

Andhra Pradesh State Council of Higher Education
**B.Sc Computer Science /Information Technology Under CBCS with effect from
 Academic Year 2015-2016
 Revised in April, 2016**

Semester	Part	Subject	Hrs.	Credits	IA	ES	Total
FIRST YEAR							
SEMESTER I	PART II	Photoshop	4	3	25	75	100
		Photo Shop Lab	2	2	0	50	50
SEMESTER II	PART II	Programming in C	4	3	25	75	100
		Programming in C Lab	2	2	0	50	50
SECOND YEAR							
SEMESTER III	PART II	Object Oriented Programming Using Java	4	3	25	75	100
		Object Oriented Programming Using Java Lab	2	2	0	50	50
SEMESTER IV	PART II	Data Structures	4	3	25	75	100
		Data Structures using Java Lab	2	2	0	50	50
THIRD YEAR							
SEMESTER V	PART II	DBMS	3	3	25	75	100
		DBMS Lab	2	2	0	50	50
		Software Engineering	3	3	25	75	100
		Software Engineering Lab	2	2	0	50	50
SEMESTER VI	PART II	Elective-I	3	3	25	75	100
		Lab for Elective –I	2	2	0	50	50
		Elective-II(cluster 1)	3	3	25	75	100
		Project Work	2	2	20	30	50
		Elective-II(cluster 2)	3	3	25	75	100
		Project Work	2	2	20	30	50
Note: Students can select either cluster-1 or Cluster-2 in VI semester							

I YEAR I SEMESTER

PHOTOSHOP

Course Objective

Explore the Photoshop interface and use several tools for selecting parts of images. Learn to use layers and to apply layer effects and filters to create special effects. Additionally, use painting tools and blending modes to create shading effects. Finally, you will save images in print and web formats.

Course Outcome

To explore Photoshop's beauty from the practical to the painterly artistic and to understand how Photoshop will help you create your own successful images.

UNIT – I

Multimedia system Requirements - Introduction to multimedia - Multimedia application - virtual reality - types of colours - Colour Formats used for different types of Medias - types of graphics - Difference between Raster Graphic & Vector Graphic and its uses- Graphic Design - types of objects - audio formats - video formats - image formats - text document formats - Typographic alignments - types of video editing - Types of printers - printing outputs

UNIT – II

Introduction : Getting started with Photoshop – document dimension – orientation – color mode – Resolution - types of resolutions - title bar- menu bar - options bar – Status bar- text alignments – text wrapping options – working character and paragraph properties – text colors- Photoshop Ruler- grid and guide layers - drawing tool bar – layers

UNIT – III

Drawing tool bar : types of selections – selection fill and stroke –move tool- working with crop tool- working with slice tool – working with paint tools- brush styles – working with healing tool- working with clone stamp tool – working eraser tool- eraser styles – working with solid colors – working with gradient tools – blur and sharp tool - working with pen tool - working with custom shapes – working with zoom and hand tools- eye dropper

UNIT – III

Layers: new layer – delete layer- fill layer – gradient layer – patterns – working with quick mask- purpose of image colour adjustment tools – working with levels- working with curves- colour balance – working with brightness and contrast working photo filters- hue and saturation- pasteurized and threshold colours – blending options importance - working with blending options- layer opacity – layer mode

UNIT – IV

Menus: purpose of menus – new file- open file- print file – copying data – cut data- paste data- saving custom shape- working with transform options- define brushes- working with modes and adjustments – changing image size and canvas size- working with layers – merge – merge visible- link layers- importance of filters- working with filters

UNIT – V

Editing your photo shoot – presentation – commercial adds – brochure- pamphlet- visiting card- wedding card

Reference Books

1. Principles of Multimedia by Ranjan Parekh (Author)
2. Fundamentals of Multimedia 2005 by Li and Ze – Nian
3. Photoshop: Beginner's Guide for Photoshop - Digital Photography, Photo Editing, Color Grading & Graphic...19 February 2016 by David Maxwell
4. Adobe Photoshop CC Bible Paperback – 7 Jan 2014
5. Adobe Photoshop CC Classroom in a Book Kindle Edition by Adobe Creative Team (Author)
6. Photoshop: The Complete Beginners Guide To Mastering Photoshop And Creating Amazing And Visually Stunning Photos (Adobe Photoshop, Photoshop, Digital Photography) Kindle Edition

****Student Activities like Seminars, Assignments, Fieldwork, Study Projects, Models etc. are Part of Curriculum for all units in all papers.**

