**Annexure I**

**Structure for Revised courses for AY 2014-15**

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| Structure, S.Y B.Tech (Module III)  FF653, Issue No. 3, Rev 1, dt 02/04/2011 | | | | | | |
| **Subject No.** | **Subject Code** | **Subject Name** | **Teaching Scheme (Hrs/week)** | | | **Credits** |
| **Lect.** | **Tutorial** | **Practical** |
| S1 | CS20103 | Discrete Structures | 3 | 0 | 0 | 3 |
| S2 | CS20111 | Data Structures | 3 | 0 | 0 | 3 |
| S3 | CS20108 | Computer Organization | 3 | 0 | 0 | 3 |
| S4 | CS21109 | Applied Electronics | 2 | 0 | 0 | 2 |
| S5 | \*CS20113  #CS20114 | Digital Electronics and Logic Design  Microprocessor and Interfacing | 3 | 0 | 0 | 3 |
| T1 | CS20103 | Discrete Structures | 0 | 1 | 0 | 1 |
| T2 | \*CS20113  #CS20114 | Digital Electronics and Logic Design  Microprocessor and Interfacing | 0 | 1 | 0 | 1 |
| P1 | CS20311 | Data Structures | 0 | 0 | 4 | 2 |
| P2 | \*CS20313  #CS20314 | Digital Electronics  Microprocessor and Interfacing | 0 | 0 | 2 | 1 |
| MP3 | CS27401 | Mini Project | 0 | 0 | 4 | 2 |
| SD3 | CS24301  CS24303 | VB.NET OR  C#.NET | 0 | 0 | 2 | 1 |
| LAB3 | \*LAB3 | Technical Writing | 0 | 0 | 2 | 1 |
| LAB3 | #LAB3 | General Seminar – 2 |
| CVV1 | CS20401 | Comprehensive Viva Voce | Based on Courses S2, S5 | | | 2 |
|  |  | Total | 14 | 2 | 16 | 25 |

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| Structure, S.Y B.Tech (Module IV)  FF653, Issue 04 : Rev No. 0 : Dt. 02/01/12 | | | | | | |
| **Subject No.** | **Subject Code** | **Subject Name** | **Teaching Scheme (Hrs/week)** | | | **Credits** |
| **Lect.** | **Tutorial** | **Practical** |
| S1 | CS21104 | Mathematical Transforms and Applications | 3 | 0 | 0 | 3 |
| S2 | CS20110 | Computer Graphics | 3 | 0 | 0 | 3 |
| S3 | CS20105 | Principles of Programming Languages | 3 | 0 | 0 | 3 |
| S4 | CS21112 | Data Communication | 2 | 0 | 0 | 2 |
| S5 | \*CS20113  #CS20114 | Digital Electronics and Logic Design  Microprocessor and Interfacing | 3 | 0 | 0 | 3 |
| T1 | CS21104 | Mathematical Transforms and Applications | 0 | 1 | 0 | 1 |
| T2 | \*CS20113  #CS20114 | Digital Electronics and Logic Design  Microprocessor and Interfacing | 0 | 1 | 0 | 1 |
| P1 | CS20310 | Computer Graphics | 0 | 0 | 2 | 1 |
| P2 | CS20305 | Principles of Programming Languages | 0 | 0 | 2 | 1 |
| P3 | \*CS20313  #CS20314 | Digital Electronics  Microprocessor and Interfacing | 0 | 0 | 2 | 1 |
| MP4 | CS27402 | Mini Project | 0 | 0 | 4 | 2 |
| SD4 | CS24302  CS24304 | ASP.net OR  Python | 0 | 0 | 2 | 1 |
| LAB4 | \*LAB4 | Technical Writing | 0 | 0 | 2 | 1 |
| LAB4 | #LAB4 | General Seminar - 2 |
| CVV2 | CS20402 | Comprehensive Viva Voce | Based on Courses S2, S3, S5 | | | 2 |
|  |  | Total | 14 | 2 | 16 | 25 |

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| Structure, T.Y B.Tech (Module V)  FF653, Issue 04 : Rev No. 0 : Dt. 02/01/12 | | | | | | |
| **Subject No.** | **Subject Code** | **Subject Name** | **Teaching Scheme (Hrs/week)** | | | **Credits** |
| **Lect.** | **Tutorial** | **Practical** |
| S1 | CS30101 | Operating Systems | 3 | 0 | 0 | 3 |
| S2 | CS30103 | Computer Networks | 3 | 0 | 0 | 3 |
| S3 | CS30105 | Theory of Computation | 3 | 0 | 0 | 3 |
| S4 | CS31113 | Microprocessors and Microcontrollers | 3 | 0 | 0 | 3 |
| S5 | CS30115 | Advanced Data Structures | 2 | 0 | 0 | 2 |
| T1 | CS30101 | Operating Systems | 0 | 1 | 0 | 1 |
| T2 | CS30103 | Computer Networks | 0 | 1 | 0 | 1 |
| P1 | CS30303 | Operating Systems | 0 | 0 | 2 | 1 |
| P2 | CS30311 | Computer Networks | 0 | 0 | 2 | 1 |
| P3 | CS31313 | Microprocessors and Microcontrollers | 0 | 0 | 2 | 1 |
| MP5 | CS37401 | Mini Project (T.Y. Semester I)  Irrespective of Module | 0 | 0 | 4 | 2 |
| \* PD1 | PD1 | Institute Level Elective | 0 | 0 | 2 | 1 |
| CVV3 | CS30401 | Comprehensive Viva Voce | Based on Courses S1, S2 | | | 2 |
| SM1 | CS37301 | Seminar(T.Y. Semester I)  Irrespective of Module | 0 | 0 | 4 | 2 |
| PS1 | CS37302 | Project Stage 1 (T.Y. Semester I)  Irrespective of Module | 0 | 0 | 4 | 2 |
|  |  | Total | 14 | 2 | 16 | 26 |

