

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 Higher Education, a globally recognised Institute

BE SMART. BE WISE

"The Next You" is determined by your next level of education in the fields 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 a vibrant community of undergraduate & postgraduate students, academics and researchers who represent a wide range of specializations. We are the oldest and the largest faculty of computing in Sri Lanka, which has gain a wide recognition locally as well-as internationally over a period of 19 years.

We are engaged in research in exciting cutting-edge research areas such as robotics & intelligent systems, artificial intelligence, cyber security, computer vision and image processing, data communication, high-performance computing, and software engineering.

Faculty of Computing offers BSc(Hons), MSc, MPhil, and PhD programmes covering a range of specializations; Information Technology (IT), Software Engineering (SE), Data Science (DS), Information Systems Engineering (ISE), Computer Systems & Network Engineering (CSNE), Cyber Security (CS), and Interactive Media (IM). Our program portfolio is updated regularly capturing the dynamics of the industry.

Our degree programmes have been designed with consultation with the industry and relevant professional bodies. Our students have access to internationally recognized experts and we work with a range of partners in government, industry, local and foreign universities, and professional bodies such as IET, IEEE, BCS, and CSSL. Our programmes have been accredited by the IET, UK showing the international recognition of our programmes. Our aim is to produce computing professionals of the future who will be life-long learners equipped with strong analytical, problem solving, and communication skills. Therefore, we endeavour to inculcate soft skills and learnability in our graduates by complementing classroom learning with a range of co-curricular and extracurricular activities.

Faculty of Computing of SLIIT provides you a conducive environment where you can explore new things and interact with a vibrant community of wonderful people. You will be able to discover your potential & own capabilities, and realize your aspirations.

PROFESSOR

CHANDIMAL
JAYAWARDENA
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.

<mark>Combined with an in-house lectu</mark>rer 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

: 4 Years Duration

Entry February / June / September

Malabe / Colombo / Matara / Kandy / Kurunegala / Jaffna Location

Weekdays / Weekend

ACADEMIC & PROFESSIONAL RECOGNITION

- Approved by the University Grants Commission under the Universities Act
- Member of the Association of Commonwealth Universities
- Accreted by the institute of Engineering & Technology (IET), UK

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

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 the second year to the third year of the program, a student must pass all the modules up to the second year and maintain a minimum CGPA of 2.7.