Suggested additional Student Activity:

- 1. Design a poster for technical paper presentation.**
- 2. Create a digital scrap book**

Photo Shop Lab

- 1. Create your Visiting card**
- 2. Create Cover page for any text book**
- 3. Create a Paper add for advertising of any commercial agency**
- 4. Design a Passport photo**
- 5. Create a Pamphlet for any program to be conducted by an organisation**
- 6. Create Broacher for you college**
- 7. Create Titles for any forthcoming film**
- 8. Custom shapes creation**
- 9. Create a Web template for your college**
- 10. Convert color photo to black and white photo**
- 11. Enhance and reduce the given Image size**
- 12. Background changes**
- 13. Design Box package cover**
- 14. Design Texture and patterns**
- 15. Filter effects & Eraser effects**

I YEAR II SEMESTER

PROGRAMMING IN C

Course Objectives

1. Learn how to solve common types of computing problems.
2. Learn data types and control structures of C
3. Learn to map problems to programming features of C.
4. Learn to write good portable C programs.

Course Outcomes

Upon successful completion of the course, a student will be able to:

1. Appreciate and understand the working of a digital computer
2. Analyze a given problem and develop an algorithm to solve the problem
3. Improve upon a solution to a problem
4. Use the 'C' language constructs in the right way
5. Design, develop and test programs written in 'C'

UNIT I

Introduction to Algorithms and Programming Languages: Algorithm – Key features of Algorithms – Some more Algorithms – Flow Charts – Pseudo code – Programming Languages – Generation of Programming Languages – Structured Programming Language- Design and Implementation of Correct, Efficient and Maintainable Programs.

Introduction to C: Introduction – Structure of C Program – Writing the first C Program – File used in C Program – Compiling and Executing C Programs – Using Comments – Keywords – Identifiers – Basic Data Types in C – Variables – Constants – I/O Statements in C- Operators in C- Programming Examples – Type Conversion and Type Casting

UNIT II

Decision Control and Looping Statements: Introduction to Decision Control Statements – Conditional Branching Statements – Iterative Statements – Nested Loops – Break and Continue Statement – Goto Statement

Functions: Introduction – using functions – Function declaration/ prototype – Function definition – function call – return statement – Passing parameters – Scope of variables – Storage Classes – Recursive functions – Type of recursion – Towers of Hanoi – Recursion vs Iteration

UNIT III

Arrays: Introduction – Declaration of Arrays – Accessing elements of the Array – Storing Values in Array – Calculating the length of the Array – Operations on Array – one dimensional array for inter-function communication – Two dimensional Arrays –Operations on Two Dimensional Arrays - Two Dimensional Arrays for inter-function communication – Multidimensional Arrays – Sparse Matrices

Strings: Introduction –Suppressive Input – String Taxonomy – String Operations – Miscellaneous String and Character functions

UNIT IV

Pointers: Understanding Computer Memory – Introduction to Pointers – declaring Pointer Variables – Pointer Expressions and Pointer Arithmetic – Null Pointers – Generic Pointers - Passing Arguments to Functions using Pointer – Pointer and Arrays – Passing Array to Function – Difference between Array Name and Pointer – Pointers and Strings – Array of pointers – Pointer and 2D Arrays – Pointer and 3D Arrays – Function Pointers – Array Of Function Pointer – Pointers to Pointers – Memory Allocation in C Programs – Memory Usage – Dynamic Memory Allocation – Drawbacks of Pointers

Structure, Union, and Enumerated Data Types: Introduction – Nested Structures – Arrays of Structures – Structures and Functions – Self referential Structures – Union – Arrays of Unions Variables – Unions inside Structures – Enumerated Data Types

UNIT V

Files: Introduction to Files – Using Files in C – Reading Data from Files – Writing Data from Files – Detecting the End-of-file – Error Handling during File Operations – Accepting Command Line Arguments – Functions for Selecting a Record Randomly - Remove() – Renaming a File – Creating a Temporary File

REFERENCE BOOKS

1. Introduction to C programming by REEMA THAREJA from OXFORD UNIVERSITY PRESS
2. E Balagurusamy: —COMPUTING FUNDAMENTALS & C PROGRAMMING – Tata McGraw-Hill, Second Reprint 2008, ISBN 978-0-07-066909-3.
3. Ashok N Kamthane: Programming with ANSI and Turbo C, Pearson Edition Publ, 2002.
4. Henry Mullish & Huubert L.Cooper: The Spirit of C An Introduction to modern Programming, Jaico Pub. House,1996.

