

FACULTY OF COMPUTING

STUDENT GUIDE



COMPUTING

BUSINESS

ENGINEERING

EDUCATION

SCIENCE

QUANTITY SURVEYING

DESIGN & ARCHITECTURE

NURSING

BIOTECHNOLOGY

FASHION

LAW

FINANCIAL MATHEMATICS

PSYCHOLOGY

HOSPITALITY & CULINARY

EVENT MANAGEMENT



SLIIT UNI

THE KNOWLEDGE UNIVERSITY




THE FUTURE AWAITS YOU

The goals and decisions you pursue today will take you to the next level. If your decision is to be “Tomorrow’s Great”, you should join SLIIT Uni, a globally recognised Institute

BE SMART. BE WISE

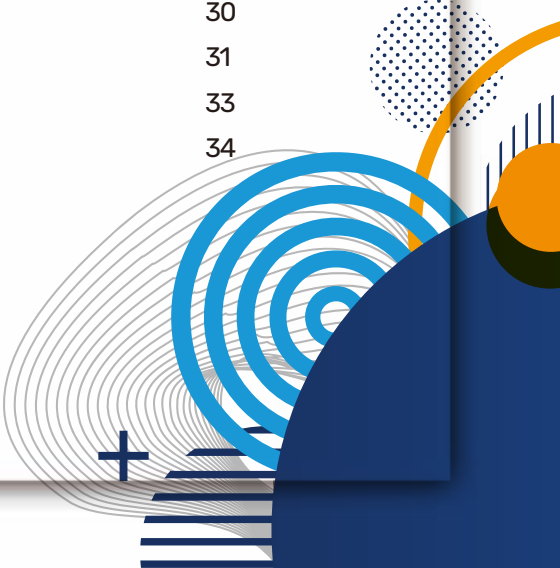
“The Future Awaits You” is determined by your next level of education in the field of ;
COMPUTING | BUSINESS | ENGINEERING | HUMANITIES AND SCIENCES | ARCHITECTURE

- ▶ Scholarships worth over Rs. 50 Million
 - ▶ A grant of Rs. 120 Million for new scientific research
 - ▶ Internationally accredited lecture panel
 - ▶ Educational facilities of international standards
- 



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MESSAGE FROM THE DEAN

The Faculty of Computing is the largest faculty in Sri Lanka with close to 11,000 students and over 160 staff members.

Our IT degree is a comprehensive program that specializes in Information Technology, Software Engineering, Data Science, Information Systems, Computer Systems and Networking, Interactive Media, and Cyber Security. Our curriculum is designed to provide you with the knowledge, skills, and practical experience needed to succeed in the fast-paced world of computing. Our IT degrees are accredited by IET and CSSL.

I am also excited to announce that we are introducing two new degrees in Computer Science and in Computer Systems Engineering. These programs are tailored to meet the demands of the rapidly evolving technology industry, and we are confident that they will prepare you for success in your future career.

At our faculty, we believe that hands-on experience is a crucial part of your education. That's why we offer a range of internship opportunities that enable you to experience the industry and gain valuable practical skills. Internships also allow you to learn about industry expectations early in your degree, helping you to align your studies with your career aspirations.

Our faculty is made up of a team of experienced and knowledgeable lecturers who are dedicated to providing you with the best education possible. They are passionate about teaching and are committed to helping you achieve your academic and career goals.

We offer a vibrant community of learners and encourage you to take advantage of the opportunities available to you. Get involved in our student communities for the various activities they organize, attend seminars, and participate in competitions. These experiences will not only enhance your education but also prepare you for the workforce.

We are committed to providing you with an exceptional academic experience, and we look forward to supporting you throughout your journey at our institution. I wish you all the best in your studies and encourage you to make the most of your time here.

**PROFESSOR
NUWAN
KODAGODA**
DEAN-FACULTY OF COMPUTING



COMPUTING DEGREES

The SLIIT Faculty of Computing is equipped with a range of programmes specialising in various arms of the IT sector. Students are able to choose a path that is most in line with their requirements, allowing them to pursue substantial careers in their selected field.

Combined with an in-house lecturer panel, expansive computer laboratories and hands-on learning, SLIIT provides its Faculty of Computing students with the ideal environment to develop their computing skills.

Our computing degrees are awarded by SLIIT as approved by the University Grants Commission. The institute is also a Member of the Association of Commonwealth Universities and International Association of Universities (IAU).

In addition to SLIIT computing programmes, students have the option of studying the Curtin University offshore programmes in Sri Lanka right here at SLIIT. Students can also complete their degree at one of SLIIT's partner universities in UK, USA, Canada or Australia.

