C-23 CBD-501 Industrial Management and Entrepreneurship

MODEL BLUE PRINT OF THE QUESTION PAPER

SI. No	Chapter Name	Periods Allocated	Periods Weightage Distribution of Distribu				Marks \ istribut Weight	ion of	
				R	U	Ар	R	U	Ар
1	Principles of Management.	10	16	1	1	1	3	3	10
2	Organization Structure & Organizational Behaviour.	18	26	1	1	2	3	3	20
3	Production Management.	17	26	1	1	2	3	3	20
4	Engineering Ethics & Safety and Labour Codes.	20	26	1	1	2	3	3	20
5	Entrepreneurship & Start-ups.	10	16	1	1	1	3	3	10
TOTAL		75	110	5	5	08	15	15	80

Note: R-Remembering; U-Understanding; Ap-Applying;

Table specifying the scope of syllabus to be covered for Unit Test-I & Unit Test-II CBD-501:: Industrial Management & Entrepreneurship

Unit Test	Learning Outcomes to be covered
Unit Test – I	From 1.1 to 3.12
Unit Test – II	From 4.1 to 5.12

Unit Test - 1

Q.No	Question from the Chapter	Bloom's category	Marks allocated	CO addressed
	Part - A (16 marks)	1	,
1	Principles of Management, Organization Structure & Organizational Behaviour and Production Management	R,U	4	CO1,CO2, CO3
2	Principles of Management	U	3	CO1
3	Organization Structure & Organizational Behaviour	U	3	CO2
4,5	Production Management	U	6	CO3
	Part - B (24 marks)		
6	Principles of Management	U	8	CO1
7	Organization Structure & Organizational Behaviour	U	8	CO2
8	Production Management	U	8	CO3

Unit Test - 2

Q.No	Question from the topic	Bloom's category	Marks allocated	CO addressed
	Part - A (16 mark	s)		
1	Engineering Ethics and Human Values and Entrepreneurship & Start-ups	R,U	4	CO4, CO5
2	Engineering Ethics and Human Values	U	1	CO4
3	Entrepreneurship & Start-ups	U	3	CO5
	Part - B (24 mark	s)		
6	Engineering Ethics and Human Values	U	8	CO4
7	Entrepreneurship & Start-ups	U	8	CO5
8	Engineering Ethics and Human Values and Entrepreneurship & Start-ups	U	8	CO4, CO5

R-Remembering; U-Understanding; Ap-Applying; An- Analylising

BOARD DIPLOMA EXAMINATION,

Unit Test - 1

CBD-501 Industrial Management and Entrepreneurship

Time: 90 Minutes Total Marks: 40

PART - A

Instructions: 1st Question having 4 one-mark questions, and remaining 4Questions carry 3 marks each

- 1. (a) The highest skill required for top level management is ------
 - (b) Who stated the Needs of hierarchy theory?
 - (c) PERT is event oriented approach (Yes/No)
 - (d) Choose the correct answer

Bin card are used in (planning department/stores/marketing department/finance department)

- 2. Differentiate Management and Administration.
- 3. Explain Trait theory of leadership
- 4. Define Routing, Scheduling and Production control.
- 5. State the purpose of bin card

PART - B

Instructions: Part B consists of 3 Units.

Answer any one full question from each unit. Each question carries 8 marks and may have sub questions.

6. (a) Explain Staff organisation with the aid of sketch and state advantages and disadvantages.

(OR)

(b)Explain Maslow's Hierarchy of needs

7. (a) Explain ABC Analysis of inventory.

(OR)

(b) For the following data of a project, draw the network. Find out critical path and project duration

Activity.	1-2	13	14	25	35	36	46	57	67
Days.	5	4	7	6	10	7	8	5	6

8(a) Explain the principles of management.

(b) Explain functions of Management.

BOARD DIPLOMA EXAMINATION,

Unit Test - 2

CBD-501 Industrial Management and Entrepreneurship

Time : 90 Minutes Total Marks: **40**

PART - A

Instructions: 1st Question having 4 one-mark questions, and remaining 4Questions carry 3 marks each

- 1. (a) Write the full form of TQM
 - (b) Write the full form of MSME
 - (c) Choose the correct answer

ISO means Indian organisation for standardisation (Yes/No)

- (d) EDP means -----
- 2. List out causes for accidents in the industry
- 3. What are the expectations of entrepreneur?
- 4. What are the pillars of TQM?
- 5. Lit out Beneficiaries of ISO9000 certification

PART - B

Instructions: Part B consists of **3**Units. Answer any one full question from each unit. Each question carries 8 marks and may have sub questions.

6. (a) Explain various industrial hazards.

(OR)

(b) Explain Industrial Relations Code, 2020

7. (a) Explain any four self-employment schemes

(OR)

- (b) Explain the Entrepreneurial Development schemes existing in our country
- 8 (a) what are the advantages and disadvantages of ISO 9000series of standards

(OR)

(b) Explain Occupational Safety, Health and Working Conditions Code, 2020

C-23-CBD-501

BOARD DIPLOMA EXAMINATION,

DCBD - V SEMESTER EXAMINATION

INDUSTRIAL MANAGEMENT AND ENTREPRENEURSHIP

Time: 3 Hours Total Marks: 80

PART – A

Answer all questions

10 x 3=30

- 1. With line diagram, show the managerial skills needed at various levels of management
- 2. Differentiate administration, organisation and management
- **3.** List out various types selection tests
- 4. Explain Trait theory of leadership
- 5. What is meant by inventory control
- 6. List out various types of productions and explain any one of them
- **7.** Write the classification of Engineering ethics
- 8. List out causes of industrial accidents
- 9. What are the pillars of TQM
- 10. Lit out Beneficiaries of ISO9000 certification

PART B

Answer all questions

5 x 8=40

- 11. Explain principles of management stated by Henry Foyal
- 12 Explain Maslow's needs of hierarchy motivation theory

- 13 Explain Line and Staff organisation structure
- 14 Explain different types of productions
- 15 For the following data of a project, Draw the network, Find out critical path and project Duration.

Activity.	12	16	23	2-4	35	45	67	58	7-8
Optimistic time days	2	2	5	1	5	2	3	2	7
Most likely time days	5	5	11	4	11	5	9	2	13
Pessimistic time days	14	8	29	7	17	14	27	8	31

- 16 Explain causes of industrial accidents and cost of industrial accidents
- 17 Explain the salient features of Industrial Relations Code, 2020
- 18 Explain break even analysis with a line diagram.

