

Computer Science (330) (CS)

Unit-wise syllabus and marks for the 2026-27 session.

UNITS 2	THEORY MARKS 100	SESSION 2026-27
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Exam pattern. Theory: 60 marks (3-hour paper). Practical: 40 marks (3-hour exam). Internal assessment via Tutor Marked Assignment (TMA): 20% of theory marks. Pass criteria: 33% in each component. Course duration: 1 year (Theory 144 hours, Practical 96 hours).

Practical. 40-mark practical lab exam based on a prescribed list of C++ programs, including simple interest, temperature conversion, swapping numbers, leap-year and Armstrong-number checks, factorials, string reversal, array averaging using pointer notation, and a menu-driven binary file program (append, modify, delete, search, sort records). Reinforced by self-paced Tutor Marked Assignments.

#	UNIT AND TOPICS	MARKS
1	Module I: Computer Fundamentals Anatomy of a Digital Computer; Data Processing Concept; Computer Software; Operating System; Data Communication and Networking; Fundamentals of Internet and Java Programming	15 marks
2	Module II: C++ Programming Introduction to C++; General Concept of OOP (Object Oriented Programming); Control Statements; Functions (library and user-defined); Array (one-dimensional and two-dimensional); Structure, Typedef & Enumerated Data Type; Classes & Objects with Constructors / Destructors; Inheritance: Extending Classes	85 marks

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