

**Raja Shankar Shah University, Chhindwara (MP)**  
**New Scheme of Examination as per AICTE Flexible Curricula**  
**III Semester Bachelor of Technology (B.Tech.) [Computer Science and Engineering/**  
**Computer Engineering/Computer Science/Computer Science & Technology]**  
**(w.e.f. July, 2025)**

S.No.	Subject Code	Category	Subject Name	Maximum Marks Allotted					Total Marks	Contact Hours per week			Total Credits
				Theory			Practical			L	T	P	
				End Sem.	Mid Sem. Exam.	Quiz/ Assignment	End Sem	Term work Lab Work & Sessional					
1.	ES301	HSMC-3	Energy & Environmental Engineering	70	20	10	-	-	100	3	1	-	4
2.	CS302	DC-1	Discrete Structure	70	20	10	-	-	100	3	1	-	4
3.	CS303	DC-2	Data Structure	70	20	10	30	20	150	3	-	2	4
4.	CS304	DC-3	Digital Systems	70	20	10	30	20	150	3	-	2	4
5.	CS305	DC-4	Object Oriented Programming & Methodology	70	20	10	30	20	150	3	-	2	4
6.	CS306	DLC-3	Computer Workshop	-	-	-	30	20	50	-	-	4	2
7.	BT107	DLC-1	Evaluation of Internship-I completed at I year level	-	-	-	-	50	50			4	2
8.	BT307	DLC-4	90 hrs Internship based on using various softwares –Internship -II	To be completed anytime during Third/ fourth semester. Its evaluation/credit to be added in fifth semester.									
			Total	350	100	50	120	130	750	15	2	14	24
9.	BT308	MC	Indian Constitution	Non-credit course									
		NSS/NCC											

\*Students can earn additional credits from the University recognized MOOC courses.

1 Hr Lecture	1 Hr Tutorial	2 Hr Practical
1 Credit	1 Credit	1 Credit

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# Raja Shankar Shah University, Chhindwara (M.P.)

Branch- Common to All Discipline

ES301	Energy & Environmental Engineering	3L-1T-0P	4 Credits
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The objective of this Course is to provide *an introduction to energy systems and renewable energy resources, with a scientific examination of the energy field and an emphasis on alternative energy sources and their technology and application.*

## **Module 1: Introduction to Energy Science**

Introduction to energy systems and resources; Introduction to Energy, sustainability & the environment; Overview of energy systems, sources, transformations, efficiency, and storage; Fossil fuels (coal, oil, oil-bearing shale and sands, coal gasification) - past, present & future, Remedies & alternatives for fossil fuels - biomass, wind, solar, nuclear, wave, tidal and hydrogen; Sustainability and environmental trade-offs of different energy systems; possibilities for energy storage or regeneration (Ex. Pumped storage hydro power projects, superconductor-based energy storages, high efficiency batteries)

## **Module 2: Ecosystems**


- Concept of an ecosystem; Structure and function of an ecosystem; Producers, consumers and decomposers; Energy flow in the ecosystem; Ecological succession; Food chains, food webs and ecological pyramids; Introduction, types, characteristic features, structure and function of the following ecosystem (a) Forest ecosystem (b) Grassland ecosystem (c) Desert ecosystem (d) Aquatic ecosystems (ponds, streams, lakes, rivers, oceans, estuaries)

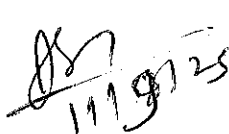
## **Module 3: Biodiversity and its conservation**

- Introduction -- Definition: genetic, species and ecosystem diversity; Bio-geographical classification of India; Value of biodiversity: consumptive use, productive use, social, ethical, aesthetic and option values; Biodiversity at global, National and local levels; India as a mega-diversity nation; Hot-spots of biodiversity; Threats to biodiversity: habitat loss, poaching of wildlife, man-wildlife conflicts; Endangered and endemic species of India; Conservation of biodiversity: In-situ and Ex-situ conservation of biodiversity.

## **Module 4: Environmental Pollution**

- Definition, Cause, effects and control measures of Air pollution, Water pollution, Soil pollution, Marine pollution, Noise pollution, Thermal pollution, Nuclear hazards; Solid waste Management: Causes, effects and control measures of urban and industrial wastes; Role of an individual in prevention of pollution; Pollution case studies; Disaster management: floods, earthquake, cyclone and landslides.

