### UNDER GRADUATE DEGREE COURSES IN

# COMPUTER SCIENCE & ENGINEERING

(Engineering & Technology)

[Syllabus – 2023 onwards]

Department of Computer Science & Engineering
Dibrugarh University Institute of Engineering and
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India

#### All India Council for Technical Education Model curriculum for Undergraduate Degree Courses in Engineering & Technology

#### COMPUTER SCIENCE AND ENGINEERING

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#### All India Council for Technical Education Model curriculum for Undergraduate Degree Courses in Engineering & Technology

#### **COMPUTER SCIENCE AND ENGINEERING**

# Chapter-1 General, Course structure & Theme& Semester-wise credit distribution

#### A. Definition of Credit:

1Hr.Lecture(L) per week	1credit
1Hr.Tutorial (T) per week	1 credit
1 Hr. Practical(P) per week	0.5credit
2 Hours Practical (Lab)/week	1 credit

**B. Range of credits**-A student will be eligible to get Graduate degree in Engineering, if he/she completes 168 credits. A student will be eligible to get Under Graduate degree with Honours, if he/she completes an additional 20 credits. These could be acquired through MOOCs.

C. Structure of Undergraduate Engineering program:

Sl.	Cotogowy	Credit Break up
No.	Category	for CSE Students
1	Humanities and Social Sciences including Management courses	15
2	Basic Science courses	22
3	Engineering Science courses including workshop, drawing, basics of electrical/mechanical/computer etc.	21
4	Professional core courses	59
5	Professional Elective courses relevant to chosen specialization/branch	12
6	Open subjects –Electives from other technical and/or emerging subjects	9
7	Project work, seminar and internship in industry or else where	21
	Mandatory Courses	
8	[Environmental Sciences, Induction Program, Indian Constitution]	2
9	Skill based Course	12
10	Audit Course	(non-credit)
	Total	173

<sup>\*</sup>Minor variation is allowed as per need of the respective disciplines.

#### D. Credit distribution in the First year of Undergraduate Engineering program:

	Lecture	Tutorial	Laboratory/Practical	Total credits
Chemistry-I	3	0	2	4
Physics	3	1	2	5
Maths-1	3	0	0	3
Maths-2	3	1	0	4
Programming for Problem solving	2	0	4	4
English	2	0	2	3
Engineering Graphics & Design	1	0	4	3
Workshop/ Practical	1	0	4	3
Basic Electrical Engg.	2	0	2	3
*Maths-3	3	0	0	3

<sup>\*</sup>These courses may be offered preferably in the later semesters

#### E. Course code and definition:

Course code	Definitions
BS	Basic Science Courses
ES/ESC	Engineering Science Courses
HSMC	Humanities and Social Sciences including Management courses
CSE	Professional core courses
CSE-ELV	Professional Elective courses
CSE-O-ELV	Open Elective courses
MC	Mandatory courses
SBC	Skill Based Course
AU	Audit Course

#### HUMANITIES AND SOCIAL SCIENCES INCLUDING MANAGEMENT COURSES

Sl. No	Code No.	Course Title	Н	ours per we	Total Credits	Semester	
			Lecture	Tutorial	Practical	Credits	
1	HSMC101	English for Technical Writing	2	0	2	3	1
2	HSMC102	Design Thinking	0	0	2	1	1
3	HSMC201	Universal Human Values	2	1	0	3	2
4	HSMC401	Humanities-I	3	0	0	3	4
5	HSMC 402	Humanities-II	0	0	4	2	4
6	HSMC 501	Humanities-III	3	0	0	3	5
Total Cr	edits:					15	

#### BASIC SCIENCE COURSE [BSC]

Sl. No	Code No.	Course Title	Н	Hours per week			Semester
			Lecture	Tutorial	Practical	Credits	
1	BS101	Physics-I	3	1	2	5	1
2	BS 102	Mathematics-I	3	0	0	3	1
3	BS 201	Chemistry-I	3	0	2	4	2
4	BS 202	Mathematics-II	3	1	0	4	2
5	BS 203	Biology for Engineers	3	0	0	3	2
5	BSC301	Mathematics- III(Transform Calculus)	3	0	0	3	3
Total Cro	edits:					22	

#### SKILL BASED COURSE [SBC]

Sl. No.	Code No.	Course Title	Hours Per Week			Total	Semester		
			Lecture	Tutorial	Practical	Credits			
1	SBC 101	Data Analysis in Sci-Lab and Excel	1	0	4	3	1		
2	SBC 102	MS-Office and MS Project Management	1	0	4	3	2		
3	SBC 102	Data Analytics	1	0	2	3	3		
4	SBC 401	Robotics	1	0	2	3	4		
Total C	Total Credits: 12								

