Lesson Plan

Name of faculty   :   **Swati Nautiyal**
Discipline   :   Computer Engineering
Semester   :   6
Subject   :   Mobile Application Development
Lesson Plan Duration   :   15 Weeks (15th Feb to 14 June)
Work Load (Lecture/ Practical) per week (in hours): Lectures-03, Practical - 06

Week	Theory		Practical	
	Lecture day	**Topic (including assignment / test)**	**Practical day**	**Topic**
1st	1st	Introduction : Evolution of Mobile Computing, Important terminologies	1st & 2nd	Write a program to demonstrate activity (Application Life Cycle)
	2nd	Mobile computing functions, Mobile computing security issues		
	3rd	Mobile computing Devices, Networks: Wired , Wireless, Ad-hoc, Comparisonof wired and wireless mechanism, Various types of wirelesscommunication technologies		
2nd	4th	Antennas, Basics of Base Station and Medium access control and Mobilestation	3rd & 4th	Write a program to demonstrate different types of layouts.
	5th	Architecture of Mobile Computing, , 3-Tier Architecture		
	6th	Mobile computing through Telephony: Evolution through telephony, Wireless LAN: Introduction - Applications of WLAN		
3rd	7th	Infrared versus Radio Transmission, Features of WI-FI	5th & 6th	Write a program to implement simple calculator using text view, edit view, option button and button
	8th	Features of WI-FI and WI-MAX., Bluetooth : Introduction and application		
	9th	ANDROID : Android Versions, Features of Android		
4th	10th	Architecture of Android	7th & 8th	Write a program to demonstrate list view
	11th	Android Market, Android Runtime (Dalvik Virtual Machine)		
	12th	ANDROID SDK & ADT : Android SDK, Android Development Tool (ADT)		
5th	13th	Installing and configuring Android	9th & 10th	Write a program to demonstrate photogallery
	14th	Android Virtual Device(AVD), Understanding Activities, Linking activities and indents		
	15th	Sessional test		
6th	16th	Calling built-in applications usingintents, Fragments	11th & 12th	Write a program to demonstrate Date picker and time picker
	17th	Displaying Notifications, UserInterface : Views and View groups, Layouts		
	18th	Display Orientation, Action Bar,Listening for UI		

		Notifications		
7th	19th	Basic Views : Textview, Button, Image Button	13th &	
	20th	EditText, CheckBox, ToggleButton,	14th	Develop an simple application with context menu and option menu
	21st	RadioButton , RadioGroup Views		
8th	22nd	ProgressBar View, Auto Complete Text View	15th & 16th	Develop an applicationto send SMS
	23rd	Advanced Views : Time Picker View		
	24th	Date Picker View, List Views		
9th	25th	Image View, Menus	17th & 18th	Write a program to view,edit contact
	26th	Menus		
	27th	Analog and Digital View, Dialog Boxes, Displaying Pictures & Menus with Views		
10th	28th	Gallery View, ImageSwitcher, GridView	19th & 20th	Write a program to sende-mail
	29th	Creating the Helper Methods		
	30th	Sessional test		
11th	31st	Options Menu, Context Menu	21st & 22nd	Write a program to demonstrate a service
	32nd	Sending SMS		
	33rd	Receiving SMS		
12th	34th	Making phone call	23rd & 24th	Write a program to demonstrate web view to display web site
	35th	Location Based Services		
	36th	Obtaining the Maps API Key,Displaying the Map		
13th	37th	Zoom Control, Navigating to a specific location	25th & 26th	Write a program to display map of given location/position using map view
	38th	Adding Marker, Geo Coding andreverse Geo coding		
	39th	Content Provider		
14th	40th	Sharing data, view contacts, Addcontacts, Modify contacts,Delete Contacts	27th & 28th	Write a program to demonstrate the application of intent class
	41st	Storage : Store and Retire data's in Internal and External Storage		
	42nd	SQLite, Creating and using databases		
15th	43rd	Android Service : Consuming Webservice using HTTP	29th & 30th	Write a program to create a text file in external memory. Write a program to storeand fetch data from SQL life database.
	44th	Downloading binary Data,Downloading Text Content		
	45th	Accessing Web Service		
		Revision		

Lesson Plan

Name of faculty : **Swati Nautiyal**
Discipline : Computer Engineering
Semester : 4
Subject : MOOC (Digital Marketing)
Lesson Plan Duration : 15 Weeks (15th Feb to 14 June)
Work Load (Lecture/ Practical) per week (in hours): Lectures-2

