
	45 th	DMA operation. Intel's 8237

Lesson Plan

Name of the Faculty : **Mr. Lalit Bansal**

Discipline : **Computer Sc. & Engineering**

Semester : **4th**

Subject : **Operating Systems (CSE-210)**

Lesson plan : **15 Weeks(From January, 2018 to April, 2018)**

Lecture per Week (in Hours) : **Lectures-04**

Week	Theory	
	Lecture Day	Topic(including assignment/test)
1 st	1.	File & CPU Management Operating system functions & characteristics
	2.	Historical evolution of operating systems
	3.	Real time systems, Distributed system
	4.	Assignment 1, Operating Systems Call
2 nd	5.	System programs
	6.	Interrupt mechanisms
	7.	Concept of threading
	8.	Test 1
3 rd	9.	Directory systems: Structured Organization, directory and file protection mechanisms
	10.	Implementation issues, and hierarchy of file and device management.
	11.	CPU Scheduling: Levels of Scheduling,
	12.	CPU Scheduling: Levels of Scheduling, Assignment 2: Directories System
4 th	13.	Comparative study of scheduling algorithms, multiple processor scheduling.
	14.	Unit 2: Storage and Device Management Storage Management: storage allocations methods: Single contiguous allocations
	15.	Multiple contiguous allocations, Paging, Segmentation
	16.	Test 2
5 th	17.	Virtual memory concepts
	18.	Demand Paging
	19.	Page replacement Algorithm
	20.	Page replacement Algorithm, Assignment 3: Paging
6 th	21.	Thrashing

	22.	Device Management: Hardware Organization
	23.	Device scheduling
	24.	Test 3
7 th	25.	Protection: Mechanisms and Policies, Implementations.
	26.	Protection: Mechanisms and Policies, Implementations.
	27.	Deadlocks and Concurrency control: Deadlock: Deadlock characterization
	28.	Deadlock prevention and avoidance, Assignment 3: Protection Management
8 th	29.	Deadlock prevention and avoidance
	30.	Deadlock detection and recovery, practical consideration
	31.	Concurrent Process: Critical section problem
	32.	Test 4
9 th	33.	Semaphores
	34.	Classical process coordination Problems and their solutions
	35.	Inter-process Communication
	36.	Multithreading, Assignment 4: Semaphores
10 th	37.	Study of DOS with reference to storage management
	38.	Device management
	39.	File system
	40.	Test 5
11 th	41.	UNIX: Study of UNIX with reference to storage management
	42.	UNIX: Study of UNIX with reference to storage management
	43.	File system
	44.	Concurrency control, CPU scheduling. Assignment 5: Unix and Linux
12 th	45.	Concurrency control, CPU scheduling.
	46.	Case Studies DOS: Study of DOS
	47.	Methodologies for implementation of O/S service system calls
	48.	Test 6
13 th	49.	File System: Functions of the system, File access & allocations methods
	50.	Combination of Paging & Segmentation
	51.	Policies and I/O management
	52.	Assignment 6: File System
14 th	53.	Concurrent Process: Critical section problem
	54.	Interrupt mechanism.
	55.	Revision and exercise
	56.	Test 7

Books:

- 1 Peterson, J.L.& Silbersehatz, A. Operating System Concepts, Addison, Wesley.
- 2 Tanenbaum, A.S.: Operating Systems

Lesson Plan

Name of the Faculty : **Mr. Varun Jasuja**

Discipline : **Computer Sc. & Engineering**

Semester : **4th**

Subject : **Object Oriented Programming Lab(CSE-212N)**

Lesson plan : **15 Weeks(From January, 2018 to April, 2018)**

Lecture per Week (in Hours) : **Practical -03**

Week	Practical	
	Practical Day	Topic
1 st	1.	<p>Functions</p> <p>Raising a number n to a power p is the same as multiplying n by itself p times. Write a function called power () that takes a double value for n and an int value for p, and returns the result as double value. Use a default argument of 2 for p, so that if this argument is omitted, the number will be squared. Write a main () function that gets values from the user to test this function.</p>
2 nd	2.	<p>Classes and Objects</p> <p>A point on the two dimensional plane can be represented by two numbers: an X coordinate and a Y coordinate. For example, (4,5) represents a point 4 units to the right of the origin along the X axis and 5 units up the Y axis. The sum of two points can be defined as a new point whose X coordinate is the sum of the X coordinates of the points and whose Y coordinate is the sum of their Y coordinates. Write a program that uses a structure called point to model a point. Define three points, and have the user input values to two of them. Then set the third point equal to the sum of the other two, and display the value of the new point. Interaction with the program might look like this:</p> <p style="padding-left: 40px;">Enter coordinates for P1: 3 4 Enter coordinates for P2: 5 7 Coordinates of P1 + P2 are : 8, 11</p>
3 rd	3.	<p>Classes and Objects</p> <p>Create the equivalent of a four function calculator. The program should request the user to enter a number, an operator, and another number. It should then carry out the specified arithmetical operation: adding, subtracting, multiplying, or dividing the two numbers. (It should use a switch statement to select the operation). Finally it should display the result. When it finishes the calculation, the program should ask if the user wants to do another calculation. The response can be 'Y' or 'N'. Some sample interaction with the program might look like this.</p> <p>Enter first number, operator, and second number: 10/ 3</p>

