



हिमाचल प्रदेश तकनीकी विश्वविद्यालय
HIMACHAL PRADESH TECHNICAL UNIVERSITY
(A STATE GOVERNMENT UNIVERSITY)

V.P.O-Daruhi, Tehsil & Distt.-Hamirpur (H.P.) – 177001

Phone : (01972) 226908, Fax: (01972) 226900

E-mail ID: registrarhimtu@gmail.com, website: www.himtu.ac.in

No. HPTU/Conduct /ARC-10/Voll-III - 1701-04

Dated: 04/03/2025

**Notice regarding written examination for the posts of
Programmer & System Analyst**

Himachal Pradesh Technical University, Hamirpur advertised the posts of Programmer and System Analyst vide Advertisement No. 04/2022 dated 01.08.2022. In this connection, all Eligible candidates are hereby informed to appear for written examination as per the schedule given below:

| Sr. No | Name of the Post | Scheduled Venue /Date/ Time |
|--------|------------------|--|
| 1 | Programmer | Venue:- University School of Studies, Himachal Pradesh Technical University, Hamirpur, V.P.O Daruhi, Tehsil & Distt. Hamirpur (HP) Date of Examination: 30 th March, 2025 Time :- 10:00 A.M. to 01:00 P.M. |
| 2 | System Analyst | |

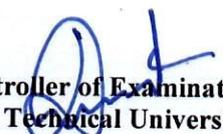
The List of the Eligible Candidates for written exam for the post of Programmer and System Analyst has already been uploaded on the University's website www.himtu.ac.in and instructions to candidates are attached herewith as **Annexure-I**.

It is also for information to all concerned that the e- Admit Cards of eligible candidates for the written examination of above mentioned posts will be send via e-mail on their respective e-mail address shortly. The concerned candidates will also be informed telephonically and via emails on their respective Cellular Nos/e-mail ID(s) as mentioned by them in the Recruitment Application Forms. The candidates may download the e-admit cards on A- 4 Size paper. The e-Admit cards are not being sent separately to individual candidates. No candidate shall be allowed to enter examination centre without printed copy of e-admit card. The candidate must affix their recent / latest passport size photograph in the space provided on the e-admit card duly attested by Class-I Gazetted Officer. An electronic copy of the e-admit card is not allowed.

The printed copy of the e-admit card must be presented for verification along with original valid latest photo identification proof (AADHAR Card / PAN Card / Passport / Voter ID).

Note:

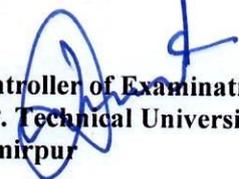
1. All the eligible candidates are informed to report the venue One Hour before the Scheduled Time.
2. In case of any query, the candidates may contact this University on any working day from 10:00 A.M. to 05:00 P.M. on telephone No. 01972-226908, 226912


**Controller of Examinations,
H.P. Technical University,
Hamirpur**

Dated:- 04/03/2025

Endst. No.Even
Copy forwarded to:

1. The Registrar, H.P. Technical University, Hamirpur for information and further necessary action, please.
2. The Nodal Officer (IT), H.P. Technical University, Hamirpur with the direction to upload the same on University website.
3. The Assistant Coordinator, H.P. Technical University, Hamirpur for information and necessary action.
4. The P.S to Hon`ble Vice-Chancellor, H.P. Technical University, Hamirpur for the information.


