

FACULTY OF COMPUTING

STUDENT GUIDE



COMPUTING BUSINESS ENGINEERING EDUCATION SCIENCE QUANTITY SURVEYING ARCHITECTURE INTERIOR DESIGN FASHION
BIOTECHNOLOGY NURSING LAW FINANCIAL MATHEMATICS PSYCHOLOGY HOSPITALITY & CULINARY EVENT MANAGEMENT



SLIIT UNIVERSITY

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 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 PRO VICE CHANCELLOR

The Faculty of Computing is the largest faculty in Sri Lanka with close to 10,000 students and over 150 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.

DR
**NUWAN
KODAGODA**
PRO VICE CHANCELLOR
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
- Accredited 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.



BSC (HONS) IN SOFTWARE ENGINEERING

ABOUT THE PROGRAMME

Focuses on the application of Software Engineering theories and practices to design, develop, and maintain solutions to complex real-world problems through a sequence of processes, including problem identification, analysis, software design, development, verification and documentation.

Solutions may include single-user applications to enterprise-level applications that can scale globally.

Covers a wide range of key knowledge areas related to Software Engineering discipline, including requirements engineering, object-oriented analysis and design, full-stack development, mobile application development, enterpriselevel application development, architecting software applications that can scale globally, software quality assurance, user interaction/user experience design and industry best practices used in developing software.

Aims at instilling a solid foundation in the entire software development lifecycle, well-equipped with theoretical and practical skills.

Students will undertake a mandatory six month industry placement after their second year.

ENTRY REQUIREMENTS

Local A/Ls: Minimum of 3 "S" passes in the Physical Science stream or Engineering Technology stream in one and the same sitting for A/Ls or an equivalent qualification OR Minimum of 3 "S" passes in any stream (other than the Physical Science/Engineering Technology streams) in one and the same sitting at the GCE A/L Examination AND a "C" pass for O/L Mathematics AND completing the IT Bridging Programme conducted by SLIIT.

Applicants who have followed Information & Communication Technology as a main subject for A/Ls AND obtained a "C" pass for O/L Mathematics will be exempted from the IT Bridging Programme.

Cambridge/Edexcel A/Ls: Minimum of 3 "D" passes in subjects related to Mathematics in one and the same sitting for A/Ls OR minimum of 3 "D" passes in any other subjects (other than Mathematics-related subjects) in one and the same sitting at the GCE A/L Examination AND a "C" pass for O/L Mathematics AND completing the IT Bridging Programme conducted by SLIIT.

Applicants who have followed Information Technology/Computer Science as a main subject for A/Ls AND obtained a "C" pass for O/L Mathematics will be exempted from the IT Bridging Programme.

Students are required to complete all modules upto year 2 to proceed to year 3. Applicants should pass the Aptitude Test conducted by SLIIT.



CAREERS

- Software Engineer
- Mobile Application Engineer
- UI/UX Engineer
- Full Stack Developer
- Web Application Developer
- DevOps Engineer
- Machine Learning Engineer
- Quality Assurance Engineer
- Cloud Software Engineer
- Site Reliability Engineer
- Network Designer

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	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

ABOUT THE PROGRAMME

The programme inculcates the right combination of theory and practical, hands-on expertise on how to take care of both an organisation's information technology infrastructure and the people who use it. A graduate of this programme is capable of developing/selecting hardware and software products appropriate for an organisation, integrate those products with organisational needs and infrastructure, and install, customise, and maintain those applications.

This programme is designed for technically focused students who wish to build a solid technical foundation in information technology and its application, facilitating the students to develop strong technical skills. The programme covers a wide range of key knowledge areas related to Information Technology, including programming, software engineering, networking, database management systems, operating systems, web technologies, and human computer interaction.

Further, the graduates are exposed to other vital areas, such as systems administration, technical support, project management, accounting, marketing, entrepreneurship, and business management.

Students will undertake a mandatory six month industry placement after their second year.

ENTRY REQUIREMENTS

Local A/Ls: Minimum of 3 "S" passes in the Physical Science stream or Engineering Technology stream in one and the same sitting for A/Ls or an equivalent qualification OR minimum of 3 "S" passes in any stream (other than the Physical Science/Engineering Technology stream) in one and the same sitting at the GCE A/L Examination AND a "C" pass for O/L Mathematics AND completing the IT Bridging Programme conducted by SLIIT.

