

Department of Computer Science & Engineering
Equivalence Scheme

Programme Name:-B.Tech. Computer Science & Engineering
(III & IV Semester)

Sr.no.	Course code with Name of course(old)		Course code with Name of course (new)	
1.	CS301	Engineering Mathematics-III	SHU304	Engineering Mathematics-III
2.	CS302	Discrete Mathematics and Graph Theory	CSU303	Discrete Mathematics and Graph Theory
3.	CS303	Programming Methodology	CSU301	Programming Methodology
4.	CS304	Electronic Devices and Circuits	ETU311	Electronic Devices and Circuits
5.	CS305	Computer Organization and Architecture	CSU302	Computer Organization and Architecture
6.	CS306	Programming Methodology Laboratory	CSU304	Programming Methodology Lab
7.	CS307	Electronic Devices and Circuits laboratory	ETU312	Electronic Devices and Circuits Lab
8.	CS308	Computer Organization and Architecture Laboratory	CSU305	Computer Organization and Architecture Lab
9.	CS309	Computer Laboratory-I	CSU306	Linux administration Lab-I
10.	CS401	Data Structures	CSU402	Data Structure
11.	CS402	Object Oriented Technology	CSU403	Object Oriented Technology
12.	CS403	Principle Of Management		No Equivalence
13.	CS404	Numerical Method and Computer Programming	CSU401	Numerical Method and Computer Programming
14.	CS405	Analog and Digital IC's	ETU411	Analog and Digital IC's
15.	CS406	Data Structures Laboratory	CSU404	Data Structure Lab
16.	CS407	Object Oriented Technology Laboratory	CSU405	Object Oriented Technology Lab
17.	CS408	Analog and Digital IC's laboratory	ETU412	Analog and Digital IC's Lab
18.	CS409	Computer Laboratory-II	CSU406	Linux administration Lab-II
19.	CS410	General Proficiency-I	SHU205	General Proficiency-I
20.		No Equivalence	SHU305	General Proficiency II
21.		No Equivalence	ITU402	Data Communication
22.		No Equivalence	ITU403	Data Communication Lab

Note:

- 1) All students promoted to third year with some backlog courses shall remain in old scheme (212 credits).
- 2) All students who failed in second year (DC students) shall be transferred to new scheme (184 credits).