

Program Structure
Bachelor of Science in Computer Science and Engineering (BS CSE)
(Effective for students intake in Summer 2018 and onward)

| TOTAL CREDIT HOURS | | 136 |
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| Category | Course Code and Name | Credit Hours |
| UNIVERSITY CORE (General Education) | | 39 |
| Writing | | 6 |
| | ENG 101 English Fundamentals | 3 |
| | ENG 102 English Composition | 3 |
| Arts, Humanities, Social Sciences | | 21 |
| | BNG 103 Bangla Language & Literature | 3 |
| | HUM 103 Ethics and Culture | 3 |
| | EMB101/DEV 101 Emergence of Bangladesh / Bangladesh Studies | 3 |
| | BUS201 Business and Human Communication | 3 |
| | Any two (2) courses (6 credits) from the following: HUM101, ECO101, ANT101, HST102, SOC201 | 6 |
| | Any one (1) course (3 credits) from the following: SOC101, PSY101, POL101/ | 3 |
| Mathematics, Science | | 6 |
| | MAT 110 Mathematics I | 3 |
| | PHY 111 Principles of Physics I | 3 |
| NON-MAJOR (minimum 2 courses - 6 credits) | | 6 |
| Student may take any non-overlapping course from other departments as non-major course. Some of the suggested non-major courses are: ECO101, ECO102, BUS101, BCH101, BIO101, BTE101, CHE101, CHE110, CHN101, FRN101, ANT101, GEO101, HST102, HUM101, LAW101, POL101, PSY101, SOC101, SOC201, ENV101/ENV103, HUM111/HST407 | | |
| SCHOOL CORE | | 15 |
| | MAT 110 Mathematics I * | 3 |
| | MAT 120 Mathematics II | 3 |
| | MAT 215 Mathematics III | 3 |
| | MAT 216 Mathematics IV | 3 |
| | PHY 111 Principles of Physics I * | 3 |
| | PHY 112 Principles of Physics II | 3 |
| | STA 201 Elements of Statistics and Probability | 3 |
| * Credits counted toward University Core (GED) | | |
| PROGRAM CORE | | 75 |
| | CSE 110 Programming Language I | 3 |
| | CSE 111 Programming Language II | 3 |
| | CSE 220 Data Structure | 3 |
| | CSE 221 Algorithm | 3 |
| | CSE 230 Discrete Mathematics | 3 |
| | CSE 250 Circuits and Electronics | 3 |
| | CSE 251 Electronic Devices and Circuits | 3 |
| | CSE 260 Digital Logic Design | 3 |
| | CSE 320 Data Communication | 3 |
| | CSE 321 Operating Systems | 3 |
| | CSE 330 Numerical Method | 3 |
| | CSE 331 Automata and Computability | 3 |
| | CSE 340 Computer Architecture | 3 |
| | CSE 341 Microprocessor | 3 |

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| CSE 350 | Digital Electronics and Pulse Techniques | 3 |
| CSE 360 | Computer Interface | 3 |
| CSE 370 | Database Systems | 3 |
| CSE 420 | Compiler Design | 3 |
| CSE 421 | Computer Networks | 3 |
| CSE 422 | Artificial Intelligence | 3 |
| CSE 423 | Computer Graphics | 3 |
| CSE 460 | VLSI Design | 3 |
| CSE 461 | Digital System Design | 3 |
| CSE 470 | Software Engineering | 3 |
| CSE 471 | System Analysis and Design | 3 |
| FINAL-YEAR PROJECT/INTERNSHIP/THESIS CSE400 | | 4 |
| PROGRAM ELECTIVE - Minimum one (1) course (3 credits) from the following: | | 3 |
| CSE 310 | Object Oriented Programming | 3 |
| CSE 342 | Computer Systems engineering | 3 |
| CSE 390 | Technical Communication | 3 |
| CSE 391 | Programming for the Internet | 3 |
| CSE 392 | Signals and Systems | 3 |
| CSE 410 | Advance Programming In UNIX | 3 |
| CSE 419 | Programming Languages | 3 |
| CSE 424 | Pattern Recognition | 3 |
| CSE 425 | Neural Networks | 3 |
| CSE 426 | Basic Graph Theory | 3 |
| CSE 427 | Machine Learning | 3 |
| CSE 428 | Image Processing | 3 |
| CSE 429 | Basic Multimedia Theory | 3 |
| CSE 430 | Digital Signal Processing | 3 |
| CSE 431 | Natural Language Processing | 3 |
| CSE 432 | Speech Recognition and Synthesis | 3 |
| CSE 462 | Fault Tolerant Systems | 3 |
| CSE 472 | Human Computer Interface | 3 |
| CSE 473 | Decision Support System | 3 |
| CSE 474 | Simulation and Modeling | 3 |
| CSE 490 | WAN Routing and Technologies (Special Topics) | 3 |
| CSE 490 | Special Topics | 3 |
| CSE 491 | Independent Study | 3 |