

Program Structure for Master of Computer Applications (Batch 2026-28)					
Year of the Programme: First Year (Academic Year 2026-27)					
Semester - I			Semester - II		
S. No.	Course	Credits	S. No.	Course	Credits
1	Operating Systems	3	1	Probability and Statistics	3
2	Database Management Systems	3	2	Software Engineering	3
3	Computer Networks	3	3	Advanced Web Technologies	3
4	Data Structures and Algorithms	4	4	Artificial Intelligence	3
5	Java Programming	4	5	Advanced Java	3
6	Web Technologies	4	6	Department Elective-I	3
7	English Communication	1	7	Data Analysis with Python	3
8	Design Thinking	0	8	Mobile Application Development	3
			9	Technical Communication	1
			10	Mini Project	2
<b>Total</b>		<b>22</b>	<b>Total</b>		<b>27</b>
Year of the Programme: Second Year (Academic Year 2027-28)					
Semester - III			Semester - IV		
S. No.	Course	Credits	S. No.	Course	Credits
1	Machine Learning	3	1	Project	10
2	Cloud Computing	3			
3	Cyber Security	3			
4	Microservices and Architecture	3			
5	Department Elective - II	3			
6	Open Elective	3			
7	Professional Ethics	1			
8	Interpersonal Skills	1			
9	Capstone Project	3			
<b>Total</b>		<b>23</b>	<b>Total</b>		<b>10</b>
<b>Total no. of credits</b>		<b>82</b>			
<b>Total no of courses</b>		<b>28</b>			
Department Elective - I (Choose any One)			Department Elective - II (Choose any One)		
S. No.	Course	Credits	S. No.	Course	Credits
1	Advanced Database Management System	3	1	DevOps	3
2	Internet of Things	3	2	Blockchain Technology	3
3	Human Computer Interaction	3	3	Big Data Analytics	3
<b>Open Elective (Choose any One)</b>					
S. No.	Course	Credits			
1	Basic Decision making with Spreadsheet	3			
2	Algorithmic Trading	3			
3	Introduction to Virtual Reality and Augmented Reality	3			
4	Game Design	3			