

(Computer Science Courses for Undergraduate Programme of study with **Computer Science** discipline as one of the **three** Core Disciplines)

CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

Course title & Code	Credits	Credit distribution of the course			Eligibility criteria	Pre-requisite of the course (if any)
		Lecture	Tutorial	Practical/ Practice		
DSE 01a PYTHON Programming for Data Handling	4	3	0	1	Pass in Class XII	NIL

Learning Objectives

The course introduces students to the concept of data handling using files and GUI designing. This would equip the students with knowledge to work on real world data from various applications and GUI development for effective data handling.

Learning outcomes

On successful completion of the course, students will be able to:

- Learn constructs of Python language
- Perform data handling with files using Python.
- Design and implement GUI applications using Tkinter.

SYLLABUS OF DSE 01a

Unit 1 (15 Hours)

Introduction to Python Programming, Basic Constructs, and Python Built-in Data Structures: Introduction to Python programming language, Basic syntax, variables, and data

types in Python, Functions and modular programming; Conditional statements (if, elif, else); Looping structures (for and while loops); Mutable and Immutable Data Structures, Strings-Indexing, slicing, traversal, operations; Lists-indexing, slicing, traversal, operations; tuples, dictionaries, and sets and their operations in Python

Unit 2 (5 Hours)

File Handling: Opening, reading, writing, and closing files; File modes and file object methods; Reading and writing text and binary files; Working with CSV files

Unit 3 (15 Hours)

Designing GUI Applications with Tkinter (15): What is Tkinter? Creating a Tkinter window, Layout managers, Tkinter widgets -Entry, Spinbox, Combobox, Checkbutton, Text, Button, LabelFrame; Implementing the application - LabelInput class, building of form, adding LabelFrame and other widgets, retrieving data from form, resetting form, building our application class.

Unit 4 (10 Hours)

Combining Python file handling and Tkinter: Creating a simple Tkinter application, Reading and writing to csv files in a Tkinter application

Essential/recommended readings

1. Taneja S., Kumar, N. Python Programming- A modular approach, 1st Edition, Pearson Education India, 2018,
2. Moore, Alan D. Python GUI Programming with Tkinter: Develop responsive and powerful GUI applications with Tkinter. Packt Publishing Ltd, 2021.

Additional References:

1. Gutttag, J.V. Introduction to computation and programming using Python, 2nd edition, MIT

Online references/material:

1. <https://docs.python.org/3/library/csv.html>

Suggested Practical List (If any): (30 Hours)

Installing and setting up Python and relevant libraries; Python development environments (e.g., Anaconda, Jupyter Notebook)

1. Write a Python program to calculate the factorial of a number.
2. Write a Python program to generate prime numbers between 1 to n, where n is provided as input by the user.
3. Write a Python program to find the sum and average of numbers in a given list.
4. Given two sets, set1 and set2, write a Python program to find their union, intersection and difference.
5. Given a list of numbers, write a Python program to count the number of times an element occurs in a list and create a dictionary with *element:count* as *key:value* pairs.
6. Write a Python program to swap the first two and last two characters in a given string.
7. Write a Python program to create a text file having names of ten Indian cities.
8. Write a Python program to create a text file having atleast five lines about your college using `writelines()` function.
9. Write a Python program which reads the data from three input files having Employee Names and merges them into one output file.
10. Write a Python program to count the number of vowels in a file and write the *vowel : count* in a dictionary.
11. Write a Python program to create a CSV file having student data: RollNo, Enrollment No, Name, Course, Semester.
12. Write a Python program library to read the CSV file created in the above program and filter out records of II semester students.
13. Write a Python program using tkinter library to create a GUI to enter registration details for an event.
14. Write a Python program using tkinter library to create a calculator to perform addition, subtraction, multiplication and division of two numbers entered by the user.
15. Write a Python program using tkinter library to create an age calculator to calculate age when DOB is entered.
16. Write a Python program using tkinter library to read and write student data to and from a CSV file (refer question 11).

Note: Examination scheme and mode shall be as prescribed by the Examination Branch, University of Delhi, from time to time.

COMMON POOL OF GENERIC ELECTIVES (GE) COURSES

GENERIC ELECTIVES : Database Management Systems

Credit distribution, Eligibility and Pre-requisites of the Course

Course title & Code	Credits	Credit distribution of the course			Eligibility criteria	Pre-requisite of the course	Department offering the course
		Lecture	Tutorial	Practical/ Practice			
Database Management Systems	4	3	0	1	Pass in class XII	NIL	Computer Science

Learning Objectives

The course introduces the students to the fundamentals of database management systems and their applications. Emphasis is given to the popular relational database system. Students will learn about the importance of database structure and its design using entity relationship diagrams and a formal approach using normalization. Basic concepts of file indexing and transaction processing will be taught. The course would give students hands-on practice with structured query language to create, manipulate, and implement a relational database.