C-23 CBD-502 ADVANCED CLOUD COMPUITNG

Model Blue Print:

S.No.	Chapter/Unit title	No.of periods	Weightage Allocated	Marks Wise Distribution of Weightage			stribution Distribution of Weightage				
				R	U	Ар	R	U	Ар		
1	AWS Cloud Networks.	10	16	3	10	3	2	1		CO1	
2	Google Cloud Platform and Microsoft Azure	20	36	3	20	13	2	3		CO2	
3	Cloud Security.	10	16	6	10		2	1		CO3	
4	Green Cloud Computing	10	26	6	20		2	2		CO4	
5	Cloud Applications	10	16	3		13	1		2	CO5	
•	Total	60	110	21	60	29	9	7	2		

Table specifying the scope of syllabus to be covered for unit tests

Unit Test	Learning outcomes to be covered
Unit test-1	From 1.1 to 2.3
Unit test-2	From 3.1 to 5.3

DIPLOMA IN CLOUD COMPUTING AND BIG DATA ENGINEERING MODEL PAPER ADVANCED CLOUD COMPUTING UNIT TEST-1

SCHEME: C-23 SUBJ CODE:CBD-502 MAX MARKS:40 TIME: 90Minutes

PART-A 16Marks

Instructions: 1) Answer all questions

2) First question carries 4marks, and each question of Remaining carries 3marks

1. a) AWS stands for Amazon Web Services (True/False) b) AWS provides the services based on the concept of	(CO1) (CO1) (CO2)	
I) Cloud Big table II) Cloud IAM III) VPC IV) Compute Engine 2. List the Applications of AWS	(CO1)	
3. Write the advantages of Google cloud platform.	(CO2)	
4. List different AWS services.	(CO1)	
5. List the different services of Microsoft Azure	(CO2)	
PART-B Instructions: 1) Answer all questions 2) Each question carries 8 Marks 3) Answer should be comprehensive and the criterion for	3X8=24Marks	
content but not the length of the answer		
content but not the length of the answer 6. (a) Explain the network services in AWS Cloud	(CO1)	
	(CO1)	
6. (a) Explain the network services in AWS Cloud (Or) (b) Explain the storage services in AWS Cloud 7. a) Explain the Working of Microsoft Azure	, ,	
6. (a) Explain the network services in AWS Cloud (Or) (b) Explain the storage services in AWS Cloud	(CO1)	
6. (a) Explain the network services in AWS Cloud (b) Explain the storage services in AWS Cloud 7. a) Explain the Working of Microsoft Azure (Or)	(CO1) (CO2)	

Board Diploma Examination Model paper -End Exam DIPLOMA IN CLOUD COMPUTING AND BIG DATA ENGINEERING ADVANCED CLOUD COMPUTING

SCHEME: C-23 SUBJ CODE: CBD-502 MAX MARKS: 80 TIME: 3HOURS

Part-A

1.	State any three features of AWS.	(CO1)
2.	List any three different types of AWS services	(CO1)
3.	List any three different services of Microsoft Azure	(CO2)
4.	State the Key Features of Google Cloud Platform	(CO2)
5.	Define the term 'Cloud Security'	(CO3)
6.	Define the terms privacy and trust in cloud security	(CO3)
7.	Define the term Green cloud computing	(CO4)
8.	List any three Features of CloudSim	(CO4)
9.	List any three Geo-science and image processing applications in cloud	(CO5)
10.	List any three Media applications in cloud	(CO5)

PART-B 5×10=50 Marks

Instructions: 1) Answer any Five questions

2) Each question carries Ten marks.

3) Answers should be comprehensive and the criterion for valuation is the content but not the length of the answer.

11. Explain the Network services in AWS Cloud 12. Describe the working of Google cloud platform.	(CO1) (CO2)
13. Write any eight differences between AWS, Microsoft Azure, and Goo	•
	(CO2)
14. Explain the Following google cloud platform services	` ,
(a) Compute Services (b) Network services	(CO2)
15. Explain about Host Level Security.	(CO3)
16. Explain about Data Security Mitigation	(CO3)
17. Explain CloudSim Architecture	(CO4)
18. Explain the role of Cloud Computing in ERP and CRM	(CO5)

C-23 CBD-503 Software Engineering

Model Blue Print:

S.No.	Chapter/ Unit title	No.of	Weighta ge Allocated	Marł Distr Weię	s Wis ibution ghtage	n of	Distr	stion v ibution ghtage	n of	CO's Mapped
				R	U	Ар	R	U	Ар	
1	Basics of Software Engineering Designs & Life Cycle Models	10	16	6	10		2	1		C01
2	Software Project Management	18	16	6		10	2		1	CO2
3	Requirement Analysis & Specifications	10	13	3	10		1	1		C03
4	Software Design, Coding	22	39	9	30		3	3		CO4
5	Software testing, Debugging, Reliability, Quality Management & Maintenance	15	26	6	20	10	2	2		CO5
	Total	75	80	30	70	10	10	7	1	

Table specifying the scope of syllabus to be covered for unit tests

	J
Unit Test	Learning outcomes to be covered
Unit test-1	From 1.1 to 3.6
Unit test-2	From 4.1 to 5.7

DIPLOMA IN CLOUD COMPUTING & BIG DATA ENGINEERING MODEL PAPER SOFTWARE ENGINEERING UNIT TEST-1

SCHEME: C-23 SUBJ CODE: CBD-503 MAX MARKS:40 TIME: 90Minutes PART-A 16 Marks **Instructions**:1) Answer all questions 2) First question carries 4marks, and each question of remaining carries 3marks 1. a) Water fountain model is not a software life cycle model (True/False) (CO1) b) Set of instructions is (CO1) c) SPMP stands for -----(CO2) d) Which one the following is not an external interface requirement [] (CO3) i) User Interface II) Hardware Interface III) personal interface IV) Software interface 2) What is software crisis and how do you solve it? (CO1) 3) List any three job responsibilities of software project manager. (CO2) 4) Describe Lines of code? (CO2) 5) What is the purpose of Requirements Traceability? (CO3) PART-B 3 X 8=24Marks **Instructions:** 1) Answer all questions 2)Each question carries 8 Marks 3)Answer should be comprehensive and the criterion for valuation is the content but not the length of the answer 6. a) Explain Classical water fall model in detail. (CO1) Or b) Explain spiral model in detail (CO1) 7. a) Explain the two different works of Staffing Level Estimations. (CO2) Or

(CO2)

b) Explain Risk Management.

