

SAGI RAMA KRISHNAM RAJU ENGINEERING COLLEGE (AUTONOMOUS)

(Approved by AICTE, New Delhi, Affiliated to JNTUK, Kakinada)

Accredited by NAAC with 'A+' Grade

Recognised as Scientific and Industrial Research Organisation

SRKR MARG, CHINA AMIRAM, BHIMAVARAM – 534204 W.G.Dt., A.P., INDIA

Regula	tion: R23								
	MECHANICAL ENG	SINEERI	NG (F	Ionor	rs)				
	COURSE ST (With effect from 2023-24			h onv	vards)			
Course Code	Year/ Sem	Cr	L	T	P	C.I.E	S.E.E	Total Marks	
B23MEH101	Product Design and Development	III-I	3	3	0	0	30	70	100
B23MEH201	Industrial Robotics & Automation	III-II	3	3	0	0	30	70	100
B23MEH301	Advanced CAD	IV-I	3	3	0	0	30	70	100
B23MEH401	*MOOCS-I	III-I to IV-I	3	+		2			100
B23MEH501	*MOOCS-II	III-I to IV-I	3	CO A	LĹE	Ğ			100
B23MEH601	*MOOCS-III 80	III-I to IV-I	3	US					100
		TOTAL	18	9	0	0	90	210	600

*Three MOOCS courses of any **MECHANICAL ENGINEERING** related Program Core Courses from NPTEL/SWAYAM with a minimum duration of 12 weeks (3 Credits) courses other than the courses offered need to be takenby prior information to the concern. These courses should be completed between III Year I Semester to IV Year I Semester

