

Mrs. K. Durga Devi







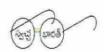


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Basic Electrical & Electronics Engineering

Mrs. K. Durga Devi

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AMARAVATHI

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Course Outcomes

- Remember the fundamental laws, operating principles of motors, generators, MC and MI instruments.
- Understand the problem solving concepts associated to AC and DC circuits, construction and operation of AC and DC machines, measuring instruments; different power generation mechanisms, Electricity billing concept and important safety measures related to electrical operations.
- Apply mathematical tools and fundamental concepts to derive various equations related to
 machines, circuits and measuring instruments; electricity bill calculations and layout
 representation of electrical power systems.
- 4. Analyze different electrical circuits, performance of machines and measuring instruments.
- 5. Evaluate different circuit configurations, Machine performance and Power systems operation.

Part-A: Basic Electrical Engineering

Unit-I: DC & AC Circuits

DC Circuits: Electrical circuit elements (R, L and C), Ohm's Law and its limitations, KCL & KVL, series, parallel, series-parallel circuits, Super Position theorem, Simple numerical problems.

AC Circuits: A.C. Fundamentals: Equation of AC Voltage and current, waveform, time period, frequency, amplitude, phase, phase difference, average value, RMS value, form factor, peak factor, Voltage and current relationship with phasor diagrams in R, L, and C circuits, Concept of Impedance, Active power, reactive power and apparent power, Concept of power factor (Simple Numerical problems).

Unit-II: Machines and Measuring Instruments

Machines: Construction, principle and operation of (i) DC Motor, (ii) DC Generator, (iii) Single Phase Transformer, (iv) Three Phase Induction Motor and (v) Alternator, Applications of electrical machines.

Measuring Instruments: Construction and working principle of Permanent Magnet Moving Coil (PMMC), Moving Iron (MI) Instruments and Wheat Stone bridge.

Unit-III: Energy Resources, Electricity Bill & Safety Measures

Energy Resources: Conventional and non-conventional energy resources; Layout and operation of various Power Generation systems: Hydel, Nuclear, Solar & Wind power generation.

Electricity bill: Power rating of household appliances including air conditioners, PCs, Laptops, Printers, etc. Definition of "unit" used for consumption of electrical energy, two-part electricity tariff, calculation of electricity bill for domestic consumers.

Equipment Safety Measures: Working principle of Fuse and Miniature circuit breaker (MCB), merits and demerits. Personal safety measures: Electric Shock, Earthing and its types, Safety Precautions to avoid shock.

Part-B: Basic Electronics Engineering

Course Outcomes

- 1. Apply the concept of science and mathematics to understand the working of diodes, transistors, and their applications.
- 2. Explain the characteristics of diodes and transistors.
- 3. Familiarize with the number systems, codes, Boolean algebra and logic gates.
- 4. Understand the working mechanism of different combinational, sequential circuits and their role in the digital systems.

Unit-I: Semiconductor Devices

Introduction - Evolution of electronics - Vacuum tubes to nano electronics - Characteristics of PN Junction Diode - Zener Effect - Zener Diode and its Characteristics. Bipolar Junction Transistor - CB, CE, CC Configurations and Characteristics - Elementary Treatment of Small Signal CE Amplifier.

Unit-II: Basic Electronic Circuits and Instrumenttaion

Rectifiers and power supplies: Block diagram description of a dc power supply, working of a full wave bridge rectifier, capacitor filter (no analysis), working of simple zener voltage regulator. Amplifiers: Block diagram of Public Address system, Circuit diagram and working of common emitter (RC coupled) amplifier with its frequency response. Electronic Instrumentation: Block diagram of an electronic instrumentation system.

Unit-III: Digital Electronics

Overview of Number Systems, Logic gates including Universal Gates, BCD codes, Excess-3 code, Gray code, Hamming code. Boolean Algebra, Basic Theorems and properties of Boolean Algebra, Truth Tables and Functionality of Logic Gates – NOT, OR, AND, NOR, NAND, XOR and XNOR. Simple combinational circuits—Half and Full Adder, Introduction to sequential circuits, Flip flops, Registers and counters (Elementary Treatment only)

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Introduction to **Programming**

Mr. K. Vijaya Prasad

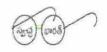














Introduction 5 Pro

As per CBCS & NEP Introduction to (Problem Solving using 'C')

Mr. K. Vijaya Prasad

SunRaise

AatmaNirbharBharat Abhiyan

Introduction to Programming

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Introduction to Programming

Course Outcomes

A student after completion of the course will be able to

- 1. Understand basics of computers, the concept of algorithm and algorithmic thinking.
- 2. Analyse a problem and develop an algorithm to solve it.
- 3. Implement various algorithms using the C programming language.
- 4. Understand more advanced features of C language.
- 5. Develop problem-solving skills and the ability to debug and optimize the code.

Unit-I: Introduction to Programming and Problem Solving

History of Computers, Basic organization of a computer: ALU, input-output units, memory, program counter, Introduction to Programming Languages, Basics of a Computer Program-Algorithms, flowcharts (Using Dia Tool), pseudo code. Introduction to Compilation and Execution, Primitive Data Types, Variables, and Constants, Basic Input and Output, Operations, Type Conversion, and Casting.

