

### 13. COURSES OF STUDY AND SCHEME OF ASSESSMENT – 2012 REGULATIONS

#### M.Sc. THEORETICAL COMPUTER SCIENCE

(Total Credits to be earned: 230)

Course Code	Course Title	Hours/Week			Credit	Maximum marks		
		Lecture	Tutorial	Practical		CA	FE	Total
<b>SEMESTER 1</b>								
<b>THEORY</b>								
12XT11	ENGLISH FOR PROFESSIONAL SKILLS	3	0	0	3	50	50	100
12XT12	MATHEMATICAL METHODS	3	2	0	4	50	50	100
12XT13	MATERIALS SCIENCE	4	0	0	4	50	50	100
12XT14	ANALOG AND DIGITAL ELECTRONICS	4	0	0	4	50	50	100
12XT15	C PROGRAMMING	3	0	0	3	50	50	100
<b>PRACTICAL</b>								
12XT16	MATERIALS SCIENCE AND DIGITAL ELECTRONICS LAB	0	0	4	2	100	-	100
12XT17	C PROGRAMMING LAB	0	0	3	2	100	-	100
12XT18	ENGINEERING GRAPHICS AND GEOMETRIC MODELLING	2	0	3	4	100	-	100
	<b>Total 31 Hrs</b>	<b>19</b>	<b>2</b>	<b>10</b>	<b>26</b>			
<b>SEMESTER 2</b>								
<b>THEORY</b>								
12XT21	DISCRETE STRUCTURES	4	0	0	4	50	50	100
12XT22	COMPLEX VARIABLES AND TRANSFORMS	3	2	0	4	50	50	100
12XT23	PROBABILITY AND STATISTICS	3	2	0	4	50	50	100
12XT24	DATA STRUCTURES AND ALGORITHMS	4	0	0	4	50	50	100
12XT25	OBJECT ORIENTED PROGRAMMING	4	0	0	4	50	50	100
<b>PRACTICAL</b>								
12XT26	MATHEMATICAL COMPUTING AND STATISTICAL PACKAGES LAB	0	0	3	2	100	-	100
12XT27	DATA STRUCTURES LAB	0	0	3	2	100	-	100
12XT28	OBJECT ORIENTED PROGRAMMING LAB (C++ AND PYTHON)	0	0	3	2	100	-	100
	<b>Total 31 Hrs</b>	<b>18</b>	<b>4</b>	<b>9</b>	<b>26</b>			

Course Code	Course Title	Hours/Week			Credit	Maximum marks		
		Lecture	Tutorial	Practical		CA	FE	Total
<b>SEMESTER 3</b>								
<b>THEORY</b>								
12XT31	STOCHASTIC PROCESSES	3	2	0	4	50	50	100
12XT32	GRAPH THEORY	4	0	0	4	50	50	100
12XT33	ABSTRACT ALGEBRA	4	0	0	4	50	50	100
12XT34	ADVANCED DATA STRUCTURES	4	0	0	4	50	50	100
12XT35	COMPUTER ORGANIZATION AND ASSEMBLY LANGUAGE PROGRAMMING	4	0	0	4	50	50	100
<b>PRACTICAL</b>								
12XT36	JAVA PROGRAMMING LAB	2	0	3	4	100	-	100
12XT37	ADVANCED DATA STRUCTURES LAB	0	0	3	2	100	-	100
12XT38	ASSEMBLY LANGUAGE PROGRAMMING LAB	0	0	3	2	100	-	100
	<b>Total 32 Hrs</b>	<b>21</b>	<b>2</b>	<b>9</b>	<b>28</b>			
<b>SEMESTER 4</b>								
<b>THEORY</b>								
12XT41	LINEAR ALGEBRA AND NUMERICAL ANALYSIS	3	2	0	4	50	50	100
12XT42	COMPUTATIONAL NUMBER THEORY AND CRYPTOGRAPHY	4	0	0	4	50	50	100
12XT43	OPTIMIZATION TECHNIQUES	3	2	0	4	50	50	100
12XT44	OPERATING SYSTEMS	3	0	0	3	50	50	100
12XT45	COMPUTER NETWORKS AND TCP/IP	4	0	0	4	50	50	100
<b>PRACTICAL</b>								
12XT46	OPTIMIZATION TECHNIQUES LAB	0	0	3	2	100	-	100
12XT47	OPERATING SYSTEMS LAB (LINUX)	2	0	3	4	100	-	100
12XT48	COMPUTER NETWORKS AND TCP/IP LAB	0	0	3	2	100	-	100
	<b>Total 32 Hrs</b>	<b>19</b>	<b>4</b>	<b>9</b>	<b>27</b>			