DEGREES - SLIIT BSC HONOURS DEGREES

Duration : 4 Years
Entry : February / June / September
Location : Malabe / Colombo / Matara / Kandy / Kurunegala / Jaffna
Offered : Weekdays / Weekend

ACADEMIC & PROFESSIONAL RECOGNITION

- Approved by the University Grants Commission under the Universities Act
- Member of the Association of Commonwealth Universities

This degree allows students the following options, upon successful completion of the prescribed modules:

END OF 2ND YEAR:

Higher Diploma in Information Technology

END OF 4TH YEAR:

BSc Honours degree in Information Technology
in the respective specialisation/ BSc Honours in Computer Science / BSc Honours degree in Computer Systems Engineering

Students have the option of exiting a course, should they be faced with restrictive circumstances. Whilst they can rejoin at a later date, such requirements are subject to relevant registration procedures and approval by SLIIT.



SOFTWARE ENGINEERING

Software engineering is the discipline of designing, creating and maintaining software by applying technologies and practices from computer science, project management, engineering, application domains, interface design, digital asset management and other fields.

CAREER OPPORTUNITIES

- Software Engineers
- Mobile Application Developers
- Full Stack Developers
- UI/UX Engineers
- System Analysts

ENTRY REQUIREMENTS

Passes in three subjects (in any subject stream) at the G.C.E. Advanced Level Examination (Sri Lanka / London) in one and the same sitting, and a pass at the Aptitude Test conducted by SLIIT. To progress from second year semester one to second year semester two of the program, a student must pass all the modules up to the second year semester 01 and maintain a minimum CGPA of 2.7.



YEAR ONE

SEMESTER 01

IT1120	Introduction to Programming	04
IT1030	Data Communication Networks	04
IT1130	Mathematics for Computing	04
IT1140	Fundamentals of Computing	03

SEMESTER 02

IT1160	Discrete Mathematics	04
IT1170	Data Structures and Algorithms	04
SE1010	Software Engineering	04
IT1150	Technical Writing	04

YEAR TWO

SEMESTER 01

IT2120	Probability and Statistics	04
SE2010	Object Oriented Programming	04
IT2130	Operating Systems & Sys Admin	04
IT2140	Databases	04

SEMESTER 02

IT2011	Artificial Intelligence & Machine Learning	04
IT2150	IT Project	04
SE2020	Web and Mobile Technologies	04
IT2160	Professional Skills	04

YEAR THREE

SEMESTER 01

IT3120	Industry Economics & Management	04
SE3090	Software Engineering Frameworks	04
SE3100	Architecture based Development	04
SE3110	Quality Management in Software Engineering	04

SEMESTER 02

IT3190	Industry Training	04
SE3120	Distributed Systems	04
SE3130	User Experience Research & Design	04
IT3160	Research Methods	04

YEAR FOUR

SEMESTER 01

IT4200	Research Project - I	06
SE4070	Secure Software Development	04
SE4080	Cloud Native Development	04
SE4100	Deep Learning	04
SE4090	Mobile Application Design & Development	04

SEMESTER 02

IT4200	Research Project - II	06
SE4110	Current Trends in Software Engineering	04
SE4120	Enterprise Application Development	04
SE4140	Big Data & Data Analytics	04
SE4130	Parallel Computing	04

** Electives to be chosen with prior approval*

INFORMATION TECHNOLOGY

The programme is designed for technically focused students who required to develop strong professional & academic capabilities in programming. You will develop strong technical skills in the areas of software design and software engineering, operating systems, systems administration and technical support, and networking.

CAREER OPPORTUNITIES

- ICT Infrastructure Engineers
- Information Assurance Engineers
- Web Developers
- Data Engineers
- IT Managers
- System and Data Administrators
- Software Quality Assurance Engineers
- Software Engineers
- Network Engineers
- IT Educationists.

ENTRY REQUIREMENTS

Passes in three subjects (in any subject stream) at the G.C.E. Advanced Level Examination (Sri Lanka / London) in one and the same sitting, and a pass at the Aptitude Test conducted by SLIIT.



YEAR ONE SEMESTER 01	IT1120	Introduction to Programming	04
	IE1030	Data Communication Networks	04
	IT1130	Mathematics for Computing	04
	IT1140	Fundamentals of Computing	04
SEMESTER 02	IT1160	Discrete Mathematics	04
	IT1170	Data Structures and Algorithms	04
	SE1010	Software Engineering	04
	IT1150	Technical Writing	04
YEAR TWO SEMESTER 01	IT2120	Probability and Statistics	04
	SE2010	Object Oriented Programming	04
	IT2130	Operating Systems & System Administration	04
	IT2140	Database Design and Development	04
SEMESTER 02	IT2011	Artificial Intelligence & Machine Learning	04
	IT2150	IT Project	04
	SE2020	Web and Mobile Technologies	04
	IT2160	Professional Skills	04
YEAR THREE SEMESTER 01	IT3120	Industrial Economics & Management	04
	IT3130	Application Development	04
	IT3140	Database Systems	04
	IT3150	IT Process and Infrastructure Management	04
SEMESTER 02	IT3190	Industry Training	00
	IT3180	Cloud Technologies	04
	IT3200	Data Analytics	04
	IT3160	Research Methods	04
YEAR FOUR SEMESTER 01	IT4200	Research Project - I	04
	IT4210	Information Security	04
	IT4150	Intelligent Systems Development	04
	IT4180	IT Policy Management and Governance	04
	IT4160	Software Quality Management	04
SEMESTER 02	IT4200	Research Project - II	08
	IT4190	Current Trends in IT	04
	SE4120	Enterprise Application Development	04
	IT4170	Human Computer Interaction	04

* Electives to be chosen with prior approval

DATA SCIENCE

The meticulous curriculum focuses on the fundamentals of computer science, statistics, and applied mathematics, while incorporating real-world examples. Graduates are prepared to succeed in specialized jobs involving everything from the data pipeline and storage, to statistical analysis discovering new insights with optimized decision making.

