FOUR YEAR UNDERGRADUATE PROGRAM (NEP-2020)

Program: Bachelor in Science (2024 -28)

DISCIPLINE - COMPUTER SCIENCE

SESSION-2024-25

	DSC -01 to 08	DSE -01 to 12			
Code	Title	Code	Title		
CSSC -01T	Computer Fundamental and Operating System	CSSE -01	Data Communication and Networking		
CSSC -01P	Lab 1: Operating Systems (DOS, Windows, Linux)	CSSE -02	Computer System Architecture		
CSSC -02T	Programming in C++	CSSE -03	Cyber Security and Cyber Law		
CSSC -02P	Lab 2: Programming in C++	CSSE -04	Introduction to Artificial Intelligence		
CSSC -03T	Data Structure	CSSE -05	Computer Graphics		
CSSC -03P	Lab 3: Data Structure Using C++	CSSE -06T	Machine Learning		
CSSC -04T	Relational Database Management System	CSSE -06P	Lab 8: Machine Learning		
CSSC -04P	Lab 4: Relational Database Management System (Oracle/MySQL)	CSSE -07	Software Engineering		
CSSC -05T	Programming in Java	CSSE -08	Theory of Computation		
CSSC -05P	Lab 5: Programming in Java	CSSE -09	Soft Computing		
CSSC -06T	Web Technology	CSSE -10	Advanced Operating Systems		
CSSC -06P	Lab 6: Web Technology	CSSE -11	Cloud Computing		
CSSC -07T	Programming in Python	CSSE -12	Major Project		
CSSC -07P	Lab 7: Programming in Python				
CSSC -08T	Fundamental of IoT and Applications				
CSSC -08P	Lab 9: Fundamental of IoT and Applications				
	DGE -01 & 02		VAC		
CSGE -01T	Computer Fundamental and Operating System	CSVAC-01 Artificial Intelligence			
CSGE -01P	Lab 1: Operating System (DOS, Windows, Linux)		SEC		
CSGE -02T	Programming in C++	CSSEC-01	Multimedia and Animation		
CSGE -02P	Lab 2: Programming in C++				

Program Outcomes (PO):

- Gain a complete exposure to the theories and practices of Computer science.
- Get transformed into a skilled learner and active programmer, enabling the students to focus on their

higher studies.

- Value computer professionals and programmers.
- Explore how the concepts and applications of Computer science lead to innovative thinking with a problem-solving attitude.

Program Specific Outcomes (PSO):

- Understand the basic Computer knowledge and practical application in operating system.
- Understanding the concept of programming and develop program in C++.
- Understanding the concept of data structure and implementation with C++.
- Understanding the concept of DBMS and implementation in MySQL /Oracle.
- Understanding the concept of OOPs and Java programming and develop program in Java.
- Understanding the concept of web technology and its implementation with HTML/CSS/DHTML/PHP.
- Understand the basic concept of internet of things (IOT).

Understanding the basic concept of cyber security and cyber law.

Understanding the basic concept of Artificial Intelligence.

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CURRICULUM STRUCTURE

SCHEME

PROGRAM: B.Sc.

DISCIPLINE: COMPUTER SCIENCE

Semester	Course Type	Course Code	Course Title	Total Credit	Total Marks	
				Crean	Max	Min
1 st Semester	DSC	CSSC-01T	Computer Fundamental and Operating System	3	100	40
	(Major/Core)	CSSC-01P	Lab 1: Operating Systems (DOS, Windows and Linux)	1	50	20
2 nd Semester	DSC	CSSC-02T	Programming in C++	3	100	40
Semester	(Major/Core)	CSSC-02P	Lab 2: Programming in C++	1	50	20
	DCC	CSSC-03T	Data Structure	3	100	40
3 rd Semester	DSC (Major/Core)	CSSC-03P	Lab 3: Data Structure Using C++	1	50	20
	DSE	CSSE-01	Data Communication and Networking	4	100	40
	DSC	CSSC-04T	Relational Database Management System	3	100	40
4 th Semester	(Major/Core)	CSSC-04P	Lab 4: Relational Database Management System (Oracle/MySQL)	1	50	20
	DSE	CSSE-02	Computer System Architecture	4	100	40
		CSSC-05T	Programming in Java	3	100	40
5 th Semester	DSC (Major/Core)	CSSC-05P	Lab 5: Programming in Java	1	50	20
Semester	DSE	CSSE-03	Cyber Security and Cyber Law	4	100	40
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	DSC	CSSC-06T	Web Technology	3	100	40
6 th Semester	(Major/Core)	CSSC-06P	Lab 6: Web Technology	1	50	20
	DSE	CSSE-04	Introduction to Artificial Intelligence	4	100	40
					 	
