# UNIVERSITY OF MUMBAI



## Bachelor of Engineering

in

## Computer Engineering

**Second Year with Effect from AY 2020-21**

**Third Year with Effect from AY 2021-22**

**Final Year with Effect from AY 2022-23**

**(REV- 2019 'C' Scheme) from Academic Year 2019 – 20**

**Under**

# FACULTY OF SCIENCE & TECHNOLOGY

(As per AICTE guidelines with effect from the academic year 2019–2020)

## Program Structure for Second Year Computer Engineering

## UNIVERSITY OF MUMBAI (With Effect from 2020-2021)
## Semester III

| Course Code | Course Name | Teaching Scheme (Contact Hours) | | | Credits Assigned | | | |
|---|---|---|---|---|---|---|---|---|
| | | Theory | Pract. | Tut. | Theory | Pract. | Tut. | Total |
| CSC301 | Engineering Mathematics-III | 3 | -- | 1* | 3 | -- | 1 | 4 |
| CSC302 | Discrete Structures and Graph Theory | 3 | -- | -- | 3 | -- | -- | 3 |
| CSC303 | Data Structure | 3 | -- | -- | 3 | -- | -- | 3 |
| CSC304 | Digital Logic & Computer Architecture | 3 | -- | -- | 3 | -- | -- | 3 |
| CSC305 | Computer Graphics | 3 | -- | -- | 3 | -- | -- | 3 |
| CSL301 | Data Structure Lab | -- | 2 | -- | -- | 1 | -- | 1 |
| CSL302 | Digital Logic & Computer Architecture Lab | -- | 2 | -- | -- | 1 | -- | 1 |
| CSL303 | Computer Graphics Lab | -- | 2 | -- | -- | 1 | -- | 1 |
| CSL304 | Skill base Lab course: Object Oriented Programming with Java | -- | 2+2* | -- | -- | 2 | -- | 2 |
| CSM301 | Mini Project – 1 A | -- | 4$ | -- | -- | 2 | -- | 2 |
| **Total** | | **15** | **14** | **1** | **15** | **07** | **1** | **23** |

| Course Code | Course Name | Examination Scheme | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | Theory | | | | | Term Work | Pract & oral | Total |
| | | Internal Assessment | | | End Sem. Exam | Exam. Duration (in Hrs) | | | |
| | | Test 1 | Test2 | Avg | | | | | |
| CSC301 | Engineering Mathematics-III | 20 | 20 | 20 | 80 | 3 | 25 | -- | 125 |
| CSC302 | Discrete Structures and Graph Theory | 20 | 20 | 20 | 80 | 3 | -- | -- | 100 |
| CSC303 | Data Structure | 20 | 20 | 20 | 80 | 3 | -- | -- | 100 |
| CSC304 | Digital Logic & Computer Architecture | 20 | 20 | 20 | 80 | 3 | -- | -- | 100 |
| CSC305 | Computer Graphics | 20 | 20 | 20 | 80 | 3 | -- | -- | 100 |
| CSL301 | Data Structure Lab | -- | -- | -- | -- | -- | 25 | 25 | 50 |
| CSL302 | Digital Logic & Computer Architecture Lab | -- | -- | -- | -- | -- | 25 | -- | 25 |
| CSL303 | Computer Graphics Lab | -- | -- | -- | -- | -- | 25 | 25 | 50 |
| CSL304 | Skill base Lab course: Object Oriented Programming with Java | -- | -- | -- | -- | -- | 50 | 25 | 75 |
| CSM301 | Mini Project – 1 A | -- | -- | -- | -- | -- | 25 | 25 | 50 |
| **Total** | | **--** | **--** | **100** | **400** | **--** | **175** | **100** | **775** |

*Should be conducted batch wise and

$ indicates workload of Learner (Not Faculty), Students can form groups with minimum 2 (Two) and not more than 4 (Four), Faculty Load: 1 hour per week per four groups