



SCHOOL OF INFORMATION SCIENCE

CURRICULUM STRUCTURE

based on Choice Based Credit System (CBCS) and Outcome Based Education (OBE)

Program: BACHELOR OF SCIENCE

B.Sc. [DATA SCIENCE]

(Computer Science Statistics, Mathematics)

2021-2024

Regulations No. : PU/AC-20.4/SOIS02/BSD/2021-24

Resolution No. 4 of the 20th Meeting of the Academic Council held on 15th February 2023, and ratified by the Board of Management in its 21st Meeting held on 22nd February 2023.

February – 2023

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Name of the Program: B.Sc. [BACHELOR OF SCIENCE - DATA SCIENCE]

I. Program Code: BSD

II. Program Needs:

B.Sc. Data Science is a three-year full-time, interdisciplinary program that combines the fields of Computer Science, Mathematics and Statistics, aims at producing students with a sound understanding of the theory and practice of Statistics, Artificial Intelligence, Machine Learning and Data Science. The objective of this program is to prepare students to become industry ready and knowledgeable for a new world where Data Science is transforming business and society, build and deploy solutions to take data-driven decisions. Artificial Intelligence and DS are likely to replace the current mode of technology. With the evolution of Deep Learning, Artificial Intelligence, and the Internet of Things, Data Science future demand has grown by leaps and bounds.

This program enables the students to build intelligent machines, software/ applications with a combination of state of the art artificial intelligence, machine learning, data analytics and visualization tools to generate actionable insights, necessary for making data-driven decisions.

The department offers Industry oriented curriculum. The primary focus of the curriculum is to impart technical know-how to students, promote their problem solving skills and innovation of new technologies. Introduced various skill development programs and Industrial training to equip the students with hands on training in the fields knowledge discovery, Machine learning, Artificial Intelligence, Deep Learning, Natural Language Processing, MATLAB and Python programming and visualization tools. The students will be given strong foundation on Math and Statistical methods. Department offers large number of optional courses for providing wide spectrum of opportunities to the students to pursue their interest. The course contents are periodically updated for introducing new courses.

Students may have career opportunities in healthcare, business, ecommerce, social networking companies, climatology, biotechnology, genetics, and other important areas. They can work as Business Analyst, Data Analyst, Intelligence Analyst, Data Scientist, Data Manager, Information Security Analyst, Risk Analyst, Machine Learning Engineer, Big Data Engineer/Architect, Data Engineer Etc.,

Firms like Facebook, Google are investing a hefty amount in AI to get the desired outcome at a relatively lower computational time. Many multinational companies and organizations hire

graduates in data science and artificial intelligence. Amazon, Microsoft, Adobe, Uber, Samsung, Intel, Accenture, Facebook, Netflix, and Lenovo have been some of the top recruiters in the data science and artificial arena.

There is a huge scope in the field of Data Science. Student can go for higher studies or Job after the completion of course. They can get Hottest and attractive offers. A very promising and growing sector all over the world.

III. Program Educational Objectives [PEOs]: After three years of successful completion of the program, the graduates shall be:

PEO 01: Demonstrate as a Professional in Data Science

PEO 02: A Teaching and Research Professional in the area of Data Science through lifelong learning

PEO 03: A Freelancing consultant to the Data Science Industry.

PEO 04: An entrepreneur in Data Science and other related areas of specialization.

IV. Program Outcome [POs]: On successful completion of the Program, the students shall be able to:

PO 1: Application of Domain Knowledge: Apply the domain knowledge such as mathematics, science and software engineering fundamentals into the Computer Application related professions.

PO 2: Problem Solving & Analysis: Identify, Formulate, Analyze and Solve Complex Scenarios related to Computer Applications.

PO 3: Design/development of Activities: Conceive, Design and develop various activities of Computer Applications.

PO 4: Conduct Investigations of Events: Carry out Investigation of an event and draw logical conclusions based on critical thinking and analytical reasoning.

PO 5: Modern Tool usage: Effectively apply relevant ICT Tools and digital tools to carry out Computer Application Attributes.

PO 6: Research: Identify suitable Research Methods and report the findings.

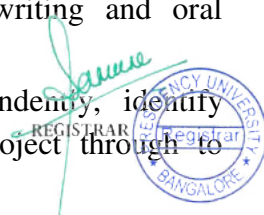
PO 7: Profession and Society: Apply the knowledge of the values and beliefs of multicultural society and a global perspective in the profession.

PO 8: Ethics: Identify ethical issues and embrace ethical values in conduct of Profession.

PO 9: Individual and Team Work: Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

PO 10: Communication: Express thoughts and ideas effectively in writing and oral communication

PO 11: Project Management and Finance: Ability to work independently, identify appropriate resources required for a project, and manage a project through to completion.



PO 12: Life-long Learning: Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of societal and technological change.

V. Program Specific Outcomes [PSOs]: On successful completion of the Program, the students shall be able to:

PSO 01: Apply the knowledge of mathematics, science, software engineering, structured and object oriented programming concepts to provide efficient solutions.

PSO 02: Identify, formulate and apply appropriate techniques in the areas related to machine learning, IoT and data analytics of varying complexities in real-time applications.