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Cambridge/Edexcel A/Ls: Minimum of 3 "D" passes in subjects related to Mathematics in one and the same sitting for A/Ls OR minimum of 3 "D" passes in any other subjects (other than Mathematics-related subjects) in one and the same sitting at the GCE A/L Examination AND a "C" pass for O/L Mathematics AND completing the IT Bridging Programme conducted by SLIIT.

Applicants who have followed Information Technology/Computer Science as a main subject for A/Ls AND obtained a "C" pass for O/L Mathematics will be exempted from the IT Bridging Programme.

Applicants should also pass the Aptitude Test conducted by SLIIT.



CAREERS

- ICT Infrastructure Engineer
- Information Assurance Engineer
- Software Quality Assurance Engineer
- Software Engineer
- Network Engineer
- DevOps Engineer
- UI/UX Engineer
- Project Coordinator
- Business Analyst
- IT Manager
- IT Educationist

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	Industry Economics & Management	04
IT3130	Application Development	04
IT3140	Database Systems	04
IT3150	IT Process and Infrastructure Management	04

SEMESTER 02

IT3190	Industry Training	-
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

BSC (HONS) IN DATA SCIENCE

ABOUT THE PROGRAMME

Data Science professionals can identify relevant questions, collect data from a multitude of different data sources, organise the information, translate results into solutions, and communicate their findings in a way that positively affects business decisions.

The curriculum has been designed to equip undergraduates with the necessary knowledge, skills and attitudes to become effective professionals.

Key knowledge domains of the programme include machine learning, big data technologies, cloud computing, internet of things, database systems, data engineering, programming, data visualisation and statistical modeling.

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 specialised jobs involving everything from data pipeline and storage, to statistical analysis and eliciting the story the data tells.

Students will undertake a mandatory six month industry placement after their second year

ENTRY REQUIREMENTS

Local A/Ls: Minimum of 3 "S" passes in the Physical Science stream or Engineering Technology stream in one and the same sitting for A/Ls or an equivalent qualification OR minimum of 3 "S" passes in any stream (other than the Physical Science/Engineering Technology streams) in one and the same sitting at the GCE A/L Examination AND a "C" pass for O/L Mathematics AND completing the IT Bridging Programme conducted by SLIIT.

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Cambridge/Edexcel A/Ls: Minimum of 3 "D" passes in subjects related to Mathematics in one and the same sitting for A/Ls OR minimum of 3 "D" passes in any other subjects (other than Mathematics-related subjects) in one and the same sitting at the GCE A/L Examination AND a "C" pass for O/L Mathematics AND completing the IT Bridging Programme conducted by SLIIT.

Applicants who have followed Information Technology/Computer Science as a main subject for A/Ls AND obtained a "C" pass for O/L Mathematics will be exempted from the IT Bridging Programme. Students are required to complete all modules upto year 2 to proceed to year 3.

Applicants should pass the Aptitude Test conducted by SLIIT.



CAREERS

- Data Engineer
- Business Intelligence Engineer
- Data Scientist
- Software Engineer
- Big Data Engineer
- Data Analyst
- Data Architect
- Database Administrator
- Machine Learning Engineer
- Big Data Application Developer
- DevOps Engineer
- Data Science Specialist

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
IT3190	Industry Training	-

YEAR THREE**SEMESTER 01**

IT3120	Industry 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	08

* Electives to be chosen with prior approval

COMPUTER SYSTEMS & NETWORK ENGINEERING

ABOUT THE PROGRAMME

Focuses on the design, development and maintenance of computer and data communication networks along with the design and maintenance of services required for a secure enterprise network infrastructure. Covers a wide range of key knowledge areas related to the computer systems and networking discipline, including network design and management, the convergence of it and telecommunications, embedded systems, computer hardware and software, real-time systems and it technical support.

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

Students will undertake a mandatory six month industry placement after their second year.

ENTRY REQUIREMENTS

Local A/Ls: Minimum of 3 "S" passes in one and the same sitting including passes in Combined Mathematics and Physics.

Cambridge/Edexcel A/Ls: Minimum of 3 "D" passes in one and the same sitting including Combined Mathematics and Physics (or equivalent subjects in Cambridge/Edexcel A/L).

Applicants should also pass the Aptitude Test conducted by SLIIT.



