

KAZI NAZRUL UNIVERSITY				FACULTY OF SCIENCE		DEGREE PROGRAMME: PROGRAM IN COMPUTER SCIENCE		B.Sc.		WITH EFFECT FROM THE ACADEMIC SESSION: 2020-21						
Abbreviated Degree	Discipline	Abbreviated Degree Programme	Semester	Course Name	Course Type	Course Code	Course Details	L - T - P	Course Credit	Sem Credit	CA Marks		ESE Marks		Total Marks	Sem Marks
											Practical	Theoretical	Practical	Theoretical		
BSCP	COMPUTER SCIENCE	BSCP COS	I	Programming Methodologies	C	BSCP COSC101	CC-1(1)	4 - 0 - 4	6	22	30	10	20	40	100	150 + Marks of Disc.2 & Disc.3
				Discipline 2: CC-1(1) of Other Discipline		See Pool	CC-2(1)	See Pool	6		See Pool				Marks of Disc.2 & Disc.3	
				Discipline 3: CC-1(1) of Other Discipline		See Pool	CC-3(1)		6		See Pool					
				Environment Studies	AE	AEE101	AECC-1	4 - 0 - 0	4			10		40	50	
			II	Data Structure	C	BSCP COSC201	CC-1(2)	4 - 0 - 4	6	30	10	20	40	100	150 + Marks of Disc.2 & Disc.3	
				Discipline 2: CC-1(2) of Other Discipline		See Pool	CC-2(2)	See Pool	6	See Pool				Marks of Disc.2 & Disc.3		
				Discipline 3: CC-1(2) of Other Discipline		See Pool	CC-3(2)		6	See Pool						
				English/MIL Communication	AE	See Pool	AECC-2	4 - 0 - 0	4		10		40	50		
			III	Operating Systems	C	BSCP COSC301	CC-1(3)	4 - 0 - 4	6	30	10	20	40	100	150 + Marks of Disc.2 & Disc.3	
				Discipline 2: CC-1(3) of Other Discipline		See Pool	CC-2(3)	See Pool	6	See Pool				Marks of Disc.2 & Disc.3		
				Discipline 3: CC-1(3) of Other Discipline		See Pool	CC-3(3)		6	See Pool						
				MATLAB Programming	SE	BSCP COSSE301	SEC-1	0 - 0 - 8	4	30		20		50		
			IV	Database Management System	C	BSCP COSC401	CC-1(4)	4 - 0 - 4	6	30	10	20	40	100	150 + Marks of Disc.2 & Disc.3	
				Discipline 2: CC-1(4) of Other Discipline		See Pool	CC-2(4)	See Pool	6	See Pool				Marks of Disc.2 & Disc.3		
				Discipline 3: CC-1(4) of Other Discipline		See Pool	CC-3(4)		6	See Pool						
				Web Programming	SE	BSCP COSSE401	SEC-2	0 - 0 - 8	4	30		20		50		
			V	Software Engineering	(Any One)	DSE	BSCP COSDSE501	DSEC-1(1)	4 - 0 - 4	6	30	10	20	40	100	150 + Marks of DSEC
				Computer Networks			BSCP COSDSE502		4 - 0 - 4		30	10	20	40		
				Discipline 2: DSE-1(1) of Other Discipline	See Pool	DSEC-2(1)	See Pool	6	See Pool				Marks of DSEC chosen			
				Discipline 3: DSE-1(1) of Other Discipline		DSEC-3(1)		6	See Pool							
			Programming in Java	(Any One)	SE	BSCP COSSE501	SEC-3	0 - 0 - 8	4	30		20		50		
			Python Programming			BSCP COSSE502		0 - 0 - 8		30		20				
			VI	Artificial Intelligence	(Any One)	DSE	BSCP COSDSE601	DSEC-1(2)	4 - 0 - 4	6	30	10	20	40	100	150 + Marks of DSEC
				Computer Graphics			BSCP COSDSE602		4 - 0 - 4		30	10	20	40		
Discipline 2: DSE-1(2) of Other Discipline	See Pool	DSEC-2(2)		See Pool	6	See Pool				Marks of DSEC chosen						
Discipline 3: DSE-1(2) of Other Discipline		DSEC-3(2)			6	See Pool										
Mobile Application Development	(Any One)	SE	BSCP COSSE601	SEC-4	0 - 0 - 8	4	30		20		50					
Cloud Computing			BSCP COSSE602		0 - 0 - 8		30		20							
Total Credit and Marks										132	900 + Marks of Disc.2 & Disc.3 + Marks of DSEC					
Abbreviations: C= Core; CC=Core Course; AE= Ability Enhancement; AECC= Ability Enhancement Compulsary Course; GE= Generic Elective; GEC= Generic Elective Course; SE= Skill Enhancement; SEC= Skill Enhancement Course; DSE= Discipline Specific Elective; DSEC= Discipline Specific Elective Course; CA= Continuous Assessment, ESE= End Semester Examination, L= Lecture Hour; T= Tutorial Hour and P= Practical Hour/ Field Work and NA= Not Applicable																
Discipline-2: Students of a particular Program Course will choose Discipline-2 of any other Discipline except of his/her own. For example, if a student opts for Program Course in Computer Science then that student is required to opt Discipline-2 from Program Courses other than Computer Science. Once Discipline-2 is chosen in the 1st Semester the student is to continue with the same in the remaining semesters.																
Discipline-3: Students of a particular Program Course will choose Discipline-3 of any other Discipline except Discipline 1 and Discipline 2 already chosen. Once Discipline-3 is chosen in the 1st Semester the student is to continue with the same in the remaining semesters.																
Semesterwise Pool of Core Courses offered by this Discipline (when treated as Discipline 2 for other Program Courses across the faculties as far as practicable)																
Discipline-2		Semester	Course Name	Course Type	Course Code	Course Details	L - T - P	Course Credit	Sem Credit	CA Marks		ESE Marks		Total Marks	Sem Marks	
COMPUTER SCIENCE		I	Programming Methodologies	C	BSCP COSC101	CC-2(1)	4 - 0 - 4	6	NA	30	10	20	40	100	NA	
		II	Data Structure		BSCP COSC201	CC-2(2)	4 - 0 - 4	6		30	10	20	40	100		
		III	Operating Systems		BSCP COSC301	CC-2(3)	4 - 0 - 4	6		30	10	20	40	100		
		IV	Database Management System		BSCP COSC401	CC-2(4)	4 - 0 - 4	6		30	10	20	40	100		
Semesterwise Pool of Core Courses offered by this Discipline (when treated as Discipline 3 for other Program Courses across the faculties as far as practicable)																
Discipline-3		Semester	Course Name	Course Type	Course Code	Course Details	L - T - P	Course Credit	Sem Credit	CA Marks		ESE Marks		Total Marks	Sem Marks	
COMPUTER SCIENCE		I	Programming Methodologies	C	BSCP COSC101	CC-3(1)	4 - 0 - 4	6	NA	30	10	20	40	100	NA	
		II	Data Structure		BSCP COSC201	CC-3(2)	4 - 0 - 4	6		30	10	20	40	100		
		III	Operating Systems		BSCP COSC301	CC-3(3)	4 - 0 - 4	6		30	10	20	40	100		
		IV	Database Management System		BSCP COSC401	CC-3(4)	4 - 0 - 4	6		30	10	20	40	100		

