

<b>Subject</b>	<b>2025 Set-1</b>	<b>2025 Set-2</b>	<b>2024 Set-1</b>	<b>2024 Set-2</b>	<b>2023 Set-1</b>	<b>2022 Set-1</b>
<b>Aptitude</b>	15	15	15	15	15	15
<b>Engineering Maths</b>	7	9	7	6	4	4
<b>Discrete Maths</b>	6	3	6	5	12	15
<b>C &amp; Data Structure</b>	10	12	6	7	12	11
<b>Algorithm</b>	8	8	9	4	6	8
<b>Theory of Computation</b>	10	7	7	7	6	8
<b>Compiler Design</b>	6	6	6	10	5	5
<b>Database Management System</b>	8	9	5	10	5	9
<b>Digital Logic Design</b>	6	9	6	5	6	5
<b>Computer Organisation &amp; Architecture</b>	8	9	9	9	10	7
<b>Operating System</b>	8	7	6	8	7	10
<b>Computer Network</b>	8	6	6	11	8	9

C & Data Structure Topic	2025 Set-1	2025 Set-2	2024 Set-1	2024 Set-2	2023	2022
<b>Operators, Data types, Loop</b>	2	1	1	0	0	2
<b>Recursion, Function, Storage</b>	4	2	2	1	3	0
<b>Pointers</b>	0	3	0	2	0	3
<b>Array, Stack, Queue, Linked List</b>	2	6	1	3	3	3
<b>Tree, Hashing</b>	2	2	2	1	6	2

Algorithm Topic	2025 Set-1	2025 Set-2	2024 Set-1	2024 Set-2	2023	2022
<b>Analysis of Algorithm</b>	1	0	3	1	4	1
<b>Divide and Conquer</b>	0	0	2	1	0	0
<b>Greedy Algorithm</b>	2	1	0	1	0	0
<b>Graph Algorithm</b>	2	4	3	2	2	4
<b>Dynamic Programming</b>	0	0	0	0	0	0

Topic (Left)	TOC (Right)	2025 Set-1	2025 Set-2	2024 Set-1	2024 Set-2	2023	2022
REGULAR EXPRESSION	FA & Regular Expression	5	2	4	5	2	1
FINITE AUTOMATA	Regular Language & Grammar	2	2	1	0	1	0
LANGUAGE CLASS IDENTIFICATION	CFL & CFG	3	3	2	2	2	4
CONTEXT FREE LANGUAGE	Turing Machine	0	0	0	0	1	1
Decidability	Undecidability & Reducibility	0	0	0	0	0	2

Left panel (Theory of Computation)	TOC (CD)	2025 Set-1	2025 Set-2	2024 Set-1	2024 Set-2	2023	2022
PARSING	Lexical Analysis	1	0	0	1	1	0
SYNTAX DIRECTED TRANSLATION	Syntax Analysis	2	4	2	6	0	1
RUNTIME ENVIRONMENT	SDT	0	1	2	1	2	2
	Intermediate Code	2	1	0	2	0	0
	Code Optimization & RE	1	0	2	0	2	2

<b>Left panel (Digital Logic Design topics)</b>	<b>CD</b>	<b>2025</b>	<b>2025</b>	<b>2024</b>	<b>2024</b>	<b>2023</b>	<b>2022</b>
		<b>Set-1</b>	<b>Set-2</b>	<b>Set-1</b>	<b>Set-2</b>	<b>3</b>	<b>2</b>
K MAP MINIMIZATION	Number System	1	0	1	2	1	3
NUMBER SYSTEM	Boolean Algebra, Logic Gates, K-Map	3	5	3	3	0	0
MUX & DEMUX	SDT	0	0	2	0	3	2
COMPARATOR & PARALLEL ADDER	Combinational Circuits	0	0	2	0	2	2
FLIP FLOP AND COUNTER	Sequential Circuits	2	1	0	0	2	0

