

SYLLABUS
FOR
B.Sc. (SEMESTER SYSTEM) SUBJECT-Computer
Science

- **SEMESTER – I**
 - BSCS101: Fundamental of Computer
 - BSCS102: Mathematical Foundation of Computer Science
 - BSCSP11: Programming in 'C'

- **SEMESTER - II**
 - BSCS103: Digital Electronics
 - BSCS104: Programming in 'C'
 - BSCSP12: PC Packages (Introduction to DOS & MS Office)

- **SEMESTER - III**
 - BSCS201: Data Structures using C
 - BSCS202: Computer Based Numerical Techniques
 - BSCSP21: Data Structures

- **SEMESTER-IV**
 - BSCS203: System Analysis and Design
 - BSCS204: Operating System
 - BSCSP22: Computer Based Numerical Techniques in C

- **SEMESTER- V**
 - BSCS301: Data Communication & Networks
 - BSCS302: Probability & Statistical Techniques
 - BSCSP31: Data Communication & Networks

- **SEMESTER VI**
 - BSCS303: Web Programming
 - BSCS304: Basics of Object -Oriented Programming
 - BSCSP32: Web Programming

SEMESTER – I

BSCS101: Fundamental of Computer

Introduction to Computers: Computer hardware Components, Disk Storage, memory, keyboard, mouse, printers, monitors, CD etc., and their functions, Comparison Based analysis of various hardware components.

Basic Operating System Concepts: MS-DOS, WINDOWS, Functional knowledge of these operating systems. Introduction to Basic Commands of DOS, Managing File and Directories in various operating Systems, Introduction to internet, Basic terms related with Internet, TCP/IP.

Algorithm development, techniques of problem solving, flowcharting, stepwise refinement algorithms for searching, sorting (exchange and insertion), merging of ordered lists.

Programming: Representation of integer, character, real, data types, constraints and variables, arithmetic expressions, assignment statement, logical expression; sequencing, alteration and interaction, arrays, string processing sub programs, recursion, files and pointers.

Structured programming concepts: Top down design, development of efficient programs; Program correctness; Debugging and testing of programs.

Element of a computer processing system : Hardware CPU, storage devices and media, VDU, input-output devices, data communication equipment software-system software, application software.

Programming languages : Classification, machine code, assembly language, higher level languages, fourth generation languages.

BSCS102 : Mathematical Foundation of Computer Science

Relation: Type and compositions of relations, Pictorial representation of relations, Equivalence relations, Partial ordering relation.

Function: Types, Composition of function, Recursively defined function.

Mathematical Induction: Peano's axioms, Mathematical Induction, Discrete Numeric Functions and Generating functions, Simple Recurrence relation with constant coefficients, Linear recurrence relation without constant coefficients, Asymptotic Behaviour of functions

Algebraic Structures: Properties, Semi group, monoid, Group, Abelian group, properties of group, Subgroup Cyclic group, Cosets, Permutation groups, Homomorphism, Isomorphism and Automorphism of groups.

Propositional Logic: Proposition, First order logic, Basic logical operations, Tautologies, Contradictions, Algebra of Proposition, Logical implication, Logical equivalence, Normal forms, Inference Theory, Predicates and quantifiers, Posets, Hasse Diagram.

SEMESTER – II

BSCS103 : Digital Electronics

Representation of information & Basic Building Blocks: Introduction to Computer, Computer hardware generation, Number System: Binary, Octal, Hexadecimal, Character Codes (BCD), ASCII, EBCDIC and their conversion. Logic gates, Boolean Algebra, K- map simplification, Half Adder, Full Adder, Subtractor, Decoder, Encoders, Multiplexer, Demultiplexer.

Basic Organization: Operational flow chart (Fetch, Execute, Instruction Cycle), Organization of Central Processing Unit, Hardwired & micro programmed control unit, Single Organization, General Register Organization, Stack Organization, Addressing modes, Instruction formats, data transfer & Manipulation, I/O Organization, Bus Architecture, Programming Registers.

Memory Organization: Memory hierarchy, Main memory (RAM/ROM) chips), Auxiliary memory, Associative memory, Cache memory, Virtual memory, Memory Management Hardware, hit/miss ratio, magnetic disk and its performance, magnetic Tape etc.

I/O Organization: Peripheral devices, I/O interface, Modes of Transfer, Priority Interrupt, Direct Memory Access, Input-Output Processor, and Serial Communication. I/O Controllers, Asynchronous data transfer.

BSCS104 : Programming in 'C'

Programming in C: History, Introduction to C Programming Languages, Structure of C programs, compilation and execution of C programs. Debugging Techniques, Data Types and Sizes, Declaration of variables, Modifiers, Identifiers and keywords, Symbolic constants, Storage classes (automatic, external, register and static), Enumerations, command line parameters, Macros, The C Preprocessor

Operators: Unary operators, Arithmetic & logical operators, Bit wise operators, Assignment operators and expressions, Conditional expressions, precedence and order of evaluation. Control Statements: if-else, switch, break, continue, the comma operator, goto statement.

