

COMPUTER SCIENCE AND ENGINEERING
COMPUTER SCIENCE AND ENGINEERING

CURRICULUM FROM SEMESTERS I TO VIII

Every course of B. Tech. Programme shall be placed in one of the nine categories as listed in table below.

Sl. No	Category	Code	Credits
1	Humanities and Social Sciences including Management courses	HMC	5
2	Basic Science courses	BSC	26
3	Engineering Science Courses	ESC	22
4	Program Core Courses	PCC	79
5	Program Elective Courses	PEC	15
6	Open Elective Courses	OEC	3
7	Project work and Seminar	PWS	10
8	Mandatory Non-credit Courses (P/F) with grade	MNC	--
9	Mandatory Student Activities (P/F)	MSA	2
Total Mandatory Credits			162
10	Value Added Course (Optional)	VAC	20

No semester shall have more than five lecture-based courses and two laboratory and/or drawing/seminar/project courses in the curriculum. Semester-wise credit distribution shall be as below:

Sem	1	2	3	4	5	6	7	8	Total
Credits	17	21	22	22	23	23	15	17	160
Activity Points			50			50			---
Credits for Activity					2				2
G.Total									162

Basic Science Courses: Maths, Physics, Chemistry, Biology for Engineers, Life Science etc

Engineering Science Courses: Engineering Graphics, Programming in C, Basics of Electrical and Electronics Engineering, Basics of Civil and Mechanical Engineering,

COMPUTER SCIENCE AND ENGINEERING

Engineering Mechanics, Thermodynamics, Design Engineering, Materials Engineering, Workshops etc.

Humanities and Social Sciences including Management courses: English, Humanities, Professional Ethics, Management, Finance & Accounting, Life Skills, Professional Communication, Economics etc

Mandatory Non-credit Courses: Environmental Science, Constitution of India/Essence of Indian Knowledge Tradition, Industrial Safety Engineering, Disaster Management etc.

Course Code and Course Number

Each course is denoted by a unique code consisting of three alphabets followed by three numerals like **CSL 201**. The first two letter code refers to the department offering the course. CS stands for course in Computer Science & Engineering, course code MA refers to a course in Mathematics, course code ES refers to a course in Engineering Science etc. Third letter stands for the nature of the course as indicated in the following table.

Code	Description
T	Theory based courses (other than lecture hours, these courses can have tutorial and practical hours, e.g., L-T-P structures 3-0-0, 3-1-2, 3-0-2 etc.)
L	Laboratory based courses (where performance is evaluated primarily on the basis of practical or laboratory work with LTP structures like 0-0-3, 1-0-3, 0-1-3 etc.)
N	Non-credit courses
D	Project based courses (Major-, Mini- Projects)
Q	Seminar courses

Course Number is a three digit number and the first digit refers to the Academic year in which the course is normally offered, i.e. 1, 2, 3, or 4 for the B. Tech. Programme of four year duration. Of the other two digits, the last digit identifies whether the course is offered normally in the odd (odd number), even (non-zero even number) or in both the semesters (zero). The middle number could be any digit. CSL 201 is a laboratory course offered in Computer Science and Engineering department for third semester, MAT 101 is a course in Mathematics offered in the first semester, EET 344 is a theory course in Electrical Engineering offered in the sixth semester, PHT 110 is a course in Physics offered both the first and second semesters, EST 102 is a course in Basic Engineering offered by one or many departments in the second semester. These course numbers are to be given in the curriculum and syllabi.

Each course is offered by a Department and their two-letter course prefix is given in Table 2

Table 2: Departments and their codes

SL No	Department	Course Prefix	SL No	Department	Course Prefix
1	Aeronautical Engineering	AO	23	Electronics and Communication Engineering	EC
2	Agriculture Engineering	AG	24	Electronics and Computer Engineering	ER
3	Applied Electronics and Instrumentation	AE	25	Electrical and Computer Engineering	EO
4	Artificial Intelligence	AI	26	Electrical and Electronics Engineering	EE
5	Artificial Intelligence and Data Science	AD	27	Food Technology	FT
6	Artificial Engineering and Machine Learning	AM	28	Humanities	HU
7	Automobile Engineering	AU	29	Industrial Engineering	IE
8	Biomedical Engineering	BM	30	Information Technology	IT
9	Biotechnology	BT	31	Instrumentation & Control	IC
10	Chemical Engineering	CH	32	Mandatory Courses	MC
11	Chemistry	CY	33	Mathematics	MA
12	Civil Engineering	CE	34	Mechanical Engineering	ME
13	Civil and Environmental Engineering	CN	35	Mechatronics	MR
14	Computer Science and Business Systems	CB	36	Metallurgy	MT
15	Computer Science and Design	CX	37	Mechanical (Auto)	MU
16	Computer Science and Engineering	CS	38	Mechanical (Prod)	MP
17	Computer Science and Engineering (Artificial Intelligence)	CA	39	Naval & Ship Building	SB
18	Computer Science and Engineering (Artificial Intelligence and Machine Learning)	CM	40	Physics	PH
19	Computer Science and Engineering (Data Science)	CD	41	Polymer Engineering	PO
20	Computer Science and Engineering (Cyber Security)	CC	42	Production Engineering	PE
21	Cyber Physical Systems	CP	43	Robotics and Automation	RA
22	Electronics & Biomedical	EB	44	Safety & Fire Engineering	FS

