

Far Western University Faculty of Education

Course Title: Mathematics for ICT Course No. : CS. Ed 121 Level: Undergraduate Semester: 2nd Nature of course: Theory Credit Hour: 3 Teaching Hrs: 45

1. Course Introduction

This course is designed for the second semester students of B. Ed. in CSIT to equip them with mathematical concepts and skills. This course will help them to study several contents of different courses of the CSIT program. All the students enrolled in this program need to study this subject. Therefore, the content of the course is designed in such a way that students who have not taken mathematics as major/additional subject in grade XI and XII can also deal with this subject. The prerequisites of the course are algebraic skills, arithmetical skills, concept of real number line, concept of coordinate plane, and problem solving skill. It deals with sets, function, calculus, matrix, and counting principles.

2. General Objectives

At the end of the course the students are expected to achieve the following objectives:

- To demonstrate skills of set operations through Venn-diagrams.
- To show understanding and skills concerning multiple representations of functions.
- To show understanding and skills of limit and continuity of functions.
- To perform differentiation and integration of some basic functions.
- To demonstrate understanding and skills of performing operation between matrices.
- To show ability of using counting principles in solving contextual problems.
- To be engaged in understanding and applying concepts and skills of calculus, matrix, and counting principles.
- To be confident on the learning of skills, concepts, formulae and applications of calculus, matrix, and counting principles.

Specific Objectives	Content
• To explain the concept of set.	Unit I: Sets [5]
• To describe different types of sets with	1.1 Introduction of sets
examples.	1.2 Set operations
• To find union, intersection, difference and	1.3 Venn-diagram
complement of sets.	1.4 Use of Venn-diagram in performing
• To show relation among sets (at most three) in	set operations
Venn-diagram.	1.5 Cardinal Number of sets [through

3. Course Contents and Specific Objectives

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• To use Venn-diagram in performing set operations and solving problems concerning cardinal numbers.	Venn-diagram]
 To explain several concepts associated with matrix. To construct examples of different types of matrices. To find scalar multiplication, sum, difference, product of matrices. To find value of determinant expanding from any row or column (at most order 3). To state properties of determinant (without proof) and apply them in evaluating value of determinant. To complete a project work assigned by teacher regarding application of matrix and determinant in ICT. 	Unit II: Matrix and Determinants [8] 2.1 Introduction of a matrix 2.2 Types of matrices 2.3 Operations on matrices 2.4 Concept of a determinant 2.5 Evaluating value of a determinant 2.6 Properties of determinants 2.7 Project Work
 To use counting principles in solving related contextual problems. To differentiate between permutation and combination with examples. To apply different formulae associated with permutations in finding number of arrangements. To apply formula of combinations in solving problems associated with selection. To complete a project work assigned by teacher regarding application of permutation and combination in ICT. 	Unit III: Permutation and Combination [6] 3.1 Basic principle of counting 3.2 Permutation 3.2.1 Permutations when all objects are distinct 3.2.2 Permutations when the objects are not all distinct 3.2.3 Circular permutations 3.3 Combinations 3.4 Project work
 To find Cartesian product of two sets. To determine relation between two sets and find its domain, range, and inverse. To describe equivalence relation with example. To illustrate the concept of function through different approaches (as a relation, as a rule, as a machine) To test the function for one-to-one and onto. To construct examples of Polynomial, rational, exponential, and logarithmic function. To find functional value, domain and range of a function (domain and range of function having finite domain only). To describe and use properties of logarithm. To represent functions (polynomial, exponential, and logarithmic) graphically. 	 Unit IV: Functions [10] 4.1 Cartesian product of sets 4.2 Relations 4.3 Concept of a Function 4.4 Domain and range of a function 4.5 Properties of functions (one to one and onto) 4.6 Types of functions (Polynomial, rational, exponential, and logarithmic function) 4.7 Properties of logarithm 4.8 Graph of a function 4.9 Project work

