(Formerly West Bengal University of Technology)
Syllabus for B. Tech in Computer Science & Design
(Applicable from the academic session 2021-2022)

Curriculum Structure

Firs	t Year First Semes	ster					
Mar	ndatory Induction	Program- 3 v	veeks duration				
Sl No.	Category	Subject Code Subject Name		Total Number o			Credits
110.				L	Т	P	
The	ory						
1	Basic Science course	BS-PH101/ BS-CH101	Physics-I (Gr-A)/ Chemistry-I(Gr-B)	3	1	0	4
2	Basic Science course	BS-M101/ BSM102	Mathematics –IA*/ Mathematics –IB *	3	1	0	4
3	Engineering Science Courses	ES-EE101	Basic Electrical Engineering	3	1	0	4
	Total Theory			9	3	0	12
Prac	etical						
1	Basic Science course	BS-PH191/ BS-CH191	Physics-I Laboratory (Gr-A)/ Chemistry-I Laboratory (Gr-B)	0	0	3	1.5
2	Engineering Science Courses	ES-EE191	Basic Electrical Engineering Laboratory	0	0	2	1
3	Engineering Science Courses	ES-ME191/ ES-ME192	Engineering Graphics & Design(Gr-B)/ Workshop/Manufacturing Practices(Gr-A)	1	0	4	3
	Total Practical		1		9	5.5	
	Total of First Semesto	10	3	9	17.5		

^{*} Mathematics –IA (BS-M101) – CSE, CSD & IT Mathematics –IB (BS-M102) - All stream except CSE, CSD & IT

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		First Year	r Second Semester				
	Category	Subject	Subject Name	Total Number of contact hours			f Credits
No.		Code		L	T	P	
The	ory						
1	Basic Science courses	BS-PH201/ BS-CH201	Physics-I (Gr-B)/ Chemistry-I (Gr-A)	3	1	0	4
2	Basic Science courses	BS- M201/BS- M202	Mathematics —IIA#/ Mathematics —IIB #	3	1	0	4
3	Engineering Science Courses	ES-CS201	Programming for Problem Solving	3	0	0	3
4	Humanities and Social Sciences including Management courses	HM-HU201	English	2	0	0	2
	Total Theory			11	2	0	13
Prac	tical						
1	Basic Science courses	BS-PH291/ BS-CH291	Physics-I Laboratory (Gr-B)/ Chemistry-I Laboratory (Gr-A)	0	0	3	1.5
2	Engineering Science Courses	ES-CS291	Programming for Problem Solving	0	0	4	2
3	Engineering Science Courses	ES-ME291/ ES-ME292	Engineering Graphics & Design(Gr-A)/ Workshop/Manufacturing Practices(Gr-B)	1	0	4	3
4	Humanities and Social Sciences including Management courses	HM-HU291	Language Laboratory	0	0	2	1
	Total Practical		.1	1	0	13	7.5
	Total of Second Semester			12	2	13	20.5

Mathematics –II (BS-M201) – CSE, CSD & IT Mathematics –II (BS-M202) - All stream except CSE, CSD & IT

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	Group-A	Group-B
1st Year 1st Semester	Physics-I (BS-PH101); Workshop/Manufacturing Practices (ES-ME192)	Chemistry-I (BS-CH101); Engineering Graphics & Design (ES-ME191)
1 st Year 2 nd Semester	Chemistry-I (BS-CH201); Engineering Graphics & Design (ES-ME291)	Physics-I (BS-PH201); Workshop/Manufacturing Practices (ES-ME292)

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Sl. No.	Type of course	Code	Course Title	Но	Credits		
110.				L	T	P	or cures
Γheo	ry						
1	Engineering Science Course	ESC 301	Analog and Digital Electronics	3	0	0	3
2	Professional Core Courses	PCC-CS301	Data Structure & Algorithms	3	0	0	3
3	Professional Core Courses	PCC-CS302	Computer Organisation & Architecture*	3	0	0	3
4	Basic Science course	BSC 301	Mathematics-III (Differential Calculus)	2	0	0	2
5	Humanities & Social Sciences including Management courses	HSMC 301	Economics for Engineers (Humanities-II)	3	0	0	3
Pract	ical						
6	Professional Core Courses	PCC-CS393	IT Workshop (Sci Lab/ MATLAB/Python/R)	0	0	4	2
7	Engineering Science Course	ESC 391	Analog and Digital Electronics	0	0	4	2
8	Professional Core Courses	PCC-CS391	Data Structure & Algorithms	0	0	4	2
9	Professional Core Courses	PCC-CS392	Computer Organisation & Architecture*	0	0	4	2
	1	1	Tota	al credi	ts		22

^{*}Name change from Computer Organisation to Computer Organisation & Architecture

