AC – 29/06/2021
Item No: 6.38

UNIVERSITY OF MUMBAI

Syllabus

For the

Program: F.Y.B.Sc. Sem -I CBCS

Course: Computer Science

(Choice Based and Credit System with effect from the academic year 2021-22)

Preamble

The rise of Information and Communication Technology (ICT) has profoundly affected modern society. Increasing applications of computers in almost all areas of human endeavor has led to vibrant industries with concurrent rapid change in technology.

As the computing field advances at a rapid pace, the students must possess a solid foundation that allows and encourages them to maintain relevant skills as the field evolves. Specific languages and technology platforms change over time. Thus students must continue to learn and adapt their skills throughout their careers. To develop this ability, students will be exposed to multiple programming languages, tools, paradigms and technologies as well as the fundamental underlying principles throughout this programme.

The programme offers required courses such as programming languages, data structures, computer architecture and organization, algorithms, database systems, operating systems, and software engineering; as well as specialized courses in artificial intelligence, computer-based communication networks, distributed computing, information security, graphics, human-computer interaction, multimedia, scientific computing, web technology, and other current topics in computer science.

The core philosophy of this programme is to –

- Form strong foundations of Computer Science
- Nurture programming, analytical & design skills for the real world problems.
- Introduce emerging trends to the students in gradual way.
- Groom the students for the challenges of ICT industry

The students these days not only aspire for a career in the industry but also look for research opportunities. The main aim of this programme is to deliver a modern curriculum that will equip graduates with strong theoretical and practical backgrounds to enable them to excel in the workplace and to be lifelong learners. Not only does it prepare the students for a career in Software industry, it also motivates them towards further studies and research opportunities. Graduating students, can thus take up postgraduate programmes in CS leading to research as well as R&D, can be employable at IT industries, or can adopt a business management career.

In the first year i.e. for semester I & II, basic foundation of important skills required for software development is laid. The syllabus proposes to have four core subjects of Computer science and two core courses of Mathematics-Statistics. All core subjects are proposed to have theory as well as practical tracks. While the Computer Science courses will form fundamental skills for solving computational problems, the Mathematics & Statistics course will inculcate research-oriented acumen. Ability Enhancement Courses on Soft Skill Development will ensure an overall and holistic development of the students. The syllabus design for further semesters encompasses more advanced and specialized courses of Computer Science.

We sincerely believe that any student taking this programme will get very strong foundation and exposure to basics, advanced and emerging trends of the subject. We hope that the students‟ community and teachers‟ fraternity will appreciate the treatment given to the courses in the syllabus.

We wholeheartedly thank all experts who shared their valuable feedbacks and suggestions in order to improvise the contents; we have sincerely attempted to incorporate each of them. We further thank Chairperson and members of Board of Studies for their confidence in us.

Special thanks to Department of Computer Science and colleagues from various colleges, who volunteered or have indirectly, helped designing certain specialized courses and the syllabus as a whole.

Academic year 2021-2022

Semester – I				
Course Code	**Course Type**	**Course Title**	**Credits**	**Lectures/Week**
USCS101	Core Subject	Digital Systems & Architecture	2	3
USCSP101	Core Subject Practical	Digital Systems & Architecture – Practical	1	3
USCS102	Core Subject	Introduction to Programming with Python	2	3
USCSP102	Core Subject Practical	Introduction to Programming with Python – Practical	1	3
USCS103	Core Subject	LINUX Operating System	2	3
USCSP103	Core Subject Practical	LINUX Operating System – Practical	1	3
USCS104	Core Subject	Open Source Technologies	2	3
USCSP104	Core Subject Practical	Open Source Technologies – Practical	1	3
USCS105	Core Subject	Discrete Mathematics	2	3
USCSP105	Core Subject Practical	Discrete Mathematics – Practical	1	3
USCS106	Core Subject	Descriptive Statistics	2	3
USCSP106	Core Subject Practical	Descriptive Statistics – Practical	1	3
USCS107	Ability Enhancement Course	Soft Skills	2	3

Semester I

Course Code	Course Title	Credits	Lectures /Week
USCS101	**Digital Systems & Architecture**	**2**	**3**

About the Course:
This course introduces the principles of computer organization and the basic architecture concepts.The course emphasizes performance and cost analysis, instruction set design, pipelining, memory technology, memory hierarchy, virtual memory management, and I/O systems.