PSO 03: Apply relevant resources, design and develop Web and Cloud based solutions for real-time applications

VI. Curriculum Structure: The curriculum structure is composed of the following baskets:

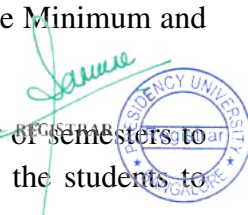
- 1] **Core** (Common & Compulsory to all the B.C.A programs of the School consists of 30 Credits)
- 2] **Program Core** (Specific to the B.Sc.[Data Science] Program, consists of 72 credits).
- 3] **Discipline Electives** (Specific to the B.Sc. [Data Science] Program and categorized under various specialized groups, the minimum number of credits to be earned in this basket is 12)
- 4] **Open Electives** (Consists of courses from various schools to provide an opportunity for multi-disciplinary learning and the minimum number of credits to be earned from this basket is 6)

Table 1: Summary of Minimum Credit Contribution from various Baskets

Baskets	Credit Contribution
School Core	30
Program Core	72
Discipline Elective	12
Open Elective	6
Total Credits	Min. 120

The curriculum structure is designed as per the CBCS and incorporating OBE Principles. The students are provided with at most flexibility in selection of the courses of their choice. The students are free to prepare their own Course grid for every semester from the Basket of courses subject to satisfying the pre-requisites for the courses selected and adhering to the Minimum and Maximum Credit requirement as per the Program Regulations.

The students have an option to decide the pace of his/ her learning [The number of semesters to complete the program]. The slot time table system provides the opportunity to the students to



decide the time slot of the course and to select the faculty member among those who are offering the course.

The curriculum provides an opportunity to the students to obtain a specific specialization in the basic degree of **BACHELOR OF COMPUTER APPLICATIONS - BACHELOR OF SCIENCE - DATA SCIENCE** by choosing discipline electives courses [Minimum of 6 credits] exclusively from Immersive Media Basket.

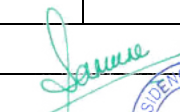
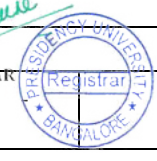

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VII. Basket wise courses:

A] SCHOOL CORE)- Minimum Credits to be earned from this basket

Minimum Credits to be earned from this basket = 30 Credits

Sl. No.	Course Code	Course Name	L	P	C	Type of Skill/Focus	Course Caters to	Pre-requisites/Co-requisites	Anti-requisites	Future Courses that need this as a Pre-requisite	List of POs to which Course Caters to												
											PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	
					21																		
1	BSD1007	Programming in Python	1	4	3	S/ EM/ EN	-																
2	CSA3001	Capstone Project	-	-	4	S/ EM/ EN																	
3	MAT1007	Introduction to Statistics	3	0	3	S	HP/ GS																
4	MAT2007	Applied Mathematics	3	0	3	F	-																
5	CSA3008	Internship	-	-	8	S/ EM/ EN																	
English and Foreign Languages Basket																							
Minimum credits to be earned from this basket =					4																		
1	ENG1003	Communicative English	2	0	2	S	-	-															



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2	ENG1005	Technical Written Communication	2	0	2	S/EM	-	ENG1004	-	Profession		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>		
3	FRL1001	Basic Spanish	2	0	2	S/EM		ENG1004	-	Profession								<input type="checkbox"/>		
4	FRL1002	Basic French	2	0	2	S/EM			-	Profession								<input type="checkbox"/>		
5	FRL1003	Basic German	2	0	2	S/EM			-	Profession								<input type="checkbox"/>		

Kannada Basket

Minimum credits to be earned from this basket =			1																		
1	KAN1001	Kali Kannada	1	0	1	S		Non-Karnataka	-	-									<input type="checkbox"/>		
2	KAN2001	Thili Kannada	1	0	1	S		From Karnataka	-	-									<input type="checkbox"/>		

Soft Skills Basket

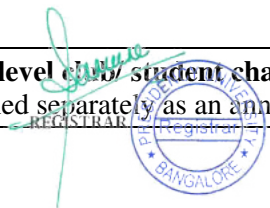
Minimum credits to be earned from this basket =			4																		
1	PPS1001	Introduction to soft skills	0	2	1	S	HP	-	-	PPS2001		<input type="checkbox"/>				<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>		
2	PPS1006	Employability for Young Professionals	0	2	1	S/EM	HP	PPS1001	-	PPS2002		<input type="checkbox"/>			<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		
3	PPS2001	Reasoning and Employment Skills	0	2	1	S/EM	HP/G S	PPS1006	-	PPS3001		<input type="checkbox"/>			<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
4	PPS3001	Problem Solving through Aptitude	0	2	1	S		PPS2001	-	Profession		<input type="checkbox"/>						<input type="checkbox"/>	<input type="checkbox"/>		

Non-Credit Pass/Fail Type Courses

Minimum credits to be earned from this basket =			0																		
1	CHE1018	Environment Science	1	2	0	-	P/F	ES	-	-		<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		

Co/ Extra-Curricular Basket

Minimum credits to be earned from this basket =			0																		
<p>Student is expected to enroll and serve in any one university wide, school level or department level club/ student chapter in at least one semester during program duration. List of University wide clubs, school level clubs, department level clubs/ student chapters are attached separately as an annexure.</p>																					



