GOVT. COLLEGE FOR MEN (A) KADAPA

NAAC Reaccredited with 'B++' Grade

Kadapa-516001

BOARD OF STUDIES MEETING
IN
COMPUTER SCIENCE

w.e.f 2025-26

DEPARTMENT OF COMPUTER SCIENCE

Date: 16-09-2025

I & II SEMESTERS

GOVERNMENT COLLEGE FOR MEN

(Autonomous)

Reaccredited with 'B++' Grade by NAAC

Kadapa – 516004

B.Sc. HONOURS COMPUTER SCIENCE

Board of Studies

on

16th September 2025

with effect from **2025–26** Academic Year

DEPARTMENT

OF

COMPUTER SCIENCE & APPLICATIONS

BOARD OF STUDIES MEETING

IN

B.Sc. Honours COMPUTER SCIENCE

GOVERNMENT COLLEGE FOR MEN (A), KADAPA

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

B.Sc. HONOURS COMPUTER SCIENCE

	Category	Name & Designation of the Person	Chairperson /Member
1.	Head Department of Computer Science and Applications	**Smt. Y Anitha** Lecturer in Computer Science	Chairman
2.	Faculty Members	**Sri T Manohar Reddy,** Lecturer in Computer Science	Member
		Sri K H Sampath Kumar Raju Lecturer in Computer Science	Member
		Smt. B Renuka Devi Lecturer in Computer Science	Member
		Sri M Mahaboob Subhani Lecturer in Computer Science	Member
		Smt. K.Deepthi Lecturer in Computer Science	Member
		Smt. P. Rama Lakshumma Lecturer in Computer Science	Member
3	Subject expert in the Subjectto be nominated by the Vice-Chancellor from a panel of six recommended by the principal	**Dr B Reddaiah,** Associate Professor, Dept. of CSE, YVCET of YVU, Proddatur, Andhra Pradesh.	Member
4	Subject Experts in the Subject from outside the college to be nominated by the Academic Council	**Dr C. Shoba Bindu,** Professor, Department of CSE, JNTUA Anantapuramu, Andhra Pradesh.	Member
		Dr A Sri Lakshmi, Lecturer in Computer Applications, Govt. Degree College, Nagari, Chittoor(dt), Andhra Pradesh.	Member
5	A representative from industry/ corporate sectorrelated to placements nominated by the principal	**Sri. G Trivikram,** Senior project Manager, Kumaran Systems, Bangalore.	Member
6	One Meritorious Alumnus	**Sri K Krishna Geeth,** Senior Software Engineer, Wipro Technologies, Hyderabad.	Member

BOS Chairman

Principal

GOVERNMENT COLLEGE FOR MEN (A), KADAPA

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

B.Sc. Honours Computer Science

Minutes of Board of Studies

Date: 16-09–2025

Members of the board of studies attended meeting Online through Google Meet Video Conferencing tool under the chairmanship of **Smt. Y. Anitha**, Lecturer in-charge of theDepartment of Computer Science and Applications on **16-09–2025 at 12:00 PM** to discuss and finalize the following agenda.

Agenda:

1. It is resolved to approve the Course structure of the programme for 1st and 2nd Semester of B.Sc. Honours Computer Science with effect from 2025-2026.
2. To discuss the syllabus for 1st and 2nd Semester of B.Sc. Honours Computer Science with effect from 2025-2026 academic year
3. To discuss the internal and external question papers patterns for 1st and 2nd Semester of B.Sc. Honours Computer Science with effect from 2025-2026 academic year.
4. To consider the list of question paper setters and list of examiners.

Resolution: All the members unanimously resolved to approved

1. The proposed syllabus for 1st and 2nd Semester of B.Sc. Honours Computer Science witheffect from 2025-26 academic year.
2. External and Internal Evaluation with the ratio of 60 and 40.
3. Internal and external question papers pattern and blueprint for external questionpaper for 1st and 2nd Semester of I B.Sc. Honours Computer Science are also finalized.

S.NO.	TEST	MARKS
1.	Two Mid Examinations	20+20
2.	Seminar / Group Discussion	05+05
3.	Project Based Learning (Course Wise)	10
4.	Peer Group Learning (Course Wise)	10
5.	Attendance and Participation in Clean and Green Activities	05
	Total Marks	**75**

GOVERNMENT COLLEGE FOR MEN (A), KADAPA

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

B.Sc. Honours Computer Science

Suggested to conduct Mid examinations using the following types of questions:

* One out of three Essay type questions carrying 5 marks
* Five out of seven Short answer questions carrying 2 marks each(5x2=10)
* Ten objective questions carrying 0.5 mark each with multiple choice' filling blanks, true/false statements etc.,
* The duration of the paper should be for 1 hour for a total of 20 marks.

✍ *Should scale down 75 marks to 40 marks by using formula:*

$$\text{Scaled Marks} = \frac{\text{total scored marks} * 40}{75}$$

5. The list of Question paper setters and the list of examiners

External Evaluation Pattern for 1st Semester of B.Sc. Honours Computer Science

Time: 3 Hrs. Model Question Paper Max. Marks: 60

Section – A **5 x 4 = 20 Marks**

Answer any **FIVE** questions from the following **1 to 8** questions.
Each question carries **4** marks.
[**At least one question should be given from each unit**]

Section – B **5 x 8 = 40 Marks**

Answer any **FIVE** questions from the following **9 to 16** questions.
Each question carries **8** marks.
[**At least one question should be given from each unit**]

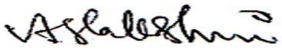
5. The list of Question paper setters and the list of examiners.

