UNIVERSITY OF MUMBAI

**Syllabus for SemV&VI
Program: Bachelor of Science
Course: Computer Science**

Credit Based Semester and Grading System with
effect from
Academic Year 2018-2019

Preamble

This is the third year curriculum in the subject of Computer Science. The revised structure is designed to transform students into technically competent, socially responsible and ethical Computer Science professionals. In these Semesters we have made the advancements in the subject based on the previous Semesters Knowledge.

In the first year basic foundation of important skills required for software development is laid. Second year of this course is about studying core computer science subjects. The third year is the further advancement which covers developing capabilities to design formulations of computing models and its applications in diverse areas.

The proposed curriculum contains two semesters, each Semester contains two Electives: Elective-I and II. Every Elective contains three papers based on specific areas of Computer Science. It also includes one Skill Enhancement paper per semester, helps the student to evaluate his/her computer science domain specific skills and also to meet industry expectations. This revised curriculum has not only taken the specific areas of computer science into consideration but will also give the opportunity to the student to prove his/her ability in the subject practically through the Project Implementation. In Semester V and Semester VI student has to undertake a Project. It can boost his/her confidence and also can encourage the student to perform innovations in the subject as the choice of the Project topic is kept open covering most of the areas of Computer Science subject as per the students interest and the subject they have learned during the Course.

Proposed Curriculum contains challenging and varied subjects aligned with the current trend with the introduction of Machine Intelligence specific subject such as Artificial Intelligence, Information Retrieval. Data Management related subjects such as Cloud Computing and Data Science. Image processing topics such as Game Programming, Digital Image Processing. Introduction of physical world through Architecting of IoT and Wireless Sensor Networks and Mobile Communication. Security domain is also evolved by the introduction of Ethical Hacking, Cyber Forensic and Information and Network Security. To get the hands on experience Linux Server Administration and Web Services topics are included.

In essence, the objective of this syllabus is to create a pool of technologically savvy, theoretically strong, innovatively skilled and ethically responsible generation of computer science professionals. Hope that the teacher and student community of University of Mumbai will accept and appreciate the efforts.

T.Y.B.Sc. (Semester V and VI)
Computer Science Syllabus
Credit Based Semester and Grading System
To be implemented from the Academic year 2018-2019

SEMESTER V			
Course	TOPICS	Credits	L / Week
	Elective-I (Select Any Two)		
USCS501	Artificial Intelligence	3	3
USCS502	Linux Server Administration	3	3
USCS503	Software Testing and Quality Assurance	3	3
	Elective-II (Select Any Two)		
USCS504	Information and Network Security	3	3
USCS505	Architecting of IoT	3	3
USCS506	Web Services	3	3
	Skill Enhancement		
USCS507	Game Programming	2	3
	Practical		
USCSP501	Practical of Elective-I	2	6
USCSP502	Practical of Elective-II	2	6
USCSP503	Project Implementation	1	3
USCSP504	Practical of Skill Enhancement : USCS507	1	3

SEMESTER VI			
Course	TOPICS	Credits	L / Week
	Elective-I (Select Any Two)		
USCS601	Wireless Sensor Networks and Mobile Communication	3	3
USCS602	Cloud Computing	3	3
USCS603	Cyber Forensics	3	3
	Elective-II (Select Any Two)		

USCS604	Information Retrieval	3	3	
USCS605	Digital Image Processing	3	3	
USCS606	Data Science	3	3	
	Skill Enhancement			
USCS607	Ethical Hacking	2	3	
	Practical			
USCSP601	Practical of Elective-I	2	6	
USCSP602	Practical of Elective-II	2	6	
USCSP603	Project Implementation	1	3	
USCSP604	Practical of Skill Enhancement : USCS607	1	3	

SEMESTER V

THEORY

Course: **USCS507**	**TOPICS (Credits : 03 Lectures/Week: 03)** **Game Programming**	
Objectives: Learner should get the understanding computer Graphics programming using Directx or Opengl. Along with the VR and AR they should also aware of GPU, newer technologies and programming using most important API for windows.		
Expected Learning Outcomes: Learner should study Graphics and gamming concepts with present working style of developers where everything remains on internet and they need to review it, understand it, be a part of community and learn.		
Unit I	**Mathematics for Computer Graphics, DirectX Kickstart:** **Cartesian Coordinate system:** The Cartesian XY-plane, Function Graphs, Geometric Shapes, Polygonal Shapes, Areas of Shapes, Theorem of Pythagoras in 2D, Coordinates, Theorem of Pythagoras in 3D, 3D Polygons, Euler's Rule **Vectors:** Vector Manipulation, multiplying a Vector by a Scalar, Vector Addition and Subtraction, Position Vectors, Unit Vectors, Cartesian Vectors, Vector Multiplication, Scalar Product, Example of the Dot Product, The Dot Product in Lighting Calculations, The Dot Product in Back-Face Detection, The Vector Product, The Right-Hand Rule, deriving a Unit Normal Vector for a Triangle Areas, Calculating 2D Areas **Transformations:** 2D Transformations, Matrices, Homogeneous Coordinates, 3D Transformations, Change of Axes, Direction Cosines, rotating a Point about an Arbitrary Axis, Transforming Vectors, Determinants, Perspective Projection, Interpolation **DirectX:** Understanding GPU and GPU architectures. How they are different from CPU Architectures? Understanding how to solve by GPU?	**15L**

