

**VIVEKANANDA DEGREE COLLEGE
RAJAJINAGAR, BANGALORE-55**

**Department of Computer Science
Lesson Plan 2021**

Course: CS III: SOFTWARE ENGINEERING AND DBMS

Total Teaching Hours : 60

No of Hours / Week : 04

Faculty Member: Prof. Aruna Nagarajan

Objectives of the Course:

To equip the students to have the glimpses of fundamentals of SQL (DBMS) programming.

To Understand the basic concepts and the applications of database systems

To Master the basics of SQL and construct queries using SQL

To understand the relational database design principles

The course starts with basics and then discusses every keyword in DBMS. It concludes with some of Software Engineering Concepts.

The term software engineering is composed of two words, software and engineering.

Software is more than just a program code.

A program is an executable code, which serves some computational purpose.

Software is considered to be a collection of executable programming code, associated libraries and documentations.

Software, when made for a specific requirement is called software product.

Engineering on the other hand, is all about developing products, using well-defined, scientific principles and methods.

So, we can define software engineering as a branch associated with the development of software product using well-defined scientific principles, methods and procedures. The outcome of software engineering is an efficient and reliable software product. IEEE defines software engineering as: The application of a systematic, disciplined, quantifiable approach to the development, operation and maintenance of software. We can alternatively view it as a systematic collection of past experience. The experience is arranged in the form of methodologies and guidelines. A small program can be written without using software engineering principles. But if one wants to develop a large software product, then software engineering principles are absolutely necessary to achieve a good quality software cost effectively.

Module	Course Description	Duration From To	Taught Hours	Teaching Methods
1	Unit – I: INTRODUCTION:	12/10/2021 to 5/11/2021	TWELVE	
1.1	Introduction: Data, Database, DBMS, Characteristics of Database Approach, Database Users, Advantages of DBMS. Database System Concepts and Architecture: Data Models, Schemas, and Instances.	12/10/2021 to 15/10/2021	THREE	Lecture.
1.2	DBMS Architecture and Data Independence, Database languages and interfaces, The Database system Environment, Classification of Database Management Systems.	16/10/2021 to 20/10/2021	THREE	Case study
1.3	Data Modeling Using the Entity-Relationship Model: High level Conceptual Data Models for Database Design with an example	23/10/2021 to 28/10/2021	THREE	Lecture

1.4	Entity types, Entity sets, Attributes, and Keys, ER Model Concepts, Notation for ER Diagrams, Proper naming of Schema Constructs	30/10/2021 to 5/11/2021	THREE	Assignment on E-R Diagrams
2	Unit –II: RDBMS	6/11/2021 to 20/11/2021	TWELVE	
2.1	RDBMS: Relational database concepts attribute, tuple, types of attributes – single, multi-valued, stored, derived etc., keys primary, index, candidate, alternate, foreign, Relationships	6/11/2021 to 11/11/2021	FOUR	Lecture case study Assignment
2.2	Relational algebra operations– UNION, INTERSECTION, DIFFERENCE, CARTESIAN PRODUCT, SELECTION, PROJECTION, JOIN, DIVISION, relational calculus, Domain, Domain integrity	12/11/2021 to 15/11/2021	FOUR	Lecture case study Assignment Quiz
2.3	Integrity rules – Entity integrity, referential integrity, Normalization and its properties, I, II and III Normal forms.	16/11/2021 to 20/11/2021	FOUR	Examples on Normalization
3	Unit – III : SQL	22/11/2021 to 11/12/2021	TWELVE	
3.1	DDL and DML in SQL: DDL commands - create table/views/index, drop, alter, DML commands – select, insert, delete, update, etc	23/11/2021 to 29/11/2021	FOUR	Lecture With examples
3.2	DCL commands – grant, revoke, commit, TCL commands, SQL – query, sub-query, nested query, Joins – natural, inner, outer join	01/12/2021 to 6/12/2021	FOUR	Lecture with Examples
3.3	Aggregate functions in SQL. PL / SQL: Introduction, Exceptions & Cursor Management, Database Triggers, Functions,	7/12/2021 to 11/12/2021	FOUR	Lab set Demo.
4	Unit–IV:SOFTWARE ENGINEERING	12/12/2021 to 26/12/2021	TWELVE	
4.1	Software and Software Engineering: Defining Software, Software Application Domains, Software Engineering, Software Process, Software Engineering Practice, Software Myths Understanding	12/12/2021 to 15/12/2021	FOUR	Lecture case study