YEAR ONE SEMESTER 01	IT1010 IT1020 IT1030 IT1040	Introduction to Programming Introduction to Computer Systems Mathematics for Computing Communication Skills	04 04 04 03
SEMESTER 02	IT1050 IT1060 IT1080 IT1090 IT1100	Object Oriented Concepts Software Process Modeling English for Academic Purposes Information Systems and Data Modeling Internet and Web Technologies	02 03 03 04 04
YEAR TWO SEMESTER 01	IT2020 IT2030 IT2040 IT2050 IT2060	Software Engineering Object Oriented Programming Database Management Systems Computer Networks Operating Systems and System Administration	04 04 04 04
SEMESTER 02	IT2010 IT2070 IT2080 IT2090 IT2100 IT 2110	Mobile Application Development Data Structures and Algorithms IT Project Professional Skills Employability Skills Development –Seminar (Non GPA) Probability and Statistics	04 04 04 02 01 03
YEAR THREE	SE3010 SE3020 SE3030 SE3040 IT3050 SE3050 SE3050 SE3070 SE3070 SE3080 IT3110	Software Engineering Process & Quality Management Distributed Systems Software Architecture Application Frameworks Employability Skills Development – Seminar (Non GPA) User Experience Engineering Database Systems Case Studies in Software Engineering Software Project Management Industry Placement (Non-GPA)	04 04 04 04 01 03 04 04 03
YEAR FOUR	IT4010 IT4070 SE4010 SE4030	Research Project Preparation for the Professional World (Non GPA) Current Trends in Software Engineering Secure Software Development tives from the Following	16 02 04 04
	IT4130 IT4060 SE4040 SE4020 SE4050 SE4060 IE4060	Image Understanding & Processing Machine Learning Enterprise Application Development Mobile Application Design & Development Deep Learning Parallel Computing Robotics and Intelligent Systems	04 04 04 04 04 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	IT1010 IT1020 IT1030 IT1040	Introduction to Programming Introduction to Computer Systems Mathematics for Computing Communication Skills	04 04 04 03
SEMESTER 02	IT1050 IT1060 IT1080 IT1090 IT1100	Object Oriented Concepts Software Process Modeling English for Academic Purposes Information Systems and Data Modeling Internet and Web Technologies	02 03 03 04 04
YEAR TWO SEMESTER 01	IT2020 IT2030 IT2040 IT2050 IT2060	Software Engineering Object Oriented Programming Database Management Systems Computer Networks Operating Systems and System Administration	04 04 04 04 04
SEMESTER 02	IT2010 IT2070 IT2080 IT2090 IT2100 IT 2110	Mobile Application Development Data Structures and Algorithms IT Project Professional Skills Employability Skills Development –Seminar (Non GPA) Probability and Statistics	04 04 04 02 01 03
YEAR THREE	IT3010 IT3020 IT3030 IT3040 IT3050 IT3060 IT3070 IT3080 IT3090 IT3110	Network Design and Management Database Systems Programming Applications & Frameworks IT Project Management Employability Skills Development - Seminar (Non GPA) Human Computer Interaction Information Assurance & Security Data Sceince & Analytics Business Management for IT Industry Placement (Non-GPA)	04 04 04 04 01 03 04 04 03
YEAR FOUR	IT4010 IT4020 IT4070 Three Ele IT4030 IT4040 IT4050 IT4060 IT4090 IT4100 IT4110 IT4120 SE4050 SE4060 IE4020	Research Project Modern Topics in IT Preparation for the Professional World (Non GPA) ctives of the Following* Internet of Things Database Administration Innovation Management & Entrepreneurship Machine Learning Cloud Computing Software Quality Assurance Computer Systems and Network Administration Knowledge Management Deep Learning Parallel Computing Enterprise Standards for Information Systems	16 04 02 04 04 04 04 04 04 04 04
	IE4040 IE4060	Information Assurance and Auditing Robotics and Intelligent Systems	04 04 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 the second year to the third year of the program, a student must meet the minimum GPA requirement specified by the Faculty



YEAR ONE SEMESTER 01	IT1010 IT1020 IT1030 IT1040	Introduction to Programming Introduction to Computer Systems Mathematics for Computing Communication Skills	04 04 04 03
SEMESTER 02	IT1050 IT1060 IT1080 IT1090 IT1100	Object Oriented Concepts Software Process Modeling English for Academic Purposes Information Systems and Data Modeling Internet and Web Technologies	02 03 03 04 04
YEAR TWO SEMESTER 01	IT2020 IT2030 IT2040 IT2050 IT2060	Software Engineering Object Oriented Programming Database Management Systems Computer Networks Operating Systems and System Administration	04 04 04 04 04
SEMESTER 02	IT2010 IT2070 IT2080 IT2090 IT 2110 IT2100	Mobile Application Development Data Structures and Algorithms IT Project Professional Skills Probability and Statistics Employability Skills Development –Seminar (Non GPA)	04 04 04 02 03 01
YEAR THREE	IT3030 IT3011 IT3021 IT3031 IT3060 IT3051 IT3061 IT3071 IT3110	Programming Applications and Frameworks Theory and Practices in Statistical Modelling Data Warehousing and Business Intelligence Database Systems and Data-Driven Application Information Retrieval and Web Analytics Fundamentals of Data Mining Massive Data Processing and cloud Computing Machine Learning and Optimization Methods Industry Placement (Non-GPA)	04 04 04 04 04 04 04 04 08
YEAR FOUR	IT4010 IT4070 IT4011 IT4021 IT4031	Research Project Preparation for the Professional World (Non GPA) Database Administration and Storage Systems Internet of Things and Big Data Analytics Visual Analytics and User Experience Design Introduction to Information Security Analytics	16 02 04 04 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	IT1010 IT1020 IT1030 IT1040	Introduction to Programming Introduction to Computer Systems Mathematics for Computing Communication Skills	04 04 04 03
SEMESTER 02	IT1050 IT1090 IT1080 IE1010 IE1020	Object Oriented Concepts Information Systems and Data Modeling English for Academic Purposes Engineering Mathematics Network Fundamentals	02 04 03 03 04
YEAR TWO	IE2020 IE2030 IE2080 IE2010 IT2030 IT2100	Routing & Switching Analog Electronics Database Systems Administration Digital Electronics Object Oriented Programming Probability and Statistics	04 02 04 02 04 03
	IE2040 IE2060 IE 2050 IE2090 IE2070 IT2090	Advanced Internetworking Computer Systems Administration Operating Systems Professional Engineering Practice and Industrial Management Embedded Systems Professional Skills	04 04 04 02 04 02
YEAR THREE	IE3010 IE3020 IE3030 IE3040 IE3050 IE3060 IE3070 IE3080 IT3110 IT3050	Network Programming Directory Services and Network Management Wide area Networks Information Storage Management Wireless Communications Business Management for IT Network Technology Project Network Security Engineering Industry Placement (Non-GPA) Employability Skills Development –Seminar (Non GPA)	04 04 04 04 04 03 04 04 08
YEAR FOUR	IT4010 IT4070	Research Project Preperation for Professional World (Non-GPA) tives from the Following*	16 02
	IE4040 IE4060 IE4020 IE4020 IE4010 IE4080 IE4050 IT4030 IE4070 IE4030	Information Assurance and Auditing Robotics & Intelligent Systems Enterprise Standards for Information Systems Information Security Management Software Defined Networks Parallel and Distributed Computing Internet of Things Design and Management of Enterprise Network Virtualization and Cloud Computing Technologies 04	04 04 04 04 04 04 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 first year to the second year of the specialization, a student must meet the minimum GPA requirement specified by the Faculty.