7 th Semester	DSC (Major/Core)	CSSC-07T	Programming in Python	3	100	40
Cincotti	(Major/Corc)	CSSC-07P	Lab 7: Programming in Python	. 1	50	20

Semester (Major/Core) CSSC-07P | Lab 7: Programming in Python | 1 | 50 | 20

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	DSE	CSSE-05	0	Computer Graphics	4	100	40
		CSSE-06T		Machine Learning	3	100	40
		CSSE-06P	Lab 8: Machine Learning		1	50	20
		CSSE-07	Software Engineering		4	100	40
		CSSE-08	Т	heory of Computation	4	100	40
	DSC	CSSC-08T	F	undamental of IoT and Applications	3	100	40
8 th	(Major/Core)	CSSC-08P	Lab 9: Fundamental of IoT and Applications		1	50	20
Semester		CSSE-09	Soft Computing		4	100	40
	DSE	CSSE-10	Advanced Operating Systems		4	100	40
		CSSE-11	Cloud Computing		Cloud Computing 4		40
		CSSE-12		Major Project	4	100	40

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FOUR YEAR UNDERGRADUATE PROGRAM (2024 – 28) DEPARTMENT OF COMPUTER SCIENCE COURSE CURRICULUM

		- A: Introd						
Program: Bachelor in Science (CS) (Certificate / Diploma / Degree/Honors)				Semester - I	Session: 2024-2025			
1		irse Code	CSSC-01T					
2	Cou	irse Title	Computer Fund	lamental and Operatin	g System	Walter and the control of the contro		
3	Cou	irse Type	Type DSC (Discipline Specific Course)					
4	Pre	erequisite As per program						
5	1	After Completing this course, students will be able to: • Study and use of basic concepts and terminology of information • Organize files and documents on storage devices. • Acquire knowledge of ICT and Internet applications. • Develop information technology solutions by evaluating user in advance trends of IT. • Acquire knowledge of MS-Excel, MS-PowerPoint and MS-Acquire knowledge of MS-Excel, MS-PowerPoint and MS-Excel, MS-						
6	Cre	edit Value	3 Credits	Credit = 15 Hours -	Learning & Observation			
7	Tot	al Marks	Max. Marks:	100	Min Passing Marks:	40		
A	RT	-B: Conten	t of the Cou	irse				
	THE RESIDENCE OF THE PARTY OF T	Total No. of Tea	ching-Learning	Periods (01 Hr. per p	eriod) - 45 Periods (45 Ho	ours)		
Uı	nit		То	pics (Course conten	ts)	No. o Perio		
,		Indian knowledge System and Computer Science: Number System in India-Historical evidence, Salient aspect of Indian Mathematics, Bhuta-Samkhya system, Katapayadi system, pingala and the binary system, Sulbha Sutra as modern arithmetic and numerical mathematics. Fundamental of Computer: History of computer, Generation of computer, Types of Computers, Block diagram of CPU, Digital and Analogue computers and its evolution. Major components of digital computers, Types of digital computers, Memory addressing capability of CPU, Microprocessors, Single chip Microcomputer, Users interface, hardware,						
		mathematics. Fundamental of C Computers, Block Major components capability of CPU, N	Computer: Histor diagram of CPU, of digital compute Microprocessors, S	y of computer, Generation Digital and Analogue coers, Types of digital comingle chip Microcompute	ion of computer, Types of omputers and its evolution. uputers, Memory addressing	13		
I	I	mathematics. Fundamental of C Computers, Block Major components capability of CPU, N software and firmw. Peripheral devices Printers, Plotters, S Programmable I/O p Serial data transfer	Computer: History diagram of CPU, of digital computer Microprocessors, Sare, Number systems: I/O Devices-Kersanner, other Inpurport, Inbuilt I/O port	y of computer, Generated Digital and Analogue of ers, Types of digital computers, Types of Microcomputer & Computer Codes. The work of the computer Codes of the computer of the computer Codes. The computer Codes of the code of the c	ion of computer, Types of omputers and its evolution. uputers, Memory addressing	13		
	11	mathematics. Fundamental of C Computers, Block Major components capability of CPU, N software and firmw. Peripheral devices Printers, Plotters, S Programmable I/O p Serial data transfer Processor. Memory: Memory Memory, Direct Ac Program and data m	Computer: History diagram of CPU, of digital computer Microprocessors, Sare, Number systems: I/O Devices-Kerschner, other Input port, Inbuilt I/O poscheme, Microcomplete Microcomport, Primar cess storage devicemency, Memory Me	y of computer, General, Digital and Analogue coers, Types of digital comingle chip Microcomputer & Computer Codes, eyboard, Mouse, Monito at/output devices I/O Poots, Parallel and Serial pointroller, Signal Processory and Secondary Memores (DASD) Destructive at Management Unit (MMU	ion of computer, Types of omputers and its evolution. puters, Memory addressing r, Users interface, hardware, or, Impact and Non-Impact et, Programmable and Non-orts, USB, IEEE 1394, AGP, r, I/O processor, Arithmetic ery, Cache memory, Virtual and Non-destructive Readout,			