**Controller of Examinations,
H.P. Technical University,
Hamirpur**

INSTRUCTIONS TO CANDIDATES

1. Admission to the written examination is purely provisional and will not confer any claim on the candidates unless the conditions in the recruitment rule of this University are satisfied. If it is found at any stage, that the information furnished by the candidates in the application are false and not based on conditions stipulated in the recruitment rules, their candidature will be cancelled and the candidate will be excluded from the further selection process.
2. The examination will be conducted in a single session and will be common for both post (System Analyst and Programmer).
3. The minimum qualifying marks for the written examination are 50%
4. Each correct answer shall be awarded 02 (two) marks, while 1/4th (0.5) mark shall be deducted for every wrong answer. Unanswered or unmarked question will be given no mark (0).
5. An electronic copy of the Admit Card is NOT acceptable. A printed copy of the Admit Card must be presented for verification along with the original valid photo identification document *i.e.* Aadhaar Card/ PAN Card/ Passport / Voter ID. The candidate must affix their recent passport size photograph in the space provided on the e-admit card duly attested by Class-I Gazetted Officer.
6. To facilitate the identity verification by the Examination Centre personnel, candidates are advised to report to the examination venue at least 60 minutes before the scheduled commencement of the examination. Candidates will NOT BE ALLOWED to enter the examination hall after the start of the examination.
7. Candidates will be permitted to occupy their seats before the scheduled start of the examination. Candidates can start reading the instructions written on the Question Booklets 10 minutes before the start of the examination.
8. Manuscripts, Personal calculators, mobile phones, watches of any kind or any other electronic devices are prohibited inside the Examination Centre. Charts, tables, papers, books, sheets and heavy ornaments etc. are also not allowed inside the Examination Centre.
9. Candidates must bring their own black / blue ink ball point pen. Candidates are also allowed to bring a transparent water bottle, if required.
10. Candidates are not allowed to bring any items other than those mentioned above. Examination Centre personnel are not responsible for the safety of the candidate's personal belongings. Candidates in possession of prohibited items will be deregistered, debarred from the examination.
11. Candidates will not be allowed to leave the examination hall before the end of the examination.
12. Impersonation and violation of the above guidelines or the Code of Conduct of Examination will lead to cancellation of candidature.
13. No TA/DA is admissible to the candidates for attending the written examination for above mentioned posts.
14. If any candidate fails to observe any of the above instructions or display improper conduct during the test, their OMR answer sheet will be rejected.
15. The University reserves the right to revise / reschedule / cancel / suspend / withdraw the written examination process without assigning any reason.

**Controller of Examinations,
H.P. Technical University,
Hamirpur**





Himachal Pradesh Technical University, Hamirpur (HP).

Syllabus

Code No: 1213.

Time: 3 Hrs.

Marks: 200.

Part-I (40 Marks)

General Aptitude:

Note: This part will consist of 20 questions, with each question carrying a weight of two marks.

Unit-1: Verbal Ability (04 Questions),

Reading Comprehension (04 Questions).

Unit-2: Data Interpretation & Logical Ability (04 Questions),

Quantitative Ability (08 Questions).

Part-II (160 Marks)

Computer Science & Information system

Note: This part will consist of 80 questions, with each question carrying a weight of two marks.

Unit - 1: Discrete Structures and Optimization.

Mathematical Logic: Propositional and Predicate Logic, Propositional Equivalences, Normal Forms, Predicates and Quantifiers, Nested Quantifiers, Rules of Inference.

Sets and Relations: Set Operations, Representation and Properties of Relations, Equivalence Relations, Partially Ordering.

Counting, Mathematical Induction and Discrete Probability: Basics of Counting, Pigeonhole Principle, Permutations and Combinations, Inclusion- Exclusion Principle, Mathematical Induction, Probability, Bayes' Theorem.

Group Theory: Groups, Subgroups, Semi Groups, Product and Quotients of Algebraic Structures, Isomorphism, Homomorphism, Automorphism, Rings, Integral Domains, Fields, Applications of Group Theory.

Graph Theory: Simple Graph, Multigraph, Weighted Graph, Paths and Circuits, Shortest Paths in Weighted Graphs, Eulerian Paths and Circuits, Hamiltonian Paths and Circuits, Planner graph, Graph Coloring, Bipartite Graphs, Trees and Rooted Trees, Prefix Codes, Tree Traversals, Spanning Trees and Cut-Sets.

Boolean Algebra: Boolean Functions and its Representation, Simplifications of Boolean Functions.

Optimization: Linear Programming - Mathematical Model, Graphical Solution, Simplex and Dual Simplex Method, Sensitive Analysis; Integer Programming, Transportation and Assignment Models, PERT-CPM: Diagram Representation, Critical Path Calculations, Resource Levelling, Cost Consideration in Project Scheduling.

Unit - 2: Computer System Architecture



Digital Logic Circuits and Components: Digital Computers, Logic Gates, Boolean Algebra, Map Simplifications, Combinational Circuits, Flip-Flops, Sequential Circuits, Integrated Circuits, Decoders, Multiplexers, Registers and Counters, Memory Unit.

