	8	PART A	: Introduction			
Progra	am: Under Graduate	Class: B.Sc.	Year: First Year	Session: 2025-26		
1051		Subject: C	Computer Science			
1	Course Code					
2	Course Title	M-2(TH): Introduction to Programming Methodologies				
3	Course Type (Core Course/Elective/Generic Elective/ Vocational	Minor Cour	10			
4	Pre-Requisite (if any)	To study this course, Mathematics of 12 <sup>th</sup> standard is desirable.				
5	Course Learning Outcomes (CLO)	On completion of this course, learners will  1. Develop (Level-6) simple algorithms an problem with programming using top-d  2. Writing (Level-6) efficient and well-strualgorithms/programs;  3. Formulate (Level-6) iterative solutions algorithms for problems;  4. Use (Level-3) recursive techniques, point methods in programming.		gorithms and flow charts to solve a using top-down design principles; and well-structured computer e solutions and array processing		
	Credit Value	Theory - 03 Credits				
	Total Marks	Max. Marks	s: 30+70	Min. Passing Marks: 35		

				MODEL CO.
DADT	D.	Content	of the	Course
PARI	H.	Comeni	or the	Course

No. of Lectures (in hours per week):

Yearly System = 1.5 Hrs. per week OR Semester System = 03 Hrs. per week

Module	Total No. of Lectures: 45 Hrs.  Topics	No. of Lectures
I	Relevant Indian Knowledge System (IKS) Inclusions:  Algorithmic Thinking in Ancient India: How Panini Ashtadhyayi influenced formal grammar in modern programming, how the Vedic data structuring methods inspired hierarchical structures in computer science.	12
	Introduction to Programming - Program Concept, Characteristics of Programming, Stages in Program Development, Algorithms, Notations, Design, Flowcharts, Types of Programming Methodologies. Introduction to C++ Programming - Basic Program Structure in C++, Data Types, Variables, Constants, Operators and Basic I/O.	

# PART C: Learning Resources

Textbooks, Reference Books, Other Resources

#### Suggested Readings:

- · Lipschutz: Schaum's outline series Data structures, Tata McGraw-Hill
- Problem Solving and Program Design in C, J. R. Hanly and E. B. Koffman, Pearson, 2015
- E. Balguruswamy, "C++ " TMH Publication ISBN 0-07-462038-X
- Herbertz Shield, "C++ The Complete Reference "TMH Publication ISBN 0-07-463880-7
- R. Lafore, 'Object Oriented Programming C++"
- N. Dale and C. Weems, Programming and problem solving with C++: brief edition, Jones & Bartlett Learning.
- Staal, F. (2006). The Science of Language and Logic in India.
- Joseph, G. G. (1991). The Crest of the Peacock: Non-European Roots of Mathematics.
- Bhaskara II (12th Century). Lilavati and Bijaganita.
- Pingree, D. (1978). Mathematical Astronomy in India.
- Kosambi, D. D. (1948). The Culture and Civilization of Ancient India.
- Sahni, S. (2005). Data Structures, Algorithms, and Applications in C++.

#### Saggestive Digital Platform web links:

http://www.ndl.gov.in/he\_document/ekumbh/97

https://archive.nptel.ac.in/courses/106/101/106101208/

https://archive.nptel.ac.in/courses/106/106/106106133/

https://epgp.inflibnet.ac.in/Home/ViewSubject?catid=fBYckQKJvP3a/8Vd3L08tQ==

https://nptel.ac.in/courses/106105151

https://archive.nptel.ac.in/courses/106/106/106106145/

Part D: Assessment and Evaluation						
Suggested Continuous Evaluati	on Methods:					
Maximum Marks:	100					
Continuous Comprehensive Eval	uation (CCE): 30 Marks					
University Exam (UE):	70 Marks					
Internal Assessment:	Class Test	Total Marks: 30				
Continuous Comprehensive	Assignment/Presentation					
Evaluation (CCE)		*				
External Assessment:						
University Exam (UE)	Section (A): Objective type					
Time: 03.00 Hours	Section (B): Short Questions	Total Marks: 70				
	Section (C): Long Questions					

