B.Tech (Computer Science and Engineering)
OVERALL CREDIT STRUCTURE

Undergraduate Core (UC)		Undergraduate Elective (UE)	
Category	Credit	Category	Credit
DC	118	DE	50 (minimum)
BC	38	HM	12(minimum)
ES	40	OC	50 (balance)
HM	12	UN	00 (Courses)
Total	208	Total	112
Grand Total UC+UE			320

Course Code	Course	L-T-P	Credit
Basic Sciences (BS)			
SCL102	Applied Mathematics -I	3-2-0	8
SCL103	Applied Mathematics-II	3-2-0	8
SCL203	Probability & Numerical Methods**	3-0-0	6
SCL104	Applied Physics	3-0-2	8
SCL105	Applied Chemistry	3-0-2	8
	Total		38

Engineering Arts and Sciences (ES)		L-T-P	Credit
CEL101	Engineering Mechanics	3-0-2	8
EEL101	Elementary Electrical Engineering	3-0-2	8
MEL101	Engineering Drawing	3-0-2	8
CSL101	Computer Programming	3-0-2	8
MEP101	Mechanical Workshop	0-0-2	2
EEP101	Electrical Workshop	0-0-2	2
CEL102	Environmental Science	2-0-0	4
	Total		40

Humanities and Management (Core) (HM)		L-T-P	Credit
HMP102	Spoken English	1-0-2	4
HMP103	Written English	1-2-0	4
HML101	Social Science	2-0-0	4
	Total		12

Non Credit Requirement			
NCN101	NCC#	-	0
NCN102	NSS#	-	0
NCN103	NSO#	-	0
SPB101	Sports-1#	0-0-4	0
SPB102	Sports-II#	0-0-4	0
CSD201	Project	-	0
CSD301	Literature Review Paper Writing	-	0
CST201	Practical Training	-	0
HMD201	Community Project	-	0

Departmental Core (DC)		L-T-P	Credit
ECL202	Digital Circuits *	3-0-2	8
CSL201	Data Structures and Program Design*	3-0-2	8
CSL202	Computer Organization*	3-2-0	8
CSL203	Concepts in Programming Languages**	3-0-2	8
CSL204	Introduction to Object Oriented Methodology**	3-0-2	8
CSL301	Theory of Computation*	3-2-0	8
CSL302	Operating Systems*	3-0-2	8
CSL303	Computer Networks***	3-0-2	8
CSL304	System Programming*	3-0-2	8
CSL305	Database Management Systems***	3-0-2	8
CSL306	Language Processors***	3-0-2	8
CSL307	Software Engineering***	3-0-2	8
CSL308	Analysis of Algorithms**	3-2-0	8
SCL202	Electronic and Electromagnetic Material*	3-0-0	6
SCL204	Discrete Mathematics *	3-2-0	8

Departmental Elective (DE)		L-T-P	Credit
ECL305	Microcontroller and interfacing	3-0-2	8
CSL309	Neuro-Fuzzy Techniques	3-0-2	8
CSL310	Computer Graphics	3-0-2	8
CSL311	Internet Technologies	3-0-2	8
CSL312	Topics in Graph Theory	3-2-0	8
CSL401	Real-Time Systems	3-0-2	8
CSL402	Artificial Intelligence	3-0-2	8
CSL403	Fundamental Algorithms in Computational Biology	3-0-2	8
CSL404	Network Security	3-0-2	8
CSL405	Data Mining and Data Warehousing	3-0-2	8
CSL406	Advanced Computer Architecture	3-0-2	8
CSL407	Distributed System	3-0-2	8
CSL408	Information Retrieval	3-0-2	8
CSD401	Major Project Part-I	-	2
CSP401	Software Lab	0-0-2	2
CSD402	Major Project Part-II	-	6
SCL402	Linear Algebra	3-0-0	6

#A student has to opt at least one from NCC, NSS, NSO and sports (I & II both).

Note: Students are required to opt the core courses in the order (*,**,***)