

**MANDATORY QUESTIONS – University of Hildesheim: Data Analytics (MSc)**

Please enter courses related to data analytics, for example Machine Learning, Data Mining, Pattern Recognition, Data Science, Artificial Intelligence, Multivariate Data Analysis, Operations Research, Computer Vision, and similar courses that address topics from data analytics. Please enter course names and marks exactly as stated on your transcript of records.

<b>Sl.No.</b>	<b>Course name</b>	<b>Mark achieved</b>
<b>1</b>	<b>STRUCTURED SYSTEM ANALYSIS &amp; DESIGN</b>	<b>71</b>
<b>2</b>	<b>COMPUTER ARCHITECTURE</b>	<b>69</b>
<b>3</b>	<b>FUNDAMENTALS OF DATABASE SYSTEM</b>	<b>69</b>
<b>4</b>	<b>RELATIONAL DATA BASE MANAGEMENT SYSTEM</b>	<b>60</b>
<b>5</b>	<b>MANAGEMENT INFORMATION SYSTEM</b>	<b>74</b>
<b>6</b>	<b>ARTIFICIAL INTELLIGENCE</b>	<b>58</b>
<b>7</b>	<b>COMPUTER GRAPHICS</b>	<b>76</b>

Please enter math courses, for example Analysis, Linear Algebra, Numeric, Statistics and Probability Theory. Please enter course names and marks exactly as stated on your transcript of records.

<b>Sl.No.</b>	<b>Course name</b>	<b>Mark achieved</b>
<b>1</b>	<b>MATHEMATICAL FOUNDATIONS - I</b>	<b>97</b>
<b>2</b>	<b>MATHEMATICAL FOUNDATIONS - II</b>	<b>94</b>
<b>3</b>	<b>LOGICAL ORGANIZATION OF COMPUTER - I</b>	<b>59</b>
<b>4</b>	<b>LOGICAL ORGANIZATION OF COMPUTER - II</b>	<b>60</b>

<b>5</b>	<b>COMPUTER ORIENTED NUMERICAL METHODS</b>	<b>88</b>
<b>6</b>	<b>COMPUTER ORIENTED STATISTICAL METHODS</b>	<b>62</b>

Please enter courses related programming such as programming languages (Python, Java, C++ etc.), data structures, software engineering, and everything else related to programming. Please enter course names and marks exactly as stated on your transcript of records.

<b>Sl.No.</b>	<b>Course name</b>	<b>Mark achieved</b>
<b>1</b>	<b>COMPUTER AND PROGRAMMING FUNDAMENTALS</b>	<b>89</b>
<b>2</b>	<b>WINDOWS &amp; PC SOFTWARE</b>	<b>64</b>
<b>3</b>	<b>PROGRAMMING IN C</b>	<b>71</b>
<b>4</b>	<b>ADVANCED PROGRAMMING IN C</b>	<b>60</b>
<b>5</b>	<b>OFFICE AUTOMATION TOOLS</b>	<b>59</b>
<b>6</b>	<b>OBJECT ORIENTED PROGRAMMING USING C++</b>	<b>67</b>
<b>7</b>	<b>DATA STRUCTURES</b>	<b>71</b>
<b>8</b>	<b>ADVANCED DATA STRUCTURES</b>	<b>60</b>
<b>9</b>	<b>SOFTWARE ENGINEERING</b>	<b>78</b>
<b>10</b>	<b>ADVANCED PROGRAMMING USING C++</b>	<b>94</b>
<b>11</b>	<b>WEB DESIGNING FUNDAMENTALS</b>	<b>72</b>
<b>12</b>	<b>COMPUTER NETWORKS</b>	<b>57</b>
<b>13</b>	<b>PROGRAMMING USING VISUAL BASIC</b>	<b>50</b>
<b>14</b>	<b>MULTIMEDIA TOOLS</b>	<b>47</b>
<b>15</b>	<b>WEB DESIGNING USING ADVANCED TOOLS</b>	<b>51</b>
<b>16</b>	<b>OPERATING SYSTEM I</b>	<b>55</b>
<b>17</b>	<b>OPERATING SYSTEM II</b>	<b>52</b>

<b>18</b>	<b>INTERNET TECHNOLOGIES</b>	<b>68</b>
<b>19</b>	<b>ADVANCED PROGRAMMING WITH VISUAL BASIC</b>	<b>64</b>
<b>20</b>	<b>PROGRAMMING IN CORE JAVA</b>	<b>74</b>