

B.Sc.(Information Technology)					
S.Y.B.Sc.(I.T.) Semester III PCT Examination August - 2021					
SR. NO.	NAME OF THE FACULTY	SEMESTER	SUBJECT	UNITS COVERED	TOPICS COVERED
1	SANJANA KHEMKA	III	DATA STRUCTURE	UNIT 1 & 3	Chapter 1: Introduction: Data and Information, Data Structure, Algorithm Chapter 2: Array and Sparse Matrix Chapter 3: Stack- Introduction, operations and Applications Chapter 4: Queue- Introduction, operations, types and Applications
2	RUPALI MISHRA	III	DATABASE MANAGEMENT SYSTEMS	UNIT 1 & 3	Introduction to Databases and Transactions, Data models, database design, er model , Constraints, views , sql
3	ADITI SAVE	III	PYTHON PROGRAMMING	UNIT 1 & 2	Chapter 1: Introdiction Chapter 2 : Variables and Expressions Chapter 3 : Conditional , Looping & Control Statements Chapter 4 : Functions Chapter 5 : Strings
4	NIKHIL SHINDE	III	COMPUTER NETWORKS	Unit 1 & 2	Chapter 1 : Introduction and Network Models Chapter 2 : Physical Layer Chapter 3 : Digital and Analog Transmission Chapter 4 : Multiplexing Chapter 5: Transmission Media
5	AMIT LIMBASIA	III	APPLIED MATHEMATICS	Unit 1 & 2	Ch 1:-Matrices, Complex Number Ch2:- Ordinary Differential Equation, Differential equation with constant, Coefficient
1	SANJANA KHEMKA	V	ENTERPRISE JAVA	UNIT 1 & 2	Chapter 1: Understanding Java EE, Archtecture, Servlet and Database Chapter 2: Request Dispatcher, Cookies, Session, Working with file, Non Blocking I/O
2	RUPALI MISHRA	V	ADVANCED WEB PROGRAMMING	UNIT 1 & 2	Introducing .NET, The c#language, types, namespaces, web form fundamentals, form controls
3	ADITI SAVE	V	ARTIFICIAL INTELLIGENCE	UNIT 1 & 2 (Half)	Chapter 1: Introdiction Chapter 2 : Intelligent Agents Chapter 3 : Solving Problems by Searching

4	TIRUP PARMAR	V	SOFTWARE PROJECT MANAGEMENT	Unit 1 & Unit 2 (Half)	Ch 1:- Introduction to Software Project Management Ch 2:- Project Evaluation and Programme Management Ch 3:- An Overview of Project Planning Ch 4:- Selection of an Appropriate Project Approach
5	MUZAFFAR PALSANIA	V	INTERNET OF THINGS	Unit 1 & Unit 2 (Half)	Ch 1: Overview. Ch.2: Design Principles for connected Devices. Ch.4: Internet Principles. Ch. 3: Thinking about Prototyping (half)