Equit Language         PARE ONE [71] - 30%         No. Applicable         11.33           Equit Language         PARE ONE [71] - 30%         Text         Text           PARE ONE [71] - 30%         PARE ONE [71] - 30%         Text         Text           PARE ONE [71] - 30%         PARE ONE [71] - 30%         Text         Text           PARE ONE [71] - 30%         PARE ONE [71] - 30%         Text         Text         Text           Output Descent Text         PARE ONE [71] - 30%         Text         Text         Text         Text           Output Descent Text         PARE ONE [71] - 30%         Text				
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Code Construction         Ope Construction         Ope Construction         Ope Construction           (000)         Product (1) Defined (1) and		Candidates complete a variety of listening tasks.		
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(605)     math, lings for the control, listing on one hutdersmite decay and skits, blassed private     No bios of Proofsen No. Specific Sp	Mathematics	The two parts in this paper are not thematically linked. Paper 1: [50 Marks] There will be 11–13 short questions carrying 2–4	N1 Numbers and Algebra	10 min 1 h 30
Boards as many to binary if gates is able af core tiges is on the binary <ul> <li>A first and Speed</li> <li>A first a</li></ul>		marks, largely free from context, testing more on fundamental concepts and skills, followed by	N2 Ratio and Proportion	
Image:		Candidates are required to answer all questions which will cover topics from the following	N4 Rate and Speed	
Image: 10 / Argen: target and quantitation (and quantitatitatitation (and quantitation (and quantitation (and quant		Number and Algebra	N6 Functions and Graphs	
Service         Bigs 2 [20] Marks1 [Internation carring 2-4] marks, lange 4 [20] Marks1 [Internation carring 2-4] marks, lange 4 for the function of a marks in the marks, lange 4 for the function of a marks in the marks, lange 4 for the function of a marks in the marks, lange 4 for the function of a marks in the marks, lange 4 for the function of a marks in the marks, lange 4 for the function of a marks in the marks, lange 4 for the function of a marks in the marks, lange 4 for the function of a marks in the marks, lange 4 for the function of a marks in the marks, lange 4 for the function of a marks in the marks, lange 4 for the function of a marks in the marks, lange 4 for the function of a marks in the marks, lange 4 for the function of a marks in the marks, lange 4 for the function of a marks in the marks, lange 4 for the function of a marks in the marks, lange 4 for the function of a marks in the marks, lange 4 for the function of a marks in the marks, lange 4 for the function of a marks in the function of a marks in the marks, lange 4 for the function of a marks in the marks in the marks in the marks, lange 4 for the function of a marks in the marks in the marks in the marks in the function of the function of a marks in the marks in the peer cances the function of a marks in the marks in the marks in the marks in the marks in the function of the marks in the mark in the marks in the mark in the marks in the mark in the marks i			G1 Angles, triangles and quadrilaterals	
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Interfactor         Processes data setting sections         Processes data setting sections <td></td> <td></td> <td>S1 Data handling and analysis</td> <td>1 h 30</td>			S1 Data handling and analysis	1 h 30
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wit cover tops from the Straining stands         ammatestand phedication (2022) pitabut         Automatestand phedication (2022) pitabut           Solitions and Probability         Weightings 50:         11 1: Every and its User (1) 1: Every and Use		context.	https://www.seab.gov.sg/docs/default-	
<ul> <li>Number and Algebra</li> <li>Statistics and Probability</li> <li>Weighting: 50:</li> <li>Paper 1: 40 computatory multiple choice questions (40 masks) Weighting: 40%</li> <li>Statistics and Probability</li> <li>Paper 2: (40 masks) Weighting: 00%</li> <li>Pa</li></ul>			examinations/syllabus/nlevel/2023syllabus/	
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5148              1:1:1:1:1:1:1:1:1:1:1:1:1:1				
Paper 2: [65 masks] Weighting 60%         1 1 5 Election of Process 1 4 5 Election of Process 1 4 5 Election of Process 1 4 5 Election of Process 1 5 Election of Proc		Paper 1: 40 compulsory multiple choice questions [40 marks] Weighting: 40%		1 h
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Paper 2: [16] marks] Weighting 60%         Paper 2: [16] marks] marks and controls of a winkbe number of computing conditions to integrating conditions on the sequence of the			<ol><li>5) 1.5 Sources of Electricity</li></ol>	
attochung question.         31.0 Digitation         31.0 Digitation           code productions using data and/or extensions. This question will carry 5-12 matus.         31.0 Digitation           (7) (1) (2) (2) (2) (2) (2) (2) (2) (2) (2) (2			7) 2.2 Food Chemistry	1 h 15
One of the questions is a data-seponse question, requiring candidates to integret, evaluate of the problem status and of coherants. This question will carry 5-12 marks.         11) 3.2 Sections 20 marks 11) 3.2 Sections 20 marks) The paper contains two sections. Section R 20 marks) contains 20 multiple-choice questions with 4 choices per question. Section R 20 marks) contains 20 multiple-choice questions with 4 choices per question. Section R 20 marks) contains 20 multiple-choice questions with 4 choices per question. Section R 20 marks) contains 20 multiple-choice questions with 4 choices per question. Section R 20 marks) contains 20 multiple-choice questions with 4 choices per question. This paper carries 30% of the total marks for the tacks using appropriate application contained and the comparison of the section accumants. The paper and associated and a section requestion with given media effective. - (21 marks) word processing downers to create a drawling. - (21 marks) per containes to the subject grade.)         Mode Elements (MEL) - Interactive Multimode Communication MCO         Mode Elements (MEL) - Interactive Multin (ACM)         Mode Elements (MEL) - Annation and Cam		structured questions.		
