

B.Sc. (AI & ML)

CBCS Pattern with Effect from the Academic Year 2025-26

Structure of Curriculum

Course Title	Hours/Week		Credits
	Theory	Practical	
Semester -I			
Fundamentals of Information Technology	4	3	4+1=5
Semester -II			
Object Oriented Programming with Python	4	3	4+1=5
Semester -III			
Operating Systems with Linux	4	3	4+1=5
Semester -IV			
Data Analytics	4	3	4+1=5
Semester -V			
Artificial Intelligence	4	3	4+1=5
Semester -VI			
Machine Learning	4	3	4+1=5


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SEMESTER – I
Fundamentals of Information Technology

Theory	4 Hours/Week	4 Credit	Internal marks = 40
Practical	3 Hours/Week	1 Credit	External Marks = 60

Objectives:

1. To deal with the basic concepts of computers.
2. To discuss about the computer hardware, its components and basic computer architecture.
3. To understand the basic computer software including the operating system and its concepts.
4. To introduce the software development process
5. To introduce the basic concept of programming

Outcomes:

Students should be able to

1. Identify the components of a computer and their functions.
2. Understand the concept of networking, LAN, Internet, and working of www.
3. Understand the notion of problem solving using computer by programming
4. Understand the notion of Software Project and the Process of software development

Unit-I

Data and Information: Introduction, Types of Data, Simple Model of a Computer, Data Processing Using a Computer, Desktop Computer [Reference 1]

Acquisition of Numbers and Textual Data: Introduction, Input Units, Internal Representation of Numeric Data, Representation of Characters in Computers, Error-Detecting Codes [Reference 1]

Unit-II

Data Storage: Introduction, Storage Cell, Physical Devices Used as Storage Cells, Random Access Memory, Read Only Memory, Secondary Storage, Compact Disk Read Only Memory (CDROM), Archival Store [Reference 1]

Central Processing Unit: Introduction, Structure of a Central Processing Unit, Specifications of a CPU, Interconnection of CPU with Memory and I/O Units, Embedded Processors [Reference 1]

Unit-III

Computer Networks: Introduction, Local Area Network (LAN), Applications of LAN, Wide Area Network (WAN), Internet, Naming Computers Connected to Internet, Future of Internet Technology [Reference 1]

Operating systems: Functions of operating systems, types of operating systems, Device & Resource management

Input Output Devices: Introduction, Keyboard, Video Display Devices, Touch Screen Display, E-Ink Display, Printers, Audio Output [Reference 1]

Computer Software: Introduction, Operating System, Programming Languages, Classification of Programming Languages, Classification of Programming Languages Based on Applications [Reference 1]

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Unit-IV

Database Management Systems: Data models, RDBMS, SQL, Database Transactions, data centers, cloud services

The Software Problem: Cost, Schedule, and Quality, Scale and Change [Reference 2] **Software Processes:** Process and Project, Component Software Processes, Software Development Process Models [Reference 2]

Programming Principles and Guidelines: Structured Programming, Information Hiding, Some Programming Practices, Coding Standards [Reference 2]

References

1. V Rajaraman. Introduction to Information Technology, 3rd Edition, PHI Learning Private Limited, 2018
2. Pankaj Jalote. Concise Introduction to Software Engineering, Springer, 2011



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SEMESTER – I
Fundamentals of Information Technology (Lab)

Practical 3 Hours/Week 1 Credit Marks:50

Objective

The main objective of this laboratory is to familiarize the students with the basic hardware and software in computers

Exercises

1. Assembly and disassembly of a system box and identifying various parts inside the system box to recognize various parts of a typical computer system
2. Assembly and disassembly of peripheral devices- keyboard and mouse and study of their interface cables, connectors and ports.
3. Installation of Operating Systems-Windows and Linux
4. Disk defragmentation using system tool.
5. Procedure of disk partition and its operation (Shrinking, Extending, Delete, Format).
6. Installing and uninstalling of device drivers using control panel.
7. Working practice on windows operating system and Linux operating system: creating file, folder. Copying, moving, deleting file, folder
8. User Account creation and its feature on Windows Operating System and Changing resolution, color, appearances, and Changing System Date and Time.
9. Installation and using various wireless input devices (Keyboard/Mouse/Scanners etc.,)under Windows/Linux.
10. Study of various types of memory chips and various types of hard disk drives,partition and formatting of hard disk.
11. Installation of scanner, modem and network cards in Windows/Linux.
12. Assembly and disassembly of printer, installing a printer, taking test page, and using printer under Windows/Linux.
13. Installation of application software's – Office Automation, Anti-Virus.
14. Demonstrate the usage of Word and Power point in Windows and Linux
15. Configure Internet connection, Email Account creation, reading, writing and sending emails with attachment.