#### ENGINEERING SCIENCE COURSE [ESC]

Sl. No	Code No.	Course Title	Hours per week			Total Credits	Semester
			Lecture	Tutorial	Practical	]	
1	ES101	Basic Electrical Engineering	2	0	2	3	1
2	ES102	Engineering Graphics &Design	1	0	4	3	1
3	ES201	Programming for Problem Solving	2	0	4	4	2
4	ES202	Workshop/Manufacturing Practices	1	0	4	3	2
5	ESC301	Digital Electronics	3	0	4	5	3
6	ESC302	Signals and Systems	3	0	0	3	5
Total C	redits:					21	

#### PROFESSIONAL CORECOURSES [PCC]

Sl. No	Code No.	Course Title	Hours pe	lours per week			Semester
			Lecture	Tutorial	Practical		
1	CSE-301	Principles of Programming Language	3	0	0	3	3
2	CSE-302	Data Structure & Algorithms	3	0	4	5	3
3	CSE-313	Software tools	0	0	4	2	3
4	CSE-401	Discrete Mathematics	3	1	0	4	4
5	CSE-402	Computer Organization and Architecture	3	0	4	5	4
6	CSE-403	Object Oriented Programming	3	0	4	5	4
7	CSE-404	Database Management Systems	3	0	4	5	4
8	CSE-501	Design and Analysis of Algorithms	3	0	4	5	5
9	CSE-502	Computer Network	3	0	4	5	5
10	CSE-503	Formal Language & Automata Theory	3	0	4	5	5
11	CSE-504	Operating Systems	3	0	4	5	5
11	CSE- 601	Compiler Design	3	0	4	5	6
12	CSE- 602	Computer Network & Security	3	0	4	5	6
Total (	Credits:					59	

PROFESSIONAL ELECTIVE [PEC]

Sl. No	Code No.	Course Title	Н	ours per v	Total Credits	Semester	
			Lecture	Tutorial	Practical		
1	CSE-ELV-501	Elective- I	3	0	0	3	6
2	CSE-ELV-601	Elective - II	3	0	0	3	7
3	CSE-ELV-602	Elective - III	3	0	0	3	7
4	CSE-ELV-701	Elective - IV	3	0	0	3	8
Total C	Total Credits						

#### OPEN ELECTIVE COURSES [OEC]

Sl. No	Code No.	Course Title	Hours per week			Total Credits	Semester
			Lecture	Tutorial	Practical		
1	CSE-O-ELV-601	Open Elective–I	3	0	0	3	7
2	CSE-O-ELV-701	Open-Elective-II	3	0	0	3	8
3	CSE-O-ELV-801	Open-Elective-III	3	0	0	3	8
Total C	Total Credits:						

#### 4 year Curriculum structure Undergraduate Degree in Engineering & Technology

Branch / course: Computer Science and Engineering Total credits (4 year course):168

#### I. Induction Program (Please refer Appendix-A for guidelines)

Induction program (mandatory)	3weeksduration (Please refer Appendix-A for guidelines & also details available in the curriculum of Mandatory courses)
Induction program for students to be offered right at the start of the first year.	<ul> <li>Physical activity</li> <li>Creative Arts</li> <li>Universal Human Values</li> <li>Literary</li> <li>Proficiency Modules</li> <li>Lectures by Eminent People</li> <li>Visits to local Areas</li> <li>Familiarization to Dept./Branch &amp; Innovations</li> </ul>

# II. Semester-wise structure of curriculum

#### [L=Lecture, T=Tutorials, P=Practical's & C=Credits]

#### Semester I (First year] Curriculum Branch/Course: Computer Science Engineering

Sl.	Type of course	Course	Course Title	He	ours per w	reek	Credits
No.		Code		Lecture	Tutorial	Practical	
1	Basic Science	BS-101 (T)	Physics_I	3	1	0	4
1	course	D5-101 (1)	I Hysics-1		1	U	
2	Basic Science course	BS-101 (P)	Physics-I	0	0	2	1
3	Basic Science course	BS-102	Mathematics-I	3	0	0	3
4	Engineering Science Course	ES101 (T)	Basic Electrical Engineering	2	0	0	2
5	Engineering Science Course	ES101 (P)	Basic Electrical Engineering	0	0	2	1
6	Engineering Science Course	ES102	Engg. Graphics &Design	1	0	4	3
7	Humanities & Social Sciences including Management courses	HSMC 101 (T)	English for Technical Writing	2	0	0	2
8	Humanities & Social Sciences including Management courses	HSMC 101 (P)	English for Technical Writing	0	0	2	1
9	Humanities & Social Sciences including Management courses	HSMC 102	Design Thinking	0	0	2	1
10	Audit Course	AU 101	Basic Engineering Workshop	2	0	4	0
11	Skill Based Course (Any One)	SBC 101	Data Analysis in Sci-Lab and Excel	1	0	4	3
			Total credits				21
L							