		<p>Answer = 3.333333 Do another (Y/ N)? Y Enter first number, operator, second number 12 + 100 Answer = 112 Do another (Y/ N) ? N</p>
4 th	4.	<p>Classes and Objects A phone number, such as (212) 767-8900, can be thought of as having three parts: the area code (212), the exchange (767) and the number (8900). Write a program that uses a structure to store these three parts of a phone number separately. Call the structure phone. Create two structure variables of type phone. Initialize one, and have the user input a number for the other one. Then display both numbers. The interchange might look like this:</p> <ul style="list-style-type: none"> • Enter your area code, exchange, and number: 415 555 1212 • My number is (212) 767-8900 • Your number is (415) 555-1212
5 th	5.	<p>Constructors Create a class rational which represents a numerical value by two double values- NUMERATOR & DENOMINATOR. Include the following public member Functions:</p> <ul style="list-style-type: none"> • constructor with no arguments (default). • constructor with two arguments. • void reduce() that reduces the rational number by eliminating the highest common factor between the numerator and denominator.
6 th	6.	<p>Polymorphism Consider the following class definition</p> <pre>class father { protected : int age; public; father (int x) {age = x;} virtual void iam () { cout << "I AM THE FATHER, my age is : "<< age<< endl; } };</pre> <p>Derive the two classes son and daughter from the above class and for each, define iam () to write our similar but appropriate messages. You should also define suitable constructors for these classes. Now, write a main () that creates objects of the three classes and then calls iam () for them. Declare pointer to father. Successively, assign addresses of objects of the two derived classes to this pointer and in each case, call iam () through the pointer to demonstrate polymorphism in action.</p>
7 th	7.	<p>Inheritance Create two classes DM and DB which store the value of distances. DM stores distances in metres and centimeters and DB in feet and inches. Write a program that can read values for the class objects and add one object of DM with another object of DB. Use a friend function to carry out the addition operation. The object that stores the results maybe a DM object or DB objects, depending on the units in which the results are required. The display should be in the format of feet and inches or metres and cenitmetres depending on the object on display</p>

8 th	8.	<p>Operator Overloading</p> <p>Overload + operator to add two rational number.</p> <ul style="list-style-type: none"> • Overload >> operator to enable input through cin. • Overload << operator to enable output through cout.
9 th	9.	<p>Virtual Function</p> <p>Create a base class called shape. Use this class to store two double type values that could be used to compute the area of figures. Derive two specific classes called triangle and rectangle from the base shape. Add to the base class, a member function get_data() to initialize baseclass data members and another member function display_area() to compute and display the area of figures. Make display_area() as a virtual function and redefine this function in the derived classes to suit their requirements. Using these three classes, design a program that will accept dimensions of a triangle or a rectangle interactively and display the area. Remember the two values given as input will be treated as lengths of two sides in the case of rectangles and as base and height in the case of triangles and used as follows:</p> <p>Area of rectangle = $x * y$ Area of triangle = $\frac{1}{2} * x * y$</p>
10 th	10.	<p>String Handling</p> <p>Make a class Employee with a name and salary. Make a class Manager inherit from Employee. Add an instance variable, named department, of type string. Supply a method to String that prints the manager's name, department and salary. Make a class Executive inherits from Manager. Supply a method to String that prints the string "Executive" followed by the information stored in the Manager superclass object. Supply a test program that tests these classes and methods.</p>
11 th	11.	<p>String Handling</p> <p>Write a function called reversit () that reverses a string (an array of char). Use a for loop that swaps the first and last characters, then the second and next to last characters and so on. The string should be passed to reversit () as an argument. Write a program to exercise reversit (). The program should get a string from the user, call reversit (), and print out the result. Use an input method that allows embedded blanks. Test the program with Napoleon's famous phrase, "Able was I ere I saw Elba)".</p>
12 th	12.	<p>String Handling</p> <p>Create some objects of the string class, and put them in a Deque-some at the head of the Deque and some at the tail. Display the contents of the Deque using the forEach () function and a user written display function. Then search the Deque for a particular string, using the first That () function and display any strings that match. Finally remove all the items from the Deque using the getLeft () function and display each item. Notice the order in which the items are displayed: Using getLeft (), those inserted on the left (head) of the Deque are removed in "last in first out" order while those put on the right side are removed in "first in first out" order. The opposite would be true if getRight () were used.</p>

