

**Tematica pentru examenul de licență
Programul de studiu: Calculatoare în limba engleză**

Domenii:

- 1. Mastering fundamental scientific, engineering and IT concepts:**
 - a. Computer Graphics
 - b. Data Structures
 - c. Operating Systems
 - d. Concurrent and Distributed Systems
 - e. Formal Languages and Automata
 - f. Modeling and Simulation
- 2. Design skills in the fields of hardware, software and communications:**
 - a. Computer Programming - Programming Techniques
 - b. Logical Design I
 - c. Logical Design II
 - d. Computer Systems Architecture
 - e. Object Oriented Design
- 3. Problem solving using scientific and computer engineering tools:**
 - a. Introduction to Information technology
 - b. Computer Programming
 - c. Object Oriented Programming
 - d. Databases
 - e. Data Communication
 - f. Microprocessor Design
- 4. Improving the performances of the hardware, software and communication components:**
 - a. Computer Networks
 - b. Parallel and Distributed Algorithms
 - c. Data Security
- 5. Design, lifecycle management, integration and protection of hardware, software and communication systems:**
 - a. Computer Structure and Organization
 - b. Software Engineering
 - c. Project Management
- 6. Design of intelligent systems:**
 - a. Artificial Intelligence
 - b. Web Application Design
 - c. E-Commerce
 - d. Mobile Computing