

Entrance Syllabus COMPUTER SCIENCE ENGINEERING

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

Computer Organization and Architecture: 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). .

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

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.

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.

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

Databases: ER-model, Relational model (relational algebra, tuple calculus), Database design (integrity constraints, normal forms), Query languages (SQL), File structures (sequential files, indexing, B and B+ trees), Transactions and concurrency control.

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.