



GURUDAS COLLEGE  
(GOVT. SPONSORED)  
NARIKELDANGA, KOLKATA-700054

Academic Session: \_2019-2020

Semester: I

Dept. of: COMPUTER SCIENCE

Name of the Teacher: KAJARI BHATTACHARJEE

<b>Hons. - CC 2( THEORY AND PRACTICAL)</b>	
Topics allotted	Mode of teaching (Project, lecture etc.)
<b>PROGRAMMING FUNDAMENTAL USING C-</b> 1. C Preprocessor 2. Loop and Statements 3. Arrays 4. String Handling 5. Structure	LECTURES, ASSIGNMENTS, GROUP DISCUSSION, PROGRAMMING IN C IN UNIX ENVIORONMENT.
<b>DSE</b>	
Topics allotted	Mode of teaching (Project, lecture etc.)
<b>Generic Elective / CC1(THEORY)</b>	
Topics allotted	Mode of teaching (Project, lecture etc.)
<b>COMPUTER FUNDAMENTAL AND DIGITAL LOGIC DESIGN</b> 1. DIGITAL LOGIC CIRCUITS 2. SEQUENTIAL CIRCUITS	LECTURES, ASSIGNMENTS, GROUP DISCUSSION.
<b>DSE</b>	
Topics allotted	Mode of teaching (Project, lecture etc.)
<b>AECC / SEC</b>	
Topics allotted	Mode of teaching (Project, lecture etc.)



**GURUDAS COLLEGE**  
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Academic Session: \_2019-20

Semester: III

Dept. of: COMPUTER SCIENCE

Name of the Teacher: KAJARI BHATTACHARJEE

<b>Hons. - CC6( THEORY),CC7(THEORY+PRACTICAL)</b>	
Topics allotted	Mode of teaching (Project, lecture etc.)
<b>CC6-NUMERICAL ANALYSIS- PRACTICAL</b> <b>CC7-OPERATING SYSTEM</b> COMPLETE THEORY AND PRACTICAL SYLLABUS AS MENTIONED IN THE SYLLABUS	CC6-PRACTICALS OF NUMERICAL ANALYSIS USING C PROGRAMMING  CC7-THEORY BY LECTURES, ASSIGNMENTS, GROUP DISCUSSION. PRACTICALS OF OPERATING SYSTEM USING SHELL PROGRAMMING .
<b>DSE (THEORY)</b>	
Topics allotted	Mode of teaching (Project, lecture etc.)
<b>COMPUTER GRAPHICS</b> COMPLETE THEORY SYLLABUS AS MENTIONED IN THE SYLLABUS	LECTURES, ASSIGNMENTS, GROUP DISCUSSION.
<b>Generic Elective I</b>	
Topics allotted	Mode of teaching (Project, lecture etc.)
<b>DSE</b>	
Topics allotted	Mode of teaching (Project, lecture etc.)
<b>AECC / SEC1</b>	
Topics allotted	Mode of teaching (Project, lecture etc.)
<b>COMPUTER NETWORKS</b> COMPLETE THEORY SYLLABUS AS MENTIONED IN THE SYLLABUS	LECTURES, ASSIGNMENTS, GROUP DISCUSSION.



## Implementation Report: SEM I

### **PROGRAMMING FUNDAMENTAL USING C-**

1. The students have complete knowledge of C language.
2. Students will be able to develop logics which will help them to create programs, applications in C. Also by learning the basic programming constructs they can switch over to any other language in future.
3. One powerful reason of C language is memory allocation. Unlike most programming languages C allows the programmer to write directly to memory by using pointers. Students have learnt how to handle pointers in C.
4. To be familiar with the basic concepts used in C programming language like functions, iteration, arithmetic and logical, bit wise operators operations.
5. By learning functions in C the students are able to perform different operations using call by value and call by reference and recursion.
6. The students get familiar of handling file through C program. They can modify, read, and write into word file using C language.
7. They can handle abstract data type such as structure, pointer and array in C programs.
8. They are able to do different types string operations.
9. Using Two dimensional array they can perform matrix multiplication, addition and their various operations
10. They know how to work in UNIX and Windows environment.

### **COMPUTER FUNDAMENTAL AND DIGITAL LOGIC DESIGN**

1. Students have basic knowledge about basic logic gates, Universal logic gates and their implementation.
2. Students have knowledge about Sequential Circuits, register, counter and their implementation.



Implementation Report: SEM II

CC3	<p><b>By the end of the course students will be able to:</b></p> <ol style="list-style-type: none"><li>1. To impart the basic concepts of data structures and algorithms.</li><li>2. To be able to write algorithm of basic data structures.</li><li>3. To understand the abstract data types such as concepts about Linked List, Tree and Hashing.</li><li>4. To understand the different linear data structure such as arrays , types of Stack, Queue and different searching and sorting algorithms.</li><li>5. To understand the time complexity and space complexity and their implementation in different algorithms.</li><li>6. To understand the performance of the implementation of basic linear data structure (Linked List) and Non linear data structure (Tree)</li><li>7. To be able to implement the abstract data type such as linked list, tree using C language.</li></ol>
	<p><b>Genl - CC-2 (Theory)</b></p> <p><b>Algorithm and Data Structure Theory:</b></p> <p><b>By the end of the course students will be able to:</b></p> <ol style="list-style-type: none"><li>1. To impart the basic concepts of data structures and algorithms.</li><li>2. To be able to write algorithm of basic data structures.</li><li>3. To understand the abstract data types such as concepts about Array, Stack, Queue and Searching algorithm.</li><li>4. To understand the performance of the implementation of basic linear data structure(array) ,searching algorithms.</li></ol>