

Semester-wise Pattern for Students Admitted to B. E. Computer Science Programme								
Year	First Semester			U	Second Semester			U
I	BIO	F110	Biology Laboratory	1	MATH	F112	Mathematics II	3
	BIO	F111	General Biology	3	ME	F112	Workshop Practice	2
	CHEM	F110	Chemistry Laboratory	1	CS	F111	Computer Programming	4
	CHEM	F111	General Chemistry	3	EEE	F111	Electrical Sciences	3
	MATH	F111	Mathematics I	3	BITS	F112	Technical Report Writing	2
	PHY	F110	Physics Laboratory	1	MATH	F113	Probability and Statistics	3
	PHY	F111	Mechanics, Oscillations and Waves	3	BITS	F111	Thermodynamics	3
	BITS	F110	Engineering Graphics	2				
			17				20	
II	MATH	F211	Mathematics III	3	ECON	F211	Principles of Economics	3
			Humanities Electives	3(min)			or	or
	CS	F214	Logic in Computer Science	3	MGTS	F211	Principles of Management	3
	CS	F222	Discrete Structures for Computer Science	3			Humanities Electives	3(min)
	CS	F213	Object Oriented Programming	4	CS	F211	Data Structures & Algorithms	4
	CS	F215	Digital Design	4	CS	F241	Microprocessors & Interfacing	4
					CS	F212	Database Systems	4
				BITS	F225	Environmental Studies	3	
			20(min)				21(min)	
Summer BITS F221 Practice School – I (for PS Option Only)								
III			Open/Humanities Electives	3to6			Open/Humanities Electives	2to5
	CS	F351	Theory of Computation	3			Electives	
	CS	F372	Operating Systems	3	CS	F363	Compiler Construction	3
	CS	F301	Principles of Programming Languages	2	CS	F364	Design & Analysis of Algorithms	3
	CS	F342	Computer Architecture	4	CS	F303	Computer Networks	4
			Discipline Electives	3(min)			Discipline Electives	6(min)
			18/21				18/21	
IV			Open Electives	6to12	BITS	F412	Practice School-II	20
			Discipline Electives	3(min)			or	or
					BITS	F421T	Thesis	16
							or	
							Thesis (9) and Electives (6 to 9)	15to18
				9/15				15/20

Discipline Core - 48 Units (14 Courses)

Discipline Electives - 12 Units (4 Courses)

**Note:** This is operative pattern for the students who are admitted from August 2011 onwards as approved by the Senate-appointed committee, subject to change if the situation warrants.