**INTERVIEW TOPICS FOR ADMISSION**

**Study program:**

**ADVANCED STUDIES IN APPLIED COMPUTER SCIENCE**

**(master)**

1. **DATA STRUCTURES, ALGORITHMS AND PROGRAMMING**
	1. Fundamental algorithms. Efficiency of algorithms.
	2. Object Oriented Programming. Objects and Classes. Polymorphism, Inheritance.
	3. Arrays (one-dimensional, two-dimensional, multidimensional).
	4. Dynamic memory allocation. Dynamically implemented structures (stack, queue, single chained list, double chained list).
	5. Algorithms complexity.
	6. .net framework.
	7. Using Java in visual context.

**References**

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5. [Michael B. White,](https://www.amazon.com/Michael-B-White/e/B07MJR9H4P/ref%3Ddp_byline_cont_book_1) Mastering Java: An Effective Project Based Approach including Web Development, Data Structures, GUI Programming and Object Oriented Programming (Beginner to Advanced), Publisher: Independently published (December 13, 2018),
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7. [Herbert Schildt,](https://www.amazon.com/Herbert-Schildt/e/B001H6PSMG/ref%3Ddp_byline_cont_book_1) Java: A Beginner's Guide, Eighth Edition 8th Edition, Publisher: McGraw-Hill Education; 8 edition (November 2, 2018),
8. [Joshua Bloch,](https://www.amazon.com/Joshua-Bloch/e/B001CDCVUG/ref%3Ddp_byline_cont_book_1) Effective Java 3rd Edition, Publisher: Addison-Wesley Professional; 3 edition (January 6, 2018),
9. [Daniel Solis,](https://www.amazon.com/s/ref%3Ddp_byline_sr_ebooks_1?ie=UTF8&field-author=Daniel+Solis&text=Daniel+Solis&sort=relevancerank&search-alias=digital-text) [Cal Schrotenboer,](https://www.amazon.com/s/ref%3Ddp_byline_sr_ebooks_2?ie=UTF8&field-author=Cal+Schrotenboer&text=Cal+Schrotenboer&sort=relevancerank&search-alias=digital-text) Illustrated C# 7: The C# Language Presented Clearly, Concisely, and Visually 5th Edition, Publisher: Apress; 5 edition (February 19, 2018),
10. [John Sharp,](https://www.amazon.com/John-Sharp/e/B001IGOCMM/ref%3Ddp_byline_cont_book_1) Microsoft Visual C# Step by Step (9th Edition) (Developer Reference) 9th Edition, Publisher: Microsoft Press; 9 edition (July 5, 2018),
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12. [Christian Nagel,](https://www.amazon.com/Christian-Nagel/e/B001HD1WLA/ref%3Ddp_byline_cont_book_1) Professional C# 7 and .NET Core 2.0, Publisher: Wrox; 7 edition (April 17, 2018).

1. **DATABASES AND WEB TECHNOLOGIES**
	1. Relational databases. History. Classification. Normal forms.
	2. Creating and querying databases using a high level language. VBA programming elements.
	3. Creating and querying relational databases using SQL
	4. The main technologies for web programming
	5. HTML language. JavaScript
	6. MySql databases. Php programming elements.

**References**

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2. [Carlos Coronel](https://www.amazon.com/Carlos-Coronel/e/B001H6NK6M/ref%3Ddp_byline_cont_ebooks_1)  (Author), [Steven Morris](https://www.amazon.com/s/ref%3Ddp_byline_sr_ebooks_2?ie=UTF8&field-author=Steven+Morris&text=Steven+Morris&sort=relevancerank&search-alias=digital-text) (Author), Database Systems: Design, Implementation, & Management 13th Edition, Cengage Learning; 013 edition (January 1, 2018),
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7. **CRYPTOGRAPHY AND INFORMATION SECURITY**
	1. Cryptology. Classical cryptography. Modern cryptography. Cryptanalysis.
	2. The mathematical basics of cryptography. Symmetric algorithms. Asymmetric algorithms.
	3. Methods for ensuring information security.

3.4 Electronic signature.

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4. [Simon Singh,](https://www.amazon.com/Simon-Singh/e/B000APSATI/ref%3Ddp_byline_cont_ebooks_1) The Code Book: The Science of Secrecy from Ancient Egypt to Quantum Cryptography , Anchor; Reprint edition (January 26, 2011),
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1. **ARTIFICIAL INTELLIGENCE**
	1. The object and fields of artificial intelligence.
	2. Knowledge - based computer systems.
	3. Fuzzy logic elements.
	4. Mathematical properties and representation of Bayesian networks.
	5. Causality and inference.
	6. Inference algorithms and dedicated software packages - Netica.

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1. **DEZVOLTAREA APLICATIILOR ANDROID**
	1. Operating systems for mobile platforms.
	2. Mobile application design.
	3. Interface elements for mobile applications.
	4. Activities. Intents. Menus. Graphic and audio elements.
	5. Processes, Threads and course of execution.
	6. Events.
	7. Storing files and SQLite elements.

**References**

1. Rob Whitaker, Developing Inclusive Mobile Apps: Building Accessible Apps for iOS and Android, Apress, ISBN-13:9781484258132, 2020,
2. Kishan Takoordyal, Beginning Unity Android Game Development: From Beginner to Pro, Apress, ISBN-13: 9781484260012,2020,
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