

**DR. A.P.J. ABDUL KALAM TECHNICAL UNIVERSITY,
LUCKNOW, UTTAR PRADESH**



**EVALUATION SCHEME & SYLLABUS
FOR
B. TECH. 4TH YEAR**

Computer Science (Hindi)

Based On

NEP2020

(Effective from the Session: 2025-26)

**DR. A.P.J. ABDUL KALAM TECHNICAL UNIVERSITY,
LUCKNOW, UTTAR PRADESH**

General Guidelines for Computer Science (Hindi)

- 1. The Internal and External examination papers may be bilingual (Hindi & English)*
- 2. Students may write the assessment (internal and external) either in Hindi, English or both.*
- 3. The subject teacher may use Hindi and English both as instruction medium.*
- 4. Students may be motivated to develop applications for Hindi language as Mini or major project.*

B. TECH (COMPUTER SCIENCE (HINDI)) CURRICULUM STRUCTURE

SEMESTER- VII														
S. No.	Code	Subject	Learning Mode	LTP			Evaluation Scheme						Total	Credit
				L	T	P	CT	TA	Total	PS	TE	PE		
1	BCS701H	Artificial Intelligence	Offline	3	-	-	20	10	30	-	70	-	100	3
2	Departmental Elective-IV	Departmental Elective-IV	Offline	3	-	-	20	10	30	-	70	-	100	3
3	BOEM**	Open Elective-II	MOOCs/ Offline	3	0	0	20	10	30	-	70	-	100	3
4	BCS751H	Artificial Intelligence LAB	Offline	0	0	2	-	-	-	50	-	50	100	1
5	BCS752H	Mini Project or Internship Assessment*		0	0	4	-	-	-	100	-	-	100	2
6	BCS753H	Project-I		0	0	10	-	-	-	150	-	-	150	5
7	BCS754H	Startup and Entrepreneurial Activity Assessment#		0	0	4	-	-	-	100	-	-	100	2
Total				9	0	20							750	19
*The Mini Project or internship (5-6 weeks) conducted during summer break after VI semester and will be assessed during VII semester. # The Startup and Entrepreneurial Activity Assessment will be done in 7th semester under which a student will have to undergo a startup/entrepreneurship activity of at least 60 hours till 6th semester														

SEMESTER- VIII														
S. No	Code	Subject	Learning Mode	Periods			Evaluation Scheme						Total	Credit
				L	T	P	CT	TA	Total	PS	TE	PE		
1	BOEM**	Open Elective-III	MOOCs	3	0	0	20	10	30		70		100	3
2	BOEM**	Open Elective-IV	MOOCs	3	0	0	20	10	30		70		100	3
3	BCS851H	Project-II		0	0	18				100		350	450	10
Total				6	0	18	24						650	16

The Internal Assessment of MOOCs will be done by the respective institute and the External Assessment (End Semester Examination) will be done by the University.

Departmental Elective- IV

1. BCS070H Internet of Things
2. BCS071H Cloud Computing
3. BCS072H Cryptography and Network Security
4. BCS073H Design & Development of Applications

B.TECH. (CS (Hindi))
SEVENTH SEMESTER (DETAILED SYLLABUS)

