

**Field of study questions**

*(Student draws 1 question from the set below)*

1. Define the concept of an algorithm and discuss its properties.
2. Present the basic principles of design and implementation of the synchronous sequential logic circuits.
3. Characterize the natural and two's complement notations of binary numeral systems for integer numbers limited to n digits (bits).
4. Characterize abstract data types (typical models, properties, advantages and disadvantages).
5. On a selected example, discuss the divide and conquer method of constructing algorithms.
6. Discuss the following topics: instruction, instruction cycle, microinstructions, microprogramming.
7. Discuss CPU cache technology.
8. Discuss the normal distribution of continuous random variables.
9. Explain what is a pointer variable (a pointer) and what purpose does it serve in a program.
10. Explain what are recursive functions, discuss their pros and cons and some of their applications.
11. Explain and compare the concepts of a sequential process and a thread.
12. Explain the concepts of a semaphore, a mutex, a critical section and an event.
13. Describe transport layer protocols from the ISO / OSI model.
14. Describe the types of transmission media used in computer networks.
15. Outline the chosen method of approximating functions with polynomials.

**Specialization : INFORMATION AND COMMUNICATION TECHNOLOGY**

**Specialisation questions**

*(Student draws 2 questions from the set below)*

16. Discuss the method of determining the parameters of signals on the basis of their discrete representation.
17. What are abstract classes? Explain using C++ language as an example.
18. What is the function and method overloading mechanism for? Explain using C++ language as an example.
19. RISC vs. CISC processors – main differences and similarities.
20. Describe Entity-Relationship Diagram (ERD).
21. Describe the concept of event-driven programming of graphical user interfaces.
22. Present a way of using mouse and keyboard in an application based on the event-driven programming model.
23. Present the principles of dynamic programming.
24. Please compare inheritance and composition in Java.
25. Please describe the following Java collections: lists, sets, and maps.
26. Characterize the structure, operation and learning algorithm of a single artificial neuron with a step activation function.
27. Discuss the Completely Fair Scheduler (CFS).
28. Discuss the deadline I/O scheduler.
29. Describe three problems of concurrent programming: deadlock, starvation, livelock.
30. Describe how to download a resource from the http server.
31. Describe three examples of ways to attack websites. Present methods of protection against these attacks.
32. Explain the use of VLANs in computer networks.
33. Explain concepts of static routing and dynamic routing.
34. Please present the advantages and disadvantages of compiled and interpreted programming languages. Explain the dual nature of Python in this regard.
35. Explain the concept of edge computing.
36. Describe selected microprogrammable platforms used in IoT systems.
37. Describe methods: Brute-force, Ciphertext, Known-Plaintext, Chosen-Plaintext, Chosen-Ciphertext, Meet-in-the-Middle.

38. Explain the use of hashing functions in cryptography applications.
39. Explain the differences between an iterative server and a concurrent server.
40. Describe the hierarchical (three-tier) architecture of switched networks.
41. Discuss the switching loop issues.
42. Present the concept of tunneling and network virtualization based on GRE protocol.
43. Discuss the role of ACLs (Access Control Lists) in network management and security.
44. Discuss local and global image features and their significance in the tasks of object detection, and classification.
45. Present methods of speaker recognition based on voice descriptors.