Week	Theory	
	Lecture day	**Topic (including assignment / test)**
1st	1st	Introduction to Digital Marketing and its Significance
	2nd	Traditional Marketing Vs Digital Marketing, Digital Marketing Process
2nd	3rd	Website Planning and Development : Types of websites
	4th	Website Planning and Development : Keywords
3rd	5th	Understanding Domain and Webhosting
	6th	Building Website/Blog using CMS WordPress
4th	7th	Introduction to Search Engine Optimization, Keyword P lanner Tools
	8th	On Page SEO Techniques-Indexing and Key Word Placement
5th	9th	On Page SEO Techniques- Content Optimization, On Page SEO : Yoast SEO Plug-in ,Off –Page SEO Techniques
	10th	**Sessional Test I**
6th	11th	Email Marketing- Introduction and Significance, Designing e-mail marketing campaigns using Mail Chimp
	12th	Building E-mail List and Signup Forms
7th	13th	Email Marketing Strategy and Monitoring, Email –Automization
	14th	Pay Per Click Advertising: Introduction, Pay Per Click Advertising: Google Adword
8th	15th	Types of Bidding strategies
	16th	Designing and Monitoring search campaigns , Designin g and Monitoring Display campaigns
9th	17th	Designing and Monitoring Video campaigns
	18th	Designin g and Monitoring Universal App Campaigns
10th	19th	Google Analytics : Introduction and Significance, Google Analytics Interface and Setup
	20th	**Sessional Test II**
11th	21st	Understanding Goals and Conversions
	22nd	Monitoring Traffic Behavior and preparing Reports
	23rd	Social Media Marketing : Introduction and Significance, Facebook Marketing

12th	24th	: Introduction Types of Various Ad Formats Setting up Facebook Advertising Account
13th	25th	Understanding Facebook Audience and its Types,
	26th	Designing Facebook Advertising Campaigns
	27th	Working with Facebook Pixel
14th	28th	Twitter Marketing: Basics, Designing Twitter Advertising Campaigns
	29th	Introduction to LinkedIn Marketing, Developing digital marketing strategy in Integration form
15th	30th	**Sessional Test III**
	31th	**Revision**
	32nd	

Lesson Plan

Name of faculty   **:**   **Payal Arrora**
Discipline   **:**   Computer Engineering
Semester   **:**   **6**th
Subject   **:**   **Application Development Using Web Frame Work**
Lesson Plan Duration   **:**   15 Weeks

Work Load(Lecture/ Practical) per week (in hours): Practicals – **06**

Week	Practical day	Topic
1st	1	1. Practice on HTML, CSS, Java Script, Ajax.PHP & MySql
2nd	2	2. Install WordPress & Create Blogs
3rd	3	3. Manage blogs features e.g. Images, Text Around Images, Comments, Post Formats, Linking, Pages, Categories, Smilies, Feeds, Gravatars, Password Protection
4th	4	4. Practice various designing features: Colour Scheme, Headers, CSS Horizontal Menus, Dynamic Menu, Highlighting, Navigation Links, Print
5th	5	5. Read More, Formatting Date and Time, Finding CSS Styles, Creating Individual Pages, Uploading Files, Using WordPress Themes, Templates, Template Tags, Template Hierarchy, Validating a Website, Know Your Sources, WordPress Site Maintenance
6th	6	6. Integrate PHP & MySql with WordPress
7th	7	7. Install Moodle & various plugins,
8th	8	8. Create a Moodle site and Database Schema
9th	9	9. Design Site appearance, Front page, Front page settings, My Moodle, User profiles, Navigation, Course list, Themes, Theme settings, Header and footer, Language settings, Using web services, Publishing a course, Blogs, RSS feeds
10th	10	10. Manage Moodle site, Managing authentication, Manual accounts, No login, Email-based self- registration,Account
11th	11	11. Create Roles and permissions, Assign roles,
12th	12	12. Implement Password salting.
13th	13	13. Perform Site backup, Course backup, Course restore, Automated course backup
14th	14	Revision
15th	15	Revision

Lesson Plan

Name of faculty : **Virender Gupta**
Discipline : Computer Engineering
Semester : **6**th
Subject : **Application Development Using Web Frame Work**
Lesson Plan Duration : 15 Weeks