#### Semester II (First year) Curriculum Branch/Course: Computer Science Engineering

		Branch/	Course: Computer Scien	nce Engin	ieering		
Sl.	Type of course	Code	Course Title	H	ours per v	veek	Credits
No.				Lecture	Tutorial	Practical	
1	Basic Science course	BS 201 (T)	Chemistry-I	3	0	0	3
2	Basic Science course	BS 201 (P)	Chemistry-I	0	0	2	1
3	Basic Science course	BS 202	Mathematics-II	3	1	0	4
4	Engineering Science Course	ES 201 (T)	Programming for Problem Solving	2	0	0	2
5	Engineering Science Course	ES 201 (P)	Programming for Problem Solving	0	0	4	2
6	Basic Science course	BS 203	Biology for Engineers	3	0	0	3
7	Engineering Science Course	ES 202	Digital Fabrication/ Workshop/ Manufacturing Practices	1	0	4	3
8	Humanities & Social Sciences including Management courses	HSMC 201	Universal Human Values	2	1	0	3
9	Audit Course	AU-02	Sports and Yoga or NSS/NCC	2	0	2	0
10	Skill Based Course	SBC 201	MS-Office and MS Project Management	1	0	4	3
		I	Total credits				24

#### Semester III (Second year] Curriculum Branch/Course: Computer Science Engineering

Sl.	Type of course	Code	Course Title		ours per v	veek	Credits
No.	<b>7</b> 1				1		
				Lecture	Tutorial	Practical	
1	Professional Core Courses	CSE301	Principles of Programming Language	3	0	0	3
2	Professional Core Courses	CSE-302 (T)	Data structure &Algorithms	3	0	0	3
3	Professional Core Courses	CSE-302 (P)	Data structure & Algorithms	0	0	4	2
4	Engg. Science Course	ESC301 (T)	Digital Electronics	3	0	0	3
5	Engg. Science Course	ESC301 (P)	Digital Electronics	0	0	4	2
6	Professional Core Courses	CSE-313	Software tools	0	0	4	2
7	Basic Science course	BSC301	Transform Calculus	3	0	0	3
8	Engineering Science Course	ESC 302	Signals & Systems	3	0	0	3
9	Skill Based Course	SBC 301	Data Analytics	1	0	2	3
10	Mandatory Course	MC 201	Indian Knowledge System	2	0	0	2
			Total credits				26

#### Semester IV (Second year] Curriculum Branch/Course: Computer Science Engineering

Sl. No	Type of course	Code	Course Title	Н	Hours per week		
•				Lecture	Tutorial	Practical	
1	Professional Core Courses	CSE-401	Discrete Mathematics	3	1	0	4
2	Professional Core Courses	CSE-402 (T)	Computer Organization & Architecture	3	0	0	3
3	Professional Core Courses	CSE-402 (P)	Computer Organization & Architecture	0	0	4	2
4	Professional Core Courses	CSE-403 (T)	Object Oriented Programming	3	0	0	3
5	Professional Core Courses	CSE-403 (P)	Object Oriented Programming Laboratory	0	0	4	2
5	Professional Core Courses	CSE 404 (T)	Database Management Systems	3	0	0	3
5	Professional Core Courses	CSE 404 (P)	Database Management Systems	0	0	4	2
6	Humanities & Social Sciences including Management courses	HSMC40 1 (T)	Humanities-I (Managerial Economics)	3	0	0	3
7	Humanities & Social Sciences including Management courses	HSMC40 2 (P)	Humanities-II (Technical English for Engineers)	0	0	4	2
8	Mandatory Course	MC 201	Environmental Science	0	0	0	0
9	Skill Based Course	SBC 401	Robotics	1	0	2	3
10	Project/seminar/ Internship, etc.	CSE - 415	Internship - I	0	0	3	3
			Total credits		· · · · · · · · · · · · · · · · · · ·		30

#### Semester V (Third year] Curriculum Branch/Course: Computer Science Engineering

Sl.	Type of course	Code	Course Title		Hours per	week	Credits
No.				_		<b>—</b>	
				Lecture	Tutorial	Practical	
1	Professional Core Courses	CSE-501 (T)	Design & Analysis of Algorithms	3	0	0	3
2	Professional Core Courses	CSE-501 (P)	Design & Analysis of Algorithms	0	0	4	2
3	Professional Core Courses	CSE-502 (T)	Computer Network	3	0	0	3
4	Professional Core Courses	CSE-502 (P)	Computer Network	0	0	4	2
5	Professional Core Courses	CSE-503 (T)	Formal Language & Automata Theory	3	0	0	3
6	Professional Core Courses	CSE-503 (P)	Formal Language & Automata Theory	0	0	4	2
7	Humanities & Social Sciences including Management courses	HSMC- 501	Humanities-III (Management &Accountancy)	3	0	0	3
8	Professional Core Courses	CSE-504 (T)	Operating Systems	3	0	0	3
9	Professional Core Courses	CSE-504 (P)	Operating Systems	0	0	4	2
10	Audit Course	AU 501	Professional Ethics	-	-	-	0
Tota	l credits	1	•	1			23

