



<u>SECTION – A</u>

(Common for all candidates)

Total Marks: 50

Ph.D. Entrance Examination Syllabus (Research Methodology)

| Unit | Content |
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| 1 | Basics of Research: Research: Meaning, Objective, Characteristics, Steps of research, Methods of research, Types of research – Descriptive vs. Analytical, Applied vs. Fundamental, Quantitative vs. Qualitative, Conceptual vs. Empirical. |
| 2 | Research Problem and Research Design: Introduction to Research Problem, Necessity of Defining the Problem, Selecting the Problem, Techniques Involved in Defining a Problem, Meaning and Types of Research Design, Important Concepts Relating to Research Design |
| 3 | Sampling Design: Census and sample survey, Implications of a Sample Design, Steps in sampling Design, Criteria of Selecting a Sampling Procedure, Characteristics of a Good Sample Design, Different Types of sample Designs, How to Select a Random Sample?, Random Sample from an Infinite Universe, Complex Random Sampling Designs |
| 4 | Data Collection and Analysis: Methods of Data Collection- Observation, Interview, Questionnaires, Schedules, Survey and Experimental. Selection of Appropriate Method for Data Collection, Different Techniques of Sampling such as Probability and Non-Probability, Basic Statistical Methods of Data Analysis such as Frequency distribution, Measures of central tendency, Measures of Dispersion, Coefficient of variation, correlation and regression. |
| 5 | Research Ethics and Morals: Environmental impacts and Ethical issues, Commercialization, Copy right, Royalty, Intellectual property rights and Patent law, Plagiarism, Citation, Referencing style and acknowledgement. |





SECTION – B

(Common for all candidates)

Total Marks: 50

Ph.D. Entrance Examination Syllabus (Computer Science)

Digital Logic:

Logic functions, Minimization, Design and synthesis of combinational and sequential circuits; Number representation and computer arithmetic (fixed and floating point).

Computer Organization and Architecture:

Machine instructions and addressing modes, ALU and data-path, CPU control design, Memory interface, I/O interface (Interrupt and DMA mode), Instruction pipelining, Cache and main memory, Secondary storage.

Programming language concepts:

Programming in C: Data types, Operators, expressions. Flow of control: Control structures, I/O statements, user-defined and built-in functions, parameter passing, arrays, string, structured data types, structures, union, pointers, file management, dynamic memory allocation.

Object oriented Programming Concepts:

Class, object, Inheritance, polymorphism, overloading, virtual/friend class/function, file management.

Data Structures & Algorithms:

Linear/Non-linear data structure and operations on them, Searching/Sorting methods, pre/post/in-fix conversion, tree traversal, graph, time/space complexities.

Analysis of Algorithms:

Asymptotic notation, Notions of space and time complexity, Worst and average case analysis; Design: Greedy approach, Dynamic programming, Divide-and-conquer; Tree and graph traversals, connected components, Spanning trees, Shortest paths; Hashing, Sorting, Searching. Asymptotic analysis (best, worst, average cases) of time and space, upper and lower bounds, Basic concepts of complexity classes P, NP, NP-hard, and NP-complete.

Database:

ER-model, relational model (relational algebra, tuple calculus), database design (integrity constraints, normal forms), query languages (SQL), file structures (sequential files, indexing, B and B+ trees), transactions and concurrency control.

Operating System and System Software:

Processes, Threads, Inter-process communication, Concurrency, Synchronization, Deadlock, CPU Scheduling, Memory management and virtual memory, File systems, I/O systems, Protection and security. System software and application software, layered organization of system software. Assemblers, Macros, Compilers, Cross compilers, Linking and loading, Relocation.

Compiler Design:

Lexical analysis, Parsing, Syntax directed translation, Runtime environments, Intermediate and target code generation, Basics of code optimization.