

DEPARTMENT OF COMPUTER SCIENCE
B.Sc. (H) Computer Science

CATEGORY-I

DISCIPLINE SPECIFIC CORE COURSE – 1:
PROGRAMMING USING PYTHON

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		
Programming using Python	4	3	0	1	Class XII pass	Nil

Learning Objectives

This course is designed as the first course that:

- Introduces programming concepts using Python to Computer Science students.
- Focuses on the development of Python programming to solve problems of different domains.
- Introduces the concept of object- oriented programming.

Learning Outcomes:

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

- Understand the basics of programming language
- Develop, document, and debug modular Python programs.
- Apply suitable programming constructs and built-in data structures to solve a problem.
- Use and apply various data objects in Python.
- Use classes and objects in application programs and handle files.

SYLLABUS OF DSC-1

Theory

Unit – 1 **(6 hours)**

Introduction to Programming

Problem solving strategies; Structure of a Python program; Syntax and semantics; Executing simple programs in Python.

Unit – 2 **(12 hours)**

9. WAP to perform the following operations on a string
 - a. Find the frequency of a character in a string.
 - b. Replace a character by another character in a string.
 - c. Remove the first occurrence of a character from a string.
 - d. Remove all occurrences of a character from a string.
10. WAP to swap the first n characters of two strings.
11. Write a function that accepts two strings and returns the indices of all the occurrences of the second string in the first string as a list. If the second string is not present in the first string then it should return -1.
12. WAP to create a list of the cubes of only the even integers appearing in the input list (may have elements of other types also) using the following:
 - a. 'for' loop
 - b. list comprehension
13. WAP to read a file and
 - m. Print the total number of characters, words and lines in the file.
 - n. Calculate the frequency of each character in the file. Use a variable of dictionary type to maintain the count.
 - o. Print the words in reverse order.
 - p. Copy even lines of the file to a file named 'File1' and odd lines to another file named 'File2'.
14. WAP to define a class Point with coordinates x and y as attributes. Create relevant methods and print the objects. Also define a method distance to calculate the distance between any two point objects.
15. Write a function that prints a dictionary where the keys are numbers between 1 and 5 and the values are cubes of the keys.
16. Consider a tuple t1=(1, 2, 5, 7, 9, 2, 4, 6, 8, 10). WAP to perform following operations:
 - a. Print half the values of the tuple in one line and the other half in the next line.
 - b. Print another tuple whose values are even numbers in the given tuple.
 - c. Concatenate a tuple t2=(11,13,15) with t1.
 - d. Return maximum and minimum value from this tuple
17. WAP to accept a name from a user. Raise and handle appropriate exception(s) if the text entered by the user contains digits and/or special characters.

Essential Readings

- Taneja, S., Kumar, N. Python Programming- A modular Approach, 1st edition, Pearson Education India, 2018.

- Balaguruswamy E. Introduction to Computing and Problem Solving using Python, 2nd edition, McGraw Hill Education, 2018.

Suggestive Readings

- Brown, Martin C. Python: The Complete Reference, 2nd edition, McGraw Hill Education, 2018.
- Guttag, J.V. Introduction to computation and programming using Python, 2nd edition, MIT Press, 2016.

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

DISCIPLINE SPECIFIC CORE COURSE – 2: 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		
Computer System Architecture	4	3	0	1	Class XII pass	NIL

Learning Objectives

The Learning Objectives of this course are as follows:

- Introduces the students to the fundamental concepts of digital computer organization, design and architecture.
- Develop a basic understanding of the building blocks of the 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 Combinational 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 instruction cycle, pipelining and describe interrupts and their handling.
- Explain how CPU communicates with memory and I/O devices and distinguish between different types of processors.
- Simulate the design of a basic computer using a software tool.

SYLLABUS OF DSC - 2

Theory

Unit – 1 (6 hours)

Digital Logic Circuits

Logic Gates, Truth Tables, Boolean Algebra, Digital Circuits, Combinational Circuits, Introduction to Sequential Circuits, Circuit Simplification using Karnaugh Map, Don't Care Conditions, Flip-Flops, Characteristic Tables, Excitation Table.

Unit – 2 (9 hours)

Digital Components (Fundamental building blocks)

Designing of combinational circuits- Half Adder, Full Adder, Decoders, Encoders, Multiplexers, Registers and Memory (RAM, ROM and their types), Arithmetic Microoperations, Binary Adder, Binary Adder-Subtractor.

Unit – 3 (6 hours)

Data Representation and Basic Computer Arithmetic

Number System, r and $(r-1)$'s Complements, data representation and arithmetic operations.