Learning outcomes

On successful completion of the course, students will be able to:

- Use relational database management software to create and manipulate the database.
- Create conceptual data models using entity relationship diagrams for modeling real-life situations and map it to corresponding relational database schema.
- Use the concept of functional dependencies to remove redundancy and update anomalies.
- Apply normalization theory to get a normalized database scheme to get anomalies free databases.
- Write queries in relational algebra.
- Implement relational databases and formulate queries for data retrieval and data update problems using SQL.
- Learn the importance of index structures and concurrent execution of transactions in database systems.

SYLLABUS

Unit 1 (5 hours)

Introduction to Database: Database, characteristics of database approach, data models, database management system, three-schema architecture, components of DBMS, data independence, and file system approach vs. database system approach

Unit 2 (8 hours)

Entity Relationship Modeling: Conceptual data modeling - motivation, entities, entity types, attributes, relationships, relationship types, constraints on relationship, Entity Relationship diagram as conceptual data model.

Unit 3 (11 hours)

Relational Data Model: Data anomalies, Relational Data Model - Characteristics of a relation, schema-instance distinction, types of keys, relational integrity constraints. Relational algebra operators like selection, projection, cartesian product, join and write simple queries using them.

Unit 4 (10 hours)

Structured Query Language (SQL): DDL to create database and tables, table constraints, DML, Querying in SQL to retrieve data from the database, aggregation functions group by and having clauses, generate and query views.

Unit 5 (11 hours)

Database Design: Mapping an Entity Relationship diagram to corresponding relational database scheme, functional dependencies and Normal forms, 1NF, 2NF, and 3NF decompositions and desirable properties of them.

Essential/recommended readings

1. Elmasri, R., Navathe, B. S., *Fundamentals of Database Systems*, 7th Edition, Pearson Education, 2016.
2. Murach J., *Murach's MySQL*, 3th Edition, Pearson, 2019.

Additional References

1. Connolly T. M., Begg C. E. *Database Systems: A Practical Approach to Design, Implementation, and Management*, 6th edition, Pearson, 2019.
2. Ramakrishnan R., Gehrke J. *Database Management Systems*, 3rd Edition, McGraw-Hill, 2014.
3. Silberschatz A., Korth H.F., Sudarshan S. *Database System Concepts*, 7th Edition, McGraw Hill, 2019.

Suggested Practical List (if any): (30 hours)

Practical exercises based on a given schema.

Create and use the following student-course database schema for a college to answer the given queries using the standalone SQL editor.

STUDENT	<u>Roll No</u>	Student Name	Course ID	DOB
	Char(6)	Varchar(20)	Varchar(10)	Date

COURSE	<u>CID</u>	Course Name	Course Type	Teacher-in-charge	Total Seats	Duration
	Char(6)	Varchar(20)	Char(8)	Varchar(15)	Unsigned int	Unsigned int

ADMISSION	<u>Roll No</u>	<u>CID</u>	Date of Admission
	Char(6)	Char(6)	Date

Here, Rollno (ADMISSION) and SID (ADMISSION) are foreign keys. Note that course type may have two values viz. Fulltime and Parttime and a student may enroll in any number of courses

1. Retrieve names of students enrolled in any course.
2. Retrieve names of students enrolled in at least one part time course.
3. Retrieve students' names starting with letter 'A'.
4. Retrieve students' details studying in courses 'computer science' or 'chemistry'.
5. Retrieve students' names whose roll no either starts with 'X' or 'Z' and ends with '9'.
6. Find course details with more than N students enrolled where N is to be input by the user.
7. Update student table for modifying a student name.
8. Find course names in which more than five students have enrolled
9. Find the name of youngest student enrolled in course 'BSc(P)CS'
10. Find the name of most popular society (on the basis of enrolled students)
11. Find the name of two popular part time courses (on the basis of enrolled students)
12. Find the student names who are admitted to full time courses only.
13. Find course names in which more than 30 students took admission
14. Find names of all students who took admission to any course and course names in which at least one student has enrolled
15. Find course names such that its teacher-in-charge has a name with 'Gupta' in it and the course is full time.
16. Find the course names in which the number of enrolled students is only 10% of its total seats.
17. Display the vacant seats for each course
18. Increment Total Seats of each course by 10%
19. Add enrollment fees paid ('yes'/'No') field in the enrollment table.
20. Update the date of admission for all the courses by 1 year.
21. Create a view to keep track of course names with the total number of students enrolled in it.

22. Count the number of courses with more than 5 students enrolled for each type of course.
23. Add column Mobile number in student table with default value '9999999999'
24. Find the total number of students whose age is > 18 years.
25. Find names of students who are born in 2001 and are admitted to at least one part time course.
26. Count all courses having 'science' in the name and starting with the word 'BSc'.

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GENERIC ELECTIVES : Java Programming

Credit distribution, Eligibility and Pre-requisites of the Course

Course title & Code	Credits	Credit distribution of the course			Eligibility criteria	Pre-requisite of the course	Department offering the course
		Lecture	Tutorial	Practical/ Practice			
GE: Java Programming	4	3	0	1	Pass in class XII	NIL	Computer Science

Learning Objectives

This course is designed to develop understanding of object-oriented programming concepts like Classes, Objects, Inheritance and Polymorphism using Java. The course provides understanding of multithreading and exception handling in Java. It also introduces how to create Java applications with graphical user interface (GUI).