			PART A	: Introduction		
Progra	am: Under Graduate	Class:	B.Sc.	Year: First Year	Session: 202	25-26
			Subject: (	Computer Science		
1.	Course Code					
2.	Course Title	M-2(PR): Programming Methodology (Lab)				
3.	Course Type (Core Course/Elective/Gene Elective/ Vocational	ourse/Elective/Generic				
4.	Pre-Requisite (if any	')	To study this course, Mathematics of 12 <sup>th</sup> standard is desirable.			
5.	5. Course Learning Outcomes (CLO)		On comp	letion of this course, l	earners will be able to	):
			<ol> <li>Develop (Level-6) simple algorithms and flow charts to solve a problem with programming using top-down design principles;</li> <li>Writing (Level-6) efficient and well-structured computer algorithms/programs;</li> </ol>			
			3. Formulate ( <i>Level-6</i> ) iterative solutions and array processing algorithms for problems;			
			4. Use ( <i>Level-3</i> ) recursive techniques, pointers and searching methods in programming.			
				Note: Level of Bloom?	s Taxonomy is mentioned in	n the bracket
6.	Credit Value		Practical - 01 Credit			
7.	Total Marks		Max. Marks: 100 Min. Passing Marks: 35			
		PA	ART B: Co	ontent of the Course		
				ical (in hours per week		1 1
	Yearly System	= <b>01</b> Hr		k OR Semester System tal No. of Lab.: 30 Hrs		
				list of Practical		No. o
						Labs.
		write co	de in C++	are required to formu-, execute and test it.	llate problem, develop Students should be	
	expressions, a control structu	ppropria ires	te use of so		rators and mathematical nditional operators) and	
	3. Write a progra	am for fi	nding the r	oots of a Quadratic Eq		
	4. Write a progra	am to fin	d area of a	circle, rectangle, squa	re using switch case.	

- 5. Write a program to check whether a given number is even or odd.
- 6. Write a program to print table of any number.
- 7. Write a program to print Fibonacci series.
- 8. Write a program to find factorial of a given number.
- 9. Write a program to convert decimal (integer) number into equivalent binary number.
- 10. Write a program to check given string is palindrome or not.
- 11. Write a program to perform multiplications of two matrices.
- 12. Write a program to print digits of entered number in reverseorder.
- 13. Write a program to print sum of two matrices.
- 14. Write a program to print multiplication of two matrices.
- 15. Write a program to generate even/odd series from 1 to 100.
- 16. Write a program whether a given number is prime or not.
- 17. Write a program for call by value and call by reference.
- 18. Write a program to generate a series 1+1/1!+2/2!+3/3!+-----+n/n!
- 19. Write a program to create a pyramid structure

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20. Write a program to create a pyramid structure.

1

12

123

1234

- 21. Write a program to check entered number is Armstrong or not.
- 22. Write a program for traversing an Array.
- 23. Write a program to input N numbers, add them and find average.
- 24. Write a program to find largest element from an array.

#### PART C: Learning Resources

Textbooks, Reference Books, Other Resources

## Suggested Readings:

- Problem Solving and Program Design in C, J. R. Hanly and E. B. Koffman, Pearson, 2015
- E Balguruswamy, "C++ " TMH Publication ISBN 0-07-462038-X
- Herbertz Shield, "C++ The Complete Reference "TMH Publication ISBN 0-07-463880-7
   R. Lafore, 'Object Oriented Programming C++"
- N. Dale and C. Weems, Programming and problem solving with C++: brief edition, Jones & Bartlett Learning.

## Suggestive digital platform web links:

https://www.youtube-

nocookie.com/embed/BCIS40yzssA?playlist=BCIS40yzssA&a

utoplay=1&iv\_load\_policy=3&loop=1&start=

https://www.youtube-

nocookie.com/embed/vLnPwxZdW4Y?playlist=vLnPwxZdW4

Y&autoplay=1&iv load policy=3&loop=1&start=

https://nptel.ac.in/courses/%20106106127

# Suggested equivalent online courses:

https://nptel.ac.in/courses/%20106105%201%205%201

https://nptel.ac.in/courses/%20106105%201%207%201

https://onlinecourses.swayam2.ac.in/

#### PART D: Assessment and Evaluation

## **Suggested Continuous Evaluation Methods:**

Internal Assessment	Marks	External Assessment	Marks	
Class Interaction/Quiz		Viva Voce on Practical (20 marks)		
Attendance		Practical Record File (20 marks)		
Assignments (Charts/Model/Seminars / Technology Dissemination/ Excursion/ Lab visit/Industrial Visit)	NIL	Table Work / Exercise Assigned (20 marks)	100	
	Total Marks: 100			

Prof. Navita Shrivastava Chairman Board of Studies