Artificial Intelligence (BCS701)		
Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course, the student will be able to:		
CO1	Explain the fundamentals of Artificial Intelligence, intelligent agents, and various approaches to problem-solving in AI.	K2
CO2	Apply the uninformed and informed search strategies, heuristics, and optimization techniques to solve classical AI problems and games.	K3
CO3	Implement logical reasoning techniques using propositional and first-order logic, including inference strategies and knowledge representation methods.	K3
CO4	Apply the uncertainty in knowledge representation using probabilistic reasoning, fuzzy logic, and basic neural network concepts.	K3
CO5	Describe the AI applications in areas such as natural language processing (NLP), robotics, multi-agent systems, and Explainable AI (XAI) through real-world problem examples.	K2
DETAILED SYLLABUS		3-0-0
Unit	Topic	Proposed Lecture
I	Introduction to Artificial Intelligence & Intelligent Agents: Definition and scope of AI, History and applications of AI, Characteristics of Intelligent Agents, Types of agents and environments, Agent architecture, Problem Solving Approach to Typical AI problems, Problem-solving agents. Example problems and approaches.	08
II	Problem Solving & Search Strategies: Uninformed Search Strategies: BFS, DFS, Iterative Deepening, Informed Search Strategies: Greedy Best-First Search, A* Search, Heuristics and Optimization, Hill Climbing, Simulated Annealing, Constraint Satisfaction Problems, Game Playing: Min-max, Alpha-Beta Pruning, Stochastic & Partially Observable Games.	08
III	Knowledge Representation & Reasoning: Propositional and First Order Logic, Syntax, Semantics, and Inference, Knowledge-based agents: Wumpus world, Logic Programming using Prolog, Forward and Backward Chaining, Resolution, Ontological Engineering and Reasoning.	08
IV	Uncertainty & Learning Techniques: Introduction to uncertainty and probabilistic reasoning, Bayes' Rule, Bayesian Networks, Fuzzy logic and handling imprecision, Neural Networks (basics only): Perceptron, Backpropagation (intro level), Fundamentals of Machine Learning in AI context, Introduction to supervised and unsupervised learning.	08
V	Applications of AI & Multi-Agent Systems: Natural Language Processing, Machine Translation, Information Retrieval and Extraction, Robotics: Perception, Planning, and Motion, Speech Recognition, Software Agents: Architecture, Communication, Trust, Multi-agent Negotiation and Reputation. Explainable AI (XAI) – Importance of interpretability, techniques for explaining black-box models, trust in AI, case studies in NLP and vision.	08
Recommended Textbooks:		
1. Stuart Russell & Peter Norvig, <i>Artificial Intelligence: A Modern Approach</i>, 4th Edition, Pearson, 2022 2. Ivan Bratko, <i>Prolog: Programming for Artificial Intelligence</i>, 4th Edition, Addison-Wesley 3. Nils J. Nilsson, <i>The Quest for Artificial Intelligence</i>, Cambridge University Press 4. David Poole & Alan Mackworth, <i>Artificial Intelligence: Foundations of Computational Agents</i>, Cambridge Press		

Internet of Things (BCS070H)		
Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course, the student will be able to:		
CO 1	Describe the basic concepts, principles and challenges in IoT.	K2
CO 2	Explain the functioning of hardware devices and sensors used for IoT.	K2
CO 3	Explain the network communication aspects and protocols used in IoT.	K2
CO 4	Apply IoT for developing real life applications using Arduino programming.	K3
CP 5	Apply the knowledge of IoT infrastructure for popular applications	K3
DETAILED SYLLABUS		3-1-0
Unit	Topic	Proposed Lecture
I	Internet of Things (IoT): Vision, Definition, Conceptual Framework, Architectural view, technology behind IoT, Sources of the IoT, M2M Communication, IoT Examples. Design Principles for Connected Devices: IoT/M2M systems layers and design standardization, communication technologies, data enrichment and consolidation, ease of designing and affordability	08
II	Hardware for IoT: Sensors, Digital sensors, actuators, radio frequency identification (RFID) technology, wireless sensor networks, participatory sensing technology. Embedded Platforms for IoT: Embedded computing basics, Overview of IOT supported Hardware platforms such as Arduino, NetArduino, Raspberry pi, Beagle Bone, Intel Galileo boards and ARM cortex.	08
III	Network & Communication aspects in IoT: Wireless Medium access issues, MAC protocol survey, Survey routing protocols, Sensor deployment & Node discovery, Data aggregation & dissemination	08
IV	Programming the Arduino: Arduino Platform Boards Anatomy, Arduino IDE, coding, using emulator, using libraries, additions in arduino, programming the arduino for IoT.	08
V	Challenges in IoT Design challenges: Development Challenges, Security Challenges, Other challenges IoT Applications: Smart Metering, E-health, City Automation, Automotive Applications, home automation, smart cards, communicating data with H/W units, mobiles, tablets, Designing of smart street lights in smart city.	08
Text books:		
1. Olivier Hersent, David Boswarthick, Omar Elloumi "The Internet of Things key applications and protocols", wiley 2. Jeeva Jose, Internet of Things, Khanna Publishing House 3. Michael Miller "The Internet of Things" by Pearson 4. Raj Kamal "INTERNET OF THINGS", McGraw-Hill, 1ST Edition, 2016 5. Arshdeep Bahga, Vijay Madisetti "Internet of Things (A hands on approach)" 1ST edition, VPI publications, 2014 6. Adrian McEwen, Hakin Cassimally "Designing the Internet of Things" Wiley India		