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		Semes	ster IV (Second year)				
Sl. No.	Type of course	Code	Course Title	Hours per week			Credits
1101				L	T	P	Grounds
The	ory						
1	Professional Core Courses	PCC- CSD401	Computer Graphics & Animation	3	1	0	4
2	Professional Core Courses	PCC-CSD 402	Design & Analysis of Algorithms	3	0	0	3
3	Professional Core Courses	PCC- CSD 403	Object Oriented Programming and Design	3	0	0	3
4	Professional Core Courses	PCC- CSD 404	Computer Networks	3	0	0	3
5	Basic Science courses	BSC 401	Biology	2	1	0	3
6	Mandatory Courses	MC401	Environmental Sciences	1	-	-	0
Prac	tical			,	,		1
7	Engineering Science Course	PCC-CSD 491	Computer Graphics & Animation Lab	0	0	4	2
8	Professional Core Courses	PCC- CSD 492	Design & Analysis of Algorithms Lab	0	0	4	2
8	Professional Core Courses	PCC- CSD 493	Object Oriented Programming and Design Lab	0	0	4	2
	1			1	Total	credits	22

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		Se	mester V (Third year)				
Sl.	Type of course	Code	Course Title	Но	Credits		
No.				L	Т	P	
1	Engineering Science Course	ESC501	Software Engineering	3	0	0	3
2	Professional Core Courses	PCC- CSD501	Augmented Reality, Virtual Reality & Mixed Reality	3	0	0	3
3	Professional Core Courses	PCC- CSD502	Database Management Systems	3	0	0	3
4	Professional Core Courses	PCC- CSD503	Operating System	3	0	0	3
5	Humanities &Social Sciences including Management courses	HSMC-501	Introduction to Industrial Management (Humanities III)	3	0	0	3
6	Professional Elective courses	PEC-CSD 501A/B/C	(Elective-I) Digital Image Processing/ Creative Thinking Process and Design / GPU Computing	3	0	0	3
7	Mandatory Courses	MC- CS501A/B	Constitution of India/ Essence of Indian Knowledge Tradition	-	-	-	0
Pract	tical	,	,		,		
8	Professional Core Courses	PCC- CSD591	Augmented Reality, Virtual Reality & Mixed Reality Lab		0	4	2
9	Professional Core Courses	PCC- CSD592	Data Base Management System Lab		0	4	2
10	Professional Core Courses	PCC- CSD593	Operating System Lab		0	4	2
	I	I	Total	credits			24

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		S	Semester VI (Third yea	ır)			
Sl. No.	Type of course	Code Course Title		[Credits		
NO.				L	T	P	
1	Professional Core Courses	PCC- CSD601	Games & Applications Design	3	0	0	3
2	Professional Core Courses	PCC- CSD602	Artificial Intelligence & Machine Learning	3	0	0	3
3	Professional Elective courses	PEC- CSD601A/ B/C	(Elective-II) Human Computer Interaction / Data Visualization / CAD & CAM	3	0	0	3
4	Professional Elective courses	PEC- CSD602A/ B/C	(Elective-III) Wearable Devices, Interactions and Applications / Interactive Interface Design / Design Processes & Perspectives	3	0	0	3
5	Open Elective courses	OEC- CSD601A/ B/C/D	(Open Elective- I) Robotics / Computer Vision / Wireless Sensor Networks / Internet of Things	3	0	0	3
6	Project	PROJ- CSD 601	Research Methodology	2	0	0	2
		-1	Practical				l
7	Professional Core Courses	PCC- CSD691	Games & Applications Design Lab	0	0	4	2
8	Professional Core Courses	PCC- CSD692	AI & ML Lab	0	0	4	2
9	Professional Core Courses	PCC- CSD693	Robotics Workshop	0	0	4	2
			Total credits		<u> </u>		23

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No.		Code	Course Title		er week	Credits	
	course			L	T	P	
1	Professional Elective courses	PEC- CSD701A/B/ C/D	(Elective-IV) Deep Learning/ Prototyping Interactive System / Quantum Computing / Multi-agent Intelligent Systems	3	0	0	3
2	Professional Elective courses	PEC- CSD702A/B/C/D	(Elective-V) Blockchain Technology / Information Security /Cyber Security, Law and Ethics / Cloud Computing	3	0	0	3
3	Open Elective courses	OEC- CSD701A/B/C	(Open Elective-II) Big Data Analysis / Aesthetics & Arts / Introduction to Philosophical Thoughts	3	0	0	3
4	Humanities & Social Sciences including Management courses	HSMC 701	Project Management Entrepreneurship	2	1	0	3
5	Project	PROJ- CSD781	Project-II	0	0	12	6

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Semester VIII (Fourth year) [Summer Industry Internship]								
No.				L	Т	Р		
1	Professional Elective courses	В/С	(Elective-VI) Inclusive Design, Universal Design & Accessibility / Multimedia Systems / Web Design & Development	3	0	0	3	
2	Open Elective courses	CSD801A/B/ C/D	Open Elective-III Visual Design & Communication / Compiler Design / Mobile Computing / Natural Language Processing	3	0	0	3	
3	Open Elective courses		(Open Elective-IV) Optical Networking / 3D Printing & Design / Micro-electronics and VLSI Design	3	0	0	3	
4	Project	PROJ- CSD881	Project-III	0	0	12	6	
		1	Tota	l credits	S		15	