3rd Semester B.Tech CSE Syllabus

1. Data Structures

• Topics Covered:

- o Arrays, Linked Lists, Stacks, Queues
- Trees and Graphs
- Hashing and Hash Tables
- Sorting and Searching Algorithms
- o Dynamic Programming Basics

2. Computer Organization and Architecture

• Topics Covered:

- Basic Structure of Computers
- Machine Instructions and Addressing Modes
- Memory Hierarchy (Cache and Virtual Memory)
- Input/Output Organization
- o Assembly Language Programming

3. Object-Oriented Programming (OOP)

• Topics Covered:

- Concepts of Classes and Objects
- o Inheritance, Polymorphism, and Encapsulation
- Abstract Classes and Interfaces
- o Templates and Exception Handling
- Standard Template Library (STL)

4. Discrete Mathematics

• Topics Covered:

- Logic and Proof Techniques
- o Sets, Relations, and Functions
- Graph Theory and Trees
- o Combinatorics and Recurrence Relations
- Boolean Algebra

Programming Basics

• High-Level vs. Low-Level Languages

- High-level languages are easier to read and write, portable across systems, and abstract hardware details.
- o Low-level languages are closer to machine code and specific to hardware.

• Translators:

o Interpreters execute code line by line, while compilers translate the entire code into machine language before execution.

• Key Concepts and Examples:

- o **Variables:** Variables store data values (e.g., x = 10).
- o **Indentation:** Defines code blocks in Python (e.g., loops, conditionals, or functions).
- Function Definition: Functions are defined using def (e.g., def add(a, b): return a + b).
- o Loops: For-loop iterates over sequences (e.g., for char in "Python": print(char)).
- o Error Handling: Referencing an undefined variable raises a NameError.
- o **Modulo Operator:** % returns the remainder of a division (e.g., 10 % 2 == 0 for even numbers).

Artificial Intelligence (AI)

- **Definition:** AI simulates human intelligence in machines programmed to think, learn, and make decisions.
- Key Features of AI:
 - 1. **Machine Learning (ML):** Systems learn from data to make decisions (e.g., recommendation systems).
 - 2. **Natural Language Processing (NLP):** Machines understand and interpret human language (e.g., chatbots, virtual assistants).
 - 3. **Computer Vision:** Interprets visual information (e.g., facial recognition).
 - 4. **Robotics:** AI-driven robots perform autonomous tasks (e.g., self-driving cars).
 - 5. **Expert Systems:** Solve complex problems using knowledge and inference (e.g., medical diagnosis systems).

Data Structures and Algorithms (DSA)

• Data Structures:

- o **Array:** Fixed-size, sequential storage.
- o **Linked List:** Nodes connected by pointers.
- o **Stack:** Last In, First Out (LIFO).
- o **Queue:** First In, First Out (FIFO).
- o **Tree:** Hierarchical structure with nodes.
- o **Graph:** Nodes connected by edges.
- o **Hash Table:** Key-value pairs for data storage.

Algorithms:

- Searching Algorithms:
 - Linear Search: Sequentially searches for an element.

- Binary Search: Searches a sorted array by dividing it in halves.
- Sorting Algorithms:
 - Bubble Sort, Quick Sort, Merge Sort, Insertion Sort.
- Graph Algorithms:
 - Dijkstra's Algorithm (shortest path).
 - Kruskal's Algorithm (minimum spanning tree).
- Dynamic Programming: Breaks problems into overlapping subproblems (e.g., Fibonacci).
- o **Greedy Algorithms:** Solves problems step-by-step (e.g., Huffman Coding).

Key Faculty at Graphic Era Hill University

1. Ms. Sonal: OOPS Lab

2. **Dr. Prateek Srivastav:** OOPS with C++

3. Ms. Ayushi Jain: DSA Lab

4. **Dr. Anupam Singh:** DSA with C

Wrestling Overview

- **Definition:** Wrestling is a physical combat sport focusing on grappling techniques.
- Types of Wrestling:
 - 1. **Freestyle Wrestling:** Full-body attacks and defense.
 - 2. **Greco-Roman Wrestling:** Upper-body techniques only.
 - 3. **Folkstyle Wrestling:** Emphasis on control and pinning (popular in U.S. schools).
 - 4. **Professional Wrestling:** Combines wrestling with entertainment (e.g., WWE).
 - 5. **Traditional Wrestling:** Region-specific styles (e.g., Kushti in India, Sumo in Japan).