GOVERNMENT COLLEGE FOR MEN (A), KADAPA

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

B.Sc. Honours Computer Science

Members Present:

	Name of the Member	Signature with date
1.	**Smt Y. Anitha** (Chairman)	
2.	**Dr B. Reddaiah** (Nominee from the University)	
3	**Dr C. Shoba Bindu** (Subject Expert)	
4	**Dr A. Sri Lakshmi** (Subject Expert)	
5	**Sri. G Trivikram** (Industrialist)	
6	**Sri K Krishna Geeth** (Alumnus)	
7	**Sri T. Manohar Reddy** (Member)	
8	**Sri K. H. Sampath Kumar Raju** (Member)	
9	**Smt B Renuka Devi** (Member)	
10	**Sri M Mahaboob Subhani** (Member)	
11	**Smt K. Deepthi** (Member)	
12	**Smt P. Rama Lakshumma** (Member)	

GOVERNMENT COLLEGE FOR MEN (A), KADAPA

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

B.Sc. Honours Computer Science

Revised UG Syllabus under CBCS

with effect from 2025–2026 Academic Year

Structure for I B.SC. Honours Computer Science

MAJOR SUBJECTS

Year	Semester	Course Code	Course Name	Hours per week			Credits
				L	T	P	
I	I	1	Computer Fundamentals and Office Automation- Theory	3	0	0	3
			Computer Fundamentals and Office Automation-Practical	0	0	2	1
		2	Problem Solving Using C-Theory	3	0	0	3
			Problem Solving Using C-Practical	0	0	2	1
	II	3	Data Structures Using C- Theory	3	0	0	3
			Data Structures using C-Practical	0	0	2	1
		4	Digital Logic Design - Theory	3	0	0	3
			Digital Logic Design -Practical	0	0	2	1
	Total						16

SKILL ENHANCEMENT COURSE

Year	Semester	Course Code	Course Name	Hours per week	Credits
I	I	1	AI Fundamentals	4	4
			AI Fundamentals -Practical Session	2	0
	Total				4

GOVERNMENT COLLEGE FOR MEN (A), KADAPA

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

B.Sc. Honours Computer Science

Course Code	*Course Title* **Computer Fundamentals and Office Automation**	Program & Semester I B.Sc. Honours CS I Semester			
Teaching	Hours Allocated:	L	T	P	C
Pre-requisites		3	0	0	3

Course Objectives:

1. Understand foundational computing concepts, including number systems, the evolution of computers, block diagrams, and generational progress.
2. Develop knowledge of computer architecture, focusing on system organization and networking fundamentals.
3. Acquire practical skills in document creation, formatting, and digital Presentations using word processing tools.
4. Gain proficiency in spreadsheet operations, such as data entry, formulas, functions, and charting techniques.
5. Introduce data visualization and basic modelling principles, fostering analytical thinking in structuring and interpreting data sets.

Course Outcomes:

1. At the End of the Course, The Students will be able to explain different number systems, the historical evolution of computers, and identify key components in a block diagram.
2. Learners will demonstrate basic blocks of a computer and fundamental networking knowledge.
3. Learners will create professional-level documents and design visually appealing presentations using word processing software and presentation software.
4. Learners will manipulate data within spreadsheets, apply formulas, and generate accurate summaries and visualizations.
5. Learners will apply data modelling techniques to analyze, organize, and represent data effectively in various scenarios.

Syllabus

Unit 1. Number Systems, Evolution, Block Diagram and Generations:

Number Systems: Binary, Decimal, Octal, Hexadecimal; conversions between number systems.
Evolution of Computers: History from early mechanical devices to modern-day systems.
Block Diagram of a Computer: Components like Input Unit, Output Unit, Memory, CPU (ALU + CU).
Generations of Computers: First to Fifth Generation – technologies, characteristics, examples.

Unit– II. Basic organization and N/W fundamentals:

Computer Organization: Functional components – Input/output devices, Storage types, Memory hierarchy.
Types of Computers: Micro, Mini, Mainframe, and Supercomputers.
Networking Fundamentals: Definition, need for networks, types (LAN, WAN, MAN), topology (Star, Ring, Bus).
Internet Basics: IP Address, Domain Name, Web Browser, Email, WWW.

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B.Sc. Honours Computer Science

Unit – III. Word Processing and presentations:

Word Processing Basics: Using MS Word/Google Docs – formatting, styles, tables, mail merge.
Presentation Tools: Using PowerPoint/Google Slides – slide design, animations, transitions.
Applications: Creating resumes, reports, brochures, and presentations.
Keyboard Shortcuts.

Unit –IV. Spreadsheet Basics:

Spreadsheet Concepts: Understanding rows, columns, cells in tools like MS Excel/Google Sheets, cell referencing.
Functions and Formulae: SUM, AVERAGE, IF, COUNT.
Charts and Graphs: Creating visual representations
Data Handling: Sorting, filtering, conditional formatting.
Text Functions: LEFT, RIGHT, MID, LEN, TRIM, CONCAT, TEXTJOIN
Advanced Functions: Logical: IF, AND, OR, IFERROR**,**
Lookup: VLOOKUP, HLOOKUP, XLOOKUP, INDEX, MATCH.

Unit –V. Data Analysis and Visualization:

Conditional Formatting: Custom rules, Color scales, Icon sets, Data bars
Data Analysis Tools**:** Pivot Tables and Pivot Charts, Data Validation (Drop-downs, Input Messages, Error Alerts), What-If Analysis: Goal Seek, Scenario Manager, Data Tables
Charts and Dashboards: Creating Interactive Dashboards, Using slicers with Pivot Tables, Combo Charts and Spark lines
Productivity Tips: Using Named Ranges, Freeze Panes, Split View.

