

Programme: B.Sc. Information Technology		Year 2020 – 2023 Batch				
Course Code	Title of the Course	Need(s)				Rationale
		Local	Regional	National	Global	
20UIT101	Programming in 'C'			✓		To know well about the basic programming concepts
20UIT102	Computer System Architecture	✓				To meet the requirements of appearing National Eligible Test (NET) and SET
20UIT103	Lab. I - Programming in 'C'			✓		To know well about the basic programming skills
20UIT1A1	Mathematics – I (Statistics)	✓		✓		To build the mathematical skills for programming
20UIT204	Object Oriented Programming with Java			✓		To design and program stand-alone Java applications.
20UIT205	Data Structures				✓	To solve problems using data structures and writing programs
20UIT206	Lab. II - Programming in Java			✓		To design and program stand-alone Java applications.
20UIT2A2	Mathematics – II (Discrete Mathematics)		✓			To build the mathematical skills for programming
19UIT307	Operating Systems		✓			To make the computer system convenient to use in an efficient manner
19UIT308	Relational Database Management System			✓		To have a broad understanding of database concepts and database management system software.
19UIT309	Service Oriented Architecture				✓	To provide a new way to design, develop, architect and consume software applications or components.
19UIT310	Lab. III – RDBMS			✓		To know well about the basics of database programming.
19UIT311	Lab. IV – Web Designing (HTML, CSS, JavaScript & Angular)	✓				To get better knowledge to build a website.
19UIT3A3	Microprocessor and Assembly Language Programming			✓		To meet the requirements of appearing National Eligible

						Test (NET) and SET
19UIT3N1	Skill Based Non-Major- I (Social Networks)	✓		✓	✓	To prepare students for evaluating the best social media platform(s) for their business
19UIT3N2	Skill Based Non-Major- I (Hardware & Networking)	✓		✓	✓	To understand and Identify the existing configuration of the computers & peripherals.
19UIT412	Data Communication and Networks				✓	To meet the requirements of appearing National Eligible Test (NET) and SET
19UIT413	Advanced Java Programming			✓		To learn test, and debug advanced-level Object-Oriented programs using Java
19UIT414	Visual Programming			✓		Create and manipulate GUI components in C# .Net and VB.Net
19UIT415	Lab. V – Programming in Advanced Java			✓		To learn test, and debug advanced-level Object-Oriented programs using Java
19UIT416	Lab. VI - Visual Programming	✓		✓		To Design and Implement Windows Applications using Windows Forms, Control Library, Advanced UI Programming & Data Binding concepts.
19UIT4A4	Software Engineering	✓	✓	✓	✓	This broad education is necessary to understand the High impact of software Engineering solutions in local and global, economic, environmental, and societal context
19UIT4N3	Skill Based Non-Major- II (Data Analytics)				✓	To Apply principles of Data Science to the analysis of business problems.
19UIT4N4	Skill Based Non-Major- II (Computer Security)			✓	✓	To prepare students with the technical knowledge and skills needed to protect and defend computer systems and networks.

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18UIT517	Open Source Methodologies			✓		To know about design and working principles of open source software.
18UIT518	Information Security				✓	To enhance the security of various components using algorithms globally
18UIT5E1	Data Mining and Analytics				✓	Different types of organizations use the technology to harness the data and extract value from it.
18UIT5E2	Cloud Computing		✓	✓	✓	To enhance the effectiveness of various businesses using cloud storage globally
18UIT5E3	Digital Image Processing	✓	✓	✓	✓	To motivate Students about the Digital Image Processing field because they want to understand how to build fascinating applications like online games.
18UIT519	Lab. VII - Open Source Methodologies			✓		To give practical knowledge on commands and editors available in linux platform.
18UIT520	Lab. VIII - Software Testing Tools			✓		Improves ability to use the techniques, skills, and to rapidly learn and apply emerging software testing technologies necessary for software development and usage.
18UIT5S1	Skill Based Major Elective - Lab. I Web Programming (Python)	✓	✓			To get better knowledge to build a website.
18UIT5S2	Skill Based Major Elective - Lab. I Web Programming (PHP)	✓	✓			To get better knowledge to build a website.
18UIT621	Computer Graphics		✓		✓	To motivate Students about the Computer Graphics field because they want to understand

						how to build fascinating applications like online games.
18UIT6E4	Embedded Systems		✓	✓	✓	Learning and analyzing the Embedded System concepts, which helps to solve real world problems using Micro controllers
18UIT6E5	E-Commerce	✓	✓	✓	✓	Utilizing this powerful E-commerce tools wisely has become eminently important for business-to-business (B2B) companies
18UIT6E6	Artificial Intelligence		✓	✓	✓	Learning and analyzing the Artificial Intelligence techniques and concepts helps in solving real world problems
18UIT6E7	Mobile Computing	✓		✓		To enable the Students to learn mobile techniques such as 2G, 3G, 4G & 5G
18UIT6E8	Software Project Management	✓	✓	✓	✓	To make the student to develop projects and inculcate team management skills
18UIT6E9	Multimedia Techniques	✓	✓	✓	✓	To learn Multimedia related tools that are relevant to designing
18UIT622	Lab. IX – Graphics and Multimedia			✓		To Demonstrate Multimedia related skills that are relevant to employment opportunity
18UIT623	Project				✓	To give the practical knowledge on courses studied throughout and used to develop software.
18UIT6S3	Skill Based Major Elective - Lab. II DTP Software (CorelDraw)	✓	✓			Ability to become an entrepreneur in field of advertising and marketing
18UIT6S4	Skill Based Major Elective - Lab. II DTP Software (Photoshop)	✓	✓			To Demonstrate Photoshop related and transferable skills that are relevant to industry and employment opportunity

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