4.2	Process Models: A Generic Process Model, Process Assessment and Improvement, Prescriptive Process Models, Specialized Process Models, Agile Development: Agility, Agility and the cost of change, Agile Process, Extreme Programming, Other Agile Process Models	16/12/2021 to 19/12/2021	FOUR	Lecture case study
4.3	Requirements: Requirements Engineering, Establishing the Groundwork, Eliciting Requirements, Developing the use cases, Building the Requirements Model, Negotiating Requirements, Validating Requirements.	20/12/2021 to 26/12/2021	FOUR	Lecture
4.4	DBMS LAB			Practical Lab

NB. The Lesson plan is subject to deviation owing to uncertain holidays etc.

Date of Submission: October 2021

Signature of HOD

Signature of Faculty Member

Signature of Principal

PRINCIPAL
VIVEKANANDA DEGREE COLLEGE
BENGALURU-55

Vivekananda Degree College
Department of Computer Science
Lesson Plan, 2021-2022

Course: CS V: JAVA PROGRAMMING

Total Teaching Hours : 52

No of Hours / Week : 03

Faculty Member: Sumathi.G.K

Objectives of the Course:

To equip the students to have the glimpses of fundamentals of java programming. The course starts with basics and then discusses every keyword in the java language. It concludes with some of advanced features such as multithreaded programming, exception handling and applets.

Module	Course Description	Duration From To	Taught Hours	Teaching Methods
1	Unit – I: Introduction to JAVA:		TWELVE	
1.1	JAVA Evolution: Java History, Java Features, How Java Differs from C and C++, Java and Internet, Java and World Wide Web, Web Browsers, Hardware and Software Requirements, Java Support Systems, Java Environment. Overview of JAVA Language: Introduction, Simple Java program. More of Java Statements, Implementing a Java Program, Java Virtual Machine, Command Line Arguments, Programming Style.	12/10/2021 to 16/10/2021	THREE	Demonstration on compiling and executing a simple java program.
1.2	Constants, Variables, and Data Types: Introduction, Constants, Variables, Data Types, Declaration of Variables, Giving Values to Variables, Scope of Variables, Symbolic Constants, Type Casting, Getting Values of Variables, Standard Default Values, Operators and Expressions: Introduction. Arithmetic Operators, Relational Operators Logical Operators, Assignment Operators, Increment and Decrement Operators, Conditional Operators, Bitwise Operators, Special Operators, Arithmetic Expressions, Evaluation of Expressions, Precedence of Arithmetic Operators	18/10/2021 to 23/10/2021	THREE	Case study on OOPL
1.3	Type Conversion and Associativity. Mathematical Functions. Decision Making and Branching: Introduction, Decision Making with if Statement, Simple if Statement, The if.....else Statement, Nesting of if.....Else Statements, The else if Ladder,	25/10/2021 to 30/10/2021	THREE	Assignment on if else constructs

