UNIVERSITY OF CAMBRIDGE
DEPARTMENT OF COMPUTER SCIENCE AND TECHNOLOGY

Part Ia: Structure of Papers 1 and 2 in 2024

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
6 Software and Security Engineering

Section D
Attempt 2 questions
7 Discrete Mathematics
8 Discrete Mathematics
9 Discrete Mathematics
10 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.
Part Ia: Structure of Paper 3 in 2024

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
Part Ib: Structure of Papers 4 to 7 in 2024

Paper 4
1. Compiler Construction
2. Compiler Construction
3. Concepts in 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
10. 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.
## Part II: Structure of Papers 8 and 9 in 2024

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

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

*Attempt any five questions on each paper.*