8. a) Explain functional requirements in detail. (CO3) Or b) Explain Requirement gathering and analysis (CO3) **BOARD DIPLOMA EXAMINATION** DIPLOMA IN CLOUD COMPUTING & BIG DATA ENGINEERING MODEL PAPER-END EXAMINATION SOFTWARE ENGINEERING SCHEME: C-23 SUBJ CODE:CBD-503 TIME: 3HOURS MAX MARKS:80 PART-A 10X3=30Marks Note: Answer all questions 1. Define the term High Level Language Programming (CO1) 2. Describe the Solution to the Software Crisis (CO1) 3. List any three Responsibilities of a Software Project Manager (CO2) 4. State the Metrics for Project Size Estimation (CO2) 5. What is Requirement analysis? (CO3) 6. Define the terms Cohesion and Coupling (CO4) 7. List any three Characteristics of a good User Interface (CO4) 8. State the importance of Code Review (CO4) 9. Define Software Quality (CO5) 10. List any three Reliability Metrics (CO5) PART-B 5x10=50Marks Note: Answer any five questions and each question carry 10 marks 11. Explain the Software Life Cycle Models? (CO1) 12. Explain the three Project Estimation Techniques? (CO2) 13. Explain Organization of the SRS Document? (CO3) 14. Explain the two approaches of Software Design? (CO4) List and explain Building blocks of UML 15. (CO4) 16. Explain any two Types of User Interface (CO4)

(CO5)

(CO5)

17.

18.

Explain the concept of Debugging?

Explain in detail about Software Quality Management System?

C-23 CBD-504 Internet of Things

Model blue print:

s.	Chapter Name	Period s	Weightage allotted	Mark Distribu Weigl	ition of	Questi Distrib Weig	COs Mapped	
No.		allocate		R	U	R	U	
1.	Introductio n of IOT	10	16	6	10	2	1	CO1
2.	Data Protocols	14	26	6	20	2	2	CO2
3.	Communication Technologies	14	26	6	20	2	2	CO3
4.	Wireless Sensor Networks	14	29	9	20	3	2	CO4
5.	Role Of IOT	8	13	3	10	1	1	CO5
	Total	60	110	30	80	10 8		

Table specifying the scope of syllabus to be covered for unit tests

Unit Test	Learning outcomes to be covered
Unit test-1	From 1.1 to 3.2
Unit test-2	From 3.3 to 5.13

DIPLOMA IN CLOUD COMPUTING & BIG DATA ENGINEERING

MODEL PAPER Internet of Things UNIT TEST-1

SCHEME: C-20 MAX MARKS:40	UNII 1E51-1	SUBJ CODE:CBD-504 TIME: 90Minutes			
P	ART-A	16Marks			
Instructions:1) Answer a 2) Firs carries 3marks	all questions et question carries 4marks, and	each question of remaining			
1. a) Sensors are not used in IOT	(True/False)	(CO1)			
b) IOT technology used in Fast Ta	g is	(CO1)			
c)	are two of CoAp message	types (CO2)			
d) Which one of the following is Co	ommunication Technology of IC	OT (CO1)			
i) ZIGBEE II) XMPP III) AMQP IV)	HTML				
2) List any three IOT challenges3) List any three features of XMPP.4) Define Secure MQTT5)What is IEEE 802.15.4		(CO1) (CO2) (CO2) (CO3)			
		3X8=24Marks on for valuation is the content			
6. a) Explain architecture of IOT	_	(CO1)			
b) List and explain Routing prot	Or ocols.	(CO1)			
7. a) Explain XMPP in detail	Or	(CO2)			
b) Explain AMQP in detail 8. a) List and Explain IEEEE 802.		(CO2) (CO3)			
b) Explain different topologies of	Or	(CO3)			

BOAR DIPLOMA EXAMINATIONS DIPLOMA IN CLOUD COMPUTING & BIG DATA ENGINEERING MODEL PAPER -END EXAMINATION Internet of Things

SCHEME: C-20 MAX MARKS:80	SUBJ CODE:CBD-504 TIME: 3HOURS
PART-A	10X3=30Marks
Note: Answer all questions	
 What is the need of Sensor. List any three applications of RFID Define MQTT List any three features of XMPP List IEEE 802.15.4 types List applications of Bluetooth What is Wireless Sensor Network List M2M features List any three Applications of WSN List automation applications of IOT PART-B	(CO1) (CO1) (CO2) (CO2) (CO3) (CO3) (CO4) (CO4) (CO4) (CO4)
	5x10=50Marks
Note: Explain any five questions	
 11. List and explain functional Components of IOT 12. List and explain CoAP message types 13. Explain core XMPP Technologies 14. List and explain ZIGBEE types 15. Explain working principle of NFC 16. Explain Information theoretic self-management in 17. Explain Wireless Multimedia Sensor Networks 18. Explain the role of IOT for automation of Smart cit 	(CO4)

C-23 CBD-505 BIG DATA ANALYTICS

Model Blue Print:

S.No.	Chapter/U nit title	No.of periods	Weightage Allocatd	Marks Wise Distribution of Weightage			Questi Distrib Weigh	utio	CO's Mapped	
				R	U	Ар	R	U	Ар	
1.	HADOOP AND HADOOP DISTRIBUTED FILE SYSTEMS	20	26	6	20		2	2		CO1
2.	MAPREDUCE	15	26	3	10	10	1	1	1	CO2
3.	HBASE AND PIG	15	26	3	20	3	1	1	2	CO3
4.	HIVE	13	16	6	10		2	1		CO4
5.	SPARK	12	16	3	10	3	1	1	1	CO5
	Total	75	110	21	70	16	7	6	4	

Table specifying the scope of syllabus to be covered for unit tests

Unit Test	Learning outcomes to be covered
Unit test-1	From 1.1 to 3.5
Unit test-2	From 3.6 to 5.9

DIPLOMA IN CLOUD COMPUTING & BIG DATA ENGINEERING

MODEL PAPER

Big Data Analytics

UNIT TEST-1

SCHEME: C-23	SUBJ CODE: CBD-505
MAX MARKS:40	TIME: 90Minutes
PART-A	16Marks
Instructions: 1) Answer all questions	
2) First question carries 4marks, and each question	on of remaining carries 3marks
1. a)Multiple clients can write into a HDFS file concurrently (True/False)	(CO1)
b) is a command used for file system check in HDFS	(CO1)
c)HDFS Stands for	(CO1)
d) Which of the following is not in Bigdata solution for deployment	
A. Data Injection. B. Data Store. C. Data Processing. D. Data Mining	(CO1)
2. How big data and Hadoop are related to each other.	(CO1)
3. List the steps involved in MapReduce	(CO2)
4. Write any three limitations of MapReduce.	(CO3)
5. Write any three differences between RDBMS and HBase	(CO3)
PART-B	3X8=24Marks
Instructions:1) Answer all questions	
2) Each question carries 8 Marks	
3) Answer should be comprehensive and the criteri	on for valuation is the content
but not the length of the answer	
6. a) Explain Hadoop architecture and its components with diagram	(CO1)
OR	
b) Explain the architecture of HDFS	(CO1)
7. a) Write a MapReduce program to implement Matrix multiplication	(CO2)
OR	
b) Explain about the anatomy of MapReduce	(CO2)
8. a) Explain the data flow in MapReduce framework	(CO2)
OR	
b) Write steps in installation and configuration of HBase in standalone r	mode (CO3)