1.4	The Switch Statement, The ?: Operator. Decision Making and Looping: Introduction. The while Statement, The do Statement, The for Statement, Jumps in Loops Labeled Loops.	1/11/2021 to 6/11/2021	THREE	Assignment on looping constructs
2	Unit –II: Classes		TEN	
2.1	Classes, Arrays, Strings and Vectors: Classes, Objects and Methods. Introduction, Defining a Class, Adding Variables, Adding Methods, Creating Objects, Accessing Class Members, Constructors, Methods Overloading, Static Members, Nesting of Methods	08/11/2021 to 13/11/2021	THREE	Lecture case study Assignment
2.2	Inheritance: Extending a Class Overriding Methods, Final Variables and Methods, Finalizer methods, Abstract Methods and Classes, Visibility Control. Arrays.	15/11/2021 to 20/11/2021	THREE	Lecture case study Assignment Quiz
2.3	Strings and Vectors: Arrays, One-dimensional Arrays, Creating an Array, Two -Dimensional Arrays, Creating an Array, Two – dimensional Arrays, Strings, Vectors, Wrapper Classes	22/11/2021 to 27/11/2021	FOUR	Demonstration on Strings.
3	Unit – III : Interfaces, Packages		TEN	
3.1	Interfaces, Packages, and Multithreaded Programming: Interfaces: Multiple Inheritance: Introduction. Defining Interfaces, Extending Interfaces	29/11/2021 to 04/12/2021	THREE	Lecture case study Interfaces.
3.2	Implementing Interfaces, Accessing Interface Variables. Packages: Putting Classes together: Introduction, Java API Packages, Using System Packages. Naming Conventions, Creating Packages, Accessing a Package, Using a Package	06/12/2021 to 11/12/2021	THREE	Demonstration on Packages
3.3	Adding a Class to a Package, Hiding Classes. Multithreaded Programming: Introduction Creating Threads, Extending the Thread Class, Stopping and Blocking a thread, Life Cycle of a thread, Using Thread Methods, Thread Exceptions, Thread Priority, Synchronization, Implementing the 'Runnable' Interface.	13/12/2021 to 18/12/2021	FOUR	Demonstration on compiling and executing a Multi threaded application.
4	Unit – IV: Exceptions		TEN	
4.1	Managing Exceptions, Applet Programming: Managing Errors and Exception: Introduction, Types of Exception Handling Code, Multiple Catch Statements, Using Finally Statement.	20/12/2021 to 25/12/2021	THREE	Lecture case study

4.2	Throwing Our Own Exceptions, Using Exceptions for Debugging. Applet Programming: Introduction, How Applets Differ from Applications Preparing to Write Applets, Building Applet Code, Applet Life Cycle, Creating an Executable applet	27/12/2021 to 1/1/2022	THREE	Lecture case study
4.3	Designing a Web Page, Applet Tag, Adding Applet to HTML File, running the Applet, More About HTML Tags, Displaying Numerical Values, Getting Input from the User.	3/1/2022 to 8/1/2022	FOUR	Demonstration on compiling and executing an applet
5	Unit – V: Graphics Programming			
5.1	Graphics Programming, Input/output: Graphics programming: Introduction, The Graphics Class, Lines and rectangles, circles, and Ellipses, Drawing Arcs, Drawing Polygons, Lines Graphs	10/1/2022 to 15/1/2022	THREE	Demonstration on compiling and executing Graphics in applets
5.2	Using Control Loops in Applets, Drawing Bar Charts. Managing Input/output Files in JAVA: Introduction, Concept of Streams, Stream Classes, Byte Stream Classes, Character Stream Classes, Using Streams.	17/1/2022 to 22/1/2022	THREE	Lecture case study
5.3	Other Useful I/O Classes, Using the File Class, Input / Output Exceptions, Creation of Files, Reading / Writing Characters, Reading / Writing Bytes, Handling Primitive Data Types, Concatenating and Buffering Files, Interactive Input and output, Other Stream Classes.	24/1/2022 to 29/1/2022	FOUR	Live Applets Case Study

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VIVEKANANDA DEGREE COLLEGE
BENGALURU-55

Lesson Plan, October 2021

Taught Course: Paper V CS5T2: Visual Programming : Bsc. V Semester
Faculty Member: Prof. Saumya Rao

Objectives of the Course:

To equip the students to have the glimpses of Event driven programming and object oriented programming. To make students understand the standard way of Writing VB program and programming in VC++. Giving basic training in Visual studio.

Module	Course Description	Duration From To	Taught Hours	Teaching Methods
	UNIT I		Thirteen	
1	Introduction to Visual Programming: The integrated Development Environment – menu bar, tool bar, form designer, project explorer, properties window, from layout window,	12-Oct-21 to 15-Oct-21	TWO	Lecture
1.1	The form object: Properties, events and methods pf forms; Properties – Name, Caption, Backcolor, Borderstyle, controlbox, maxbutton, minbutton, moveable, startup position, height, width, left, top, scalemode, window, state;.	16-Oct-21 to 20-Oct-21	THREE	Lecture & Practical Demo
1.2	Events –load, unload, Click, Activate, Deactivate, Resize, methods – Show, hide, cls, Unload, print, Controls – Properties and events of different controls such as command buttons, labels, textboxes image controls, timer, horizontal and vertical scroll bars, option buttons, check boxes, frames lists and combo boxes	21-Oct-21 to 23-Oct-21	FIVE	Lecture & Practical Demo
1.3	Predefined Dialog Boxes – MsgBox and InputBO	24-Oct-21 to 29-Oct-21	THREE	Lecture & Practical Demo
2	UNIT II		THIRTEEN	
2.1	Programming: Data types, variables; declaration and scope arithmetic operations	30-Oct-21 to 5-Nov-21	TWO	Lecture

