

Programme & Semester	Session & Timings	23-05-2018 Wednesday	24-05-2018 Thursday	25-05-2018 Friday	26-05-2018 Saturday	28-05-2018 Monday	29-05-2018 Tuesday	30-05-2018 Wednesday	31-05-2018 Thursday	01-06-2018 Friday	02-06-2018 Saturday	04-06-2018 Monday
BCA II (Regulations 2017)	Afternoon 2:00 p.m.- 5:00 p.m.		English II XEG201A		Computational Mathematics II XCA201		Computer Architecture XCA202		Object Oriented Programming Using C++ XCA203		Internet Technologies XCA204	
	Afternoon 2:00 p.m.- 5:00 p.m.			Computational Mathematics I XCA101 #					Problem Solving Techniques using C XCA104 #			English I XEG101A #
BCA - IV (Regulations 2016)	Forenoon 9:30 a.m.-12:30 p.m.	Data Communication and Networking CSA0100U403		System Analysis and Design CSA0100U404		Java Programming CSA0100U401C		Advance Database Management System CSA0100U402C		Principles of Management COM0100U407		Data Structure using C CSA0200U201C #
	Afternoon 2:00 p.m.- 5:00 p.m.	Data Base Management System CSA0100U301C#	Mathematics-I SCIO300U103C #	Managing Human Element at work COM0100U307C#	Problem Solving techniques using C CSA0100U102C #		Computational Mathematics - II CSA0200U206C #	Discrete Structure CSA0200U302C#	Operating system and tools CSA0200U301C#	Web Technology CSA0100U302C#	English II HUM0100U2014C #	Exposure of Computer Discipline CSA0100U201C #
BCA II CTIS (Regulations 2017)	Afternoon 2:00 p.m.- 5:00 p.m.		English II XEG201A		Introduction to Web Technology XCT201		Data Structures and Algorithm XCT203		OOPS with C++ XCT202		System Configuration and maintaince XCT204	
	Afternoon 2:00 p.m.- 5:00 p.m.			Fundamentals of Mathematics XCT101 #		Computer Fundamentals and Organisation XCT102 #		Programming in C XCT103 #		Operating System XCT104 #		English I XEG101A #
BFA II Animation & VFX (Regulations 2017)	Afternoon 2:00 p.m.- 5:00 p.m.		English II XEG201A		Film Appreciation and Analysis XBF201		Storytelling XBF202		Foundation Art II XBF203		Digital Art II XBF204	
	Afternoon 2:00 p.m.- 5:00 p.m.			Foundation Art I XBF101 #		Material Animation XBF102 #		Digital Art I XBF103 #		2D Digital Animation I XBF104 #		English I XEG101A #
B.Sc. II Computer Science (Regulations 2017)	Afternoon 2:00 p.m.- 5:00 p.m.		English II XEG201A		Computational Mathematics II XCX201		Digital Electronics XCX202		Object Oriented Programming Using C++ XCX203		Operating System XCX204	
	Afternoon 2:00 p.m.- 5:00 p.m.			Computational Mathematics I XCX101 #				Basic Programming skill and IT XCX103 #		Problem Solving Technique using C XCX104 #		English I XEG101A #
B.Sc CS - IV (Regulations 2016)	Forenoon 9:30 a.m.-12:30 p.m.	Theoretical Computer Science CSA0200U402		Design and Analysis of Algorithm CSA0200U401		Java Programming CSA0100U401C		Advance Database Management system CSA0100U402C		Software Engineering and Testing CSA0200U403		
MCA IV (Regulations 2016)	Forenoon 9:30 a.m.-12:30 p.m.	Theory of Computation CSA0100P401		Compiler Design CSA0100P402		Web Technologies CSA0100P403		Operations Research CSA0100P404		Cloud Computing and Security CSA0100P405 I		

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