Student Activity:

1. Write a program for preparing the attendance particulars of students of your college at the end of semester according to following guidelines
 - a. Above 75 % promoted
 - b. Above 65% condoned
 - c. Below 65% detained
2. Write a program for creating timetable or your class taking work load of faculty into consideration.

PROGRAMMING IN C LAB

1. Find out the given number is perfect number or not using c program.
2. Write a C program to check whether the given number is Armstrong or not.
3. Write a C program to find the sum of individual digits of a positive integer.
4. A Fibonacci sequence is defined as follows: the first and second terms in the sequence are 0 and 1. Subsequent terms are found by adding the preceding two terms in the sequence. Write a C program to print the Fibonacci series
5. Write a C program to generate the first n terms of the Fibonacci sequence.
6. Write a C program to generate all the prime numbers between 1 and n, where n is a value supplied by the user.
7. Write a C program to find both the largest and smallest number in a list of integers.
8. Write a C program that uses functions to perform the following:
 - a. Addition of Two Matrices
 - b. Multiplication of Two Matrices
9. Write a program to perform various string operations
10. Write C program that implements searching of given item in a given list
11. Write a C program to sort a given list of integers in ascending order

II YEAR III SEMESTER

OBJECT ORIENTED PROGRAMMING USING JAVA

Course Objectives

As the business environment becomes more sophisticated, the software development (software engineering is about managing complexity) is becoming increasingly complex. As of the best programming paradigm which helps to eliminate complexity of large projects, Object Oriented Programming (OOP) has become the predominant technique for writing software in the past decade. Many other important software development techniques are based upon the fundamental ideas captured by object-oriented programming.

Course Outcomes

At the end of this course student will:

1. Understand the concept and underlying principles of Object-Oriented Programming
2. Understand how object-oriented concepts are incorporated into the Java programming language
3. Develop problem-solving and programming skills using OOP concept
4. Understand the benefits of a well structured program
5. Develop the ability to solve real-world problems through software development in high-level programming language like Java
6. Develop efficient Java applets and applications using OOP concept
7. Become familiar with the fundamentals and acquire programming skills in the Java language.

UNIT-1

FUNDAMENTALS OF OBJECT – ORIENTED PROGRAMMING :Introduction, Object Oriented paradigm, Basic Concepts of OOP, Benefits of OOP, Applications of OOP, Java features: **OVERVIEW OF JAVA LANGUAGE**: Introduction, Simple Java program structure, Java tokens, Java Statements, Implementing a Java Program, Java Virtual Machine, Command line arguments. **CONSTANTS, VARIABLES & DATA TYPES**: Introduction, Constants, Variables, Data Types, Declaration of Variables, Giving Value to Variables, Scope of variables, Symbolic Constants, Type casting, Getting Value of Variables, Standard Default values; **OPERATORS & EXPRESSIONS**.

UNIT-II

DECISION MAKING & BRANCHING: Introduction, Decision making with if statement, Simple if statement, if. Else statement, Nesting of if. else statements, the else if ladder, the switch statement, the conditional operator. **LOOPING**: Introduction, The While statement, the do-while statement, the for statement, Jumps in loops.

CLASSES, OBJECTS & METHODS: Introduction, Defining a class, Adding variables, Adding methods, Creating objects, Accessing class members, Constructors, Method overloading, Static members, Nesting of methods;

UNIT-III

INHERITANCE: Extending a class, Overloading methods, Final variables and methods, Final classes, Abstract methods and classes;

ARRAYS, STRINGS AND VECTORS: Arrays, One-dimensional arrays, Creating an array, Two – dimensional arrays, Strings, Vectors, Wrapper classes;

INTERFACES: MULTIPLE INHERITANCE: Introduction, Defining interfaces, Extending interfaces, Implementing interfaces, Assessing interface variables;

UNIT-IV

MULTITHREADED PROGRAMMING: Introduction, Creating Threads, Extending the Threads, Stopping and Blocking a Thread, Lifecycle of a Thread, Using Thread Methods, Thread Exceptions, Thread Priority, Synchronization, Implementing the ‘Runnable’ Interface.

MANAGING ERRORS AND EXCEPTIONS: Types of errors : Compile-time errors, Runtime errors, Exceptions, Exception handling, Multiple Catch Statements, Using finally statement,

UNIT-V

APPLET PROGRAMMING: local and remote applets, Applets and Applications, Building Applet code, Applet Life cycle: Initialization state, Running state, Idle or stopped state, Dead state, Display state.