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SEMESTER – II
OBJECT ORIENTED PROGRAMMING USING PYTHON

Theory	4	Hours/Week	Internal marks = 40
Practical	4	Credit	External Marks = 60
	3	Hours/Week	
	1	Credit	

UNIT I

Identifiers, Keywords, Statements and Expressions, Variables, Operators, Precedence and Associativity, Data Types, Indentation, Comments, Reading Input, Print Output, Type Conversions, The type() Function and Is Operator, Dynamic and Strongly Typed Language, Control Flow Statements, The if Decision Control Flow Statement, The if...else Decision Control Flow Statement, The if...elif...else Decision Control Statement, Nested if Statement, The while Loop, The for Loop, The continue and break Statements, Catching Exceptions Using try and except Statement, Functions, Built-In Functions, Commonly Used Modules, Function Definition and Calling the Function, The return Statement and void Function, Scope and Lifetime of Variables, Default Parameters, Keyword Arguments, *args and **kwargs, Command Line Arguments.

UNIT II

Creating and Storing Strings, Basic String Operations, Accessing Characters in String by Index Number, String Slicing and Joining, String Methods, Formatting Strings, Lists, Creating Lists, Basic List Operations, Indexing and Slicing in Lists, Built-In Functions Used on Lists, List Methods, The del Statement. Dictionaries: Creating Dictionary, Accessing and Modifying key: value Pairs in Dictionaries, Built-In Functions Used on Dictionaries, Dictionary Methods, The del Statement, Tuples and Sets, Creating Tuples, Basic Tuple Operations, Indexing and Slicing in Tuples, Built-In Functions Used on Tuples, Relation between Tuples and Lists, Relation between Tuples and Dictionaries, Tuple Methods, Using zip() Function, Sets, Set Methods, Traversing of Sets, Frozenset.

UNIT III

Types of Files, Creating and Reading Text Data, File Methods to Read and Write Data, Reading and Writing Binary Files, The Pickle Module, Reading and Writing CSV Files, Python os and os.path Modules, Regular Expression Operations, Using Special Characters, Regular Expression Methods, Named Groups in Python Regular Expressions, Regular Expression with glob Module.

UNIT IV

Creating Classes in Python, Creating Objects in Python, The Constructor Method, Classes with Multiple Objects, Class Attributes versus Data Attributes, Encapsulation, Inheritance, The Polymorphism





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Text Books:

1. Gowrishankar S, Veena A, "Introduction to Python Programming", 1st Edition, CRC Press/Taylor & Francis, 2018. ISBN-13: 978-0815394372

References:

1. Jake VanderPlas, "Python Data Science Handbook: Essential Tools for Working with Data", 1st Edition, O'Reilly Media, 2016. ISBN-13: 978-1491912058
2. Aurelien Geron, "Hands-On Machine Learning with Scikit-Learn and TensorFlow: Concepts, Tools, and Techniques to Build Intelligent Systems", 1st Edition, O'Reilly Media, 2017. ISBN - 13: 978-1491962299.
3. Wesley J Chun, "Core Python Applications Programming", 3rd Edition, Pearson Education India, 2015. ISBN-13: 978-9332555365
4. Miguel Grinberg, "Flask Web Development: Developing Web Applications with Python", 2nd Edition, O'Reilly Media, 2018. ISBN-13: 978-1491991732.



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PYTHON PROGRAMMING LAB

Practical

3 Hours/Week

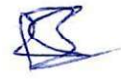
1 Credit

Marks: 50

Course Objective:

To implement Python programs with conditionals and loops. Also represent compound data using Python lists, tuples, dictionaries and Read and write data from/to files in Python.

1. Compute the GCD of two numbers.
2. Find the square root of a number (Newton's method)
3. Exponentiation (power of a number)
4. Find the maximum of a list of numbers
5. Linear search and Binary search
6. Selection sort, Insertion sort
7. First n prime numbers
8. Multiply matrices
9. Programs that take command line arguments (word count)
10. Find the most frequent words in Marks: 50 from a file
11. Simulate elliptical orbits in Pygame
12. Simulate bouncing ball using Pygame



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