	rse Code	Category	L	T	P	C	C.I.E.	S.E.E.	Exam
B23N	MEH101	Honors	3			3	30	70	3 Hrs.
		<u>.</u>							
		PI	RODUC'	T DESIG	GN AND	DEVEL	OPMENT		
			(He	onors De	egree Co	urse in M	IE)		
	se Obje								
1.		art the process o							
2.	10 expo	ose the various f	actors in	Tluencing	g product	design.			
Cour	se Onto	omes: At the end	d of the o	ourse sti	udents w	ill be able	o to		
		Jiics. At the chi	u or the c						Knowledge
S.No				Out	tcome				Level
1.	Apply	the product	design a	nd deve	elopment	process	to solve	engineering	К3
1.	proble								IXJ
2.		nstrate concep	t genera	tion, sel	lection a	nd robus	t design us	sing design	К3
3.	-	ology. oduct planning	methods	to conve	ert needs	into spec	ifications		K3
4.		eative thinking							K3
	_	DFX principle						and ethical	
5.	compl		. 1						K3
					L				
				S	YLLAB	US	$\langle \Box$	~	
		ntroduction: C	lassificat				ucts, Produc	et life cycle.	Product mix
UNI	[T-I]			ion/Spec	cifications	s of Prod			
UNI (10H	T-1 Hrs)	ntroduction: Controduction to ninking.		ion/Spec	cifications	s of Prod			
	T-1 Hrs)	ntroduction to		ion/Spec	cifications	s of Prod			
(10H	Hrs) In the state of the state	ntroduction to	product	ion/Spec design,	rification: Modern	s of Prod n produc	t developn	nent process	s, Innovative
(10H	T-II	ntroduction to ninking. 1980	product design:	ion/Spec design, Concep	Modern tual Des	s of Prod n production	eration, sele	nent process	s, Innovative
(10H	T-II CHrs)	ntroduction to ninking. 1980 Morphology of	design:	concep	Modern Modern tual Des	s of Prod n productions ign: Gen l design	eration, selection process	nent process	s, Innovative
(10H	T-II CHrs)	ntroduction to ninking. 1980 Morphology of oncept. Produc	design:	concep	Modern Modern tual Des	s of Prod n productions ign: Gen l design	eration, selection process	nent process	s, Innovative
(10H UNI (10 I	T-II hrs) d	ntroduction to ninking. 1980 Morphology of oncept. Produc	design: et archite	concepecture,	Modern Modern tual Des Industrial ve and qu	s of Prod n production ign: Gen l design ualitative	eration, selection process analysis	ection & em	s, Innovative
UNI (10 I	T-II Hrs) d	forphology of concept. Product planning, coject planning,	design: et archite nomics q	Concepecture, quantitati	tual Des Industrial ve and que pportunit or needs, j	ign: Gen l design ualitative	eration, selections analysis	ection & em	abodiment of obust Design
(10H UNI (10 I	T-II Hrs) d	forphology of oncept. Product planning	design: et archite nomics q	Concepecture, quantitati	tual Des Industrial ve and que pportunit or needs, j	ign: Gen l design ualitative	eration, selections analysis	ection & em	abodiment of obust Design
UNI (10 I	T-II Hrs) d	forphology of oncept. Product planning, nal specification	design: et archite nomics quality ing: Ide Identify ns, conce	Concepecture, Juantitati	tual Des Industrial ve and que pportuniter needs, pation and	ign: Gen l design ualitative	eration, selections analysis	ection & em	abodiment of obust Design
UNI (10 I	T-II Hrs) d	forphology of concept. Product planning, anal specification.	design: et archite nomics q ing: Ide Identify ns, conce	Concepecture, quantitation custome ept gener	tual Des Industrial ve and que pportuniter needs, justion and	ign: Gen l design ualitative ries, price product spl selection	eration, selections analysis eritize projectifications ept generation	ection & em s, need, Ro ects, allocat s, target speci	abodiment of obust Designer resources affications and the problem
UNI (10 I) UNI (10 I) UNI (10 I)	T-II Hrs) Hrs) F	forphology of concept. Product planning, roject planning, anal specification creativity Technical external	design: et archite nomics quality ing: Ide Identify ns, conce aniques: and ir	Concepecture, Juantitation custome opt gener	tual Des Industrial ve and que pportuniter needs, pation and re thinking	ign: Gen l design ualitative ies, pric product sp l selection ng, conce	eration, selections, selection	ection & em s, need, Ro ects, allocat s, target specia	abodiment of obust Design e resources offications and the problem
UNI (10 I	T-II Hrs) Hrs) F	forphology of concept. Product planning, anal specification.	design: et archite nomics quality ing: Ide Identify ns, conce aniques: and ir	Concepecture, Juantitation custome opt gener	tual Des Industrial ve and que pportuniter needs, pation and re thinking	ign: Gen l design ualitative ies, pric product sp l selection ng, conce	eration, selections, selection	ection & em s, need, Ro ects, allocat s, target specia	abodiment of obust Design e resources offications and the problem
UNI (10 I) UNI (10 I) UNI (10 I)	T-II Hrs) d T-III Hrs) fi T-IV S C C C C C	forphology of oncept. Product planning, and specification concurrent engine	design: et archite nomics quality ing: Ide Identify ns, conce aniques: and ir eering, ra	Concepecture, Juantitation custome opt gener Creative pride protection of the content of the custome opt gener custome o	tual Des Industrial ve and qu pportunit r needs, p ation and re thinkin explorer otyping,	ign: Gen l design ualitative lies, price product sp l selection ng, conce systema 3D printin	eration, selections, selections, selections are generated tically, congrand 3D selections are generated to the selection of t	ection & em s, need, Ro ects, allocat s, target special on: clarify ncept selection	abodiment of obust Design e resources affications and the problem on & testing.
UNI' (10 I UNI' (10 I UNI' (10 I	T-II Hrs) dd T-III P p fi T-IV S c	forphology of oncept. Product planning, nal specification oncurrent engine engi	design: et archite nomics q ing: Ide Identify ns, conce aniques: and ir eering, ra	Conceptecture, quantitation custome ept gener Creative ternal expid protesting for the sign for	tual Des Industrial ve and que pportuniter needs, pation and te thinking explorer otyping, a	ign: Gen l design ualitative lies, price product sp l selection ng, conce systema 3D printin turing (D	eration, selections, selections, selections, selections analysis eritize projectifications are generated tically, conguent and 3D selections and 3D selections are generated to the selection and the selection and the selection are generated to the selection and the selection are generated to the selection and the selection are generated to the selection are generated to the selection and the selection are generated to the selection are generated to the selection and the selection are generated to the sele	ection & em s, need, Ro ects, allocat s, target specia	bodiment of abodiment of abodiment of about Design e resources of a fications and the problem on & testing e, Designs for
UNIT (10 I) UNIT (10 I) UNIT (10 I) UNIT	T-II Hrs) dd T-III Properties of the content of th	forphology of oncept. Product planning oncept planning, anal specification. Creativity Technology of oncept planning, anal specification. Creativity Technology of oncept planning, anal specification. Creativity Technology of oncurrent engine engi	design: et archite nomics q ing: Ide Identify ns, conce and ir eering, ra FX): De Designs	Concepecture, quantitation of the control of the co	tual Des Industrial ve and qu pportunit r needs, j ation and re thinkin explorer otyping, Manufac ironment	ign: Gen l design ualitative lies, price product spl selection ng, conce systema 3D printin turing (D	eration, selds: process analysis eritize projectifications are generated tically, congular and 3D selds (FM) & Asset costing, L	ection & em s, need, Ro ects, allocat s, target special on: clarify ncept selection canning embly (DFA) egal factors,	abodiment of obust Designer resources of ications and the problem on & testing the problem of the problem
UNI' (10 I UNI' (10 I UNI' (10 I	T-II hrs) dd T-III hrs) dd T-III hrs) fi T-IV sc c T-V hrs) c T-V hrs) e	forphology of oncept. Product planning, nal specification oncurrent engine engi	design: et archite nomics quality ing: Ide Identify ns, conce aniques: and ir eering, ra TX): De Designs of socie	Concepecture, juantitation custome ept gener Creative ternal expid protesting for Environment to the custome ept gener.	tual Des Industrial ve and que pportunite r needs, pation and re thinking explorer otyping, and Manufactionment and to desi	ign: Gen l design ualitative lies, price product spl selection ng, conce systema 3D printin turing (D	eration, selds: process analysis eritize projectifications are generated tically, congular and 3D selds (FM) & Asset costing, L	ection & em s, need, Ro ects, allocat s, target special on: clarify ncept selection canning embly (DFA) egal factors,	abodiment of obust Designer resources of ications and the problem on & testing the problem of the problem

