UNIVERSITY OF MUMBAI

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

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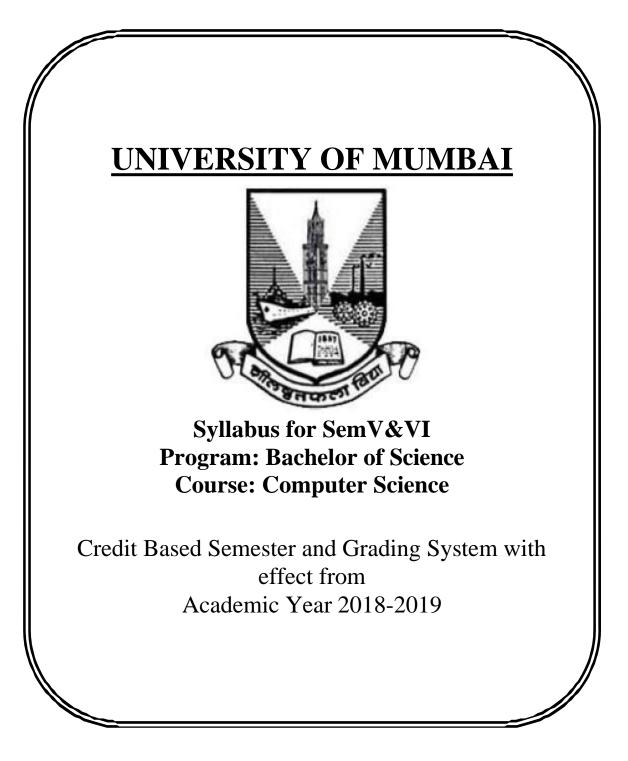Academic Year 2018-2019

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 VI

Suggested List of Practical – SEMESTER VI

| Course:
USCSP603 | (Credits : 01 Lectures/Week: 03)
Project Implementation | |

Project Implementation Guidelines

1. A learner is expected to carry out two different projects: one in Semester V and another in Semester VI.

2. A learner can choose any topic which is covered in Semester I- semester VI or any other topic with the prior approval from head of the department/ project in charge.

3. The Project has to be performed individually.

4. A learner is expected to devote around three months of efforts in the project.

5. The project can be application oriented/web-based/database/research based.

6. It has to be an implemented work; just theoretical study will not be acceptable.

7. A learner can choose any programming language, computational techniques and tools which have been covered during BSc course or any other with the prior permission of head of the department/ project guide.

8. A project guide should be assigned to a learner. He/she will assign a schedule for the project and hand it over to a learner. The guide should oversee the project progress on a weekly basis by considering the workload of 3 lectures as assigned.

9. The quality of the project will be evaluated based on the novelty of the topic, scope of the work, relevance to the computer science, adoption of emerging techniques/technologies and its real-world application.

10. A learner has to maintain a project report with the following subsections

   a) Title Page

   b) Certificate

A certificate should contain the following information –

    - The fact that the student has successfully completed the project as per the syllabus and that it forms a part of the requirements for completing the BSc degree in computer science of University of Mumbai.

    - The name of the student and the project guide

    - The academic year in which the project is done

- Date of submission,

- Signature of the project guide and the head of the department with date along with the department stamp,

- Space for signature of the university examiner and date on which the project is evaluated.

c) Self-attested copy of Plagiarism Report from any open source tool.

d) Index Page detailing description of the following with their subsections:

- Title: A suitable title giving the idea about what work is proposed.

- Introduction: An introduction to the topic giving proper back ground of the topic.

- Requirement Specification: Specify Software/hardware/data requirements.

- System Design details : Methodology/Architecture/UML/DFD/Algorithms/protocols etc. used(whichever is applicable)

- System Implementation: Code implementation

- Results: Test Cases/Tables/Figures/Graphs/Screen shots/Reports etc.

- Conclusion and Future Scope: Specify the Final conclusion and future scope

- References: Books, web links, research articles, etc.

11. The size of the project report shall be around twenty to twenty five pages, excluding the code.

12. The Project report should be submitted in a spiral bound form

13. The Project should be certified by the concerned Project guide and Head of the department.

14. A learner has to make a presentation of working project and will be evaluated as per the Project evaluation scheme

Scheme of Examination

1. **Theory:**

   I. **Internal 25 Marks :**

   a) **Test – 20 Marks**

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   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.
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   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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