Work Load(Lecture/ Practical) per week (in hours): Practicals – **06**

Week	Practical day	Topic
1st	1	1. Practice on HTML, CSS, Java Script, Ajax.PHP & MySql
2nd	2	2. Install WordPress & Create Blogs
3rd	3	3. Manage blogs features e.g. Images, Text Around Images, Comments, Post Formats, Linking, Pages, Categories, Smilies, Feeds, Gravatars, Password Protection
4th	4	4. Practice various designing features: Colour Scheme, Headers, CSS Horizontal Menus, Dynamic Menu, Highlighting, Navigation Links, Print
5th	5	5. Read More, Formatting Date and Time, Finding CSS Styles, Creating Individual Pages, Uploading Files, Using WordPress Themes, Templates, Template Tags, Template Hierarchy, Validating a Website, Know Your Sources, WordPress Site Maintenance
6th	6	6. Integrate PHP & MySql with WordPress
7th	7	7. Install Moodle & various plugins,
8th	8	8. Create a Moodle site and Database Schema
9th	9	9. Design Site appearance, Front page, Front page settings, My Moodle, User profiles, Navigation, Course list, Themes, Theme settings, Header and footer, Language settings, Using web services, Publishing a course, Blogs, RSS feeds
10th	10	10. Manage Moodle site, Managing authentication, Manual accounts, No login, Email-based self- registration,Account
11th	11	11. Create Roles and permissions, Assign roles,
12th	12	12. Implement Password salting.
13th	13	13. Perform Site backup, Course backup, Course restore, Automated course backup
14th	14	Revision
15th	15	Revision

Lesson Plan

Name of the Faculty :   Payal Arora
.Discipline   :   Computer Engg.
Semester   :   6th
Subject   :   Project
Lesson plan duration :   15 weeks

Week	Practical	
	Practical Day	Topic
1st Week	1st	Selection of Project
	2nd	Selection of Project
Week 2	1st	Finalization of Project
	2nd	Finalization of Project
Week 3	1st	Outline of Project
	2nd	Outline of Project
Week 4	1st	Planning of Project
	2nd	Planning of Project
Week 5	1st	Execution of Project
	2nd	Execution of Project
Week 6	1st	Execution of Project
	2nd	Execution of Project
Week 7	1st	Execution of Project
	2nd	Execution of Project
Week 8	1st	Execution of Project
	2nd	Execution of Project
Week 9	1st -G	Execution of Project
	2nd	Execution of Project
Week 10	1st	Providing Solution of Problems
	2nd	Providing Solution of Problems
Week 11	1st	Production of Final Executed project
	2nd	Production of Final Executed project
Week 12	1st	Checking of Final Project
	2nd	Checking of Final Project
Week 13		

	1st	Report writing
	2nd	Report writing
Week 14	1st	Seminar
	2nd	Seminar
Week 15	1st	Viva-Voce
	2nd	Viva-Voce

Govt.Polytechnic, Ambala City
LessonPlan(OOPS Using JAVA)

Name of the Faculty: Virender Gupta

Discipline: ComputerEngg.

Semester: 4th

Subject: OOPS Using JAVA

Lesson Plan Duration: (From 15 Feb, 2024 to 31 May, 2023)

Work Load (Lecture/Practical) per week (In hour):   Lecture-03,Practical - 03

WEEK	THEORY		PRACTICAL	
1st	**LECTURE DAY**	**TOPIC**	**PRACTICALDAY/PERIOD**	**TOPIC**
	1	**UNIT1 INTRODUCTION AND FEATURES** Fundamentals of object oriented programming	1-3	1. Write a program in JAVA to print "Hello" using classes.
	2	Procedure oriented programming Vs.objectorientedprogramming(OOP)		
	3	Object oriented programming concepts– Classes, object, object reference		
2nd	1	Abstraction,encapsulation	1-3	2. Write a program to input using Scanner Class.
	2	Inheritance,polymorphism		
	3	Introduction of eclipse(IDE) for developing programs in Java		
3rd	1	**UNIT2 LANGUAGE CONSTRUCTS** Review of constructs of C used in JAVA: variables	1-3	3. Write a program to print factorial of a Number.
	2	Types and type declarations		
	3	Datatypes		
4th	1	Increment operators	1-3	4. Write a program to create a Class and make objects of that class.
	2	Decrement operators		
	3	Relational and logical operators		
5th	1	If then else clause; conditional expressions	1-3	5. Create a class with data members Feet, Inches and add them.
	2	Input using scanner class and output statement		
	3	Loops,switchcase,arrays,methods		
6th	1	**UNIT3 CLASSES AND OBJECTS** Creation	1-3	6. Create a class using constructors.
	2	Accessing class members		
	3	Private Vs Public Vs Protected Vs Default		
7th	1	Constructors	1-3	7. Create a class and show the use of Single inheritance.
	2	Object		
	3	Object Reference		