Learning outcomes

On completion of this course, the student will be able to:

- Understand the object-oriented concepts – Classes, Objects, Inheritance, Polymorphism– for problem solving.
- Create and handle multithreading.
- Handle program exceptions.
- Handle input/output through files.
- Create Java applications with a graphical user interface (GUI).

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DISCIPLINE SPECIFIC CORE COURSE (DSC-3): Computer System Architecture

CREDIT DISTRIBUTION, ELIGIBILITY AND PRE-REQUISITES OF THE COURSE

Course title & Code	Credits	Credit distribution of the course			Eligibility criteria	Pre-requisite of the course (if any)
		Lecture	Tutorial	Practical/ Practice		
DSC03: Computer System Architecture	4	3	0	1	Passed 12th class with Mathematics	NIL

Learning Objectives

This course introduces students to the fundamental concepts of digital computer organization, design, and architecture. It aims to develop a basic understanding of the building blocks of a computer system and highlights how these blocks are organized together to architect a digital computer system.

Learning outcomes

On successful completion of the course, students will be able to:

- Design combinatorial circuits using basic building blocks. Simplify these circuits using Boolean algebra and Karnaugh maps. Differentiate between combinational circuits and sequential circuits.
- Represent data in binary form, convert numeric data between different number systems, and perform arithmetic operations in binary.
- Determine various stages of the instruction cycle and describe interrupts and their handling.
- Explain how the CPU communicates with memory and I/O devices.
- Simulate the design of a basic computer using a software tool.

SYLLABUS OF DSC-3

Unit 1 (9 hours)

Digital Logic Circuits: Digital Logic Gates, Flip flops and their characteristic table, Logic circuit simplification using Boolean algebra and Karnaugh map, Don't care conditions, Combinational circuits, Introduction to Sequential Circuits

Unit 2 (7 hours)

Digital Components: Decoders, Encoders, Multiplexers, Binary Adder, Binary Adder Subtractor, Binary Incrementor, Registers, and Memory Units

Unit 3 (13 hours)

Data Representation: Binary representation of both numeric and alphanumeric data, representation of numeric data in different number systems, (Binary, Octal, Decimal and Hexadecimal), conversion from one number system to another, complements, representation of signed and unsigned numbers, addition and subtraction of signed and unsigned numbers and overflow detection.

Unit 4 (9 hours)

Basic Computer Organization and Design: Stored program organization, Computer registers, Instruction set and their completeness, Instruction cycle, Memory reference instructions, Register reference instructions, Input- Output reference instructions, Interrupt cycle, Addressing modes.

Unit 5 (7 hours)

Input-Output Organization: I/O interface, I/O vs. Memory Bus, Isolated I/O, Memory Mapped I/O, Direct Memory Access.

Essential/recommended readings

1. M. Morris Mano, *Computer System Architecture*, 3rd edition, Pearson Education, 2017.
2. Linda Null, Julia Lobur, *Essentials of Computer Organization and Architecture*, 5th Edition, 2019.

Additional References

1. D. Comer, *Essentials of Computer Architecture*, 2nd edition, CRC Press, 2017.

Suggested Practical List (If any): (30 Hours)

Practical exercises such as

(Use Simulator – CPU Sim 3.6.9 or any higher version for the implementation)

1. Create a machine based on the following architecture:

Registers

IR	DR	AC	AR	PC	I	E
16 bits	16 bits	16 bits	12 bits	12 bits	1 bit	1 bit

Memory 4096 words	
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16 bits per word	Instruction format	
	15	12 11
	0	
	Opcode	Address

Basic Computer Instructions

Memory Reference			Register Reference	
Symbol	Hex		Symbol	Hex
AND	0xxx	Direct Addressing	CLA	7800
ADD	1xxx		CLE	7400
LDA	2xxx		CMA	7200
STA	3xxx		CME	7100
			HLT	7001

Refer to Chapter-5 for a description of the instructions.

Design the register set, the memory, and the instruction set. Use this machine for the assignments in this section.

1. Implement fetch sequence
2. Write an assembly program to simulate the addition of two numbers when one is stored in memory and another is entered by the user.
3. Write an assembly program to simulate addition of two numbers when both numbers are taken as inputs from user.
4. Write an assembly program to simulate subtraction of two numbers when one number is stored in memory and another is entered by the user.

5. Write an assembly program to simulate subtraction of two numbers when both numbers are taken as inputs from user
6. Write an assembly program to simulate the following logical operations on two user-entered numbers.

i. AND

ii. OR

iii. NOT

7. Write an assembly language program to simulate the machine for following register reference instructions and determine the contents of AC, E, PC, AR and IR registers in decimal after the execution:

i. CLE

ii. CLA

iii. CMA

iv. CME

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