|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Sem.** | **Semester Course Code, Course Name****(L-T-P) Credits** | **Community Service** | **GP** | **Hrs.****Per week** | **Credits** |
| **L** | **T** | **P** |
| 1 | MAL153Mathematics-I (3-1-0)4 | CLL101EffectiveCommunication-I(2-0-1)2.5 | BCL103Programming Fundamentals -I(2-0-4)4 | BSL102Principles of Management (2-0-2)3 | CHL100Environmental Studies(3-0-0-)3 |  | BCS101(35 Hrs) | BCR118GP – 1(1-0-0-)1 Credit | 13 | 1 | 7 | **17.5** |
| 2 | MAL206Mathematical Statistics (3-1-0)4 | CLL102EffectiveCommunication-II(2-0-1)2.5 | CLL120Human Values & Professional Ethics (2-0-0-)2 | BCL104Programming Fundamentals-II(2-0-4)4 | BCL110Problem Solvingand DesignThinking(2-0-2)3 | Foreign Language Elective 1(1-2-0)3 | BCS102(35Hrs)1 Credit | BCR119GP- 2(1-0-0-)1 Credit | 13 | 3 | 7 | **20.5** |
|  | Summer Training+ Community Service(70 hrs) |  |  | 2 |
| 3 | BCL201Data Structures(3-0-2)4 | BCL203DBMS(3-0-2)4 | PCL102Psychology for living (2-1-0)3 | BCL205Computer Architecture(3-0-2)4 | OpenElective – 1(3-0-0)3 | Program Elective-1(2-0-4-)4 | BCS201(35 Hrs) | BCR218GP – 3(1-0-0)1 Credit | 17 | 1 | 10 | **23** |
| 4 | BCL202ComputerNetworks(3-0-2)4 | BCV201Skill Development -1(1-0-2)2 | BCL204Operating System(3-0-2)4 | OpenElective – 2(3-0-0)3 | Program Elective-2(2-0-4)4 | BCL206Analysis andDesign ofAlgorithms(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 | BSL101Entrepreneurship (2-0-2)3 | BCL303Introduction toAI & ML (3-0-2)4 | BCL305Software Engineering(3-0-2-)4 | Program Elective-3(2-0-4-)4 | BCV301Skill Development -2(1-0-2)2 | BCD301Project – 1 Semester at Industry/Startup Project(0-0-8)4 | BCS301(70 Hrs)1 Credit | BCR318GP-5(1-0-0)1Credit | 12 | 0 | 20 | **23** |
| 6 | Program Elective-4(2-0-4)4 | OpenElective-3(3-0-0)3 | BCD302 Project – 2 Semester at Industry/Startup Project(0-0-12)6 |  |  |  | BCS302(70 Hrs)1 Credit | BCR319GP-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 |