Cloud Computing (BCS071H)		
Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course, the student will be able to:		
CO 1	Describe architecture and underlying principles of cloud computing.	K2
CO 2	Explain need, types and tools of Virtualization for cloud.	K2
CO 3	Describe Services Oriented Architecture and various types of cloud services.	K2
CO 4	Explain Inter cloud resources management cloud storage services and their providers Assess security services and standards for cloud computing.	K2
CO 5	Apply the advanced cloud technologies.	K3
DETAILED SYLLABUS		3-1-0
Unit	Topic	Proposed Lecture
I	Introduction To Cloud Computing: Definition of Cloud – Evolution of Cloud Computing – Underlying Principles of Parallel and Distributed Computing – Cloud Characteristics – Elasticity in Cloud – On- demand Provisioning.	08
II	Cloud Enabling Technologies Service Oriented Architecture: REST and Systems of Systems – Web Services – Publish, Subscribe Model – Basics of Virtualization – Types of Virtualization – Implementation Levels of Virtualization – Virtualization Structures – Tools and Mechanisms – Virtualization of CPU – Memory – I/O Devices –Virtualization Support and Disaster Recovery.	08
III	Cloud Architecture, Services And Storage: Layered Cloud Architecture Design – NIST Cloud Computing Reference Architecture – Public, Private and Hybrid Clouds – IaaS – PaaS – SaaS – Architectural Design Challenges – Cloud Storage – Storage-as-a-Service – Advantages of Cloud Storage – Cloud Storage Providers – S3.	08
IV	Resource Management And Security In Cloud: Inter Cloud Resource Management – Resource Provisioning and Resource Provisioning Methods – Global Exchange of Cloud Resources – Security Overview – Cloud Security Challenges – Software-as-a-Service Security – Security Governance – Virtual Machine Security – IAM – Security Standards.	08
V	Cloud Technologies And Advancements Hadoop: MapReduce – Virtual Box — Google App Engine – Programming Environment for Google App Engine — Open Stack – Federation in the Cloud – Four Levels of Federation – Federated Services and Applications – Future of Federation.	08
Text books:		
1. Kai Hwang, Geoffrey C. Fox, Jack G. Dongarra, “Distributed and Cloud Computing, From Parallel Processing to the Internet of Things”, Morgan Kaufmann Publishers, 2012. 2. Rittinghouse, John W., and James F. Ransome, —Cloud Computing: Implementation, Management and Security, CRC Press, 2017. 3. Rajkumar Buyya, Christian Vecchiola, S. ThamaraiSelvi, —Mastering Cloud Computing, Tata Mcgraw Hill, 2013. 4. Toby Velte, Anthony Velte, Robert Elsenpeter, “Cloud Computing – A Practical Approach, Tata Mcgraw Hill, 2009. 5. George Reese, “Cloud Application Architectures: Building Applications and Infrastructure in the Cloud: Transactional Systems for EC2 and Beyond (Theory in Practice), O'Reilly, 2009.		