<b>Left panel (Database Management System)</b>	<b>2025</b>	<b>Set-1</b>	<b>2025</b>	<b>Set-2</b>	<b>2024</b>	<b>Set-1</b>	<b>2024</b>	<b>Set-2</b>	<b>2023</b>	<b>2022</b>
ER Model	0	0			1		1		1	0
FD & Normalization	0	0			2		2		0	3
Transaction	1	3			0		4		0	2
SQL & RA	6	4			1		2		2	4
File & Indexing	1	2			1		1		2	0

<b>Left panel (Computer Organisation &amp; Architecture)</b>	<b>2025</b>	<b>Set-1</b>	<b>2025</b>	<b>Set-2</b>	<b>2024</b>	<b>Set-1</b>	<b>2024</b>	<b>Set-2</b>	<b>2023</b>	<b>2022</b>
Machine instr & Addressing modes & Floating Point	0	2			0		3		4	0
ALU & CU	3	3			0		0		0	0
Pipelining	1	2			5		5		3	1
Cache Memory	2	6			6		2		0	4
I/O Interface	0	0			2		3		2	0

<b>Left panel (Operating System)</b>	<b>2025</b>	<b>2025</b>	<b>2024</b>	<b>2024</b>	<b>202</b>	<b>202</b>
	<b>Set-1</b>	<b>Set-2</b>	<b>Set-1</b>	<b>Set-2</b>	<b>3</b>	<b>2</b>
Process & CPU Scheduling	3	1	2	3	3	2
Synchronization	0	0	2	2	0	1
Deadlocks	0	2	0	0	0	1
Memory Management	3	2	2	3	4	4
File and Disk	2	2	0	0	0	2

1. CPU SCHEDULING
2. PAGE REPLACEMENT ALGORITHM
3. SYNCHRONIZATION
4. VIRTUAL MEMORY
5. RESOURCE ALLOCATION GRAPH
6. DISK SCHEDULING

<b>Left panel (Computer Network)</b>	<b>CN</b>	<b>2025</b>	<b>2025</b>	<b>2024</b>	<b>2024</b>	<b>202</b>	<b>202</b>
		<b>Set-1</b>	<b>Set-2</b>	<b>Set-1</b>	<b>Set-2</b>	<b>3</b>	<b>2</b>
Stop & Wait Protocol	IP addressing	3	1	0	0	2	2
GB-N & SR Protocol	Data link layer	2	2	2	2	1	1
Subnetting	Network layer	2	0	0	2	1	2
Fragmentation	transport	1	0	0	2	2	2
TCP State Diagram & Congestion Control	application	0	2	2	3	2	2
Routing Algorithm & Application Layer Protocol							

<b>Left panel (Aptitude)</b>	<b>2025 Set-1</b>	<b>2025 Set-2</b>	<b>2024 Set-1</b>	<b>2024 Set-2</b>	<b>2023</b>	<b>2022</b>
Quantitative Aptitude	6	6	7	6	6	6
Analytical Aptitude	5	6	1	6	0	6
Spatial Aptitude	1	0	4	0	3	0
Verbal Aptitude	3	3	3	3	6	3

<b>Left panel (Engineering Maths)</b>	<b>2025 set 1</b>	<b>2025 Set-2</b>	<b>2024</b>	<b>Set2 24</b>	<b>2023</b>	<b>2022</b>
Linear Algebra	3	4	3	2	2	3
Calculus	1	1	1	1	2	1
Probability	3	2	3	3	0	0

1. EIGEN VALUES & EIGEN VECTORS
2. SYSTEM OF LINEAR EQUATIONS
3. MAXIMA & MINIMA
4. CONDITIONAL PROBABILITY
1. GRAPH CONNECTIVITY & PLANARITY
2. PROPOSITIONAL & FIRST ORDER LOGIC
3. COMBINATORICS
4. SET, RELATION & FUNCTION
5. GROUP THEORY

