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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 | PO1:Engineering Knowledge  PO2:Problem Analysis  PO4:Conduct Investigations Of Complex Problems  PO7:Environment And Sustainability  PO11:Project Management and Finance.  PO12: Life-long  Learning.  . |  |
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|  |  | PSO2:Problem Solving Skill |
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|  |  | CO1: Understand fundamentals of logic and apply proposition and predicate logic in correctness of argument.  CO2: Demonstrate the property of integer and solve problems using fundamental principles of counting.  CO3: Apply relations and functions concepts to solve fundamentals problems.  CO4:Understand the principle of inclusion and exclusion, recurrence relations and apply to solve complex problems.  CO5:Compare graph and trees, and understand the applications of graph theory in computer science. |
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