CAREERS

- Network Engineer
- Network Administrator
- Computer Systems Engineer
- Computer System Administrator
- Database Administrator
- Cloud Systems Engineer
- Scripting Engineer
- DevOps Engineer
- Security Engineer
- Infrastructure Engineer
- Network Architect
- Virtualisation Engineer
- Backup Storage Engineer
- Network Designer

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
IE2110	Network Management and Systems Administration	04
IE2160	Professional Skills	04

YEAR THREE**SEMESTER 01**

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

SEMESTER 02

IT3190	Industry Training	-
IE3120	Capstone Project	04
IE3130	Enterprise Network and Systems Security	04
IT3160	Research Methods	04

YEAR FOUR**SEMESTER 01**

IT4200	Research Project - I	04
IE4090	DevOps	04
IE4100	Network Storage and Architecture	04
IE4112	Data & Systems Security	04
IE4102	Governance, Risk Management & Compliance	04

SEMESTER 02

IT4200	Research Project - II	04
IE4110	Software Defined Networks	04
IE4120	Robotics and Intelligent Systems	04
IE4130	Internet of Things	04

* Electives to be chosen with prior approval

CYBER SECURITY

ABOUT THE PROGRAMME

Focuses on protecting computers, networks, programmes and data from unintended or unauthorised access, change or destruction. Emphasis on key areas related to the discipline, including information governance, risk assessment and management, security development, information security architecture, information security testing and information assurance methodologies, secure operations management, service delivery and vulnerability assessment, incident management, investigation, digital forensics, and information security audit.

Due to increasing and persistent cyber attacks, there is a demand for cybersecurity professionals with a deep understanding of the complexities of protecting and defending infrastructures and networks. This programme provides an in-depth education with leadership and ethics focus. Going beyond programming and network administration, the Cyber Security programme covers the critical topics faced by organisations today, including data protection, legal and compliance, operational and strategic cybersecurity management, penetration testing, and digital forensics.

Students will undertake a mandatory six month industry placement after their second year.

ENTRY REQUIREMENTS

Local A/Ls: Minimum of 3 "S" passes in the Physical Science stream or Engineering Technology stream in one and the same sitting for A/Ls or an equivalent qualification OR minimum of 3 "S" passes in any stream (other than the Physical Science/Engineering Technology stream) in one and the same sitting at the GCE A/L Examination AND a "C" pass for O/L Mathematics AND completing the IT Bridging Programme conducted by SLIIT.

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Cambridge/Edexcel A/Ls: Minimum of 3 "D" passes in subjects related to Mathematics in one and the same sitting for A/Ls OR minimum of 3 "D" passes in any other subjects (other than Mathematics-related subjects) in one and the same sitting at the GCE A/L Examination AND a "C" pass for O/L Mathematics AND completing the IT Bridging Programme conducted by SLIIT.

Applicants who have followed Information Technology/Computer Science as a main subject for A/Ls AND obtained a "C" pass for O/L Mathematics will be exempted from the IT Bridging Programme.

To be eligible to follow the Cyber Security specialisation, students must meet the minimum GPA requirement specified by the faculty at the end of the 1st year. Applicants should also pass the Aptitude Test conducted by SLIIT.

Applicants should also pass the Aptitude Test conducted by SLIIT.



CAREERS

- Cyber Security Professional
- Network Security Specialist
- Operations and Security Manager
- Incident and Threat Manager
- Systems Security Architect
- Risk Analysts and Risk Manager
- Computer Forensics Investigator
- Security Operations Center (SOC) Analyst

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
IE2092	Introduction to Cyber Security	04
IE2102	Network Programming	04
IT2160	Professional Skills	04

YEAR THREE**SEMESTER 01**

IT3120	Industry Economics & Management	04
IE3122	Network Security	04
IE3132	Vulnerability Assessment & Penetration Testing	04
IE3142	DevOps Security	04

SEMESTER 02

IT3190	Industry Training	04
IE3152	Cryptography	04
IE3162	Ethical Hacking & Cyber Ops	04
IT3160	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

ABOUT THE PROGRAMME

Develops a sound understanding of principles and practices related to both technical and organisational aspects of ICT in graduates. ISE graduates can serve as an effective bridge between the technical and management communities within an organisation, enabling them to work in harmony to ensure that the organisation has the information and the systems it needs to support its operations. Plays a key role in determining the requirements for an organisation's information systems, and actively involved in the requirement specification, design, implementation and management. Covers several key areas related to the discipline, including business & systems analysis, requirement engineering, systems design, business process re-engineering, enterprise resource planning and fundamentals of business management, along with marketing, accounting and human resource management.