COMPUTER SCIENCE AND ENGINEERING

SEMESTER I

SLOT	COURSE NO.	COURSES	L-T-P	HOURS	CREDIT
A	MAT 101	LINEAR ALGEBRA AND CALCULUS	3-1-0	4	4
B 1/2	PHT 100	ENGINEERING PHYSICS A	3-1-0	4	4
	CYT 100	ENGINEERING CHEMISTRY	3-1-0	4	4
C 1/2	EST 100	ENGINEERING MECHANICS	2-1-0	3	3
	EST 110	ENGINEERING GRAPHICS	2-0-2	4	3
D 1/2	EST 120	BASICS OF CIVIL & MECHANICAL ENGINEERING	4-0-0	4	4
	EST 130	BASICS OF ELECTRICAL & ELECTRONICS ENGINEERING	4-0-0	4	4
E	HUN 101	LIFE SKILLS	2-0-2	4	--
S 1/2	PHL 120	ENGINEERING PHYSICS LAB	0-0-2	2	1
	CYL 120	ENGINEERING CHEMISTRY LAB	0-0-2	2	1
T 1/2	ESL 120	CIVIL & MECHANICAL WORKSHOP	0-0-2	2	1
	ESL 130	ELECTRICAL & ELECTRONICS WORKSHOP	0-0-2	2	1
TOTAL				23/24	17

SEMESTER II

SLOT	COURSE NO.	COURSES	L-T-P	HOURS	CREDIT
A	MAT 102	VECTOR CALCULUS , DIFFERENTIAL EQUATIONS AND TRANSFORMS	3-1-0	4	4
B 1/2	PHT 100	ENGINEERING PHYSICS A	3-1-0	4	4
	CYT 100	ENGINEERING CHEMISTRY	3-1-0	4	4
C 1/2	EST 100	ENGINEERING MECHANICS	2-1-0	3	3
	EST 110	ENGINEERING GRAPHICS	2-0-2	4	3
D 1/2	EST 120	BASICS OF CIVIL & MECHANICAL ENGINEERING	4-0-0	4	4
	EST 130	BASICS OF ELECTRICAL & ELECTRONICS ENGINEERING	4-0-0	4	4
E	HUN 102	PROFESSIONAL COMMUNICATION	2-0-2	4	--
F	EST 102	PROGRAMMING IN C	2-1-2	5	4
S 1/2	PHL 120	ENGINEERING PHYSICS LAB	0-0-2	2	1
	CYL 120	ENGINEERING CHEMISTRY LAB	0-0-2	2	1
T 1/2	ESL 120	CIVIL & MECHANICAL WORKSHOP	0-0-2	2	1
	ESL 130	ELECTRICAL & ELECTRONICS WORKSHOP	0-0-2	2	1
TOTAL				28/29	21

NOTE:

1. Engineering Physics A and Engineering Chemistry shall be offered in both semesters. Institutions can advise students belonging to about 50% of the number of branches in the Institution to opt for Engineering Physics A in S1 and Engineering Chemistry in S2 & vice versa. Students opting for Engineering Physics A in a semester should attend Physics Lab in the same semester and students opting for Engineering Chemistry in one semester should attend Engineering Chemistry Lab in the same semester.
2. Engineering Mechanics and Engineering Graphics shall be offered in both semesters. Institutions can advise students belonging to about 50% of the number of branches in the Institution to opt for Engineering Mechanics in S1 and Engineering Graphics in S2 & vice versa.
3. Basics of Civil & Mechanical Engineering and Basics of Electrical & Electronics Engineering shall be offered in both semesters. Basics of Civil & Mechanical Engineering contain equal weightage for Civil Engineering and Mechanical Engineering. Slot for the course is D with CIE marks of 25 each and ESE marks of 50 each. Students belonging to branches of AEI, EI, BME, ECE, EEE, ICE, CSE, IT, RA can choose this course in S1.

Basics of Electrical & Electronics Engineering contain equal weightage for Electrical Engineering and Electronics Engineering. Slot for the course is D with CIE marks of 25 each and ESE marks of 50 each. Students belonging to AERO, AUTO, CE, FSE, IE, ME, MECHATRONICS, PE, METALLURGY, BT, BCE, CHEM, FT, POLY can choose this course in S1. Students having Basics of Civil & Mechanical Engineering in one semester should attend Civil & Mechanical Workshop in the same semester and students having Basics of Electrical & Electronics Engineering in a semester should attend Electrical & Electronics Workshop in the same semester.

4. LIFE SKILLS

Life skills are those competencies that provide the means for an individual to be resourceful and positive while taking on life's vicissitudes. Development of one's personality by being aware of the self, connecting with others, reflecting on the abstract and the concrete, leading and generating change, and staying rooted in time-tested values and principles is being aimed at. This course is designed to enhance the employability and maximize the potential of the students by introducing them to the principles that underlie personal and professional success, and help them acquire the skills needed to apply these principles in their lives and careers.

5. PROFESSIONAL COMMUNICATION

Objective is to develop in the under-graduate students of engineering a level of competence in English required for independent and effective communication for their professional needs. Coverage: Listening, Barriers to listening, Steps to overcome them, Purposive listening

COMPUTER SCIENCE AND ENGINEERING

practice, Use of technology in the professional world. Speaking, Fluency & accuracy in speech, Positive thinking, Improving self-expression, Tonal variations, Group discussion practice, Reading, Speed reading practice, Use of extensive readers, Analytical and critical reading practice, Writing Professional Correspondence, Formal and informal letters, Tone in formal writing, Introduction to reports. Study Skills, Use of dictionary, thesaurus etc., Importance of contents page, cover & back pages, Bibliography, Language Lab.