2.2	Study of form and code modules, private and public procedures, Main procedure, Sub and Functions	06-Nov-21 to 11-Nov-21	TWO	Lecture & Practical Demo
2.3	Mathematical and string Functions;	12-Nov-21 to 15-Nov-21	TWO	Lecture & Practical Demo
2.4	Branching and Looping Statement; If – Then, if –Then –Else and Nested If Statements; Select Case –different forms; For – Next, While – Wend and Do – Loops statements;	16-Nov-21 to 21-Nov-21	THREE	Lecture & Practical Demo
2.5	Arrays- declaration. Static and dynamic arrays. Array Function, menus and toolbars-Creating menus and toolbars	22-Nov-21 to 27-Nov-21	TWO	Lecture & Practical Demo
2.5	Working with the menu editor, Designing Multiple Document interface forms. Microsoft common controls	28-Nov-21 to 30-Nov-21	TWO	Lecture & Practical Demo
3	UNIT III		THIRTEEN	
3.1	OOP methods and properties of an object, class Modules, Encapsulation and Inheritance characteristics	01-Dec-21 to 05 – Dec- 21	THREE	Lecture & Practical Demo
3.2	Dynamic Link Libraries (DLLs) and Windows API. Designing Help files;	06-Dec-21 to 11 – Dec- 21	THREE	Lecture & Practical Demo
3.3	File handling – Sequential ,Random access and Binary files	12-Dec-21 to 20 – Dec- 21	THREE	Lecture & Practical Demo
3.4	Database connectivity – DAO and ADO Tables and Queries, ActiveX Data objects.	21-Dec-21 to 31 – Dec- 21	FOUR	Lecture & Practical Demo
4	UNIT IV		THIRTEEN	
4.1	Visual C++ Programming: Objects-Classes-VC++Components – R	02-Jan-22 to 08-Jan-22	TWO	Lecture
4.2	Resources-Event Handling – Menus – Dialog Boxes – Importing VBX Controls –	09-Jan-22 to 15-Jan-22	THREE	Lecture PROBLEM SOLVING

4.3	Files – MFC File Handling	16-Jan-22 to 22-Jan-22	TWO	
4.4	Document View Architecture – Serialization, Interfacing Other Applications	23-Jan-22 to 29-Jan-22	THREE	
4.5	Multiple Document Interface (MDI) – Splitter Windows – Exception Handling – Debugging – Object Linking and Embedding (OLE) – Database Application – DLL- ODBC	30-Jan-22 to 10-Feb-22	FIVE	
				PRACTICAL LAB
5.1	Visual Programming Lab	Feb-Mar		

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VIVEKANANDA DEGREE COLLEGE
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Lesson Plan, 2021

Course: CS VII: WEB PROGRAMMING

Total Teaching Hours : 52

No of Hours / Week : 03

Faculty Member: Sumathi.G.K

Objectives of the Course:

To equip the students to code web programs, The course describes history of Internet , web, XHTML including CSS, advanced JavaScript, DHTML and XML.