CAREER OPPORTUNITIES

- Data Engineers
- Data Scientists
- Big Data Engineers
- Data Analysts
- DevOps Engineers
- Database Administrators
- Business Intelligence Engineers
- Software Engineers
- Big Data Application Developers
- Data Architects
- Data Science Specialists
- Machine Learning Engineers

ENTRY REQUIREMENTS

Passes in three subjects (in any subject stream) at the G.C.E. Advanced Level Examination (Sri Lanka / London) in one and the same sitting, and a pass at the Aptitude Test conducted by SLIIT. To progress from second year semester one to second year semester two of the program, a student must meet the minimum GPA requirement specified by the Faculty



YEAR ONE

SEMESTER 01

IT1120	Introduction to Programming	04
IE1030	Data Communication Networks	04
IT1130	Mathematics for Computing	04
IT1140	Fundamentals of Computing	04

SEMESTER 02

IT1160	Discrete Mathematics	04
IT1170	Data Structures and Algorithms	04
SE1010	Software Engineering	04
IT1150	Technical Writing	04

YEAR TWO

SEMESTER 01

IT2120	Probability and Statistics	04
IT2010	Object Oriented Programming	04
IT2130	Operating Systems & System Administration	04
IT2140	Database Design and Development	04

SEMESTER 02

IT2011	Artificial Intelligence & Machine Learning	04
IT2150	IT Project	04
SE2020	Web and Mobile Technologies	04
IT2160	Professional Skills	04

YEAR THREE

SEMESTER 01

IT3120	Industrial Economics & Management	04
IT3081	Statistical Modelling	04
IT3091	Machine Learning	04
IT3101	Data Warehousing and Business Intelligence	04

SEMESTER 02

IT3190	Industry Training	04
IT3111	Deep Learning	04
IT3121	Cloud Data Analytics	04
IT3160	Research Methods	04

YEAR FOUR

SEMESTER 01

IT4200	Research Project - I	04
IT4051	Modern Topics in Data Science	04
IT4061	Natural Language Processing	04
IT4081	Software Engineering Concepts	04
IT4091	Optimization Methods	04

SEMESTER 02

IT4200	Research Project - II	08
IT4071	Data Governance, Privacy and Security	04
IT4101	Database Implementation and Administration	04
IT4111	MLOps for Data Analytics	04

COMPUTER SYSTEMS & NETWORK ENGINEERING

The program is especially designed to improve the students' knowledge on theories, principles and practices in computer network engineering field and a wide range of soft skills. The key knowledge areas of the program include computer network engineering, computer systems administration, embedded systems engineering and cloud computing related technologies.

CAREER OPPORTUNITIES

- Network Engineers
- Computer Systems Engineers
- Database Administrators
- Scripting Engineers
- Security Engineers
- Network Architects
- Backup Storage Engineers
- Network Designers
- Network Administrators
- Computer Systems Administrators
- Cloud Systems Engineers
- DevOps Engineers
- Infrastructure Engineers
- Virtualization Engineers
- Voice Engineers

ENTRY REQUIREMENTS

Passes in three subjects including Physics and Combined Mathematics at the G.C.E. (Advanced Level) examination (or equivalent subjects at the London G.C.E.(Advanced Level) examination) in one and the same sitting and pass the Aptitude Test conducted by SLIIT.



YEAR ONE

SEMESTER 01

IT1120	Introduction to Programming	04
IE1030	Data Communication Networks	04
IT1130	Mathematics for Computing	04
IT1140	Fundamentals of Computing	04

SEMESTER 02

IT1160	Discrete Mathematics	04
IT1170	Data Structures and Algorithms	04
SE1010	Software Engineering	04
IT1150	Technical Writing	04

YEAR TWO

SEMESTER 01

IT2120	Probability and Statistics	04
SE2010	Object Oriented Programming	04
IT2130	Operating Systems & System Administration	04
IT2140	Database Design and Development	04

SEMESTER 02

IT2011	Artificial Intelligence & Machine Learning	04
IE2100	Data Communication and Wireless Networks	04
IE 2110	Network Management and Systems Administration	04
IE2160	Professional Skills	04