Narendra Modi - Key Details

- Full Name: Narendra Damodardas Modi
- **Date of Birth:** September 17, 1950
- Place of Birth: Vadnagar, Gujarat, India
- Notable Achievements:
 - o 14th Prime Minister of India (since May 26, 2014).
 - o Member of Bharatiya Janata Party (BJP).

B.Tech CSE Subjects

1. Data Structures

- o Study of methods to organize, store, and manage data efficiently.
- Topics: Arrays, Linked Lists, Stacks, Queues, Trees, Graphs, Sorting & Searching, Hashing.

2. Computer Organization and Architecture

- o Understanding how computers work internally and execute instructions.
- o Topics: Basic computer structure, memory hierarchy, I/O systems, addressing modes, assembly language.

3. Object-Oriented Programming (OOP)

- o Programming paradigm based on objects and classes.
- Topics: Classes, Objects, Inheritance, Polymorphism, Encapsulation, Abstract Classes, Templates, Exception Handling.

4. Discrete Mathematics

- o Foundation of computer science focusing on logic, sets, and structures.
- Topics: Logic, Graph Theory, Sets, Functions, Combinatorics, Boolean Algebra, Recurrence Relations.

What is Computer Science and Engineering (CSE)? Answer:

CSE is a branch of engineering that combines computer science and engineering principles. It focuses on software development, hardware design, algorithms, and computing systems.

2. What are the career opportunities after CSE?

Answer:

Career options include Software Engineer, Data Scientist, AI/ML Engineer, Cloud Architect, Cybersecurity Expert, Web Developer, Game Developer, and more.

3. What programming languages will I learn in CSE?

Answer:

You'll typically learn languages like C, C++, Java, Python, and sometimes specialized languages like R, MATLAB, or JavaScript.

Subject-Specific Questions

4. What is the importance of Data Structures?

Answer:

Data Structures are essential for organizing and managing data efficiently, which improves the performance of software applications.

5. Why is Discrete Mathematics important in CSE?

Answer:

Discrete Mathematics provides tools for logical reasoning and problem-solving, essential for understanding algorithms, cryptography, and computer networks.

6. What is Object-Oriented Programming (OOP)?

Answer:

OOP is a programming paradigm that uses Classes and Objects to create reusable and modular code. It simplifies complex problems by modeling them as real-world entities.

7. What is Computer Organization and Architecture?

Answer:

This subject explains how computer systems are designed and how they process information. It covers the structure of processors, memory, and input/output systems.

Technical Questions

8. What is an Algorithm?

Answer:

An algorithm is a step-by-step procedure or formula for solving a problem. Examples include Sorting (e.g., Bubble Sort) and Searching (e.g., Binary Search).

9. What is the difference between Stack and Queue?

Answer:

- **Stack:** Follows Last In, First Out (LIFO).
- **Queue:** Follows First In, First Out (FIFO).

10. What is a Graph in Data Structures?

Answer:

A graph represents a set of objects connected by edges. It's used in network analysis, routing, and more.

Practical and Career-Related Questions

11. What labs are conducted in the CSE department?

Answer:

Labs typically include Programming Lab, Data Structures Lab, Database Management Lab, Networking Lab, and OOP Lab.

12. Are coding competitions helpful for CSE students?

Answer:

Yes, coding competitions improve problem-solving skills, algorithm design, and coding speed, which are valuable for placements and internships.

13. What tools and software are commonly used in CSE?

Answer:

Some popular tools are Git, Visual Studio Code, IntelliJ IDEA, Jupyter Notebook, MATLAB, and databases like MySQL or MongoDB.

Does the department provide placement assistance? Answer:

Yes, the department organizes training programs, mock interviews, and connects students with top companies through campus placements.

16. What is the role of AI in CSE?

Answer:

Artificial Intelligence is a growing field in CSE, focusing on creating systems that can simulate human intelligence, like chatbots, recommendation systems, and autonomous vehicles.

17. What are the trending technologies in CSE?

Answer:

Trending technologies include Machine Learning, Artificial Intelligence, Cloud Computing, Blockchain, IoT, Cybersecurity, and DevOps.

18. Can I pursue research after completing CSE?

Answer:

Yes, CSE offers opportunities for research in fields like AI, Big Data, Cryptography, and Quantum Computing.