PART-C: Learning Resources

Text Books, Reference Books and Others

Text Books Recommended:

- P.K. Sinha, Computer Fundamentals, BPB Publication, Sixth Edition.
- V. Rajaraman, Fundamentals of Computers, PHI Sixth Edition.
- B. Ram, Computer Fundamentals Architecture and Organization, New Age International Publishers, Fifth Edition.
- Raja Raman V. Fundamental of Computers, Prentice Hall of India, New Delhi.
- Peter Baer Galvin, Greg Gagne, Operating System Concepts Abraham Silberschatz, 8th edition, Wiley-India, 2009.

Reference Books Recommended:

- Chetan Shrivastava, Fundamentals of Information Technology, Kalyan Publishers.
- Dr. Santosh Kumar Miri, Computer Fundamentals and Office Automation, Iterative International Publisher IIP.
- Alexis Leon and Mathews Leon, Fundamentals of Information Technology, Vikash Publication.
- Leon and Leon, Fundamental of IT, Leon Tec world.
- Aksoy and Denardis, Introduction to Information Technology, Cengage learning.
- Suresh K. Basandra, Computers Today, Galgotia Publications.
- Dennis P.Curtin, Kim Foley, Kunai Sen and Cathleen Morin, Information Technology The breaking wave, TMH.
- Kogent Solution Inc., OFFICE 2013 in Simple Steps, DremTech Press.
- Kogent Learning Solutions Inc., Access 2010 in Simple Steps
- Andrew S. Tanenbaum, Modern Operating Systems, 3rd Edition, PHI
- Elmasri, Carrick, Levine, Operating Systems: A Spiral Approach TMH Edition
- Akshay Singh, Operating System, RGCSM Publications

Online Resources:

- Indian Knowledge System and computer Science from Swayam portal https://onlinecourses.swayam2.ac.in/imb23 mg53/preview
- Fundamentals of Computer :
 - https://www.w3schools.blog/computer-fundamentals-tutorial
- Fundamentals of Computer, Memory:
 - https://www.tutorialspoint.com/computer_fundamentals/index.htm
- Fundamentals of Computer, Windows Operating System:
 - https://vikaspedia.in/education/digital-litercy/it-literacy-courses-in-associating-with-msup/computer-fundamentals
- Fundamentals of Computer:
 - https://nptel.ac.in/courses/106/103/106103068/
- Introduction to Operating System:
 - https://www.w3schools.in/operating-system/tutorials/
- Introduction to Operating System:
 - https://www.javatpoint.com/windows.
- Peripheral Devices
 - https://www.tutorialspoint.com/what-are-peripheral-devices
- Windows:
 - https://www.javatpoint.com/windows
- Linux:
 - https://www.javatpoint.com/what-is-linux

PART -D: Assessment and Evaluation **Suggested Continuous Evaluation Methods:** 100 Marks Maximum Marks: 30 Marks Continuous Internal Assessment (CIA): 70 Marks End Semester Exam (ESE): Better marks out of the two Test / Quiz Internal Test / Quiz-(2): 20 & 20 **Continuous Internal** obtained marks in Assignment shall be Assignment / Seminar -10 Assessment (CIA): considered against 30 Marks 30 Total Marks -(By Course Teacher) Two section - A & B **End Semester** Section A: Q1. Objective -10 x1 = 10 Mark; Q2. Short answer type-5x4 = 20 MarksExam (ESE): Section B: Descriptive answer type qts.,1 out of 2 from each unit-4x10=40 Marks Name and Signature of Convener & Members of CBoS:

FOUR YEAR UNDERGRADUATE PROGRAM (2024 – 28)