Loops: for, while, do-while.

Functions: built-in and user-defined, function declaration, definition and function call, parameter passing: call by value, call by reference, recursive functions, multifile programs.

Arrays: Linear arrays, multidimensional arrays, Passing arrays to functions, Arrays and strings.

Structure and Union: Definition and differences, self-referential structure. And address of (&) operator, pointer to pointer, Dynamic Memory Allocation, calloc and malloc functions, array of pointers, function of pointers, structures and pointers.

IESTER – III

BSCS201 : Data Structures using C

Introduction: Basic Terminology, Elementary Data Organization, Data Structure operations, Algorithm Complexity and Time-Space trade-off. Arrays: Array Definition, Representation and Analysis, Single and Multidimensional Arrays, address calculation, application of arrays, Character String in C, Character string operation, Array as Parameters, Ordered list, Sparse Matrices, and Vector. Stacks: Array Representation and Implementation of stack, Operations and Stacks: Push and POP, Array Representation of Stack, Linked Representation of stack, Operations Associated with Stacks, Application of stack, Conversion of Infix to Prefix and Postfix Expressions, Evaluation of postfix expression using stack. Recursion: Recursive definition and processes, recursion in C.

Queues: Array and linked representation and implementation of queues, Operations on Queue; Create, Add, Delete, Full and Empty, Circular queue, Dequeue, and Priority Queue. Link List: Representation and implementation of Singly linked lists, Two-way Header List, Traversing and Searching of Linked List, Overflow and Underflow, Insertion and deletion to from Linked Lists, Insertion and deletion Algorithms, Doubly linked list, Linked List of Array, Polynomial representation and addition, Generalized linked list, Garbage Collection and Compaction.

Trees: Basic terminology, Binary Tree, Binary tree representation algebraic Expressions, Complete Binary Tree, Extended Binary Tree, Array and Linked Representation of Binary trees, Traversing Binary trees.

BSCS202 : Computer Based Numerical Techniques

Floating point Arithmetic: Representation of floating point numbers, Operations, Normalization, Pitfalls of floating point representation, Errors in numerical computation. Iterative Methods: Zeros of a single transcendental equation and zeros of polynomial using Bisection Method, Iteration method, Regula-Falsi method, Newton Raphson method, Secant method, Rate of convergence of iterative methods.

Simultaneous Linear Equations: Solutions of system of Linear equations, Gauss Elimination direct method and pivoting, Ill conditioned system of equations, Refinement of solution. Gauss Seidal iterative method, Rate of Convergence. Interpolation and approximation: Finite Differences, Difference tables. Polynomial Interpolation: Newton's forward and backward formula Central Difference Formulae: Gauss forward and backward formula, Stirling's Bessel's Everett's formula. Interpolation with unequal intervals: Lagrange's Interpolation, Newton Divided difference formula, Hermite's interpolation Approximation of function by Taylor's series and Chebyshev polynomial.

Numerical Differentiation and Integration: Introduction, Numerical Differentiation, Numerical Integration, Trapezoidal rule, Simpson's rules, Boole's Rule Euler-Maclaurin Formula Solution of Differential Equations: Picard's Method, Euler's Method, Taylor's Method, Runge-Kutta methods, Predictor-corrector method, Automatic error monitoring, stability of solution.

SEMESTER – IV

BSCS203 : System Analysis and Design

System Concepts and Information System Environment: The System Concept, Definition, Characteristics of Systems, Elements of a System, Open and Closed and closed system, Formal & Informal Information Systems, Computer based Information Systems, Management Information System, Decision Support System, General Business Knowledge, and Interpersonal Communicational System.

The System Development Life Cycle: Recognition of needs, Impetus for System Change, Feasibility Study, Analysis, Design, Implementation, Post implementation & Maintenance.

The Role of the Systems Analyst: Historical Perspective, Academic & Personal Qualifications, the multifaceted role of the Analyst, The Analyst/User Interface, Behavioral issues.

Systems Planning & Initial Investigation: Strategies for Determining Information Requirement, Problem Definition & Project initiation, Background Analysis, Fact Analysis, Review of Written Documents, Onsite Observations, Interviews & Questionnaires, Fact Analysis, Performance Analysis, Efficiency Analysis, Service Analysis.

Information Gathering: Kind of Information needed. Information about the firms, Information gathering tools, the art of Interviewing, Arranging the Interview, Guides to Successful Interview, Types of Interviews and Questionnaires, The Structured and Unstructured Alternatives.