Students will have hands-on experience through industry internships along with opportunities to connect with successful businesses in the ICT industry. The programme caters to those interested in becoming specialists focused on integrating IT solutions and business processes to meet the information needs of businesses and other enterprises.

Students will undertake a mandatory six month industry placement after their second year.

ENTRY REQUIREMENTS

Local A/Ls: Minimum of 3 "S" passes in the Physical Science stream or Engineering Technology stream in one and the same sitting for A/Ls or an equivalent qualification OR minimum of 3 "S" passes in any stream (other than the Physical Science/Engineering Technology stream) in one and the same sitting at the GCE A/L Examination AND a "C" pass for O/L Mathematics AND completing the IT Bridging Programme conducted by SLIIT.

Applicants who have followed Information & Communication Technology as a main subject for A/Ls AND obtained a "C" pass for O/L Mathematics will be exempted from the IT Bridging Programme.

Cambridge/Edexcel A/Ls: Minimum of 3 "D" passes in subjects related to Mathematics in one and the same sitting for A/Ls OR minimum of 3 "D" passes in any other subjects (other than Mathematics-related subjects) in one and the same sitting at the GCE A/L Examination AND a "C" pass for O/L Mathematics AND completing the IT Bridging Programme conducted by SLIIT.

Applicants who have followed Information Technology/Computer Science as a main subject for A/Ls AND obtained a "C" pass for O/L Mathematics will be exempted from the IT Bridging Programme.

To be eligible to follow the Information Systems Engineering specialisation, students must meet the minimum GPA requirement specified by the faculty at the end of the 1st year.

Applicants should also pass the Aptitude Test conducted by SLIIT.



CAREERS

- Business Analyst
- Business Process Analyst
- Systems Analyst
- Enterprise Architect
- Project Manager
- Business Information Manager
- Application Developer
- Database Administrator
- Software Quality Engineer
- Product Owner
- ICT Consultant

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
IE2091	IS Project	04
IE2101	Requirement Engineering	04
IT2160	Professional Skills	04

YEAR THREE**SEMESTER 01**

IT3120	Industry 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
IT3190	Industry Training	-
IT3160	Research Methods	04

YEAR FOUR**SEMESTER 01**

IT4200	Research Project - I	04
IE4211	Business Process Management	04
IE4221	Professional Business Analysis	04
IE4231	Digital Entrepreneurship	04
IT4160	Software Quality Assurance	04

SEMESTER 02

IT4200	Research Project - II	08
IE4241	Emerging Trends in ISE	04
IE4251	Supply Chain Management	04
IE4261	IS Auditing and Risk Management	04
IT4170	Human Computer Interaction	04

* Electives to be chosen with prior approval

ARTIFICIAL INTELLIGENCE

ABOUT THE PROGRAMME

This new specialisation is designed for students who wish to gain an early career in Artificial Intelligence. It will prepare you for success in the various roles directly and indirectly connected to the world of artificial intelligence and machine learning.

Students will gain valuable hands-on experience developing & deploying various AI solutions to a variety of industry verticals.

Students will undertake a mandatory six month industry placement after their second year.

ENTRY REQUIREMENTS

Local A/Ls: Minimum of 3 "S" passes in the Physical Science stream or Engineering Technology stream in one and the same sitting for A/Ls or an equivalent qualification OR minimum of 3 "S" passes in any stream (other than the Physical Science/Engineering Technology stream) in one and the same sitting at the GCE A/L Examination AND a "C" pass for O/L Mathematics AND completing the IT Bridging Programme conducted by SLIIT.

Applicants who have followed Information & Communication Technology as a main subject for A/Ls AND obtained a "C" pass for O/L Mathematics will be exempted from the IT Bridging Programme.

Cambridge/Edexcel A/Ls: Minimum of 3 "D" passes in subjects related to Mathematics in one and the same sitting for A/Ls OR minimum of 3 "D" passes in any other subjects (other than Mathematics-related subjects) in one and the same sitting at the GCE A/L Examination AND a "C" pass for O/L Mathematics AND completing the IT Bridging Programme conducted by SLIIT.