YEAR THREE

SEMESTER 01

IT3120	Industrial Economics & Management	04
IE3090	Network programming	04
IE3100	Virtulization and Cloud Computing Technologies	04
IE3110	Advanced Network Engineering	04

SEMESTER 02

IE3190	Industry Training	00
IE3120	Capstone Project	03
IE3130	Enterprise Network and Systems Security	04
IE3160	Research Methods	04

YEAR FOUR

SEMESTER 01

IT4200	Research Project - I	04
IT4090	DevOps	04
IE4100	Network Storage and Architecture	04
IE4112	Data & Systems Security	04
IE4102	Governance, Risk Management & Compliance	04

SEMESTER 02

IE4200	Research Project - II	08
IE4110	Software Defined Networks	04
IE4120	Robotics and Intelligent Systems	04
IT4130	Internet of Things	04

* Electives to be chosen with prior approval

CYBER SECURITY

The course is designed for students who wish to gain an accelerated early career in cyber/information security. It will prepare you for a successful career in the various roles directly and indirectly connected to the world of computer, network and information security.

CAREER OPPORTUNITIES

- Cyber Security Professionals
- Network Security Specialists
- Operations and Security Managers
- Incident and Threat Managers
- Systems Security Architects
- Risk Analysts and Risk Managers
- Computer Forensics Investigators
- Security Operations Center (SOC) Analysts

ENTRY REQUIREMENTS

Passes in three subjects (in any stream) at the G.C.E (Advanced Level) examination (Sri Lankan/London) in one and the same sitting and a pass at the Aptitude Test conducted by SLIIT. To progress from the second year semester one to second year semester two, a student must meet the minimum GPA requirement specified by the Faculty.



YEAR ONE

SEMESTER 01

IT1120	Introduction to Programming	04
IT1030	Data Communication Networks	04
IT1130	Mathematics for Computing	04
IT1140	Fundamentals of Computing	04

SEMESTER 02

IT1160	Discrete Mathematics	04
IT1170	Data Structures and Algorithms	04
SE1010	Software Engineering	04
IT1150	Technical Writing	04

YEAR TWO

SEMESTER 01

IE2120	Probability and Statistics	04
SE2010	Object Oriented Programming	04
IE2130	Operating Systems & System Administration	04
IE2140	Database Design and Development	04

SEMESTER 02

IE2011	Artificial Intelligence & Machine Learning	04
IE2092	Introduction to Cyber Security	04
IE2102	Network Programming	04
IE2160	Professional Skills	04

YEAR THREE

SEMESTER 01

IE3120	Industrial Economics & Management	04
IT3122	Network Security	04
IE3132	Vulnerability Assessment & Penetration Testing	04
IE3142	DevOps Security	04

SEMESTER 02

IE3190	Industry Training	00
IE3152	Cryptography	04
IE3162	Ethical Hacking & Cyber Ops	04
IE3160	Research Methods	04

YEAR FOUR

SEMESTER 01

IT4200	Research Project - I	04
IE4102	Governance, Risk Management & Compliance	04
IE4112	Data & Systems Security	04
IE4122	Secure Software Engineering	04
IE4132	Cyber Law & Ethics	04

SEMESTER 02

IE4200	Research Project - II	08
IE4142	Digital Forensics	04
IE4152	Virtualization & Cloud Security	04
IE4130	Internet of Things	04

* Electives to be chosen with prior approval

INFORMATION SYSTEMS ENGINEERING

Information Systems Engineering Degree is where technology meets business. The program mainly caters to those interested in becoming specialists in analyzing and diagnosing business problems. who analyze and diagnose business problems and opportunities, and recommending the right IT solutions to satisfy the information needs.

This stream particularly emphasis on Systems Analysis and Design, Business Analysis, Requirement Engineering, Business Process Design and Management, User Interface Design, IS Management and Operations, Enterprise Architecture, Data and Information Management, E-Commerce, Business Management, Organizational Change, and Entrepreneurship. Information Systems Engineering graduates are molded to become competent in soft skills to facilitate diversified business challenges.

CAREER OPPORTUNITIES

- Business Analysts
- Systems Analysts
- Project Managers
- Application Developers
- Software Quality Engineers
- ICT Consultants
- Business Process Analysts
- Enterprise Architects
- Business Information Managers
- Database Administrators
- Product Owners

ENTRY REQUIREMENTS

Passes in three subjects (in any subject stream) at the G.C.E. Advanced Level Examination (Sri Lanka / London) in one and the same sitting, and a pass at the Aptitude Test conducted by SLIIT. To progress from year two semester one to year two semester two. The student has to meet the minimum CGPA set by the faculty.