The Tools of Structured Analysis: The Dataflow Diagram (DFD), Data Dictionary, Decision Trees and Structured English.

Feasibility Study: System performance, Economic Feasibility, Technical Feasibility, Behavioral Feasibility, Steps in Feasibility Analysis.

Input/Output and Forms Design: Input Design, CRT Screen Design, Output Design, Requirements form Design.

BSCS204 : Operating System

Operating system- definition, simple batch system, Time sharing system, Real time system, storage hierarchy, operating system service.

Process concept, process Scheduling, operating on process, co-operating process.

CPU Scheduling concepts, Scheduling algorithms, process synchronization, critical section problem, synchronization hardware, semaphores.

Deadlocks, deadlock characterization, deadlock prevention, avoidance detection and recovery.

Storage management Resident monitor, Logical versus physical address space, swapping, and segmentation, SCM.

Virtual memory, Demand paging, page replacement and page replacement algorithms, allocation of frames, thrashing.

File System: File supports, access methods, allocation methods-contiguous, linked and index allocation, directory system – single level, tree structured, acyclic graph and general graph directory, file protection.

Secondary storage structure: Disk structures, disk scheduling disk management, allocation methods, free space management.

SEMESTER – V

BSCS301 : Data Communication & Networks

Introductory Concepts: Goals and Applications of Networks, Network structure and architecture, the OSI reference model, services, networks topology, Physical Layer transmission, switching methods, Integrated services digital networks, terminal handling.

Medium Access sub Layer: Channel allocations, LAN protocols, ALOHA Protocols-Pure Aloha, slotted ALOHA, Carrier Sense Multiple Access Protocols, CSMA with Collision Detection, Collision free Protocols, IEEE standards, FDDI, Data Linked Layer elementary data link protocols, sliding windows protocols, error handling, High Level Data Link Control.

Network Layer: Point-to Point networks, routing algorithms, congestion control algorithms, internetworking, TCP/IP packet, IP addresses, Ipv6.

Transport Layer: Design issues, connection management, TCP window Management, User Datagram Protocol, Transmission Control Protocol.

Application Layer: Network Security, Domain Name System, Simple Network Management Protocol, Electronic mail, File Transfer Protocol, Hyper Text Transfer Protocol.

BSCS302 : Probability & Statistical Techniques

Data representation, Histogram, frequency distribution, Ogive, Arithmetic mean and Geometric Mean, Harmonic Mean, Medium quadrates.

Probability Theory: Sample space & events, the axioms of probability, some elementary theorem, conditional probability, Baye's Theorem, mathematical expectation.

Probability distribution: random variables, binomial distribution, hyper geometric distribution, chebyshev distribution, Poisson distribution, geometric distribution, Erlang distribution.

Probability Densities: continuous random variables, normal distribution, uniform distribution.

Example of Least square, fitting of curves. Correlation and regression.

Theory of Sampling: Sampling, sampling of attributes, Mean of standard deviation of sample, Sampling distribution, Distribution of the means.

Chi square test as a goodness of fit, Chi square test as test of independence.

SEMESTER – VI

BSCS303 : Web Programming

History of the web, Growth of the Web, Protocols governing the web, Introduction to Cyber Laws in India, Introduction to International Cyber laws, Web project, Web Team, Team dynamics.

Communication Issues, the client, Multi-departmental & Large scale Websites, Quality Assurance and testing, Technological advances and Impact on Web Teams.

HTML: Formatting Tags, Links, List, Tables, Frames, forms, Comments in HTML, DHTML. Java Script: Introduction, Documents, Documents, forms, statements, functions, objects in Java Script, Events and Event Handling, Arrays, FORMS, Buttons, Checkboxes, Text fields and Text areas.

XML: Introduction, Display and XML Documents, Data Interchange with an XML document, Document types definitions, Parsers using XML, Client-side usage, Server Side usage.

Common Gateway Interface (CGI), PERL, RMI, COM/DCOM, VBScript, Active Server Pages (ASP).

BSCS304: Basics of Object Oriented Programming

Object-Oriented Analysis and Data Modeling : Object Oriented Concepts, Object oriented Analysis Modeling, Data Modeling.

Object-Oriented Design : Origins of object-Oriented Design, Object Oriented design concepts, Object Oriented Design methods, class and object definition, Refining Operations, Program Components and Interfaces, Annotation for object-oriented Design, Implementation of Detail Design, An alternative object-oriented Design Strategy Integrating OOD with SA/SD.

Introduction to OOP : Advantages of OOP, Need of object Oriented design concepts, Object Oriented Design methods, class and object definition, Refining Operations, Program, Components and Interfaces, Annotation for object-oriented Design, Implementation of Detail Design, An alternative object-oriented Design Strategy, Integrating OOD with SA/SD