Applicants who have followed Information Technology/Computer Science as a main subject for A/Ls AND obtained a "C" pass for O/L Mathematics will be exempted from the IT Bridging Programme.

To be eligible to follow Artificial Intelligence specialisation, students must meet the minimum GPA requirement specified by the faculty at the end of the 1st year. Applicants should also pass the Aptitude Test conducted by SLIIT.



CAREERS

- Machine Learning Engineer
- Data Scientist
- AI/ML Developer
- AI Product Manager
- Robotics Engineer
- Natural Language Processing (NLP) Engineer
- AI Ethics Specialist
- Computer Vision Engineer
- AI Solutions Architect
- Big Data Engineer
- AI Trainer

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
IT2012	AIML Project	04
SE2020	Web and Mobile Technologies	04
IT2160	Professional Skills	04

YEAR THREE**SEMESTER 01**

SE3090	Software Engineering Frameworks	04
IT3012	Intelligent Agents	04
IT3091	Machine Learning	04
IT3101	Data Warehouse and Business Intelligence	04

SEMESTER 02

IT3190	Industry Training	-
IT3160	Research Methods	04
IT3111	Deep Learning	04
IT3022	Bio Inspired Computing	04

YEAR FOUR**SEMESTER 01**

IT4200	Research Project - I	04
IT4012	Current Trends in AI	04
IT4061	Natural Language Processing	04
IT4022	Edge AI	04
SE4070	Secure Software Development	

SEMESTER 02

IT4200	Research Project - II	08
IT4032	Responsible AI	04
IT4111	MLOps for Data Analytics	04
SE4120	Enterprise Application Development	04
SE4140	Big data and Data Analytics	04

* Electives to be chosen with prior approval

INTERACTIVE MEDIA

ABOUT THE PROGRAMME

Focuses on producing computing professionals proficient in creative computing. Produces graduates with skills in producing the next generation of multimedia applications, AR/VR solutions, products, and systems.

Caters to the need of rapidly evolving, creative, media-based industries, and covers technical and applied aspects such as design ideation, 3D modelling & animation, digital video production, digital image processing, UI engineering, game development, etc.

Students will undertake a mandatory six month industry placement after their second year.

ENTRY REQUIREMENTS

Local A/Ls: Minimum of 3 "S" passes in the Physical Science stream or Engineering Technology stream in one and the same sitting for A/Ls or an equivalent qualification OR minimum of 3 "S" passes in any stream (other than the Physical Science/Engineering Technology stream) in one and the same sitting at the GCE A/L Examination AND a "C" pass for O/L Mathematics AND completing the IT Bridging Programme conducted by SLIIT.

Applicants who have followed Information & Communication Technology as a main subject for A/Ls AND obtained a "C" pass for O/L Mathematics will be exempted from the IT Bridging Programme.

Cambridge/Edexcel A/Ls: Minimum of 3 "D" passes in subjects related to Mathematics in one and the same sitting for A/Ls OR minimum of 3 "D" passes in any other subjects (other than Mathematics-related subjects) in one and the same sitting at the GCE A/L Examination AND a "C" pass for O/L Mathematics AND completing the IT Bridging Programme conducted by SLIIT.

Applicants who have followed Information Technology/Computer Science as a main subject for A/Ls AND obtained a "C" pass for O/L Mathematics will be exempted from the IT Bridging Programme.

To be eligible to follow the Interactive Media specialization, students must pass a selection interview at the end of the 2nd year 1st semester.

Applicants should also pass the Aptitude Test conducted by SLIIT.



CAREERS

- UX/UI Engineer
- Visual Concept Designer
- Game Technologist
- Game Designer/Developer Web
- Developer
- Creative Director
- Production Manager
- Mobile Application Developer
- 3D Modeler
- 2D/3D Animator
- 2D/3D Visual Concept Designer
- Digital Marketing Specialist
- Advertising Media Specialist
- Interactive Designer
- Cinematographer
- Video/Visual Production Specialist
- Audio Production Specialist
- AR/VR Developer

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
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	-
SE3141	3D Modeling & Animation	04
SE3151	Machine Learning based Image Manipulations	04
IT3160	Research Methods	04

YEAR FOUR**SEMESTER 01**

IT4200	Research Project - I	06
SE4071	Games Technology	04
SE4081	Technology-based Entertainment and Aesthetics	04
SE4101	Advanced Computer Generated Imagery	04
SE4111	Advanced Cinematography and Television Production	04
SE4061	Multimedia Project Management	04
SE4121	Mobile Application Design and Development	04

SEMESTER 02

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
SE4061	Multimedia Project Management	04
SE4161	Advanced Digital Marketing and Advertising	04

* Electives to be chosen with prior approval

BSC (HONS) IN COMPUTER SCIENCE

ABOUT THE PROGRAMME

The BSc (Hons) in Computer Science degree programme produces highquality 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.

