CS Computer Science and Information Technology

Section 1: Engineering Mathematics

Discrete Mathematics: Propositional and first order logic. Sets, relations, functions, partial orders and lattices. Monoids, Groups. Graphs: connectivity, matching, colouring. 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.

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 sub expression 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. File organization, indexing (e.g., B and B+ trees). Transactions and concurrency control.

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.

GA General Aptitude

Verbal Aptitude

Basic English grammar: tenses, articles, adjectives, prepositions, conjunctions, verb-noun agreement, and other parts of speech

Basic vocabulary: words, idioms, and phrases in context.

Reading and comprehension, Narrative sequencing.

Quantitative Aptitude

Data interpretation: data graphs (bar graphs, pie charts, and other graphs representing data), 2- and 3-dimensional plots, maps, and tables

Numerical computation and estimation: ratios, percentages, powers, exponents and logarithms, permutations and combinations, and series Mensuration and geometry Elementary statistics and probability.

Analytical Aptitude

Logic: deduction and induction, Analogy, Numerical relations and reasoning.

Spatial Aptitude

Transformation of shapes: translation, rotation, scaling, mirroring, assembling, and grouping paper folding, cutting, and patterns in 2 and 3 dimensions.