Textb	ooks:
1.	Karl T Ulrich, Steven D Eppinger, "Product Design & Development." Tata McGrawhill
1.	New Delhi 2003.
2.	David G Ullman, "The Mechanical Design Process." McGrawhill Inc Singapore 1992.
Refer	ence Books:
1.	Hollins B & Successful Product Design." Butter worth London.
2.	Jones J C "Design Methods." Seeds of Human Futures. John Willey New York.
3.	Bralla J G "Handbook of Product Design for Manufacture, McGrawhill NewYork.
4.	N J M Roozenberg, J Ekels, N F M Roozenberg "Product Design Fundamentals and
4.	Methods"
e-Rese	ources
1.	https://nptel.ac.in/courses/112107217
2.	https://onlinecourses.nptel.ac.in/noc21_me66/preview



III B.Tech. I Semester MODEL QUESTION PAPER PRODUCT DESIGN AND DEVELOPMENT (Honors Degree Course in ME) Time: 3 Hrs. Answer Question No.1 compulsorily Answer ONE Question from EACH UNIT Assume suitable data if necessary 10 x 2 = 20 Mar Answer ONE Question from EACH UNIT Assume suitable data if necessary 10 x 2 = 20 Mar 1. a). List out the stages involved in product life cycle. b). Differentiate between product design and product development. c). Define morphology of design. What are its key stages? c). Define morphology of design. What are its key stages? d). Differentiate between quantitative and qualitative analysis in development economics. e). Name any two tools used for concept selection. 3 1 2 2 2 3 4 5 5 6 6 6 7 6 7 6 7 6 7 6 7 6 7 6 7 7 6 7			Course Co	de: B2	23ME	H101
PRODUCT DESIGN AND DEVELOPMENT (Honors Degree Course in ME) Max. Marks: 70			SAGI RAMA KRISHNAM RAJU ENGINEERING COLLEGE (A)			R23
Company Comp			III B.Tech. I Semester MODEL QUESTION PAPER			1
Answer Question No.1 compulsorily Answer ONE Question from EACH UNIT Assume suitable data if necessary 10 x 2 = 20 Mar			PRODUCT DESIGN AND DEVELOPMENT			
Answer Question No.1 compulsorily Answer ONE Question from EACH UNIT Assume suitable data if necessary 10 x 2 = 20 Mar 10 x 2 = 20 Mar 11 x 1 x 2 = 20 Mar 12 x 2 = 20 Mar 13 x 2 = 20 Mar 14 x 1 x 3 x 3 x 3 x 3 x 3 x 3 x 3 x 3 x 3			(Honors Degree Course in ME)			
Answer ONE Question from EACH UNIT Assume suitable data if necessary 10 x 2 = 20 Mar 1. a). List out the stages involved in product life cycle. b). Differentiate between product design and product development. c). Define morphology of design. What are its key stages? d). Differentiate between quantitative and qualitative analysis in development economics. e). Name any two tools used for concept selection. f). Define the term 'opportunity identification' in product planning. g). Define rapid prototyping. h). State the importance of problem clarification in the design process. i). Name any two forms of intellectual property relevant to product design. 5 x 10 = 50 Mar 1. 2 What is the purpose of patenting a product? 5 x 10 = 50 Mar 1. 3 1 2. Discuss in detail with suitable examples. OR 5. Discuss the implications of architecture in product development. 2 3 1 UNIT-2 4. Elaborate the stages involved in robust design and how each stage contributes to minimizing variation in product performance. OR 5. Discuss the implications of architecture in product development. 2 3 1 UNIT-3 Discuss how customer needs are translated into target and final product specifications with a suitable example. OR	Tim	e: 3 I	Hrs. Ma	ax. M	arks:	70 M
Assume suitable data if necessary 10 x 2 = 20 Mar			Answer Question No.1 compulsorily			
10 x 2 = 20 Mar			Answer ONE Question from EACH UNIT			
List out the stages involved in product life cycle. 1 1 2 2 2 3 4 5 5 1 2 2 2 3 4 5 5 1 2 3 5 5 1 3 5 5 1 3 5 5 5 5 5 5 5 5 5			Assume suitable data if necessary			
1. a). List out the stages involved in product life cycle. b). Differentiate between product design and product development. c). Define morphology of design. What are its key stages? d). Differentiate between quantitative and qualitative analysis in development economics. e). Name any two tools used for concept selection. f). Define the term 'opportunity identification' in product planning. g). Define rapid prototyping. h). State the importance of problem clarification in the design process. i). Name any two forms of intellectual property relevant to product design. 5 1 2 5 x 10 = 50 Mar UNIT-1 2. What are the different classifications and specifications of products? Discuss in detail with suitable examples. OR UNIT-2 Elaborate the stages involved in the modern product development process to launch new products to market. UNIT-2 4. Elaborate the stages involved in robust design and how each stage contributes to minimizing variation in product performance. OR 5. Discuss the implications of architecture in product development. 2 3 1 UNIT-3 6. Discuss how customer needs are translated into target and final product specifications with a suitable example. OR			10) x 2 =	= 20 N	Iarks
b). Differentiate between product design and product development. c). Define morphology of design. What are its key stages? d). Differentiate between quantitative and qualitative analysis in development economics. e). Name any two tools used for concept selection. f). Define the term 'opportunity identification' in product planning. g). Define rapid prototyping. h). State the importance of problem clarification in the design process. i). Name any two forms of intellectual property relevant to product design. j). What is the purpose of patenting a product? 5 x 10 = 50 Mar UNIT-1 2. What are the different classifications and specifications of products? Discuss in detail with suitable examples. OR Elucidate the stages involved in the modern product development process to launch new products to market. UNIT-2 Elaborate the stages involved in robust design and how each stage contributes to minimizing variation in product performance. OR 5. Discuss the implications of architecture in product development. 2 3 1 UNIT-3 Discuss how customer needs are translated into target and final product specifications with a suitable example. OR				CO	KL	M
