

BIT Semester 3

Academic Roster

GALLE BRANCH

06.10.2018 – 06.05.2019

	SATURDAY	SUNDAY
06 / 07 – OCT	WEB 1 OOAD 1	SE 1 MAT 1
13 / 14 – OCT	SE 1 MAT 1	WEB 1 OOAD 1
20 / 21 – OCT	WEB 2 OOAD 2	SE 2 MAT 2
27 / 28 – OCT	SE 2 MAT 2	WEB 2 OOAD 2
03 / 04 – NOV	WEB 3 OOAD 3	SE 3 MAT 3
10 / 11 – NOV	SE 3 MAT 3	WEB 3 OOAD 3
17 / 18 – NOV	WEB 4 OOAD 4	SE 4 MAT 4
24 / 25 – NOV	SE 4 MAT 4	WEB 4 OOAD 4
01 / 02 – DEC	WEB 5 OOAD 5	SE 5 MAT 5
08 / 09 – DEC	SE 5 MAT 5	WEB 5 OOAD 5
15 / 16 – DEC	WEB 6 OOAD 6	SE 6 MAT 6
22 / 23 – DEC	Batch Trip and Summer Night	
29 / 30 – DEC	SE 6 MAT 6	WEB 6 OOAD 6
05 / 06 – JAN	WEB 7 OOAD 7	SE 7 MAT 7
12 / 13 – JAN	SE 7 MAT 7	WEB 7 OOAD 7
19 / 20 – JAN	WEB 8 UID 1	SE 8 MAT 8
26 / 27 – JAN	SE 8 MAT 8	WEB 8 UID 1
02 / 03 – FEB	WEB 9 UID 2	SE 9 MAT 9

	SATURDAY	SUNDAY
09 / 10 – FEB	SE 9 MAT 9	WEB 9 UID 2
16 / 17 – FEB	WEB 10 UID 3	SE 10 MAT 10
23 / 24 – FEB	SE 10 MAT 10	WEB 10 UID 3
02 / 03 – MAR	WEB 11 UID 4	SE 11 MAT 11
09 / 10 – MAR	SE 11 MAT 11	WEB 11 UID 4
16 / 17 – MAR	Cricket / Badminton Tournament Sport Day & DJ	
23 / 24 – MAR	WEB 12 UID 6	UID 5 MAT 12
30 / 31 – MAR	UID 5 MAT 12	WEB 12 UID 6
06 / 07 – APR	OOAD R1 UID 7	SE R1 MAT 13
20 / 21 – APR	SE R1 MAT 13	OOAD R1 UID 7
27 / 28 – APR	Common Revision OOAD R2 UID 8 / UID 9	

Object Oriented Analysis & Design

No.	Lesson
OOAD-1	Object Oriented Concepts and Overall UML Diagram
OOAD-2	Use case Diagram
OOAD-3	Activity, State and Timing Diagrams
OOAD-4	Class Diagram
OOAD-5	Object, Composite-Structure and Package Diagrams
OOAD-6	Sequence, Communication and Interaction-Overview Diagrams
OOAD-7	Components and Deployment Diagrams New Diagrams and Features in UML-2

User Interface Design

No.	Lesson
UID-1	Interaction
UID-2	Human User
UID-3	Evolving Technologies for Rich Interaction
UID-4	PACT Analysis / Task Analysis
UID-5	User-Centered Design
UID-6	Design Models
UID-7	User Support
UID-8	Prototyping
UID-9	Usability / Accessibility / Acceptability

Fundamentals of Software Engineering

No.	Lesson
SE-1	Introduction to software and software Engineering
SE-2	Software development and development process model
SE-3	Requirement engineering
SE-4	CASE Tools
SE-5	Software Design - Part 1
SE-6	Software Design - Part 2
SE-7	Coding
SE-8	Software Testing
SE-9	Quality Management
SE-10	Software Maintenance
SE-11	Software Project Management

Mathematics for Computing II

No.	Lesson
MAT-1	System of Linear Equations
MAT-2	Types of Matrices
MAT-3	Operations of Matrices
MAT-4	Inverse of a Matrices
MAT-5	Total Probability
MAT-6	Discrete Probability Distributions
MAT-7	Continuous Probability Distributions
MAT-8	Introduction to vectors
MAT-9	Vector Geometry
MAT-10	Vector Products
MAT-11	Sequences and Series

MAT-12	Differentiation and Integration
MAT-13	Revision

Web Application Development II

No.	Lesson
WEB-1	Introduction to Web-Based Solutions
WEB-2	Front-End-Design with HTML and CSS
WEB-3	JavaScript-Basics Concepts and Applications
WEB-4	JavaScript-Advanced Concepts and jQuery
WEB-5	JavaScript-AJAX and Single-Page web-sites
WEB-6	PHP-Environment and Basics
WEB-7	PHP-Form Processing with Database Connectivity
WEB-8	PHP- Form Processing with Database Connectivity
WEB-9	PHP-Cookies, Sessions, File Handling and Sending Email
WEB-10	PHP-Object Oriented and PHP-Frameworks
WEB-11	PHP-MVC Based PHP-Sample-Project
WEB-12	PHP-Code-Ignitor and Laravel Basics