Data Representation: Data Types, Number Systems and Conversion, Complements, Fixed Point Representation, Floating Point Representation, Error Detection Codes, Computer Arithmetic - Addition, Subtraction, Multiplication and Division Algorithms.

Register Transfer and Microoperations: Register Transfer Language, Bus and Memory Transfers, Arithmetic, Logic and Shift Microoperations.

Basic Computer Organization and Design: Stored Program Organization and Instruction Codes, Computer Registers, Computer Instructions, Timing and Control, Instruction Cycle, Memory-Reference Instructions, Input-Output, Interrupt.

Programming the Basic Computer: Machine Language, Assembly Language, Assembler, Program Loops, Subroutines, Input-Output Programming.

Microprogrammed Control: Control Memory, Address Sequencing, Design of Control Unit.

Central Processing Unit: General Register Organization, Stack Organization, Instruction Formats, Addressing Modes, RISC Computer, CISC Computer.

Pipeline and Vector Processing: Parallel Processing, Pipelining, Arithmetic Pipeline, Instruction Pipeline, Vector Processing Array Processors.

Input-Output Organization: Peripheral Devices, Input-Output Interface, Asynchronous Data Transfer, Modes of Transfer, Priority Interrupt, DMA, Serial Communication.

Memory Hierarchy: Main Memory, Auxillary Memory, Associative Memory, Cache Memory, Virtual Memory, Memory Management Hardware.

Multiprocessors: Characteristics of Multiprocessors, Interconnection Structures, Interprocessor Arbitration, Interprocessor Communication and Synchronization, Cache Coherence, Multicore Processors.

Unit - 3 : Programming Languages and Computer Graphics

Language Design and Translation Issues: Programming Language Concepts, Paradigms and Models, Programming Environments, Virtual Computers and Binding Times, Programming Language Syntax, Stages in Translation, Formal Transition Models.

Elementary Data Types: Properties of Types and Objects; Scalar and Composite Data Types.

Programming in C: Tokens, Identifiers, Data Types, Sequence Control, Subprogram Control, Arrays, Structures, Union, String, Pointers, Functions, File Handling, Command Line Arguments, Preprocessors.



Object Oriented Programming: Class, Object, Instantiation, Inheritance, Encapsulation, Abstract Class, Polymorphism.

Programming in C++: Tokens, Identifiers, Variables and Constants; Data types, Operators, Control statements, Functions Parameter Passing, Virtual Functions, Class and Objects; Constructors and Destructors; Overloading, Inheritance, Templates, Exception and Event Handling; Streams and Files; Multifile Programs.

Web Programming: HTML, DHTML, XML, Scripting, Java, Servlets, Applets.

Computer Graphics: Video-Display Devices, Raster-Scan and Random-Scan Systems; Graphics Monitors, Input Devices, Points and Lines; Line Drawing Algorithms, Mid-Point Circle and Ellipse Algorithms; Scan Line Polygon Fill Algorithm, Boundary-Fill and Flood-Fill.

2-D Geometrical Transforms and Viewing: Translation, Scaling, Rotation, Reflection and Shear Transformations; Matrix Representations and Homogeneous Coordinates; Composite Transforms, Transformations Between Coordinate Systems, Viewing Pipeline, Viewing Coordinate Reference Frame, Window to View-Port Coordinate Transformation, Viewing Functions, Line and Polygon Clipping Algorithms.

3-D Object Representation, Geometric Transformations and Viewing: Polygon Surfaces, Quadric Surfaces, Spline Representation, Bezier and B-Spline Curves; Bezier and B-Spline Surfaces; Illumination Models, Polygon Rendering Methods, Viewing Pipeline and Coordinates; General Projection Transforms and Clipping.

Unit – 4 : Database Management Systems

Database System Concepts and Architecture: Data Models, Schemas, and Instances; Three-Schema Architecture and Data Independence; Database Languages and Interfaces; Centralized and Client/Server Architectures for DBMS.

Data Modeling: Entity-Relationship Diagram, Relational Model - Constraints, Languages, Design, and Programming, Relational Database Schemas, Update Operations and Dealing with Constraint Violations; Relational Algebra and Relational Calculus; Codd Rules.

SQL: Data Definition and Data Types; Constraints, Queries, Insert, Delete, and Update Statements; Views, Stored Procedures and Functions; Database Triggers, SQL Injection.