B] Program Core: Minimum Credits to be earned from this basket = 72 Credits-99

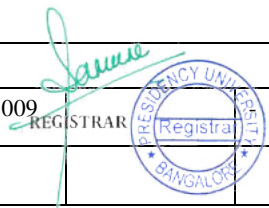
Sl. No.	Course Code	Course Name	L	P	C	Type of Skill/ Focus	Course Caters to	Pre-requisites/ Co-requisites	Anti-requisites	Future Courses that need this as a Pre-requisite	List of POs to which Course Caters to											
											PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
1	BSD1004	Elements of Computing Systems	3	0	3	4	-			-			-	-	-			-	-			
2	BSD1006	Fundamentals of Data Science	2	2	3	S/ EM/ EN		BCA1005		-			-	-	-			-			-	
3	MAT1010	Fundamental Calculus	3	0	3	S/ EM/ EN	-			-			-	-	-			-	-			
4	MAT1008	Probabilty and Inferential Statistics	3	0	3	S/ EM/ EN	-			-			-	-	-			-	-			
5	BSD1002	Programming in C	1	4	3	S/EM	HP			-			-	-	-			-	-			
6	BCA2002	Datastructures and Algorithms	3	2	4	S/ EM/ EN	HP/ GS	BSD1002		-			-	-	-			-	-		-	
7	BSD2002	Data Modeling and vizualization	2	2	3	S/ EM/ EN	HP	BSD1002, BSD1006		-	-	-	-	-	-			-	-	-		
8	BCA2011	Web Design and Development	1	4	3	F	HP/ GS	CSA1005		-			-	-	-			-				
9	CSA2003	Relational Database Management systems	2	4	4	S/ EM/ EN	HP/ GS			-			-	-	-			-				
10	MAT2023	Matrix Computations for Data Science	3	0	3																	
11	CSA1006	Operating Systems and Unix Programming	2	2	3																	
12	CSA1005	Object Oriented Programming Using Java	1	4	3	S/ EM/ EN		BSD1002														



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C] Discipline Electives: Minimum Credits to be earned from this basket = 12 Student has to select at least 1 course each from a minimum of 6 baskets

Sl. No.	Course Code	Course Name	L	P	C	Type of Skill/Focus	Course Caters to	Pre-requisites/ Co-requisites	Anti-requisites	Future Courses that need this as a Pre-requisite	List of POs to which Course Caters to											
											PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12
DISCIPLINE ELECTIVE -																						
1	CSA3068	Predictive Analytics	1	4	3	S/EM		MAT1008	-		-	-	-	-	-	-	-	-	-	-	-	-
2	CSA3069	Data Management using Cloud	2	2	3	S/EM		CSA2008	-		-	-	-	-	-	-	-	-	-	-	-	-
3	CSA3074	Reinforcement learning							-		-	-	-	-	-	-	-	-	-	-	-	-
4	CSA3070	Time Series Analysis	3	0	3				-		-	-	-	-	-	-	-	-	-	-	-	-
5	CSA3071	Deep Learning	2	2	3			CSA3002	-		-	-	-	-	-	-	-	-	-	-	-	-
6	CSA3072	Web Application Security	3	0	3	S/EM	HP	BCA2011	-		-	-	-	-	-	-	-	-	-	-	-	-
7	CSA3048	Cloud Storage Applications	3	0	0	S/EM/EN		CSA2008	-		-	-	-	-	-	-	-	-	-	-	-	-
8	CSA3073	Data Security and Privacy	3	0	3	S/EM		CSA2008	-		-	-	-	-	-	-	-	-	-	-	-	-
Mathematics Basket																						
1	MAT2024	Matlab and Simulink	1	4	3	S/EM	HP	MAT1009				☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐
2	MAT2026	Scientific Computation	2	2	3	S/EM						☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐



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1	DES1001	Sketching and Painting	0	2	1	S		-	-	-			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>			
2	DES1002	Innovation and Creativity	2	0	2	F		-	-	-		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>					
3	DES1003	Serviceability of Fashion Products	1	2	2	F	ES	-	-	-		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
4	DES1004	Choices in Virtual Fashion	1	2	2	F	ES/GS/HP	-	-	-	<input type="checkbox"/>		<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	DES1005	Fashion Lifestyle and Product Diversity	1	2	2	F	ES/GS/HP	-	-	-	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
6	DES1006	Colour in Everyday Life	1	2	2	F	ES	-	-	-	<input type="checkbox"/>		<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
7	DES2001	Design Thinking	3	0	3	S	-	-	-	-	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Electrical and Electronics Engineering Basket

1	EEE1002	IoT based Smart Building Technology	3	0	3	S/EM/ EN						<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>				
2	EEE1003	Basic Circuit Analysis using NI LAB View	2	2	3	S/EM/ EN						<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>							<input type="checkbox"/>
3	EEE1004	Programmable Logic Controllers	3	0	3	S/EM/ EN						<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	EEE1005	Fundamentals of Sci Lab Programming	3	0	3	S/EM/ EN						<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5	EEE1006	Smart Sensors for Engineering Applications	2	2	3	S/EM/ EN						<input type="checkbox"/>	<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>


Sl. No.	Course Code	Course Name	L	P	C	Type of Skill/ Focus	Course Caters to	Pre-requisites/ Co-requisites	Anti-requisites	Future Courses that need this as a Pre-requisite	List of POs to which Course Caters to											
											PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12