SEMESTER III

SLOT	COURSE NO.	COURSES	L-T-P	HOURS	CREDIT
A	MAT 203	DISCRETE MATHEMATICAL STRUCTURES	3-1-0	4	4
B	CST 201	DATA STRUCTURES	3-1-0	4	4
C	CST 203	LOGIC SYSTEM DESIGN	3-1-0	4	4
D	CST 205	OBJECT ORIENTED PROGRAMMING USING JAVA	3-1-0	4	4
E (1/2)	EST 200	DESIGN & ENGINEERING	2-0-0	2	2
	HUT 200	PROFESSIONAL ETHICS	2-0-0	2	2
F	MCN 201	SUSTAINABLE ENGINEERING	2-0-0	2	--
S	CSL 201	DATA STRUCTURES LAB	0-0-3	3	2
T	CSL 203	OBJECT ORIENTED PROGRAMMING LAB (IN JAVA)	0-0-3	3	2
R/M	VAC	Remedial/Minor course	3-1-0	4	4
TOTAL				26*	22/26
* Excluding Hours to be engaged for Remedial/Minor course.					

COMPUTER SCIENCE AND ENGINEERING

SEMESTER IV

SLOT	COURSE NO.	COURSES	L-T-P	HOURS	CREDIT
A	MAT 206	GRAPH THEORY	3-1-0	4	4
B	CST 202	COMPUTER ORGANIZATION AND ARCHITECTURE	3-1-0	4	4
C	CST 204	DATABASE MANAGEMENT SYSTEMS	3-1-0	4	4
D	CST 206	OPERATING SYSTEMS	3-1-0	4	4
E (1/2)	EST 200	DESIGN & ENGINEERING	2-0-0	2	2
	HUT 200	PROFESSIONAL ETHICS	2-0-0	2	2
F	MCN 202	CONSTITUTION OF INDIA	2-0-0	2	--
S	CSL 202	DIGITAL LAB	0-0-3	3	2
T	CSL204	OPERATING SYSTEMS LAB	0-0-3	3	2
R/M/ H	VAC	Remedial/Minor/Honors course	3-1-0	4	4
TOTAL				26*	22/26
* Excluding Hours to be engaged for Remedial/Minor/Honors course.					

NOTE:

1. Design & Engineering and Professional Ethics shall be offered in both S3 and S4. Institutions can advise students belonging to about 50% of the number of branches in the Institution to opt for Design & Engineering in S3 and Professional Ethics in S4 & vice versa.
2. *All Institutions should keep 4 hours exclusively for Remedial class/Minor course (Thursdays from 3 to 5 PM and Fridays from 2 to 4 PM). If a student does not opt for minor programme, he/she can be given remedial class.

SEMESTER V

SLOT	COURSE NO.	COURSES	L-T-P	HOURS	CREDIT
A	CST 301	FORMAL LANGUAGES AND AUTOMATA THEORY	3-1-0	4	4
B	CST 303	COMPUTER NETWORKS	3-1-0	4	4
C	CST 305	SYSTEM SOFTWARE	3-1-0	4	4
D	CST 307	MICROPROCESSORS AND MICROCONTROLLERS	3-1-0	4	4
E	CST 309	MANAGEMENT OF SOFTWARE SYSTEMS	3-0-0	3	3
F	MCN 301	DISASTER MANAGEMENT	2-0-0	2	--
S	CSL 331	SYSTEM SOFTWARE AND MICROPROCESSORS LAB	0-0-4	4	2
T	CSL 333	DATABASE MANAGEMENT SYSTEMS LAB	0-0-4	4	2
R/M/H	VAC	Remedial/Minor/Honors course*	2-0-0	4	4
TOTAL				29*	23/27

* Excluding Hours to be engaged for Remedial/Minor/Honors course.

NOTE:

1. *All Institutions should keep 4 hours exclusively for Remedial class/Minor/ Honors course (Tuesdays from 3 to 5 PM and Wednesdays from 3 to 5 PM). If a student does not opt for minor/honors programme, he/she can be given remedial class.

SEMESTER VI

SLOT	COURSE NO.	COURSES	L-T-P	HOURS	CREDIT
A	CST 302	COMPILER DESIGN	3-1-0	4	4
B	CST 304	COMPUTER GRAPHICS AND IMAGE PROCESSING	3-1-0	4	4
C	CST 306	ALGORITHM ANALYSIS AND DESIGN	3-1-0	4	4
D	CST ---	PROGRAM ELECTIVE I	2-1-0	3	3
E	HUT 300	INDUSTRIAL ECONOMICS & FOREIGN TRADE	3-0-0	3	3
F	CST 308	COMPREHENSIVE COURSE WORK	1-0-0	1	1
S	CSL 332	NETWORKING LAB	0-0-3	3	2
T	CSD 334	MINIPROJECT	0-0-3	3	2
R/M/H	VAC	Remedial/Minor/Honors course*	3-1-0	4	4
TOTAL				25*	23/27

* Excluding Hours to be engaged for Remedial/Minor/Honors course.