c). Define morphology of design. What are its key stages? d). Differentiate between quantitative and qualitative analysis in development economics. e). Name any two tools used for concept selection. f). Define the term 'opportunity identification' in product planning. g). Define rapid prototyping. h). State the importance of problem clarification in the design process. i). Name any two forms of intellectual property relevant to product design. j). What is the purpose of patenting a product? 5 x 10 = 50 Mar UNIT-1 2. What are the different classifications and specifications of products? Discuss in detail with suitable examples. OR 1 3 1 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	1.	a).	List out the stages involved in product life cycle.	1	1	2
d). Differentiate between quantitative and qualitative analysis in development economics. e). Name any two tools used for concept selection. f). Define the term 'opportunity identification' in product planning. g). Define rapid prototyping. h). State the importance of problem clarification in the design process. i). Name any two forms of intellectual property relevant to product design. j). What is the purpose of patenting a product? 5 x 10 = 50 Mar UNIT-1 2. What are the different classifications and specifications of products? OR Elucidate the stages involved in the modern product development process to launch new products to market. UNIT-2 4. Elaborate the stages involved in robust design and how each stage contributes to minimizing variation in product performance. OR 5. Discuss the implications of architecture in product development. 2 3 1 UNIT-3 Discuss how customer needs are translated into target and final product specifications with a suitable example. OR OR 1 3 1		b).	Differentiate between product design and product development.	1	2	2
e). Name any two tools used for concept selection. f). Define the term 'opportunity identification' in product planning. g). Define rapid prototyping. h). State the importance of problem clarification in the design process. i). Name any two forms of intellectual property relevant to product design. j). What is the purpose of patenting a product? 5 x 10 = 50 Mar UNIT-1 2. What are the different classifications and specifications of products? OR Elucidate the stages involved in the modern product development process to launch new products to market. UNIT-2 4. Elaborate the stages involved in robust design and how each stage contributes to minimizing variation in product performance. OR Discuss the implications of architecture in product development. 2 3 1 UNIT-3 Discuss how customer needs are translated into target and final product specifications with a suitable example. OR		c).	Define morphology of design. What are its key stages?	2	1	2
f). Define the term 'opportunity identification' in product planning. g). Define rapid prototyping. h). State the importance of problem clarification in the design process. i). Name any two forms of intellectual property relevant to product design. j). What is the purpose of patenting a product? 5 x 10 = 50 Mar UNIT-1 2. What are the different classifications and specifications of products? Discuss in detail with suitable examples. OR Elucidate the stages involved in the modern product development process to launch new products to market. UNIT-2 4. Elaborate the stages involved in robust design and how each stage contributes to minimizing variation in product performance. OR 5. Discuss the implications of architecture in product development. 2 3 1 UNIT-3 Discuss how customer needs are translated into target and final product specifications with a suitable example. OR		d).		2	2	2
g). Define rapid prototyping. h). State the importance of problem clarification in the design process. i). Name any two forms of intellectual property relevant to product design. j). What is the purpose of patenting a product? 5 x 10 = 50 Mar UNIT-1 What are the different classifications and specifications of products? I 3 1 OR Elucidate the stages involved in the modern product development process to launch new products to market. UNIT-2 4. Elaborate the stages involved in robust design and how each stage contributes to minimizing variation in product performance. OR Discuss the implications of architecture in product development. 2 3 1 UNIT-3 Discuss how customer needs are translated into target and final product specifications with a suitable example. OR OR		e).	Name any two tools used for concept selection.	3	1	2
h). State the importance of problem clarification in the design process. i). Name any two forms of intellectual property relevant to product design. j). What is the purpose of patenting a product? 5 1 2 5 x 10 = 50 Mar UNIT-1 2. What are the different classifications and specifications of products? OR Elucidate the stages involved in the modern product development process to launch new products to market. 1 3 1 UNIT-2 4. Elaborate the stages involved in robust design and how each stage contributes to minimizing variation in product performance. OR 5. Discuss the implications of architecture in product development. 2 3 1 UNIT-3 Discuss how customer needs are translated into target and final product specifications with a suitable example. OR OR		f).	Define the term 'opportunity identification' in product planning.	3	1	2
i). Name any two forms of intellectual property relevant to product design. j). What is the purpose of patenting a product? 5 1 2 5 x 10 = 50 Mar VNIT-1 2. What are the different classifications and specifications of products? Discuss in detail with suitable examples. OR 3. Elucidate the stages involved in the modern product development process to launch new products to market. UNIT-2 4. Elaborate the stages involved in robust design and how each stage contributes to minimizing variation in product performance. OR 5. Discuss the implications of architecture in product development. 2 3 1 UNIT-3 Discuss how customer needs are translated into target and final product specifications with a suitable example. OR		g).	Define rapid prototyping.	4	1	2
