

# DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

	I YEAR I SEMESTER									
S.No	Subjects	L	T	P	C	I	E			
1	Mathematics-I (Linear Algebra and Calculus)	2	1	-	3	40	60			
2	Applied Chemistry	3	-	-	3	40	60			
3	Problem Solving and Programming Using Python	3	-	-	3	40	60			
4	Elements of Electrical and Electronic Engineering	3	-	-	3	40	60			
5	Engineering Graphics and Design	1	-	3	2.5	40	60			
6	Applied Chemistry Lab	-	-	3	1.5	40	60			
7	Problem Solving and Programming Lab	-	-	3	1.5	40	60			
8	Electrical and Electronic Engineering Lab	-	-	3	1.5	40	60			
9	Environmental Science	3	-	-	-	0	0			
	Total	15	1	12	19	320	480			
						80	00			

	I YEAR II SEMESTER									
S.No	Subjects	L	T	P	C	I	E			
1	Communicative English	2	-	-	2	40	60			
2	Mathematics –II (Probability and Statistics)	3	1	-	4	40	60			
3	Applied Physics	3	-	-	3	40	60			
4	AI Tools, Techniques and Applications	2	1	-	3	40	60			
5	English Communication Skills Lab	-	-	3	1.5	40	60			
6	Applied Physics Lab	-	-	3	1.5	40	60			
7	AI Tools, Techniques and Applications Lab	-	-	3	1.5	40	60			
8	Computer Programming Lab	-	-	3	1.5	40	60			
9	Engineering Workshop and IT Workshop	-	-	3	1.5	40	60			
	Constitution of India / Essence of Indian Traditional					0	0			
10	Knowledge	3	-	-	-					
	Total	13	2	15	19.5	360	540			
						90	00			



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	II YEAR I SEMESTER										
S.No	Subjects	L	T	P	C	I	E				
1	Discrete Mathematical Structures	2	1	-	3	40	60				
2	Internet of Things (IoT)	3	-	-	3	40	60				
3	Data Structures and Algorithms	3	-	-	3	40	60				
4	Computer Organization & Architecture	3	-	-	3	40	60				
5	Object Oriented Programming through	3	-	-	3	40	60				
	Java										
6	Quantitative Aptitude - I	3	-	-	0	0	0				
7	Internet of Things Lab	-	-	3	1.5	40	60				
8	Data Structures and Algorithms Lab	-	-	3	1.5	40	60				
9	Object Oriented Programming through	-	-	3	1.5	40	60				
	Java Lab										
	Total	17	1	9	19.5	320	480				
						80	00				

	II YEAR II SEMESTER										
S.No	Subjects	L	T	P	C	I	E				
1	Software Engineering	3	-	-	3	40	60				
2	E-Commerce	3	-	-	3	40	60				
3	Database Management Systems	3	-	-	3	40	60				
4	Web Technologies	3	-	-	3	40	60				
5	Digital Logic Design	3	-	-	3	40	60				
6	Logical Reasoning	3	-	-	0	0	0				
7	Socially Relevant Project (15 Hrs/Sem)	-	-	1	0.5	20	30				
8	Business English Communication Lab	-	-	3	1.5	40	60				
9	Design Thinking & Product Innovation Lab	-	-	3	1.5	40	60				
10	DBMS Lab	-	-	3	1.5	40	60				
11	Web Technologies Lab	-	-	3	1.5	40	60				
	Total	1 8	0	1 3	21. 5	380	570				
						95	50				



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	III YEAR I SEMESTER						
S.No	Subjects	L	T	P	C	I	E
1	Formal Languages & Automata Theory (FLAT)	3	-	-	3	40	60
2	Design and Analysis of Algorithms	3	-	-	3	40	60
3	Operating Systems	3	-	-	3	40	60
	Professional Elective I		ı				
4	1. Software Testing Methodologies						
7	2. Natural Language Processing	3	_	_	3	40	60
	. Full Stack Web Development		-	-		10	
	4. Human Computer Interaction						
•	Open Elective I (Inter Disciplinary Elect	ive I	)				
	1. Electronic Devices and Circuits(EDC)		-			40	
5	2. Robotics	3					
	3. Embedded Systems			-	3		60
•	4. Integrated Circuits and Applications				3		
•	5. Statistics with R Programming						
6	Mathematics-III (Differential Calculus and Number Theory &	2	1	_			60
	Applications)	2	1	_	3	10	
7	Socially Relevant Projects (15 Hrs /Sem)	-	-	1	0.5	20	30
8	Quantitative Aptitude II	2	-	-	1	20	30
9	PE-I Lab	-	-	3	1.5	40	60
10	Operating System & Language Processor Lab	-	-	3	1.5	40	60
	Total	1	1	7	22.	36	54
		9	1	'	5	0	0
						9(	00



# DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

	III YEAR II SEMESTER						
S.No	Subjects	L	T	P	C	I	E
1	Computer Networks	3	-	-	3	40	60
2	Data Science & Visualization	3	1	-	4	40	60
3	Compiler Design	3	-	-	3	40	60
	Professional Elective II	ı					
	1. Software Project Management						
4	2. Big Data Analytics	$\left] \begin{array}{c} 3 \end{array} \right]$			3	40	60
	3. NoSql Databases		-	_	3	70	00
	4. Multimedia and Animation						
	Open Elective II (Inter Disciplinary Elect	ive I	I)				
•	1. Digital Image Processing						
5	2. Green Building Technologies						
)	3. Information Theory and Coding	3	-	_	3	40	60
	4. Principles of Signal Processing						
	5. MAT LAB Programming and ML Tool Box						
6	CN Lab			3	1.	40	60
		_	-	3	5	40	00
7	Data Science Lab		_	3	1.	40	60
		_	-	3	5	70	00
8	Advanced English Communication Skills Lab			3	1.	40	60
			_		5	70	00
9	Socially Relevant Projects (15 hrs / semester)	_	_	1	0.	20	30
				1	5	20	
10	Industrial Training/ Internship/ Research Projects in National		_	_	_	_	_
	Laboratories/Academic Institutions *					_	
	Total	1	1	1	21	34	51
		5	1	0		0	0
						8.	50



# DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

	IV YEAR I SEMESTER							
S.No	Subjects	L	T	P	C	I	E	
1	Network Security and Cryptography	3	-	-	3	40	60	
	Professional Elective III / MOOC*		1					
	1. Software Architectures							
2	2. Deep Learning				,	40	(0	
	3. Dev Ops	3	-	-	3	40	60	
	4. Augmented Reality and Virtual Reality	_						
	Professional Elective IV / MOOC*							
	1. UML & DP							
3	2. Data Mining		-			40		
	3. Micro Services	3		-	3		60	
	4. Game Development							
	Open Elective III / MOOC*							
	1. Rapid Manufacturing Processes	3	_					
ı	2. Bio-Medical Engineering					40		
4	3. Remote Sensing and GIS			-	3		60	
	4. TV Engineering							
	5. Control Systems							
	Humanities Elective I / MOOC*							
5	1. Management Science		_					
5	2. Life Sciences for Engineering	3		-	3	40	60	
	3. Foreign Language							
6	Network Security Lab			2	1.	40	60	
		-	-	3	5	40	60	
7	PE Lab			3	1.	40	60	
		-	-	3	5	40	60	
8	Project I (Mini Project)	-	-	2	1	20	30	
9	Industrial Training/Internship/Research Projects in National				2	20	30	
	Laboratories/Academic Institutions	-	-	_			30	
	Total	1	0	8	21	32	48	
		5		0	41	0	0	
							800	



#### DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

#### Course Structure for B. Tech. (With effect from 2019-2020)

S.No	Subjects	L	T	P	<b>C</b>	I	E
	Professional Elective	ve V					
	1. Real-Time Systems						
1	2. Smart Agents and Applications	3			3	40	60
	3. Mobile Application Development	3	-	-	3	40	00
	4. Block Chain Technologies						
	Open Elective I	V				l	
	1. Entrepreneurship						
2	2. Nano Technology	3	-		3		
	3. Electronic Measurements and Instrumentation			-		40	60
	4. Principles of Communication Systems						
	5. Digital Control Systems						
	Humanities Electiv	ve II					
3	1. Managerial Economics and Financial Analysis						
3	2. IPR & PE	3	-	-	3	40	60
	3. Education, Technology and Society						
4	Project II	-	-	14	7	80	120
	Total	9	0	14	16	200	300
						5	00

<sup>\*</sup> Note: The MOOC Subjects are to be selected from the state-of-the-art technical subjects, identified by BOS, by the time the student reaches IV B.Tech.

**Total Course Credits = 38.5 + 41 + 43.5 + 37=160 Credits**