Normalization for Relational Databases: Functional Dependencies and Normalization; Algorithms for Query Processing and Optimization; Transaction Processing, Concurrency Control Techniques, Database Recovery Techniques, Object and Object-Relational Databases; Database Security and Authorization.

Enhanced Data Models: Temporal Database Concepts, Multimedia Databases, Deductive Databases, XML and Internet Databases; Mobile Databases, Geographic Information Systems, Genome Data Management, Distributed Databases and Client-Server Architectures.

Data Warehousing and Data Mining: Data Modeling for Data Warehouses, Concept Hierarchy, OLAP and OLTP; Association Rules, Classification, Clustering, Regression,



Support Vector Machine, K-Nearest Neighbour, Hidden Markov Model, Summarization, Dependency Modeling, Link Analysis, Sequencing Analysis, Social Network Analysis.

Big Data Systems: Big Data Characteristics, Types of Big Data, Big Data Architecture, Introduction to Map-Reduce and Hadoop; Distributed File System, HDFS.

NOSQL: NOSQL and Query Optimization; Different NOSQL Products, Querying and Managing NOSQL; Indexing and Ordering Data Sets; NOSQL in Cloud.

Unit – 5 : System Software and Operating System

System Software: Machine, Assembly and High-Level Languages; Compilers and Interpreters; Loading, Linking and Relocation; Macros, Debuggers.

Basics of Operating Systems: Operating System Structure, Operations and Services; System Calls, Operating-System Design and Implementation; System Boot.

Process Management: Process Scheduling and Operations; Interprocess Communication, Communication in Client-Server Systems, Process Synchronization, Critical-Section Problem, Peterson's Solution, Semaphores, Synchronization.

Threads: Multicore Programming, Multithreading Models, Thread Libraries, Implicit Threading, Threading Issues.

CPU Scheduling: Scheduling Criteria and Algorithms; Thread Scheduling, Multiple-Processor Scheduling, Real-Time CPU Scheduling.

Deadlocks: Deadlock Characterization, Methods for Handling Deadlocks, Deadlock Prevention, Avoidance and Detection; Recovery from Deadlock.

Memory Management: Contiguous Memory Allocation, Swapping, Paging, Segmentation, Demand Paging, Page Replacement, Allocation of Frames, Thrashing, Memory-Mapped Files.

Storage Management: Mass-Storage Structure, Disk Structure, Scheduling and Management, RAID Structure.

File and Input/Output Systems: Access Methods, Directory and Disk Structure; File-System Mounting, File Sharing, File-System Structure and Implementation; Directory Implementation, Allocation Methods, Free-Space Management, Efficiency and Performance; Recovery, I/O Hardware, Application I/O Interface, Kernel I/O Subsystem, Transforming I/O Requests to Hardware Operations.

Security: Protection, Access Matrix, Access Control, Revocation of Access Rights, Program Threats, System and Network Threats; Cryptography as a Security Tool, User Authentication, Implementing Security Defenses.

Virtual Machines: Types of Virtual Machines and Implementations; Virtualization.

Linux Operating Systems: Design Principles, Kernel Modules, Process Management, Scheduling, Memory Management, File Systems, Input and Output; Interprocess Communication, Network Structure.



Windows Operating Systems: Design Principles, System Components, Terminal Services and Fast User Switching; File System, Networking.

Distributed Systems: Types of Network based Operating Systems, Network Structure, Communication Structure and Protocols; Robustness, Design Issues, Distributed File Systems.

Unit – 6 : Software Engineering

Software Process Models: Software Process, Generic Process Model – Framework Activity, Task Set and Process Patterns; Process Lifecycle, Prescriptive Process Models, Project Management, Component Based Development, Aspect-Oriented Software Development, Formal Methods, Agile Process Models – Extreme Programming (XP), Adaptive Software Development, Scrum, Dynamic System Development Model, Feature Driven Development, Crystal, Web Engineering.

Software Requirements: Functional and Non-Functional Requirements; Eliciting Requirements, Developing Use Cases, Requirement Analysis and Modelling; Requirements Review, Software Requirement and Specification (SRS) Document.

Software Design: Abstraction, Architecture, Patterns, Separation of Concerns, Modularity, Information Hiding, Functional Independence, Cohesion and Coupling; Object-Oriented Design, Data Design, Architectural Design, User Interface Design, Component Level Design.