j). What is the purpose of patenting a product? 5 x 10 = 50 Mar 5 x 10 = 50 Mar UNIT-1 2. What are the different classifications and specifications of products? 1 3 1 OR 3. Elucidate the stages involved in the modern product development process to launch new products to market. 1 3 1 UNIT-2 4. Elaborate the stages involved in robust design and how each stage contributes to minimizing variation in product performance. OR 5. Discuss the implications of architecture in product development. 2 3 1 UNIT-3 Discuss how customer needs are translated into target and final product specifications with a suitable example. OR		h).	State the importance of problem clarification in the design process.	4	1	2
The strict of the stages involved in the modern product development process to launch new products to market. Cond		i).	Name any two forms of intellectual property relevant to product design.	5	1	2
UNIT-1 2. What are the different classifications and specifications of products? I 3 1 Discuss in detail with suitable examples. OR 3. Elucidate the stages involved in the modern product development process to launch new products to market. UNIT-2 4. Elaborate the stages involved in robust design and how each stage contributes to minimizing variation in product performance. OR 5. Discuss the implications of architecture in product development. 2 3 1 UNIT-3 6. Discuss how customer needs are translated into target and final product specifications with a suitable example. OR		j).	What is the purpose of patenting a product?	5	1	2
2. What are the different classifications and specifications of products? Discuss in detail with suitable examples. OR 3. Elucidate the stages involved in the modern product development process to launch new products to market. 1 3 1 UNIT-2 4. Elaborate the stages involved in robust design and how each stage contributes to minimizing variation in product performance. OR 5. Discuss the implications of architecture in product development. 2 3 1 UNIT-3 6. Discuss how customer needs are translated into target and final product specifications with a suitable example. OR			ENGINEEDING COLLEGE ⁵	x 10 =	= 50 N	larks
Discuss in detail with suitable examples. OR Elucidate the stages involved in the modern product development process to launch new products to market. 1 3 1 UNIT-2 Elaborate the stages involved in robust design and how each stage contributes to minimizing variation in product performance. OR Discuss the implications of architecture in product development. 2 3 1 UNIT-3 Discuss how customer needs are translated into target and final product specifications with a suitable example. OR			UNIT-1			
OR Elucidate the stages involved in the modern product development process to launch new products to market. 1 3 1 UNIT-2 Elaborate the stages involved in robust design and how each stage contributes to minimizing variation in product performance. OR Discuss the implications of architecture in product development. 2 3 1 UNIT-3 6. Discuss how customer needs are translated into target and final product specifications with a suitable example. OR	2.			1	3	10
UNIT-2 4. Elaborate the stages involved in robust design and how each stage contributes to minimizing variation in product performance. OR Discuss the implications of architecture in product development. 2 3 1 UNIT-3 Discuss how customer needs are translated into target and final product specifications with a suitable example. OR						
UNIT-2 4. Elaborate the stages involved in robust design and how each stage contributes to minimizing variation in product performance. OR Discuss the implications of architecture in product development. 2 3 1 UNIT-3 Discuss how customer needs are translated into target and final product specifications with a suitable example. OR	3.			1	3	10
4. Elaborate the stages involved in robust design and how each stage contributes to minimizing variation in product performance. OR Discuss the implications of architecture in product development. 2 3 1 UNIT-3 Discuss how customer needs are translated into target and final product specifications with a suitable example. OR			Production Production			
Contributes to minimizing variation in product performance. OR Discuss the implications of architecture in product development. UNIT-3 Discuss how customer needs are translated into target and final product specifications with a suitable example. OR OR			UNIT-2			
Contributes to minimizing variation in product performance. OR Discuss the implications of architecture in product development. 2 3 1 UNIT-3 Discuss how customer needs are translated into target and final product specifications with a suitable example. OR OR	4.			2	3	10
5. Discuss the implications of architecture in product development. 2 3 1 UNIT-3 Discuss how customer needs are translated into target and final product specifications with a suitable example. OR	т•				<u> </u>	10
UNIT-3 Discuss how customer needs are translated into target and final product specifications with a suitable example. OR 3 3 1						10
6. Discuss how customer needs are translated into target and final product specifications with a suitable example. OR 3 3 1	5.		Discuss the implications of architecture in product development.	2	3	10
specifications with a suitable example. OR			UNIT-3			
OR	6.			3	3	10
	7.		Develop a process for identifying and prioritizing customer needs.	3	3	10
UNIT-4			UNIT-4			
8. Illustrate the steps involved in internal and external search strategies 4 3 1	8.		Illustrate the steps involved in internal and external search strategies	4	3	10