Unit – 4 (9 hours)

Basic Computer Organization and Design

Bus organization, Microprogrammed vs Hardwired Control, Instruction Codes, Instruction Format, Instruction Cycle, Instruction pipelining, Memory Reference, Register Reference and Input Output Instructions, Program Interrupt and Interrupt Cycle..

Unit – 5 (6 hours)

Processors

General register organization, Stack Organization, Addressing Modes, Overview of Reduced Instruction Set Computer (RISC), Complex Instruction Set Computer (CISC), Multicore processor and Graphics Processing Unit (GPU).

Unit – 6 (9 hours)

Memory and Input-Output Organization

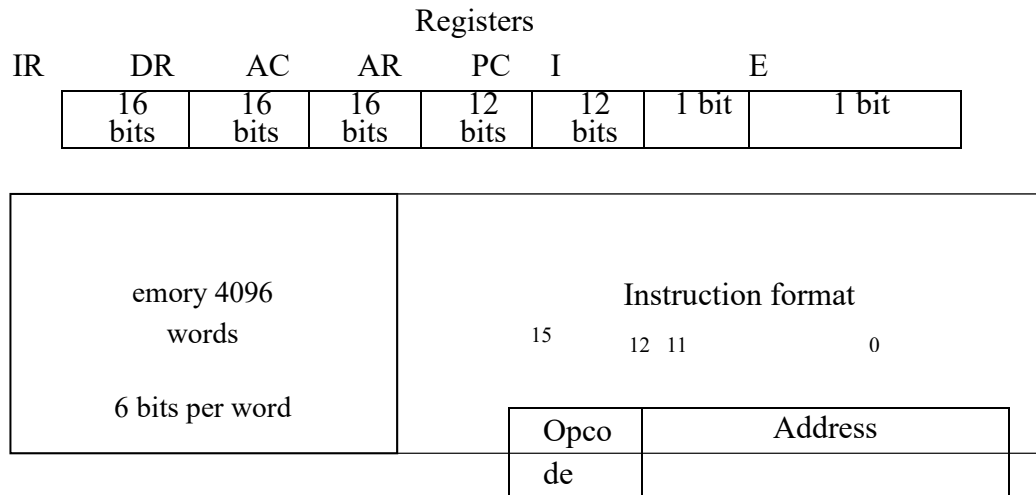
Memory hierarchy (main, cache and auxiliary memory), Input-Output Interface, Modes of Transfer: Programmed I/O, Interrupt initiated I/O, Direct memory access.

Practical (30 hours)

List of Practicals:

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

1. Create a machine based on the following architecture:



Basic Computer Instructions

Memory Reference		Register Reference	
Symbol	Hex	Symbol	Hex
AND	0xxx	CLA	7800
ADD	1xxx	CLE	7400
LDA	2xxx	CMA	7200
STA	3xxx	CME	7100
BUN	4xxx	CIR	7080
BSA	5xxx	CIL	7040
ISZ	6xxx	INC	7020
AND_I	8xxx	SPA	7010
ADD_I	9xxx	SNA	7008
LDA_I	Axxx	SZA	7004
STA_I	Bxxx	SZE	7002
BUN_I	Cxxx	HLT	7001
BSA_I	Dxxx	INP	F800
ISZ_I	Exxx	OUT	F400

Refer to Chapter-5 of reference 1 for description of instructions.

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

2. Create a Fetch routine of the instruction cycle.

3. Write an assembly program to simulate ADD operation on two user-entered numbers.
4. Write an assembly program to simulate SUBTRACT operation on two user-entered numbers.
5. Write an assembly program to simulate the following logical operations on two user-entered numbers.
 - i. AND
 - ii. OR
 - iii. NOT
 - iv. XOR
 - v. NOR
 - vi. NAND
6. Write an assembly program for simulating following memory-reference instructions.
 - i. ADD
 - ii. LDA
 - iii. STA
 - iv. BUN
 - v. ISZ
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. CLA
 - ii. CMA
 - iii. CME
 - iv. HLT
8. 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. INC
 - ii. SPA
 - iii. SNA
 - iv. SZE

9. 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. CIR
 - ii. CIL
10. Write an assembly program that reads in integers and adds them together; until a negative non-zero number is read in. Then it outputs the sum (not including the last number).
11. Write an assembly program that reads in integers and adds them together; until zero is read in. Then it outputs the sum.

Essential Readings

- David A. Patterson and John L. Hennessy. “Computer Organization and Design: The Hardware/Software interface”, 5th edition, Elsevier, 2012.
- Mano, M. Computer System Architecture, 3rd edition, Pearson Education, 1993.