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•	To complete a project work assigned by teacher regarding application of functions in ICT	
•	To explain the meaning of limit of a function.	Unit V: Limit and Continuity of
• • •	To use fundamental theorems on limits in evaluating limit of polynomial , rational , exponential and logarithmic functions . To explain the concept of continuity of a function at a point. To test whether a function is continuous at a particular point or not and supporting by reasons. To identify graphs of continuous and discontinuous functions. To complete a project work assigned by teacher regarding application of limit and continuity in	Functions [6] 5.1 Concept of a limit of a function 5.2 Evaluating limit of functions 5.3 Concept of continuity of function 5.4 Conditions for function to be continuous 5.5 Graphs of continuous and discontinuous functions 5.6 Project work
•	ICT.	Unit VI: Derivative [5]
•	 To interpret concept of a derivative as fate of change. To state rules (sum, product, quotient, chain) of differentiation and apply them in finding derivatives of algebraic, exponential, and logarithmic functions. To perform implicit differentiation. To describe some application of derivative in computer science. To complete a project work assigned by teacher regarding application of derivative in ICT. 	 6.1 Concept of a derivative 6.2 Rules of differentiation 6.3 Finding derivative of functions 6.4 Implicit differentiation 6.5 Application of derivative in ICT 6.6 Project work
•	To explain concept of anti-derivative.	Unit VII: Anti- derivative [5]
• • •	To state rules and formulae for standard integrals and apply them in finding anti-derivative of algebraic functions. To describe the meaning of definite integral and state rules of definite integrals. To evaluate definite integral (algebraic problems only) To explore application of anti-derivative in computer science. To complete a project work assigned by teacher	 7.1 Concept of a anti derivative 7.2 Rules of integration 7.3 Finding anti-derivative 7.4 Definite integral 7.5 Evaluating definite integral 7.6 Application of anti-derivative in ICT 7.7 Project Work

4. Methodology and Techniques

- Since the course is to be studied by all students who has/has-not taken mathematics as a major subject at school level, teachers of this course are suggested to focus on conceptual understanding of basic concepts and developing different skills that are necessary for ICT students rather than considering comparatively difficult problems given in the recommended books.
- In each of the chapters, teachers are suggested to focus on skill development.

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- Constructivist approach to develop conceptual understanding of concepts.
- Problem Based Learning to help students in solving problems in the exercises.
- Support students in their ZPD using constructivist perspective.
- **Exploration:** Help students to explore the essence of the concepts and formulae.
- Use collaborative learning methods together with expository-based demonstration methods as per the nature of the content.
- **Discussion:** discuss the application of the formulas and ask students to solve the problems applying formulae.
- Teachers may use mathematical software **Geogebra** for (function, limit, continuity, derivative, and antiderivative)
- In each unit assign the project work regarding application of the concerned topic in ICT.

5. Evaluation Scheme

5.1 Internal Evaluation (40%)

Internal Evaluation will be conducted by course teacher based on following activities.

a) Attendance and Participation in class activities:	5+5= 10 marks
b) Assignment I: Reflective Notes and Class presentation: (Reflective notes on 2 to 4 questions given by teacher at the end	5+5= 10 marks
 c) Assignment II: one Term paper/ Essay/Project and Interview: (Logical essay/term paper/project on the topics chosen by students and approved by the teacher and interview) 	5+5=10 marks
d) Mid town avom:	10 mantra

d) Mid-term exam:

10 marks

Description of the Internal Evaluation

Mid-term exam: Engagement in a Class: Marks will be assigned based on the attendance and

engagement in the classroom activities. At least 80% percent class attendance is mandatory for the

students to enable them to appear in the End-Term examination. Below 80% in attendances that signify

is NOT QUALIFIED (NQ) in subject to attend the end term examination.

Reflective Journal: It is individual work. Each student must submit their reflective journal of each chapter or teacher will give some questions that need reflective activities. The reflective journal will be returned to the students after its evaluation. Each student need to make presentation on their reflective journal.

Term paper: It is individual work. It must be prepared by the use of computer in a standard format of academic writing and must contain at least 5 pages. Quality, format, and time of submission will be the major criteria of the evaluation. Teacher will take interview of students based on their term paper.

Project Work: Students will be divided into groups. Each group will be assigned the project concerning application of concept and skills of selected topic of mathematics in ICT. Each group will present their findings in a whole class. Teacher may assign project work individually as well.



