|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Sem.** | **Semester Course Code, Course Name**  **(L-T-P) Credits** | | | | | | **Community Service** | **GP** | **Hrs.**  **Per week** | | | | **Credits** |
| **L** | | **T** | **P** |
| 1 | MAL153  Mathematics-I  (3-1-0)4 | CLL101  Effective  Communication-I  (2-0-1)2.5 | BCL103  Programming Fundamentals -I  (2-0-4)4 | BSL102  Principles of Management (2-0-2)3 | CHL100  Environmental Studies  (3-0-0-)3 |  | BCS101  (35 Hrs) | BCR118  GP – 1  (1-0-0-) 1 Credit | 13 | | 1 | 7 | **17.5** |
| 2 | MAL206  Mathematical Statistics  (3-1-0)4 | CLL102  Effective  Communication-II  (2-0-1)2.5 | CLL120  Human Values & Professional Ethics  (2-0-0-)2 | BCL104  Programming Fundamentals-II  (2-0-4)4 | BCL110  Problem Solving  and Design  Thinking  (2-0-2)3 | Foreign Language Elective 1  (1-2-0)3 | BCS102  (35Hrs)  1 Credit | BCR119  GP- 2  (1-0-0-)  1 Credit | 13 | | 3 | 7 | **20.5** |
|  | Summer Training+ Community Service(70 hrs) | | | | | | |  |  | | | | 2 |
| 3 | BCL201  Data Structures  (3-0-2)4 | BCL203  DBMS  (3-0-2)4 | PCL102  Psychology for living  (2-1-0)3 | BCL205  Computer Architecture  (3-0-2)4 | Open  Elective – 1  (3-0-0)3 | Program Elective-1  (2-0-4-)4 | BCS201  (35 Hrs) | BCR218  GP – 3  (1-0-0)  1 Credit | 17 | 1 | | 10 | **23** |
| 4 | BCL202  Computer  Networks  (3-0-2)4 | BCV201  Skill Development -1  (1-0-2)2 | BCL204  Operating System  (3-0-2)4 | Open  Elective – 2  (3-0-0)3 | Program Elective-2  (2-0-4)4 | BCL206  Analysis and  Design of  Algorithms  (3-0-2)4 | BCS202  (35 Hrs)  1 Credit | BCR 219 GP-4  (1-0-0-)  1 Credit | 16 | 0 | | 12 | **23** |
| **Summer** | Summer Training+ Community Service(70 hrs) | | | | | | |  |  | | | | 3 |
| 5 | BSL101  Entrepreneurship  (2-0-2)3 | BCL303  Introduction to  AI & ML  (3-0-2)4 | BCL305  Software Engineering  (3-0-2-)4 | Program Elective-3  (2-0-4-)4 | BCV301  Skill Development -2  (1-0-2)2 | BCD301  Project – 1 Semester at Industry/Startup Project  (0-0-8)4 | BCS301  (70 Hrs)  1 Credit | BCR318  GP-5  (1-0-0)  1Credit | 12 | 0 | | 20 | **23** |
| 6 | Program Elective-4  (2-0-4)4 | Open  Elective-3  (3-0-0)3 | BCD302 Project – 2 Semester at Industry/Startup Project  (0-0-12)6 |  |  |  | BCS302  (70 Hrs)  1 Credit | BCR319  GP-6  (1-0-0)  1Credit | 06 | 0 | | 16 | **15** |
|  | **Total** | | | | | | |  | 77 | 5 | | 72 | **127** |

**PROGRAM ELECTIVES**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **S.No.** | **Code** | **Course Name** | **L-T-P** | **Credits** |
| **BCA with Specialization in Animation and Gaming** | | | | |
| 1 | BCL211 | Foundations of 2D Game Development | 2-0-4 | 4 |
| 2 | BCL222 | Web application development | 2-0-4 | 4 |
| 3 | BCL311 | Basics of 3D Animation | 2-0-4 | 4 |
| 4 | BCL312 | Game Art Essentials | 2-0-4 | 4 |
| **BCA with Specialization in Web Application Development** | | | | |
| 1 | BCL221 | UI / UX Design principles | 2-0-4 | 4 |
| 2 | BCL222 | Web application development | 2-0-4 | 4 |
| 3 | BCL321 | Fundamentals of Mobile application development | 2-0-4 | 4 |
| 4 | BCL322 | Software prototyping, usability & testing | 2-0-4 | 4 |