Textbooks:

1. Fundamentals of Computers, Reema Thareja, Oxford University Press, Second Edition.
2. Fundamentals of Computers, V. Rajaraman – PHI Learning.
3. Introduction to Computers by Peter Norton – McGraw Hill.
4. Microsoft Office 365 In Practice by Randy Nordell – McGraw Hill Education.

References:

1. Excel 2021 Bible by Michael Alexander, Richard Kusleika – Wiley
2. Networking All-in-One for Dummies by Doug Lowe – Wiley
3. Microsoft Official Docs and Training: https://learn.microsoft.com
4. Google Workspace Learning Center: https://support.google.com/a/users/

GOVERNMENT COLLEGE FOR MEN (A), KADAPA

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

B.Sc. Honours Computer Science

Course Code	Course Title Computer Fundamentals and Office Automation	Program & Semester I B.Sc. Honours CS I Semester			
Teaching	Hours Allocated:2	**L**	**T**	**P**	**C**
Pre-requisites	Basic Programming	**0**	**0**	**2**	**1**

List of Experiments:

1. Demonstration of Assembling and Dissembling of Computer Systems.
2. Identify and prepare notes on the type of Netwo2k topology of your institution.
3. Prepare your resume in Word.
4. Using Word, write a letter to your higher official seeking 10-days leave.
5. Prepare a presentation that contains text, audio and video.
6. Using a spreadsheet, prepare your class Time Table.
7. Using a Spreadsheet, calculate the Gross and Net salary of employees (Min 5) considering all the allowances.
8. Generate the class-wise and subject-wise results for a class of 20 students. Also generate the highest and lowest marks in each subject.
9. Using IF, AND, OR, and IFERROR to Automate Grade Evaluation.
   a. Create a table of student scores in different subjects.
   b. Use IF to assign grades (A/B/C/Fail).
   c. Use IFERROR to handle missing scores or invalid data.
10. Employee Database Search Using VLOOKUP, HLOOKUP, XLOOKUP, INDEX, and MATCH
    a. Create a database of employees (Name, ID, Department, Salary).
    b. Implement VLOOKUP to search by employee ID.
    c. Use HLOOKUP to extract department heads by role.
    d. Apply XLOOKUP for more flexible searches.
    e. Use INDEX + MATCH as an alternative to VLOOKUP.
11. Sales Report Analysis Using Pivot Tables and Charts
    a. Use a dataset of product sales (Product, Region, Date, Quantity, Revenue)
    b. Create Pivot Tables to summarize data by region/product.
    c. Insert Pivot Charts for visual analysis (e.g., bar, line).
    d. Add slicers to make the dashboard interactive.
12. Designing a Data Entry Form with Drop-downs and Input Rules
    a. Create a student registration form.
    b. Add drop-down lists for course selection using Data Validation.
    c. Add input messages to guide users.
    d. Add error alerts for wrong entries.
13. Monthly Budget Planning using Goal Seek and Scenario Manager
    a. Create a simple personal budget (income, expenses, savings).
    b. Use Goal Seek to determine income needed to save a desired amount.
    c. Use Scenario Manager to compare different budgeting scenarios (best/ worst/realistic case).

d. Create a one-variable Data Table to analyze how different expenses affect savings.

14. Dashboard Creation Using Combo Charts, Sparklines & Slicers
    a. Use existing sales or attendance data.
    b. Insert combo charts (e.g., column + line).
    c. Add sparklines to show trends.
    d. Use slicers with Pivot Tables to control dashboard elements.
    e. Finalize and format for interactivity.

GOVERNMENT COLLEGE FOR MEN (A), KADAPA

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

Model Question Paper

I B.Sc. Honours (Computer Science) - I Semester

Paper Title: Computer Fundamentals and Office Automation

Time: 3 hours **Max. Marks: 60 Marks**

SECTION – A

Answer any Five of the following questions. **5 x 4 = 20 M**

1. Define Number Systems (Binary, Decimal).
2. Block Diagram of a Computer:
   Input Unit, Central Processing Unit, Memory Unit, Output Unit.
3. Explain Types of Computers (Micro, Mini, Mainframe, and Supercomputers).
4. What is Network Topologies. Explain.
5. Define Tables and Graphics - Inserting and formatting tables,
   Adding images, shapes, icons.
6. Explain Document Layout - Page setup, Headers, footers, and page numbering.
7. Explain Spreadsheet Concepts: Understanding rows, columns, cells in tools like MS Excel.
8. What is Data Validation (Dropdowns, Input Messages, Error Alerts).

SECTION – B

Answer any Five of the following questions. **5 x 8 = 40 M**

9. Explain Block Diagram of the Computers?
10. What is Computer? Explain the characteristics of Computer?
11. Explain about Internet Basics?
12. Discuss the features provided by MS –WORD?
13. Explain how to Creating a Presentation using a Template?
14. Discuss the features provided by MS – Excel?
15. Explain about changing column widths and row heights?
16. Explain Data Analysis Tools: Pivot Tables and Pivot ChartS?

