

## **COURSE OBJECTIVES**

**B.Sc. 3<sup>rd</sup> Year Computer Science (CBCS) Honours**  
**Department of Computer Science**

### **Paper Code: CSC-HC-5016 Internet Technologies**

**After completing the course, the students are able to :**

1. Know the technologies used in the world of internet.
2. Learn the javascript programming
3. Learn the use of JDBC
4. Learn the basics of JSP and JavaBean technology

### **Paper Code: CSC-HE-5016 Microprocessor**

**After completing the course, the students are able to :**

1. Learn Architecture of 8085 microprocessor
2. Learn Complete instruction set of 8085 microprocessor.
3. Learn the importance of microprocessor architecture while writing assembly language programming
4. Learn interfacing I/O modules with microprocessor
5. Learn PPI 8255, 8284, 8237

### **Paper Code: CSC-HC-5026 Theory of Computation**

**After completing the course, the students are able to :**

1. Learn the importance of Study on abstract machines, automata and formal languages.
2. Learn regular language, regular expression and its limitations
3. Context free language and its properties, use in computer
4. Learn Push Down Automata

**Paper Code: CSC-HE-5036 Project Work / Dissertation**

***The students are allowed to work on any project based on the concepts studied in core/elective or skill based elective courses.***

**Paper Code: CSC-HC-6016 Artificial Intelligence**

**Upon successful completion of the course, the students will be able to**

1. Solve basic AI based problems.
2. Define the concept of Artificial Intelligence.
3. Apply AI techniques to real-world problems to develop intelligent systems.
4. Select appropriately from a range of techniques when implementing intelligent systems.

**Paper Code: CSC-HC-6026 Computer Graphics**

**Upon successful completion of the course, the students will be able to**

1. Learn the areas where computer graphics are been extensively used.
2. Learn basic Graphics hardware devices
3. Learn and implement algorithms for drawing graphics primitives
4. Learn and implement 2-D and 3-D transformations
5. Learn clipping, viewing etc.
6. Learn the algorithms for curves and curved surface visualization, visible surface determination and surface rendering

**Paper Code: CSC-HE-6036 System Programming**

**Upon successful completion of the course, the students will be able to**

1. Understand the internal structure of assembler, linker, loader.
2. Learn the phases of compilation process and importance of each phase.
3. Understand the role of Lexical analyser and use the lex tool to write small lex programs.
4. Understand different parsing techniques and their limitations.
5. Understand intermediate code generation and storage management activities

**Paper Code: CSC-HE-6016 Network Programming**

**Upon successful completion of the course, the students will be able to**

1. Understanding TCP/IP Networks and Protocol structure
2. Headers of TCP & UDP protocol
3. Configuring and administering LAN using Linux Commands
4. Learning about Remote login protocols
5. TCP/IP Socket Programming for end to end communication

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