YEAR ONE SEMESTER 01	IT1010 IT1020 IT1030 IT1040	Introduction to Programming Introduction to Computer Systems Mathematics for Computing Communication Skills	04 04 04 03
SEMESTER 02	IT1050 IT1060 IT1080 IT1090 IT1100	Object Oriented Concepts Software Process Modeling English for Academic Purposes Information Systems and Data Modeling Internet and Web Technologies	02 03 03 04 04
YEAR TWO SEMESTER 01	IE2012 IE2022 IE2042 IE2032	Systems and Network Programming Introduction to Cyber Security Database Management Systems for Security Secure Operating Systems	04 04 04 04
SEMESTER 02	IE2052 IE2062 IE2082 IE2072 IT2090 IT2100	Advanced Networking Technologies Web Security Discrete Mathematics Foundations of Algorithms Professional Skills Employability Skills Development –Seminar (Non GPA)	04 04 04 04 02 01
YEAR THREE	IE3102 IT3110 IE3112 IE3022 IE3032 IE3042 IE3052 IE3062 IE3072 IE3082 IE3092 IT3050	Enterprise Standards for Information Security Industry Placement (Non-GPA) Mobile Security Applied Information Assurance Network Security Secure Software Systems Information Security Risk Management Data and Operating Systems Security Information Security Policy and Management Cryptography Information Security Project Employability Skills Development –Seminar (Non GPA)	02 08 04 04 04 02 04 02 04 04 01
YEAR FOUR	IT4010 IT4070 Four Ele- IE4012 IE4042 IE4092 IE4022 IE4032 IE4052 IE4062 IE4072	Research Project Preparation for the Professional World (Non-GPA) ctives from the Following* Offensive Hacking: Tactical and Strategic Secure Software Engineering Machine Learning for Cyber Security Security Economic Analysis Information Warfare Hardware Security Cyber Forensics and Incident Response Governance and Cyber Law Clinic	16 02 04 04 04 04 04 04 04

^{*} Electives to be chosen with prior approval

INFORMATION SYSTEMS ENGINEERING

Information Systems Engineering Degree is where Technology meets Business. The program mainly caters those interested in becoming specialists who analyze and diagnose business problems and opportunities, and fit in 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, Ecommerce, Business Management, Organizational Change, and Entrepreneurship ISE graduates are typically excellentlent in soft skills.

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.