8th	1	**UNIT4 INHERITANCE** Definition of inheritance	1-3	8. Create a class and show the use of multiple inheritance.
	2	Protected data		
	3	Public data, Constructor chaining		
9th	1	Order of invocation	1-3	9. Create a class and show the use of Multi-level inheritance.
	2	Types of inheritance		
	3	Single inheritance		
10th	1	Multilevel inheritance,	1-3	10. Create a class showing the use of Constructor Overloading.
	2	Hierarchical inheritance		
	3	Hybrid inheritance		
11th	1	**UNIT5 POLYMORPHISM** Method overloading	1-3	11. Create a program showing the use of Interfaces.
	2	Constructor overloading		
	3	Method overriding		
12th	1	Up-casting	1-3	12. Create a program using Try and Catch Block.
	2	Down-casting		
	3	**UNIT6 ABSTRACT CLASS & INTERFACE** Key points of Abstract class		
13th	1	Interface	1-3	Revision
	2	Difference between an abstract class & interface		
	3	Implementation of multiple inheritance Through interface		
14th	1	**UNIT7 EXCEPTION HANDLING** Definition of exception handling	1-3	Revision
	2	Implementation of keywords like try		
	3	Catch,finally		
15th	1	Throw & Throws	1-3	Revision
	2	Importance of exception handling in practical implementation of live projects		
	3	**REVISION**		
16th	1	**TEST**	1-3	Revision
	2	**REVISION**		
	3	**REVISION**		

Lesson Plan

Name of the Faculty	SAVROOP KAUR
Discipline	Computer Engg.
Semester	6th
Subject	Entrepreneurship Development and Management
Lecture per Week	3
Lesson plan Duration	15 Feb 2024 - 31 May 2024 (16 weeks)

Week	Lecture Day	Topic (including assignment / test)	Delivery Date of Lecture	Remarks
1st		**SECTION - A Unit-1-Introduction:**		
	1st	Introduction		
	2nd	Introduction/ Syllabus		
2nd	1st	Concept/Meaning and its need		
	2nd	Sole proprietorship and partnership forms and other forms of business organisations		
	3rd	Schemes of assistance by entrepreneurial support agencies at National, State, District – level, organisation: NSIC, NRDC,		
3rd	1st	DC, MSME, SIDBI, NABARD, NIESBUD, HARDICON Ltd.		
	2nd	Commercial Banks, SFC's TCO, KVIB, DIC,		
	3rd	Technology Business Incubators (TBI) and Science and Technology Entrepreneur Parks		
4th		**Unit-2 - Market Survey and Opportunity Identification/Ideation**		
	1st	Scanning of the business environment		
	2nd	Salient features of National and Haryana State industrial policies and resultant business opportunities		
	3rd	Types and conduct of market survey		
5th	1st	Assessment of demand and supply in potential areas of growth		
	2nd	Identifying business opportunity, Considerations in product selection		
	3rd	Converting an idea into a business opportunity		
6th		**1st Sessional Test**		
		Unit-3- Project Report Prepration		
	1st	Detailed project report including technical, economic and market feasibility , Common errors in project report preparations		
	2nd	Exercises on preparation of project report,Sample project report		
7th		**SECTION -B Unit-4 Construction Labour**		
	1st	Introduction to Management, Definitions and importance of management		
	2nd	Functions of management: Importance and process of planning, organising, staffing, directing and controlling		
	3rd	Principles of management (Henri Fayol, F.W. Taylor),Concept and structure of an organisation		
8th	1st	Types of industrial organisations and their advantages,Line organisation		
	2nd	Staff organisation,Line and staff organisation.		