PACKAGES: Introduction, Java API Packages, Using System Packages, Naming conventions, Creating Packages, Accessing a Package, using a Package.

MANAGING INPUT/OUTPUT FILES IN JAVA: Introduction, Concept of Streams, Stream classes, Byte Stream Classes, Input Stream Classes, Output Stream Classes, Character Stream classes: Reader stream classes, Writer Stream classes, Using Streams, Reading and writing files.

Reference Books:

1. E.Balaguruswamy, Programming with JAVA, A primer, 3e, TATA McGraw-Hill Company.

2. John R. Hubbard, Programming with Java, Second Edition, Schaum's outline Series, TATA McGraw-Hill Company.
3. Deitel & Deitel. Java TM: How to Program, PHI (2007)
4. Java Programming: From Problem Analysis to Program Design- D.S Mallik
5. Object Oriented Programming Through Java by P. Radha Krishna, Universities Press (2008)

Student Activity:

- 1. Create a front end using JAVA for the student database created**
- 2. Learn the difference between ODBC and JDBC**

OBJECT ORIENTED PROGRAMMING USING JAVA LAB

1. Write a program to perform various String Operations
2. Write a program on class and object in java
3. Write a program to illustrate Function Overloading & Function Overriding methods in Java
4. Write a program to illustrate the implementation of abstract class
5. Write a program to implement Exception handling
6. Write a program to create packages in Java
7. Write a program on interface in java
8. Write a program to Create Multiple Threads in Java
9. Write a program to Write Applets to draw the various polygons
10. Write a program which illustrates the implementation of multiple Inheritance using interfaces in Java
11. Write a program to assign priorities to threads in java

II YEAR IV SEMESTER

DATA STRUCTURES

Course Objectives

To introduce the fundamental concept of data structures and to emphasize the importance of data structures in developing and implementing efficient algorithms..

Course Outcomes

After completing this course satisfactorily, a student will be able to:

1. Describe how arrays, records, linked structures, stacks, queues, trees, and graphs are represented in memory and used by algorithms
2. Describe common applications for arrays, records, linked structures, stacks, queues, trees, and graphs.
3. Write programs that use arrays, records, linked structures, stacks, queues, trees, and graphs
4. Demonstrate different methods for traversing trees
5. Compare alternative implementations of data structures with respect to performance
6. Compare and contrast the benefits of dynamic and static data structures implementations
7. Describe the concept of recursion, give examples of its use, describe how it can be implemented using a stack .
8. Discuss the computational efficiency of the principal algorithms for sorting, searching, and hashing.

UNIT I

Concept of Abstract Data Types (ADTs)- Data Types, Data Structures, Storage Structures, and File Structures, Primitive and Non-primitive Data Structures, Linear and Non-linear Data Structures.

Linear Lists – ADT, Array and Linked representations, Pointers.

Arrays – ADT, Mappings, Representations, Sparse Matrices, Sets – ADT, Operations

Linked Lists: Single Linked List, Double Linked List, Circular Linked List , applications

UNIT II

Stacks: Definition, ADT, Array and Linked representations, Implementations and Applications

Queues: Definition, ADT, Array and Linked representations, Circular Queues, Dequeues, Priority Queues, Implementations and Applications.

UNIT III

Trees: Binary Tree, Definition, Properties, ADT, Array and Linked representations, Implementations and Applications. Binary Search Trees (BST) – Definition, ADT, Operations and Implementations, BST Applications. Threaded Binary Trees, Heap trees.

UNIT IV

Graphs – Graph and its Representation, Graph Traversals, Connected Components, Basic Searching Techniques, Minimal Spanning Trees

UNIT- V

Sorting and Searching: Selection, Insertion, Bubble, Merge, Quick, Heap sort, Sequential and Binary Searching.

