Introduction to Electronics and Communication Engineering		Semester	I/II
Course Code	1BESC104C/204C	CIE Marks	50
Teaching Hours/Week (L:T:P: S)	3:0:0:0	SEE Marks	50
Total Hours of Pedagogy	40	Total Marks	100
Credits	03	Exam Hours	03
Examination type (SEE)	**Theory**		

Course outcome (Course Skill Set)

At the end of the course, the student will be able to:

1. Analyse basic electronic circuits using the principles of rectifiers, voltage regulators, and amplifiers.
2. Analyse the behaviour of analog circuits including oscillators and operational amplifiers in signal generation and conditioning applications.
3. Illustrate the fundamental concepts of analog and digital modulation techniques based on their characteristics and suitability for communication systems.
4. Interpret the structure and functionality of embedded systems and digital logic components such as microcontrollers, sensors, and logic gates.
5. Apply number system conversions and Boolean algebra to design and implement basic combinational logic circuits.

Module-1

Power Supplies: Block Diagram, Rectifiers, Reservoir and Smoothing Circuits, Improved Ripple Filters, Full Wave Rectifiers, Bi Phase Rectifiers Circuits, Bridge Rectifier Circuits, Voltage Regulators, Output Resistance and Voltage Regulation, Voltage Multipliers, (Only Voltage Doubler) Switched Mode Power Supplies.

Amplifiers: Types of Amplifiers, Gain, Input and Output Resistance, Frequency Response, Bandwidth, Phase Shift, Negative Feedback.

Text 1: Page No: 117-128, 139-146 Number of Hours:8

Module-2

Oscillators: Positive Feedback, Condition for Oscillations, Ladder Network Oscillator, Wein Bridge Oscillator, Single-Stage Astable Oscillator, Crystal Controlled Oscillators (Only Concepts, Working, and Waveforms. No Mathematical Derivations)

Operational Amplifiers: Operational Amplifier Parameters, Operational Amplifier Characteristics, Operational Amplifier Configurations, Operational Amplifier Circuits.

Text 1: Page No:179-186, 165-169, 171-175 Number of Hours:8

Module-3

Analog Communication Schemes: Introduction, Modern Communication System Scheme: Information Source and Input Transducer, Transmitter, Channel or Medium, Noise, Receiver, Concept of Modulation, Concept of Radio Wave Propagation (Ground, Space, Sky), Types of Communication Systems.

Modulation Schemes: Amplitude Modulation, Angle Modulation, Advantages of Digital Communication Over Analog Communication, Multiplexing, Digital Modulation Schemes: ASK, FSK, PSK, (Explanation with Waveform)

Text 2: 1.1, 1.2, 1.3, 1.4, 1.5, 1.6, 1.9, 1.12, 1.15, 2.2.1, 3.2.1, 6.1, 6.11, 6.12, 6.13, 6.15, 6.16. Number of Hours:8

Module-4

Embedded Systems: Definition, Embedded Systems Vs General Computing Systems, Classification of Embedded Systems, Major Application Areas of Embedded Systems, Purpose of an Embedded System, Core of The Embedded System: Microprocessors, GPP Vs ASIP, Microcontrollers, Microprocessor Vs Microcontroller, DSP, RISC V/S CISC, Memory: ROM, Sensors, Actuators, LED, 7-Segment LED Display.

Text 3: 1.1, 1.2, 1.4, 1.5, 1.6, 2.1.1.1-2.1.1.6, 2.2.1, 2.3.1, 2.3.2, 2.3.3.1, 2.3.3.2. Number of Hours:8

Module-5

Boolean Algebra and Logic Circuits: Binary Numbers, Number Base Conversion- Binary, Decimal And Octal and Hexa Decimal Numbers and Vice-Versa, Complements-1's and 2's, Basic Definitions, Basic Theorems and Properties of Boolean Algebra, Boolean Functions, Canonical and Standard Forms, Digital Logic Gates.

Combinational Logic: Introduction, Design Procedure, Adders- Half Adder, Full Adder.