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 optimisation, and high-performance computing. Due to the rapid pace of change in the computing field, Computer Science graduates must be lifelong learners to maintain their knowledge and skills within their chosen discipline.

Students will undertake a mandatory six month industry placement after their second year.

Specializations of Computer Science will be offered from third year. Students will be allowed to take specializations offered in this degree from the 3rd year based on the CGPA (academic performance) of their first 3 semesters (1.5 years) of study. Selection is based on an expression of interest along with an interview.

ENTRY REQUIREMENTS

Local A/Ls: Minimum of 3 "S" passes in the Physical Science Stream (Combined Mathematics, Physics & Chemistry or ICT) AND pass the special aptitude test conducted by the Faculty of Computing.

Cambridge/Edexcel A/Ls: Minimum of 3 "C" Passes Covering Mathematics, Physics & Chemistry or Computer Science/IT AND to pass the special aptitude test conducted by the Faculty of Computing.



CAREERS

- Computer Scientist
- High-Performance Computing Specialist
- Computational Specialist
- AI/ML Specialist
- Software Engineer
- Data Scientist
- Academia
- Researcher

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**SEMESTER 01**

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

SEMESTER 02

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

YEAR THREE**SEMESTER 01**

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

SEMESTER 02

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

YEAR FOUR**SEMESTER 01**

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

SEMESTER 02

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

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

BSC (HONS) IN COMPUTER SYSTEMS ENGINEERING

ABOUT THE PROGRAMME

The BSc (Hons) in Computer Systems Engineering degree programme produces world-class graduates equipped with strong foundations in analytical and quantitative skills with comprehensive knowledge of electronics, mathematics, computer systems, system modeling, and research. The degree programme aims to create a multi-faceted graduate who is accomplished in the core knowledge areas in Computer Systems and Electronic Engineering, including software and hardware systems, as well as the foundations in mathematics, communication skills, and project management.

The programme is specifically designed to improve the students' knowledge on theories, principles, and practices in the Computer Systems Engineering discipline with a wide range of soft skills. The rapid evolution in the computing field requires Computer Systems Engineering graduates to be life-long learners to maintain their knowledge and skills within their chosen discipline.

Students will undertake a mandatory six month industry placement after their second year.

ENTRY REQUIREMENTS

Local A/Ls: Minimum of 2 "C" passes & 1 "S" pass in Physical Science Stream (covering Combined Mathematics, Physics & Chemistry) AND pass the special aptitude test conducted by the Faculty of Computing.

Cambridge/Edexcel A/Ls: Minimum of 2 "B" passes & 1 "C" pass (Covering Mathematics, Physics & Chemistry) AND pass the special aptitude test conducted by the Faculty of Computing.



CAREERS

- Computer System Design Engineer
- Aeronautics Engineer
- Electronics Engineer
- Industrial Engineer
- Computer Hardware Engineer
- Network Engineer
- Network Security Specialist
- Computer Support Specialist
- Lead Systems Engineer
- Systems Security Analyst

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

SEMESTER 01

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

SEMESTER 02

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

SEMESTER 01

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

SEMESTER 02

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

YEAR FOUR

SEMESTER 01

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

SEMESTER 02

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



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.

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

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

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

SLIIT CODEFEST

CODEFEST is the effort of SLIIT to elevate the entire nation's ICT proficiency to achieve the islandwide aspiration of being the knowledge hub of Asia. Therefore, having realized the present need of the country, the Faculty of Computing of SLIIT is conducting CODEFEST, a nationwide software Competition in collaboration with the Ministry of Education Sri Lanka. In addition, CODEFEST is organized as a part of a CSR project to disseminate IT knowledge across the island as a whole. Reckoned as a national ICT competition in 2015, this is the biggest software competition in Sri Lanka 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.