Suggestive Readings

- Mano, M. Digital Design, Pearson Education Asia, 1995.
- Null, L., & Lobur, J. The Essentials of Computer Organization and Architecture. 5th edition, (Reprint) Jones and Bartlett Learning, 2018.
- Stallings, W. Computer Organization and Architecture Designing for Performance 8th edition, Prentice Hall of India, 2010.

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

DISCIPLINE SPECIFIC CORE COURSE – 3: MATHEMATICS FOR COMPUTING

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		
Mathematics for Computing	4	3	0	1	Class XII pass	NIL

Learning Objectives

The Learning Objectives of this course are as follows:

- Introduces the students to the fundamental concepts and topics of linear algebra and vector calculus.
- To build the foundation for some of the core courses in later semesters.

Learning Outcomes

This course will enable the students to:

- Perform operations on matrices and sparse matrices.
- Compute the determinant, rank and eigenvalues of a matrix.
- Perform diagonalization.
- Perform operations on vectors, the dot product and cross product.
- Represent vectors geometrically and calculate the gradient, divergence, curl.
- Apply linear algebra and vector calculus to solve problems in sub-disciplines of computer science.

SYLLABUS OF DSC – 3

Theory

Unit – 1 (6 hours)

Introduction to Matrix Algebra

Echelon form of a Matrix, Rank of a Matrix, Determinant and Inverse of a matrix, Solution of System of Homogeneous & Non-Homogeneous Equations: Gauss elimination and Solution of System of Homogeneous Equations: Gauss Jordan Method.

Unit – 2 (21 hours)

Vector Space and Linear Transformation

Vector Space, Sub-spaces, Linear Combinations, Linear Span, Convex Sets, Linear Independence/Dependence, Basis & Dimension, Linear transformation on finite dimensional vector spaces, Inner Product Space, Schwarz Inequality, Orthonormal Basis, Gram-Schmidt Orthogonalization Process.

Unit – 3 (9 hours)

EigenValue and EigenVector

Characteristic Polynomial, Cayley Hamilton Theorem, Eigen Value and Eigen Vector of a matrix, Eigenspaces, Diagonalization, Positive Definite Matrices, Applications to Markov Matrices.

Unit – 4

(9 hours)

Vector Calculus

Vector Algebra, Laws of Vector Algebra, Dot Product, Cross Product, Vector and Scalar Fields, Ordinary Derivative of Vectors, Space Curves, Partial Derivatives, Del Operator, Gradient of a Scalar Field, Directional Derivative, Gradient of Matrices, Divergence of a Vector Field, Laplacian Operator, Curl of a Vector Field.

Practical

(30 hours)

List of Practicals:

1. Create and transform vectors and matrices (the transpose vector (matrix) conjugate transpose of a vector (matrix))
2. Generate the matrix into echelon form and find its rank.
3. Find cofactors, determinant, adjoint and inverse of a matrix.
4. Solve a system of Homogeneous and non-homogeneous equations using Gauss elimination method.
5. Solve a system of Homogeneous equations using the Gauss Jordan method.
6. Generate basis of column space, null space, row space and left null space of a matrix space.
7. Check the linear dependence of vectors. Generate a linear combination of given vectors of R^n / matrices of the same size and find the transition matrix of given matrix space.
8. Find the orthonormal basis of a given vector space using the Gram-Schmidt orthogonalization process.
9. Check the diagonalizable property of matrices and find the corresponding eigenvalue and verify the Cayley- Hamilton theorem.
10. Application of Linear algebra: Coding and decoding of messages using nonsingular matrices.
eg code “Linear Algebra is fun” and then decode it.
11. Compute Gradient of a scalar field.
12. Compute Divergence of a vector field.
13. Compute Curl of a vector field.

Essential Reading

- Strang Gilbert. Introduction to Linear Algebra, 5th Edition, Wellesley-Cambridge Press, 2021.
- Kreyszig Erwin. Advanced Engineering Mathematics, 10th Edition, Wiley, 2015.
- Strang Gilbert. Linear Algebra and Learning from Data, 1st Edition, Wellesley-Cambridge Press, 2019.
- Jain R. K., Iyengar S.R. K. Advanced Engineering Mathematics, 5th Edition, Narosa, 2016.

Suggestive Reading

- Deisenroth, Marc Peter, Faisal A. Aldo and Ong Cheng Soon. Mathematics for Machine Learning, 1st Edition, Cambridge University Press, 2020.
- (Lipschutz Seymour and Lipson Marc. Schaum's Outline of Linear Algebra, 6th Edition, McGraw Hill, 2017.