Note:

Electives: This curriculum envisages to offer a learner an opportunity to earn proficiency in one of the five trending areas in Computer Science, namely Machine Learning, Data Science, Security in Computing, Formal Methods in Software Engineering and Hardware Technologies. Three courses each from the above areas are included through Elective Courses in different Elective Buckets. For example, a learner who is interested in the **Machine Learning** area may opt to take the elective courses - **Foundations of Machine Learning** from Elective-I in S6, **Machine Learning** from Elective-II in S7 and **Deep Learning** from Elective-III in S8. The Department may offer Elective Courses to enable students to utilize this opportunity, depending on the availability of faculty. The courses included from these areas under various Elective Buckets are shown in the table below.

Different Specializations introduced through various Elective Buckets				
Bucket	Specialisation	Semester		
		S6	S7	S8
1	Machine Learning	FOUNDATIONS OF MACHINE LEARNING (E-I)	MACHINE LEARNING (E-II)	DEEP LEARNING (E-III)
2	Data Science	DATA ANALYTICS (E-I)	CLOUD COMPUTING (E-II)	BLOCK CHAIN TECHNOLOGIES (E-V)
3	Security in Computing	FOUNDATIONS OF SECURITY IN COMPUTING (E-I)	SECURITY IN COMPUTING (E-II)	CRYPTOGRAPHY (E-III)
4	Formal Methods in Software Engineering	AUTOMATED VERIFICATION (E-I)	MODEL BASED SOFTWARE DEVELOPMENT (E-II)	SOFTWARE TESTING (E-V)

PROGRAM ELECTIVE I

SLOT	COURSE NO.	COURSES	L-T-P	HOURS	CREDIT
D	CST 312	i FOUNDATIONS OF MACHINE LEARNING	2-1-0	3	3
	CST 322	ii DATA ANALYTICS	2-1-0		
	CST 332	iii FOUNDATIONS OF SECURITY IN COMPUTING	2-1-0		
	CST 342	iv AUTOMATED VERIFICATION	2-1-0		
	CST 362	vi PROGRAMMING IN PYTHON	2-1-0		
	CST 372	vii DATA AND COMPUTER COMMUNICATION	2-1-0		

COURSES TO BE CONSIDERED FOR COMPREHENSIVE COURSE WORK

I DISCRETE MATHEMATICAL STRUCTURES
ii DATA STRUCTURES
iii OPERATING SYSTEMS
iv COMPUTER ORGANIZATION AND ARCHITECTURE
v DATABASE MANAGEMENT SYSTEMS
vi FORMAL LANGUAGES AND AUTOMATA THEORY

NOTE:

1. *All Institutions should keep 4 hours exclusively for Remedial class/Minor/Honors course (Tuesdays from 3 to 5 PM and Wednesdays from 2 to 4 PM). If a student does not opt for minor/honors programme, he/she can be given remedial class.
2. Comprehensive Course Work: The comprehensive course work in the sixth semester of study shall have a written test of 50 marks. The written examination will be of objective type similar to the GATE examination and will be conducted by the University. Syllabus for comprehensive examination shall be prepared by the respective BoS choosing the above listed 6 core courses studied from semesters 3 to 5. The pass minimum for this course is 25. The course should be mapped with a faculty and classes shall be arranged for practicing questions based on the core courses listed in the curriculum.
3. Mini project: It is introduced in the sixth semester with a specific objective to strengthen the understanding of student's fundamentals through effective application of theoretical concepts. Mini project can help to boost their skills and widen the horizon of their thinking. The ultimate aim of an engineering student is to resolve a problem by applying theoretical knowledge. Doing more projects increases problem-solving skills. Student Groups with 3 or 4 members should identify a topic of interest in consultation with Faculty/Advisor. Review the literature and gather information pertaining to the chosen topic. State the objectives and develop a methodology to achieve the objectives. Carryout the design/fabrication or develop codes/programs to achieve the objectives. Demonstrate the novelty of the project through the results and outputs. The progress of the mini project is evaluated based on a minimum of two reviews. The review committee may be constituted by the Head of the Department. A project report is required at the end of the semester. The product has to be

COMPUTER SCIENCE AND ENGINEERING

demonstrated for its full design specifications. Innovative design concepts, reliability considerations, aesthetics/ergonomic aspects taken care of in the project shall be given due weight. The internal evaluation will be made based on the product, the report and a viva-voce examination, conducted internally by a 3 member committee appointed by Head of the Department comprising HoD or a senior faculty member, Mini Project coordinator for that program and project guide.

Total marks: 150 - CIE 75 marks and ESE 75 marks

Split up for CIE

Attendance 10

Project Guide 15

Project Report 10

Evaluation by the Committee (will be evaluating the level of completion and demonstration of functionality/specifications, presentation, oral examination, work knowledge and involvement) 40

SEMESTER VII

SLOT	COURSE NO.	COURSES	L-T-P	HOURS	CREDIT
A	CST 401	ARTIFICIAL INTELLIGENCE	2-1-0	3	3
B	CST ---	PROGRAM ELECTIVE II	2-1-0	3	3
C	CST ---	OPEN ELECTIVE	2-1-0	3	3
D	MCN 401	INDUSTRIAL SAFETY ENGINEERING	2-1-0	3	---
S	CSL 411	COMPILER LAB	0-0-3	3	2
T	CSQ 413	SEMINAR	0-0-3	3	2
U	CSD 415	PROJECT PHASE I	0-0-6	6	2
R/M/H	VAC	Remedial/Minor/Honors course*	3-1-0	4	4
TOTAL				24*	15/19
* Excluding Hours to be engaged for Remedial/Minor/Honors course.					