Text 4: 1.2, 1.3, 1.4, 1.5, 2.1, 2.3, 2.4, 2.5, 2.7, 4.1, 4.2, 4.3. Number of Hours:8

Suggested Learning Resources: (Text Book)

1. Mike Tooley "Electronic Circuits Fundamentals & Applications,"5th Edition, Elsevier, 2020.
2. S L Kakani and Priyanka Punglia, 'Communication Systems', Ist Edition, New Age International Publisher, 2017.
3. K V Shibu, 'Introduction to Embedded Systems', 2nd Edition, McGraw Hill Education (India), Private Limited, 2019.
4. Digital Logic and Computer Design, M. Morris Mano, Pearson Education, 2017, ISBN-978-93-325- 4252-5.

Web links and Video Lectures (e-Resources):

- https://nptel.ac.in/courses/122106025
- https://nptel.ac.in/courses/108105132

Teaching-Learning Process (Innovative Delivery Methods)

The following are sample strategies that educators may adopt to enhance the effectiveness of the teaching-learning process and facilitate the achievement of course outcomes.

1. Lecture method (L) does not mean only the traditional lecture method, but a different type of teaching method may be adopted to develop the outcomes.
2. Show Video/animation films to explain the functioning of various analog and digital circuits.
3. Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyse information rather than simply recall it.
4. Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
5. Discuss how every concept can be applied to the real world - and when that's possible, it helps improve the students' understanding.

Assessment Structure:

The assessment in each course is divided equally between Continuous Internal Evaluation (CIE) and the Semester End Examination (SEE), with each carrying 50% weightage.

- To qualify and become eligible to appear for SEE, in the **CIE**, a student must score at least **40% of 50 marks**, i.e., **20 marks**.
- To pass the **SEE**, a student must score at least **35% of 50 marks**, i.e., **18 marks**.

Notwithstanding the above, a student is considered to have **passed the course,** provided the combined total of **CIE and SEE is at least 40 out of 100 marks**.

Continuous Comprehensive Evaluation (CCE):

CCE will be conducted for a total of 25 marks. It is recommended to include a maximum of two learning activities aimed at enhancing the holistic development of students. These activities should align with course objectives and promote higher-order thinking and application-based learning.

Learning Activity 1: (Marks 25): Two assignments (for 10marks and 15marks) related to simulation of simple circuits (using any simulation tool such as LTSpice, KICad etc.), at RBL3, RBL4, or RBL5 levels, assignment reports should include circuit design, schematic, and simulation results.

Rubrics for Assignment

	Superior	Good	Fair	Needs Improvement	Unacceptable
Demonstrates an Understanding of Simulation Environment – 5 marks	Explains simulation concepts clearly, accurately, and with insightful connections **(5)**	Explains simulation concepts accurately with minor gaps in detail **(4)**	Shows basic understanding of simulation concepts but lacks depth or has some inaccuracies **(3)**	Understanding is limited, with frequent errors or confusion **(2)**	Shows little or no grasp of the simulation concepts **(2)**
Able to Apply Laws/Equations and Correct Methodology – 10 marks	Applies laws/equations flawlessly with correct and efficient methodology **(10)**	Applies laws/equations correctly with minor methodological lapses **(9)**	Applies laws/equations partially correctly; some steps or logic missing **(7)**	Frequent errors in applying laws/equations or methodology **(5)**	Unable to apply laws/equations or follow correct methodology **(3)**
Performs Accurate Calculations and Provides precise Answers – 10 marks	All calculations and simulations are accurate; answers precise and in correct format/units **(10)**	Minor calculation and simulation errors; answers mostly precise and correctly formatted **(9)**	Some correct calculation/simulations but noticeable errors; precision inconsistent **(7)**	Frequent calculations/simulation errors; answers often imprecise or incomplete **(6)**	Calculations/Simulations mostly incorrect; answers missing or irrelevant **(3)**

Suggested Learning Activities may include (but are not limited to):

- **Learning Activity -1:** Course Project
- **Learning Activity -2:** Open Book Test (preferably at RBL4 and RBL5 levels)
- **Learning Activity -3:** Assignment (at RBL3, RBL4, or RBL5 levels)
- **Learning Activity -4:** Any other relevant and innovative academic activity
- **Learning Activity -5:** Use of MOOCs and Online Platforms

Suggest Innovative Deliver Methods may include (but are not limited to):

- Flipped Classroom

- Problem-Based Learning (PBL)
- Case-Based Teaching
- Simulation and Virtual Labs
- Partial Delivery of course by Industry expert/ industrial visits
- ICT-Enabled Teaching
- Role Play