Software Quality: McCall's Quality Factors, ISO 9126 Quality Factors, Quality Control, Quality Assurance, Risk Management, Risk Mitigation, Monitoring and Management (RMMM); Software Reliability.

Estimation and Scheduling of Software Projects: Software Sizing, LOC and FP based Estimations; Estimating Cost and Effort; Estimation Models, Constructive Cost Model (COCOMO), Project Scheduling and Staffing; Time-line Charts.

Software Testing: Verification and Validation; Error, Fault, Bug and Failure; Unit and Integration Testing; White-box and Black-box Testing; Basis Path Testing, Control Structure Testing, Deriving Test Cases, Alpha and Beta Testing; Regression Testing, Performance Testing, Stress Testing.

Software Configuration Management: Change Control and Version Control; Software Reuse, Software Re-engineering, Reverse Engineering.

Unit – 7 : Data Structures and Algorithms

Data Structures: Arrays and their Applications; Sparse Matrix, Stacks, Queues, Priority Queues, Linked Lists, Trees, Forest, Binary Tree, Threaded Binary Tree, Binary Search Tree, AVL Tree, B Tree, B+ Tree, B* Tree, Data Structure for Sets, Graphs, Sorting and Searching Algorithms; Hashing.



Performance Analysis of Algorithms and Recurrences: Time and Space Complexities; Asymptotic Notation, Recurrence Relations.

Design Techniques: Divide and Conquer; Dynamic Programming, Greedy Algorithms, Backtracking, Branch and Bound.

Lower Bound Theory: Comparison Trees, Lower Bounds through Reductions.

Graph Algorithms: Breadth-First Search, Depth-First Search, Shortest Paths, Maximum Flow, Minimum Spanning Trees.

Complexity Theory: P and NP Class Problems; NP-completeness and Reducibility.

Selected Topics: Number Theoretic Algorithms, Polynomial Arithmetic, Fast Fourier Transform, String Matching Algorithms.

Advanced Algorithms: Parallel Algorithms for Sorting, Searching and Merging, Approximation Algorithms, Randomized Algorithms.

Unit – 8 : Theory of Computation and Compilers

Theory of Computation: Formal Language, Non-Computational Problems, Diagonal Argument, Russels's Paradox.

Regular Language Models: Deterministic Finite Automaton (DFA), Non-Deterministic Finite Automaton (NFA), Equivalence of DFA and NFA, Regular Languages, Regular Grammars, Regular Expressions, Properties of Regular Language, Pumping Lemma, Non-Regular Languages, Lexical Analysis.

Context Free Language: Pushdown Automaton (PDA), Non-Deterministic Pushdown Automaton (NPDA), Context Free Grammar, Chomsky Normal Form, Greibach Normal Form, Ambiguity, Parse Tree Representation of Derivation Trees, Equivalence of PDA's and Context Free Grammars; Properties of Context Free Language.

Turing Machines (TM): Standard Turing Machine and its Variations; Universal Turing Machines, Models of Computation and Church-Turing Thesis; Recursive and Recursively-Enumerable Languages; Context-Sensitive Languages, Unrestricted Grammars, Chomsky Hierarchy of Languages, Construction of TM for Simple Problems.

Unsolvble Problems and Computational Complexity: Unsolvble Problem, Halting Problem, Post Correspondence Problem, Unsolvble Problems for Context-Free Languages, Measuring and Classifying Complexity, Tractable and Intractable Problems.

Syntax Analysis: Associativity, Precedence, Grammar Transformations, Top Down Parsing, Recursive Descent Predictive Parsing, LL(1) Parsing, Bottom up Parsing, LR Parser, LALR(1) Parser.

Semantic Analysis: Attribute Grammar, Syntax Directed Definitions, Inherited and Synthesized Attributes; Dependency Graph, Evaluation Order, S-attributed and L-attributed Definitions; Type-Checking.



Run Time System: Storage Organization, Activation Tree, Activation Record, Stack Allocation of Activation Records, Parameter Passing Mechanisms, Symbol Table.

Intermediate Code Generation: Intermediate Representations, Translation of Declarations, Assignments, Control Flow, Boolean Expressions and Procedure Calls.