YEAR ONE SEMESTER 01	IT1010 IT1020 IT1030 IT1040	Introduction to Programming Introduction to Computer Systems Mathematics for Computing Communication Skills	04 04 04 03
SEMESTER 02	IT1050 IT1060 IT1080 IT1090	Object Oriented Concepts Software Process Modeling English for Academic Purposes Information Systems and Data Modeling	02 03 03 04
	IT1100	Internet and Web Technologies	04
YEAR TWO	IT2040 IE2021 IE2031 IE2041 IE2071 IT2090 IE2051 IE2061 IE2081 IT2100 IT2110	DataBase Management Systems Object Oriented Programming Structured Analysis and Design Information Systems Analysis Design and Management of Computing Infrastructure Professional Skills Information Systems Project Operating Systems and Systems Administration Object Oriented Analysis and Design Employability Skills Development -Seminar (Non GPA) Probability and Statistics	04 04 04 04 02 04 04 04 01 03
YEAR THREE	IE3011 IE3021 IE3021 IE3031 IE3041 IE3051 IE3061 IE3071 IE3091 IT3110	IS Project Management Organizational Business Functions I Management Information Systems Data Management and Business Intelligence E Business Strategy & Architecture and Design Information Security Management Organizational Business Functions II Enterprise Resource Planning Information Systems Strategic Management Industry Placement (Non-GPA)	03 03 04 04 04 03 04 03
YEAR FOUR	Electives	Research Project Preparation for the Professional World (Non-GPA) Business Process Management Practicing Business Analyst ive modules of the follwing	16 02 04 04
	IE4040 IE4151 IT4100 IE4081 IT4120 IE4131 IT4050	Information Assurance and Auditing Human Resource Information Systems Software Quality Asuarance Supply Chain Management Knowledge Management Human Computer Interaction Innovation Management and Entrepreneurship	04 04 04 04 04 04 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 to the third year of the program, a student must pass a selection interview.



YEAR ONE SEMESTER 01	IT1010 IT1020 IT1030 IT1040	Introduction to Programming Introduction to Computer Systems Mathematics for Computing Communication Skills	04 04 04 03
SEMESTER 02	IT1050 IT1060 IT1080 IT1090 IT1100	Object Oriented Concepts Software Process Modeling English for Academic Purposes Information Systems and Data Modeling Internet and Web Technologies	02 03 03 04 04
YEAR TWO SEMESTER 01	IT2020 IT2030 IT2040 IT2050 IT2060	Software Engineering Object Oriented Programming Database Management Systems Computer Networks Operating Systems and System Administration	04 04 04 04
SEMESTER 02	IT2010 IT2070 IT2080 IT2090 IT2110 IT2100	Mobile Application Development Data Structures and Algorithms IT Project Professional Skills Probability and Statistics Employability Skills Development –Seminar (Non GPA)	04 04 04 02 03 01
YEAR THREE	SE3011 SE3021 SE3061 SE3081 IT3050 SE3031 SE3041 SE3071 SE3091 IT3110	Technical Evolution of Multimedia Design Ideation & Creative Communication User Experience Designing Digital Marketing Strategies Employability Skills Development - Seminar (Non GPA) 3D Modeling & Animation Digital Video Production & Delivery Digital Image Processing Games Technology Industry Placement (Non-GPA)	04 04 03 03 01 04 04 04 04
YEAR FOUR	IT4010 IT4070 SE4031 SE4041 SE4051 SE4061	Research Project Preperation for the Professional World (Non GPA) Games Development Mobile Application Design and Development Trends in Digital Media Multimedia Project Management	16 02 04 04 04 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 two "C" passes and one "S" pass in GCE Advanced Level (Sri Lanka) in the Physical Science Stream (Combined Mathematics, Physics and Chemistry) in one and the same sitting and a pass at the Aptitude test conducted by SLIIT OR Minimum of two "B" passes and one "C" pass in GCE Advanced Level (Cambridge or Edexcel) covering Combined Mathematics, Physics and Chemistry in one and the same sitting and a pass at the Aptitude test conducted by SLIIT