Cryptography & Network Security (BCS072H)		
Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course, the student will be able to:		
CO 1	Classify the symmetric encryption techniques and Illustrate various Public key cryptographic techniques.	K2
CO 2	Understand security protocols for protecting data on networks and be able to digitally sign emails and files.	K1
CO 3	Understand vulnerability assessments and the weakness of using passwords for authentication	K1
CO 4	Be able to perform simple vulnerability assessments and password audits	K3
CO 5	Summarize the intrusion detection and its solutions to overcome the attacks.	K2
DETAILED SYLLABUS		3-0-0
Unit	Topic	Proposed Lecture
I	Introduction to security attacks, services and mechanism, Classical encryption techniques- substitution ciphers and transposition ciphers, cryptanalysis, steganography, Stream and block ciphers. Modern Block Ciphers: Block ciphers principles, Shannon's theory of confusion and diffusion, feistel structure, Data encryption standard(DES), Strength of DES, Idea of differential cryptanalysis, block cipher modes of operations, Triple DES	08
II	Introduction to group, field, finite field of the form GF(p), modular arithmetic, prime and relative prime numbers, Extended Euclidean Algorithm, Advanced Encryption Standard (AES) encryption and decryption Fermat's and Euler's theorem, Primarily testing, Chinese Remainder theorem, Discrete Logarithmic Problem, Principals of public key crypto systems, RSA algorithm, security of RSA	08
III	Message Authentication Codes: Authentication requirements, authentication functions, message authentication code, hash functions, birthday attacks, security of hash functions, Secure hash algorithm (SHA) Digital Signatures: Digital Signatures, Elgamal Digital Signature Techniques, Digital signature standards (DSS), proof of digital signature algorithm,	08
IV	Key Management and distribution: Symmetric key distribution, Diffie-Hellman Key Exchange, Public key distribution, X.509 Certificates, Public key Infrastructure. Authentication Applications: Kerberos, Electronic mail security: pretty good privacy (PGP), S/MIME.	08
V	IP Security: Architecture, Authentication header, Encapsulating security payloads, combining security associations, key management. Introduction to Secure Socket Layer, Secure electronic, transaction (SET) System Security: Introductory idea of Intrusion, Intrusion detection, Viruses and related threats, firewalls	08
Text books: 1. William Stallings, "Cryptography and Network Security: Principals and Practice", Pearson Education. 2. Behrouz A. Frouzan: Cryptography and Network Security, McGraw Hill . 3. C K Shyamala, N Harini, Dr. T.R.Padmnabhan Cryptography and Security ,Wiley 4. Bruce Schiener, "Applied Cryptography". John Wiley & Sons 5. Bernard Menezes," Network Security and Cryptography", Cengage Learning. 6. AtulKahate, "Cryptography and Network Security", McGraw Hill		

Design & Development of Applications (BCS073H)		
Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course, the student will be able to understand		
CO 1	Be exposed to technology and business trends impacting mobile applications	K2
CO 2	Be competent with the characterization and architecture of mobile applications.	K3
CO 3	Be competent with understanding enterprise scale requirements of mobile applications.	K2
CO 4	Be competent with designing and developing mobile applications using one application development framework.	K3
CO 5	Be exposed to Android and iOS platforms to develop the mobile applications	K2
DETAILED SYLLABUS		3-0-0
Unit	Topic	Proposed Lecture
I	INTRODUCTION: Introduction to mobile applications – Embedded systems - Market and business drivers for mobile applications – Publishing and delivery of mobile applications – Requirements gathering and validation for mobile applications	08
II	BASIC DESIGN: Introduction – Basics of embedded systems design – Embedded OS - Design constraints for mobile applications, both hardware and software related – Architecting mobile applications – User interfaces for mobile applications – touch events and gestures – Achieving quality constraints – performance, usability, security, availability and modifiability	08
III	ADVANCED DESIGN: Designing applications with multimedia and web access capabilities – Integration with GPS and social media networking applications – Accessing applications hosted in a cloud computing environment – Design patterns for mobile applications.	08
IV	TECHNOLOGY I – ANDROID: Introduction – Establishing the development environment – Android architecture – Activities and views – Interacting with UI – Persisting data using SQLite – Packaging and deployment – Interaction with server side applications – Using Google Maps, GPS and Wi-Fi – Integration with social media applications.	08
V	TECHNOLOGY II –iOS: Introduction to Objective C – iOS features – UI implementation – Touch frameworks – Data persistence using Core Data and SQLite – Location aware applications using Core Location and Map Kit – Integrating calendar and address book with social media application – Using Wi-Fi - iPhone marketplace. Swift: Introduction to Swift, features of swift	08
Text books: 1. Charlie Collins, Michael Galpin and Matthias Kappler, “Android in Practice”, DreamTech, 2012 2. AnubhavPradhan , Anil V Despande Composing Mobile Apps,Learn ,explore,apply 3. James Dovey and Ash Furrow, “Beginning Objective C”, Apress, 2012 4. Jeff McWherter and Scott Gowell, "Professional Mobile Application Development", Wrox, 2012 5. David Mark, Jack Nutting, Jeff LaMarche and Frederic Olsson, “Beginning iOS 6. Development: Exploring the iOS SDK”, Apress, 2013.		

