

CS	Computer Science and Information Technology
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## Section 1: Engineering Mathematics

**Discrete Mathematics:** Propositional and first order logic. Monoids, Groups. Graphs: connectivity, matching, coloring. Sets, relations, functions, partial orders and lattices. Combinatorics: counting, recurrence relations, generating functions.

**Linear Algebra:** Matrices, determinants, system of linear equations, eigenvalues and eigenvectors, LU decomposition.

**Calculus:** Limits, continuity and differentiability. Maxima and minima. Mean value theorem. Integration.

**Probability and Statistics:** Random variables. Uniform, normal, exponential, poisson and binomial distributions. Mean, median, mode and standard deviation. Conditional probability and Bayes theorem. Computer Science and Information Technology

## Section 2: Digital Logic

Boolean algebra. Combinational and sequential circuits. Minimization. Number representations and computer arithmetic (fixed and floating point).

## Section 3: Computer Organization and Architecture

Machine instructions and addressing modes. ALU, data-path and control unit. Instruction pipelining, pipeline hazards. Memory hierarchy: cache, main memory and secondary storage; I/O interface (interrupt and DMA mode).

## Section 4: Programming and Data Structures

Programming in C. Recursion. Arrays, stacks, queues, linked lists, trees, binary search trees, binary heaps, graphs.

## Section 5: Algorithms

Searching, sorting, hashing. Asymptotic worst case time and space complexity. Algorithm design techniques: greedy, dynamic programming and divide-and-conquer. Graph traversals, minimum spanning trees, shortest paths

## Section 6: Theory of Computation

Regular expressions and finite automata. Context-free grammars and push-down automata. Regular and context-free languages, pumping lemma. Turing machines and undecidability.

## Section 7: Compiler Design

Lexical analysis, parsing, syntax-directed translation. Runtime environments. Intermediate code generation. Local optimisation, Data flow analyses: constant propagation, liveness analysis, common subexpression elimination.

## Section 8: Operating System

System calls, processes, threads, inter-process communication, concurrency and synchronization. Deadlock. CPU and I/O scheduling. Memory management and virtual memory. File systems.

## Section 9: Databases

ER-model. Relational model: relational algebra, tuple calculus, SQL. Integrity constraints, normal forms. Transactions and concurrency control. File organization, indexing (e.g., B and B+ trees).

## Section 10: Computer Networks

Concept of layering: OSI and TCP/IP Protocol Stacks; Basics of packet, circuit and virtual circuit-switching; Data link layer: framing, error detection, Medium Access Control, Ethernet bridging; Routing protocols: shortest path, flooding, distance vector and link state routing; Fragmentation and IP addressing, IPv4, CIDR notation, Basics of IP support protocols (ARP, DHCP, ICMP), Network Address Translation (NAT); Transport layer: flow control and congestion control, UDP, TCP, sockets; Application layer protocols: DNS, SMTP, HTTP, FTP, Email