VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELGAUM
CREDIT SYSTEM (CS)
SCHEME OF TEACHING AND EXAMINATION 2015-2016

B.E. Computer Science & Engineering/ B.E. Information Science & Engineering

III SEMESTER

Sl. No	Subject Code	Title	Teaching Hours /Week		Examination				Credits
			Theory	Practical/ Drawing	Duration	Theory/ Practical Marks	I.A. Marks	Total Marks	
1	15MAT31	**Engineering Mathematics - III**	04	--	03	80	20	100	4
2	15CS32	**Analog and Digital Electronics**	04	--	03	80	20	100	4
3	15CS33	**Data Structures and Applications**	04	--	03	80	20	100	4
4	15CS34	**Computer Organization**	04	--	03	80	20	100	4
5	15CS35	**Unix and Shell Programming**	04	--	03	80	20	100	4
6	15CS36	**Discrete Mathematical structures**	04	--	03	80	20	100	4
7	15CSL37	**Analog and Digital Electronics Laboratory**	--	1I+2P	03	80	20	100	2
8	15CSL38	**Data Structures Laboratory**	--	1I+2P	03	80	20	100	2
		TOTAL	**24**	**6**	**24**	**640**	**160**	**800**	**28**

Note : I Stands for Instruction Hours and P for practical Hours

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IV SEMESTER

Sl. No	Subject Code	Title	Teaching Hours /Week		Examination				Credits
			Theory	Practical/ Drawing	Duration	Theory/ Practical Marks	I.A. Marks	Total Marks	
1	15MAT41	**Engineering Mathematics - IV**	04	--	03	80	20	100	4
2	15CS 42	**Software Engineering**	04	--	03	80	20	100	4
3	15CS43	**Design and Analysis of Algorithms**	04	--	03	80	20	100	4
4	15CS 44	**Microprocessors and microcontrollers**	04	--	03	80	20	100	4
5	15CS45	**Object Oriented Programming with JAVA**	04	--	03	80	20	100	4
6	15CS46	**Data communications**	04	--	03	80	20	100	4
7	15CSL47	**Design and Analysis of Algorithm Laboratory**	--	1I+2P	03	80	20	100	2
8	15CSL48	**Microprocessors Laboratory**	--	1I+2P	03	80	20	100	2
		TOTAL	**24**	**06**	**24**	**640**	**160**	**800**	**28**

Note : I Stands for Instruction Hours and P for practical Hours