<b>Left panel</b>	<b>25 set 1</b>	<b>2025 Set-2</b>	<b>2024 Set-1</b>	<b>2024 Set-2</b>	<b>2023</b>	<b>2022</b>
Logic	2	0	0	1	2	0
Set Theory	3	2	3	3	5	1
Graph Theory	1	0	3	1	2	14
Combinatorics	0	0	0	0	3	-

Subject	Avg. Marks	Priority
Aptitude	15	★★★★★
C & DS	10	★★★★★
COA	9	★★★★★
OS	8	★★★★★
CN	8	★★★★★
TOC	8	★★★★★
DBMS	7	★★★★
Algo	7	★★★★
Digital Logic	6	★★★★
Compiler	6	★★★★
Discrete	6	★★★
Engg Maths	6	★★★

No	Subject	Avg. Marks (Approx.)	Key Topics	Why Important / Strategy
1	<b>Aptitude</b>	15	Percentages, Ratio, Probability, Puzzles, Data Interpretation, Logical Reasoning	Fixed 15 marks every year; easiest scoring if practiced daily.
2	<b>Engineering Mathematics</b>	6–9	Linear Algebra, Calculus, Probability, Statistics, Numerical Methods	Appears in core + applied questions; conceptual clarity needed.
3	<b>Discrete Mathematics</b>	5–15	Sets, Logic, Graph Theory, Combinatorics, Boolean Algebra	Fundamental to CS theory; sometimes high weight (up to 15 marks).

<b>4</b>	<b>C Programming &amp; Data Structure</b>	8–12	<b>Operators/Loops (1–2), Recursion (2–4), Pointers (0–3), Array/Stack/Queue/LL (2–6), Tree/Hashing (1–6)</b>	Very high weight; base for algorithms and coding logic. Practice dry-runs.
<b>5</b>	<b>Algorithm</b>	6–9	<b>Analysis (1–4), Divide &amp; Conquer (0–2), Greedy (0–2), Graph (2–4), DP (0–1)</b>	Central to programming; focus on graph & time complexity patterns.
<b>6</b>	<b>Theory of Computation (TOC)</b>	7–10	DFA/NFA, Regular Expressions, CFG, PDA, Turing Machine, Decidability	Conceptual subject; repetitive question types.
<b>7</b>	<b>Compiler Design</b>	5–6	Lexical Analysis, Parsing (LL/LR), Intermediate Code, Optimization, Register Allocation	Directly linked to TOC; predictable patterns.
<b>8</b>	<b>Database Management System (DBMS)</b>	6–9	ER Model, Normalization, SQL, Transactions, Concurrency, Indexing	Scoring and conceptual; focus on SQL + normalization numericals.
<b>9</b>	<b>Digital Logic Design</b>	5–9	Number Systems, Boolean Algebra, K-Maps, Flip-Flops, Counters, Timing	Conceptual + numerical; easy if practiced.
<b>10</b>	<b>Computer Organisation &amp; Architecture (COA)</b>	8–10	ALU, Pipelining, Cache, Addressing Modes, Instruction Set, DMA	High scoring and numerical-based; cache and pipeline questions common.
<b>11</b>	<b>Operating System (OS)</b>	6–8	Process Scheduling, Deadlocks, Memory Mgmt, Synchronization, File Systems	Core subject; numerical + theoretical mix; repeat patterns each year.
<b>12</b>	<b>Computer Networks (CN)</b>	6–10	OSI/TCP-IP Layers, IP Addressing, Routing, TCP/UDP, CRC, Application Protocols	Consistent 6–11 marks; focus on subnetting + transport layer.

<b>Section</b>	<b>Type</b>	<b>Difficulty</b>	<b>Marks Range</b>	<b>Strategy Tip</b>
Aptitude	General	Easy	15	Practice daily from PYQs
Core CS	Conceptual	Moderate	50–55	Focus on understanding, not memorizing
Maths	Formula-based	Moderate	10–15	Keep weekly revision sessions
Programming	Application	Medium	10–15	Solve 30+ code tracing problems

### GATE 2026 CS/IT - Subject-wise Average Marks Distribution