YEAR ONE SEMESTER 01	SE1012 IE1004 IE1014 SE1022 SE1032	Programming Methodology Computational Thinking Engineering Mathematics - I Discrete Mathematics Communication Skills	03 04 03 03 03
SEMESTER 02	IE1024 IE1034 IE1044 SE1042 SE1052	Computer Organization and Architecture Engineering Mathematics - II Digital Electronics English for Academic Purposes Data Structures and Algorithms	03 03 03 03 04
YEAR TWO	IE2004 SE2012 SE2022 SE2032 IE2024 SE2042 SE2052 SE2062 SE2062 SE2072 SE2082	Computer Networks Object Oriented Analysis and Design Design and Analysis of Algorithms Database Management Systems Probability and Statistics Operating Systems Programming Paradigms Distributed Systems Software Engineering Human Computer Interaction	03 04 03 03 03 03 04 03 03
YEAR THREE	SE3012 SE3022 SE3112 IE3014 SE3062 SE3082 SE3032	Industry Economics and Management Case Study Project Advanced Software Engineering Professional Skills Intelligent Systems Parallel Computing Graphics and Visualization	03 03 03 03 03 03
	SE3072 SE3092 SE3102	Industry Training Platform Based Development Research Methods	06 03 02
YEAR FOUR	SE4012 SE4022 SE4032 IE4054 SE4042	Research Project Machine Learning Advanced Mathematics Information Security Modelling and Simulation of Sciences	08 03 03 04 04
	SE4012 SE4052 SE4062 SE4072 IE4094	Research Project Compiler Construction (Elective) Image Processing and Computer Vision (Elective) Deep Learning (Elective) Robotics (Elective)	03 03 03 03

INTERNATIONAL DEGREE PROGRAMMES TO COMPLETE AT SLIIT





BACHELOR OF INFORMATION TECHNOLOGY

CRICOS CODE: 0100818

Information technologists, computer scientists, software engineers, programmers and other computing professionals are experts on how technology works, and how computing can address even the most complicated and intricate problems.

This course can provide you with the skills and knowledge you need for a successful career in the rapidly evolving information and communications technology industry. In your first year, you will develop your programming skills and study the fundamental theoretical knowledge of computing.

BACHELOR OF COMPUTING (SOFTWARE ENGINEERING)

CRICOS CODE: 0100817

Software engineers incorporate the latest technology in the design and implementation of large-scale software systems for commercial purposes. This course aims to produce graduates who are well-versed in the principles of design, measurement and analysis applied in the context of the development of software-based systems.

You will receive a strong foundation in computer science, with further emphasis on software requirements gathering, design, implementation and testing. You will also focus on communication skills, professional responsibility, ethics, interpersonal relationships, teamwork, and time management. In your final year, you will undertake an industry-based project.

BACHELOR OF SCIENCE (COMPUTER SYSTEMS & NETWORKING)

CRICOS CODE: 041280C

Computer networks form the backbone of modern information systems. This course will help you fully understand computer network design and development technologies so you can pursue career opportunities in this rapidly expanding field. You will develop skills in network design and management, the convergence of IT and telecommunications, embedded systems, computer hardware and software, real-time systems and IT technical support. Your focus will be on the design and support of distributed computer and telecommunications networks.

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, complementary skills and experience in technology and finance are highly valued by the industry. It is an exciting job that requires mental agility and creativity. I work with a vast amount of data and help develop Artificial Intelligence based trading strategies, as well as collaborate with our technology teams so they provide true solutions to our needs. I balance my hectic work life by playing cricket for the Wimbledon Cricket Club in the Surrey League, and travelling and exploring the world with my wife Gayani.

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.





SLI







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.







NBQSA



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.









HEADS OF DEPARTMENTS



PROF. SANATH JAYAWARDENA

HEAD/DEPARTMENT OF COMPUTER SYSTEMS ENGINEERINGBSc Eng(Moratuwa), MSc (Moratuwa), PhD (Saga)



DR. JAYANTHA AMARARACHCHI

HEAD/DEPARTMENT OF INFORMATION TECHNOLOGY BSc (J'pura), PgDip (Cantab, NZ), MSc (Colombo), PhD (Moratuwa)



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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
А	4.00	80 - 89
Α-	3.70	75 - 79
B+	3.30	70 - 74
В	3.00	65 - 69
B-	2.70	60 - 64
C+	2.30	55 - 59
С	2.00	45 - 54
C-	1.70	40 - 44
D+	1.30	35 - 39
D	1.00	30 - 34
Е	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%

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