PROGRAM ELECTIVE II

SLOT	COURSE NO.	COURSES	L-T-P	HOURS	CREDIT
B	CST 413	i MACHINE LEARNING	2-1-0	3	3
	CST 423	ii CLOUD COMPUTING	2-1-0		
	CST 433	iii SECURITY IN COMPUTING	2-1-0		
	CST 443	iv MODEL BASED SOFTWARE DEVELOPMENT	2-1-0		
	CST 463	vi WEB PROGRAMMING	2-1-0		
	CST 473	vii NATURAL LANGUAGE PROCESSING	2-1-0		

OPEN ELECTIVE

The open elective is offered in semester 7. Each program should specify the courses (maximum 5) they would like to offer as electives for other programs. The courses listed below are offered by the Department of **COMPUTER SCIENCE & ENGINEERING** for students of other undergraduate branches except Computer Science & Engineering and Information Technology, offered in the colleges under KTU.

SLOT	COURSE NO.	COURSES	L-T-P	HOURS	CREDIT
B	CST 415	i INTRODUCTION TO MOBILE COMPUTING	2-1-0	3	3
	CST 425	ii INTRODUCTION TO DEEP LEARNING	2-1-0		
	CST 435	iii COMPUTER GRAPHICS	2-1-0		
	CST 445	iv PYTHON FOR ENGINEERS	2-1-0		
	CST 455	v OBJECT ORIENTED CONCEPTS	2-1-0		

NOTE :

1. *All Institutions should keep 4 hours exclusively for Remedial class/Minor/Honours course (Mondays from 10 to 12 and Wednesdays from 10 to 12 Noon). If a student does not opt for minor/honours programme, he/she can be given remedial class.
2. Seminar: To encourage and motivate the students to read and collect recent and reliable information from their area of interest confined to the relevant discipline from technical publications including peer reviewed journals, conference, books, project reports etc., prepare a report based on a central theme and present it before a peer audience. Each student shall present the seminar for about 20 minutes duration on the selected topic. The report and the presentation shall be evaluated by a team of faculty members comprising Academic coordinator for that program, seminar coordinator and seminar guide based on style of presentation, technical content, adequacy of references, depth of knowledge and overall quality of the report.

Total marks: 100, only CIE, minimum required to pass 50

Attendance	: 10
Seminar Diary	: 10
Guide	: 20
Report	: 20
Presentation	: 40

3. Project Phase I: The course 'Project Work' is mainly intended to evoke the innovation and invention skills in a student. The course will provide an opportunity to synthesize and apply the knowledge and analytical skills learned, to be developed as a prototype or simulation. The project extends to 2 semesters and will be evaluated in the 7th and 8th semester separately, based on the achieved objectives. One third of the project credits shall be completed in 7th semester and two third in 8th semester. It is recommended that the projects may be finalized in the thrust areas of the respective engineering stream or as interdisciplinary projects. Importance should be given to address societal problems and developing indigenous technologies. The assignment to normally include:

- Literature study/survey of published literature on the assigned topic
- Formulation of objectives
- Formulation of hypothesis/ design/ methodology
- Formulation of work plan and task allocation.
- Block level design documentation
- Seeking project funds from various agencies
- Preliminary Analysis/Modeling/Simulation/Experiment/ Design/Feasibility study
- Preparation of Phase 1 report

Total marks: 100, only CIE, minimum required to pass 50

Guide	: 30
Interim evaluation by the Evaluation committee	: 20
Final evaluation by the Evaluation committee	: 30
Phase – I Report (By Evaluation committee)	: 20

The evaluation committee comprises HoD or a senior faculty member, Project coordinator and project supervisor.

SEMESTER VIII

SLOT	COURSE NO.	COURSES	L-T-P	HOURS	CREDIT
A	CST 402	DISTRIBUTED COMPUTING	2-1-0	3	3
B	CST ---	PROGRAM ELECTIVE III	2-1-0	3	3
C	CST ---	PROGRAM ELECTIVE IV	2-1-0	3	3
D	CST ---	PROGRAM ELECTIVE V	2-1-0	3	3
T	CST 404	COMPREHENSIVE COURSE VIVA	1-0-0	1	1
U	CSD 416	PROJECT PHASE II	0-0-12	12	4
R/M/ H	VAC	Remedial/Minor/Honors course	3-1-0	4	4
TOTAL				25*	17/21

* Excluding Hours to be engaged for Remedial/Minor/Honors course.



