

## Course Structure

### Bachelor of Science in Information Technology (BSc (IT))

#### First Semester:

Paper No.	Subject	Maximum Marks	
		End semester	In semester
Paper 1.1	Computer Programming & Problem Solving (Theory)	75	25
	Computer Programming & Problem Solving (Practical)	75	25
Paper 1.2	Basic Electronics (Theory)	75	25
	Basic Electronics (Practical)	75	25
Paper 1.3	Mathematics - I	75	25
Paper 1.4	Humanities - I	75	25
Paper 1.5	Foundation of IT	75	25
Paper 1.6	Environmental Studies	75	25
Total Marks		800	

#### Second Semester:

Paper No.	Subject	Maximum Marks	
		End semester	In semester
Paper 2.1	Data Structures (Theory)	75	25
	Data Structures (Practical)	75	25
Paper 2.2	Mathematics - II	75	25
Paper 2.3	Theoretical Foundation of Computer Science	75	25
Paper 2.4	Digital Circuits & Logic Design (Theory)	75	25
	Digital Circuits & Logic Design (Practical)	75	25

Paper 2.5	Digital Communication (Theory)	75	25
	Digital Communication (Practical)	75	25
Paper 2.6	Humanities - II	75	25
Total Marks		900	

**Third Semester:**

Paper No.	Subject	Maximum Marks	
		End semester	In semester
Paper 2.1	Computer Organization	75	25
Paper 3.2	System Programming (Theory)	75	25
	System Programming (Practical)	75	25
Paper 3.3	Computer Networks (Theory)	75	25
	Computer Networks (Practical)	75	25
Paper 3.4	Object Oriented Programming And Design (Theory)	75	25
	Object Oriented Programming And Design (Practical)	75	25
Paper 3.5	Mathematics - III	75	25
Total Marks		800	

**Fourth Semester:**

Paper No.	Subject	Maximum Marks	
		End semester	In semester
Paper 4.1	Database Management System (Theory)	75	25
	Database Management System (Practical)	75	25
Paper 4.2	Operating System	75	25

Paper 4.3	Financial Management and Accounting	75	25
Paper 4.4	Software Engineering	75	25
Paper 4.5	Computer Graphics (Theory)	75	25
	Computer Graphics (Practical)	75	25
Paper 4.6	Minor Project	200	
Total Marks		900	

**Fifth Semester:**

Paper No.	Subject	Maximum Marks	
		End semester	In semester
Paper 5.1	Web Technology (Theory)	75	25
	Web Technology (Practical)	75	25
Paper 5.2	Embedded Design (Theory)	75	25
	Embedded Design (Practical)	75	25
Paper 5.3	Multimedia System	75	25
Paper 5.4	Artificial Intelligence (Theory)	75	25
	Artificial Intelligence (Practical)	75	25
Paper 5.5	Elective - I	75	25
Paper 5.6	Elective - II	75	25
Total Marks		900	

**Sixth Semester:**

Paper No.	Subject	Maximum Marks
Paper 6.1	Major Project	700 (Project Work : 500 ,Seminar : 100 , Viva/Voce : 100)