BOARD DIPLOMA EXAMINATION DIPLOMA IN CLOUD COMPUTING & BIG DATA ENGINEERING

MODEL PAPER – END EXAMINATION Big Data Analytics

SCHEME: C-23 SUBJ CODE: CBD-505 MAX MARKS: 80 TIME: 3HOURS

	IVIAA IVIAARS. OU		
	PART-A 10X3	3=30Marks	
Not	te: Answer all questions		
1.	Write about NameNode in Hadoop framework (CO1)		
2.	List three benefits of YARN.	(CO1)	
3.	Write three uses of MapReduce .	(CO2)	
4. 5.	List two input and output formats of MapReduce . Write three features of HBase	(CO2)	(CO3)
6.	Write the Differences between MapReduce and Pig	(CO3)	(000)
7.	List three limitations of Hive database .	(===)	(CO4)
8.	State the importance of HiveQL .	(CO4)	
9.	Write three features of Apache Spark		(CO5)
10.	. List any six in built functions in Apache Spark		(CO5)
	PART-B	5x8=40Marks	
Not	te: Answer all questions		
11.	. Explain four modules of Hadoop	(CO1)	
	. Explain the design of Hadoop Distributed File System		(CO1)
	. Explain Job, Mapper, Reducer classes in MapReduce		(CO2)
	Explain the architecture of MapReduce with respect to datafle		(CO2)
	. Write a procedure to import data of a file in HBase table.	(CO3)	
	Explain the concept of using Piglatin to find most occurred sta	• • •	
	Explain the procedure for installation and configuration of Hiv		
TQ.	. Explain the architecture of Spark with a legible diagram.	(CO5)	

BOARD DIPLOMA EXAMINATION,

Unit Test - 1

AMG-501 Industrial Management and Entrepreneurship

Time: 90 Minutes Total Marks: 40

PART – A

Instructions: 1st Question having 4 one-mark questions, and remaining 4Questions carry 3 marks each

- 1. (a) The highest skill required for top level management is ------
 - (b) Who stated the Needs of hierarchy theory?
 - (c) PERT is event oriented approach

(Yes/No

(d) Choose the correct answer

Bin card are used in (planning department/stores/marketing department/finance department)

- 2. Differentiate Management and Administration.
- 3. Explain Trait theory of leadership
- 4. Define Routing, Scheduling and Production control.
- 5. State the purpose of bin card

PART - B

Instructions: Part B consists of **3** Units. Answer any one full question from each unit. Each question carries 8 marks and may have sub questions.

6. (a) Explain Staff organisation with the aid of sketch and state advantages and disadvantages.

(OR)

(b)Explain Maslow's Hierarchy of needs

7. (a)Explain ABC Analysis of inventory.

(OR)

(b) For the following data of a project, draw the network. Find out critical path and project duration

Activity.	12	13	14	25	35	36	46	57	67
Days.	5	4	7	6	10	7	8	5	6

8 (a) Explain the principles of management.

(OR)

(b) Explain functions of Management.

BOARD DIPLOMA EXAMINATION,

Unit Test - 2

AMG-501 Industrial Management and Entrepreneurship Start-ups

Time: 90 Minutes Total Marks: 40

PART – A

Instructions: 1st Question having 4 one-mark questions, and remaining 4Questions carry 3 marks each

- 1. (a) Write the full form of TQM
 - (b) Write the full form of MSME
 - (c) Choose the correct answer

ISO means Indian organisation for standardisation (Yes/No)

- (d) EDP means -----
- 2. List out causes for accidents in the industry
- 3. What are the expectations of entrepreneur?
- 4. What are the pillars of TQM?
- 5. Lit out Beneficiaries of ISO9000 certification

PART – B

Instructions: Part B consists of **3**Units. Answer any one full question from each unit. Each question carries 8 marks and may have sub questions.

6. (a) Explain various industrial hazards.

(OR)

(b)Explain Industrial Relations Code, 2020

7. (a) Explain any four self-employment schemes

(OR

- (b) Explain the Entrepreneurial Development schemes existing in our country
- 8 (a) what are the advantages and disadvantages of ISO 9000series of standards

(OR)

(a) Explain Occupational Safety, Health and Working Conditions Code, 2020

C-23-AMG-501

BOARD DIPLOMA EXAMINATION, D.A.M.G.E. – V SEMESTER EXAMINATION

INDUSTRIAL MANAGEMENT AND ENTREPRENEURSHIP START-UPS

Time: 3 Hours Total Marks: 80

PART – A

Answer all questions

10 x 3=30

- 1. With line diagram, show the managerial skills needed at various levels of management
- 2. Differentiate administration, organisation and management
- 3. List out various types selection tests
- 4. Explain Trait theory of leadership
- 5. What is meant by inventory control
- 6. List out various types of productions and explain any one of them
- 7. Write the classification of Engineering ethics
- 8. List out causes of industrial accidents
- 9. What are the pillars of TQM
- 10. Lit out Beneficiaries of ISO9000 certification

PART B

Answer all questions

5 x 8=40

- 11. Explain principles of management stated by Henry Foyal
- 12 Explain Maslow's needs of hierarchy motivation theory
- 13 Explain Line and Staff organisation structure
- 14 Explain different types of productions
- 15 For the following data of a project, Draw the network, Find out critical path and project Duration.

Activity.	12	16	23	2-4	35	45	67	58	7-8
Optimistic time days	2	2	5	1	5	2	3	2	7
Most likely time days	5	5	11	4	11	5	9	2	13
Pessimistic time days	14	8	29	7	17	14	27	8	31

- 16 Explain causes of industrial accidents and cost of industrial accidents
- 17 Explain the salient features of Industrial Relations Code, 2020
- 18 Explain break even analysis with a line diagram.