Module	Course Description	Duration From To	Taught Hours	Teaching Methods
1	Unit – I: Fundamentals of Web:		TWELVE	
1.1	Internet :History of Internet, uses of Internet,protocols.WWW:Web Browsers, and Web Servers	3/05/2021 to 8/05/2021	THREE	Demonstration of how websites work.
1.2	URLs, MIME, HTTP, Security, The Web Programmers Toolbox.	10/05/2021 to 15/05/2021	THREE	Case study on MIME
1.3	XHTML: Origins and evolution of HTML and XHTML, Basic syntax,	17/05/2021 to 22/05/2021	THREE	Assignment on web sites.
1.4	Standard XHTML document structure, Basic text markup, Images, Hypertext Links, Lists, Tables.	24/05/2021 to 29/05/2021	THREE	Assignment on tags.
2	Unit –II: HTML and XHTML:		TEN	
2.1	Forms, Frames in HTML and XHTML, Syntactic differences between HTML and XHTML.	31/05/2021 to 5/06/2021	THREE	Demonstration on tags.
2.2	CSS: Introduction, Levels of style sheets, Style specification formats, Font properties, List properties, Color, Selector forms.	7/06/2021 to 12/06/2021	THREE	Demonstration on CSS
2.3	Property value forms, Alignment of text, The Box model, Background images tags, Conflict resolution.	14/06/2021 to 19/06/2021	FOUR	Demonstration on BOX model.

3	Unit – III : Java Script:		TEN	
3.1	Overview of JavaScript; Object orientation and JavaScript; Difference between Java and JavaScript.	21/06/2021 to 26/06/2021	THREE	
3.2	General syntactic characteristics; Primitives, Operations, and expressions; Screen output and keyboard input; Control statements;	28/06/2021 to 03/07/2021	THREE	Demonstration on control statements.
3.3	Object creation and Modification; Arrays; Functions; Constructor; Pattern matching using expressions; Errors in scripts; Examples	05/07/2021 to 10/07/2021	FOUR	Demonstration on executing javascript.
4	Unit – IV: Java Script and HTML Documents:		TEN	
4.1	The JavaScript execution environment; The Document Object Model; Element access in JavaScript;	12/07/2021 to 17/07/2021	THREE	Demonstration on Element access in JavaScript
4.2	Events and event handling; Handling events from the Body elements, Button elements, Text box and Password elements;	19/07/2021 to 24/07/2021	THREE	Demonstration on Events and event handling.
4.3	The DOM 2 event model; The navigator object; DOM tree traversal and modification.	26/07/2021 to 31/07/2021	FOUR	Demonstration on DOM
5	Unit – V: Dynamic Documents with JavaScript		TEN	
5.1	Introduction to dynamic documents; Positioning elements; Moving elements; Element visibility; Changing colors and fonts;	02/08/2021 to 07/08/2021	THREE	Demonstration on Moving elements; Element visibility; Changing colors and fonts
5.2	Dynamic content; Stacking elements; Locating the mouse cursor; Reacting to a mouse click; Slow movement of elements; Dragging and dropping elements.	09/08/2021 to 14/08/2021	THREE	Demonstration on Stacking elements

5.3	XML: Introduction; Syntax; Document structure; Document Type definitions; Namespaces; XML schemas; Displaying raw XML documents; Displaying XML documents with CSS; XSLT style sheets; XML Processors; Web services.	16/08/2021 to 21/08/2021	FOUR	XML Case Study
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Department of Computer Science
Lesson Plan 2021

Course: CS VIII: COMPUTER NETWORKS

Total Teaching Hours : 52

No of Hours / Week : 03

Faculty Member: Prof. Aruna Nagarajan

Objectives of the Course:

Technology is fast evolving. Many services and applications of data communications and networking have profound impact on business, manufacturing, commerce, medicine and government. Students will be able to understand the fundamental network architecture concepts and their application in existing and emerging network architecture and will have balanced view of all important concepts of networking

Module	Course Description	Duration From To	Taught Hours	Teaching Methods
1	Unit – I: INTRODUCTION	27/12/2019 to 13/01/2020	THIRTEEN	
1.1	Introduction: Growth of computer networking, Complexity in network system, Motivation and Tools: Resource sharing, Growth of the internet, probing the internet, interpreting the ping response, tracing a route.	27/12/2019 to 29/12/2019	THREE	Lecture
1.2	Transmission Media: Copper wires, glass fibers, radio, satellite, Geosynchronous satellites, low earth orbit satellites, Low earth orbit satellite arrays, Microwave, Infrared, Light from a laser	30/12/2019 to 03/01/2020	THREE	Lecture
1.3	Local Asynchronous Communications: Introduction, the need for asynchronous communications, using electric current to send bits, standards for communication, baud rate, Framing and errors, Half and Full duplex asynchronous communication, the effect of noise on communication.	04/01/2020 to 08/01/2020	THREE	Lecture
1.4	Long distance Communication: Sending signals across long distances, Modem hardware used for Modulations and Demodulation, Leased analog data circuits, optical, radio frequency and dialup Modems, carrier frequencies and Multiplexing, baseband and broadband technologies, wave length division multiplexing, spread spectrum, time division multiplexing	09/01/2020 to 13/01/2020	FOUR	Lecture & Assignment