	during concept generation.			
	OR			
9.	Apply the concept of concurrent engineering in product development and explain its advantages.	4	3	10
	UNIT-5			
10.	Apply the principles of Design for Manufacturing (DFM) and Design for Assembly (DFA) to improve the efficiency of a product design.	5	3	10
	OR			
11.	Discuss the steps involved in preparing a disclosure for patent filing in product development.	5	3	10

CO-COURSE OUTCOME

KL-KNOWLEDGE LEVEL

M-MARKS

NOTE: Questions can be given as A,B splits or as a single Question for 10 marks



Course	Code	Category	L	T	P	С	C.I.E.	S.E.E.	Exam		
B23MF	EH201	Honors	3			3	30	70	3 Hrs.		
					•		1	1			
		IND	USTRIA	L ROB	OTICS	AND AU	TOMATIO	N			
			(H	onors D	egree Co	ourse in N	ME)				
	Object										
1.	utomatio	adent will understand the fundamental concepts and components of industrial robots and tomation systems.									
2.		udent can analyze robot kinematics, control systems, and sensor integration for effective otion planning.									
3.	tudent v ystems.	will understan	d the de	esign of	robotic	work cel	ls, end effe	ctors, and n	nachine visior		
		vill learn progr							* *		
5		will acquire k robots aligned	•			cell desig	n and the	real-world a	applications of		
Соция	Outcom	mage At the en	d of the c	noumae at	udonta m	:11 ba abla					
Course	Outcon	nes: At the end	or the c	ourse su	udents w	iii be abie	ε το		Knowledge		
S.No		.63.		Ou	tcome				Level		
1.	Unders robots.	tand the stru	icture, c	onfigura	tion, an	d motion	control of	findustrial	К3		
<i>1</i>	Apply dynamic	ki <mark>nematic equ</mark> es.	ations a	nd contr	ol strate	gies to m	odel robot i	motion and	К3		
3.	Analyz	e the functiona	lity of er	nd effect	ors, and	machine v	ision in rob	otics.	K4		
4.		te and write to the total terms to the terms of the terms	•	ograms f	or robot	motion	and task co	ntrol using	K4		
5.	Design	robot cells and	l assess a	utomatio	on soluti	ons for inc	dustrial appl	ications.	K4		
	1				YLLAB						
UNIT-	join per	 Introduction: Automation and Robotics, Robot anatomy, robot configuration, motion joint notation scheme, work volume, robot drive systems, control systems and dynamic performance, precision of movement. Control System and Components: basic concepts and motion controllers, control systems. 									
(10Hrs	s) ana	alysis, robot ac	tuation a	ınd feedb	ack com	ponents.			·		
		nsors: Desirab sitions sensors			_	=	_		ors in robotics		
UNIT- (10 Hr	trai dyn (s) Ma	otion Analyst nsformations, namics, config nnipulator kin rld coordinates	homoge uration o ematics	eneous to a roboto: Specifi	ransform t controll cations o	nations, reer. Robot of matrices	joint contro s, D-H notat	path control l design. ion joint coo			

