DAA THEORY

UNIT 1

Imp-
//Theory around 5 marks
Asymptotic notations most important
//some code will be given…uski time complexity find karo around 5 marks

MARKS- 10

UNIT 2

Divide and Conquer and Greedy Method Characteristics,
analysis methodology, merge sort, quick sort, binary search,
large integer multiplication. General characteristics of greedy
algorithms, Prim"s algorithm, Kruskal"s algorithm, Dijkstra"s algorithm, Heap Sort, job sequencing with deadlines/activity selection problem, optimal merge patterns, Knapsack problem
Imp-
//Theory
Div and conquer
greedy algorithm
Dono ka difference, ya characteristics, features, methodology

//Algorithm
Merge Quick
Basically short codes can also come

//Pseudo code
Prims Krushkals Dijk
Or working can also be asked inki (explanation using example…basically dry run)

//Numericals
Knapsack using Greedy

MARKS- 14

UNIT 3

Dynamic Programming General strategy, principle of optimality,

Warshall"s and Floyd"s algorithm, optimal binary search trees, Knapsack problem, Travelling Salesperson problem, flow shop scheduling
Imp-
//Numericals
Knapsack ke saare ways (optimal binary search trees, matrix, dynamic approaches basically)
Warshal Fluid
Flowshop

//Theory
Features of Dynamic Programming
Principal of Optimality
TSP ki theory ka much more chance hai than any numerical uspe

MARKS- 13

UNIT 4

Backtracking and Branch- BoundGeneral strategy, generic recursive backtracking algorithm, iterative backtracking method, 8-queens problem, graph coloring, Hamiltonian cycle, Knapsack Problem.0/1 knapsack problem LC branch and bound and FIFO branch bound solution (isse nahi aayega yeh unit me)
Imp-
//Theory
Diff between backtracking and branch-bound ya inke separate characteristics ya separate definitions/explanations

//Refer Queen’s problem Codetantra ka hi
//Graph Colouring which class me karaaya tha
//Refer Hamiltonian cycle from codentantra too

MARKS- 5

UNIT 5

NP-Hard And NP-Complete ProblemsAlgorithms, Non-Deterministic Polynomial time (NP) decision problems, Cooks theorem, NP-complete problems-satisfiability problem.

Imp-
//Completely theory
NP-Hard NP-Complete ki theory ya difference aise me
Do iss unit ki theory poori

MARKS- 3

TOTAL MARKS - 45

DAA PRACTICAL EXAM

10 marks journal
Kaafi big codes ke parts hi poochenge
Short waale codes poore aayenge

CO THEORY

UNIT 1

History not coming skip it
Von Neumann coming
Bus structure
Diagram of all components waala mbr waala
Booths algorithm to aayega hi
IEEE Standard importantttttttt
Restoring non-restoring
Floating point imp
Around 5 theory baaki numericals
This Unit is V V Important
MARKS- 13

UNIT 2

Address instructions
Addressing modes
Pipelining
8086 waala important
//no numericals here
So complete notes hi read karo this unit ke
MARKS- 10

UNIT 3

Hard wired Control Unit design
MCU Microprogrammed Control Unit
(BUT BASICALLY POORA HI AS BAAKI ISHI KE SUBTOPICS HAI)
WITH DIAGRAMS DOOOOOOOOOOOO
MARKS- 5

UNIT 4

//Nums:
Page replacement
Memory Design
Cache mapping

//Theory
Memory hierarchy That triangle diagram 2-3 marks
Virtual memory
TLB
Page replacement theory and algos
Segmentation theory algos
Types of memories
Cache ke teeno topics
This unit is V V Important too

MARKS- 12

UNIT 5

Working mechanism and uske neeche ka nahi aayega mostly aayega so thoda kam kam hi ek read dedo bas
Baaki ka do read

MARKS- 5

TOTAL MARKS - 45