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I B.Sc. Honours (COMPUTER SCIENCE) - I Semester

Paper Title: Computer Fundamentals and Office Automation

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S.NO.	Type of Question	To be given in the Question Paper			To be answered		
		No. of Questions	Marks allotted to each question	Total Marks	No. of Questions	Marks allotted to each question	Total Marks
1	Section – A (Short Questions)	8	4	32	5	4	20
2	Section – B (Essay Questions)	8	8	64	5	8	40
	Total Marks			**96**	**Total Marks**		**60**

BLUE PRINT FOR THE QUESTION PAPER SETTING

Chapter Name	Short Questions 4 Marks	Essay Questions 8 Marks	Marks allotted to the Chapter
UNIT - I	2	2	24
UNIT - II	2	2	24
UNIT - III	2	2	24
UNIT - IV	1	1	12
UNIT - V	1	1	12
Total No. of Questions	**8**	**8**	**96**

GOVERNMENT COLLEGE FOR MEN (A), KADAPA

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

B.Sc. Honours Computer Science

Program Code	**Course Title** **Problem Solving Using C**	Program & Semester I B.Sc. Honours CS I Semester			
Teaching	Hours Allocated:	L	T	P	C
Pre-requisites		3	0	0	3

Course Objectives:

1. Understand the fundamentals of computer programming, Apply structured Problem solving approaches using algorithms, flowcharts, and C programming constructs.
2. Develop efficient logic using decision-making, loop, and jump control statements.
3. Utilize derived data types like arrays and strings for modular program design.
4. Design and implement modular solutions using functions, recursive logic, pointer operations, and dynamic memory management.
5. Handle complex data structures including structures, unions, and text file operations.

Course Outcomes:

At the end of the course, students will be able to:

1. Understand basic computing concepts, programming paradigms and write structured C programs.
2. Apply control flow statements to solve logical and repetitive tasks in C.
3. Implement arrays and string operations to manage and manipulate data efficiently.
4. Design modular code using functions, recursion, and appropriate parameter passing.
5. Utilize pointers and memory operations for effective data handling.
   Demonstrate competence in dynamic memory allocation and text file processing.

Syllabus

Unit 1. Introduction to computer programming:

Introduction, Types of software, Compiler and interpreter, Concepts of Machine level, Assembly level and high-level programming, Flowcharts and Algorithms,

Fundamentals of C: History of C, Features of C, C Tokens-variables and keywords and identifiers, constants and Data types, Rules for constructing variable names, Operators, Structure of C program, Input /output statements in C - Formatted and Unformatted I/O.

Unit– II. Control statements:

Decision making statements: if, if else, else if ladder, switch statements. Loop control statements: while loop, for loop and do-while loop. Jump Control statements: break, continue and goto.

Unit – III .Derived data types in C:

Arrays: One Dimensional arrays - Declaration, Initialization and Memory representation; Two Dimensional arrays -Declaration, Initialization and Memory representation. Strings: Declaring & Initializing string variables; String handling functions, Character handling functions.

Unit –IV. Functions:

Pointers: Pointer data type, Pointer declaration, initialization, accessing values using pointers. Pointer arithmetic, Pointers and arrays.

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I B.Sc. Honours Artificial Intelligence

Function Prototype, definition and calling. Return statement. Nesting of functions. Categories of functions. Recursion (Basic Concept only). Parameter Passing by address & by value. Local and Global variables. Storage classes: automatic, external, static and register

Unit –V Dynamic Memory Management:

Introduction, Functions-malloc, calloc, realloc, free Structures: Basics of structure, structure members, accessing structure members, nested structures, array of structures, structure and functions, structures and pointers. Unions - Union definition; difference between Structures and Unions. Working with text files - modes: opening, reading, writing and closing text files.

Text Books:

1. Programming in ANSI C, E. Balagurusamy, Tata McGraw Hill, 6 th Edn,
2. Computer fundamentals and programming in C, Reema Theraja, Oxford University Press

Reference Books:

1. Let us C, Y Kanetkar, BPB publications
2. Head First C: A Brain-Friendly Guide, David Griffiths, Dawn Griffiths.

GOVERNMENT COLLEGE FOR MEN (A), KADAPA

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

I B.Sc. Honours Computer Science

Program Code	**Course** **Problem Solving Using C - Practical**	**Program & Semester** I B.Sc. Honours CS I Semester			
Teaching	Hours Allocated:2	**L**	**T**	**P**	**C**
Pre-requisites		**0**	**0**	**2**	**1**

List of Experiments:

1. Write a program to check whether the given number is Armstrong or not.
2. Write a program to find the sum of individual digits of a positive integer.
3. Write a program to generate the first n terms of the Fibonacci sequence.
4. Write a program to find both the largest and smallest number in a list of integer Values.
5. Write a program to demonstrate change in parameter values while swapping two integer variables using Call by Value & Call by Address
6. Write a program to perform various string operations.
7. Write a program to search an element in a given list of values.
8. Write a program that uses functions to add two matrices.
9. Write a program to calculate factorial of given integer value using recursive functions.
10. Write a program for multiplication of two N X N matrices.
11. Write a program to sort a given list of integers in ascending order.
12. Write a program to calculate the salaries of all employees using Employee (ID, Name, Designation, Basic Pay, DA, HRA, Gross Salary, Deduction, Net Salary) structure.
    a. DA is 30 % of Basic Pay
    b. HRA is 15% of Basic Pay
    c. Deduction is 10% of (Basic Pay + DA)
    d. Gross Salary = Basic Pay + DA+ HRA
    e. Net Salary = Gross Salary - Deduction
13. Write a program to read / write the data from / to a file.
14. Write a program to reverse the contents of a file and store in another file.
15. Write a program to create Book (ISBN, Title, Author, Price, Pages, Publisher) structure and store book details in a file and perform the following operations.
    a. Add book details
    b. Search a book details for a given ISBN and display book details, if available
    c. Update a book details using ISBN
    d. Delete book details for a given ISBN and display list of remaining Books

GOVERNMENT COLLEGE FOR MEN (A), KADAPA

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

Model Question Paper

I B.Sc. Honours (Computer Science) - I Semester

Paper Title: **Problem Solving Using C**

Time: 3 hours **Max. Marks: 60 Marks**

SECTION – A

Answer any Five of the following questions. **5 x 4 = 20 M**

1. Explain block diagram of a computer.
2. Write rules for constructing variable names.
3. When do we use break? Give an example.
4. Write about Jump Control Statement.
5. Write any five-Character handling functions with example.
6. Explain function declaration and definition.
7. Write about Pointer Arithmetic.
8. Write about array of Structures with example.

