

GENERAL APTITUDE(GA):

Verbal Ability: English grammar, sentence completion, passage reading, verbal analogies, word groups, instructions, critical reasoning and verbal deduction.

Reasoning : Verbal & Non-Verbal

General Knowledge & Current Affair (History, Geography, Indian Polity, Life Science, Science & Technology)

Computer Science and Information Technology

Digital Electronic Circuits :

Transistor as a switching element; Boolean algebra, simplification of Boolean functions, Karnaguh map and applications; IC Logic gates and their characteristics; IC logic families : DTL, TTL, ECL, NMOS, PMOS and CMOS gates and their comparison; Combinational logic Circuits; Half adder, Full adder; Digital comparator; Multiplexer Demulti-plexer; ROM an their applications. Flip flops. R-S, J-K, D and T flip-flops; Different types of counters and registers Waveform generators. A/D and D/A converters. Semiconductor memories.

Computer Organization and Architecture: Machine instructions and addressing modes, ALU and data-path, CPU control design, Memory interface, I/O interface (Interrupt and DMA mode), Instruction pipelining, Cache and main memory, Secondary storage.

Programming and Data Structures: Programming in C; Functions, Recursion, Parameter passing, Scope, Binding; Abstract data types, Arrays, Stacks, Queues, Linked Lists, Trees, Binary search trees, Binary heaps.

Algorithms: Analysis, Asymptotic notation, Notions of space and time complexity, Worst and average case analysis; Design: Greedy approach, Dynamic programming, Divide-and-conquer; Tree and graph traversals, Connected components, Spanning trees, Shortest paths; Hashing, Sorting, Searching. Asymptotic analysis (best, worst, average cases) of time and space, upper and lower bounds, Basic concepts of complexity classes P, NP, NP-hard, NP-complete.

Theory of Computation: Regular languages and finite automata, Context free languages and Push-down automata, Recursively enumerable sets and Turing machines, Undecidability.

Compiler Design: Lexical analysis, Parsing, Syntax directed translation, Runtime environments, Intermediate and target code generation, Basics of code optimization.

Operating System: Processes, Threads, Inter-process communication, Concurrency, Synchronization, Deadlock, CPU scheduling, Memory management and virtual memory, File systems, I/O systems, Protection and security.

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.

Information Systems and Software Engineering: information gathering, requirement and feasibility analysis, data flow diagrams, process specifications, input/output design, process life cycle, planning and managing the project, design, coding, testing, implementation, maintenance.

Computer Networks: ISO/OSI stack, LAN technologies (Ethernet, Token ring), Flow and error control techniques, Routing algorithms, Congestion control, TCP/UDP and sockets, IP(v4), Application layer protocols (icmp, dns, smtp, pop, ftp, http); Basic concepts of hubs, switches, gateways, and routers. Network security basic concepts of public key and private key cryptography, digital signature, firewalls.

Web technologies: HTML, XML, basic concepts of client-server computing.