Electronics and Communication Engineering Basket

1	ECE1002	Artificial Neural Networks	2	0	2	S	EM	-	-	-		<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
2	ECE1003	Joy of Electronics Engineering	2	0	2	F		-	-	-		<input type="checkbox"/>	<input type="checkbox"/>			<input type="checkbox"/>				<input type="checkbox"/>		<input type="checkbox"/>
3	ECE1004	Microprocessor based systems	3	0	3	F		-	-	-		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
4	ECE1005	Journey of Communication Systems	2	0	2	F		-	-	-		<input type="checkbox"/>				<input type="checkbox"/>			<input type="checkbox"/>		<input type="checkbox"/>	<input type="checkbox"/>

English Basket

1	ENG1008	Indian Literature	2	0	2		GS/HP	-	-	-												
2	ENG1009	Reading Advertisement	1	2	2	S		-	-	-												



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Type of Course	No. of Courses	Credits	Level of Course				Type of Skill				Course Caters to			Course Credits			
			First Level	Second Level	Third Level	Fourth Level	Foundation	Skill Development	Employability	Entrepreneurship	Gender Sensitization	Environment and sustainability	Human values and Professional Ethics	1 Credit	2 Credits	3 Credits	4 Credits
Theory Based Courses	30	78	14	17	12	3	1	20	12	3	1	0	2	2	5	22	0
Lab Based Courses	4	4	3	1	1	0	0	4	2	0	1	0	3	4	0	0	0
Theory and Lab Embedded Courses	21	198	13	13	14	4	4	18	15	11	3	1	7	1	1	22	4
Grand Total	55	280	30	31	27	7	5	42	29	14	5	1	12	7	6	44	4

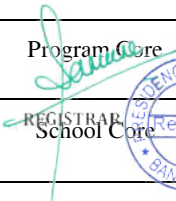

Apart from the above list, the student is free to enroll for any course offered by any school and earn credits for Open elective provided the student has not completed an ant prerequisite and the student fulfils the prerequisite if any for the course he wishes to enroll.

Type of Skill
F - Foundation
S - Skill Development
EM - Employability
EN - Entrepreneurship

Course Caters to
GS - Gender Sensitization
ES - Environment and sustainability
HP - Human values and Professional Ethics


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Sl. No.	Course Code	Course Name	L	P	Credits	Basket
Semester 1					19	
1	MAT1007	Introduction to Statistics	3	0	3	School Core
2	BSD1004	Elements of Computing Systems	3	0	3	Program Core
3	BSD1006	Fundamentals of Data Science	2	2	3	Program Core
4	BSD1007	Programming in Python	1	4	3	School Core
5	MAT1010	Fundamental Calculus	3	0	3	Program Core
6	ENG1003	Communicative English	2	0	2	School Core
7	KAN1001/ KAN2001	Kali Kannada / Tili Kannada	1	0	1	School Core
8	PPS1001	Introduction to soft skills	0	2	1	School Core
Semester 2					22	
1	MAT2007	Applied Mathematics	3	0	3	School Core
2	MAT1008	Probability and Inferential Statistics	3	0	3	Program Core
3	BSD1002	Programming in C	1	4	3	Program Core
4	BCA2002	Data structures and Algorithms	3	2	4	Program Core
5	BSD2002	Data Modelling and visualization	2	2	3	Program Core
6	BCA2011	Web Design and Development	1	4	3	Program Core
7	ENG1005	Technical Written Communication	2	0	2	School Core
8	PPS1006	Employability for Young Professionals	0	2	1	School Core
Semester 3					20	
1	CSA2003	Relational Database Management systems	2	4	4	Program Core
2	MAT2023	Matrix Computations for Data Science	3	0	3	Program Core
3	CSA1006	Operating Systems and Unix Programming	2	2	3	Program Core
4	CSA1005	Object oriented Programming Using Java	1	4	3	Program Core
5	CSA2020	Artificial Intelligence	3	0	3	Program Core
6	CSA2019	R Programming for Data science	2	2	3	Program Core
7	PPS2001	Reasoning and Employment Skills	0	2	1	School Core
Semester 4					20	
1	MAT2028	Graph Theory	3	0	3	Program Core
2	CSAXXXX	Discipline elective – I	3	0	3	Discipline Elective
3	CSA2021	Data Warehousing and Data mining	3	0	3	Program Core
4	CSAXXXX	Discipline elective – II	3	0	3	Discipline Elective
5	CSA2006	Fundamentals of Software Engineering	3	0	3	Program Core
6	CSA3001	Capstone Project	-	-	4	School Core


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 School Core


7	CHE1018	Environment Science	1	2	0	School Core
8	PPS3001	Problem Solving through Aptitude	0	2	1	School Core
Semester 5					20	
1	CSA3002	Machine Learning Algorithms	2	2	3	Program Core
2	CSA3004	Big data analytics	2	2	3	Program Core
3	CSA3003	Android Mobile Application Development	1	4	3	Program Core
4	CSA3014	Natural Language Processing	1	2	2	Program Core
5	CSA2008	Essentials of Cloud Computing	3	0	3	Program Core
6	CSAXXXX	Discipline elective – III	3	0	3	Discipline Elective
7	XXX XXXX	Open Elective – I	3	0	3	Open Elective
Semester 6					19	
1	CSA3005	Internet of Things	1	4	3	Program Core
2	CSA3017	Information Retrieval	1	2	2	Program Core
3	XXX XXXX	Open Elective – II	3	0	3	Open Elective
4	CSAXXXX	Discipline Elective 4: Deep Learning	2	2	3	Discipline Elective
5	CSA3008	Internship	-	-	8	School Core

Total Credits	120	Type of Course	Credits
		School Core	30
		Program Core	72
		Discipline Elective	12
		Open Elective	6

Semester	Credits	No. of Courses	No of Class Hours
Semester 1	19	8	23
Semester 2	22	8	29
Semester 3	20	8	29
Semester 4	20	7	15
Semester 5	20	8	27
Semester 6	19	4	15
Total	120	43	138



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VIII. Course Catalogues:

Each course shall have a course catalogue with the following details:

- i) Pre –Requisites of the course
- ii) Course Description
- iii) Course Outcome
- iv) Course Content
- iv) Reference Resources.