Problem solving techniques: Algorithmic approach, characteristics of algorithm, Problem solving strategies: Top-down approach, Bottom-up approach, Time and space complexities of algorithms.

Unit-II: Control Structures

Simple sequential programs Conditional Statements (if, if-else, switch), Loops (for, while, dowhile) Break and Continue.

Unit-III: Arrays and Strings

Arrays indexing, memory model, programs with array of integers, two dimensional arrays, Introduction to Strings.

Unit-IV: Pointers & User Defined Data types

Pointers, dereferencing and address operators, pointer and address arithmetic, array manipulation using pointers, User-defined data types-Structures and Unions.

Unit-V: Functions & File Handling

Introduction to Functions, Function Declaration and Definition, Function call Return Types and Arguments, modifying parameters inside functions using pointers, arrays as parameters. Scope and Lifetime of Variables, Basics of File Handling.

'C' Language

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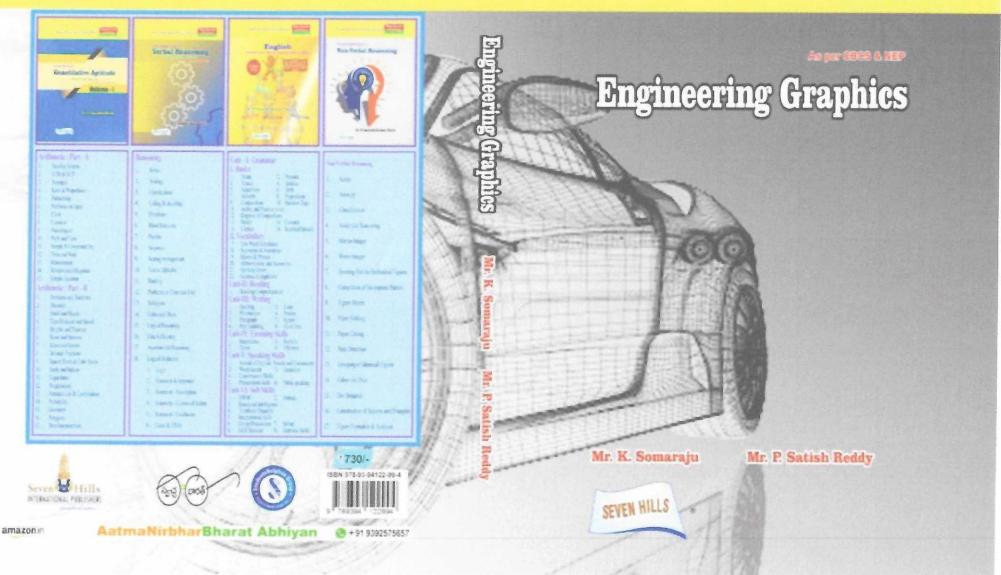
Engineering Graphics

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Engineering Graphics

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Engineering Graphics

Course Outcomes

- 1. Understand the principles of engineering drawing, including engineering curves, scales, orthographic and isometric projections.
- 2. Draw and interpret orthographic projections of points, lines, planes and solids in front, top and side views.
- 3. Understand and draw projection of solids in various positions in first quadrant.
- 4. Explain principles behind development of surfaces.
- 5. Prepare isometric and perspective sections of simple solids.

Unit-I

Introduction: Lines, Lettering and Dimensioning, Geometrical Constructions and Constructing regular polygons by general methods.

Curves: construction of ellipse, parabola and hyperbola by general, Cycloids, Involutes, Normal and tangent to Curves.

Scales: Plain scales, diagonal scales and vernier scales.

Unit-II

Orthographic Projections: Reference plane, importance of reference lines or Plane, Projections of a point situated in any one of the four quadrants.

Projections of Straight Lines: Projections of straight lines parallel to both reference planes, perpendicular to one reference plane and parallel to other reference plane, inclined to one reference plane and parallel to the other reference plane. Projections of Straight Line Inclined to both the reference planes

Projections of Planes: regular planes Perpendicular to both reference planes, parallel to one reference plane and inclined to the other reference plane; plane inclined to both the reference planes.

Unit-III

Projections of Solids: Types of solids: Polyhedra and Solids of revolution. Projections of solids in simple positions: Axis perpendicular to horizontal plane, Axis perpendicular to vertical plane and Axis parallel to both the reference planes, Projection of Solids with axis inclined to one reference plane and parallel to another plane.

Unit-IV

Sections of Solids: Perpendicular and inclined section planes, Sectional views and True shape of section, Sections of solids in simple position only.

Development of Surfaces: Methods of Development: Parallel line development and radial line development. Development of a cube, prism, cylinder, pyramid and cone.

Unit-V

Conversion of Views: Conversion of isometric views to orthographic views; Conversion of orthographic views to isometric views.

Computer graphics: Creating 2D&3D drawings of objects including PCB and Transformations using Auto CAD (*Not for end examination*).

Engineering Graphics

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