3D Rendering, Rigging AND Character animation AMG-502

Model Blue Print:

S.No.	Chapter/Unit title	No.of period s	Weighta ge Allocate d	Marks Wise Distribution of Weightage				Question wise Distribution of Weightage				CO's Mappe d
				R	U	Ар	An	R	U	Ар	An	
1	Mental Ray Rendering Techniques	10	16	3	3	10		1	1	1		CO1
2	Rigging Menus & Editors											
	Skelton Setup& Props Rigging	20	26	3	13		10	1	2		1	C02
	Robot Rigging											
3	Character Rigging Work Flow Quadruped Rigging Setup Advance Rigging Techniques	20	26	6	10	10		2	1	1		CO3
4	Animation Menus& Editors Basic Animation Techniques	13	26	6	10	10		2	1	1		C04
5	Linear Animation Techniques Non-Linear Animation Techniques	12	16	3	13			1	2			C05
	Total	75	110					7	7	3	1	

MODEL PAPER –END EXAMINATION 3D Rendering, Rigging AND Character animation

SCHEME: C-23 **SUBJ CODE:AMG-502** MAX MARKS:80 **TIME: 3HOURS** PART - A 10 X 3 = 30 M Answer all the Questions. Each Question Carries 3 marks 1. Define Accuracy in Mental Ray lightening. (CO1) 2. State the use of Mental ray shaders (CO1) 3. Define Joint (CO2) 4. List set driven controls. (CO2) 5. List out paint Skin weight Tools (CO3) 6. Write a short note on Wire Tool (CO3) 7. How to use Driven Keys (CO4) 8. State the use of Graph Editor (CO4) 9. What is a camera Sequence? (CO5) 10. Define Snap Key (CO5) PART - B 5 x 10M=50M Answer Any Five Questions. Each Question Carries 10 marks 11. Explain Image based Lightening with examples (CO1) 12. Explain the procedure of creating joints for leg. (CO2) 13. Explain various types of Non-Linear Deformers (CO2) 14. **Explain about Character Controls** (CO3) 15. **Explain various Sync Effects** (CO3) 16. Describe Ball Bouncing Animation (CO4) 17. Describe Character Pose Setting. (CO4) 18. **Explain Fine Tune with Tangents** (CO5)

CINEMAPHOTOGRAPHY

AMG-503

Model Blue Print:

S.No.	Chapter/Unit title	No.of periods	Weightage Allocatd	Marks Wise Distribution of Weightage		Question wise Distribution of Weightage			CO's Mapped			
				R	U	Ар	An	R	U	Ар	An	
1	Concept &Types Of Camera	10	16	3	3	10		1	1	1		CO1
2	Purpose& Type Of Lighting	15	26	3	3	10	10	1	1	1	1	CO2
3	Lens& Attributes	12	26	3	10	3	10	1	1	1	1	CO3
4	Cinematography And Styles	13	26	3	13		10	1	2		1	CO4
5	The role& ethics of cinematographer	10	16	10	6			1	2			CO4,CO5
	Total	60	110	22	35	23	30	5	7	3	3	

DIPLOMA IN 3D ANIMATION AND GRAPHICS ENGINEERING MODEL PAPER

Cinematography UNIT TEST-1

SCHEME: C-23 SUBJ CODE: AMG-503 MAX MARKS:40 TIME: 90Minutes

MA	X MARKS:40 TIM	E: 90Minutes
Inst	PART-A tructions: 1) Answer all questions 2) First question carries 4marks, and each question of remaining car	ries 3marks
1. 2. 3. 4. 5.	 a) Even the best camera in the world can't capture a perfect picture without go lighting.(True/False) b) control changes the volume of light entering into camera. c) Magnification and contributes to Geometric un sharpness. i) Movement ii) Line focus iii) Distortion iv) Optical density d) Which lense is able to focus closer to an object than normal lenses? i) Standard Lens ii) Telephoto Lens iii) Normal Lens iv) Macro lens List tools used in cinematography. List Special Lighting Effects. Define Focal length. Define film formats. 	(CO2) (CO1) (CO3) (CO1) (CO1) (CO2) (CO3) (CO1)
	PART-B	3X8=24Marks
IIISC	3) Answer all questions. 2) Each question carries 8 Marks3) Answer should be comprehensive and the criterion for valuation is but not the length of the answer	the content
6.	a) Explain briefly various digital formats used in photography. Or	(CO1)
	b) Explain briefly about various cameras.	(CO1)
7.	a) Explain the process of lighting flat surface in cinematography. Or	(CO2)
	b)Explain how to set position of lights in cinematography.	(CO2)
8.	a) Explain different types of lenses used in Cinematography. Or	(CO3)
	b) Explain the role of Contrast of lens system for the quality image reproduction (CO3)	n of a lens system.

BOARD DIPLOMA EXAMINATION DIPLOMA IN 3D ANIMATION AND GRAPHICS ENGINEERING MODEL PAPER-END EXAM

Cinematography

SCHEME: C-23 SUBJ CODE:AMG-503 MAX MARKS: 80 TIME: 3HOURS

	PART-A	10X3=30Marks
Note:	Answer all questions	
1.	List different types of cameras.	(CO1)
2.	What are the aims of lighting in cinematography?	(CO2)
3	How to setup lighting to get moon light effect?	(CO2)
4	Write short note on Time Slice cinematography.	(CO2)
5	What is the usage of normal lens in Photography?	(CO3)
6	Define magnification.	(CO3)
7	What is techniscope system?	(CO4)
8	What are the advantages of cinemascope format over 35 mm wide scre	en systems? (CO4)
9	List some cinematographers of other countries.	(CO4)
10	Write short note on DOP in cinematography.	(CO5)
	PART-B	5x8=40Marks
Note:	Answer all questions	
11.	Explain Different types of digital Cameras.	(CO1)
12.	Explain how to set lighting to create mood and atmosphere.	(CO2)
13.	Explain the role of color and tones with respect to lighting psychology.	(CO2)
14.	Explain black and white filters in cinematography.	(CO3)
15.	Explain about Focal length and magnification.	(CO3)
16.	Explain Mask frame widescreen cinematography.	(CO4)
17.	Explain about Contemporary Indian Cinematographers.	(CO4)
18.	Explain the role of lighting director in cinematography.	(CO5)

Advanced 3-D Dynamics AMG-504 Model Blue print

S.No.	Chapter/Unit title	No.of periods	Weightage Allocated	Di	strib	s Wis ution htage	of	Di	Question wise Distribution of Weightage		CO's Mapped	
				R	U	Ар	An	R	U	Ар	An	
1	Maya Dynamics	15	16	3	13			1	2			CO1
2	Maya Hair and Fur	15	26	6	10		10	2	2		1	CO2
3	Maya Fluids And N-Cloth	10	26	3	10	3	10	1	2		1	CO3
4	Intro To Real Flow	8	16	3	10	3		1	1			CO4
5	Real Flow Emitter Work Flow	12	26	3	13		10	1	2		1	CO5
	Total	60	110	18	56	6	30	6	9		3	