The Course Catalogues for the Courses offered in each basket are attached below:

Course Code: CSA2003	Course Title: Relational Database Management Systems Type of Course: Integrated	L- P- C	2	4	4
Version No.	1.0				
Course Pre-requisites	NIL				
Anti-requisites	NIL				
Course Description	<p>This course offers detailed concept on principles and techniques required in the design and implementation of database systems. It helps the students to learn and practice data modelling using the entity-relationship diagrams. It covers relation database management (RDBMS) concepts and also provides detail knowledge on how to design, maintain and retrieve the information effectively and efficiently.</p> <p>The corresponding laboratory is intended to implement database design using MYSQL. All the experiments will focus on the fundamentals of database creation, populating, interactive querying which includes use of various data definition, data manipulation commands, functions, joins, sub-queries, views, set operations, procedures, triggers and executing database transactions.</p>				
Course Objective	This Course is designed to improve the learner’s <u>EMPLOYABILITY SKILLS</u> by using <u>PROBLEM SOLVING</u> methodologies.				
Course Out Comes	<p>On successful completion of this course the students shall be able to:</p> <ol style="list-style-type: none"> 1. Understand the basic concepts of database and ER modeling in designing the database. [Knowledge] 2. Apply Relational Algebra and Database Querying concepts in designing the database. [Application] 3. Analyze various normalization techniques for designing a robust database. [Analysis] 4. Understand the Transaction control and concurrency control mechanisms.[Comprehension] 				
Course Content:					
Module 1	Introduction				10 Sessions
Topics:					

<p>Introduction to Database: Database Management System, Characteristics of Database Approach, Types of Database users, DBA, Data Models, Schema, Instance, Three-Schema Architecture, Data Independence, Disadvantages in traditional file system, advantages of database over traditional file systems.</p> <p>Conceptual Modeling: Data Modeling Using Entity Relationship (ER) Model, ER Model to Table Conversion, Examples on ER model.</p>				
Module 2	Query Languages			12 Sessions
<p>Topics:</p> <p>Relational Algebra: selection, projection, rename, set operations, Cartesian product, joins and division operator. Examples on Relational Algebra Operations.</p> <p>Database Querying: DDL, DML, Constraints, Operators- BETWEEN, IN, LIKE, where clause, orderby command, Set Operators, Aggregate Functions, having clause, Views, Procedures, Cursors and Triggers.</p>				
Module 3	Designing and Refining Database Schema			10 Sessions
<p>Topics:</p> <p>Schema Design: Problems in schema design, redundancy and anomalies</p> <p>Schema refinement: Functional Dependencies, Normalization and forms - First, Second, Third, Dependency Preservation – Boyce/Codd Normal Form, Multivalued Dependency and Fourth Normal Form, Join Dependencies and Fifth Normal Form, Rules and Types of Decomposition.</p>				
Module 4	Transaction Management and Concurrency Control			13 Sessions
<p>Topics:</p> <p>Transaction: Transactions: Introduction to Transaction Processing, Transaction and System concepts, Desirable properties (ACID) of Transactions, Simultaneous Transactions and their problems like dirty read, lost update and incorrect summary, Serializability, Conflict Serializability, View Serializability. Transaction Support in SQL</p> <p>Concurrency Control: Need for Concurrency, Locking and Time-stamping concurrency schemes.</p>				
<p>List of Laboratory Experiments: Create Student, Employee, Banking and Library Management databases and populate with necessary data. Perform the following various experiments on those databases.</p> <p>Labsheet-1[4 Practical Sessions] Experiment No 1: [2 Sessions] To study and implement Data Definition Language (DDL) commands and Data Manipulation Language (DML) commands of MySQL. Level 1: Perform basic operations using Data Definition Language (Create, Alter, Drop, Truncate & Rename) and Data Manipulation Language commands on Student Database.</p> <p>Experiment No. 2: [2 Sessions] To study and implement different types of constraints, relational, logical, pattern matching, BETWEEN, IS NULL, IN and NOT IN Special Operators. Level 1: Create tables on Employee database using PRIMARY KEY, NOT NULL, UNIQUE, FOREIGN KEY and demonstrate the working of relational, logical, pattern matching, BETWEEN, IS NULL, IN and NOT IN Special Operators on Employee Database.</p> <p>Labsheet-2[4 Practical Sessions] Experiment No. 3: [2 Sessions] To study and implement for aggregation of data in to groups and sub-groups using GROUP BY, HAVING clauses and sort data using ORDER BY clause.</p>				



Level 1: Implementing GROUP BY, HAVING, ORDER BY and aggregate functions on Employee Database.

Experiment No. 4: [2 Session]

To study and implement various Set and Join Operations.