Mid-Term Examinations: It is a written examination and the questions will be set covering the topics as taught in the sessions. Mid-term examination will be based on the model prescribed for End-term examination.

5.2 External Evaluation (60%)

External Examinations: It is also a written examination and the questions will be asked covering all the topics in the session of the course. It carries 60 marks.

Nature of question	Total questions to be asked	Total questions to be answered	Total marks
Group A : Multiple choice	10 questions	10	$10 \times 1 = 10$
Group B: Short answer type question	6 with 2 'or' questions	6	6×5 = 30
Group C: Long answer type question/case studies	2 with 1 'or' question	2	2×10 =20
	Total		60

End Semester Examination Model

Recommended Books

- Bajracharya, P. M., Basnet, G. B., Phulera, K. R. (2013). *Fundamentals of Mathematics*Buddha Publications. [for units 2,4,5,6, and 7]
- Chand, H. B. & Chand, D. B. (2077). *Computational Literacy*. Intellectual's Book Palace. [for units 1 and 3]

References

Agrawal, R. S. (2010). Senior secondary school mathematics. Bharati Bhawan.

Dobbs, S. & Miller, J. (2008). *Advanced level mathematics: Statistics I*. Cambridge. Cambridge University Press.

Thomas, G.B. & Finney, R.L. (2001). Calculus (9th edition). Pearson Education.



Bachelor in Computer Science Education

Course Title: Computer Architecture and Organizat	ion Credits: 3
Course No. : CS.Ed 122	Teaching Hrs : 45+15
Semester: 2 nd	Nature: Theory and Practical
Level: Undergraduate	No. of practical Periods: 15 (2 hours per period)

1. Course Introduction

This course provides an introduction to computer organization and architecture, focusing on the design and implementation of computer systems. The course also introduces the basic knowledge about computer instructions set architecture, addressing modes, control unit of computer system, relationship between CPU, primary memory(RAM) and cache, the operations performed on computer registers and their interconnection with RAM and CPU.

2. Learning Objectives

At the end of this course the students should be able to:

- > Understand the basic principles of computer organization and architecture
- Understand computer representation of data
- > Understand the design and implementation of combinational and sequential circuit
- > Describe different operations in terms of Micro-operations
- > Develop skills in designing and implementing computer systems
- > Develop an understanding of digital logic design and computer arithmetic
- Understand micro-programmed control unit
- > Understand the design and implementation of processor architecture
- Learn about memory systems and input/output systems

3. Specific Objectives and Contents

Specific Objectives	Contents
	Unit 1: Introduction to Computer Architecture and
• Illustrate the concept of Von	Organization (2 hr)
Neuman and Harvard	
Architecture.	1.1 Digital computer
• Describe the Flynn's	1.2 Computer Architecture
classification	1.3 Computer Organization and Design
• Memorize the knowledge of	1.4 Von Neuman Architecture Vs Harvard Architecture
history of computer architecture.	1.5 Flynns's Classification of Computer
	1.6 Historical Perspective of Computer Architecture