YEAR ONE

SEMESTER 01

IT1120	Introduction to Programming	04
IT1030	Data Communication Networks	04
IT1130	Mathematics for Computing	04
IT1140	Fundamentals of Computing	04

SEMESTER 02

IT1160	Discrete Mathematics	04
IT1170	Data Structures and Algorithms	04
SE1010	Software Engineering	04
IT1150	Technical Writing	04

YEAR TWO

SEMESTER 01

IT2120	Probability and Statistics	04
SE2010	Object Oriented Programming	04
IE2130	Operating Systems & System Administration	04
IE2140	Database Design and Development	04

SEMESTER 02

IT2011	Artificial Intelligence & Machine Learning	04
IE2091	IS Project	04
IE2101	Requirement Engineering	04
IE2160	Professional Skills	04

YEAR THREE

SEMESTER 01

IE3120	Industrial Economics & Management	04
IE3101	Enterprise Network and Information systems security	04
IE3111	Organizational Functions	04
IE3121	Enterprise Architecture	04

SEMESTER 02

IE3131	Business Intelligence and Data Analytics	04
IE3141	IS Strategy , Management & Acquisition	04
IE3190	Industry Training	00
IE3160	Research Methods	04

YEAR FOUR

SEMESTER 01

IT4200	Research Project - I	04
IT4211	Business Process Management	04
IE4221	Professional Business Analysis	04
IE4231	Digital Entrepreneurship	04
IT4160	Software Quality Assurance	04

SEMESTER 02

IE4200	Research Project - II	08
IE4241	Emerging Trends in ISE	04
IT4251	Supply Chain Management	04
IE4261	IS Auditing and Risk Management	04
IT4170	Human Computer Interaction	04

* Electives to be chosen with prior approval

INTERACTIVE MEDIA

Our Interactive Media degree will give you the capability to create the new varieties of interactive media content that are transforming our society and culture. The unique multidisciplinary degree brings together technical, creative and socio-cultural perspectives through Design Ideation, 3D Modeling & Animation, and Digital Video Production Etc

CAREER OPPORTUNITIES

- UX/UI Engineers
- Game Technologists
- Web Developers
- Production Managers
- 3D Modelers
- 2D/3D Visual Concept Designers
- Advertising Media Specialists
- Cinematographers
- Audio Production Specialist
- Multimedia Programmers
- Visual Concept Designers
- Game Designer/Developers
- Creative Directors
- Mobile Application Developers
- 2D/3D Animators
- Digital Marketing Specialists
- Interactive Designers
- Video/Visual Production Specialists
- Multimedia Developers
- Broadcasting Technologists

ENTRY REQUIREMENTS

Passes in three subjects (in any subject stream) at the G.C.E. Advanced Level Examination (Sri Lankan/London) in one and the same sitting, and a pass at the Aptitude Test conducted by SLIIT. To progress from the second year semester one to second year semester two, a student must pass a selection interview.



YEAR ONE

SEMESTER 01

IT1120	Introduction to Programming	04
IT1030	Data Communication Networks	04
IT1130	Mathematics for Computing	04
IT1140	Fundamentals of Computing	04

SEMESTER 02

IT1160	Discrete Mathematics	04
IT1170	Data Structures and Algorithms	04
SE1010	Software Engineering	04
IT1150	Technical Writing	04

YEAR TWO

SEMESTER 01

IT2120	Probability and Statistics	04
SE2010	Object Oriented Programming	04
IT2130	Operating Systems & System Administration	04
IT2140	Database Design and Development	04

SEMESTER 02

IT2011	Artificial Intelligence & Machine Learning	04
SE2011	Technical Evolution of Multimedia	04
SE2021	Creative Expertise Development	04
IT2160	Professional Skills	04

YEAR THREE

SEMESTER 01

SE3101	Advanced Computer Graphics	04
SE3111	Digital Business Management and Entrepreneurship	04
SE3121	UI/UX Designing and Engineering	04
SE3131	Fundamentals of Cinematography and Digital Multimedia	04

SEMESTER 02

IT3190	Industry Training	00
SE3141	3D Modeling & Animation	04
SE3151	Machine Learning based Image Manipulations	04
IT3160	Research Methods	04

YEAR FOUR

IT4200	Research Project - I	04
SE4071	Games Technology	04
SE4081	Technology-based Entertainment and Aesthetics	04
SE4101	Advanced Computer Generated Imagery	04
SE4111	Advanced Cinematography and Television Production	04
SE4121	Mobile Application Design and Development	04

IT4200	Research Project - II	08
SE4091	New Media Project Management	04
SE4131	Games and Mixed Reality Applications	04
SE4141	New Media Insights	04
SE4151	Audio Engineering and Sonic Arts	04
SE4161	Advanced Digital Marketing and Advertising	04

COMPUTER SCIENCE

BSc (Hons) in Computer Science degree programme produces high quality graduates with strong analytical and quantitative skills with a comprehensive knowledge in Mathematics, Programming, Software Engineering, System Modelling, and Research. The graduates must be versatile in the knowledge drawn from the key knowledge areas of Computer Science including Algorithms Design and implementation, Intelligent Systems, Parallel Computing and Computational Science.

Graduates are expected to succeed in a career in Software Engineering, Computer Scientists, High Performance Computing Specialists, Computational Specialists, Artificial Intelligence/Machine Learning Specialists and Data Scientists.

