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| **Sl. No** | **Syllabus** | **Curriculum** | **Deployment Strategy and**  **Tool** | **Cross-cutting issues**  **integrated** | **PO, PSO and CO** | **Attainment Verification** |
| 1. | DISCRETE MATHEMATICAL STRUCTURES | * Concepts and notations from discrete mathematics are useful in studying and describing objects and problems in all branches of computer science, such as computer algorithms, programming languages, cryptography, automated theorem proving, and software development. * Discrete math can be used for software design specifications, analysis of algorithms, and other practical applications, but it's really a great tool to develop as a programmer. * The mathematics of modern computer science is built almost entirely on discrete math, in particular combinatorics and graph theory. This means that in order to learn the fundamental algorithms used by computer programmers, students will need a solid background in these subjects. | 1. Chalk and   Talk method   1. PPT | * Business   Ethics   * Human   values | PO2:Problem Analysis  PO3:Design/Development Of Solutions  PO4:Conduct Investigations Of Complex Problems  PO6: Engineer and Society  . |  |
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|  |  | PSO2:Problem Solving Skill |
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|  |  | CO1:Acquire the basic knowledge of Set theory and solve the problems using the same.  CO2:verify an argument using propositional ,truth table and mathematical Induction  Co3:Illustrate different operations on discrete structures such as functions, relations, and sequences.  CO4:Construct certain well known concept of groups and coding theory |
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|  |  | CO6:Compare graph and trees, and understand the applications of graph theory in computer science. |