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• Interpret how numbers and text	Unit 2: Data Representation (6 hr)
can be represented in computer	2.1 Junture Acception
system.	2.1. Introduction
• Organize concept of overflow and	2.2. Representation of numeric data (Review of number
detection of overflow.	system: binary, octal and nex)
• Demonstrate how errors can be	2.3. Complements: (r s and r-1 : 1 s and 2 s)
detected using parity bits.	2.4. Arithmetic's using complements and detection of overflow
	2.5. Integer Representation (positive and negative numbers)
	2.6. Floating point representation
	techniques (ASCII Unicode UTE-8)
	2.8. Other codes(BCD, Gray, excess-three) and applications
	2.9. Error Detection Codes: Parity Bit, Odd Parity, Even parity.
	Parity Generator & Checker
• Explorer the concept of	Unit 3: Digital Logic Circuits and Boolean Algebra (8 hr)
Boolean Logic and algebra	
• Implement the operation of	3.1. Introduction to Boolean Algebra
logic gates in real practical	3.2. Basic laws of Boolean Algebra
scenario	3.3. Logic Gates (Basic, Advance and Universal gates)
• List the concept of Boolean	3.4. Boolean Functions and its Simplifications (K-map method:
algebra and laws of Boolean	2, 3 and 4 variable map)
Algebra	3.5. Combinational Circuits and its Design Procedures: half
• Simulate the combinational and	adder, full adder, half subtractor, full subtractor, decoder,
sequential circuits in practical	encoder, code converter, multiplexer, demultiplexer.
environment	3.6. Sequential Circuits: Flip flops(RS,JK,T,D), Flip flop
	excitation table
	3.7. Design and Analysis of Sequential Circuit
• Memorize register transfer	Unit 4: Register Transfer and Micro perations(6 hr)
language	4.1. Introduction to Micro operations and Register Transfer
• Implement arithmetic, logic and	4.2. Arithmetic Micro operation: Binary adder, Binary adder-
shift operations in terms of	subtractor, Binary incrementer, Arithmetic circuit
microperations.	4.3. Logic Micro operations: Hardware Implementation and
• Design circuit diagrams of	Applications
arithmetic, logic and shift	4.4. Shift Micro operations: Logical shift, Circular shift,
operations.	arithmetic shift and its Hardware Implementation
• Illustrate computer organization	Unit 5: Basic Computer Organization and Design (7 hr)
and architecture using	
hypothetical computer system.	5.1 Introduction to Computer Instruction: Instruction code,
• Explain Common bus system of	operation code and addressing mode (direct and indirect)
basic computer.	5.2 Computer Desisters and Community Due Southand
• Interpret instruction set of basic	5.5 Computer Registers and Common Bus System
_	3.4 Instruction Format and types (Memory, Register, I/O

Revised/Effective 2079/80	8
computer	reference instructions) instruction.
• Interpret interrupt cycle of basic	5.5 Instruction Cycle of Basic computer
computer	5.6 Program Interrupt & Interrupt Cycle
Memorize overall execution cycle	5.7 Description and Flowchart of Basic Computer
of basic computer	5.8 Control Unit (Micro programmed and Hardwired Control
	Unit)
	5.9 Design of Control Unit
• List different CPU organizations	Unit 6: Central Processing Unit (5 hr)
on the basic of number of	6.1 Introduction to CPU: Components of CPU
operands	6.2 CPU organization: Single Accumulator Organization,
• Interpret operand using	General Register Organization, Stack Organization
addressing modes.	6.3 Instruction Formats based on Address or Operands: Three
• Describe the basics of data	address, Two address, One address and Zero address
manipulation	6.4 Addressing Modes
• Compare and Contrast RISC and CISC computer architectures	6.5 Data Transfer and Manipulation: Data Transfer instruction,
Cise computer aremitectures	Data Manipulation and Program Control Instruction
	6.6 RISC and CISC Computer Architecture
• Demonstrate addition, subtraction	Unit 7: Computer Arithmetic(3 hr)
and multiplication algorithm for	7.1 Addition and Subtraction with Signed Magnitude Data
• Demonstrate addition subtraction	(Hardware Implementation and Algorithm) Addition
and multiplication algorithm for	and Subtraction with Signed 2's Complement Data
signed 2's complement data	7.2 Multiplication of Signed Magnitude Data (Hardware
• Recall hardware implementation	Implementation and Algorithm) Booth Multiplication
of all described algorithms	(Hardware Implementation and Algorithm)
• List interface between I/O	Unit 8: Input Output Organization (4 hr)
• Compare stroke and handshaking	8.1 Input-Output Interface: I/O Bus and Interface Modules,
mechanism of data transfer	I/O vs Memory Bus, Isolated vs Memory-Mapped I/O
• Describe modes of data transfer	8.2Asynchronous Data Transfer: Strobe, Handshaking (Source
along with their pros and cons	and Destination Initiated)
• Differentiate DMA from input-	8.3. Modes of Transfer: Programmed I/O, Interrupt-Initiated
output processors	I/O, Direct memory Access DMA (Bus Arbitration, DMA
	Controller, DMA Transfer)
	8.4 Input Output Processor(IOP)
• Understand why a memory	Unit 9: Memory Organization(4 hr)
hierarchy is necessary to reduce	9.1 Memory Hierarchy: Main Memory (PAM and POM Chin
Describe techniques of meaning	Memory address Man Memory Connection to CPU) Auviliary
data stored in RAM to the data in	Memory (magnetic Disk Magnetic Tane SSD)
cache memory	9.2 Associative Memory: Hardware Organization Match Logic
	2.2 rassociative mentory. materix are organization, materi Logic,



