

UNIVERSITY OF CAMBRIDGE
DEPARTMENT OF COMPUTER SCIENCE AND TECHNOLOGY

Part IA: Structure of Papers 1 and 2 in 2026

Paper 1

Paper 2

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

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

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

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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.