	3rd	Functional Organisation		
9th	**Unit-5 -Leadership and Motivation**			
	1st	**a) Leadership :** Definition and Need,Qualities and functions of a leader,Manager Vs leader		
	2nd	Types of leadership,Case studies of great leaders		
	3rd	**b) Motivation :** Definition and characteristics, Importance of self motivation, Factors affecting motivation		
10th	1st	Theories of motivation (Maslow, Herzberg, Douglas, McGregor)		
	Unit-6 - Management Scope in Different Area			
	2nd	**a) Human Resource Management :** Introduction and objective, Introduction to Man power planning, recruitment and selection, Introduction to performance appraisal methods		
	3rd	**b) Material and Store Management :** Introduction functions, and objectives,ABC Analysis and EOQ		
11 th	1st	c) Marketing and sales : Introduction, importance, and its functions,Physical distribution,Introduction to promotion mix,Sales promotion		
	2nd	**d) Financial Management :** Introductions, importance and its functions, knowledge of income tax, sales tax, excise duty, custom duty, VAT, GST		
	2nd Sessional Test			
12th	**Unit-7 - Work Culture**			
	1st	Introduction and importance of Healthy Work Culture in organization		
	2nd	Components of Culture, Importance of attitude, values and behaviour Behavioural		
	3rd	Science – Individual and group behavior.		
13th	1st	Professional ethics – Concept and need of Professional Ethics and human values.		
	Unit-8 - Basic of Accounting and Finance			
	2nd	**a) Basic of Accounting: -** Meaning and definition of accounting,		
	3rd	Double entry system of book keeping		
14th	1st	Trading account		
	2nd	PLA account and balance sheet of a company		
	3rd	**b) Objectives of Financial Management -** Profit Maximization v/s Wealth Maximization		
	Unit- 9 Miscellaneous Topics			
15th	1st	**a) Total Quality Management (TQM)** Statistical process control, Total employees Involveme**nt**		
	2nd	**b) Intellectual Property Right (IPR)** Introduction, definition and its importance		
	3rd	Infringement related to patents, Just in time (JIT)		
16th	1st	Copy right,		
	2nd	Trade mark		
	3rd Sessional Test			

Lesson Plan for Even semester Govt. Polytechnic, Ambala City

Faculty: Munish Gupta (Theory (3) + Practical (4))

Discipline: Computer Engineering Semester: IV **Subject:** DATA STRUCTURES USING 'C'

Lesson Plan Duration: 16 weeks (from 15 Feb. 2024 to 14 June, 2024)

Work Load (Lecture/ Practical) per week (in hours): L- 03, P - 04 + 04

Week	Theory	Practical
1st	L-1 Introduction to data Structure (Linear, Non-Linear, Primitive, Non-Primitive, Contiguous, Non-contiguous data structures)	[P-1] Operations on Arrays (Traversing, insertion, deletion)
	L-2 Problem solving concept, top down and bottom- up design	[P-17] Operations on Arrays (Searching- Linear Search)
	L-3 Structured programming concepts	
2nd	L-4 Concept of data types, variables, constants. concept of data- information	[P-16] Operations on Arrays (Searching- Binary Search)
	L-5 Concept of pointer variables and constants. Arrays and pointers, pointers to structures.	[P-2] The addition of two matrices using functions
	L-6 Concept of Arrays: Single dimensional array Two-dimensional array	
3rd	L-7 Representation of Two-dimensional Array (Base Address, LB, UB)	[P-3] The multiplication of two matrices using function
	L-8 Storage representation of multi-dimensional arrays (Row major, column major order)	[P-*] Creation of arrays using dynamic memory allocation
	L-9 Operations on Arrays (Traversing, Insertion, Deletion)	
4th	L-10 Operations on Arrays (Searching – Linear Search)	[P-*] Creation of structures using dynamic memory allocation
	L-11 Operations on Arrays (Searching – Binary Search)	[P-7] Creation of linked lists using static and dynamic memory allocation
	L-12 Introduction to linked list. Representation of linked lists in Memory, Comparison between Linked List and Array	
5th	**L-13,14 Ist sessional**	**Ist sessional**
	L-15 Traversing a linked list Searching an item in a linked list	[P-7] Insertion of elements in linked list at the beginning, at the last and at the desired location
6th	L-16 Insertion and deletion into linked list (At first Node, Specified Position, Last node Application of linked lists	[P-7] Deletion of an item from a linked list
	L-17 Doubly linked lists Traversing a doubly linked lists Insertion and deletion into doubly linked lists	
	L-18 Applications of linked lists. Stacks, queues	[P-8] Insertion of elements in Doubly linked list at the desired location
7th	L-19 Introduction to stacks. Representation of stacks with array and Linked Lists	[P-8] Deletion of an item from Doubly linked list
	L-20 Application of stacks-Postfix expression evaluation	
	L-21 Transforming infix expression into postfix expression	[P-4] Push and Pop operations in stacks using linked lists.
8th	L-22 Quick Sort	[P-4] Push and Pop operations in stacks using Arrays
	L-23 Concept and Comparison between recursion and Iteration factorial of a no with and without recursion	[P-5] Inserting and deleting elements in queue using arrays.
	L-24 Fobonacii series problem using recursion and without recursion	
9th	L-25 Solving Tower of Hanoi problem using recursion and without recursion	[P-5] Inserting and deleting elements in queue using linked lists
	L-26 Introduction to Queues Implementation of Queues using arrays	
	L-27 Implementation of Queues using linked lists	[P-6] Inserting and deleting elements in circular queue using arrays.
10th	L-28 Circular Queues, De-queues, Application of Queues	[P-6] Inserting and deleting elements in circular queue using linked lists.
	L-29,30 IInd sessional	**IInd sessional**
11th	L-31 Concept of Trees	[P-9] The Factorial of a given number with recursion and without recursion
	L-32 Representation of Binary tree in memory	[P-10] Fibonacii series with recursion and without recursion
	L-33 Preorder Traversal (Non-recursive)	

