Tamil Nadu Public Service Commission
Syllabus
Computer Science, Information Technology, Electrical, Electronics and Communication Engineering
(Degree Standard)

Code: 554

Unit I: Programming In C, Python and Object Oriented Programming (20 Questions)

C Programming:

Data Types – Expressions – Input / Output Operations – Decision Making and Branching Statements – Looping Statements – Arrays – Initialization – Declaration – One dimensional and Two dimensional arrays. String – string operations – String Arrays. Simple programs – sorting – searching – matrix operations – Function – Definition of function – Declaration of function – Pass by value – Pass by reference – Recursion – Pointers – Definition – Initialization – Pointers arithmetic - Pointers and arrays – structure date type – structure definition – Structure declaration – Structure within a structure – Union – Programs using structures and Unions – Storage classes, Pre-processor directives - File Handling

Python Programming:

Python Interpreter and Interactive Mode-Data types-Statements- Expressions-Boolean Values and Operators-Strings-Arrays of Numbers- Lists-Tuples-Dictionaries-Functions-File Reading and Writing

Object Oriented Programming:

C++ Programming features – Data Abstraction – Encapsulation – Class – Object – constructors – static members – constant members – member functions – pointers – references – Role of this pointer – Storage classes – function as arguments – String Handling – Copy Constructor – Polymorphism – compile time and run time polymorphisms – Function overloading – operators overloading – dynamic memory allocation – Nested classes – Inheritance – virtual functions. Abstract class – Exception handling – Standard libraries – Generic Programming – templates – class template – function template – STL - containers – iterators – function adaptors – allocators – Parameterizing the class – File handling concepts.

Unit II: Data Structures and Algorithms (20 Questions)

List ADT – array based implementation – linked list implementation – singly linked lists – circularly linked lists – doubly-linked lists – applications of lists – Polynomial Manipulation – All operation (Insertion, Deletion, Merge, Traversal) – Stack ADT – Evaluating arithmetic expressions – other applications – Queue ADT – circular queue implementation – Double ended Queues – Priority Queues - application of queues – Trees: Binary Tree - Binary Search Tree-Tree Traversals –Operations- AVL Tree-Splay Tree-Red Black Tree- Binary Heap-Skew Heap- Leftist Heap - Binomial Heap-Fibonacci Heap- Sorting algorithms: Insertion sort – Selection sort – Shell sort – Bubble sort – Quick sort – Merge sort – Radix sort – Heap Sort - Searching: Linear search – Binary Search - Hashing: Hash Functions – Separate Chaining – Open Addressing – Rehashing – Extendible Hashing – Graph Algorithms: Minimum Spanning Tree – Shortest Path Algorithms - Graph Traversals -Directed Acyclic Graph-Topological Ordering-All Pair Shortest Path Algorithms- Floyd Warshall algorithm- Bellman Ford Algorithm-Network Flow Algorithms- Ford Fulkerson Algorithm-Amortized Analysis of Algorithms - Algorithm Analysis: Asymptotic Analysis-Solving Recurrence Equations-Algorithm Design Techniques-Greedy Algorithms-Dynamic Programming-Divide and Conquer.

Unit III: Digital Logic and Computer Architecture (20 Questions)

Boolean Algebra and Logic Gates – Combinational Logic – Sequential logic Functional Units of a Digital Computer - Arithmetic operations : Addition and Subtraction – Binary Multiplication – Binary Division – Floating Point Numbers – Addressing Modes - Instruction Set Architecture –

RISC and CISC Architectures CPU Performance Metrics - Data path and Control – Hazards: Structural, Data and Control Hazards – Dynamic Scheduling – Speculation – ILP and Thread Level Parallelism – Memory Hierarchy – Cache Memories – Virtual Memory – Associative memories – Accessing I/O devices Interrupts - Direct Memory Access – Multicore Architectures – Open MP – MPI – Cache coherence policies – GPU architectures and programming.