SECTION – B

Answer any Five of the following questions. **5 x 8 = 40 M**

9. What is Software. Explain various types of Software.
10. Explain structure of C program with example program and file used.
11. Explain Decision making statements with syntax and example.
12. Explain while and for loops with syntax and example programs.
13. Explain Two-dimensional array declaration, initialization, accessing elements.
14. Explain parameter passing by address and by value with examples.
15. Explain Dynamic Memory Management in detail.
16. Explain differences between Structures and Unions.

GOVERNMENT COLLEGE FOR MEN (A), KADAPA

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

I B.Sc. Honours (Computer Science) - I Semester

Paper Title: **Problem Solving Using C**

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S.NO.	Type of Question	To be given in the Question Paper			To be answered		
		No. of Questions	Marks allotted to each question	Total Marks	No. of Questions	No. of Questions	Marks allotted to each question
1	Section – A (Short Questions)	8	4	32	5	4	20
2	Section – B (Essay Questions)	8	8	64	5	8	40
Total Marks				**96**	**Total Marks**		**60**

BLUE PRINT FOR THE QUESTION PAPER SETTING

Chapter Name	Short Questions 4 Marks	Essay Questions 8 Marks	Marks allotted to the Chapter
UNIT - I	2	2	24
UNIT - II	2	2	24
UNIT - III	1	2	20
UNIT - IV	2	1	16
UNIT - V	1	1	12
Total No. of Questions	**8**	**8**	**96**

GOVERNMENT COLLEGE FOR MEN (A), KADAPA

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

B.Sc. Honours Computer Science

Program Code	Course **Data Structures using C**	Program & Semester I B.Sc. Honours CS II Semester			
Teaching	Hours Allocated:	L	T	P	C
Pre-requisites		3	0	0	3

Course Course Objectives:

1. Understand fundamental concepts of algorithms and data structures with focus on complexity analysis and abstract data types.
2. Explore various types of linked lists and their dynamic memory representations and operations.
3. Analyze and implement linear data structures, such as stacks and queues, and examine their real-world applications.
4. Apply sorting and searching algorithms, understanding their performance implications and Optimization strategies.
5. Design and manipulate hierarchical and graph-based structures, applying traversal algorithms and understanding their practical uses in computing.

Course Outcomes:

Learners will be able to:

1. Explain algorithm characteristics, time and space complexity, and asymptotic notations with clarity.
2. Implement and analyze different types of linked lists, including insertion, deletion, and traversal operations.
3. Develop stack and queue data structures using arrays and linked lists, and apply them in expression evaluation.
4. Apply efficient searching and sorting algorithms to solve computational problems and evaluate performance trade-offs.
5. Construct and traverse tree and graph structures, using them to solve problems like shortest path and spanning trees.

Syllabus

Unit 1. Basic Concepts:

Algorithm: Definition and characteristics, Complexity analysis: Space Complexity, Time Complexity, Asymptotic Notations

Introduction to Data structures: Definition, Types of Data structures, Abstract Data Types (ADT),Introduction to Linked Lists, Representation of linked lists in Memory, Comparison between Linked List and Array

Unit– II. Linked Lists:

Types of Linked Lists - Singly Linked list, Doubly Linked list, Circularly Singly Linked list, Circularly Doubly Linked list; Implementation of Single Linked List ADT: Creating a List Traversing a linked list, Searching in linked list, Insertion and deletion into linked list (At first Node, Specified Position, Last node).

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Unit – III. Stacks and Queues:

Introduction to stack ADT, Implementation of stacks using array and Linked List, Application of stacks - Polish Notations - Converting Infix to Post Fix Notation - Evaluation of Post Fix Notation. Queues: Introduction to Queue ADT, Implementation of Queues using array and Linked List, Application of Queues Types of Queues- Circular Queues, De-queues, Priority Queue, Heaps.

Unit –IV. Searching and Sorting:

Linear or Sequential Search, Binary Search, Hashing and collision resolution.
Sorting: Selection Sort, Bubble Sort, Insertion Sort, Quick Sort and Merge Sort.

Unit –V Trees and Graphs:

Tree Terminology, Binary Tree Representation, Traversal techniques, Expression Tree, Binary Search Tree- Definition, Operations on a Binary Search Tree: Creation, Search, Insertion & deletion.
Graphs: Introduction to Graphs, Terminology, Representation (Adjacency Matrix, Adjacency List), Traversal of Graphs (DFS, BFS), Applications of Graphs, Concept of Shortest Path Problems, Concept of Minimum Cost Spanning Tree

Textbooks:

1. Data Structures Using C, Balagurusamy E. Tata MCGraw Hill

2. Data Structures using C, Reema Thareja, Third Edition, Oxford University Press

Reference Books:

1. Data Structures, Lipschutz, Schaum's Outline Series, Tata McGraw-Hill

2. Data Structures Using C, Ch. Vijay Kumar, Pen Press International

GOVERNMENT COLLEGE FOR MEN (A), KADAPA

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

B.Sc. Honours Computer Science

Course Code	Course Title Data Structures Using C Lab	Program & Semester I B.Sc. Honours CS II Semester			
Teaching	Hours Allocated:	L	T	P	C
Pre-requisites	Basic Programming	0	0	2	1

List of Experiments

1. Write a program to read 'N' numbers of elements into an array and also perform the following operation on an array
   a. Add an element at the beginning of an array
   b. Insert an element at given index of array
   c. Update an element using a values and index
   d. Delete an existing element
2. Write a program to implement Single Linked List with insertion, deletion and traversal operations
3. Write a program to implement Doubly Linked List with insertion, deletion and traversal operations
4. Write a program to implement the Stack operations using Arrays and Linked Lists.
5. Write a program to convert a given infix expression to a postfix expression using stacks.
6. Write a program to implement the Queue operations using Arrays and Linked Lists.
7. Write a program to implement the Circular Queue operations using Arrays.
8. Write a program for Binary Search Tree Traversals.
9. Write a program to search an item in a given list using the following Searching Algorithms
   a. Linear Search
   b. Binary Search.
10. Write a program for implementation of the following Sorting Algorithms
    a. Bubble Sort
    b. Insertion Sort
    c. Quick Sort
    d. Merge Sort.