A computer science graduate will have the fundamental knowledge and skills of a software engineering graduate, with an emphasis on developing their own tools, frameworks, and required algorithms. In addition, a Computer Science graduate will also be able to apply state-of-the-art computer science methods in Algorithms, Fault-tolerant Design, Code Optimization, and High-performance Computing. Because of the rapid pace of change in the computing field, Computer Science graduates must be life-long learners to maintain their knowledge and skills within their chosen discipline.

CAREER OPPORTUNITIES

- Computer Scientists
- Computational Specialists
- Software Engineers
- Academics
- High Performance Computing Specialists
- AI/ML Specialists
- Data Scientists
- Researchers

ENTRY REQUIREMENTS

Minimum of 3 "S" passes in Physical Science Stream (Covering Combined Mathematics, Physics & Chemistry or ICT) in G.C.E. A/L (Sri Lanka) in one and the same sitting or Minimum of 3 "C" passes (Covering Mathematics, Physics & Chemistry or Computer Science/IT) in G.C.E A/L Cambridge or Edexcel in one and the same sitting, AND pass the special Aptitude Test & Interview conducted by SLIIT Faculty of Computing.



YEAR ONE

SEMESTER 01

SE1012	Programming Methodology	03
IE1004	Computational Thinking	04
IE1014	Engineering Mathematics - I	03
SE1022	Discrete Mathematics	03
SE1032	Communication Skills	03

SEMESTER 02

IE1024	Computer Organization and Architecture	03
IE1034	Engineering Mathematics - II	03
IE1044	Digital Electronics	03
SE1042	English for Academic Purposes	03
SE1052	Data Structures and Algorithms	04

YEAR TWO

IE2004	Computer Networks	03
SE2012	Object Oriented Analysis and Design	04
SE2022	Design and Analysis of Algorithms	03
SE2032	Database Management Systems	03
IE2024	Probability and Statistics	03

SE2042	Operating Systems	03
SE2052	Programming Paradigms	04
SE2062	Distributed Systems	03
SE2072	Software Engineering	03
SE2082	Human Computer Interaction	03

YEAR THREE

SE3022	Case Study Project	03
SE3032	Graphics and Visualization	03
SE3112	Advanced Software Engineering	03
IE3014	Professional Skills	03
SE3062	Intelligent Systems	03
SE3082	Parallel Computing	03

SE3012	Industry Economics and Management	03
SE3092	Platform Based Development	03
SE3102	Research Methods	02
SE3072	Industry Training	06

YEAR FOUR

SE4012	Research Project	08
SE4022	Machine Learning	03
SE4032	Advanced Mathematics	03
IE4054	Information Security	04
SE4042	Modelling and Simulation of Sciences	04

SE4012	Research Project	
SE4052	Compiler Construction (Elective)	03
SE4062	Image Processing and Computer Vision (Elective)	03
SE4072	Deep Learning (Elective)	03
IE4094	Robotics (Elective)	03

*** Elective Module offerings are subject to annual review and may not be available in all years**

COMPUTER SYSTEMS ENGINEERING

BSc (Hons) in Computer Science degree programme produces high quality graduates with strong analytical and quantitative skills with a comprehensive knowledge in Mathematics, Programming, Software Engineering, System Modelling, and Research. The graduates must be versatile in the knowledge drawn from the key knowledge areas of Computer Science including Algorithms Design and implementation, Intelligent Systems, Parallel Computing and Computational Science.

Graduates are expected to succeed in a career in Software Engineering, Computer Scientists, High Performance Computing Specialists, Computational Specialists, Artificial Intelligence/Machine Learning Specialists and Data Scientists.

A computer science graduate will have the fundamental knowledge and skills of a software engineering graduate, with an emphasis on developing their own tools, frameworks, and required algorithms. In addition, a Computer Science graduate will also be able to apply state-of-the-art computer science methods in Algorithms, Fault-tolerant Design, Code Optimization, and High-performance Computing. Because of the rapid pace of change in the computing field, Computer Science graduates must be life-long learners to maintain their knowledge and skills within their chosen discipline.

CAREER OPPORTUNITIES

- Computer Scientists
- Computational Specialists
- Software Engineers
- Academics
- High Performance Computing Specialists
- AI/ML Specialists
- Data Scientists
- Researchers

ENTRY REQUIREMENTS

Minimum 2 "C" passes and 1 "S" pass in G.C.E. A/L (Sri Lanka) in the Physical Science Stream (covering Combined Mathematics, Physics and Chemistry) in one and the same sitting or Minimum 2 "B" passes and 1 "C" pass in G.C.E A/L Cambridge or Edexcel (covering Mathematics, Physics and Chemistry) in one and the same sitting, AND pass the special Aptitude Test & Interview conducted by SLIIT Faculty of Computing.