Read Operation, Write Operation 9.3 Cache Memory: Locality of Reference, Hit & Miss Ratio, Mapping (Direct, Associative, Set Associative), Write Policies (Write-Back, Write-Through)

4. Methodology and Techniques

Modes of instruction: Lecture, seminar, exercise course, guided personal study, tutorial, independent study, project work, Assignments indifferent topics, group discussion, reflective writing

Types of learning activities: attending lectures, performing specific assignments, writing papers, independent and private study, reading books, journals and papers, providing constructive feedback, group study and peer discussion.

5. Evaluation Scheme

5.1 Internal Evaluation 40%

Internal Evaluation will be conducted by course teacher based on following activities.

a) .	Attendance and Participation in class activities:	5+5=10marks
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b) Assignment I: Reflective Notes and Class presentation: 5+5=10marks

(Reflective notes on 2 to 4 questions given by teacher at the end

Of the every unit and presentation on any two questions among them)

c) Assignment II: OneTerm paper/Essay/Project and Interview: 5+5=10marks

(Logical essay/term paper/project on the topics chosen by students and approved by the teacher and interview)

d) Mid-term exam:

10marks

5.2 External Evaluation (Final Examination) 40%

Types of questions	Total questions to be asked	Number of questions to be answered and marks allocated	Total mark s
Group A: Multiple choice items	8 questions	8×1	8
Group B: Short answer questions	6 with 2 'or' questions	6×4	24
Group C:Long answer questions	1 with 1 'or' question	1×8	8



Office of the Controller of Examination will conduct final practical examination at the end of final examination.

After completing the end semester theoretical examination, practical examination will be held. External examiner will conduct the practical examination according to the following evaluation criteria. There will be an internal examiner to assist the external examiner. Three hours' time will be given forth e practical examination. In this examination Students must demonstrate the knowledge of the subject matter.

Evaluation System:

Practical	Weightage	Marks
Practical Report Copy	5	
Viva	5	20
Practical Exam	10	

Laboratory Work

Student should write a program for simulating the behavior of basic logic gates and different combinational and sequential circuits using VHDL simulators like Synopsys VCS, Mentor Graphics, Model Sim, Aldec Active-HDL, Xilinx Vivado, GHDL etc. The type of practical problems that must be conducted in lab should be as given:

- ✓ Write a program in VHDL language that implements basic logic gates
- ✓ Write a program in VHDL language that implements advance logic gates
- ✓ Write a program in VHDL language that implements behavior of combinational circuits like half adder, full adder, half subtractor, full subtractor, decoder, encoder, MUX, and DMUX etc
- ✓ Write a program in VHDL language that implements behavior of sequential circuits like RS, JK, T and D flip flops etc

For conducting practical instructor can instruct different types of real life problems relevant to the subject matter.

Text books

Mano, M. M. (2007). Computer system architecture. Prentice-Hall, Inc.

Reference books

Stallings, W. (2003). *Computer organization and architecture: designing for performance*. Pearson Education India.

Heuring, V. P., Jordan, H. F., & Murdocca, M. (1997). Computer systems design and architecture. Addison-Wesley.



Bachelor in Computer Science Education

Course Title: Data Structure and Algorithm Credits: 3 Course No. : CS.Ed 123 **Teaching Hrs**: 45+15 Semester: 2nd Level: Undergraduate

Nature: Theory and Practical No. of practical Periods: 15 (2 hours per period)

1. Course Introduction

The main objective of this course is to provide the basic knowledge of data structures and algorithms and how they are used to solve the problems in particular fields. Further, course also introduces the basic knowledge of algorithm analysis and design and its role in computation. The course covers the concept of algorithms, some basic and advances data structures and their implementation, concept of searching and hashing, sorting and classification of algorithms.