Level 1: Demonstrate different types of Set Operations (UNION, UNION ALL, INTERSECT, MINUS) and Join Operations (INNER JOINS, OUTER JOINS, CROSS JOIN, NATURAL JOIN) on two or more tables of Employee Database.

Labsheet-3 [2 Practical Sessions]

Experiment No. 5: [2 sessions]

To study and implement Views, Procedures and Functions in MySQL.

Level 1: Implement MySQL Views and Procedures in MySQL on Banking database.

Labsheet-4 [2 Practical Sessions]

Experiment No. 6: [2 Sessions]

To study and implement Cursors and Triggers in MySQL.

Level 1: Implement MySQL Cursors and Triggers in MySQL on Employee database.

Project work/Assignment: Mention the Type of Project /Assignment proposed for this course

- 1] Constructing E-R diagrams.
- 2] Implementation on a given scenario.

Text Book

1. Elmasri R and Navathe S B, “Fundamentals of Database System”, 7th Edition, Pearson Publication, 2017.

References

1. Hector Garcia Molina, Jeffery D Ullman, Jenniffer Widom, “Database systems: The Complete Book”, 2nd edition, Pearson Publication, 2013.
2. Avi Silberschatz, Henry F. Korth, S. Sudarshan, “Database System Concepts”, 7th Edition, McGraw-Hill, 2019.

Catalogue prepared by

Ms. Namrata Das

Recommended by the Board of Studies on

16th BoS dated 23-07-2022

Date of Approval by the Academic Council

17th Academic Council Meeting dated 03-08-2022



Course Code: CSA 1006	Course Title: OPERATING SYSTEM AND UNIX PROGRAMMING		L- P- C	2	2	3
	Type of Course: Integrated					
Version No.	1.0					
Course Pre-requisites	The prerequisites for this course are Data Structures and Computer Organization. You are expected to have a working knowledge of C / C++, including a familiarity with its basic data types and control structures, and an understanding of computer organization.					
Anti-requisites	Nil					
Course Description	The main objective of this course is to cover basic concepts of operating systems. Operating Systems functions, Basic Concepts, Notion of a process, Concurrent processes, Problem of mutual exclusion, Deadlock, Process Scheduling, Memory management, Multiprogramming, File systems; time sharing systems and their design consideration. This course will prepare students to develop software in and for Linux/UNIX environments. Also this course helps the students in UNIX operating system and their effective use for problem solving.					
Course Objectives	This course is designed to improve the learners' SKILLS by using EXPERIENTIAL LEARNING techniques					
Course Outcomes	<ol style="list-style-type: none"> 1. Describe the fundamental concepts of operating Systems and Apply various CPU scheduling algorithms. 2. Recognize the classic synchronization problems and Compare methods for handling deadlocks 3. Discuss various memory management techniques. 4. Describe file systems 					
Course Content:						
Module 1	Introduction to OS Structure and process management	Assignment				7 Sessions
Topics: Introduction: What Operating Systems Do? OS Services, System Calls, types of system calls, os Structure Processes: Process Concept, process Scheduling, operations on process, Scheduling Criteria, Scheduling Algorithms.						
Module 2	Process coordination	Assignment				11 Sessions
Topics: The Critical-Section Problem, Synchronization Hardware, Semaphores, Monitors, Synchronization Examples, Deadlock Characterization, Methods for Handling Deadlocks, Deadlock Prevention, Deadlock Avoidance, Deadlock Detection, Recovery from Deadlock.						
Module 3	Memory-Management	Case Study				7 Sessions


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Sessions


Topics:

Memory Management: Introduction to Memory Management, Swapping, Contiguous and Non-Contiguous Memory Allocation, Segmentation, Paging - Structure of the Page Table – Demand Paging – Page Replacement, Allocation of Frames – Thrashing.

Module 4

Storage Management.

Case Study and Project

5 Sessions

Topics: File Concept, Access Methods, Directory and Disk Structure, Overview of Mass-Storage, Disk Structure, Structure, Disk Scheduling.

Targeted Application & Tools that can be used:

Linux / Vi Editor

Project work/Assignment:

Assignment:

Lab Experiments

Experiment 1

Level 1 : To study of Basic UNIX Commands and various UNIX editors such as vi

Level 2 : To study the File manipulation Commands

Experiment 2

Level 1 : Programs using the following system calls of UNIX operating system fork, exec, getpid, exit, wait

Level 2 : Programs using the following system calls of UNIX operating system close, stat, opendir, readdir

Experiment 3

Level 1 : Program For Simulation Of Ls Unix Commands

Level 2 : Program For Simulation Of Ls Unix Commands

Experiment 4

Level 1 : Write a Shell program to check the given number is even or odd

Level 2 : Write a Shell program to check the given year is leap year or not

Experiment 5

Level 1 : Write a Shell program to find the factorial of a number

Level 2 : Write a Shell program to swap the two integers

Experiment 6

Level 1 : Implementation of Priority scheduling algorithms. With total and average waiting time

Level 2 : Implementation of Priority scheduling algorithms. With total and average turnaround time

Experiment 7

Level 1 : Write a Shell program to display a given Message

Level 2 : Write a Shell Program to find the roots of the quadratic equation.

Experiment 8

Level 1 : Write a shell program to find the smallest digit of a value

Level 2 : Write a shell script to perform integer arithmetic operations

Experiment 9

Level 1 : Write a shell program to reverse a number.