DIPLOMA IN 3D ANIMATION AND GRAPHICS ENGINEERING MODEL PAPER Advanced 3d Dynamics UNIT TEST-1

SCHEME: C-23 SUBJ CODE:AMG-504 MAX MARKS: 40 TIME: 90Minutes

PART-A 16 Marks structions: 1) Answer all questions 2) First question carries 4marks, and each question of remaining carries 3marks a)emit particles from a position in the workspace (CO1) b) Fields are forces used to animate the motion of static objects— (True /False) (CO1) c) X Gen stands for (CO2) d) Which of the Following is the Fur Nodes a) Light Shape Node b) Light Rear Node c) XNode d) YNode (CO2) Define Particle Collision. (CO1) What are Animating Particles (CO2) List any three fur techniques (CO2) List any three fur techniques (CO2) PART-B 3 X 8=24Marks structions: 1) Answer all questions. 2) Each question carries 8 Marks 3) Answer should be comprehensive and the criterion for valuation is the content not the length of the answer A. Describe the Texture to The Color Emission (CO1) A. Explain how to Troubleshoot Dynamics (CO1) B. Describe Working with Rigid Body Constrain (CO1) A. Explain Simulation of Hair (CO2) A Explain Simulation of Hair (CO2) B. Explain Fur Menus (CO2)	MA	X MARKS: 40	TIM	E: 90Minutes
a)emit particles from a position in the workspace (CO1) b) Fields are forces used to animate the motion of static objects— (True /False) (CO1) c) X Gen stands for (CO2) d) Which of the Following is the Fur Nodes a)Light Shape Node b) Light Rear Node c) XNode d) YNode (CO2) Define Particle Collision. (CO1) What are Animating Particles (CO2) List any three fur techniques (CO2) PART-B 3 X 8=24Marks structions: 1) Answer all questions. 2) Each question carries 8 Marks 3) Answer should be comprehensive and the criterion for valuation is the content not the length of the answer A. Describe the Texture to The Color Emission (CO1) B. Describe Working with Rigid Body Constrain (CO1) A. Explain how to Troubleshoot Dynamics (CO2) A Explain Simulation of Hair (CO2) A Explain Render Scene with Hair (CO2)			PART-A	16 Marks
a)emit particles from a position in the workspace (CO1) b) Fields are forces used to animate the motion of static objects— (True /False) (CO1) c) X Gen stands for (CO2) d) Which of the Following is the Fur Nodes a)Light Shape Node b) Light Rear Node c) XNode d) YNode (CO2) Define Particle Collision. (CO1) What are Animating Particles (CO2) State the purpose of shading effects (CO2) List any three fur techniques (CO2) PART-B 3 X 8=24Marks structions: 1) Answer all questions. 2) Each question carries 8 Marks 3) Answer should be comprehensive and the criterion for valuation is the content not the length of the answer A. Describe the Texture to The Color Emission (CO1) B. Describe Working with Rigid Body Constrain (CO1) A. Explain how to Troubleshoot Dynamics (CO1) B. Explain Simulation of Hair (CO2) A Explain Render Scene with Hair (CO2)	ns	·		_
b) Fields are forces used to animate the motion of static objects— (True /False) (CO1) c) X Gen stands for (CO2) d) Which of the Following is the Fur Nodes a) Light Shape Node b) Light Rear Node c) XNode d) YNode (CO2) Define Particle Collision. (CO1) What are Animating Particles (CO2) State the purpose of shading effects (CO2) List any three fur techniques (CO2) PART-B 3 X 8=24Marks structions: 1) Answer all questions. 2) Each question carries 8 Marks 3) Answer should be comprehensive and the criterion for valuation is the content not the length of the answer A. Describe the Texture to The Color Emission (CO1) B. Describe Working with Rigid Body Constrain (CO1) A. Explain how to Troubleshoot Dynamics (CO1) B. Explain Simulation of Hair (CO2) A Explain Render Scene with Hair (CO2)		2) First question carries 4marks, a	nd each question of remaining car	ries 3marks
c) X Gen stands for (CO2) d) Which of the Following is the Fur Nodes a) Light Shape Node b) Light Rear Node c) XNode d) YNode (CO2) Define Particle Collision. (CO1) What are Animating Particles (CO2) List any three fur techniques (CO2) List any three fur techniques (CO2) PART-B 3 X 8=24Marks structions: 1) Answer all questions. 2) Each question carries 8 Marks 3) Answer should be comprehensive and the criterion for valuation is the content not the length of the answer A. Describe the Texture to The Color Emission (CO1) B. Describe Working with Rigid Body Constrain (CO1) A. Explain how to Troubleshoot Dynamics (CO1) B. Explain Simulation of Hair (CO2) A Explain Render Scene with Hair (CO2)	1.	a)emit particles from a position	in the workspace	(CO1)
d) Which of the Following is the Fur Nodes a) Light Shape Node b) Light Rear Node c) XNode d) YNode (CO2) Define Particle Collision. (CO1) What are Animating Particles (CO2) State the purpose of shading effects (CO2) List any three fur techniques (CO2) List any three fur techniques (CO2) PART-B 3 X 8=24Marks structions: 1) Answer all questions. 2) Each question carries 8 Marks 3) Answer should be comprehensive and the criterion for valuation is the content not the length of the answer A. Describe the Texture to The Color Emission (Or) B. Describe Working with Rigid Body Constrain (CO1) A. Explain how to Troubleshoot Dynamics (CO1) B. Explain Simulation of Hair (CO2) A Explain Render Scene with Hair (CO2)		b) Fields are forces used to animate the m	otion of static objects – (True /Fals	e) (CO1)
a)Light Shape Node b) Light Rear Node c) XNode d) YNode (CO2) Define Particle Collision. (CO1) What are Animating Particles (CO1) State the purpose of shading effects (CO2) List any three fur techniques (CO2) PART-B 3 X 8=24Marks structions: 1) Answer all questions. 2) Each question carries 8 Marks 3) Answer should be comprehensive and the criterion for valuation is the content not the length of the answer A. Describe the Texture to The Color Emission (CO1) (Or) B. Describe Working with Rigid Body Constrain (CO1) A. Explain how to Troubleshoot Dynamics (CO1) (Or) B. Explain Simulation of Hair (CO2) A Explain Render Scene with Hair (CO2)		c) X Gen stands for		(CO2)
Define Particle Collision. (CO1) What are Animating Particles (CO1) State the purpose of shading effects (CO2) List any three fur techniques (CO2) PART-B 3 X 8=24Marks structions: 1) Answer all questions. 2) Each question carries 8 Marks 3) Answer should be comprehensive and the criterion for valuation is the content not the length of the answer A. Describe the Texture to The Color Emission (CO1) (Or) B. Describe Working with Rigid Body Constrain (CO1) A. Explain how to Troubleshoot Dynamics (CO1) (Or) B. Explain Simulation of Hair (CO2) A Explain Render Scene with Hair (CO2)		d) Which of the Following is the Fur Node:	S	
What are Animating Particles (CO1) State the purpose of shading effects (CO2) List any three fur techniques (CO2) PART-B 3 X 8=24Marks structions: 1) Answer all questions. 2) Each question carries 8 Marks 3) Answer should be comprehensive and the criterion for valuation is the content not the length of the answer A. Describe the Texture to The Color Emission (CO1) B. Describe Working with Rigid Body Constrain (CO1) A. Explain how to Troubleshoot Dynamics (CO1) B. Explain Simulation of Hair (CO2) A Explain Render Scene with Hair (CO2)		a)Light Shape Node b) Light Rear Node	c) XNode d) YNode	(CO2)
State the purpose of shading effects (CO2) List any three fur techniques (CO2) PART-B 3 X 8=24Marks structions: 1) Answer all questions. 2) Each question carries 8 Marks 3) Answer should be comprehensive and the criterion for valuation is the content not the length of the answer A. Describe the Texture to The Color Emission (CO1) B. Describe Working with Rigid Body Constrain (CO1) A. Explain how to Troubleshoot Dynamics (CO1) B. Explain Simulation of Hair (CO2) A Explain Render Scene with Hair (CO2)	2.	Define Particle Collision.		(CO1)
PART-B Structions: 1) Answer all questions. 2) Each question carries 8 Marks 3) Answer should be comprehensive and the criterion for valuation is the content not the length of the answer A. Describe the Texture to The Color Emission (Or) B. Describe Working with Rigid Body Constrain A. Explain how to Troubleshoot Dynamics (Or) B. Explain Simulation of Hair (CO2) A Explain Render Scene with Hair (CO2)	3.	What are Animating Particles		(CO1)
PART-B 3 X 8=24Marks structions: 1) Answer all questions. 2) Each question carries 8 Marks 3) Answer should be comprehensive and the criterion for valuation is the content not the length of the answer A. Describe the Texture to The Color Emission (Or) B. Describe Working with Rigid Body Constrain A. Explain how to Troubleshoot Dynamics (Or) B. Explain Simulation of Hair (CO2) A Explain Render Scene with Hair (CO2)	4.	State the purpose of shading effects		(CO2)
structions: 1) Answer all questions. 2) Each question carries 8 Marks 3) Answer should be comprehensive and the criterion for valuation is the content not the length of the answer A. Describe the Texture to The Color Emission (CO1) (Or) B. Describe Working with Rigid Body Constrain (CO1) A. Explain how to Troubleshoot Dynamics (CO1) (Or) B. Explain Simulation of Hair (CO2) A Explain Render Scene with Hair (CO2)	5.	List any three fur techniques		(CO2)
3) Answer should be comprehensive and the criterion for valuation is the content not the length of the answer A. Describe the Texture to The Color Emission (Or) B. Describe Working with Rigid Body Constrain (CO1) A. Explain how to Troubleshoot Dynamics (CO1) (Or) B. Explain Simulation of Hair (CO2) A Explain Render Scene with Hair (CO2)		F	PART-B 3 X 8=2	24Marks
A. Describe the Texture to The Color Emission (CO1) B. Describe Working with Rigid Body Constrain (CO1) A. Explain how to Troubleshoot Dynamics (CO1) B. Explain Simulation of Hair (CO2) A Explain Render Scene with Hair (CO2)	ns	ructions: 1) Answer all questions. 2) Each	n question carries 8 Marks	
B. Describe Working with Rigid Body Constrain (CO1) A. Explain how to Troubleshoot Dynamics (CO1) B. Explain Simulation of Hair (CO2) A Explain Render Scene with Hair (CO2)		•	sive and the criterion for valuation	is the content bu
B. Describe Working with Rigid Body Constrain A. Explain how to Troubleshoot Dynamics (CO1) (Or) B. Explain Simulation of Hair (CO2) A Explain Render Scene with Hair (CO2)	ô.	A. Describe the Texture to The Color Emiss		(CO1)
B. Explain Simulation of Hair (CO2) A Explain Render Scene with Hair (Or)	7.	σ ,		•
(Or)		B. Explain Simulation of Hair	(01)	(CO2)
	3.	A Explain Render Scene with Hair	(Or)	(CO2)
		B. Explain Fur Menus	(=1)	(CO2)

