SYLLABUS FOR LECTURER 10+2 COMPUTER SCIENCES
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1. Computer Fundamentals and Applications.
2. Programming Language Principles.
3. Database Management Systems.
4. Data and File Structures.
5. Programming Concepts in C/C++
6. Software Engineering & Management.
7. Operating Systems.
8. Unix/Linux Programming
9. Compiler Design
10. Java Programming.
11. Theory of Computation and Formal Languages.
12. Optimization Techniques.
13. Artificial Intelligence & Neural Networks
14. Modeling & Simulation.
15. Wireless and Mobile Communication.

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