Level 2 : Write a shell program to find the sum of even and odd numbers in an array

Experiment 10

Level 1 : Write a Simple Shell script to print the sum of n natural numbers

Level 2 : Write a shell program to count the number of digits of a value.

1. Study of Linux commands – System Information, Files and Directories, Process, Text Processing and Scripting, Programming.

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2. Creating Child process (using fork), Zombie, Orphan. Displaying system information using C.
3. Shell scripting (I/O, decision making, looping)
4. IPC (Threads, Pipes)
5. CPU Scheduling Algorithms (FCFS, SJF, RR, Priority)
6. Deadlock Avoidance Algorithm (Bankers algorithm)
7. Process synchronization (Producer Consumer / Reader Writer/Dining Philosopher using semaphores)
8. Page Replacement Algorithms. (FIFO, LRU, Optimal)
9. Dynamic Memory Allocation Algorithms (First fit, Best fit, Worst fit)
10. Disk Scheduling Algorithms

Text Books

1. Abraham Silberschatz, Peter B. Galvin, Greg Gagne-Operating System Concepts, Wiley, 10th Edition, 2019.
2. Tanenbaum, Andrew S., and Albert S. Woodhull. Operating systems: design and implementation. Vol. 68. Englewood Cliffs: Prentice Hall, 1997

Reference Books

1. The Unix programming Environment by Brian W. Kernighan & Rob Pike, Pearson.
2. Introduction to Unix Shell Programming by M.G.Venkateshmurthy, Pearson
3. Unix and shell programming by B.M. Harwani, OXFORD university press.
4. Remzi H. Arpaci-Dusseau, Andrea C. Arpaci-Dusseau, Operating Systems, Three Easy Pieces, Arpaci-Dusseau Books, Inc, 2015
5. Dhamdhere, Dhananjay M. Operating systems: a concept-based approach, 2E. Tata McGraw-Hill Education, 2006.
6. Deitel, Harvey M., Paul J. Deitel, and David R. Choffnes. Operating systems. Delhi. Pearson Education: Dorling Kindersley, 2004.
7. Milenkovič, Milan. Operating systems: concepts and design. McGraw-Hill, Inc., 1987.

Web References

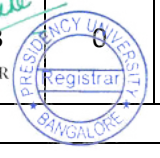
1. <https://nptel.ac.in/courses/106108101>
2. <https://nptel.ac.in/courses/106106144>
3. <https://nptel.ac.in/courses/117106113>
4. <https://www.udemy.com/course/unix-getting-started/>
5. <https://www.coursera.org/learn/unix>

Catalogue prepared by	Dr.R.Chinnaiyan
Recommended by the Board of Studies on	16 th BoS dated 23-07-2022
Date of Approval by the Academic Council	17 th Academic Council Meeting dated 03-08-2022


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Course Code: CSA2020	Course Title: Artificial Intelligence		L- P- C	3	0	3
	Type of Course: Program Core & Theory only					
Version No.	1.0					
Course Pre-requisites	NIL					
Anti-requisites	NIL					
Course Description	<p>This course explores the intelligent system structure and various levels of Knowledge representation. The students can learn about how to identify, differentiate, and categorize a wide range of intelligent system, as well as to evaluate how AI contribute to the design and development of intelligent system design. The Students can also evaluate the role and contribution of Artificial intelligence in various fields through interactive lectures, in-class and online assignments, and group projects. With the good knowledge of AI, students can learn how to regulate the models which are best suited for achieving an intended system result, and they can judge whether the Intelligent systems have been implemented successfully or not.</p>					
Course Outcomes	<p>On successful completion of the course, the students shall be able to:</p> <ol style="list-style-type: none"> 1] Define the basic of local search algorithms, various optimization techniques for a given AI algorithm. 2] Identify the smart intelligent way to represent the knowledge Engineering. 3] Illustrates the key aspects of planning models of artificial intelligence. 4] Understand the expert based intelligent system. 					
Course Content:						
Module 1	Introduction to intelligent systems	Assignment	Research Assignment	12 Sessions		
<p>Topics: Basic Concepts and definitions of AI. Searching: Searching for solutions, Uniformed Search Strategies, Informed Search Strategies, Heuristic Functions. Local Search Algorithms and Optimization Problems: Hill climbing, Simulated annealing, Local beam, Genetic algorithms, Constraint Satisfaction Problems, Backtracking Search for CSPs. searching in solution tree- case study: water jug problem. Adversial Search: Games, Optimal Decision in Games, Alpha Beta Pruning, Evaluation Functions, Cutting off search, Games that include an Element of chance, Game programs.</p>						
Module 2	Knowledge representations	Case Study	Knowledge Engineering Process	10 Sessions		
<p>Topics: First Order Logic: Syntax and Semantics, Using First Order Logic, Knowledge Engineering, Inference in First Order Logic: Propositional vs. First Order Inference, Unification and Lifting, Resolution, Forward and Backward Chaining.</p>						