# Semester VI (Third year] Curriculum Branch/Course: Computer Science Engineering

Sl.	Type of course	Code	Course Title	Н	Hours per week			
No								
				Lecture	Tutorial	Practical		
1	Professional	CSE-601	Compiler Design	3	0	0	3	
	Core	(T)						
	Courses							
2	Professional	CSE-601	Compiler Design	0	0	4	2	
	Core	(P)						
	Courses							
3	Professional	CSE-602	Computer	3	0	0	3	
	Core	(T)	Network &					
	Courses		Security					
4	Professional	CSE-602	Computer Network &	0	0	4	2	
	Core	(P)	Security					
	Courses							
5	Professional	CSE-ELV-	Elective-I	3	0	0	3	
	Elective	601						
	courses							
6	Project/seminar/	CSE - 613	Internship - II	0	0	4	4	
	Internship, etc.							
		1	Total credits	1	1	I	17	

Semester VII (Fourth year] Curriculum Branch/Course: Computer Science Engineering

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Sl.	Type of course	Code	Course Title	H	ours per v	week	Credits
No.							
				Lecture	Tutorial	Practical	
1	Professional Elective courses	CSE-ELV- 701	Elective-II	3	0	0	3
2	Professional Elective courses	CSE-ELV- 702	Elective-III	3	0	0	3
3	Open Elective courses	CSE-O- ELV-701	Open Elective-I	3	0	0	3
4	Project/seminar/I nternship, etc.	CSE-711	Internship-III	0	0	4	4
5	Project	CSE-712	Project-I	0	0	8	4
			Total credits				17

Semester VIII (Fourth year] Curriculum Branch/Course: Computer Science Engineering [Summer Industry Internship]

Sl.	Type of course	Code	Course Title	Н	Hours per week		
No.							
				Lecture	Tutorial	Practical	
1	Professional	CSE-ELV-	Elective-IV	3	0	0	3
	Elective courses	801					
2	Open Elective	CSE-ELV-	Open Elective-II	3	0	0	3
	courses	O-802					
3	Open Elective	CSE-O-	Open Elective-III	3	0	0	3
	courses	ELV-801					
4	Project	CSE-811	Project-II	0	0	8	4
5	Project/seminar/	CSE-812	Grand-VIVA	0	0	2	2
	Internship, etc.						
Total credits							15

#### **List of Electives:**

#### 5<sup>th</sup> Semester:

CSE-ELV-501 Elective-I 3L:0T:0P 3Credits

- Computer Graphics.
- Machine learning
- Cloud Computing

#### 6<sup>th</sup> Semester:

CSE-ELV-601	Elective-II	3L:0T:0P	3Credits
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- Image Processing
- Embedded System
- Natural language Processing.
- Data analytics
- Soft Computing

CSE-O-ELV-601	Open Elective-I	3L:0T:0P	3Credits	

- Graph Theory
- Information Theory and Coding
- Wireless Network

#### 7<sup>th</sup> Semester:

CSE-ELV-	Elective- III & IV	3L:0T:0P	3Credits	
701&702				

- Practical Reinforcement learning
- Internet Of Things
- Neural Network and deep learning
- Peer to peer network
- Data Mining
- Real time cyber thread detection and mitigation.
- Advanced Computer Architecture
- Ad-Hoc And Sensor Network
- Computational Geometry
- Advanced Design and analysis of Algorithm

CSE-O-ELV-701 Open Elective-II	3L:0T:0P	3Credits
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- Programming in JAVA
- Biology for Engineers

#### 8<sup>th</sup> Semester:

CSE-ELV-801	Elective-V	3L:0T:0P	3Credits
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- Artificial Intelligence Parallel and Distributed Algorithm Computational Complexity Real Time system.

- Web Technology
- Theory of Computation
- Distributed System

CSE-O-ELV-801	<b>Open Elective-III</b>	3L:0T:0P	<b>3Credits</b>
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- Cryptography and Network Security
- Mobile computing
- Application of Fuzzy logic
- Practical Applications of Block Chains
- Quantum Physics

- Software Engineering
- Cyber law and Ethics
- Big Data Management & Data Lakes
- Generative AI