2. Objectives

At the end of this course the student should able to:

- \checkmark Learn about the data structure and algorithm
- ✓ Know about the analysis of algorithm
- ✓ Understand the relationship between data structure and algorithms
- ✓ Implement the data structures like the stack, queue, list, graph and tree etc
- ✓ Implement the concept of searching and hashing
- \checkmark Implement the concept of sorting
- \checkmark Classify the algorithms
- \checkmark Design the algorithms for solving problems

3. Specific Objectives and Contents

Specific Objectives	Contents	
 List the concept of data structure and algorithm Describe the relationships between data structure and algorithm Illustrate the analysis of an algorithms in terms of complexity (space and time) 	Unit 1: Data Structure and Algorithm (7 hr)1.1. Data Structure and its Classification1.2. Algorithm and its Properties1.3. Relationship between Data Structure and Algorithm1.4. Analysis of an Algorithm: Asymptotic Notations	
 Implement the stack operations Implement the evaluations of expressions 	 1.5. Rate of Growth 1.6. Concept of Abstract data type(ADT) 1.7. Stack 1.8. Operations on Stack: push() and pop() 1.9. Algorithms for push() and pop() operations 	



	 1.11. Stack application: Evaluation of Infix, Postfix and prefix expressions Lab Work: Write a Program to Implement Stack operations. Write a Program to Implement Evaluations of expressions 	
 Define QUEUE and queue as ADT Differentiate the types of queues Write and execute the codes for queue operation on different types of queue Identify and debug the errors List the real applications of different types of queues 	Unit 2: QUEUES (4 hr) 2.10. Introduction to Queue: Linear and Circular 2.11. Basic Operations on Queue: enqueue and dequeue 2.12. Algorithm of enqueue and dequeue 2.13. Queue as ADT 2.14. Double ended Queue 2.15. Priority queue 2.16. Applications of queue Lab Work: Write a Program that Implements Queue data structure	
 Define the linked list Differentiate between array and linked list Differentiate the types of linked list and their nature Implement the operations of linked list Implement sparse matrix List out the applications of linked list 	 Unit 3: Linked List (7 hr) 3.8. Introduction to Linked list 3.9. Array vs Linked List 3.10. Types of linked List: Single and double Linked List 3.11. Operations on Linked List: Creations of node, Insertion of node at the beginning and end of the list, deletions of node from beginning and end, insertion and deletion from specific position of list (Single and Double) 3.12. Algorithms for each operations of Linked List 3.13. Concept of Circular Linked List 3.14. Sparse Matrix and its use Lab Work: Write a Program that Implements single and double Linked List operations 	
 Memorize the concept of recursion List out the need of recursion Write and execute the codes for recursive program Identify and debug the errors 	 UNIT 4: Recursion (3 hr) 4.5. Principle of recursion, Advantages and disadvantages of recursion. 4.6. Implementation recursion on: Factorial, GCD, TOH and Fibonacci sequence 4.7. Comparison between recursion and iteration, recursion example 4.8. Applications of recursion Lab work: Write a Program that Implements Recursive functions 	