ICAC

The International Conference on Advancements in Computing (ICAC), organized by the Faculty of Computing, is a two-day conference featuring paper presentations, workshops, and keynote speeches. ICAC serves as a platform for national and international researchers to showcase their research output, network, and initiate collaborative work. Nearly 100 technical papers are presented at the conference, which are selected with an acceptance rate close to 35%. The presented papers are published in IEEE Xplore and are Scopus indexed. The conference has benefited Sri Lanka and the wider community by providing a platform for researchers and academics from other countries to present their innovative work, contributing to the exchange of knowledge and ideas. The event has also helped to position Sri Lanka as a destination for academic conferences, leading to increased international participation and collaboration. Additionally, the conference has contributed to advancements in various sectors, such as agriculture, technology, healthcare, and education, by showcasing findings and outputs that can be utilized for the country's economic growth and sustainability.

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Dr.(Mrs.)	Abeywardhana S.H.P.D.L	BSc (Hons) SLIIT, PhD (Colombo)	Lecturer
Ms.	Gamage N.D.U	BSc (Hons) (SLIIT)	Lecturer
Ms.	Wellalage S.N	BSc (Hons) in Electrical & Electronic Engineering (SLIIT), MSc in Industria Automation (UoM)(Reading)	Lecturer
Ms.	Pandithage D S	BSc (hons) Computer Engineering (KDU)	Lecturer
Ms.	Kalapuge V D	BSc (Hons) in Computational Physics (Colombo), MSc in Big Data Analytics (RGU), MPhil in Computational Physics (Reading)	Lecturer
Ms	Weerathunga I E	BSc(Hons) (SLIIT), M.Phil (UoM) (Reading)	Lecturer
Ms	Kelegama T B	BSc(Hons) (SLIIT), MSc (SLIIT)	Lecturer
Mr	Harshanath S.M.B.	BSc (Hons) (MIS)(Dublin), MSc (SLIIT)	Lecturer
Ms.	Chathurika K.B.A.B.	BSc (Sp)(Hons) (SLIIT),PGD (SLIIT), MCSSL	Lecturer
Ms.	Kumari P.K.S.	BSc(Hons) (SLIIT), MSc (SLIIT)	Lecturer
Mr.	Dharmakeerthi U	MBA UK,BSc In Industrial Management University of Kelaniya,NDT (Electronics & Telecommunication) University of Moratuwa	Academic Fellow
Mr.	Panditharatna MA	BSc Eng (Hons) (Moratuwa), PG Diploma (Norway), CEng, MIESL, MIET	Training Engineer
Ms.	Rupasinghe R A S	BSc in Computer Systems Networking (Curtin University Australia)" "CCNA, CCNA Security	Assistant Lecturer
Ms.	Gunasinghe A U	BSc (Hons) (SLIIT), MSc (SLIIT)	Assistant Lecturer
Ms	Jayalath T	BSc (Hons) (SLIIT), MSc (SLIIT)	Assistant Lecturer
Ms.	Nadeeshani M		Assistant Lecturer
Ms.	Ruggahakotuwa L	BSc in Computer Systems Networking (Curtin University Australia)" "CCNA, CCNA Security	Assistant Lecturer
Ms.	Wijesiri P	BSc (Hons) (SLIIT)	Assistant Lecturer
Mr.	Ganegoda B	BSc(Hons) in IT (Cyber Security) SLIIT	Assistant Lecturer
Ms.	Vidhanaarchchi S P		Assistant Lecturer
Ms	Rajendran K		Assistant Lecturer
Ms.	Karunathilaka S S V		Assistant Lecturer
Ms	Panduawala P G		Assistant Lecturer
Mr.	Hettiarachchi S N		Assistant Lecturer
Ms.	Samarasekara P P K H		Assistant Lecturer
Ms.	De Zoysa R R P		Assistant Lecturer
Ms.	Gunathilake M P		Assistant Lecturer
Ms.	Perera S S		Assistant Lecturer
Ms.	Liyanage R P B		Assistant Lecturer
Ms.	Premarathne A		Assistant Lecturer
Ms.	De Silva A H		Assistant Lecturer
Ms.	Gunarathne M U		Assistant Lecturer
Ms.	Kahatapitiya K K		Assistant Lecturer
Ms.	Samaraweera M P D		Assistant Lecturer
Ms.	Chinthaka N N		Assistant Lecturer
Ms.	Hathurusinghe S		Assistant Lecturer
Ms.	Rubasinghe T		Assistant Lecturer
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%

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"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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