CA – Continuous Assessment

FE - Final Examination

Course Code	Course Title	Hours/Week	Credit	Maximum marks
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		Lecture	Tutorial	Practical		CA	FE	Total
<b>SEMESTER 5</b>								
<b>THEORY</b>								
12XT51	THEORY OF COMPUTING	4	0	0	4	50	50	100
12XT52	SOFTWARE ENGINEERING	4	0	0	4	50	50	100
12XT53	COMPUTER GRAPHICS AND VISUALIZATION	4	0	0	4	50	50	100
12XT54	DATABASE DESIGN	4	0	0	4	50	50	100
12XT55	DESIGN AND ANALYSIS OF ALGORITHMS	4	0	0	4	50	50	100
<b>PRACTICAL</b>								
12XT56	COMPUTER GRAPHICS AND VISUALIZATION LAB	0	0	3	2	100	-	100
12XT57	RDBMS LAB	0	0	3	2	100	-	100
12XT58	DESIGN AND ANALYSIS OF ALGORITHMS LAB	0	0	3	2	100	-	100
	<b>Total 29 Hrs</b>	<b>20</b>	<b>0</b>	<b>9</b>	<b>26</b>			
<b>SEMESTER 6</b>								
<b>THEORY</b>								
12XT61	MACHINE LEARNING	3	0	2	4	50	50	100
12XT62	SECURITY IN COMPUTING	4	0	0	4	50	50	100
12XT63	PRINCIPLES OF COMPILER DESIGN	4	0	0	4	50	50	100
12XT64	ARTIFICIAL INTELLIGENCE	3	0	0	3	50	50	100
12XT65	ELECTIVE – I	3	0	2	4	50	50	100
<b>PRACTICAL</b>								
12XT66	SECURITY IN COMPUTING LAB	0	0	3	2	100	-	100
12XT67	COMPILER DESIGN LAB	0	0	3	2	100	-	100
12XT68	ARTIFICIAL INTELLIGENCE LAB	0	0	3	2	100	-	100
	<b>Total 30 Hrs</b>	<b>17</b>	<b>0</b>	<b>13</b>	<b>25</b>			
Course Code	Course Title	Hours/Week			Credit	Maximum marks		
		Lecture	Tutorial	Practical		CA	FE	Total
<b>SEMESTER 7</b>								
12XT01	PROJECT WORK I – INDUSTRY / RESEARCH PROJECT	<b>0</b>	<b>0</b>	<b>-</b>	<b>12</b>	50	50	100

<b>SEMESTER 8</b>								
<b>THEORY</b>								
12XT81	GAME THEORY	4	0	0	4	50	50	100
12XT82	PARALLEL AND DISTRIBUTED COMPUTING	3	0	0	3	50	50	100
12XT83	MATHEMATICAL MODELLING	4	0	0	4	50	50	100
12XT84	ELECTIVE – II	3	0	2	4	50	50	100
12XT85	ELECTIVE – III (SELF STUDY)	3	0	2	4	50	50	100
<b>PRACTICAL</b>								
12XT86	PARALLEL AND DISTRIBUTED COMPUTING LAB	0	0	3	2	100	-	100
12XT87	MATHEMATICAL MODELLING LAB	0	0	3	2	100	-	100
12XT88	RESEARCH SPECIALIZATION LAB	0	1	3	2	100	-	100
	<b>Total 31 Hrs</b>	<b>17</b>	<b>1</b>	<b>13</b>	<b>25</b>			
<b>SEMESTER 9</b>								
<b>THEORY</b>								
12XT91	INTELLIGENT INFORMATION RETRIEVAL	3	0	0	3	50	50	100
12XT92	COMPUTATIONAL GEOMETRY	3	0	0	3	50	50	100
12XT93	DATA MINING	3	0	0	3	50	50	100
12XT94	ELECTIVE – IV	3	0	2	4	50	50	100
12XT95	ELECTIVE – V (SELF STUDY)	3	0	2	4	50	50	100
<b>PRACTICAL</b>								
12XT96	INTELLIGENT INFORMATION RETRIEVAL LAB	0	0	3	2	100	-	100
12XT97	COMPUTATIONAL GEOMETRY LAB	0	0	3	2	100	-	100
12XT98	DATA MINING LAB	0	0	3	2	100	-	100
	<b>Total 28 Hrs</b>	<b>15</b>	<b>0</b>	<b>13</b>	<b>23</b>			
<b>SEMESTER 10</b>								
12XT02	PROJECT WORK II – INDUSTRY / RESEARCH PROJECT	<b>0</b>	<b>0</b>	<b>-</b>	<b>12</b>	<b>50</b>	<b>50</b>	<b>100</b>

CA – Continuous Assessment

FE - Final Examination

### ELECTIVES

- 12XTE1 PRINCIPLES OF PROGRAMMING LANGUAGES
- 12XTE2 APPROXIMATION ALGORITHMS
- 12XTE3 NATURAL LANGUAGE PROCESSING
- 12XTE4 RANDOMIZED ALGORITHMS
- 12XTE5 ADVANCED COMPUTER GRAPHICS
- 12XTE6 MULTI PARADIGM PROGRAMMING LANGUAGES

12XTE7 WIRELESS NETWORKS  
12XTE8 PROGRAM SEMANTIC ANALYSIS  
12XTE9 SEMANTIC WEB  
12XTEA PERVASIVE COMPUTING  
12XTEB NETWORK ALGORITHMICS  
12XTEC SOFTWARE PATTERNS  
12XTED CLOUD COMPUTING  
12XTEE SOFTWARE PROCESS MANAGEMENT  
12XTEF SOCIAL NETWORK ANALYSIS  
12XTEG DATA COMPRESSION