Syllabus for the post of Systems

Part-1 General Knowledge/ Awareness 25 Mark Part-2 Numerical Ability 25 Mark Part-3 Reasoning 25 Mark Part-4 General English 25 Mark Part-4 General English 25 Mark PAPER II Domain Knowledge Domain Knowledge	Sections	Section name	Total Marks
Part-2 Numerical Ability 25 Mark Part-3 Reasoning 25 Mark General English 25 Mark PAPER II Domain Knowledge Section 1: Digital Logic Boolean algebra. Combinational and sequential circuits, minimization, number representations and computer arithmetic (fixed and floating point). Section 2: 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 3: Programming and Data Structures Programming in C. Recursion. Arrays, stacks, queues, linked lists, trees, binary search trees, binary pass, graphs. Section 4: 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 path. Section 5: Theory of Computation Regular expressions and finite automata. Context-free grammars and push-down automata. Regular and contex-free languages, pumping lemma. Turing machines and undediability. Section 6: Compiler Design Lexical analysis, parsing, syntax-directed translation. Runtime environments. Intermediate code generation. Section 7: 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 typi-Fi. Network security: authentication, basics of public k			1
Part-3 Reasoning Part-4 General English PAPER II Domain Knowledge Section 1: Digital Logic Boolean algebra. Combinational and sequential circuits, minimization, number representations and computer arithmetic (fixed and floating point). Section 2: 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 3: Programming and Data Structures Programming in C. Recursion. Arrays, stacks, queues, linked lists, trees, binary search trees, binary heaps, graphs. Section 4: 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 path. Section 5: Theory of Computation Regular expressions and finite automata. Context-free grammars and push-down automata. Regular and contex-free languages, pumping lemma. Turing machines and undecidability. Section 6: Compiler Design Lexical analysis, parsing, syntax-directed translation. Runtime environments. Intermediate code generation. Section 7: 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, orusers and routing algorithms (distance vector, link state). TCP/UDP and sockets, congestion control. Application layer protocols (DNS, SMTP, POP, FTP, HTP). Basics of Wi-Fi. Network security; authentication, basics of public key and private key cryptography, digital signa		· · · · · · · · · · · · · · · · · · ·	
Domain Knowledge			
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Domain Knowledge Section 1: Digital Logic	Part-4		25 Marks
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Total	Part-5	Section 1: Digital Logic Boolean algebra. Combinational and sequential circuits, minimization, number representations and computer arithmetic (fixed and floating point). Section 2: 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 3: Programming and Data Structures Programming in C. Recursion. Arrays, stacks, queues, linked lists, trees, binary search trees, binary heaps, graphs. Section 4: 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 path. Section 5: Theory of Computation Regular expressions and finite automata. Context-free grammars and push-down automata. Regular and contex-free languages, pumping lemma. Turing machines and undecidability. Section 6: Compiler Design Lexical analysis, parsing, syntax-directed translation. Runtime environments. Intermediate code generation. Section 7: 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. Networks security: authentication, basics of public	100 Marks
		Total	200