13 th	13.	<p>File Handling</p> <p>Assume that a bank maintains two kinds of accounts for customers, one called as savings account and the other as current account. The savings account provides compound interest and withdrawal facilities but no cheque book facility. The current account provides cheque book facility but no interest. Current account holders should also maintain a minimum balance and if the balance falls below this level, a service charge is imposed.</p> <p>Create a class account that stores customer name, account number and type of account. From this derive the classes cur_acct and sav_acct to make them more specific to their requirements. Include necessary member functions in order to achieve the following tasks:</p> <ol style="list-style-type: none"> a) Accept deposit from a customer and update the balance. b) Display the balance. c) Compute and deposit interest. d) Permit withdrawal and update the balance. e) Check for the minimum balance, impose penalty, necessary and update the balance. f) Do not use any constructors. Use member functions to initialize the class members
14 th	14.	<p>File Handling</p> <p>Write a program that creates a binary file by reading the data for the students from the terminal. The data of each student consist of roll no., name (a string of 30 or lesser no. of characters) and marks.</p>
15 th	15.	<p>File Handling</p> <p>A hospital wants to create a database regarding its indoor patients. The information to store include</p> <ol style="list-style-type: none"> a) Name of the patient b) Date of admission c) Disease d) Date of discharge <p>Create a structure to store the date (year, month and date as its members). Create a base class to store the above information. The member function should include functions to enter information and display a list of all the patients in the database. Create a derived class to store the age of the patients. List the information about all the to store the age of the patients. List the information about all the pediatric patients (less than twelve years in age).</p>

Lesson Plan

Name of the Faculty : **Mr. Amit Kumar**
Discipline : **C.S.E.**
Semester : **4th**
Subject : **Microprocessor Lab (CSE-214N)**
Lesson plan : **12 Weeks (From January, 2018 to April, 2018)**

Lecture per Week (in Hours): **Lectures-03**

Week	Practical	
	Practical Day	Topic
1 st	1.	Introduction to Microprocessor Lab and instruments.
2 nd	2.	Add / Sub two 16 bit numbers.
3 rd	3.	Find sum of series of numbers.
4 th	4.	Multiply two 16 bit unsigned/ signed numbers.
5 th	5.	Divide two unsigned/ signed numbers (32/16 , 16/8, 16/16, 8/8)
6 th	6.	Add / Sub / multiply / Divide two BCD numbers.
7 th	7.	Find smallest/ largest number from array of n numbers.
8 th	8.	Arrange numbers in array in ascending/ descending order.
9 th	9.	Perform block transfer data using string instructions / without using string instructions.
10 th	10.	Compare two strings using string instructions / without using string instructions.
11 th	11.	Display string in reverse order, string length, Concatenation of two strings.
12 th	12.	Viva

Text Books:

- Barry B. Brey, "The Intel Microprocessor 8086/8088, 80186", Pearson Education, Eighth Edition, 2009
- D.V. Hall, Microprocessors and Interfacing, McGraw Hill 2nd ed.

Reference Books:

- Liu, Gibson, "Microcomputer Systems: The 8086/88 Family", 2nd Edition, PHI, 2005
- Kenneth Ayala, "The 8086 Microprocessor: Programming & Interfacing the PC", Cengage Learning, Indian Edition, 2008
- Kip Irvine, "Assembly language for IBM PC", PHI, 2nd Edition, 1993
- Peter Abel, "Assembly language programming", Pearson Edu, 5th Edition, 2002

Lesson Plan

Name of the Faculty : **Prabhjeet Singh**
Discipline : **Computer Sc. & Engineering**
Semester : **4th**
Subject : **Internet Lab(CSE-216N)**
Lesson plan : **15 Weeks(From January, 2018 to April, 2018)**
Lecture per Week (in Hours) : **Practical -03**

Week	Practical	
	Practical Day	Topic
1 st	1.	MS WORD To prepare the Your Bio Data using MS Word
2 nd	2.	MS EXCEL To prepare the list of marks obtained by students in different subjects and show with the help of chart/graph the average, min and max marks in each subject.
3 rd	3.	MS POWER POINT Prepare a presentation explaining the facilities/infrastructure available in your college/institute.
4 th	4.	HTML Design Web pages containing information of the Deptt.
5 th	5.	HTML Create a new document that takes the format of a business letter. Combine <P> and tags to properly separate the different parts of the documents. Such as the address, greeting, content and signature. What works best for each?
6 th	6.	HTML Create a document that uses multiple and <P> tags, and put returns between <PRE> tags to add blank lines to your document see if your browser sends them differently
7 th	7.	HTML Create a document using the <PRE>tags to work as an invoice or bill of

		sale, complete with aligned dollar values and a total. Remember not to use the Tab key, and avoid using emphasis tags like or within your list.
8 th	8.	HTML Create a seven-item ordered list using Roman numerals. After the fifth item, increase the next list value by 5.
9 th	9.	HTML Beginning with an ordered list, create a list that nests both an unordered list and a definition list
10 th	10.	HTML Use the ALIGN attribute of an tags to align another image to the top of the first image.. play with this feature, aligning images to TOP, MIDDLE and BOTTOM
11 th	11.	HTML Create a 'table of contents' style page (using regular and section links) that loads a different document for each chapter or section of the document
12 th	12.	Internet Instilling internet & external modems, NIC and assign IP address
13 th	13.	Internet Study of E-mail system
14 th	14.	Internet Create your own mail-id in yahoo and indiatimes.com
15 th	15.	Internet Add names (mail-id's) in your address book, compose and search an element.