MODEL PAPER –END EXAMINATION Advanced 3d Dynamics

SCHEME: C-23 SUBJ CODE:AMG-504 MAX MARKS:80 TIME: 3HOURS

IVIA	N IVIAINIS:00	THVIL: SHOOKS				
Ansv	PART - A wer all the Questions. Each Question Carries 3 marks					
1.	Define Emitter .	(CO1)				
2.	State the use of Volume Field.	(CO1)				
3.	List out various types of Hair Nodes	(CO2)				
4.	Write about Fur Tool	(CO2)				
5.	What is Maya Fur	(CO2)				
6.	State the purpose of Dynamic Plug-In.	(CO3)				
7.	What is Rendering Fluids?	(CO3)				
8.	Write about Timeline concept.	(CO4)				
9.	Define Spectrum.	(CO5)				
10.	Explain briefly object splash	(CO5)				
Ansv	PART – B wer Any Five Questions. Each Question Carries 10 marks					
11. E	Explain Maya Particles .	(CO1)				
12. E	xplain Basic Workflow of Hair	(CO2)				
13. Describe Modifying of Hair (0						
14. E	explain the steps how to modify Fluids in MAYA.	(CO3)				
15. E	explain the concept of N-Cloth Collision with examples	(CO3)				
16. E	16. Explain about Menu bars in Real flow user interface. (CO4)					
17. E	17. Explain the general Structure of real flow emitter. (CO5)					
18. E	18. Explain basic Animation Expressions with examples (CO5)					

Visual EFX and Composting Techniques <u>AMG-505</u>

Model Blue print

S.N o.	Chapter/Unit title	No.of periods	Weight age Allocat ed	С	Marks Wise Question wise Distribution of Distribution o Weightage Weightage		n of	CO's Mapped				
				R	U	Ар	An	R	U	Ар	An	
1	Evolution of Visual Effects	15	16	3	13			1	2			CO1
2	Basic Of Radioscopic & Composting Techniques	15	26	3	3	10	10	1	1	1	1	CO2
3	Keying Techniques	15	26	3	13	10		1	2	1		CO3
4	Match Move &Tracking Techniques	15	26	3	3	10	10	1	1	1	1	CO4
5	Stereoscopic Techniques	15	16	3	3	10		1	1	1		CO5
	Total	75	110	15	35	40	30	5	7	4	2	