  
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### **Module 5: Social Issues and the Environment**

- From Unsustainable to Sustainable development; Urban problems related to energy; Water conservation, rain water harvesting, watershed management; Resettlement and rehabilitation of people; its problems and concerns. Case Studies

Environmental ethics: Issues and possible solutions. Climate change, global warming, acid rain, ozone layer depletion, nuclear accidents and holocaust. Case Studies Wasteland reclamation; Consumerism and waste products; Environment Protection Act; Air (Prevention and Control of Pollution) Act; Water (Prevention and control of Pollution) Act; Wildlife Protection Act; Forest Conservation Act; Issues involved in enforcement of environmental legislation; Public awareness.

### **Module 6: Field work**

- Visit to a local area to document environmental assets - river/forest/grassland/hill/mountain
- Visit to a local polluted site-Urban/Rural/Industrial/Agricultural
- Study of common plants, insects, birds.
- Study of simple ecosystems-pond, river, hill slopes, etc.

### **REFERENCE**

1. Brunner R.C., 1989, Hazardous Waste Incineration, McGraw Hill Inc.
2. Clark R.S., Marine Pollution, Clarendon Press Oxford (TB).
3. Cunningham, W.P. Cooper, T.H. Gorhani, E & Hepworth, M.T. 2001, Environmental Encyclopedia, Jaico Publ. House, Mumbai.
4. De A.K., Environmental Chemistry, Wiley Eastern Ltd.
5. Trivedi R.K., Handbook of Environmental Laws, Rules Guidelines, Compliances and Standards', Vol I and II, Enviro Media (R)
6. Boyle, Godfrey, Bob Everett, and Janet Ramage (Eds.) (2004), Energy Systems and Sustainability: Power for a Sustainable Future. Oxford University Press.
7. Schaeffer, John (2007), Real Goods Solar Living Sourcebook: The Complete Guide to Renewable Energy Technologies and Sustainable Living, Gaia

  
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**RAJA SHANKAR SHAH UNIVERSITY, CHHINDWARA (M.P.)**

**New Scheme Based On AICTE Flexible Curricula**

**Computer Science and Engineering, III-Semester**

**CS302 Discrete Structure**

**Objective-** This course introduces the applications of discrete mathematics in the field of computer science. It covers sets, logic, proving techniques, combinatorics, functions, relations, Graph theory and algebraic structures. These basic concepts of sets, logic functions and graph theory are applied to Boolean Algebra and logic networks while the advanced concepts of functions and algebraic structures are applied to finite state machines and coding theory.

**Course Contents**

Set Theory, Relation, Function, Theorem Proving Techniques : Set Theory: Definition of sets, countable and uncountable sets, Venn Diagrams, proofs of some general identities on sets Relation: Definition, types of relation, composition of relations, Pictorial representation of relation, Equivalence relation, Partial ordering relation, Job-Scheduling problem Function: Definition, type of functions, one to one, into and onto function, inverse function, composition of functions, recursively defined functions, pigeonhole principle. Theorem proving Techniques: Mathematical induction, Proof by contradiction.

Algebraic Structures: Definition, Properties, types: Semi Groups, Monoid, Groups, Abelian group, properties of groups, Subgroup, cyclic groups, Cosets, factor group, Permutation groups, Normal subgroup, Homomorphism and isomorphism of Groups, example and standard results, Rings and Fields: definition and standard results.

Propositional Logic: Proposition, First order logic, Basic logical operation, truth tables, tautologies, Contradictions, Algebra of Proposition, logical implications, logical equivalence, predicates, Normal Forms, Universal and existential quantifiers. Introduction to finite state machine Finite state machines as models of physical system equivalence machines, Finite state machines as language recognizers

Graph Theory: Introduction and basic terminology of graphs, Planer graphs, Multigraphs and weighted graphs, Isomorphic graphs, Paths, Cycles and connectivity, Shortest path in weighted graph, Introduction to Eulerian paths and circuits, Hamiltonian paths and circuits, Graph coloring, chromatic number, Isomorphism and Homomorphism of graphs.

Posets, Hasse Diagram and Lattices: Introduction, ordered set, Hasse diagram of partially, ordered set,

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isomorphic ordered set, well ordered set, properties of Lattices, bounded and complemented lattices.

