UNIVERSITY OF CAMBRIDGE
DEPARTMENT OF COMPUTER SCIENCE AND TECHNOLOGY

Part Ia: Draft Structure of Papers 1 and 2 in 2020

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 2 questions
7. Algorithms
8. Algorithms
9. Algorithms
10. Algorithms

Attempt five questions on each paper.

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

Attempt five questions on each paper.
Part Ia (75%), Part Ib (50%): Draft Structure of Paper 3 in 2020

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.
Part Ib: Draft Structure of Papers 4 to 6 in 2020

Paper 4

Section A
Attempt up to 4 questions from Section A
1. Programming in C
2. Programming in C and C++
3. Compiler Construction
4. Compiler Construction
5. Further Java
6. Security
7. Security

Section B
Attempt at least 1 question from Section B
8. Semantics of Programming Languages
9. Semantics of Programming Languages

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

Paper 6
1. Artificial Intelligence
2. Artificial Intelligence
3. Complexity Theory
4. Complexity Theory
5. Computation Theory
6. Computation Theory
7. Foundations of Data Science
8. Foundations of Data Science
9. Logic and Proof
10. Logic and Proof

Attempt five questions on paper 4 including at least one from Section B. Attempt any five questions on each of papers 5 and 6.
Paper 7

1. Concepts in Programming Languages
2. Economics, Law and Ethics
3. Economics, Law and Ethics
4. Formal Models of Language
5. Formal Models of Language
6. Further Graphics
7. Further Graphics
8. Further HCI
9. Further HCI
10. Prolog

Part II (50%) only
11. Digital Signal Processing

*Attempt any five questions on the paper.*
Part II: Draft Structure of Papers 8 and 9 in 2020

**Paper 8**

1. Advanced Algorithms
2. Bioinformatics
3. Comparative Architectures
4. Computer Vision
5. Cryptography
6. Denotational Semantics
7. E-Commerce
8. Hoare Logic and Model Checking
9. Information Theory
10. Machine Learning and Bayesian Inference
11. Mobile and Sensor Systems
12. Optimising Compilers
13. Principles of Communications
14. Quantum Computing
15. Types

**Paper 9**

1. Advanced Algorithms
2. Bioinformatics
3. Business Studies
4. Comparative Architectures
5. Computer Vision
6. Cryptography
7. Denotational Semantics
8. Hoare Logic and Model Checking
9. Information Theory
10. Machine Learning and Bayesian Inference
11. Mobile and Sensor Systems
12. Optimising Compilers
13. Principles of Communications
14. Quantum Computing
15. Types

*Attempt any five questions on each paper.*