GATE PROGRESS TRACKER

CHAPTERS	REV 1	REV 2	REV 3	REV 4	DPP 1	DPP 2	PYQ`s 1	PYQ`s 2	MOCK 1	MOCK 2
COMPUTER NETWORKS										
IPV4 Addressing										
Error Control										
Flow Control										
IPV4 Header & Fragmentation										
TCP & UDP										
Medium Access Control										
Routing Protocols										
Switching										
Application Layer Protocols										
IP Support protocol										
OPERATING SYSTEMS										
Introduction & Background										
Process Management										
CPU Scheduling										
Process Synchronization										
DeadLock										
Memory Management										
File System & Device Management										
System Calls & Threads										
C - PROGRAMMING										
Data Types & Operators										
Control Flow Statements										
Functions & Storage Classes										
Arrays & Pointers										
Strings										
Structures & Union										
Miscellaneous										
DATA STRUCTURES										
Introduction										
Arrays										
Linked List										
Stack & Queues										
Trees										
Graphs										
Hashing										
DIGITAL LOGIC										
Logic Gates										
Minimization										
Combinational Circuit										
Sequential Circuit										
Number System										

CHAPTERS	REV 1	REV 2	REV 3	REV 4	DPP 1	DPP 2	PYQ`S 1	PYQ`S 2	MOCK 1	MOCK 2
THEORY OF COMPUTATION										
Finite Automata										
Push Down Automata										
Turning Machine Recursively Enumerable										
Decidability										
COMPILER DESIGN										
Lexical & Syntax Analysis										
Syntax Directed Translation										
Intermediate Code & Code Optimization										
ALGORITHMS										
Analysis Of Algorithms										
Design Strategies										
Greedy Method										
Dynamic Programming										
Graph Algorithms										
Heap Algorithms										
Backtracking & Branch - Bound										
DATABASE MANAGEMENT SYSTEM										
FD`s and Normalisation										
Transaction and Concurrency Control										
ER Model										
Query Language										
File Organisation & Indexing										
COMPUTER ORGANISATION & ARCHITECTURE										
Introduction Of COA										
Machine Instruction and Addressing Modes										
Floating Point Representation										
ALU and Control Unit										
Instruction And Pipelining										
Cache Memory										
Secondary Memory & IO Interface										
DISCRETE MATHEMATICS										
Graph Theory										
Mathematical Logic										
Set Theory										
Combinatorics										
ENGINEERING MATHEMATICS										
Linear Algebra										
Calculus										
Probability & Statistics										