	-	End Effectors: Grippers-types, operation, mechanism, force analysis, tools as end					
UNIT	'-III	effectors consideration in gripper selection and design.					
(10 H	(Irs)	Machine Vision: Functions, Sensing and Digitizing-imaging devices, Lighting techniques,					
		Analog to digital single conversion					
		Robot Programming: Lead through programming, Robot program as a path in space,					
UNIT		Motion interpolation, Branching, capabilities and Limitations of lead through methods.					
(10 H		Robot Languages: Textual robot Languages, Robot language structures, Elements and					
`	•	function.					
		Robot Cell Design and Control: Robot cell Layouts-Robot centered cell, In-line robot					
		cell, Considerations in work design, Work and control, Interlocks, Error detection, Work					
UNIT		cell controller. Emphasize human-robot interaction (HRI) and safety protocols in					
(10 H		automated environments.					
		Robot Applications: Material transfer, Machine loading/unloading, Processing operation,					
		Assembly and Inspection, Future Application.					
Textb	ooks						
1.		strial Robotics /Groover M P /Pearson Edu.					
2.		duction to Robotic Mechanics and Control by JJ Craig, Pearson, 3rd edition.					
	ence B						
1.		otics / Fu K S/ McGraw Hill.					
2.		otic Engineering / Richard D. Klafter, Prentice Hall.					
3.		ot Analysis and Intelligence / Asada and Slotine / Wiley Inter-Science.					
4.	1	duction to Robotics by SK Saha, The McGrah Hill Company, 6th, 2012.					
5.		otics and Control / Mittal R K & Nagrath I J / TMH.					
		The Eath of Section 1995					
e-Reso	ources						
1	https	://youtube.com/playlist?list=PLXDsvE7qtfNdt9oYEhJ_LMXDUGu6bH-					
1.	<u>L6&s</u>	si=1NCCkMEjClE5rXHg					
2.	https:	://ocw.mit.edu/courses/2-12-introduction-to-robotics-fall-2005/pages/syllabus					

		Course	Code:	B23MI	EH201
		SAGI RAMA KRISHNAM RAJU ENGINEERING COLLEGE (A	7)		R23
		III B.Tech. II Semester MODEL QUESTION PAPER			
		INDUSTRIAL ROBOTICS AND AUTOMATION			
		(Honors Degree Course in ME)			
Гim	ie: 3 H	Irs.	Max.	Marks	70 N
		Answer Question No.1 compulsorily			
		Answer ONE Question from EACH UNIT			
		Assume suitable data if necessary			
			10 x	2 = 20 [Mark
			CO	KL	M
1.	a).	Define a robot. How is it different from automation?	1	2	2
	b).	List any two types of robot drive systems.	1	2	2
	c).	What is a homogeneous transformation matrix?	2	2	2
	d).	Define Denavit–Hartenberg (D-H) notation.	2	2	2
	e).	Mention two important considerations in gripper selection.	3	2	2
	f).	List two common types of sensors used in robotics.	3	2	2
	g).	Define trajectory planning in robotics.	4	2	2
	h).	What are the key elements and functions of textual robot languages?	4	2	2
	i).	Explain about Robot cell design.	5	2	2
	j).	List two applications of industrial robots.	5	2	2
		THE RESTRICTION OF THE PARTY OF		•	
		ENGINEERING COLLEGE	5 x 1	0 = 50 I	Mark
		Estri 1980 UNIT-1 AUTONOMOUS			
2.	Diff	erentiate between various robot configurations with suitable sketches.	1	3	10
		OR			
3.	Exp	plain the basic concepts of motion controllers used in robotics.	1	3	10
		UNIT-2			1
1	Deri	ive the homogeneous transformation matrix for a simple rotation and	2	2	10
4.	tran	slation.	2	3	10
		OR			
5.	Des	cribe manipulator path control techniques.	2	3	10
		UNIT-3			
6.	Disc	cuss various types of grippers and their operating mechanisms.	3	3	10
		OR			
7.	Exp	lain the image digitization process in machine vision.	3	3	10
		UNIT-4			
8.	Des	cribe motion interpolation and branching in robot programming with	4	3	10
U •	suita	able examples.	7		10
		OR			

9.	Explain the structure of textual robot languages and explain the key elements and functions of robot programming languages.	4	3	10
	UNIT-5			
10.	Discuss the importance of human-robot interaction (HRI) and safety protocols in modern automated environments with example.	5	3	10
	protocols in modern automated environments with example.			
	OR			