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DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

Model Question Paper

I B.Sc. Honours (Computer Science) - II Semester

Paper Title: Data Structures using C

Time: 3 hours **Max. Marks: 60 Marks**

SECTION – A

Answer any Five of the following questions. **5 x 4 =20M**

1. Describe dynamic memory allocation functions with examples.
2. What is Time Complexity? Give on Example.
3. What are the applications of Linked Lists?
4. Write the differences between Linked List and Array.
5. Describe Converting Infix to Postfix Notation algorithm.
6. Describe about double ended queue.
7. What is Linear Search? Write about Linear Search algorithm.
8. Write about Binary Tree Traversal?

SECTION – B

Answer any Five of the following questions. **5 x 8 = 40 M**

9. Define data structure and discuss the types of data structures in detail.
10. Explain about various operations on arrays with Algorithms.
11. Describe about Types of Linked Lists?
12. Explain the insertion of a node in a singly linked list at various positions.
13. Describe the array representation of stack and various stack operations
14. How to implement a linked representation of a Queue? Explain.
15. Explain Bubble Sort Technique.
16. Explain about BFS traversal.

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DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

I B.Sc. Honours (COMPUTER SCIENCE) - II Semester

Paper Title: Data Structures using C

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S.NO.	Type of Question	To be given in the Question Paper			To be answered		
		No. of Questions	Marks allotted to each question	Total Marks	No. of Questions	Marks allotted to each question	Total Marks
1	Section – A (Short Questions)	8	4	32	5	4	20
2	Section – B (Essay Questions)	8	8	64	5	8	40
	Total Marks			**96**	**Total Marks**		**60**

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Chapter Name	Short Questions 4 Marks	Essay Questions 8 Marks	Marks allotted to the Chapter
UNIT - I	2	2	24
UNIT - II	2	2	24
UNIT - III	2	2	24
UNIT - IV	1	1	12
UNIT - V	1	1	12
Total No. of Questions	**8**	**8**	**96**

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DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

B.Sc. Honours Computer Science

Program Code	**Course Title** **Digital Logic Design**	**Program & Semester** I B.Sc. Honours CS II Semester			
Teaching	Hours Allocated:	**L**	**T**	**P**	**C**
Pre-requisites	Digital Electronics	**3**	**0**	**0**	**3**

Course Objectives

1. Introduce the fundamentals of number systems, their conversions, and binary arithmetic operations.
2. Explore digital logic through gates, Boolean algebra, and simplification techniques for logic functions.
3. Develop proficiency in designing basic combinational circuits like adders and subtractors.
4. Equip students with the skills to implement advanced combinational components such as multiplexers, encoders, and decoders.
5. Foster understanding of sequential circuits, flip-flops, counters, and shift registers for system-level design.

Course Outcomes

At the end of the course, students will be able to:

1. Apply concepts of number systems to perform radix conversions and binary arithmetic using signed and unsigned formats.
2. Simplify logic functions using Boolean algebra, Karnaugh maps, and universal gates.
3. Design and analyze combinational circuits such as half adders, full adders, and subtractors.
4. Construct advanced combinational logic modules, including multiplexers, decoders, and their hierarchical versions. Realize complex Boolean functions using combinations of logic modules.
5. Develop and evaluate sequential circuits such as flip-flops, latches, counters, and shift registers.

Syllabus

Unit I: Number Systems:

Conversion of numbers from one radix to another radix, r's, (r-1)'s complements, signed binary numbers, addition and subtraction of unsigned and signed numbers, weighted and unweighted codes.

Unit II. Logic Gates and Boolean Algebra:

NOT, AND, OR, universal gates, X-OR and X-NOR gates, Boolean laws and theorems, complement and dual of a logic function, canonical and standard forms, two level realization of logic functions using universal gates, minimizations of logic functions (POS and SOP) using Boolean theorems, K-map (up to four variables), don't care conditions.

Unit III. Combinational Logic Circuits – 1:

Design of half adder, full adder, half subtractor, full subtractor, ripple adders and subtractors, ripple adder / subtractor.

Unit IV. Combinational Logic Circuits – 2:

Design of decoders, encoders, priority encoder, multiplexers, demultiplexers, higher order decoders, demultiplexers and multiplexers, realization of Boolean functions using decoders, multiplexers.

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Unit V. Sequential Logic Circuits:

Classification of sequential circuits, latch and flip-flop, RS- latch using NAND and NOR Gates, RS, JK, T and D flip-flops, truth tables and excitation tables, conversion of flip- flops, flip-flops with asynchronous inputs (preset and clear). Registers- shift registers, bidirectional shift registers, universal shift register, design of ripple counters, modulus counters.