PROGRAM ELECTIVE III

SLOT	COURSE NO.	COURSES	L-T-P	HOURS	CREDIT
B	CST 414	i DEEP LEARNING	2-1-0	3	3
	CST 424	ii PROGRAMMING PARADIGMS	2-1-0		
	CST 434	iii NETWORK SECURITY PROTOCOLS	2-1-0		
	CST 444	iv SOFT COMPUTING	2-1-0		
	CST 454	v FUZZY SET THEORY AND APPLICATIONS	2-1-0		
	CST 464	vi EMBEDDED SYSTEMS	2-1-0		
	CST 474	vii COMPUTER VISION	2-1-0		

PROGRAM ELECTIVE IV

SLOT	COURSE NO.	COURSES	L-T-P	HOURS	CREDIT
C	CST 416	i FORMAL METHODS AND TOOLS IN SOFTWARE ENGINEERING	2-1-0	3	3
	CST 426	ii CLIENT SERVER ARCHITECTURE	2-1-0		
	CST 436	iii PARALLEL COMPUTING	2-1-0		
	CST 446	iv DATA COMPRESSION TECHNIQUES	2-1-0		
	CST 466	vi DATA MINING	2-1-0		
	CST 476	vii MOBILE COMPUTING	2-1-0		

PROGRAM ELECTIVE V

SLOT	COURSE NO.	COURSES	L-T-P	HOURS	CREDIT
D	CST 418	i HIGH PERFORMANCE COMPUTING	2-1-0	3	3
	CST 428	ii BLOCK CHAIN TECHNOLOGIES	2-1-0		
	CST 438	iii IMAGE PROCESSING TECHNIQUE	2-1-0		
	CST 448	iv INTERNET OF THINGS	2-1-0		
	CST 458	v SOFTWARE TESTING	2-1-0		
	CST 468	vi BIOINFORMATICS	2-1-0		
	CST 478	vii COMPUTATIONAL LINGUISTICS	2-1-0		

NOTE:

1. *All Institutions should keep 4 hours exclusively for Remedial class/Minor/Honors course (Mondays from 10 to 12 and Wednesdays from 10 to 12 PM). If a student does not opt for minor/honors programme, he/she can be given remedial class.
2. Comprehensive Viva Voce: The comprehensive viva voce in the eighth semester of study shall have a viva voce for 50 marks. The viva voce shall be conducted based on the core subjects studied from third to eighth semester. The viva voce will be conducted by the same three member committee assigned for final project phase II evaluation towards the end of the semesters. The pass minimum for this course is 25. The course should be mapped with a faculty and classes shall be arranged for practicing questions based on the core courses listed in the curriculum. The mark will be treated as internal and should be uploaded along with internal marks of other courses.
3. **Project Phase II:** The objective of Project Work Phase II & Dissertation is to enable the student to extend further the investigative study taken up in Project Phase I, either fully theoretical/practical or involving both theoretical and practical work, under the mentoring of a Project Guide from the Department alone or jointly with a Supervisor drawn from R&D laboratory/Industry. This is expected to provide a good training for the student(s) in R&D work and technical leadership. The assignment shall normally include:

COMPUTER SCIENCE AND ENGINEERING

- In depth study of the topic assigned in the light of the Report prepared in Phase I;
- Review and finalization of the Approach to the Problem relating to the assigned topic;
- Detailed Analysis/Modeling/Simulation/Design/Problem Solving/Experiment as needed;
- Final development of product/process, testing, results, conclusions and future directions;
- Preparing a paper for Conference presentation/Publication in Journals, if possible;
- Preparing a Dissertation in the standard format for being evaluated by the Department;
- Final Presentation before the concerned evaluation committee

Total marks: 150, only CIE, minimum required to pass 75

Guide : 30

Interim evaluation, 2 times in the semester by a committee : 50

Quality of the report evaluated by the above committee : 30

(The evaluation committee comprises HoD or a senior faculty member, Project coordinator and project supervisor).

Final evaluation by the final evaluation committee : 40

(The final evaluation committee comprises Project coordinator, expert from Industry/research Institute and a senior faculty from a sister department. The same committee will conduct Comprehensive for 50 marks).

MINOR

Minor is an additional credential a student may earn if she/he does 20 credits worth of additional learning in a discipline other than her/his major discipline of B.Tech. degree. The objective is to permit a student to customize their Engineering degree to suit their specific interests. Upon completion of an Engineering Minor, a student will be better equipped to perform interdisciplinary research and will be better employable. Engineering Minors allow a student to gain interdisciplinary experience and exposure to concepts and perspectives that may not be a part of their major degree programs.

The academic units offering minors in their discipline will prescribe the set of courses and/or other activities like projects necessary for earning a minor in that discipline. A specialist bucket of 3-6 courses is identified for each Minor. Each bucket may rest on one or more

COMPUTER SCIENCE AND ENGINEERING

foundation courses. A bucket may have sequences within it, i.e., advanced courses may rest on basic courses in the bucket. She/he accumulates credits by registering for the required courses, and if the requirements for a particular minor are met within the time limit for the course, the minor will be awarded. This will be mentioned in the Degree Certificate as “Bachelor of Technology in xxx with Minor in yyy”. The fact will also be reflected in the consolidated grade card, along with the list of courses taken. If one specified course cannot be earned during the course of the programme, that minor will not be awarded. The individual course credits earned, however, will be reflected in the consolidated grade card.