Week	Theory	Practical
12th	L-34 In order Traversal (Non-recursive)	[P-11] Program for binary search tree operation- inserting/deleting a node into a binary search tree
	L-35 Post order Traversal (Non-recursive)	[P-11] Program for binary search tree operation- preorder, in order, post order traversal
	L-36 Concept of Binary Search Trees (BST)	
13th	L-37 Searching and Inserting nodes into BSTs	[P-12] The selection sort technique
	L-38 Deleting a node from a BST	[P-13] The bubble sort technique
	L-39 Introduction to Heap	
14th	L-40 How to insert Item into a Heap	[P-14] The quick sort technique
	L-41 How to delete an Item from a Heap & Heapsort	[P-14] The quick sort technique
	L-42 Selection sort	
15th	L-43 Insertion Sort	[P-15] The merge sort technique
	L-44 Merging	[P-15] The merge sort technique
	L-45 Merge Sort	
16th	L-46 Revision	IIIrd Sessional
	L-47-48 IIIrd Sessional	
		Revision

Govt. Polytechnic, Ambala City

Lesson Plan

Name of the Faculty   :   **Mrs. Madhu Bala**
Discipline   :   **Computer Engineering**
Semester   :   **2nd**
Subject   :   **Multimedia Applications**
Lesson Plan Duration   :   **15 weeks (from Feb 2024 to June 2024)**
Work Load (Lecture) per week (in hours): Lectures-02 and Lab-02

Week	Lecture day	Topic (including assignment / test)	Practical's
1st	1st	Introduction to Multimedia System; Components and tools of multimedia	Study of Adobe Flash Tool
	2nd	Applications of Multimedia	
2nd	3rd	Multimedia file audio/video format; Media, File Format and types of media files	Frame by Frame Animation
	4th	Basic Multimedia hardware and software requirements. Quality, criteria and specification of hardware component	
3rd	5th	Difference between Analog and Digital Signal	Motion Tweening
	6th	Modulation and Digital Recording; Search of Digital Recording by converting sound into numbers	
4th	7th	Sound Card Connection, History of Sound Card. Types of Sound Card; Area of computer to use sound card, advantages of external sound card	Shape Tweening
	8th	Function of Playback and recording, MIDI, Components of MIDI, MIDI Connectors, Features and working of MIDI	
5th	9th	Revision	Practice
	10th	Sessional 1	
6th	11th	Hardware Requirement for text	Single Layer Masking
	12th	Software Requirement for text	
7th	13th	Coloring of Text	Double Layer Masking
	14th	Fundamental Image Processing Steps	
8th	15th	Types of Image Processing	Adding Video Clips
	16th	Digital Image Editing	
9th	17th	Class Test	Movie Clip, Buttons
	18th	Animation Techniques	

Theory (column header spanning Lecture day and Topic columns)

10th	19th	Revision	Practice
	20th	Sessional 2	
11th	21st	Digital Video fundamentals	Publishing of Flash Movie
	22nd	Relationship between pixel and video bitrate	
12th	23rd	Steps to create high quality video	Study of Adobe Photoshop Tools
	24th	Digital Video Production Techniques	
13th	25th	Revision	Image Editing in Photoshop
	26th	Authoring Tools and their features	
14th	27th	Classification of Authorizing Tools	Applying Special Effects
	28th	Multimedia Project Planning and Costing	
15th	29th	Multimedia team	Practice
	30th	Sessional 3	