



## **COMPUTER ENGINEERING SYLLABUS OF EXAMINATIONS 1998 EDITION**

For textbook information please refer to the **Textbooks** section on page 3 of the document entitled **Information for Students and Examinations Candidates**.

### **GROUP A COMPULSORY EXAMINATIONS (six required)**

#### **98-Comp-A1 Electronics**

Devices, circuit models, and characteristics. Diodes, rectifiers, and wave shaping networks. FET and bipolar transistors: small-signal and AC analysis. Single-stage amplifier design. Operational amplifiers and applications. Large-signal analysis, wave shaping and bistable circuits: multivibrators, triggers, and waveform generators. Digital electronics, including logic gates and integrated circuits. Hybrid analog/digital devices, including A/D and D/A converters.

#### **98-Comp-A2 Digital Systems Design**

Boolean algebra. Design of combinatorial and sequential logic. Implementation using simple gates. Programmable logic devices and gate arrays. Characteristics of digital integrated circuit families. Analysis and design for controllers, processors, and memories. Microprocessors, including components, data flow, signals, and timing. Small system design, interconnection of associated devices. Computer interfacing, including parallel and serial I/O, interrupts and DMA. Common bus structures.

#### **98-Comp-A3 Computer Architecture**

Architecture, programming and I/O. Computer structure and typical processor architecture. CPU and memory organization, buses. Characteristics of I/O and storage devices. Processing unit and controller design, hardwired and microprogram control. Instruction sets and addressing modes; assembly language programming, I/O and interrupt servicing.

#### **98-Comp-A4 Program Design and Data Structures**

Programming language syntax and semantics. Design of structured and modular programs in a high level language (C, C++, or Ada). Basics of object-oriented programming: classes. Non-numerical processing. Design and construction of programs involving structured data: arrays, stacks, queues, lists, trees, and records.

#### **98-Comp-A5 Operating Systems**

Operating system principles, components, and usage. Design and implementation of operating systems. Synchronization of concurrent processes, resource allocation, scheduling, protection, and privacy. Data, task, and job management: loading, linking; I/O control. Multitasking and

multiprocessing. Real-time aspects. Basic characteristics of modern operating systems: unix, Windows.

### **98-Comp-A6 Software Engineering**

Software cycles and requirements analysis. Design, implementation, test, verification and validation, documentation, quality assurance, control and life-cycle management of correct, reliable, maintainable, and cost effective software. Current design methodologies, including modularization, graphical design tools, design in high-level languages, and data flow driven designs. Planning and management of software projects. Software maintenance and configuration management.

## **GROUP B**

### **ELECTIVE EXAMINATIONS (three required)**

#### **98-Comp-B1 Advanced Computer Architecture**

Architecture of high speed workstation and personal processors and systems. Instruction set design for pipelined machines. Caches. Multiple processor architectures, highly parallel machines, systolic arrays, neural networks, multitasking machines, real-time systems, interconnection of multiple processor systems. Architectures for specialized purposes, array processors, vector processors. Virtual machines.

#### **98-Comp-B2 Principles of VLSI**

Very large scale integrated circuits. Fabrication processes in CMOS and BICMOS. Simplified design rules. Design methodology. Static and dynamic logic, multiphase clocking. Memory elements and memory structures. Gate arrays and standard cell technology; placement and routing. Programmable logic devices. I/O devices. Testing.

#### **98-Comp-B3 Data Bases and File Systems**

Concepts and structures for design and implementation of data bases and file systems. Data models, data normalization, data description languages, query facilities, data integrity and reliability, concurrency. Data bases: hierarchical, network and relational databases; data organization. Relational query languages: relational algebra and calculus, SQL. Relational database design. Transaction processing, query processing, reports. Security and integrity; concurrency control. File organization: sequential, indexed and direct access, multiple key, and hashing. File processing: records, files, compaction. Sorting, merging and updating files. Algorithms for inverted lists, multilist, indexed sequential and hierarchical structures. File I/O: control, utility, space allocation, and cataloguing. Index organization.

#### **98-Comp-B4 Computer Graphics**

Hardware and software systems for graphics. Input and output devices, display devices. Techniques for describing and generating image. Object modeling and display techniques. Transformations in two and three dimensions: scaling, translation, rotation, clipping and windowing. Visual realism: perspective, visibility, hidden surface elimination, illumination, shading and rendering. Graphic software and data structures, display data structures and

procedures, efficient algorithms. Graphic standards such as GKS, PHIGS, TIGA, and X-windows.

### **98-Comp-B5 Computer Communications**

Data communications, including signals, modulation and reception. Error detecting and correcting codes. Including circuit and packet switching. Multiplexing, including time, frequency and code division multiplexing. Digital networks, including ISDN, frame relay and ATM. Protocols: the ISO/OSI reference model, X.25. Internetworking and router-based networks: the TCP/IP suite of protocols, routing and flow control, Internet addressing and domain names. Local area networks, topologies, access schemes, medium access and logic layers; CSMA/CD and token ring protocols; segmented and hubbed LANs. This syllabus requires knowledge of linear systems as described in 98-Elec-A1.

### **98-Comp-B6 Computer Control and Robotics**

Discrete-time and quantized data control systems. Z-transform and state space methods. Principles of digital control. Digital controllers and components. Controller software. Industrial and robotic systems. Descriptions of 3D space, geometry of robotics manipulators. Transducers and interfacing. This syllabus requires knowledge of linear systems as described in 98-Elec-A1.

### **98-Comp-B7 Digital Signal Processing**

Theory of discrete-time linear systems. Digital filtering. Discrete Fourier analysis. Application to voice and image processing, communications, etc. Hardware for digital signal processing, including digital signal processors. This syllabus requires knowledge of linear systems as described in 98-Elec-A1.

### **98-Comp-B8 Computer Integrated Manufacturing**

The integration of mechanical, electronic and informational components in manufacturing. Hierarchical and distributed computer control, including hardware and software. Collecting, controlling, processing and disseminating data. Sensors and tool control, station control. "Factory floor" local area networks and protocols; manufacturing data bases. Process design and operation. CAD/CAM, manufacturing resource planning, and numerical control.

### **98-Comp-B9 Artificial Intelligence and Expert Systems**

Concepts of artificial intelligence. Overview of knowledge-based and expert systems. Logic programming. Programming languages (LISP and Prolog) for AI and expert system implementation. Knowledge representation. Rule-based and object-based systems.

### **98-Comp-B10 Distributed Systems**

Characteristics of distributed systems. Networked vs. centralized systems. Fundamental concepts and mechanisms. Client-server systems. Process synchronization and interprocess communications. Principles of fault tolerance. Transaction processing techniques. Distributed file systems. Operating systems for distributed architectures. Security.

**98-Comp-B11Advanced Software Design**

The design and programming aspects of the construction of large software systems. Advanced object-oriented design. Language support for modular programming, visual programming systems, GUI design and implementation.

**Revised April 2005**