Unit IV: Database Management Systems (20 Questions)

INTRODUCTION TO DBMS – File Systems Organization – Sequential, Pointer, Indexed, Direct – Purpose of Database System – Database System Terminologies – Database Characteristics – Data models – Types of data models – Components of DBMS – Relational Algebra. LOGICAL DATABASE DESIGN: Relational DBMS – Codd's Rule – Entity – Relationship model – Extended ER Normalization – Functional Dependencies, Anomaly – 1 NF to 5 NF – Domain Key Normal Form – Denomalization. SQL & QUERY OPTIMIZATION – SQL Standards – Data types – Database Objects – DDL – DML – DCL – TCL – Embedded SQL – Static vs Dynamic SQL – QUERY OPTIMIZATION: Query Processing and Optimization – Heuristics and Cost Estimates in Query Optimization – TRANSACTION PROCESSING AND CONCURRENCY CONTROL – Introduction – Properties of Transaction – Serializability – Concurrency Control – Locking Mechanisms – Two Phase Commit Protocol – Dead lock – TRENDS IN DATABASE TECHNOLOGY – RAID – File Organization – Organization of Records in Files – Indexing and Hashing – Ordered Indices – B+ tree Index Files – B tree Index Files – Static Hashing – Dynamic Hashing – Object Oriented Database Management Systems-Object Oriented Relational Database management Systems

Unit V: Operating Systems and Cloud Technologies (20 Questions)

OPERATING SYSTEMS OVERVIEW – Computer System Overview – Basic Elements, Instruction Execution, Interrupts, Memory Hierarchy, Cache Memory, Direct Memory Access, Multiprocessor and Multicore Organization. Operating system overview – objectives and functions, Evolution of Operating System – Computer System Organization – Operating System Structure and Operations –System Calls, System Programs, OS Generation and System Boot – PROCESS MANAGEMENT – Processes – Process Concepts, Process Scheduling, Operations on Processes, Interprocess Communication; Threads – Overview, Multicore Programming, Multithreading Models; Windows 7 – Thread and SMP Management. Process Synchonization – Critical Section Problem, Mutex Locks, Semaphores, Monitors; CPU Scheduling and Deadlocks – STORAGE MANAGEMENT – Main Memory – Contiguous Memory – Allocation, Segmentation, Paging, 32 and 64 bit architecture Examples; Virtual Memory – Demand Paging, Page Replacement, Allocation, Thrashing; Allocating Kernel Memory, OS Examples – I/O SYSTEMS – Mass Storage Structure – Overview, Disk Scheduling and Management; File System Storage – File Concepts, Directory and Disk Structure, Sharing and Protection; File System Implementation – File System Structure, Directory Structure, Allocation Methods, Free space Management; I/O Systems.

Cloud Technologies: Cloud Characteristics-Cloud Service and Deployment Models-Virtualization-Virtual Machines-Server, Network and Storage Virtualization-Hypervisor-Cloud Security Requirements-Threats: Malicious Attacks-Events and Alerts- Security Information and Event Management - Hadoop –Map Reduce Technique.

Unit VI: Software Engineering (20 Questions)

Software Process and Project Management:
Introduction to Software Engineering, Software Process, Perspective and Specialized Process Models - Software Project Management: Estimation – LOC and FP Based Estimation, COCOMO Model – Project Scheduling – Scheduling, Earned Value Analysis – Risk Management – Introduction to Agility - Agile Process - Extreme Programming - XP Process - REQUIREMENTS ANALYSIS AND SPECIFICAION – Software Requirement: Functional and Non – functional, User requirements, System requirement, Software Requirements - Document – Requirement Engineering Process : feasibility Studies, Requirements elicitation and analysis, requirements validation, requirements management – Classical analysis: Structured system Analysis, Petri Nets – Data Dictionary - SOFTWARE DESIGN –Design process design Concepts – Design Model – Design Heuristic –Architectural Design – Architectural styles,

