Midterm Important Topic

ALL CS MIDTERM IMPORTANT TOPICS

❖ Midterm Short Notes	❖ Important Question	❖ Accurate Assignment
❖ Final Term Short Notes	❖ Repeated Question	❖ Quiz File
❖ Mid Term Past Paper	❖ Solved Past Paper	❖ Accurate GDB
❖ Final Term Past Paper	❖ Moaz & Waqar	❖ Current Paper
❖ Mega File		❖ Vu New Update

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Cs101

Introducing To Computing

1. *Search Engines*
2. *Advantages Search of operation*
3. *Boolean*
4. *Hexadecimal Notation*
5. *Flash Drives and Optical System*
6. *Binary Addition*
7. *2s Complement Notation*
8. *Floating Point Notation*
9. *CPU Basic*
10. *Compressing audio and video*
11. *Program Execution and Logic Operation*
12. *Arithmetic operator*
13. *Deadlock*
14. *Software Classification*
15. *Os basic concepts*
16. *Power of Self Test (POST)*
17. *Security attacks from inside and outside*
18. *Method of Process Communication*
19. *Direct Memory access and Handshaking*
20. *Recursive Structure*
21. *Layered approach to internet Software*
22. *HTML*
23. *XML*
24. *TCP/IP pro*
25. *Algorithm Efficiency*
26. *Software Verification*
27. *Protocols*
28. *Internets*
29. *Discovery*
30. *World Wide Web*
31. *Insertion Sort Algorithm*
32. *Representation*
33. *Encryption*

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Cs201

Introduction to Programming

1. *Structures*
2. *Loops*
3. *Conditions Statements*
4. *Data Types*
5. *Functions*
6. *Pointers*

Cs301

Data Structure

1. *BST Tree*
2. *AVL Tree*
3. *List link*
4. *Queue*
5. *Array and Stack in Data Structure*
6. *Infix, Postfix and Prefix*

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Cs304

Object Oriented Programming

1. *Inheritance*
2. *Encapsulation*
3. *Abstraction & Class*
4. *Overloading*
5. *Polymorphism*
6. *Aggregation*
7. *Member function & Friend Function*

Cs401

Assembly Language Programming

1. *Operation*
2. *String Program*
3. *Register*
4. *Addressing Modes*
5. *Multiplication Algorithms*
6. *Program Flow*

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Cs402

Theory of Automata

1. *NFA*
2. *Moore Machine*
3. *Mealy Machine*
4. *Kleen*
5. *Regular Expression*
6. *Finite and Infinite Language*
7. *Finite and Infinite Languages*

Cs403

Database Management System

1. *Normalization*
2. *Dependencies*
3. *Database Architecture*
4. *Function Dependency*
5. *Joins, Attributes, The Keys*
6. *E-R-Data Model*
7. *DFD*

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Cs408

Human Computer Interaction

1. *Goals*
2. *Interaction*
3. *Design Principle*
4. *The Computer*
5. *User Research*
6. *Life Cycle Models in HCL*

Cs410

Visual Programming

1. *Z-Order*
2. *Super Class*
3. *WM- Print Message*
4. *System Window Classes*
5. *Bit wise Operation*
6. *Processes in Windows*
7. *Architecture of a Standard win32API*

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Cs411

Visual Programming

1. *Events*
2. *Transforms and Panels*
3. *XML, WPF & XAML*
4. *Logical and Visual Trees*
5. *Dependency Properties*
6. *Interface, Indexes and Exception Handling*

Cs501

Advance Computer Architecture

1. *RTL*
2. *CISC & RISC*
3. *Pipelining SRC*
4. *Machine Exceptions*
5. *Microprogramming*

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Cs502

Design and Analysis of Algorithms

1. *Merge sort*
2. *Heap*
3. *Algorithms*
4. *Sorting Algorithms*
5. *Asymptotic Notation*
6. *Quick Sort*
7. *Selection Problem*

Cs504

Software Engineering-1

1. *GUL*
2. *Use Case*
3. *Coupling and Cohesion*
4. *Identify Structure*
5. *Software Architecture*
6. *Connie's Convenience Store*
7. *Interaction Diagram and Sequence Diagram*

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Cs506

Web Design & Development

1. Socket
2. Streams
3. Applets
4. Events
5. JDBC
6. Meta Data
7. Serialization

Cs507

Information System

1. CBIS
2. Marketing
3. Infrastructure
4. Decision Making
5. Model's
6. System Analysis
7. System Development Life Cycle

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CS508

Modern Programming Language

1. PROLOG
2. SNOBOL
3. Language Evolution Criteria
4. LISP Programming Language
5. Ada Programming Language

Cs601

Data Communication

1. Physical Topology
2. OSI Model
3. Bandwidth and Wavelength
4. TCP/IP Protocol Layered Architecture
5. Analog and digital Signal
6. Line Coding and Decoding
7. Multiplexing
8. Switching
9. Transmission Media
10. Spread Spectrum
11. ASK , FSK and PSK

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Cs602

Computer Graphic

1. *Point*
2. *Clipping*
3. *Projection*
4. *3D Transformation*
5. *2D Transformation*
6. *Techniques*
7. *Filled Area Primitives*
8. *Triangle and Planes*

CS604

Operating System

1. *Algorithms*
2. *Processes*
3. *Threads*
4. *Types of Operating System*
5. *UNIX & LINUX*
6. *Critical Section Problems*

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Cs606

Compiler Construction

1. *Parse Trees*
2. *Handle*
3. *Computing First Aids*
4. *Top-Down Parser*
5. *Register Allocation*
6. *Recursive Descent*
7. *LL1 Table Construction*

Cs607

Artificial Intelligence

1. *CLIPS*
2. *Expert System*
3. *Searches*
4. *Genetic Algorithms*
5. *Branch and Bound*
6. *Knowledge*
7. *Formal KR Techniques*

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Cs605

Software Engineering-II

1. Risk
2. Metrics
3. Software Project
4. The Project Management
5. Function Point Counting Process
6. Statical Control Techniques

CS609

System Programming

1. COM Port
2. Keyboard Interface
3. Real Time Click
4. Hardware Interrupts
5. TSR Programmers and Interrupts
6. Peripheral Programming Interface
7. Serial Communication

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Cs610

Computer Network

1. *Repeaters*
2. *Fiber Modems*
3. *Frame Types*
4. *ATM*
5. *Packets, Error Detections*
6. *CSMA / ca csma /cd*
7. *Byte Stuffing*
8. *Routing, Pouting Algorithm*

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