DEPARTMENT OF COMPUTER SCIENCE COURSE CURRICULUM

Pr	ogran	n: Bachelor in S	cience (CS)	Semester - I	Session: 2024-20	195	
	_	te / Diploma / De	` ′	Semester - 1	Session: 2024-20	14.)	
1 Course Code CSSC-01P							
2	Cour	se Title	ows, Linux)				
3	Cour	urse Type Practical					
4	Prere	equisite	As per program				
5	Outc	rse Learning comes (CLO)	 Understand Operating Sy Understand to Understand of Explore fund 	ostem. pasics of DOS command features of Windows Ope comparative features of I ctionality of Linux.	epts of DOS, Windows and s and its types. erating system. DOS and Windows Operating s	systems	
6		lit Value			ory or Field Learning/Train		
7	1	l Marks	Max. Marks:	50	Min Passing Marks:	20	
PA	RT -		nt of the Cou			A-14-4-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1	
	-	Total No.	of learning-Training	ng/performance Perio	ods: 30 Periods (30 Hours)		
Mo	odule		Top	ics (Course conten	its)	No. o	
Practical Experiment 2. Create one 3. Demonstr 4. Demonstr 5. Introducti 6. Study and 7. Working v 8. Use of var 9. Explainin 10. Working v 11. Create a f 12. Write a L 13. Demonstr 14. Create Dedirectory. 15. Delete above		1 Domonetr					
	actical eriment	 Create on Demonstr Demonstr Introducti Study and Working Explainin Working Working Working Create a f Write a L Demonstr Create D directory Delete ab Explainin 	e file and rename file ate all Internal DOS rate all external DOS on to Windows and I use of Desktop, my with Files and Folde rious window applic g control panel optic with printers. The using Linux cominux command which rate use of grep comirectory using Linux ove created files and g various flavors of	ations: Calculator, note ons. mand. h lists all files and dire mand. x command and creat l directory using Linux Linux.	out. ntrols. , Task bar. epad and MS-Paint. ectories. te 3 different files in this	30	
	actical eriment	 Create on Demonstr Demonstr Introducti Study and Working Explainin Working Working Working Create a f Write a L Demonstr Create D directory Delete ab Explainin 	e file and rename file ate all Internal DOS rate all external DOS on to Windows and I use of Desktop, my with Files and Folde rious window applic g control panel optic with printers. The using Linux cominux command which rate use of grep comirectory using Linux ove created files and g various flavors of	e using DOS command Commands with Outp S Commands with outp S Commands with its conference computer, recycle bing. ations: Calculator, note ons. mand. h lists all files and direction and created the command and created directory using Linux Linux.	tout. put. put. put. ntrols. , Task bar. epad and MS-Paint. ectories. te 3 different files in this		

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PART-C: Learning Resources

Text Books, Reference Books and Others

Text Books Recommended:

- Rusell A Stultz, MS DOS 6.22 BPB Publications
- Brain Underdahl, Teach yourself Windows 2000, Wiley Publications.

Reference Books Recommended:

- Peter Norton, Maximizing Windows, Teachmedia.
- Ray Duncan, Advances MS-DOS Programming, BPB
- Akshay Singh, Operating System, RGCSM Publications
- Ray Yao, Shell Scripting in 8 Hours

Online Resources:

- DOS: https://www.javatpoint.com/ms-dos-operating-system
- Windows: https://www.javatpoint.com/windows
- Linux: https://www.javatpoint.com/what-is-linux
- Fundamentals of Computer, Windows Operating System: https://vikaspedia.in/education/digital-litercy/it-literacy-courses-in-associating-with-msup/computer-fundamentals
- DOS: https://www.geeksforgeeks.org/ms-dos-operating-system/

PART -D: Assessment and Evaluation									
Suggested Continuous Evaluation Methods:									
Maximum Marks:		50 Ma	rks						
Continuous Internal A	ssessment (CIA):	15 Ma	rks						
End Semester Exam (E	SE):	35 Mai	rks			_			
Continuous Internal	Internal Test / Quiz	z-(2):	10 & 10	Better m	arks out of the	two Test / Quiz			
Assessment (CIA):	Assignment/Seminar	·+Attend	ance - 05			signment shall be			
(By Course Teacher)	Total Marks -		15	con	sidered against	t 15 Marks			
End Semester	Laboratory / Field					Managed by			
Exam (ESE):	A. Performed th					Course teacher as			
	B. Spotting base					per lab. status			
N SG: -	C. Viva-voce (ba			chnology)	- 05 Marks				
Name and Signature of C	Convener & Membe	ers of CB	sos:	0 1					
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