

1. COMPUTER SCIENCE AND INFORMATION TECHNOLOGY – CS & IT

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.

Computer Science and Information Technology

GENERAL APTITUDE(GA):

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

Computer Science and Information Technology

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

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