

E06 : ASSISTANT MANAGER – IT

Digital Logic Boolean algebra: Combinational and sequential circuits. Minimization. Number representations and computer arithmetic (fixed and floating point).

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).

Programming and Data Structures: Programming in C. Recursion. Arrays, stacks, queues, linked lists, trees, binary search trees, binary heaps, graphs.

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, and shortest paths.

Theory of Computation: Regular expressions and finite automata. Context-free grammars and push-down automata. Regular and context-free languages, pumping lemma. Turing machines and undecidability.

Compiler: Design, Lexical analysis, parsing, syntax-directed translation. Runtime environments. Intermediate code generation.

Operating System: Processes, threads, inter-process communication, concurrency and synchronization. Deadlock. CPU scheduling. Memory management and virtual memory. File systems. 21 of 72

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.

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. Network security: authentication, basics of public key and private key cryptography, digital signatures and certificates, firewalls.