Combinatorics: Introduction, Permutation and combination, Binomial Theorem, Multinomial Coefficients Recurrence Relation and Generating Function: Introduction to Recurrence Relation and Recursive algorithms, Linear recurrence relations with constant coefficients, Homogeneous solutions, Particular solutions, Total solutions, Generating functions, Solution by method of generating functions.

**Outcome:** After this completion student will be familiar with relational algebra, Functions and graph theory.

**References:**

1. C.L. Liu, "Elements of Discrete Mathematics" Tata Mc Graw-Hill Edition.
2. Trembley, J.P & Manohar; "Discrete Mathematical Structure with Application CS", McGraw Hill.
3. Kenneth H. Rosen, "Discrete Mathematics and its applications", McGraw Hill.
4. Bisht, "Discrete Mathematics", Oxford University Press
5. Biswal, "Discrete Mathematics & Graph Theory", PHI

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**Computer Science and Engineering, III-Semester**

**CS303 Data Structure**

**1. Review of C programming language**

*Introduction to Data Structure:* Concepts of Data and Information, Classification of Data structures, Abstract Data Types, Implementation aspects: Memory representation. Data structures operations and its cost estimation. Introduction to linear data structures- Arrays, Linked List: Representation of linked list in memory, different implementation of linked list. Circular linked list, doubly linked list, etc. Application of linked list: polynomial manipulation using linked list, etc.

2. **Stacks:** Stacks as ADT, Different implementation of stack, multiple stacks. Application of Stack: Conversion of infix to postfix notation using stack, evaluation of postfix expression, Recursion. Queues: Queues as ADT, Different implementation of queue, Circular queue, Concept of Dequeue and Priority Queue, Queue simulation, Application of queues.
3. **Tree:** Definitions - Height, depth, order, degree etc. Binary Search Tree - Operations, Traversal, Search. AVL Tree, Heap, Applications and comparison of various types of tree; Introduction to forest, multi-way Tree, B tree, B+ tree, B\* tree and red-black tree.
4. **Graphs:** Introduction, Classification of graph: Directed and Undirected graphs, etc, Representation, Graph Traversal: Depth First Search (DFS), Breadth First Search (BFS), Graph algorithm: Minimum Spanning Tree (MST)- Kruskal, Prim's algorithms. Dijkstra's shortest path algorithm; Comparison between different graph algorithms. Application of graphs.
5. **Sorting:** Introduction, Sort methods like: Bubble Sort, Quick sort. Selection sort, Heap sort, Insertion sort, Shell sort, Merge sort and Radix sort; comparison of various sorting techniques. Searching: Basic Search Techniques: Sequential search, Binary search, Comparison of search methods. Hashing & Indexing. Case Study: Application of various data structures in operating system, DBMS etc.

**Text Books**

1. AM Tanenbaum, Y Langsam & MJ Augenstein, "Data structure using C and C++", Prentice Hall India.
2. Robert Kruse, Bruce Leung, "Data structures & Program Design in C", Pearson Education.

**Reference Books**

1. Aho, Hopcroft, Ullman, "Data Structures and Algorithms", Pearson Education.
2. N. Wirth, "Algorithms + Data Structure = Programs", Prentice Hall.
3. Jean – Paul Trembly, Paul Sorenson, "An Introduction to Structure with application", TMH.
4. Richard, Gilberg Behrouz, Forouzan, "Data structure – A Pseudocode Approach with C", Thomson press.

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**RAJA SHANKAR SHAH UNIVERSITY, CHHINDWARA (M.P.)**

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**Computer Science and Engineering, III-Semester**

**CS304 Digital Systems**

**Module 1:** Review of number systems and number base conversions. Binary codes, Boolean algebra, Boolean functions, Logic gates. Simplification of Boolean functions, Karnaugh map methods, SOP-POS simplification, NAND-NOR implementation.

**Module 2:** Combinational Logic: Half adder, Half-subtractor, Full adder, Full subtractor, look-ahead carry generator, BCD adder, Series and parallel addition, Multiplexer – demultiplexer, encoder- decoder, arithmetic circuits, ALU

**Module 3:** Sequential logic: flip flops, D,T, S-R, J-K Master- Slave, racing condition, Edge & Level triggered circuits, Shift registers, Asynchronous and synchronous counters, their types and state diagrams. Semiconductor memories, Introduction to digital ICs 2716, 2732 etc. & their address decoding. Modern trends in semiconductor memories such as DRAM, FLASH RAM etc. Designing with ROM and PLA.