architectural Design, Architectural mapping using dataflow – User Interface Design: Interface Analysis, Interface design – Component level Design: Designing Class based components, Traditional Components –TESTING AND IMPLEMENTATION –Software testing fundamental – Internal and external views of Testing – white box testing – basis path testing - control structure testing – black box testing – Regression Testing – Unit Testing – Integration Testing – Validation Testing – System Testing and Debugging – Software Implementation Techniques : Coding practices – Refactoring –PROJECT MANAGEMENT –Cost Estimation – FP Based, LOC Based, Make /Buy Decision, COCOMO II – Planning – Project Plan, Planning Process, RFP Risk Management – Identification, Projection, RMMM – Scheduling and Tracking – Relationship between people and effort, Task Set & Network, Scheduling, EVA – Process and Project Metrics - DEVOPS Essentials - Build Model Using MAVEN - Building DEVOPS using Azure.

Unit VII: Web Technology (20 Questions)

SCRIPTING LANGUAGES –Web page designing using HTML, Scripting basics – Client side and server side scripting. Java Script – Object, names, literals, operators and expressions – statements and features – events – windows –documents – frames –date types –built-in functions – Browser object model – Verifying forms – HTML5 – CSS3 – HTML 5 canvas – Web site creation using tools – Event Handling- PhP Scripting - JAVA PROGRAMMING – Features of java – Data types, variables and arrays – Operators – Control statements – Classes and Methods – Inheritance. Packages and Interfaces – Exception Handling – Multithreaded Programming – Input / Output – files – Utility Classes – Strong Handling – JDBC – JDBC Overview –JDBC implementation – Connection class – Statements – Catching Database Results, handling database Queries. Networking –Inet Address class – URL class – TCP sockets – UDP sockets, Java Beans –RMI – APPLETs – Java applets – Life Cycle of an Applet – Adding Images to an Applet – Adding Sound to an Applet – Passing Parameters to an Applet - Event Handling. Introducing AWT: Working with Windows Graphics and Text. Using AWT Controls, Layout Managers and Menus. Servlet – life cycle of a servlet. The Servlet API, Handling HTTP Request and Response, Using Cookies, Session Tracking - MVC Architecture – Nodejs - Events – Listeners – Timers - Callbacks – Handling Data - Implementing HTTP Service in Nodejs – NOSQL – MongoDB – Frameworks – SPRING – MERN – MEAN - Flutter

Unit VIII: Computer Networks and Security (20 Questions)

NETWORKING FUNDAMENTALS & LINK LAYER –Building a network- requirements – Layering and protocols – Internet Architecture – Network software – Performance; Link layer Services – Framing – Error Detection – Flow control – MEDIA ACCESS & INTERNETWORKING – Media access control- Ethernet (802.3) – wireless LANs -802.11 – Bluetooth – switching and bridging – Basic Internetworking (IP, CIDR, ARP, DHCP, ICMP)- ROUTING – Routing (RIP, OSPF, metrics) – Switch basics – Global Internet (Areas, BGP, IPv6), Multicast – addresses – multicast routing (DVMRP, PIM) - TRANSPORT LAYER – Overview of Transport layer – UDP- Reliable byte stream (TCP) – Connection management – Flow control – Retransmission – TCP Congestion control – Congestion avoidance (DECbit, RED) – QoS – Application requirements – APPLICATION LAYER - Traditional applications - Electronic Mail (SMTP, POP3, IMAP,MIME) HTTP –Web Services - DNS –SNMP – Mobile Computing – Mobile Computing Vs. wireless Networking – Mobile Computing Application – Characteristics of Mobile Computing – Structure of Mobile Computing Applications. MAC Protocols – Wireless MAC Issues – Fixed Assignment Schemes – Random Assignment Schemes – Reservation Based Schemes – MOBILE INTERNET PROTOCOL AND TRANSPORT LAYER – Overview of Mobile IP- Features of Mobile IP- Key Mechanism in Mobile IP – Route Optimization. Overview of TCP/ IP – Architecture of TCP/ IP – adaptation of TCP Window – Improvement in TCP Performance – MOBILE AD-HOC NETWORKS – Ad- Hoc Basic Concepts – Characteristics – Applications – Design Issues – Routing – Essential of Traditional Routing Protocols – Popular Routing Protocols – Vehicular AdHoc networks (VANET)- MANET Vs VANET – Security – Cryptographic Algorithms – Caesar Cipher – Hill Cipher – Vignere cipher – LFSR Sequences – Number Theory –GCD –Chinese Remainder Theorem – Fermat's Theorem and Euler's Theorem – Symmetric key Cryptography – DES – AES Algorithms – Public key algorithms – RSA – Diffe–Hellman Algorithm – ElGamal System – Elliptic Key Cryptography – Digital Signatures – Digital Certificates – Hashing – MD5 – SHA1 – Key Management – Kerberos –PKI –IP Security – Email Security – SSL – SET –OS Security – Database Security.