- (i) The curriculum/syllabus committee/BoS shall prepare syllabus for courses to be included in the curriculum from third to eight semesters for all branches. The minor courses shall be identified by M slot courses.
- (ii) Registration is permitted for Minor at the beginning of third semester. Total credits required to award B.tech with Minor is 182 (162 + 20)
- (iii) Out of the 20 Credits, 12 credits shall be earned by undergoing a minimum of three courses, of which one course shall be a mini project based on the chosen area. They can do miniproject either in S7 or in S8. The remaining 8 credits could be acquired through 2 MOOCs recommended by the Board of Studies and approved by the Academic Council or 2 courses from the minor buckets listed here. The classes for Minor shall be conducted along with regular classes and no extra time shall be required for conducting the courses.
- (iv) There won't be any supplementary examination for the courses chosen for Minor.
- (v) On completion of the program, “Bachelor of Technology in xxx with Minor in yyy” will be awarded if the registrant earn 20 credits form the minor courses.
- (vi) The registration for minor program will commence from semester 3 and all the academic units offering minors in their discipline should prescribe set of such courses. The courses shall be grouped into maximum of 5 buckets. The bucket of courses may have sequences within it, i.e., advanced courses may rest on basic courses in the bucket. Reshuffling of courses between various buckets will not be allowed. There is option to skip any two courses listed here and to opt for equivalent MOOC courses approved by the Academic Council. In any case, they should carry out a mini project based on the chosen area in S7 or S8. For example: Students who have registered **for B.Tech Minor in Computer Science & Engineering** can opt to study the courses listed below:

COMPUTER SCIENCE AND ENGINEERING

MINOR BUCKETS												
S E M	BUCKET-1				BUCKET-2				BUCKET-3			
	Specialization - Software Engineering				Specialization - Machine Learning				Specialization - Networking			
	COURSE NAME	HOURS	CREDIT	COURSE NAME	HOURS	CREDIT	COURSE NAME	HOURS	CREDIT	COURSE NAME	HOURS	CREDIT
ESTER	COURSE NO	API	DATA	STRUCTURE	ALGORITHM	DESIGN	DATA	STRUCTURE	DESIGN	NETWORKING	API	DATA
S3	CST 281	OBJECT ORIENTED PROGRAMMING	4	4	CST 283	PYTHON FOR MACHINE LEARNING	4	4	CST 285	DATA COMMUNICATION	4	4
S4	CST 282	PROGRAMMING METHODOLOGIES	4	4	CST 284	MATHEMATICS FOR MACHINE LEARNING	4	4	CST 286	INTRODUCTION TO COMPUTER NETWORKS	4	4
S5	CST 381	CONCEPTS IN SOFTWARE ENGINEERING	4	4	CST 383	CONCEPTS IN MACHINE LEARNING	4	4	CST 385	CLIENT SERVER SYSTEMS	4	4
S6	CST 382	INTRODUCTION TO SOFTWARE TESTING	4	4	CST 384	CONCEPTS IN DEEP LEARNING	4	4	CST 386	WIRELESS NETWORKS AND IOT APPLICATIONS	4	4
S7	CSD 481	MINIPROJECT	4	4	CSD 481	MINIPROJECT	4	4	CSD 481	MINIPROJECT	4	4
S8	CSD 482	MINIPROJECT	4	4	CSD 482	MINIPROJECT	4	4	CSD 482	MINIPROJECT	4	4

HONORS

Honors is an additional credential a student may earn if she/he opts for the extra 20 credits needed for this in her/his own discipline. Honors is not indicative of a class. The University is providing this option for academically extra brilliant students to acquire Honors. Honors is intended for a student to *gain expertise/get specialized* in an area inside his/her major B.Tech discipline and to enrich knowledge in emerging/advanced areas in the concerned branch of engineering. It is particularly suited for students aiming to pursue higher studies. Upon completion of Honors, a student will be better equipped to perform research in her/his branch of engineering. On successful accumulation of credits at the end of the programme, this will be mentioned in the Degree Certificate as “Bachelor of Technology in xxx, with Honors.” The fact will also be reflected in the consolidated grade card, along with the list of courses taken. If a student is not earning credits for any one of the specified course for getting Honors, she/he is not entitled to get Honors. The individual course credits earned, however, will be reflected in the consolidated grade card.

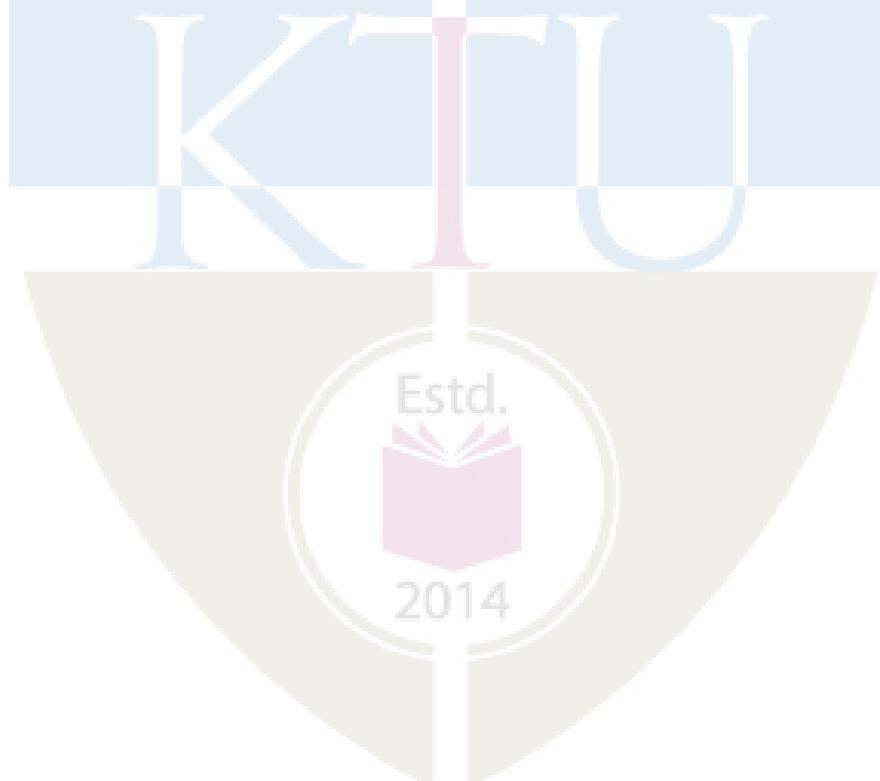
The courses shall be grouped into maximum of 3 buckets, each bucket representing a particular specialization in the branch. The students shall select only the courses from same bucket in all semesters. It means that the specialization is to be fixed by the student and cannot be changed subsequently. The internal evaluation, examination and grading shall be exactly as for other mandatory courses. The Honors courses shall be identified by H slot courses.