Code Generation and Code Optimization: Control-flow, Data-flow Analysis, Local Optimization, Global Optimization, Loop Optimization, Peep-Hole Optimization, Instruction Scheduling.

Unit – 9 : Data Communication and Computer Networks

Data Communication: Components of a Data Communication System, Simplex, Half-Duplex and Duplex Modes of Communication; Analog and Digital Signals; Noiseless and Noisy Channels; Bandwidth, Throughput and Latency; Digital and Analog Transmission; Data Encoding and Modulation Techniques; Broadband and Baseband Transmission; Multiplexing, Transmission Media, Transmission Errors, Error Handling Mechanisms.

Computer Networks: Network Topologies, Local Area Networks, Metropolitan Area Networks, Wide Area Network, Wireless Networks, Internet.

Network Models: Layered Architecture, OSI Reference Model and its Protocols; TCP/IP Protocol Suite, Physical, Logical, Port and Specific Addresses; Switching Techniques.

Functions of OSI and TCP/IP Layers: Framing, Error Detection and Correction; Flow and Error Control; Sliding Window Protocol, HDLC, Multiple Access – CSMA/CD, CSMA/CA, Reservation, Polling, Token Passing, FDMA, CDMA, TDMA, Network Devices, Backbone Networks, Virtual LANs.

IPv4 Structure and Address Space; Classful and Classless Addressing; Datagram, Fragmentation and Checksum; IPv6 Packet Format, Mapping Logical to Physical Address (ARP), Direct and Indirect Network Layer Delivery; Routing Algorithms, TCP, UDP and SCTP Protocols; Flow Control, Error Control and Congestion Control in TCP and SCTP.

World Wide Web (WWW): Uniform Resource Locator (URL), Domain Name Service (DNS), Resolution - Mapping Names to Addresses and Addresses to Names; Electronic Mail Architecture, SMTP, POP and IMAP; TELNET and FTP.

Network Security: Malwares, Cryptography and Steganography; Secret-Key Algorithms, Public-Key Algorithms, Digital Signature, Virtual Private Networks, Firewalls.

Mobile Technology: GSM and CDMA; Services and Architecture of GSM and Mobile Computing; Middleware and Gateway for Mobile Computing; Mobile IP and Mobile Communication Protocol; Communication Satellites, Wireless Networks and Topologies; Cellular Topology, Mobile Adhoc Networks, Wireless Transmission and Wireless LANs; Wireless Geolocation Systems, GPRS and SMS.

Cloud Computing and IoT: SaaS, PaaS, IaaS, Public and Private Cloud; Virtualization, Virtual Server, Cloud Storage, Database Storage, Resource Management, Service Level Agreement, Basics of IoT.



Unit – 10 : Artificial Intelligence (AI)

Approaches to AI: Turing Test and Rational Agent Approaches; State Space Representation of Problems, Heuristic Search Techniques, Game Playing, Min-Max Search, Alpha Beta Cutoff Procedures.

Knowledge Representation: Logic, Semantic Networks, Frames, Rules, Scripts, Conceptual Dependency and Ontologies; Expert Systems, Handling Uncertainty in Knowledge.

Planning: Components of a Planning System, Linear and Non Linear Planning; Goal Stack Planning, Hierarchical Planning, STRIPS, Partial Order Planning.

Natural Language Processing: Grammar and Language; Parsing Techniques, Semantic Analysis and Pragmatics.

Multi Agent Systems: Agents and Objects; Agents and Expert Systems; Generic Structure of Multiagent System, Semantic Web, Agent Communication, Knowledge Sharing using Ontologies, Agent Development Tools.

Fuzzy Sets: Notion of Fuzziness, Membership Functions, Fuzzification and Defuzzification; Operations on Fuzzy Sets, Fuzzy Functions and Linguistic Variables; Fuzzy Relations, Fuzzy Rules and Fuzzy Inference; Fuzzy Control System and Fuzzy Rule Based Systems.

Genetic Algorithms (GA): Encoding Strategies, Genetic Operators, Fitness Functions and GA Cycle; Problem Solving using GA.

Artificial Neural Networks (ANN): Supervised, Unsupervised and Reinforcement Learning; Single Perceptron, Multi Layer Perceptron, Self Organizing Maps, Hopfield Network.

