

Syllabus

Master of Computer Applications

Thinking and Decision Making: Creative thinking, unfamiliar relationships, verbal reasoning, finding patterns trends and Assessment of figures & diagrams.

- ❖ Geometrical designs & Identification
- ❖ Selection of related letters / words / numbers / figures
- ❖ Identification of odd thing / item out from a group
- ❖ Completion of numerical series based on the pattern / logic
- ❖ Fill in the blanks of the series based on the numerical pattern and logic of the series
- ❖ Syllogisms (logic based questions), Identification of logic & selection of correct answers based on the logic

Mathematics:

- ❖ Set Theory: Concept of sets – Union, Intersection, Cardinality, Elementary counting; permutations and combinations. • Probability and Statistics: Basic concepts of probability theory, Averages, Dependent and independent events, frequency distributions, measures of central tendencies and dispersions.
- ❖ Algebra: Fundamental operations in algebra, expansions, factorization, simultaneous linear /quadratic equations, indices, logarithms, arithmetic, geometric and harmonic progressions, determinants and matrices.
- ❖ Coordinate Geometry: Rectangular Cartesian coordinates, distance formulae, equation of a line, and intersection of lines, pair of straight lines, equations of a circle, parabola, ellipse and hyperbola.
- ❖ Calculus: Limit of functions, continuous function, differentiation of function, tangents and normals, simple examples of maxima and minima. Integration of functions by parts, by substitution and by partial fraction, definite integrals, applications of definite integrals to areas.
- ❖ Vectors: Position vector, addition and subtraction of vectors, scalar and vector products and their applications to simple geometrical problems and mechanics.
- ❖ Trigonometry: Simple identities, trigonometric equations, properties of triangles, solution of triangles, heights and distances, general solutions of trigonometric equations.

Computer Awareness:

- ❖ Computer Basics: Organization of a computer, Central Processing Unit (CPU), structure of instructions in CPU, input/output devices, computer memory, and back-up devices.
- ❖ Data Representation: Representation of characters, integers and fractions, binary and hexadecimal representations, binary arithmetic: addition, subtraction, multiplication, division, simple arithmetic and two's complement arithmetic, floating point representation of numbers, Boolean algebra, truth tables, Venn diagrams.