YEAR ONE

SEMESTER 01

SE1012	Programming Methodology	03
IE1004	Computational Thinking	04
IE1014	Engineering Mathematics - I	03
SE1022	Discrete Mathematics	03
SE1032	Communication Skills	03

SEMESTER 02

IE1024	Computer Organization and Architecture	03
IE1034	Engineering Mathematics - II	03
IE1044	Digital Electronics	03
SE1042	English for Academic Purposes	03
SE1052	Data Structures and Algorithms	04

YEAR TWO

IE2004	Computer Networks	03
SE2012	Object Oriented Analysis and Design	04
IE2014	Circuit Theory	03
IE2024	Probability & Statistics	03
SE2032	Database Management Systems	03

IE2034	Analog Electronics	03
IE2044	System Modelling and Prototyping	03
IE2064	Advanced Computer Organization & Architecture	04
IE2074	Control Theory	03
IE2084	Communication Technologies	03

YEAR THREE

IE3004	Digital Systems Design	03
IE3014	Professional Skills	03
IE3034	Control Systems Engineering	04
IE3054	Digital Signal Processing	03
IE3064	Embedded Systems Engineering	04

IE3044	Design Project	03
SE3012	Industrial Economics and Management	03
IE3024	Advance Mathematics	03
SE3072	Industrial Training*	06

YEAR FOUR

IE4004	Research Project (Compulsary)	08
IE4054	Information Security (Compulsary)	04
SE4022	Machine Learning (Elective)	03
IE4044	Biological Inspired systems (Elective)	03
IE4034	Real Time Operating Systems (Elective)	03
IE4014	Parallel & Distributed Computing (Elective)	03
IE4104	Advanced Software Engineering (Elective)	03
IE4114	Intelligent Systems (Elective)	03

Select 03 Electives

IE4004	Research Project	
IE4064	Instrumentation and control (Elective)	03
IE4074	Interactive system design (Elective)	03
IE4084	Virtualization & Cloud Computing Technologies (Elective)	03
IE4094	Robotics (Elective)	03
SE4062	Image Processing and Computer Vision (Elective)	03
SE4072	Deep Learning (Elective)	03

* Elective Module offerings are subject to annual review and may not be available in all years

INTERNATIONAL DEGREE PROGRAMMES TO COMPLETE AT SLIIT



THE UNIVERSITY
OF QUEENSLAND
AUSTRALIA

CREATE CHANGE

BACHELOR OF COMPUTER SCIENCE

ABOUT THE PROGRAMME

The Bachelor of Computer Science is a program designed to provide a deeper understanding of all aspects of computer technology. Students will be able to develop strong analytical, logical and development skills necessary to advance computing and its applications. Students gain solid technological foundations and skills to play a critical role in creating, developing, implementing, and evaluating new systems.

BACHELOR OF INFORMATION TECHNOLOGY

ABOUT THE PROGRAMME

The Bachelor of Information Technology is focused on the three pillars of data, code, and people. Students will benefit from the program that allows them to undertake a core set of courses, as well as the opportunity to specialize in any of these interconnected areas. Working across these three areas, students will graduate as creative technologists, able to apply technical expertise to complex human problems. Unique to this program is a project-based studio stream where the student will apply cumulative knowledge to the design and development of novel technologies. A studio is a place where students drive their own learning. Students are expected to be active learners who take a hands-on approach to work in teams to develop ideas. The Bachelor of Information Technology will not only equip you with the design and technical skills you need but also the teamwork and communication skills that are essential in today's job market. In your final year, you

ENTRY REQUIREMENTS:

Minimum 3"S" passes in G.C.E A/L Sri Lanka or minimum 3"D" passes in G.C.E A/L Cambridge or Edexcel (in any subject stream) in one and the same sitting and pass the Aptitude Test conducted by SLIIT.



SUCCESS STORIES



Information Technology should no longer be viewed merely as a subject of study or career path. It is ubiquitous, and our technological literacy has a direct impact on how successfully we interact with the world around us. When I joined the Computer Systems and Networking program at SLIIT in 2003, the fledgling institution already had a clear vision of providing students with an environment in which to immerse themselves in cutting edge technology and ideas. This was also my first experience of true collaboration with like minded individuals; be it fellow students or staff, without being spoon-fed lessons or handheld during assignments, projects, or exams. A true preparation for the “real world” when one joins the workforce and face life in general as an adult.

The fundamentals I learned at SLIIT gave me confidence to not only face, but “ace” my interview at Fidessa, the world’s #1 Equities Trading Platform providers. I subsequently worked in Technology teams at three investment banks in London; Royal Bank of Scotland, Barclays Capital, and JP Morgan. Holding a First-Class degree at the top of my batch became less relevant with time, as subject knowledge became obsolete. I believe my commitment to a lifetime of learning beyond formal education has helped me adapt to change and make progress in my career. After a ten year career in IT roles, I joined the Equities Trading Desk at JP Morgan in 2017. In today’s rapid electronic Stock Markets and Algorithmic Trading world,

DIMUTHU RATNAYAKE

BSc (Hons) in Computer Systems and Networking - SHU,UK
EMEA Equities Program Trading J.P. Morgan



I am an entrepreneur, innovator and avid programmer. The foundation that SLIIT created for me, is an invaluable component, as dedicated members of staff particularly the lecturers, provided a solid sounding board to help hone my talent. Every course offered at SLIIT is incredibly competitive not just on a local but also global scale, with degrees affiliated with world-renowned universities thus giving students opportunities to gain internationally recognised qualifications right here in Sri Lanka.