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| Structure, T.Y B.Tech (Module VI)  FF653, Issue 04 : Rev No. 0 : Dt. 02/01/12 | | | | | | |
| **Subject No.** | **Subject Code** | **Subject Name** | **Teaching Scheme (Hrs/week)** | | | **Credits** |
| **Lect.** | **Tutorial** | **Practical** |
| S1 | CS30102 | Software Engineering | 3 | 0 | 0 | 3 |
| S2 | CS30106 | Database Management Systems | 3 | 0 | 0 | 3 |
| S3 | CS30108 | Design and Analysis of Algorithms | 3 | 0 | 0 | 3 |
| S4 | CS31112 | Digital Signal Processing | 3 | 0 | 0 | 3 |
| S5 | CS31112 | System Programming | 2 | 0 | 0 | 2 |
| T1 | CS30102 | Software Engineering | 0 | 1 | 0 | 1 |
| T2 | CS31112 | System Programming | 0 | 1 | 0 | 1 |
| P1 | CS30302 | Software Engineering | 0 | 0 | 2 | 1 |
| P2 | CS30306 | Database Management Systems | 0 | 0 | 2 | 1 |
| P3 | CS31312 | Digital Signal Processing | 0 | 0 | 2 | 1 |
| MP1 | CS37402 | Mini Project (T.Y. Semester I)  Irrespective of Module | 0 | 0 | 4 | 1 |
| SM1 | CS37301 | Seminar(T.Y. Semester I)  Irrespective of Module | 0 | 0 | 4 | 2 |
| \* PD2 | PD | Institute Level Elective | 0 | 0 | 2 | 1 |
| CVV4 | CS30402 | Comprehensive Viva Voce | Based on Courses S5, S7 | | | 2 |
| PS1 | CS37302 | PROJECT STAGE 1 (T.Y. Semester II)  Irrespective of Module | 0 | 0 | 4 | 2 |
|  |  | Total | 14 | 2 | 16 | 26 |

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| Structure, B.Tech (Module VII)  FF653, Issue 04 : Rev No. 0 : Dt. 02/01/12 | | | | | | |
| **Subject No.** | **Subject Code** | **Subject Name** | **Teaching Scheme (Hrs/week)** | | | **Credits** |
| **Lect.** | **Tutorial** | **Practical** |
| S1 | CS40109 | Distributed Systems | 3 | 0 | 0 | 3 |
| S2 | CS40111 | Network Security | 3 | 0 | 0 | 3 |
| S3 | CS42101  CS42127  CS42103  CS42105  CS42131  CS42102 | ELECTIVE I  Advanced Computer Graphics  Cloud Computing  Parallel Computing on GPU  Mobile Computing  Enterprise Systems  Image Processing | 3 | 0 | 0 | 3 |
| S4 | CS42125  CS42109  CS42119  CS42114  CS42115 | ELECTIVE II  Randomized and Approximation Algorithm  Business Intelligence  Information Retrieval  Product Design  Human Computer Interaction | 3 | 0 | 0 | 3 |
| T1 | CS40109 | Distributed Systems | 0 | 1 | 0 | 1 |
| T2 |  | ELECTIVE II | 0 | 1 | 0 | 1 |
| P1 | CS40311 | Network Security | 0 | 0 | 2 | 1 |
| P2 |  | Elective I | 0 | 0 | 2 | 1 |
| PS2 | CS47303 | PROJECT STAGE 2 (B.Tech. Semester I)  Irrespective of Module | 0 | 0 | 8 | 4 |
|  |  | Total | 12 | 2 | 12 | 20 |

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| Structure, B.Tech (Module VIII)  FF653, Issue No. 4, Rev 0, dt 02/01/2012 | | | | | | |
| **Subject No.** | **Subject Code** | **Subject Name** | **Teaching Scheme (Hrs/week)** | | | **Credits** |
| **Lect.** | **Tutorial** | **Practical** |
| S1 | CS40110 | Artificial Intelligence | 3 | 0 | 0 | 3 |
| S2 | CS40106 | Compiler Design | 3 | 0 | 0 | 3 |
| S3 | CS42120  CS42128  CS42104  CS42124  CS42111 | ELECTIVE III  Data Mining  Machine Learning  Neural Networks  Algorithmic Number and Algebra  Software Testing and Quality Assurance | 3 | 0 | 0 | 3 |
| S4 | CS42118  CS42129  CS42121  CS42116  CS42130 | ELECTIVE IV  Geographical Information Systems  Management Information Systems  Advanced Computer Architecture  Convergence Technologies  Embedded Systems | 3 | 0 | 0 | 3 |
| T1 |  | ELECTIVE III | 0 | 1 | 0 | 1 |
| T2 |  | ELECTIVE IV | 0 | 1 | 0 | 1 |
| P1 | CS40306 | Compiler Design | 0 | 0 | 2 | 1 |
| P2 | CS40310 | Artificial Intelligence | 0 | 0 | 2 | 1 |
| PS3 | CS47308 | PROJECT STAGE 3 (B.Tech Semester II)  Irrespective of Module | 0 | 0 | 12 | 6 |
|  |  | Total | 12 | 2 | 16 | 22 |