

**VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELGAUM**  
**CREDIT SYSTEM (CS)**  
**SCHEME OF TEACHING AND EXAMINATION 2015-2016**

**B.E. Computer Science & Engineering/ B.E. Information Science & Engineering**

**III SEMESTER**

Sl. No	Subject Code	Title	Teaching Hours /Week		Examination			Credits	
			Theory	Practical/ Drawing	Duration	Theory/ Practical Marks	I.A. Marks		Total Marks
1	15MAT31	Engineering Mathematics - III	04	--	03	80	20	100	4
2	15CS32	Analog and Digital Electronics	04	--	03	80	20	100	4
3	15CS33	Data Structures and Applications	04	--	03	80	20	100	4
4	15CS34	Computer Organization	04	--	03	80	20	100	4
5	15CS35	Unix and Shell Programming	04	--	03	80	20	100	4
6	15CS36	Discrete Mathematical structures	04	--	03	80	20	100	4
7	15CSL37	Analog and Digital Electronics Laboratory	--	1I+2P	03	80	20	100	2
8	15CSL38	Data Structures Laboratory	--	1I+2P	03	80	20	100	2
<b>TOTAL</b>			<b>24</b>	<b>6</b>	<b>24</b>	<b>640</b>	<b>160</b>	<b>800</b>	<b>28</b>

Note : I Stands for Instruction Hours and P for practical Hours

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**IV SEMESTER**

Sl. No	Subject Code	Title	Teaching Hours /Week		Examination			Credits	
			Theory	Practical/ Drawing	Duration	Theory/ Practical Marks	I.A. Marks		Total Marks
1	15MAT41	Engineering Mathematics - IV	04	--	03	80	20	100	4
2	15CS 42	Software Engineering	04	--	03	80	20	100	4
3	15CS43	Design and Analysis of Algorithms	04	--	03	80	20	100	4
4	15CS 44	Microprocessors and microcontrollers	04	--	03	80	20	100	4
5	15CS45	Object Oriented Programming with JAVA	04	--	03	80	20	100	4
6	15CS46	Data communications	04	--	03	80	20	100	4
7	15CSL47	Design and Analysis of Algorithm Laboratory	--	1I+2P	03	80	20	100	2
8	15CSL48	Microprocessors Laboratory	--	1I+2P	03	80	20	100	2
<b>TOTAL</b>			<b>24</b>	<b>06</b>	<b>24</b>	<b>640</b>	<b>160</b>	<b>800</b>	<b>28</b>

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