As it is also cost-effective, SLIIT fits into the mould effortlessly, allowing a wider demographic access to high-quality education.

It is my vision to become Sri Lanka’s premier end-to-end digital solutions provider in Mobile and Enterprise Solutions, Artificial Intelligence & Machine Learning, Immersive Technologies, and Game Design and Development, making Sri Lanka a digital hub whilst stopping ‘brain drain’ in the country as we are losing the cream of our talent.

SLIIT was where I laid my foundation for my success. If the support given by SLIIT was not there, I wouldn’t have been able to achieve this fast. The foundation that SLIIT created for me, is an invaluable component, also the dedicated members of staff particularly the lecturers, provided a solid sounding board to help hone my talent. It is with immense pleasure I tell that the institution is deeply investing in their students’ futures. Every course offered at SLIIT is incredibly competitive not just on a local but also global scale, with degrees affiliated with world-renowned universities thus giving students opportunities to gain internationally recognised qualifications right here in Sri Lanka.

There are many people who have been a strength to me during my journey: My own immediate family, Bathiya and Santhush, Saliya Weerasekara, and all the employees of Arimac family.

CHAMIRA JAYASINGHE

BSc (Hons) in Information Technology - SLIIT
Founder / CEO - Arimac

CODEFEST



An annual event hosted by the SLIIT Faculty of Computing, this is one of the biggest software competitions aimed at encouraging and promoting software application design amongst school and university students. The annual increase in entries, fierce competition amongst students and a rise in event categories, has made Codefest an event looked forward to by many schools and universities.

'Codefest is one of the many initiatives taken by SLIIT, aimed at creating a centre of excellence to advance and disseminate knowledge. It is indeed a great honour to have one of our events recognised by the Ministry of Telecommunications and Digital Infrastructure. Codefest is an ideal platform to promote the application of skills learnt through ICT related modules taught in schools and universities' notes Professor Lalith Gamage: President and CEO of SLIIT.



ICAC



The International Conference on Advancements in Computing (ICAC), organized by the Faculty of Computing is an open forum for academics, as-well-as industry professionals, to present, exchange and share their experiences and research results on all aspects of the latest issues and trends in the broader domain of computing.





National ICT Awards NBQSA 2023

Over the past years, undergraduates of SLIIT Faculty of Computing have won numerous awards in National Best Quality Software Awards (NBQSA) and have represented Sri Lanka at global forums. Competitions such as these, allows students to showcase their research capabilities, engage with other national universities, and gain valuable experience to help them achieve their future aspirations.



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Ms.	Rasanayagam J		Assistant Lecturer

BSc HONOURS GRADES AND REQUIREMENTS

GRADING SYSTEM

SLIIT uses 12 grades in assessing student performance. These are A+, A, A-, B+, B, B-, C+, C, C-, D+, D and E. To obtain a pass in a subject, a student must score a grade 'C' or above. The value of each grade and definition of student performance is shown below.

GRADE	GRADE PTS.	MARKS RANGE
A+	4.00	90 - 100
A	4.00	80 - 89
A-	3.70	75 - 79
B+	3.30	70 - 74
B	3.00	65 - 69
B-	2.70	60 - 64
C+	2.30	55 - 59
C	2.00	45 - 54
C-	1.70	40 - 44
D+	1.30	35 - 39
D	1.00	30 - 34
E	0.00	00 - 29

GRADE POINT AVERAGE (GPA) PER SEMESTER

The GPA is computed by dividing the sum of the products of the number of credits for each course followed and the grade points earned for that course by a student, by the total number of credits for the courses followed during the semester by that student.

CLASS ATTENDANCE

Regular attendance is expected from all students. 80% attendance is necessary as a minimum requirement to sit examinations. Inability to attend classes and/or examinations must be brought to the notice of the Manager of Academic Affairs immediately.

WEIGHTED GRADE POINT AVERAGE (WGPA)

FACULTY	Y1	Y2	Y3	Y4
FOC	0	20%	30%	50%

WHAT'S NEXT?

Embark on your pathway to greatness with our extensive degree programme options at SLIIT. Please follow the application guidelines below.

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Option 02:

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Send the duly filled application form to

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Obtain the application form from any of our campuses or centres

Option 04:

Call our hotline for further information

011 754 4801

www.sliit.lk

info@sliit.lk

"The Institute reserves to itself the right to effect, at any time during the course of programmes, amendments to the curriculum of its programmes to meet emerging needs of the industry/business and/or in response to the requirements of professional and accreditation bodies."

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Fax : +94 11 241 3901

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