Course Objectives:

- To have an understanding of Digital systems and operation of a digital computer.
- To learn different architectures & organizations of memory systems, processor organization and control unit.
- To understand the working principles of multiprocessor and parallel organizations as advanced computer architectures

Learning Outcomes:
After successful completion of this course, students would be able to

- To learn about how computer systems work and underlying principles
- To understand the basics of digital electronics needed for computers
- To understand the basics of instruction set architecture for reduced and complex instruction sets
- To understand the basics of processor structure and operation
- To understand how data is transferred between the processor and I/O devices

Unit	Topics	No of Lectures
I	**Fundamentals of Digital Logic:** Boolean algebra, Logic Gates, Simplification of Logic Circuits: Algebraic Simplification, Karnaugh Maps. Combinational Circuits: Adders, Mux, De-Mux, Sequential Circuits: Flip-Flops (SR, JK & D), Counters: synchronous and asynchronous Counter **Computer System:** Comparison of Computer Organization & Architecture, Computer Components and Functions, Interconnection Structures. Bus Interconnections, Input / Output: I/O Module, Programmed I/O, Interrupt Driven I/O, Direct Memory Access	**15**
II	**Memory System Organization:** Classification and design parameters, Memory Hierarchy, Internal Memory: RAM, SRAM and DRAM, Interleaved and Associative Memory. Cache Memory: Design Principles, Memory mappings, Replacement Algorithms, Cache performance, Cache Coherence. Virtual Memory, External Memory: Magnetic Discs, Optical Memory, Flash Memories, RAID Levels **Processor Organization:** Instruction Formats, Instruction Sets, Addressing Modes, Addressing Modes Examples with Assembly Language [8085/8086 CPU], Processor Organization, Structure and Function. Register	**15**

	Organization, Basic Microprocessor operations: Data Transfer (Register / Memory) Operations, Arithmetic & Logical Operations, Instruction Cycle, Instruction Pipelining. Introduction to RISC and CISC Architecture, Instruction Level Parallelism and Superscalar Processors: Design Issues	
III	**Control Unit:** Micro-Operations, Functional Requirements, Processor Control, Hardwired Implementation, Micro-programmed Control**.** **Fundamentals of Advanced Computer Architecture:** Parallel Architecture: Classification of Parallel Systems, Flynn‟s Taxonomy, Array Processors, Clusters, and NUMA Computers. Multiprocessor Systems: Structure & Interconnection Networks, Multi-Core Computers: Introduction, Organization and Performance.	**15**

Textbooks:

1. M. Mano, Computer System Architecture 3rd edition, Pearson
2. Carl Hamacher et al., Computer Organization and Embedded Systems, 6 ed., McGraw-Hill 2012
3. R P Jain, Modern Digital Electronics, Tata McGraw Hill Education Pvt. Ltd. , 4th Edition, 2010

Additional References:

1. William Stallings (2010), Computer Organization and Architecture- designing for performance,8th edition, Prentice Hall, New Jersy.
2. Anrew S. Tanenbaum (2006), Structured Computer Organization, 5th edition, PearsonEducation Inc,
3. John P. Hayes (1998), Computer Architecture and Organization, 3rd edition, Tata McGrawHill

Course Code	**Course Title**	**Credits**	**Lectures /Week**
USCSP101	**Digital Systems & Architecture – Practical**	**1**	**3**
1	Study and verify the truth table of various logic gates (NOT, AND, OR, NAND, NOR, EX-OR, and EX-NOR).		
2	Simplify given Boolean expression and realize it.		
3	Design and verify a half/full adder		
4	Design and verify half/full subtractor		
5	Design a 4 bit magnitude comparator using combinational circuits.		
6	Design and verify the operation of flip-flops using logic gates.		
7	Verify the operation of a counter.		
8	Verify the operation of a 4 bit shift register		
9	Design and implement expression using multiplexers / demultiplexers.		
10	Design and implement 3-bit binary ripple counter using JK flip flops.		
11	Simple microprocessor programs for data transfer operations		
12	Simple microprocessor programs for arithmetic & logical transfer operations		
Note	Practical 1 – 10 can be performed using any open source simulator (like Logisim) (Download it from https://sourceforge.net/projects/circuit/) Practical 11 – 12 can be performed on any simulation software like Jubin‟s 8085 simulator		

Evaluation Scheme

I. Internal Evaluation for Theory Courses – 25 Marks

(i) Mid-Term Class Test– 15Marks

- It should be conducted using any **learning management system** such as **Moodle** (Modular object-oriented dynamic learning environment)
- The test should have **15 MCQ's** which should be solved in a time duration of **30 minutes.**

(ii) Assignment/ Case study/ Presentations– 10 Marks

- Assignment / Case Study Report / Presentation can be uploaded on any **learning management system**.

II. External Examination for Theory Courses – 75 Marks

- Duration: **2.5 Hours**
- Theory question paper pattern:

	All questions are compulsory.		
Question	**Based on**	**Options**	**Marks**
Q.1	Unit I	*Any 4 out of 6*	20
Q.2	Unit II	*Any 4 out of 6*	20
Q.3	Unit III	*Any 4 out of 6*	20
Q.4	Unit I,II and III	*Any 5 out of 6*	15

- All questions shall be compulsory with internal choice within the questions.
- Each Question maybe sub-divided into subquestions as a, b, c, d, etc. & the allocation of Marks depends on the weightage of the topic.

III. Practical Examination

- Each core subjectcarries50 Marks

  40 marks + 05 marks (journal) + 05 marks (viva)

- Duration: **2 Hours** for each practical course.
- Minimum **80% practical** from each core subjects are required to be completed.
- **Certified Journal is compulsory for appearing at the time of Practical Exam**
- The final submission and evaluation of **journal in electronic form** using a Learning Management System / Platform can be promoted by college.
