

1. Design and Analysis of Algorithms (DAA)

Topics:

- 1- Introduction to Algorithms
- 2- Asymptotic Notations (Big-O, Theta, Omega)
- 3- Divide and Conquer algorithms
- 4- Greedy algorithms
- 5- Dynamic Programming
- 6- Backtracking and Branch & Bound
- 7- Graph Algorithms (Dijkstra, Prim, Kruskal)
- 8- Sorting algorithms (Merge, Quick, Heap)

2. Operating Systems (OS)

Topics:

- 1- Introduction to Operating System
- 2- Process and Thread management
- 3- CPU Scheduling algorithms
- 4- Deadlocks (prevention, avoidance)
- 5- Memory management
- 6- Virtual memory
- 7- File system management
- 8- Disk scheduling

3. Database Management Systems (DBMS)

Topics:

- 1- Database concepts
- 2- ER model and relational model
- 3- SQL queries
- 4- Normalization (1NF, 2NF, 3NF)
- 5- Transaction management
- 6- Concurrency control
- 7- Database security

4. Software Engineering

Topics:

- 1- Software Development Life Cycle (SDLC)
- 2- Requirement analysis
- 3- Software design models
- 4- Agile methodology
- 5- Software testing
- 6- Software project management
- 7- Risk management

5. Theory of Computation / Discrete Mathematics (sometimes)

Topics:

- 1- Finite automata
- 2- Regular expressions
- 3- Context-free grammar
- 4- Pushdown automata
- 5- Turing machines

6- Computability and decidability

Labs / Practical Subjects

Usually 2–3 labs are included.

1. DBMS Lab:

- 1- SQL queries
- 2- Table creation
- 3- ER diagram design
- 4- Stored procedures and triggers

2. Operating System Lab:

- 1- Process scheduling programs
- 2- Deadlock simulation
- 3- Memory allocation algorithms

3. Algorithms Lab:

- 1- Implement sorting algorithms
- 2- Graph algorithms
- 3- Complexity analysis