Unit II	**DirectX Pipeline and Programming:** **Introduction To DirectX 11:** COM, Textures and Resources Formats, The swap chain and Page flipping, Depth Buffering, Texture Resource Views, Multisampling Theory and MS in Direct3D, Feature Levels **Direct3D 11 Rendering Pipeline:** Overview, Input Assembler Stage (IA), Vertex Shader Stage (VS), The Tessellation Stage (TS), Geometry Shader Stage (GS), Pixel Shader Stage (PS), Output merger Stage (OM) Understanding Meshes or Objects, Texturing, Lighting, Blending. **Interpolation and Character Animation:** **Trigonometry:** The Trigonometric Ratios, Inverse Trigonometric Ratios, Trigonometric Relationships, The Sine Rule, The Cosine Rule, Compound Angles, Perimeter Relationships **Interpolation**: Linear Interpolant, Non-Linear Interpolation, Trigonometric Interpolation, Cubic Interpolation, Interpolating Vectors, Interpolating Quaternions **Curves:** Circle, Bezier, B-Splines **Analytic Geometry:** Review of Geometry, 2D Analytic Geometry, Intersection Points, Point in Triangle, and Intersection of circle with straight line.	**15L**
Unit III	**Introduction to Rendering Engines:** Understanding the current market Rendering Engines. Understanding AR, VR and MR.Depth Mappers, Mobile Phones, Smart Glasses, HMD's **Unity Engine: Multi-platform publishing, VR + AR:** Introduction and working in Unity, 2D, Graphics, Physics, Scripting, Animation, Timeline, Multiplayer and Networking, UI, Navigation and Pathfinding, XR, Publishing. **Scripting:** Scripting Overview, Scripting Tools and Event Overview **XR:** VR, AR, MR, Conceptual Differences. SDK, Devices	**15L**
Text Book(s): 1) Mathematics for Computer Graphics, John Vince, Springer-Verlag London, 5th Edition,2017 2) Mathematics for 3D Game Programming and Computer Graphic, Eric Lengyel, Delmar		

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2) Mathematics for 3D Game Programming and Computer Graphic, Eric Lengyel, Delmar

Cengage Learning, Delmar Cengage Learning,2011

3) Introduction To 3D Game Programming With Directx® 11,Frank D Luna, Mercury Learning And Information,2012.

4) https://docs.unity3d.com/Manual/index.html - Free

Additional Reference(s):

1) Computer Graphics, C Version, Donald Hern and Pauline Baker, Pearson Education, 2nd Edition, 1997

2) HLSL Development Cookbook, Doron Feinstein, PACKT Publishing,2013

Suggested List of Practical- SEMESTER V

Course: USCSP504	(Credits : 01 Lectures/Week: 03) **Practical of Skill Enhancement**	
	USCS507 : Game Programming	

1. Setup DirectX 11, Window Framework and Initialize Direct3D Device
2. Buffers, Shaders and HLSL (Draw a triangle using Direct3D 11)
3. Texturing (Texture the Triangle using Direct 3D 11)
4. Lightning (Programmable Diffuse Lightning using Direct3D 11)
5. Specular Lightning (Programmable Spot Lightning using Direct3D 11)
6. Loading models into DirectX 11 and rendering.

Perform following Practical using online content from the Unity Tutorials Web--sites:

https://unity3d.com/learn/tutorials/s/interactive-tutorials

7. https://unity3d.com/learn/tutorials/s/2d-ufo-tutorial
8. https://unity3d.com/learn/tutorials/s/space-shooter-tutorial
9. https://unity3d.com/learn/tutorials/s/roll-ball-tutorial
10. https://unity3d.com/learn/tutorials/topics/vr/introduction?playlist=22946

Scheme of Examination

1.   **Theory:**

I.   **Internal 25 Marks :**
   a)   **Test – 20 Marks**

> 20 marks Test – Duration 40 mins
> It will be conducted either using any open source learning management system like Moodle (Modular object-oriented dynamic learning environment)
> **OR**
> A test based on an equivalent online course on the contents of the concerned course (subject) offered by or build using MOOC (Massive Open Online Course) platform.

   b)   **5 Marks** – Active participation in routine class instructional deliveries
> Overall conduct as a responsible student, manners, skill in articulation, leadership qualities demonstrated through organizing co-curricular activities, etc.

II.   **External 75 Marks as per University Guidelines**

11.   **Practical and Project Examination:**

There will be separate Practical examination for Elective-I, II, Skill enhansement and project of these Elective-I 100, Elective-II: 100 and Skill Enhansement: 50 and Project Implementation: 50.

In the Practical Examination of Elective-I and II, the student has to perform practical on each of the subjects chosen. The Marking Scheme for each of the Elective is given below:

	Subject Code	Experiment-I	Experiment-II	Total Marks
Elective-I	**USCSP501/ USCSP601**	Experiment-40+Journal-5 +viva-5 Total:50M	Experiment-40+Journal-5+viva-5 Total:50M	100 M
Elective-II	**USCSP502/ USCSP602**	Experiment-40+Journal-5 +viva-5 Total:50M	Experiment-40+Journal-5+viva-5 Total:50M	100 M

Project Implementation	USCSP503/ USCSP603	**Project Evaluation Scheme	50M
Skill Enhancement	USCSP504/ USCSP604	Experiment-40+Journal:5+viva-5 Total-50M	50M
Total Marks			**300M**

(Certified Journal is compulsory for appearing at the time of Practical Examination)

**Project Evaluation Scheme:

Presentation	Working of the Project	Quality of the Project	Viva	Documentation
10Marks	10 Marks	10 Marks	10 Marks	10Marks

(Certified Project Document is compulsory for appearing at the time of Project Presentation)

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