

Computer Science and Information Technology

Section 1: 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 – 10: 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. 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 search, 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.

Section 8: Operating System

Processes, threads, inter-process communication, concurrency and synchronization. Deadlock. CPU 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. 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.

Compulsory Section (Marks as:- 8 objectives, 2 marks each i.e. $8 \times 2 = 16$ Marks and 1 descriptive question of 4 marks i.e. $1 \times 4 = 4$ Marks, so total 20 Marks will be on this compulsory section)

Concept of Intrusion Detection System, Malicious Node Detection, overview of anomaly detection technique, Real time network intrusion detection for large scale attacks based on mining approach.

Approved
By HOD for PET-II
B.O.S. Chairman
CSE-IT