Module 3	Planning	Assignment	Statistical learning methods	11 Sessions
<p>Topics: Planning: Classical planning problem, Language of planning problems, Partial Order planning, Planning Graphs, Planning with Propositional Logic. Learning: Forms of learning, Introduction learning, Learning Decision Tree, Statistical learning methods, learning with complete data, Instance based learning, Neural networks.</p>				
Module 4	Expert system	Project	Neural Network	10 Sessions
<p>Topics: Expert Systems: Introduction, Advantages, Languages, Elements, Production Systems, Procedural and Nonprocedural Paradigms, Artificial Neural Systems. Design of Expert Systems: Selecting the Appropriate Problem, Stages in the Development of an Expert System, The Expert System Life Cycle. Detailed life cycle model, Decision trees.</p>				
Project work/Assignment:				
<p>Assignment: 1] Research a popular game and identify its intelligent component contributing to its popularity. Understand the implementation of intelligent component in the game.</p> <p>Project Assignment: 1] Model any intelligent application to improvise traditional system.</p>				
Text Books				
<p>1. E. Rich and K. Knight," Artificial Intelligence", Tata McGraw Hill, 2013</p> <p>2. Dan W. Patterson, "Introduction to Artificial Intelligence and Expert Systems", PHI, 2013.</p>				
References				
<p>1. M.Timjones "Artificial Intelligence a Systems Approach" University Science Press 2010.</p> <p>2. E. Charnaik and D.McDermott," Introduction to artificial Intelligence", Pearson Education, 2012.</p>				
Catalogue prepared by	Dr. Nihar Ranjan Nayak, Assistant professor , Department of Computer Science and Engineering, Presidency University			
Recommended by the Board of Studies on	16 th BoS dated 23-07-2022			
Date of Approval by the Academic Council	17 th Academic Council Meeting dated 03-08-2022			

Course Code: CSA2006	Course Title: FUNDAMENTALS OF SOFTWARE ENGINEERING Type of Course: Program Core - Theory	L- P- C 3 3 0 REGISTRAR		3
Version No.	1			

Course Pre-requisites	Object Oriented Concepts, Basic programming knowledge, basic understanding of algorithms		
Anti-requisites	NIL		
Course Description	<p>The course covers software process models, software requirement engineering processes, system analysis, design, implementation and testing aspects of software system development. The course also covers project evaluation, planning, effort estimation and risk management aspects in software project planning.</p> <p>Topics include: Introduction to Software Engineering, Process Life Cycle Models, Requirement Analysis and Specification, User Interface Analysis and Design, Software Testing, Project Management, Project Planning, Effort Estimation Techniques, Project Scheduling, Project Metrics & Evaluation, Risk Management.</p>		
Course Objective	This course is designed to improve the learners' EMPLOYABILITY SKILLS by using participative learning techniques		
Course Outcomes	<p>On successful completion of this course the students shall be able to:</p> <ol style="list-style-type: none"> 1) Describe the software engineering principles, ethics and process models. 2) Identify the requirements and appropriate design models for a given application. 3) Discuss the various types of testing methods and Quality Assurance. 4) Apply project planning, scheduling, evaluation and risk management principles for a given project. 		
Course Content:			
Module 1			08 Sessions
Introduction to Software Engineering & Process Models			
Software and Software Engineering: Nature of Software, Software Engineering Practice, Software Myths, SDLC, Software Processes: Generic Model, Prescriptive Process Model, Unified Process Model, Agile Development: Extreme Programming, SCRUM.			
Module 2			09 Sessions
Software Requirements and Design			
Requirements Engineering: Eliciting requirements, Functional and non- Functional requirements, SRS, Requirements modelling: Developing Use Cases, Developing Activity diagram and Swimlane diagram, Design : Design concepts, Architectural design, Component based design, User interface design.			



Module 3		Assignment		8 Sessions
Software Testing and Quality				
Introduction to Software Testing: verification and validation, Test Strategies for conventional Software, Validation Testing, White box Testing: Basis path testing, Black box Testing. Software Quality Assurance : Elements of software quality assurance, SQA Tasks, Goals and Metrics, Software configuration management : SCM process				
Module 4				13 Sessions
Software Project Management				
Project Management Concepts, Project Planning, Overview of metrics, Estimation for Software projects, Project Scheduling, Risk Management, Maintenance and Reengineering, Software Process Improvement (SPI): CMM Levels.				
Targeted Application & Tools that can be used:				
Apply project planning, scheduling, evaluation and risk management principles for a given project.				
Project work/Assignment:				
Project Assignment:				
Assignment 1: Module 3				
Assignment 2: Module 3				
Textbooks:				
1. Roger S. Pressman, “Software Engineering – A Practitioner’s Approach”, VII Edition, McGraw Hill, 2017.				
2. Bob Hughes, Mike Cotterell, Rajib Mall, “Software Project Management”, VI Edition, McGrawHill, 2018.				
References:				
Ian Sommerville, “Software Engineering”, IX Edition, Pearson Education Asia, 2011.				
2. Rajib Mall, “Fundamentals of Software Engineering”, VI Edition, PHI learning private limited, 2014.				
Web references:				
https://puniversity.informaticsglobal.com:2229/login.aspx?direct=true&db=nlebk&AN=2233842&site=ehost-live				
https://nptel.ac.in/courses/105106053				
Topics relevant to “Employability”:				
Agile Development, Software Testing, White box Testing, Black box Testing				



Topics relevant to "Environment and Sustainability":	
Catalogue prepared by	Ms.B.Bhavya
Recommended by the Board of Studies on	BOS NO: 2 nd BOS held on 22/12/22
Date of Approval by the Academic Council	20 th Academic Council Meeting held on 15 th February 2023


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