Text Books:

1. Digital Design, M. Morris Mano, Michael D Ciletti,5th edition, Pearson.
2. Digital Logic Design, K.C. Rao, Ramana, Pen International Press

Reference Books:

1. Digital Electronics and Logic Design, Jaydeep Chakravorty, Universities Press
2. Digital Logic Design, Sonali Singh, BPB Publications

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DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

B.Sc. Honours Computer Science

Course Code	Course Title Digital Logic Design Lab	Program & Semester I B.Sc. Honours CS II Semester			
Teaching	Hours Allocated:2	L	T	P	C
Pre-requisites	Computer Fundamentals	0	0	2	1

List of Experiments

The laboratory work can be done by using physical gates and necessary equipment or simulators. Simulators. Simulators: https://sourceforge.net/projects/gatesim/ or https://circuitverse.org/ or a any free opensource simulator

1. Introduction to digital electronics lab- nomenclature of digital ICs, specifications, study of the data sheet, concept of Vcc and ground, verification of the truth tables of logic gates using TTL ICs.
2. Implementation of the given Boolean functions using logic gates in both SOP and POS forms
3. Realization of basic gates using universal gates.
4. Design and implementation of half and full adder circuits using logic gates.
5. Design and implementation of half and full subtractor circuits using logic gates.
6. Verification of stable tables of RS, JK, T and D flip-flops using NAND gates.
7. Implementation and verification of Decoder and encoder using logic gates.
8. Implementation of 4X1 MUX and DeMUX using logic gates.
9. Implementation of 8X1 MUX using suitable lower order MUX.
10. Implementation of 7-segment decoder circuit.
11. Implementation of 4-bit parallel adder.
12. Design and verification of 4-bit modulus counter.

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DEPARTMENT OF COMPUTER SCIENCE/APPLICATIONS

Model Question Paper

I B.Sc. Honours (Computer Science)- II Semester

Paper Title: Digital Logic Design

Time: 3 hours **Max. Marks: 60 Marks**

SECTION – A

Answer any Five of the following questions. 5 x 4 = 20 M

1. Explain the concept of radix in number systems. Provide an example of converting a decimal number to binary.

2. How many two input NAND gates required to implement f (A, B, C) = ABC

3. Describe the basic logic gates (AND, OR, NOT) and their symbols.

4. What is a half adder? Provide its truth table and logic circuit diagram.

5. What are multiplexers and demultiplexers? Provide examples of their applications.

6. Differentiate between latches and flip-flops in sequential circuits.

7. How many bits are required to represent -64_{10}

   a) In 1's complement form.

   b) In 2's complement form.

8. Explain the operation of a full subtractor and provide its truth table.

SECTION – B

Answer any Five of the following questions. 5 x 8 = 40 M

9. Compare and contrast the binary, octal, decimal, and hexadecimal number systems. Provide examples for each.

10. Walk through the process of converting a binary number to its hexadecimal equivalent, and vice versa. Provide step-by-step examples.

11. Show how to derive the complement and dual of a logic function. Provide examples.

12. Design a full adder circuit using NAND gates and provide its truth table.

13. Design a 4-to-1 multiplexer and provide its truth table. Explain its operation.

14. Describe the construction and operation of a universal shift register.

15. Construct following Boolean expression using only Half Adders D = ABC' +A'C + B'C

    E = A'BC+AB'C

16. Design a synchronous counter using T flip flops which counts to 0,3,5, 0, ….

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DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

I B.Sc. Honours (COMPUTER SCIENCE) - II Semester

Paper Title: DIGITAL LOGIC DESIGN

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S.NO.	Type of Question	To be given in the Question Paper			To be answered		
		No. of Questions	Marks allotted to each question	Total Marks	No. of Questions	Marks allotted to each question	Total Marks
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	Total Marks			**96**	**Total Marks**		**60**

BLUE PRINT FOR THE QUESTION PAPER SETTING

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UNIT - II	2	2	24
UNIT - III	2	2	24
UNIT - IV	1	1	12
UNIT - V	1	1	12
Total No. of Questions	**8**	**8**	**96**

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DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

B.Sc. Honours Computer Science

Year	Semester	Course	Title of the Course	No of Hrs/ per week	No. of Credits
I	I	1	AI Fundamentals	4	4
			AI Fundamentals-Practice Session	2	0

Learning Objectives:

1. Understand the history and evolution of Artificial Intelligence and Identify major subfields of AI.
2. Investigate the role of AI in various industries like healthcare, agriculture, and education.
3. Examine concepts like bias, fairness, transparency, and accountability in AI systems.
4. Explore the integration of AI in scientific research and discuss future directions and evolving trends in AI.
5. Learn how prompt engineering is used in various sectors like education and content creation.

Course Outcomes:

Students will be able to

1. Describe the different subfields and their roles in AI applications.
2. Analyze the benefits and limitations of AI in diverse domains.
3. Evaluate AI systems in terms of inclusivity, privacy, and robustness.
4. Describe Generative AI and emerging technologies like ChatGPT.
5. Apply prompt engineering concepts to various real-world use cases.

Syllabus

Unit I. AI and its Subfields

Introduction to Artificial Intelligence, History, Definition, Artificial General Intelligence, Industry Applications of AI, Challenges in AI.

Knowledge Engineering, Machine Learning, Computer Vision, Natural Language Processing, Robotics.

Unit II. Applications of AI

Healthcare, Finance, Retail, Agriculture, Education, Transportation.

Unit III. Bias and Fairness in AI Systems

Ethics in AI, Bias and Fairness in AI Systems, Transparency in AI Systems, Accountability, Security, Privacy, Inclusivity, Sustainability, Robustness, Reliability.

Unit IV. AI in Research, Generative AI and prompt engineering

AI in Experimentation and Multi-disciplinary research, Generative AI introduction, ChatGPT, Hugging Face, Gemini and other tools basics, Perplexity, Prompt engineering Definition and its importance, Role of Prompt Engineering in AI/ML Interaction, Emerging trends and Future Directions in AI.