REFERENCE BOOKS

1. D S Malik, Data Structures Using C++, Thomson, India Edition 2006.
2. Sahni S, Data Structures, Algorithms and Applications in C++, McGraw-Hill, 2002.
3. SamantaD, Classic Data Structures, Prentice-Hall of India, 2001.
4. Heilman G I,. Data Structures and Algorithms with Object-Oriented Programming, Tata McGraw-Hill. 2002. (Chapters I and 14).
5. Tremblay P, and Sorenson P G, Introduction to Data Structures with Applications, Tata McGraw-Hill,

Student activity:

1. Create a visible stack using C-graphics
2. Create a visible Queue using C-graphics

DATA STRUCTURES USING JAVA LAB

1. Write a Program to implement the Linked List operations
2. Write a Program to implement the Stack operations using an array.
3. Write Programs to implement the Queue operations using an array.
4. Write Programs to implement the Stack operations using a singly linked list.
5. Write Programs to implement the Queue operations using a singly linked list.
6. Write a program for arithmetic expression evaluation
7. Write a program to implement Double Ended Queue using a doubly linked list.
8. Write a program to search an item in a given list using Linear Search and Binary Search
9. Write a program for Quick Sort
10. Write a program for Merge Sort
11. Write a program on Binary Search Tree operations(insertion, deletion and traversals)
12. Write a program for Graph traversals

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A.P. State Council of Higher Education
Revised Common Framework of CBCS for Colleges in Andhra Pradesh
 w.e.f. 2015-16, Revised in April, 2016

Table-7: B.Sc., SEMESTER – I

Sno	Course	Total Marks	Mid Sem Exam*	Sem End Exam	Teaching Hours	Credits
1	First Language (Tel/Hin/Urdu/Sans...)	100	25	75	4	3
2	Second Language English	100	25	75	4	3
3	Foundation Course - 1 Human Values & Professional Ethics	50	0	50	2	2
4	Foundation course -2 Environmental Studies	50	0	50	2	2
5	DSC-1 Paper-1 (Core)	100	25	75	4	3
6	DSC 1 Lab Practical	50	0	50	2	2
7	DSC 2 Paper-1 (Core)	100	25	75	4	3
8	DSC 2 Lab Practical	50	0	50	2	2
9	DSC 3 Paper-1 (Core)	100	25	75	4	3
10	DSC 3 A Lab Practical	50	0	50	2	2
	Total	750	-	-	30	25

#DSC: Domain (Subject) Specific Course (Paper)

Foundation Course: value or skill based

Note: For Science Domain Subjects which had no lab practical component earlier (eg. Mathematics) the following format is applicable. They, however, will have co-curricular activities (eg. Problem solving sessions etc.). The total marks will change accordingly for such combinations. For example for Maths, Physics and Chemistry the total marks will be 700.

	DSC (without Lab Practical)	100	25	75	6	5
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*Mid sem exam at the college (The marks split between Formal Test and Co-curricular activities may be decided by the University concerned). End Sem Exam by the Univ.

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*Practical component will not be applicable to those science subjects which had no such component earlier (ex. Mathematics)

**Syllabus size shall be in accordance with the number of teaching hours

Table-8: B.Sc., SEMESTER – II

Sno	Course	Total Marks	Mid Sem Exam	Sem End Exam	Teaching Hours	Credits
1	First Language (Tel/Hin/Urdu/Sans...)	100	25	75	4	3
2	Second Language English	100	25	75	4	3
3	<i>Foundation course – 3</i> ICT – I	50	0	50	2	2
4	<i>Foundation course – 4</i> CSS – I	50	0	50	2	2
5	DSC 1 Paper-2 (Core)	100	25	75	4	3
6	DSC 1 Lab Practical	50	0	50	2	2
7	DSC 2 Paper-2 (Core)	100	25	75	4	3
8	DSC 2 Lab Practical	50	0	50	2	2
9	DSC 3 Paper-2 (Core)	100	25	75	4	3
10	DSC 3 Lab Practical	50	0	50	2	2
	Total	750	-	-	30	25

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B.Sc. Table-9: B.Sc., SEMESTER – III

SEMESTER – III

Sno	Course	Total Marks	Mid Sem Exam	Sem End Exam	Teaching Hours	Credits
1	First Language (Tel/Hin/Urdu/Sans...)	100	25	75	4	3
2	Second Language English	100	25	75	4	3
3	<i>Foundation Course - 5</i> ICT – II	50	0	50	2	2
4	<i>Foundation course – 6</i> CSS – II	50	0	50	2	2
5	DSC 1 Paper-3 (Core)	100	25	75	4	3
6	DSC 1 Practical	50	0	50	2	2
7	DSC 2 Paper-3 (Core)	100	25	75	4	3
8	DSC 2 Practical	50	0	50	2	2
9	DSC 3 Paper-3 (Core)	100	25	75	4	3
10	DSC 3 Practical	50	0	50	2	2
	Total	750	-	-	30	25

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Table-10: B.Sc., SEMESTER – IV

