

Section1: Engineering Mathematics

Discrete Mathematics:

Propositional and first order logic. Sets, relations, functions, partial orders and lattices. Groups. Graphs: connectivity, matching, coloring. 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:

Random variables. Uniform, normal, exponential, poisson and binomial distributions. Mean, median, mode and standard deviation. Conditional probability and Bayes theorem.

Section 2: Programming and Data Structures

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

Section 3: Algorithms

Searching, sorting, hashing. Asymptotic worst case time and space complexity.

Algorithm design techniques: greedy, dynamic programming and divide-and-conquer.

Graph search, minimum spanning trees, shortest paths.

Section 4: Operating System

Processes, threads, inter-process communication, concurrency and synchronization. Deadlock. CPU scheduling. Memory management and virtual memory. File systems.

Section 5: Computer Architecture

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

Machine instructions and addressing modes. ALU, data-path and control unit. Instruction pipelining.

Memory hierarchy: cache, main memory and secondary storage; I/O interface (interrupt and DMA mode).

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.

Compiler Design : Lexical analysis, parsing, syntax-directed translation. Runtime environments. Intermediate code generation.

Section 7: Databases

ER-model. Relational model: relational algebra, tuple calculus, SQL. Integrity constraints, normal forms Transactions and concurrency control.

Section 8: Computer Networks

Concept of layering. LAN technologies (Ethernet). Flow and error control techniques, switching. IPv4/IPv6, routers and routing algorithms (distance vector, link state). TCP/UDP and sockets, congestion control. Application layer protocols (DNS, SMTP, POP, FTP, HTTP). Basics of Wi-Fi. Network security: authentication, basics of public key and private key cryptography, digital signatures and certificates, firewalls.