### 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. Numerical Methods
6. Numerical Methods

**Section D**

*Attempt 2 questions*

7. Algorithms
8. Algorithms
9. Algorithms
10. Algorithms

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### 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 Interface Design
6. Software and Interface Design

**Section D**

*Attempt 2 questions*

7. Discrete Mathematics
8. Discrete Mathematics
9. Discrete Mathematics
10. Discrete Mathematics

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*Attempt five questions on each paper.*
 Part I b: Structure of Papers 3 to 6 in 2016

**Paper 3**
1. Programming in C and C++
2. Programming in C and C++
3. Compiler Construction
4. Compiler Construction
5. Concepts in Programming Languages
6. Further Java
7. Prolog
8. Software Engineering

**Paper 4**
1. Artificial Intelligence I
2. Artificial Intelligence I
3. Computer Graphics and Image Processing
5. Databases
6. Databases
7. Economics, Law and Ethics
8. Security I
9. Security I

**Paper 5**
1. Computer Design
2. Computer Design
3. Computer Design
4. Computer Networking
5. Computer Networking
6. Computer Networking
7. Concurrent and Distributed Systems
8. Concurrent and Distributed Systems
9. Concurrent and Distributed Systems

**Paper 6**
1. Complexity Theory
2. Complexity Theory
3. Computation Theory
4. Computation Theory
5. Logic and Proof
6. Logic and Proof
7. Mathematical Methods for Computer Science
8. Mathematical Methods for Computer Science
9. Semantics of Programming Languages
10. Semantics of Programming Languages

Attempt any five questions on each paper.
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Part II: Structure of Papers 7 to 9 in 2016

Paper 7
1. Advanced Algorithms
2. Advanced Graphics
3. Artificial Intelligence II
4. Bioinformatics
5. Business Studies
6. Comparative Architectures
7. Denotational Semantics
8. Hoare Logic and Model Checking
9. Human–Computer Interaction
10. Information Theory
11. Natural Language Processing
12. Optimising Compilers
13. Principles of Communications
14. Security II

Paper 8
1. Advanced Graphics
2. Artificial Intelligence II
3. Comparative Architectures
4. Computer Systems Modelling
5. Computer Vision
6. Digital Signal Processing
7. E-Commerce
8. Information Retrieval
9. Principles of Communications
10. Quantum Computing
11. Security II
12. System-on-Chip Design
13. Topical Issues
14. Topics in Concurrency
15. Types

Paper 9
1. Advanced Algorithms
2. Bioinformatics
3. Computer Systems Modelling
4. Computer Vision
5. Denotational Semantics
6. Digital Signal Processing
7. Information Theory
8. Natural Language Processing
9. Optimising Compilers
10. Principles of Communications
11. System-on-Chip Design
12. Hoare Logic and Model Checking
13. Topical Issues
14. Topics in Concurrency
15. Types

Attempt any five questions on each paper.