Unit IX: Microprocessor and Embedded Systems (20 Questions)

8085 Architecture, Instruction set, addressing modes, Assembly language programming, Interrupts, timing diagrams, memory and I/O interfacing; 8086 Architecture, Instruction set, addressing modes, minimum and maximum mode configuration, assembler directives, assembly language programming, interrupts; 8051 Architecture, Special Function Registers (SFRs) instruction set, addressing modes, assembly language programming, I/O ports, Timers/counters, interrupts and serial communication.

Embedded System design process, Embedded processors – ARM Processor – Architecture, ARM Instruction sets – Addressing Modes – Pipelining – Embedded C Programming – Looping Structures – Register Allocation – Function calls – Pointer aliasing – Structure arrangement – bit fields – unaligned data and endianness – inline functions and inline assembly – portability issues. Profiling and cycle counting – instruction scheduling – optimized primitives. Multiple tasks and processes – Context switching – Scheduling policies – Interprocess communication mechanisms – Exception and interrupt handling – Performance issues. Meeting real time constraints – Multi-state systems and function sequences – Embedded software development tools – Emulators and debuggers.

Unit X: Electrical, Electronics and its Applications (20 Questions)

Ohm's Law - Kirchhoff's Laws – Solution of DC circuits with Independent sources only (Steady state), AC Fundamentals: Waveforms, Average value, RMS Value, Impedance, Instantaneous Power, Real Power, Reactive Power and Apparent Power, Power Factor – Steady State Analysis of RL, RC and RLC Circuits- three phase circuits.

Magnetic Circuits– DC Machines: Construction, Working Principle, Types and Applications of DC Generator and Motor, EMF and Torque equation. AC Machines: Construction, Working and Applications of Transformer, Three phase Alternator, Synchronous motor, Single and Three Phase Induction Motor, stepper motor, servo motor and BLDC motor.

Operation and Characteristics of electronic devices: PN Junction Diodes, Zener Diode, BJT, JFET, IGBT and MOSFET– Voltage regulators - Operational Amplifiers - 555 timer IC based astable and monostable multivibrator.

Solenoids, electro-pneumatic systems, proximity sensors, limit switches, piezoelectric, Hall Effect, photo sensors, Strain gauge, LVDT, piezo electric crystals, differential pressure transducer, optical and digital transducers, Smart sensors, Thermal Imagers.

Moving Coil and Moving Iron Instruments, Power Measurement, Energy Meter, Instrument Transformers - CT and PT, Multimeter- DSO- Data Acquisition Systems – A/D and D/A Converters –Data Transmission Systems – smart meters.

Single and Three Phase AC to DC Converters – uncontrolled and controlled rectifiers– Switched Mode Power Supplies – buck, boost and buck-boost converter topologies –switching losses – Inverters – Single and Three Phase Inverters – Voltage control –Pulse Width Modulation techniques – harmonic elimination techniques – Uninterrupted Power Supplies- Batteries – types and characteristics.

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