CO-COURSE OUTCOME

KL-KNOWLEDGE LEVEL

M-MARKS

NOTE: Questions can be given as A,B splits or as a single Question for 10 marks



Cour	rse Code	Category	L	T	P	C	C.I.E.	S.E.E.	Exam
B23N	MEH301	Honors	3			3	30	70	3 Hrs.
			I			I	1		l
				ADVA	NCED (CAD			
			(Hor	ors Deg	ree Cou	rse in ME	Ε)		
Cour	se Objec	tives: The obje	ctive of thi	is course	is to:				
1.		geometric mod hallenges	leling by a	applying	Bézier,	B-spline,	and NU	RBS technic	ques to 2D/3D
2.	Impleme	stems							
3.	Analyze industrial applications of surface modeling through Gaussian curvature and conevaluation								
4.	Integrate application		ing techni	ques wi	th indus	try standa	ards for	automotive	and aerospace
Cour	ga Outaa	mage At the an	d of the Co	urga atu	idanta wi	ll be able	to		
Cour	se Outco	mes: At the end	u or the Co	ourse, stu	iuems W1	ii de adie	ιυ.		Knowledge
S.No				Outc	ome				Level
1.	Apply CAD s	2D/3D coordi	nate trans	formatio	ns to me	odify geo	metric pr	rimitives in	K3
2.		ending functio curv <mark>es for ge</mark> om		_	rization	echniques	s to cons	truct cubic	К3
3.	_	ze <mark>Bézier and</mark> ive <mark>properties</mark>	B-spline	curves	using B	ernstein	basis fun	ctions and	K4
4.		surface mod acturable CAD			(bicubi	c, ruled,	sweep)	to create	К3
5.	Apply designs	solid modelling	g concepts	to create	e manufa	cturable s	olid mode	els from 2D	К3
	1								
					LLABU				
UNI				ition & S	Scope of	CAD syst	ems, Exp	licit and imp	licit equations,
(10 I	Hrs) pa	rametric equati	ions						
UNI' (10 I	T-II pa	rametric space	e of a cu	rve, ble	nding fu	inctions,	four-poin	t form, repa	ngent vectors, arametrization, ion, composite
UNIT		ezier Curves:	Bernstein	basis,	equation	s of Bez	zier curve	es, propertie	es, derivatives,
UNIT	T-IV of		Sweep su						faces, surfaces near surfaces,
						· <u> </u>	· <u> </u>		

UNI	Solids: Tricubic solid, Algebraic and geometric form.						
	Solid modelling concepts: Wire frames, Boundary representation, Half space modeling,						
(10 H	spatial cell, cell decomposition, classification problem.						
Textb	ooks:						
1.	Donald Hearn and M. Pauline Baker "Computer Graphics", Prentice Hall, Inc., 1992.						
2.	Foley, Wan Dam, Feiner and Hughes – Computer graphics principles & practices, Pearson						
۷.	cation –2003.						
3.	David F Rogers & J Alan Adams "Mathematical Elements For Computer Graphics"						
Refer	ence Books:						
1.	Ibrahim Zeid Mastering CAD/CAM – McGraw Hill, International Edition, 2007.						
2.	William M Neumann and Robert F.Sproul "Principles of Computer Graphics", Mc Graw Hill						
2.	Book Co. Singapore, 1989.						
e-Res	ources:						
1	https://nptel.ac.in/courses/112104031						
2	https://nptel.ac.in/courses/112102101						



		Course Co	de: B2	23ME	H301
		SAGI RAMA RISHNAM RAJU ENGINEERING COLLEGE (A)			R23
		IV B.Tech. I Semester MODEL QUESTION PAPER			
		ADVANCED CAD			
		(Honors Degree Course in ME)			
Tim	e: 3 H		Max. N	Aars:	70 M
		Answer Question No.1 compulsorily			
		Answer ONE Question from EACH UNIT			
		Assume suitable data if necessary			
	1		0 x 2 =		1
	<u> </u>		CO	KL	M
1.	(a)	Define CAD	1	1	2
	(b)	Explain the scope of CAD systems	1	1	2
	(c)	What is reparametrization?	2	1	2
	(d)	State the four-point form of a cubic spline	2	1	2
	(e)	Define Bézier curves.	3	1	2
	(f)	Explain industrial applications of Bézier curves	3	1	2
	(g)	Explain why B-spline surfaces are preferred over Bézier surfaces in	4	2	2
		automotive design			
	(h)	Define Gaussian curvature in surface modeling	4	1	2
	(i)	List the three primary components of boundary representation	5	1	2
	(j)	Define solid modelling.	5	1	2
	T		x 10 =		
		Estd. 1980. UNIT-1UTONOMOUS	CO	KL	M
2.		Differentiate explicit and parametric equations	1	3	10
		OR		_	
3.		Convert the implicit equation of a circle $(x^2+y^2=r^2)$ into parametric form	1	3	10
	-	UNIT-2			
4.		Derive the mathematical formulation of a cubic spline's blending functions	2	3	10
		OR			
5.		Compare algebraic and geometric forms of cubic splines	2	3	10
		UNIT-3			
6.		Explain the properties of Bézier curves derived from the Bernstein basis	3	3	10
		OR			
7.		Explain the limitations of Bézier curves for high-precision applications	3	3	10
		UNIT-4			
8.		Differentiate ruled and sweep surfaces with suitable examples	4	3	10
		OR			
9.	<u>L</u>	Construct the parametric equations for a bilinear surface.	4	3	10

	UNIT-5			
10.	Classify the given solid models as either CSG or	B-rep 5	3	10
	OR			
11.	Compare wireframe and B-rep models for virtual engineering applications	reality-based 5	3	10

CO-COURSE OUTCOME

KL-KNOWLEDGE LEVEL

M-MARKS

NOTE: Questions can be given as A,B splits or as a single Question for 10 marks

