

## SCHEME OF STUDY AND EXAMINATION FOR MASTER OF SCIENCE (C.S.) IN COMPUTER SCIENCE

(With effect from the academic year 2010-2011 and onwards)

Sl. No.	Subject	Lecture Hours Per week	Practical Hours Per week	Duration Theory/ Practical Exam. hrs.	Marks for Exam.	Marks for Internal Assmt.	Total Marks For the Subject
01.	<b>I-Semester:</b>						
	C.S. 1.1: Digital Electronics and Computer Design	04	--	03	80	20	100
	C.S. 1.2: Discrete Mathematical Structure	04	--	03	80	20	100
	C.S. 1.3: Data Structure with C						
	C.S. 1.4: Object Oriented Programming with C++	04	--	03	80	20	100
	C.S. 1.5: Optional Paper	04	--	03	80	20	100
	C.S. 1.6: Practical – I Data Structure using C	04	--	03	80	20	100
	C.S. 1.7: Practical – II OOP Lab.	--	04	03	80	20	100
		--	04	03	80	20	100
	<b>Total:</b>	<b>20</b>	<b>08</b>		<b>560</b>	<b>140</b>	<b>700</b>
02.	<b>II-Semester:</b>						
	C.S. 2.1: Analysis and Design of Algorithms.	04	--	03	80	20	100
	C.S. 2.2: Database Management System	04	--	03	80	20	100
	C.S. 2.3: Operating System	04	--	03	80	20	100
	C.S. 2.4: Computer Networks	04	--	03	80	20	100
	C.S. 2.5: Optional (Cross Disciplinary )	04	--	03	80	20	100
	C.S. 2.6: Practical III DBMS	--	04	03	80	20	100
	C.S. 2.7: Practical – IV Network Programming	--	04	03	80	20	100
	<b>Total:</b>	<b>20</b>	<b>08</b>		<b>560</b>	<b>140</b>	<b>700</b>

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03.	<b>III-Semester:</b>						
	C.S. 3.1: Software Engineering	04	--	03	80	20	100
	C.S. 3.2: Computer Graphics and Visualization	04	--	03	80	20	100
	C.S. 3.3: UNIX and Shell Programming	04	--	03	80	20	100
	C.S. 3.4: JAVA and Internet Programming	04	--	03	80	20	100
	C.S. 3.5: Optional (Cross Disciplinary )	04	--	03	80	20	100
	C.S. 3.6: Practical – V Computer Graphics & UNIX	--	04	03	80	20	100
	C.S. 3.7: Practical – VI JAVA Programming & Web Designing Lab.	--	04	03	80	20	100
	<b>Total:</b>	<b>20</b>	<b>08</b>		<b>560</b>	<b>140</b>	<b>700</b>
04.	<b>IV-Semester:</b>						
	C.S. 4.1: Object Oriented Analysis and Design Using UML	04	--	03	80	20	100
	C.S. 4.2: System Software and Compiler Design	04	--	03	80	20	100
	C.S. 4.3: Elective - I	04	--	03	80	20	100
	C.S. 4.4: Elective – II	04	--	03	80	20	100
	C.S. 4.5: Optional (Cross Disciplinary )	04	--	03	80	20	100
	C.S. 4.6 : Practical – VII System Software	--	04	03	80	20	100
	C.S. 4.7: Practical – VIII (Project work)	--	04	03	80	20	100
	<b>Total:</b>	<b>20</b>	<b>08</b>		<b>560</b>	<b>140</b>	<b>700</b>

<p><b><u>Elective I</u></b></p> <ul style="list-style-type: none"><li>C.S 4.3.1: Mobile Computing</li><li>C.S 4.3.2: Optimization Techniques</li><li>C.S 4.3.3: Artificial Intelligence</li><li>C.S 4.3.4: Digital Image Processing</li><li>C.S 4.3.5: Neural Networking and Fuzzy Systems</li></ul>	<p><b><u>Elective II</u></b></p> <ul style="list-style-type: none"><li>C.S 4.4.1: Principles of Programming Languages</li><li>C.S 4.4.2: Theory of Computing</li><li>C.S 4.4.3: Embedded Computing Systems</li><li>C.S 4.4.4: Data Warehousing and Data Mining</li><li>C.S 4.5.5: Modeling and Simulations</li></ul>
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