

**Software Technology Parks of India
New Delhi 110023**

**Ref: - Employment Notice no. 2(4)/I/STPI-HQ/2021-22 dated 18.12.2021 for the post of
Member Technical Staff - E-I (Scientist 'B'), Post Code: - E-1**

Modalities for conducting the Written Examination

The Examination will be based on objective type questions that may test the technical knowledge and mental ability of the candidates. The question paper for written examination will consist of 50% question from Generic Area and 50% from Technical Area. The Generic Area will comprise of Logical, Analytical Reasoning Capabilities, Quantitative & Qualitative abilities and General Awareness and Aptitude. Technical Questions will be from relevant fields specific to STPI i.e. Computer Science & Information Technology and Electronics & Communications.

Weightage of marks obtained in written examination and interview shall be in the ratio of 70:30 for the final merit.

Syllabus for written examination (Technical Area)

Section 1: Digital Circuits

Number representations: binary, integer and floating-point- numbers. Combinatorial circuits: Boolean algebra, minimization of functions using Boolean identities and Karnaugh map, logic gates and their static CMOS implementations, arithmetic circuits, code converters, multiplexers, decoders. Sequential circuits: latches and flip-flops, counters, shift-registers, finite state machines, propagation delay, setup and hold time, critical path delay. Data converters: sample and hold circuits, ADCs and DACs. Semiconductor memories: ROM, SRAM, DRAM. Computer organization: Machine instructions and addressing modes, ALU, data-path and control unit, instruction pipelining.

Section 2: Computer Organization and Architecture

Machine instructions and addressing modes. ALU, data-path and control unit. Instruction pipelining, pipeline hazards. Memory hierarchy: cache, main memory and secondary storage; I/O interface (interrupt and DMA mode).

Section 3: Programming and Data Structures

Programming in C. Recursion. Arrays, stacks, queues, linked lists, trees, binary search trees, binary heaps, graphs.

Section 4: Algorithms

Searching, sorting, hashing. Asymptotic worst case time and space complexity. Algorithm design techniques: greedy, dynamic programming and divide-and-conquer. Graph traversals, minimum spanning trees, shortest paths

Section 5: Theory of Computation

Regular expressions and finite automata. Context-free grammars and push-down automata. Regular and context-free languages, pumping lemma. Turing machines and undecidability.

Section 6: Compiler Design

Lexical analysis, parsing, syntax-directed translation. Runtime environments. Intermediate code generation. Local optimisation, Data flow analyses: constant propagation, liveness analysis, common subexpression elimination.

Section 7: Operating System

System calls, processes, threads, inter-process communication, concurrency and synchronization. Deadlock. CPU and I/O scheduling. Memory management and virtual memory. File systems.

Section 8: Databases

ER-model. Relational model: relational algebra, tuple calculus, SQL. Integrity constraints, normal forms. File organization, indexing (e.g., B and B+ trees). Transactions and concurrency control.

Section 9: Computer Networks

Concept of layering: OSI and TCP/IP Protocol Stacks; Basics of packet, circuit and virtual circuit switching; Data link layer: framing, error detection, Medium Access Control, Ethernet bridging; Routing protocols: shortest path, flooding, distance vector and link state routing; Fragmentation and IP addressing, IPv4, CIDR notation, Basics of IP support protocols (ARP, DHCP, ICMP), Network Address Translation (NAT); Transport layer: flow control and congestion control, UDP, TCP, sockets; Application layer protocols: DNS, SMTP, HTTP, FTP, Email.

Section 10: Communications

Random processes: autocorrelation and power spectral density, properties of white noise, filtering of random signals through LTI systems. Analog communications: amplitude modulation and demodulation, angle modulation and demodulation, spectra of AM and FM, superheterodyne receivers. Information theory: entropy, mutual information and channel capacity theorem. Digital communications: PCM, DPCM, digital modulation schemes (ASK, PSK, FSK, QAM), bandwidth, inter-symbol interference, MAP, ML detection, matched filter receiver, SNR and BER. Fundamentals of error correction, Hamming codes, CRC.