Discipline Specific Elective Course (DSEC) -2: Students of a particular Program Course will choose DSEC-2 from DSEC-1 of Discipline 2.

Discipline Specific Elective Course (DSEC) -3: Students of a particular Program Course will choose DSEC-3 from DSEC-1 of Discipline 3.

Semesterwise Pool of Discipline Specific Elective Courses (DSEC) offered by this Discipline (when treated as Discipline 2 for other Program Courses across the faculties as far as practicable)

Discipline-2	Semester	Course Name		Course Type	Course Code	Course Details	L - T - P	Course Credit	Sem Credit	CA Marks		ESE Marks		Total Marks	Sem Marks
										Practical	Theoretical	Practical	Theoretical		
COMPUTER SCIENCE	V	Software Engineering	(Any One)	DSE	BSCPCOSDSE501	DSEC-2(1)	4 - 0 - 4	6	NA	30	10	20	40	100	NA
		Computer Networks			BSCPCOSDSE502		4 - 0 - 4			30	10	20	40		
	VI	Artificial Intelligence	(Any One)		BSCPCOSDSE601	DSEC-2(2)	4 - 0 - 4	6		30	10	20	40	100	
		Computer Graphics			BSCPCOSDSE602		4 - 0 - 4			30	10	20	40		

Semesterwise Pool of Discipline Specific Elective Courses (DSEC) offered by this Discipline (when treated as Discipline 3 for other Program Courses across the faculties as far as practicable)

Discipline-3	Semester	Course Name		Course Type	Course Code	Course Details	L - T - P	Course Credit	Sem Credit	CA Marks		ESE Marks		Total Marks	Sem Marks
										Practical	Theoretical	Practical	Theoretical		
COMPUTER SCIENCE	V	Software Engineering	(Any One)	DSE	BSCPCOSDSE501	DSEC-3(1)	4 - 0 - 4	6	NA	30	10	20	40	100	NA
		Computer Networks			BSCPCOSDSE502		4 - 0 - 4			30	10	20	40		
	VI	Artificial Intelligence	(Any One)		BSCPCOSDSE601	DSEC-3(2)	4 - 0 - 4	6		30	10	20	40	100	
		Computer Graphics			BSCPCOSDSE602		4 - 0 - 4			30	10	20	40		

Pool of Communication Courses offered as Ability Enhancement Compulsory Courses

Discipline	Semester	Course Name		Course Type	Course Code	Course Details	L - T - P	Course Credit	Sem Credit	CA Marks		ESE Marks		Total Marks	Sem Marks
										Practical	Theoretical	Practical	Theoretical		
English/MIL Communication	II	English Communication	(Any One)	AE	AECCE201	AECC-2	4 - 0 - 0	4	NA		10		40	50	NA
		Bengali Communication			AECCE201		4 - 0 - 0				10		40		
		Hindi Communication			AECCH201		4 - 0 - 0				10		40		
		Urdu Communication			AECCU201		4 - 0 - 0				10		40		