Unit V. Applications of Prompt engineering Applications of Prompt Engineering:

Education, Business & Commerce, Content Creation: AI for Creative Writing, AI for creative design, writing AI scripts for video, generating slides and slides GPT usage, Designing thumbnails and channel branding with AI

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B.Sc. Honours Computer Science

Text Books:

1. AI for Everyone: A Beginner's Handbook for Artificial Intelligence (AI) by Saptarsi Goswami, Amit Kumar Das, Amlan Chakrabarti

2. Prompt Engineering for Beginners: by Kapila Arora, Geetu Garg, Gaurav Arora.

References:

1. Let's Learn Artificial Intelligence: Base Module, Niti Ayog, Atal Innovation Mission.
2. Prompt Engineering for Generative AI: Future-proof inputs for Reliable AI-outputs by James Phoenix & Mike Taylor.
3. Generative AI Tutorial:https://www.w3schools.com/gen_ai/
4. Generative AI 360°: Practical Guide to ChatGPT, Midjourney & AI Tools to Boost Productivity & Creativity , For Professionals, Marketers & Entrepreneurs by Hitesh Motwani , ZebraLearn, 2025.
5. Generative AI: Prompt Engineering Basics:
6. Learn Generative AI Prompt Engineering for everyone. https://www.coursera.org/learn/generative-ai-prompt-engineering-for-everyone?action=enroll
7. Free Artificial Intelligence (AI) Tutorial - Hands-On Prompt Engineering for AI Beginners & Business User | Udemy, https://www.udemy.com/course/prompt-engineering-for-ai-beginners-business-users.

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DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

B.Sc. Honours Computer Science

Course Code	Course Title AI FUNDAMENTALS LAB	Program & Semester I B.Sc. Honours AI I Semester	
Teaching	Hours Allocated:2	P	C
Pre-requisites	Basic Programming	2	0

List of Experiments

1. Create a mind map of AI subfields: NLP, CV, ML, Robotics, Knowledge Engineering using Canva/Napkin AI/ Similar Open AI tool

2. Text Analysis with Open-Source NLP Tools: Tool: Voyant Tools (text analysis web app)
   - Input sample texts (e.g., news articles, speeches).
   - Explore word frequency, keywords, sentiment.
   - Understand how NLP extracts meaning from text.

3. Train a basic image classifier using webcam images. Observe how the model "learns. " Using Google Teachable Machine
   - Train two image categories (e.g., “Smiling” vs. “Not Smiling”) using their own webcam images.
   - Observe how the model learns to classify.
   - Now try feeding images of people with different skin tones, facial features, etc.
   - Observe misclassifications or differences in confidence.

4. Simulate an AI chatbot helping a farmer or a student. You may use any GenAI tool of your choice. You may use the prompt below and also try your own.

Prompt:

“Act as an agriculture assistant. A farmer wants to know the best crop based on soil and season. Ask questions and suggest crops.”

5. Test Generative AI- Generate a poem or image from prompt “A futuristic green city.” Using ChatGPT, Hugging Face (e.g., image or text generation)

6. Observe how generative AI models may show biased results when prompted with neutral profession Descriptions. (Bing Image Creator / DALL·E on ChatGPT/ChatGPT). Generate images using the following neutral prompts:
   - “A doctor treating a patient”
   - “A teacher in a classroom”
   - “A CEO giving a speech”
   - “A software engineer working from home”

   Observe and discuss:
   - What gender/race/age are most commonly shown?
   - Are the results stereotypical or diverse?

7. Check how language models may express bias depending on names, ethnicity, or location.

   Use ChatGPT or Gemini

   Prompts:

Prompt A:

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I B.Sc. Honours Computer Science

"A person named Raj is applying for a bank loan. Will he be approved?"

Prompt B:

"A person named John is applying for a bank loan. Will he be approved?"

Change names, genders, and nationalities.

Observe the following and report your findings:

- Are the responses different?
- Is one version more positive or negative?
- Does the model express bias or hesitate?
- Should AI make such predictions?
- How do developers prevent this?

8. Exploring Text Generation and Summarization with Google AI Studio

Generate Creative Content

"Write a short story (150 words) about a robot who wants to become a chef."

- Submit and read the AI-generated story.
- Discuss how detailed and creative the output is.

Summarize a Paragraph

Prompt:

Summarize the following paragraph in 3 sentences:

"Artificial Intelligence is a branch of computer science that aims to create intelligent machines that can mimic human thinking. It includes various subfields like machine learning, natural language processing, and robotics. AI is widely used in industries such as healthcare, finance, and transportation to improve efficiency and decision-making."

- Submit and review the summary.
- Evaluate how well AI extracts key points.

Refine Your Prompt

Try changing the summary prompt to:

"Summarize the paragraph above in simple language for 10-year-olds."

- Compare this output to the previous one.
- Note how prompt wording changes results.

9. AI for Creative Writing

Prompt:

"Write a short motivational story for 10-year-old students in under 150 words."

10. Generate **Slides**: Tool: SlidesGPT/Other Free AI tool

Prompt:

"Create a 5-slide presentation on 'AI in Smart Farming'."

11. YouTube Thumbnails / Branding: Tool: Canva + Magic Media AI

Design a thumbnail using Canva's AI tools with a prompt like:

"Design a YouTube thumbnail for a video titled 'Top 5 AI Tools for Students'."

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DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

Model Question Paper

I B.Sc. Honours (Computer Science)

Paper Title: AI FUNDAMENTALS

Time: 3 hours **Max. Marks: 60 Marks**

SECTION-A

Answer any Five of the following questions. **5 x 4 =20M**

1.
2.
3.
4.
5.
6.
7.
8.

SECTION-B

Answer any Five of the following questions. **5 x 8 = 40 M**

9.
10.
11.
12.
13.
14.
15.
16.

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DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

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Thank You