- (i) The curriculum/syllabus committee/BoS shall prepare syllabus for courses to be included in the curriculum from fourth to eight semesters for all branches. The Honors courses shall be identified by H slot courses.
- (ii) Registration is permitted for Honors at the beginning of fourth semester. Total credits required is 182 (162 + 20).
- (iii) Out of the 20 Credits, 12 credits shall be earned by undergoing a minimum of three courses, of which one course shall be a mini project based on the chosen area. The remaining 8 credits could be acquired through 2 MOOCs recommended by the Board of studies and approved by the Academic Council or 2 courses from the same bucket as the above 3 courses. The classes for Honors shall be conducted along with regular classes and no extra time shall be required for conducting the courses. The students should earn a grade of ‘C’ or better for all courses under Honors.
- (iv) There won’t be any supplementary examination for the courses chosen for Honors.
- (v) On successful accumulation of credits at the end of the programme, “Bachelor of Technology in xxx, with Honors” will be awarded if overall CGPA is greater than

COMPUTER SCIENCE AND ENGINEERING

or equal to 8.5, earned a grade of ‘C’ or better for all courses chosen for Honors and there is no history of ‘F’ Grade in the entire span of the BTech Course.

- (vi) The registration for Honors program will commence from semester 4 and the all academic units offering Honors in their discipline should prescribe set of such courses. The courses shall be grouped into maximum of 5 buckets, each bucket representing a particular specialization in the branch. The students shall select only the courses from same bucket in all semesters. It means that the specialization is to be fixed by the student and cannot be changed subsequently. There is option to skip any two courses listed here if required, and to opt for equivalent MOOC courses approved by the Academic Council. In any case, they should carry out a mini project based on the chosen area in S8. For example: Students who have registered for **B.Tech in Computer Science and Engineering with Honors** can opt to study the courses listed in one of the buckets shown below:



HONORS BUCKETS												
S E M	BUCKET-1				BUCKET-2				BUCKET-3			
	Specialization - Security in Computing				Specialization - Machine Learning				Specialization - Formal Methods			
	COURSE NAME	H O U R S	C O U R S E N O	COURSE NAME	H O U R S	C O U R S E N O	COURSE NAME	H O U R S	C O U R S E N O	COURSE NAME	H O U R S	
S4	CST 292	NUMBER THEORY	4	4	CST 294	COMPUTATIONAL FUNDAMENTALS FOR MACHINE LEARNING	4	4	CST 296	PRINCIPLES OF PROGRAM ANALYSIS AND VERIFICATION	4	4
S5	CST 393	CRYPTOGRAPHIC ALGORITHMS	4	4	CST 395	NEURAL NETWORKS AND DEEP LEARNING	4	4	CST 397	PRINCIPLES OF MODEL CHECKING	4	4
S6	CST 394	NETWORK SECURITY	4	4	CST 396	ADVANCED TOPICS IN MACHINE LEARNING	4	4	CST 398	THEORY OF COMPUTABILITY AND COMPLEXITY	4	4
S7	CST 495	CYBER FORENSICS	4	4	CST 497	REINFORCEMENT LEARNING	4	4	CST 499	LOGIC FOR COMPUTER SCIENCE	4	4
S8	CSD 496	MINIPROJECT	4	4	CSD 496	MINIPROJECT	4	4	CSD 496	MINIPROJECT	4	4

Note: Name of the specialization shall be mentioned in the Honors Degree to be awarded

INDUCTION PROGRAM

There will be three weeks induction program for first semester students. It is a unique three-week immersion Foundation Programme designed specifically for the fresher's which includes a wide range of activities right from workshops, lectures and seminars to sports tournaments, social works and much more. The programme is designed to mould students into well-rounded individuals, aware and sensitized to local and global conditions and foster their creativity, inculcate values and ethics, and help students to discover their passion. Foundation Programme also serves as a platform for the fresher's to interact with their batch-mates and seniors and start working as a team with them. The program is structured around the following five themes:

The programme is designed keeping in mind the following objectives:

- **Values and Ethics:** Focus on fostering a strong sense of ethical judgment and moral fortitude.
- **Creativity:** Provide channels to exhibit and develop individual creativity by expressing themselves through art, craft, music, singing, media, dramatics, and other creative activities.
- **Leadership, Communication and Teamwork:** Develop a culture of teamwork and group communication.
- **Social Awareness:** Nurture a deeper understanding of the local and global world and our place in it as concerned citizens of the world.
- **Physical Activities & Sports:** Engage students in sports and physical activity to ensure healthy physical and mental growth.