**Module 4:** Introduction to A/D & D/A convertors & their types, sample and hold circuits, Voltage to Frequency & Frequency to Voltage conversion. Multivibrators: Bistable, Monostable, Astable, Schmitt trigger, IC 555 & Its applications. TTL, PMOS, CMOS and NMOS logic. Interfacing between TTL to MOS.

**Module 5:** Introduction to Digital Communication: Nyquist sampling theorem, time division multiplexing, PCM, quantization error, introduction to BPSK & BFSK modulation schemes. Shannon's theorem for channel capacity.

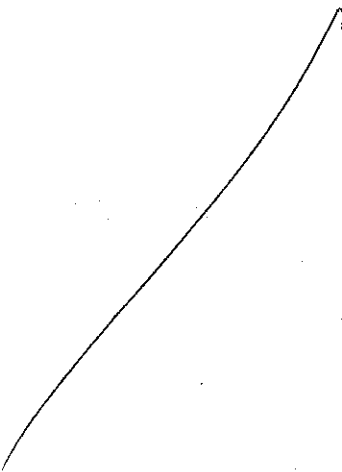

**References:**

1. Morris Mano, Digital Circuits & Logic Design, PHI
2. Gothman, Digital Electronics, PHI
3. Tocci, Digital Electronics, PHI
4. Mavino & Leach, Digital Principles & Applications, PHI
5. Taub and schilling, Digital Integrated electronics.
6. Simon Haykin, Introduction to Analog & Digital Communication, Wiley.
7. Lathi B.P., Modern analog & digital communication, Oxford University.

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**Suggested List of Experiments:**

1. To study and verify the truth tables of various Logic gates
2. To verify the properties of NAND and NOR gates as Universal Building Blocks.
3. Simplification and implementation of a Boolean function
4. Implementation of basic Boolean arithmetic logic circuits such as Half-adder, Half-subtractor, Full adder and Full subtractor
5. Conversion from Binary to Gray and Gray to Binary code
6. To construct a binary multiplier using combinational logic and to verify with the truth table
7. To verify 2-bit Magnitude comparator for all possible conditions
8. Generation of various logical functions using 8-to-1 multiplexer
9. Construction of a 4-bit ripple counter and study of its operation
10. Operation of IC-555 Timer as Monostable, Astable and Bistablemultivibrators
11. To characterize binary ladder type digital to analog (D/A) and analog to digital (A/D) convertor
12. Comparison of various Logic families
13. Design and implementation of various types of flip-flops using JK flip-flop
14. To study natural sampling of continuous time waveforms using different sampling rates
15. To study Pulse-Code modulation with Time-division multiplexing (PCM-TDM)
16. To study generation and detection of BPSK and QPSK waveforms

  
  
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**Computer Science and Engineering, III-Semester**

**CS305 Object Oriented Programming & Methodology**

1. Introduction to Object Oriented Thinking & Object Oriented Programming: Comparison with Procedural Programming, features of Object oriented paradigm– Merits and demerits of OO methodology; Object model; Elements of OOPS, IO processing.
2. Encapsulation and Data Abstraction- Concept of Objects: State, Behavior & Identity of an object; Classes: identifying classes and candidates for Classes Attributes and Services, Access modifiers, Static members of a Class, Instances, Message passing, and Construction and destruction of Objects.
3. Relationships – Inheritance: purpose and its types, ‘is a’ relationship; Association, Aggregation. Concept of interfaces and Abstract classes.
4. Polymorphism: Introduction, Method Overriding & Overloading, static and run time Polymorphism.
5. Strings, Exceptional handling, Introduction of Multi-threading and Data collections. Case study like: ATM, Library management system.

**Text Books**

1. Timothy Budd, “An Introduction to Object-Oriented Programming”, Addison-Wesley Publication, 3<sup>rd</sup> Edition.
2. Cay S. Horstmann and Gary Cornell, “Core Java: Volume I, Fundamentals”, Prentice Hall publication.

**Reference Books**

1. G. Booch, “Object Oriented Analysis& Design”, Addison Wesley.
2. James Martin, “Principles of Object Oriented Analysis and Design”, Prentice Hall/PTR.
3. Peter Coad and Edward Yourdon, “Object Oriented Design”, Prentice Hall/PTR.
4. Herbert Schildt, “Java- 2: The Complete Reference”, McGraw-Hill Osborne Media, 7<sup>th</sup> Edition.

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