COURSE AT A GLANCE (NEP-UG)

SUBJECT: COMPUTER SCIENCE *ACADEMIC SESSION-* **2024-27**

CORE-I COURSE

Course Number	Semester	Course Title	Type of Paper P-Practical NP-Non-practical	Credit Hour	Maximum Weightage of Marks
Paper-I	I	INTRODUCTION TO COMPUTER SCIENCE AND PYTHON PROGRAMMING	P	4	100
Paper-II		PROBLEM SOLVING WITH C+PROGRAMMING	P	4	100
Paper-III	II	DATA STRUCTURE	P	4	100
Paper-IV		DATA BASE MANAGEMENT SYSTEM	P	4	100
Paper-V	III	COMPUTER ORGANISATION	NP	4	100
Paper-VI		OPREATING SYSTEM	P	4	100
Paper-VII		WEB TECHNOLOGIES	P	4	100
Paper-VIII	IV	OBJECT ORIENTED PROGRAMMING USING C++	P	4	100
Paper-IX		COMPUTER NETWORK	P	4	100
Paper-X		SOFTWARE ENGINNERING	P	4	100
Paper-XI	V	INTRODUCTION TO ARTIFICIAL INTELLIGENCE	P	4	100
Paper-XII		COMPUTER GRAPHICS	P	4	100
Paper-XIII		PROGRAMMING IN JAVA	P	4	100
Paper-XIV	VI	ALGORITHM DESIGN TECHNIQUES	P	4	100
Paper-XV		PROJECT WORK-1	P	4	100
Paper-XVI	VII	THEORY OF COMPUTATION	NP	4	100
Paper-XVII		COMPUTER ARCHITECTURE	NP	4	100
Paper-XVIII		MATHEMATICIS FOR MECHINE LEARNING	NP	4	100
Paper-XIX		A-DATA MINING B-WIRELESS SENSOR NETWORK C-CYBER SECIURITY	NP	4	100
Paper-XX	VIII	CLOUD COMPUTING	NP	4	100
Paper-XXI		MECHINE LEARNING	NP	4	100
Paper-XXII		A-COMPILER DESIGN B-INTERNET OF THINGS C-INTRODUCTION TO DATA SCCIENCE	A,B- NP C-P	4	100
Paper-XXIII		A- RESEARCH METHODOLOGY B- PROJECT WORK-II (FOR 4 YEAR-HONS. WITHOUT RESEARCH)	A-P B-P	4	100

CORE-II/CORE-III COURSE

Course Number	Semester Core-II/ Core-III	Course Title	Type of Paper P-Practical NP-Non-practical	Credit Hour	Maximum Weightage of Marks
Paper-I	I/II	INTRODUCTION TO WEB TECHNOLOGY	P	4	100
Paper-II	III/IV	DISCREATE MATHEMATICS	NP	4	100
Paper-III	V/VI	PROGRAMMING IN C++	P	4	100