2	Unit –II: PACKETS, FRAMES			
2.1	Packets, Frames and Error Detection: Concept of Packets, packets and Time-division Multiplexing, Packets and Hardware Frames, byte Stuffing, transmission errors	16/01/2020 to 31/01/2020	THIRTEEN	
		16/01/2020 to 18/01/2020	TWO	Lecture
2.2	Parity bits and Parity checking, error detection, Detecting errors with checksums, detecting errors with CRC, Burst errors, frame formats and error detection mechanism.	19/01/2020 to 20/01/2020	TWO	Lecture
2.3	LAN Technologies and Network Topologies: Direct point-to-point communications, Shared Communications channels, LAN Topologies, Ethernet, Carries sense on CSMA, Collision Detection and Backoff with CSMA/CD, Ring Topology and Token Passing, Self-Healing Token Passing Networks, ATM	21/01/2020 to 24/01/2020	THREE	Lecture
2.4	Hardware addressing and Frame Type Identification: specifying a recipient, How LAN hardware uses addresses to filter packets, format of a physical addresses, broadcasting, Multicast addressing, identifying packet contents, frame headers and frame format	25/01/2020 To 27/01/2020	THREE	Lecture
2.5	LAN Wiring, Physical Topology and Interface Hardware: speeds of LANs and computers, Network Interface Hardware, The connection between a NIC and a network, original thick Ethernet wiring, connection multiplexing, thin Ethernet wiring, twisted pair Ethernet, Network interface cards and wiring schemes, categories of wires.	28/01/2020 TO 31/01/2020	THREE	Lecture
3	Unit – III : EXTENDING LAN	2/02/2020 to 21/02/2020	THIRTEEN	

3.1	Extending LANs: Fiber Optic Extensions, Repeaters, bridges, frame filtering, switching,	2/02/2020 to 4/02/2020	ONE	
3.2	Long-distance and Local Loop Digital Technologies: Digital telephony, Synchronous communication, SONET, ISDN, Asymmetric Digital Subscriber	4/02/2020 to 6/02/2020	TWO	
3.3	Line Technology, other DSL technologies, cable modem technology, upstream communication, Broadcast Satellite systems.	7/02/2020 to 10/02/2020	TWO	
3.4	WAN technologies and Routing: Large Networks and Wide Areas, Packet switches, forming a WAN, store and forward, Physical addressing in a WAN, Next-Hop forwarding, Source independence, Routing Table Computation, Shortest path computation in a Graph, distance vector routing, like-state routing, Example of WAN technologies	11/02/2020 TO 15/02/2020	FOUR	
3.5	Network Characteristics: Network ownership, Network performance characteristics, Jitter.	16/02/2020 TO 18/02/2020	TWO	
3.6	Protocols and Layering: the need for protocols, the seven layers, Stacks: Layered Software.	19/02/2020 TO 21/02/2020	TWO	
4	Unit – IV: INTERNETWORKING	23/02/2020 to 13/03/2020	THIRTEEN	
4.1	Internetworking: internet architecture, A virtual Network, Layering and TCP/IP protocols	23/02/2020 to 25/02/2020	THREE	
4.2	Internet Protocol Addresses, APR	26/02/2020 to 27/02/2020	TWO	

4.3	IP Datagram's and Datagram Forwarding, IP Encapsulation, Fragmentation, and Reassembly, IPv6	28/02/2020 to 04/03/2019	FOUR	
4.4	ICMP, UDP, TCP, Internet routing	05/03/2020 TO 07/03/2020	TWO	
4.5	DNS, WWW, MAIL.	08/03/2020 TO 11/03/2020	TWO	

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Date of Submission: 27th DECEMBER 2019

Signature of HOD

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