BCS751 ARTIFICIAL INTELLIGENCE LAB		
Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course, the student will be able to:		
CO 1	Understand and apply basic search algorithms and intelligent problem-solving approaches in Python.	K3
CO 2	Design and implement logic-based knowledge representations and reasoning using Python and Prolog.	K4
CO 3	Use Natural Language Toolkit (NLTK) for basic NLP tasks like stemming, tagging, and classification.	K4
CO 4	Analyze and implement basic AI game strategies like Minimax and Alpha-Beta pruning.	K4
CO 5	Apply AI techniques in real-world tasks such as text processing, planning, or constraint satisfaction.	K3
DETAILED SYLLABUS		
1. Implement Breadth First Search (BFS) for a given graph or maze. 2. Implement Depth First Search (DFS) for a tree or graph structure. 3. Solve the 8-Puzzle Problem using A* Search Algorithm. 4. Implement Hill Climbing Algorithm for numerical optimization or pathfinding. 5. Implement Simulated Annealing Algorithm for constraint-based search problems. 6. Solve Water Jug Problem using state-space search (BFS or DFS). 7. Write Prolog programs to define family relationships using predicates. 8. Implement 4-Queens Problem in Prolog using backtracking. 9. Implement Unification Algorithm in Python or Prolog. 10. Implement Forward and Backward Chaining in a rule-based system (manual or code-based). 11. Demonstrate Resolution in Propositional Logic through a basic example (e.g., proving a theorem). 12. Remove punctuation and stop words from a paragraph using nltk. 13. Perform stemming and lemmatization on user-input text. 14. Apply POS (Part of Speech) tagging using NLTK on a given sentence. 15. Build a simple text classifier using NLTK (e.g., classify messages as spam/ham). 16. Implement Tic-Tac-Toe game with a basic AI opponent. 17. Implement Min-Max (Minimax) Algorithm for decision making in turn-based games. 18. Enhance the game with Alpha-Beta Pruning to optimize Min-Max. 19. Simulate a Vacuum Cleaner Agent that intelligently cleans a 2D environment. 20. Build a simple chatbot using rules or pre-trained logic (can use regex or basic intent matching). 21. Design a Constraint Satisfaction Problem solver, e.g., Sudoku, or Map Coloring. 22. Perform simple Bayesian reasoning for a probability-based decision problem (e.g., medical diagnosis).		
Instructions to the Instructor: 1. The instructor may add/delete/modify/tune experiments depending on syllabus coverage and availability of tools. 2. All experiments should preferably be implemented using Python (with NLTK and standard libraries) and SWI-Prolog for logic programming tasks.		

Mini Project or Internship Assessment (BCS 752H)

Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course, the student will be able to understand		
CO 1	Develop a technical artifact by acquiring new technical skills and applying appropriate software tools to address defined tasks.	K3
CO 2	Prepare requirement specifications and select suitable technologies and testing strategies for effective system development.	K4
CO3	Demonstrate understanding of professional standards, workplace customs, and industry practices through practical engagement.	K5
CO 4	Enhance problem-solving and critical thinking skills and compose structured technical reports.	K4
CO 5	Exhibit professional behavior by demonstrating leadership, ethics, teamwork, and effective communication in workplace settings.	K5

Project (BCS 753H, BCS 851H)

Course Outcome (CO)		Bloom's Knowledge Level (KL)
At the end of course , the student will be able to understand		
CO 1	Analyze and understand the real life problem and apply their knowledge to get programming solution.	K4
CO 2	Engage in the creative design process through the integration and application of diverse technical knowledge and expertise to meet customer needs and address social issues.	K5
CO 3	Use the various tools and techniques, coding practices for developing real life solution to the problem.	K3
CO 4	Find out the errors in software solutions and establishing the process to design maintainable software applications	K4
CO 5	Write the report about what they are doing in project and learning the team working skills	K6