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• Explorer the uses of tree in problem	UNIT 5: Trees (7 hr)
 solving Implements various types of trees List out the concept of Huffman Algorithm and its applications 	 5.1. Introduction to Tree: Definition, Terminologies, Properties and Types 5.2. Binary Tree: Definitions, Properties, Types, traversal (Pre-order, In-order and Post-order) and Representation. 5.3. Binary Search Tree: Definitions and Operations (Searching, Insertion, deletion) 5.4. Balanced trees: AVL balanced Tree, Balancing algorithm 5.5. B Tree and its Operations: Searching, Insertion and Deletion 5.6. The Huffman Algorithm and its Applications Lab Work: Write a Program that implements Binary
	tree
	Write a Program that implements Binary Search Tree Write a Program that implements B tree
	UNIT 6: Graphs (5 hr)
 Define terminologies used in graph and able to explorer the uses of graph in life problems. Implement the types of graph Implement the Graphs List the applications of shortest path and MST algorithms To explore the uses of transitive closure 	 6.1. Graph: Definition, Terminologies, Types, and Applications 6.2. Representation of Graph: Adjacency Matrix, Adjacency List, Edge List 6.3. Graph Traversal (BFS and DFS) 6.4. Shortest Path Algorithms: Dijkstra's Algorithm 6.5. Minimum Spanning Tree Algorithms: Kruskal's and Prims Algorithms 6.6. Transitive Closure Lab Work: Write a program that implements Graph and its representation
	UNIT 7: Searching and Hashing (4 hr)
 Compare and select the best searching techniques Implement the searching algorithms Implement the concept of hashing and collision resolution techniques 	 7.1. Searching 7.2. Linear Vs Binary Search 7.3. Hashing: Hash function and hash table 7.4. Hash Collision 7.5. Collision Resolution Techniques: Open Addressing (Linear Probing, Quadratic Probing, Double Hashing) and Chaining Lab Work: Write a program that implements searching and hashing Write a program that implements concept of hash collision resolution

Revised/Effective 2079/80	1
	UNIT 8: Sorting (4 hr)
 Memorize the applications of sorting Write and execute the codes for different types of sorting identify, detect, and debug the errors Interpret the time, space and performance complexity of different types of sorting 	 8.1. Introduction and Application of Sorting 8.2. Types of sorting: Bubble sort, Insertion sort, Selection sort, Quick sort, Radix sort, Merge sort, Heap sort and Shell sort. Lab Work: Write a program that implements sorting algorithm
• Classify the algorithms on different	Unit 9: Classification of an Algorithms (3hr)
 basis List the applications of different algorithms in different fields 	9.1. Introduction9.2. Types of Algorithms: Deterministic and non-
	Serial and parallel algorithm, Heuristic and
	Approximate algorithms

4. Methodology and Techniques

Modes of instruction: Lecture, seminar, exercise course, guided personal study, tutorial, independent study, project work, Assignments in different topics, group discussion, reflectivewriting

Types of learning activities: attending lectures, performing specific assignments, writing papers, independent and private study, reading books, journals and papers, providing constructive feedback, group study and peer discussion.

5. Evaluation Scheme

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5.2 Internal Evaluation 40%

Internal Evaluation will be conducted by course teacher based on following activities.

e)	Attendance and Participation in class activities:	5+5= 10 marks
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f) Assignment I: Reflective Notes and Class presentation: 5+5= 10 marks

(*Reflective notes on 2 to 4 questions given by teacher at the end of the every unit and presentation on any two questions among them*)

- **g)** Assignment II: One Term paper/ Essay/Project and Interview: 5+5=10 marks (Logical essay/term paper/project on the topics chosen by students and approved by the teacher and interview)
- h) Mid-term exam:

10 marks



Types of questions	Total questions to	Number of questions	Total
	be asked	to be answered and	mark
		marks allocated	S
Group A: Multiple	8 questions	8 × 1	8
choice items			
Group B: Short answer	6 with 2 'or'	6 × 4	24
questions	questions		
Group C: Long answer	1 with 1 'or' question	1× 8	8
questions			

5.2 External Evaluation (Final Examination) 40%

5.3 External Practical Evaluation (20%)

Office of the Controller of Examination will conduct final practical examination at the end of finalexamination.

After completing the end semester theoretical examination, practical examination will be held. External examiner will conduct the practical examination according to the following evaluation criteria. There will be an internal examiner to assist the external examiner. Three hours' time will be given for the practical examination. In this examination Students must demonstrate the knowledge of the subject matter.

Evaluation System:

Practical	Weightage	Marks
Practical Report Copy	5	
Viva	5	20
Practical Exam	10	

Text book

Kanetkar, Y. (2019). *Data Structures Through C: Learn the fundamentals of Data Structures through C*. BPB publications.(All chapters)

Reference book

Bhatt, H., & Bhatt, B.P. (2078). Data Structure and Algorithm. Dreamland Publications.(All Chapters)