

TENTATIVE LIST OF COURSES FOR “ARTIFICIAL INTELLIGENCE AND MACHINE LEARNING” AT BMSIT&M
A NEW UG PROGRAMME (Bachelor of Engineering)

I & II SEMESTER (I YEAR)	
COURSES/SUBJECTS ARE COMMON TO ALL BRANCHES OF ENGINEERING	
III SEMESTER	IV SEMESTER
Transform Calculus, Fourier Series and Numerical Techniques	Mathematics
Operating Systems	Fundamentals of Statistics
Software Engineering	Design and Analysis of Algorithms
Data Structures with C	Database Management Systems
Digital System Design	Computer Networks
Discrete Mathematical Structures	Introduction to Artificial Intelligence
Data Structures with C Laboratory	Design and Analysis of Algorithms Laboratory
Digital System Design Laboratory	Database Management Systems Laboratory
V SEMESTER	VI SEMESTER
Management Entrepreneurship and Cyber Law	Natural Language Processing
Computer Vision: Foundations and Applications	Fundamentals of Tensor Analysis
Introduction to Sensor Technology	Web intelligence and Visualization
Machine Learning with Python	Professional Elective -1
Applied Statistics	Open Elective -A
Managing Big Data	Natural Language Processing Laboratory
Machine Learning with Python Laboratory	Web intelligence and Visualization Laboratory
Network and Sensor Technology Laboratory	Mini project (Artificial Intelligence)
Environmental Studies	Internship
VII SEMESTER	VIII SEMESTER
Robotic Process Automation	Big Data Analytics
Internet of Things (IoT)and Applications	Professional Elective - 4
Professional Elective - 2	Project Work Phase - 2
Professional Elective - 3	Technical Seminar
Open Elective -B	Internship
Robotic Process Automation Laboratory	
Internet of Things and Applications Laboratory	
Project Work Phase - 1	
Internship	

LIST OF ELECTIVES

Professional Elective -1	Professional Elective -2	Professional Elective 3	Professional Elective -4
Virtual Reality	Speech Processing	Pervasive Computing	Ubiquitous Computing
Expert Systems	Decision Support System	Human Computer Interaction	System Modelling and Simulation
Fuzzy Logic	Cognitive System	Knowledge and Data Engineering	Pattern Classification
Soft Computing	Biometrics System	Text Analytics	Deep Learning
Data Mining & Warehousing	Computational Intelligence	Cloud Computing & Virtualization	Game Theory
Open Elective-A (to be decided later)		Open Elective-B (to be decided later)	