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DEPARTMENT OF COMPUTER SCIENCE AND TECHNOLOGY

Part IA: Structure of Papers 1 and 2 in 2026

Paper 1

Section A

Attempt 1 question

1 Foundations of Computer Science
2 Foundations of Computer Science

Section B

Attempt 1 question

3 Object-Oriented Programming
4 Object-Oriented Programming

Section C

Attempt 1 question

5 Introduction to Probability
6 Introduction to Probability

Section D

Attempt 1 question

7 Algorithms 1
8 Algorithms 1

Section E

Attempt 1 question

9 Algorithms 2
10 Algorithms 2

Paper 2

Section A

Attempt 1 question

1 Digital Electronics
2 Digital Electronics

Section B

Attempt 1 question

3 Operating Systems
4 Operating Systems

Section C

Attempt 1 question

5 Software and Security Engineering

Section D

Attempt 2 questions

6 Discrete Mathematics
7 Discrete Mathematics
8 Discrete Mathematics
9 Discrete Mathematics

Attempt five questions on each paper. For Paper 2 answer one question from each of Sections A, B and C, and two questions from Section D

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Part IA: Structure of Paper 3 in 2026

Paper 3

Section A

Attempt 1 question

1 Databases
2 Databases

Section B

Attempt 1 question

3 Introduction to Graphics
4 Introduction to Graphics

Section C

Attempt 1 question

5 Interaction Design
6 Interaction Design

Section D

Attempt 2 questions

7 Machine Learning and Real-world Data
8 Machine Learning and Real-world Data
9 Machine Learning and Real-world Data

Attempt five questions on the paper, one question from each of Sections A, B and C, and two questions from Section D

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Part IB: Structure of Papers 4 to 7 in 2026

Paper 4

1 Compiler Construction
2 Compiler Construction
3 Semantics of Programming Languages
4 Prolog
5 Programming in C and C++
6 Programming in C and C++
7 Cybersecurity
8 Cybersecurity

Paper 5

1 Computer Networking
2 Computer Networking
3 Computer Networking
4 Concurrent and Distributed Systems
5 Concurrent and Distributed Systems
6 Introduction to Computer Architecture
7 Introduction to Computer Architecture
8 Introduction to Computer Architecture

Paper 6

1 Complexity Theory
2 Complexity Theory
3 Computation Theory
4 Computation Theory
5 Data Science
6 Data Science
7 Logic and Proof
8 Logic and Proof
9 Semantics of Programming Languages

Paper 7

1 Artificial Intelligence
2 Artificial Intelligence
3 Economics, Law and Ethics
4 Economics, Law and Ethics
5 Formal Models of Language
6 Formal Models of Language
7 Further Graphics
8 Further Graphics
9 Further Human–Computer Interaction
10 Further Human–Computer Interaction

Attempt any five questions on each of papers 4-7.

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Part II: Structure of Papers 8 and 9 in 2026

Paper 8

1 Advanced Computer Architecture
2 Algebraic Techniques for Programming
3 Bioinformatics
4 Cryptography
5 Denotational Semantics
6 E-Commerce
7 Hoare Logic and Model Checking
8 Information Theory
9 Machine Learning and Bayesian Inference
10 Optimising Compilers
11 Principles of Communications
12 Quantum Computing
13 Types

Paper 9

1 Advanced Computer Architecture
2 Algebraic Techniques for Programming
3 Bioinformatics
4 Business Studies
5 Cryptography
6 Denotational Semantics
7 Hoare Logic and Model Checking
8 Information Theory
9 Machine Learning and Bayesian Inference
10 Optimising Compilers
11 Principles of Communications
12 Quantum Computing
13 Types

Attempt any five questions on each paper.