LOK JAGRUTI UNIVERSITY (LJU)

INSTITUTE OF ENGINEERING AND TECHNOLOGY

Department of Mechanical Engineering (710)

Bachelor of Engineering (B.E.) – Semester – V

| Course Code: | 01717591 | | Teaching Scheme | | | | |
|--|----------------------|--|-----------------|---------------------|----------------------|------------|------------------------|
| Course Name: | Engineering Aptitude | | Lectu re (L) | Tuto rial (T) | Pract ical (P) | Cre dit | Tota l Hou rs |
| Category of Course: | • | | 3 | • | | 2 | 20 |
| Prerequisite Course:Basic Mathematics | | | | 0 | 0 | 3 | 30 |

| Syllabus | | | | | | | |
|-----------------|--|----------------------------------|------------------|-----------------------|--|--|--|
| Uni t No. | Торіс | Prerequisite Topic | Successive Topic | Teach ing Hours | | | |
| | Logical Reasoning - Series and Analogy | - | - | | | | |
| | 1.1 Series | | | | | | |
| | 1.2 Analogy | | | 4 | | | |
| 01 | 1.3 Classification | | | - (14%) | | | |
| VI | 1.4 Coding and decoding | | | (14/0) | | | |
| | 1.5 Arithmetical Reasoning | | | | | | |
| | 1.6 Mathematical Operation | | | | | | |
| | 1.7 Data Sufficiency | | | | | | |
| | Logical Reasoning – Puzzle Solving | | | | | | |
| | 2.1 Calendar and Clock | | | | | | |
| | 2.2 Blood Relations | | | | | | |
| | 2.3 Mirror Image, Water Image | | | | | | |
| | 2.4 Completion of Incomplete figure/ | | | 1 | | | |
| 02 | Pattern | | | | | | |
| 02 | 2.5 Figure Matrix | | | (19%) | | | |
| | 2.6 Ranking Test / Seating Arrangement | | | | | | |
| | 2.7 Directions | | | | | | |
| | 2.8 Vienn Diagram | | | | | | |
| | 2.9 Cubes and Dices | | | | | | |
| | 2.10 Paper Folding and Paper Cutting | | | | | | |
| | Numerical Ability - Number System | | | | | | |
| | 3.1 Number System | Basic Mathematical Operations | | | | | |
| | 3.2 LCM / HCF | Factors | | 3 (11%) | | | |
| 03 | 3.3 Decimal Fraction | | | | | | |
| | 3.4. Simplification | | | 1 | | | |
| | 3.5 Average | | | | | | |

| | 3.6 Odd Man Out and Series | | | | | | | |
|------------|---|--------------------|-----------------|-----------|--|--|--|--|
| | 3.7 Problems on Numbers | | | | | | | |
| | Numerical Ability - Exponents and Powers | | | | | | | |
| | 4.1 Surds & Indices | | | | | | | |
| 04 | 4.2 Square root / Cube root | | | 2 (7%) | | | | |
| | 4.3 Logarithms | | | | | | | |
| | Numerical Ability - Height, Area and Volume | | | | | | | |
| | 5.1 Heights and Distances | | | | | | | |
| ~ - | | Area formula of | Area formula of | | | | | |
| 05 | 5.2 Area | basic shapes | | (7%) | | | | |
| | | Volume formula of | | | | | | |
| | 5.3 Volume and Surface Area | basic shapes | | | | | | |
| | Numerical Ability - Basic Probability | | | | | | | |
| 06 | 6.1 Permutations and Combinations | | Probability | 3 | | | | |
| 00 | 6.2 Probability | Permutations and | | (8%) | | | | |
| | 0.2 F100a011ity | Combinations | | | | | | |
| | Quantitative Aptitude - Clerical Aptitude | | | | | | | |
| | 7 1 Dereentage | Multiplication and | Profit and Loss | | | | | |
| | 7.1 Percentage | Division | | | | | | |
| | 7.2 Profit and Loss | Percentage | | 4 | | | | |
| 07 | 7.3 Partnership | | | (13%) | | | | |
| | 7.4 Simple Interest | Percentage | | | | | | |
| | 7.5 Compound Interest | Percentage | | | | | | |
| | 7.6 Bank Discount | | | | | | | |
| | 7.7 True Discount | viscount | | | | | | |
| | Quantitative Aptitude - Arithmetic Aptitu | de | | 1 | | | | |
| 08 | 8.1 Ratio and Proportion | | | (4%) | | | | |
| | 8.2 Allegation and Mixture | | | | | | | |
| | Quantitative Aptitude - Physical Aptitude | | | | | | | |
| | 9.1 Time, Speed and Distance | | | | | | | |
| | 9.2 Boat and Stream | Time, Speed and | | | | | | |
| | 5.2 Doat and Stream | Distance | | 4 | | | | |
| 09 | 9.3 Trains | Time, Speed and | | (13%) | | | | |
| | | Distance | | _ | | | | |
| | 9.4 Time and Work | | | _ | | | | |
| | 9.5 Chain Rule | Time and Work | | | | | | |
| | 9.6 Pipe and Cistern Time and Work | | | | | | | |
| 10 | Quantitative Aptitude – Problem Solving Methods | | | | | | | |
| | 10.1 Problems on Ages | | | | | | | |
| | 10.2 Races and Games | Time, Speed and | | (4%) | | | | |
| | | Distance | | | | | | |

| Proposed Theory + Practical Evaluation Scheme by Academicians (% Weightage Category Wise and it's Marks Distribution) | | | | | |
|--|-----------------------------------|----------------------------|----------|----------------|--------------------|
| L: | 3 | T: | 0 | P: | 0 |
| Group (Theory or Practical) | Group (Theory or Practical) | Total Subject Credit | Category | % Weightage | Marks Weightage |

| | Credit | | | | |
|-------------------------|--------|---|--|------|-----|
| | | | | | |
| | | | | | |
| Theory | | | MCQ (Numerical) | 100% | 100 |
| Theory | 3 | | Theory Descriptive | 0% | 0 |
| Theory | 5 | | Formulas and Derivation | 0% | 0 |
| Theory | | | Numerical | 0% | 0 |
| Expected Theory % | 0% | 3 | Calculated Theory % | 0% | 0 |
| Practical | | U | Individual Project | 0% | 0 |
| Practical | | | Group Project | 0% | 0 |
| Practical | 0 | | Internal Practical Evaluation (IPE) | 0% | 0 |
| Practical | | | Viva | 0% | 0 |
| Practical | | | Seminar | 0% | 0 |
| Expected Practical % | 0% | | Calculated Practical % | 0% | 0 |
| Overall % | | | | 100% | 100 |

| Cou | Course Outcome | | | |
|-----|---|--|--|--|
| | Upon completion of the course students will be able to | | | |
| 1 | evaluate individual's level of logical reasoning, which can help them learn more effectively. | | | |
| 2 | analyze quantitative ability for clerical problems. | | | |
| 3 | apply rules, concept of numerical ability in complex engineering needs. | | | |
| 4 | understand the need of aptitude in real life problems. | | | |
| Sug | gested Reference Books | | | |
| 1 | R.S. Aggarwal - Quantitative Aptitude for Competitive Examinations | | | |
| 2 | R.S. Aggarwal - A Modern Approach to Verbal & Non-Verbal Reasoning | | | |

| List of Open-Source Software/Learning website | | | | |
|---|--|--|--|--|
| 1 | http://www.geeksforgeeks.org/aptitude-questions-and-answers | | | |
| 2 | http://www.ambitionbox.com/topics/aptitude/questions-and-answers | | | |