Credit Structure BTech - Civil Engineering							
Semester I							
Applied Mechanics	2	0	0	2			
Mathematics I	3	0	0	3			
Engineering Graphics	2	0	0	2			
Environmental Studies	4	0	0	4			
Communication I	2	0	0	2			
Foundation Studio I	6	0	0	6			
Total	19	0	0	19			
Semester II							
Communication II	2	0	0	2			
Basic Electrical and Electronics	3	0	0	3			
Mathematics II	3	0	0	3			
Building planning and Drawing	2	0	0	2			
Building Planning and Drawing Laboratory	0	0	3	1.5			
Foundation studio 2	6	0	0	6			
Problem Solving Using Python	1	0	4	3			
Total	17	0	7	20.5			
Seme	<mark>ster III</mark>						
Solid Mechanics	2	1	0	3			
Solid Mechanics Laboratory	0	0	2	1			
Fluid Mechanics I	3	0	0	3			
Fluid Mechanics I Laboratory	0	0	2	1			
Concrete Technology	3	0	0	3			
Concrete Technology Laboratory	0	0	3	1.5			
Building construction and Drawing studio	6	0	0	6			
Total	14	1	7	18.5			
Semester IV							
Humanities (Ethics and Values)	2	0	0	2			
Theory of Structures	3	0	0	3			
Environmental Engineering I	3	0	0	3			
Fluid Mechanics II	3	0	0	3			
Fluid Mechanics II Laboratory	0	0	2	1			
Surveying	4	0	0	4			
Surveying Laboratory	0	0	3	1.5			
Roads and Highway Planning Studio	6	0	0	6			
Total	21	0	5	23.5			

Semester V							
Environmental Engineering II	3	0	0	3			
Environmental Engineering II Laboratory	0	0	3	1.5			
Structures Level 1 studio	6	0	0	6			
Geotechnical Engineering I	3	0	0	3			
Geotechnical Engineering I laboratory	0	0	3	1.5			
Transportation Engineering	3	0	3				
Water Resources Engineering	2	0	0	2			
Entrepreneurship	2	0	0	2			
Total	19	0	9	23.5			
Semester VI							
Structures level II	6	0	0	6			
Design of Structures	4	0	0	4			
Studio Hydraulic structures	6	0	0	6			
Geotechnical Engineering II	3	0	0	3			
Advanced Construction Technology	2	0	0	2			
Total	21	0	0	21			
Semester VII							
Estimating and Costing	3	0	0	3			
Project II	0	0	8	4			
Computer Aided Structural Analysis and	2	0	0	2			
Design							
Construction Planning and Management	3	0	0	3			
Total	8	0	8	12			
Semester VIII							
Internship	0	0	24	12			
Total	0	0	24	12			