DIPLOMA IN 3D ANIMATION AND GRAPHICS ENGINEERING MODEL PAPER

Visual EFX and Composting Techniques UNIT TEST-1

SCHEME: C-23 **SUBJ CODE:AMG-505** MAX MARKS:40 **TIME: 90Minutes PART-A** 16Marks Instructions: 1) Answer all questions 2) First question carries 4marks, and each question of remaining carries 3marks. 1. a) VFX stands for -----(CO1) b) Mocha is an interface [True/False] (CO2) c) Which of the following is a valid timeline controls in Mocha? (CO2) a) Current Frame b) Trace c) Stabilize d)Overlays d) The special compositing effect that happens when we take a part of a video and make it transparent is termed as _ (CO3) 2) Write any three applications of VFX (CO1) 3) Define Compositing (CO2) 4) State the purpose of timeline controls in Mocha (CO2) 5) Write any three uses of Keying (CO3) **PART-B** 3X8=24Marks Instructions:1) Answer all questions 2) Each question carries 8 Marks 3) Answer should be comprehensive and the criterion for valuation is the content but not the length of the answer. a) Explain various techniques used in VFX in olden days (CO1) Or b) Explain VFX Artist movie making. (CO1) 7. a) Explain 2D Compositing (CO2) Or b) List and explain ethics of compositing. (CO2) 8. a) Demonstrate the usage of Primate with an example? (CO3) Or b) Explain the process of keying with key light. (CO3)

BOARD DIPLOMA EXAMINATIONS

DIPLOMA IN 3D ANIMATION AND GRAPHICS ENGINEERING MODEL PAPER – YEAR END EXAMINATION VISUAL EFX AND COMPOSTING TECHNIQUES

	HEME: C-23 .X MARKS:80	SUBJ CODE:AMG-505 TIME: 3HOURS
Not	PART-A te: Answer all questions	10X3=30Marks
1.	State the need of VFX.	(CO1)
2.	What is VFX pipeline?	(CO1)
3.	Define Rot scoping	(CO2)
3. 4.	State any three applications of Compositing.	(CO2)
5.	Write the purpose of Keying.	(CO3)
6.	State the need of Key light.	(CO3)
7.	What is match move?	(CO4)
8.	List any three components of Boujou interface.	(CO4)
9.	Define Stereoscopy.	(CO5)
10.	List any three olden stereo scope viewers.	(CO5)
	PART-B	
11. 12. 13.	te: Answer Any Five questions Explain the history of VFX in detail. Explain Any four tools in Mocha with examples Explain the process of making Tonal adjustment compositing worlex Explain any four Nuke keys with examples	5x10=40Marks (CO1) (CO2) kflow? (CO2) (CO3)
	Explain keying in multiple softwares. Differentiate 2D and 3D tracking in detail	(CO3) (CO4)
18.	Explain Point and Planar tracking. Explain the process of Creating a VFX application To demonstrate san example video .	(CO4) stereographic projection with (CO5)

LIFE SKILLS AMG-508 ASSESSMENT

C23-Common-508: Life Skills

- The assessment for C23-Common 508 is on par with all other practical subjects comprising 40 marks for Internal Assessment and 60 marks for External examination attaining the final total of 100 Marks.
- The Internal Assessment can be conducted in the form of Assignments in all the 11 Units together, taking the average for 40 marks as suggested below.
- The Assessment sheet provided after each lesson in the workbook can be evaluated as an assignment (A) for 10 marks. In addition to that, another assignment (B) can be conducted for 10 marks in each Unit, awarding total average of 10 marks for each Lesson. Finally the grand total can be averaged for 40 marks as Internal marks.
- The students can present these assignments (B) to the teacher orally and they should also write down their assignments (B) in a separate note book for practice as they are going to speak/present in the external examination and submit the same to the teacher.
- The questions for Assignment styles vary from Lesson to Lesson as different skills are assessed
 in each Lesson with specific parameters. We can also consider the questions of assignments
 given after each lesson in the workbook.
- The assignment questions can also be given based on case studies, personal experiences, observations, making inferences/ analysis/ forming opinions, solving puzzles, questions on logical thinking, reasoning, evaluating and writing reviews..etc.

	Calculating Inter	nal marks through Assigi	nments	
Name	e of the student:	PIN: Branch:	Academic Year:	
S. No.	Title of the Unit / Lesson	Assignment A: 10Marks (assessment sheets after each lesson)	Assignment B: 10 Marks	Total Marks in each Unit/ Lesson (Average for 10 Marks)
1	Attitude			
2	Adaptability			
3	Goal setting			
4	Motivation			
5	Time Management			
6	Critical Thinking			
7	Creativity			
8	Problem Solving			
9	Team work			
10	Leadership			

11	Stress Management		
	Marks scored	Example: :	90
	Total Number of		11
	Assignments		
	Internal Assessment:	Example: (90/11) X4=32.7	33
	Average for 40 Marks		

End Exam Model paper: C23-Common-508 : Life Skills Lab

Guidelines to prepare the question paper of the Lab End exam for 60 marks:

- I. Define any three of the following terms of Life skills: (Oral) 10 Marks (From Lessons 1 to 11)
- II. Recollect and narrate an incident either from your personal experience or observation where you have exhibited/ learned about any one of the following life skills. (oral) 15 Marks.

 (From Lessons 1 to 4: Attitude/ Adaptability/Motivation/Goal setting/
- III. Recollect and narrate an incident either from your personal experience or observation where you have exhibited/ learned about any one of the following life skills. (oral) 15Marks. (From Lessons 5, 9,10,11: Time Management, Team Work, Leadership, Stress Management)
- IV. A question on problem solving skill, using creativity and critical thinking.
 (A case study/a problematic situation should be provided by the examiner and the students should answer it in writing.)
- Ex: Analyse the following problematic situation and write down the possible solutions and choose the best among them using your creativity and critical thinking / How do you solve the following problem?— (written) 20 Marks

(From Lessons 6,7,8: Creativity/ Critical Thinking/ Problem Solving)

Note: The questions I to III can be evaluated through Viva Voce and Q.No. IV should be answered by the students in writing. The examiner can adapt the blended mode of evaluation (oral& written) in view of the more number of students and time constraint.