SEMESTER – IV

Sno	Course	Total Marks	Mid Sem Exam*	Sem End Exam	Teaching Hours**	Credits
1	<i>Foundation Course – 7</i> CSS – 2	50	0	50	2	2
2	<i>Foundation Course – 8</i> Analytical Skills	50	0	50	2	2
3	<i>Foundation Course - 9</i> Entrepreneurship	50	0	50	2	2
4	<i>Foundation course – 10</i> Leadership Education	50	0	50	2	2
5	DSC 1 Paper-4 (Core)	100	25	75	4	3
6	DSC 1 Lab Practical	50	0	50	2	2
7	DSC 2 Paper-4 (Core)	100	25	75	4	3
8	DSC 2 Lab Practical	50	0	50	2	2
9	DSC 3 Paper-4 (Core)	100	25	75	4	3
10	DSC 3 Lab Practical	50	0	50	2	2
	Total	750	-	-	30	23

*Analytical Skills: To be taught by Maths/Stat Teachers (may be partly by English Teachers)

Entrepreneurship: To be taught by Commerce Teachers

Leadership Education: To be taught by Telugu Teachers

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Table-11: B.Sc., SEMESTER – V

Sno	Course	Total Marks	Mid Sem Exam	Sem End Exam	Teaching Hours	Credits
1	DSC 1 Paper-5 (Core)	100	25	75	3	3
2	DSC 1 Lab Practical	50	0	50	2	2
3	DSC 2 Paper-5 (Core)	100	25	75	3	3
4	DSC 2 Lab Practical	50	0	50	2	2
5	DSC 3 Paper-5 (Core)	100	25	75	3	3
6	DSC 3 Lab Practical	50	0	50	2	2
7	DSC 1 Paper-6 (Core)	100	25	75	3	3
8	DSC 1 Lab Practical	50	0	50	2	2
9	DSC 2 Paper -6 (Core)	100	25	75	3	3
10	DSC 2 Lab Practical	50	0	50	2	2
11	DSC 3 Paper-6 (Core)	100	25	75	3	3
12	DSC 3 Lab Practical	50	0	50	2	2
	Total	900	-	-	30	30

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Table-12: B.Sc., SEMESTER – VI

Sno	Course	Total Marks	Mid Sem Exam	Sem End Exam	Teaching Hours	Credits
1	Elective 1: DSC 1, Paper -7 (applied/adv)	100	25	75	3	3
2	Elective-1 Lab Practical	50	0	50	2	2
3	Elective-1: DSC 2, Paper -7 (applied/adv)	100	25	75	3	3
4	Elective-2 Lab Practical	50	0	50	2	2
5	Elective-1: DSC 3, Paper -7 (applied/adv)	100	25	75	3	3
6	Elective-3 Lab Practical	50	0	50	2	2
7	Elective -2: DSC 1, Paper -8 App/Inter-domain/Gen EI	100	25	75	3	3
8	Elective-2 Lab Practical	50	0	50	2	2
9	Elective -2: DSC 2, Paper -8 App/Inter-domain/Gen EI	100	25	75	3	3
10	Elective-2 Lab Practical	50	0	50	2	2
11	Elective -2: DSC 3, Paper -8 App/Inter-domain/Gen EI	100	25	75	3	3
12	Elective-2 Lab Practical	50	0	50	2	2
	Total	900	-	-	30	30

*7th paper of each of the domain specific subjects (1st paper of semester VI) will be a domain related Elective. More than one Elective may be offered giving choice to students. The Electives may be of Domain specific applied or advanced (specialization) in nature. The number of Electives may be decided (along with the syllabus) by the University concerned keeping the feasibility of conduct of University examinations in view.

** Applied Elective: It is desirable that around 25% of syllabus is taught by field experts. The college has to make such an arrangement.

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*8th paper of each of the domain specific subjects (2nd paper of semester VI) will also be an Elective. The Electives may be of Inter-domain Clusters** - each Cluster having three papers with or without project work. or General in nature. The number of Clusters may be decided (along with the syllabus) by the University concerned keeping the feasibility of conduct of University examinations in view. It is desirable that around 25% of syllabus is taught by field experts.

***Cluster: In the last semester, for paper-8, each domain subject has one elective totaling three papers for each student. Electives may be given as Clusters of three papers each for each subject. A student can opt for all the three papers of the same subject (cluster or stream) including or excluding project work for a wider learning experience. The student will not study the other two domain subjects for paper-8.*

Total Credits for a B.Sc. Course: 158