Computer Application (7018)         Paper 1: (Written Paper) (Total 60 marks) The paper contains two sectors. Section A (20 marks) comiant: 20 marks prohotice quantions with 4 holds per quasion. Section A (20 marks) comiant: 20 marks prohotice quantions with 4 holds per quasion. The paper contains two sectors.         - Computer Fundamental (20FF) - Numeric Paper State (20 marks) comiant Projects(20 MCM)         - Numeric Paper State (20 marks) computer graphics software to come representing pengamming instructions using flow/balls marks proper will assess candidate a bill ty to carry out three tasks using appropriate application - (21 marks) computer graphics software to create a drawing. - (21 marks) prosentation of the software to create a drawing. - (21 marks) prosentation of the software to create a drawing. - (21 marks) prosentation of the software to create a drawing. - (21 marks) prosentation of the software to create a drawing. - (21 marks) prosentation software to create a drawing. - (21 marks) prosentation of the software to create a drawing. - (21 marks) prosentation software to create a drawing. - (21 marks) prosentation software to create a drawing. - (21 marks) prosentation software to draw a drawing. - (21 marks) prosentation software to dra a special dura drawing. - (21 marks) prosentation software to dra a paper dura drawing. - (21 marks) prosentation software to dra a paper dura drawing. - (21 marks) prosentation software to dra a paper dura drawing. - (21 marks) prosentation and diam sking to the subject grade.)         - Marka Elements (MEL) 			10) 3.2 Breathing	
(7019)       The paper contains two sectors. Section R (20 marks) contains 20 multiple-choice questions with 4 choices per question. Section R (20 marks) contains 20 multiple-choice questions of withele mark inverse interpretations programming instructions using floor.thorts.       ••••••••••••••••••••••••••••••••••••				
Section A (20 marks) contains 20 multiple-choice guestions with 4-holices per question.         - Document Processing (DCP)           Section B (40 marks) contains 4 multiple-choice guestions of values.         - Noncenter Processing (DCP)           Impresenting processing controls a submit to carry out three tasks using appropriate applicator         - Neelia Elements (NEL)           This paper carries 30% of the total marks for the subject grade)         - Media Elements (NEL)         - Neelia Elements (NEL)           - (20 marks) optionessing software to create a drawing.         - (20 marks) optionessing software to create a drawing.         - (20 marks) optionessing software to create a drawing.         - (20 marks) optionessing software to create a drawing.         - Neelia Elements (NEL)				1 h 15
alules. There will be at least one question on presenting programming instructions using flowcharts. (This paper carries 30% of the total marks for the subject grade.) Paper 2 (Lab-based) (Total 70 marks) This paper will asses candidate's ability to carry out three tasks using appropriate applicator in (C) marks) word processing software to create a drawing. - (20 marks) word processing software to create a drawing. - (20 marks) word processing software to create a drawing. - (20 marks) word processing software to create a drawing. - (20 marks) word processing software to create a drawing. - (20 marks) word processing software to create a drawing. - (20 marks) word processing software to create a drawing. - (20 marks) word processing software to create a drawing. - (20 marks) word processing software to create a drawing appropriate application - (20 marks) programming indiversion create a drawing. - (20 marks) programing indiversion create a drawing.	(7018)			
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This paper cames 30% of the total marks for the subject grade.)         Model Elements (MEL)           Paper 2: (Lab-based) (Total 70 marks)         *Model Elements (MEL)         *Model Elements (MEL)           - 27 marks) computer graphics software to create a drawing.         *Model Elements (MEL)         *Model Elements (MEL)           - 28 marks) word processing obtaines to create a drawing.         *Model Elements (MEL)         *Model Elements (MEL)           - 21 marks) computer graphics software to create a drawing.         *Model Elements (MEL)         *Model Elements (MEL)           - 21 marks) speeration software to create a drawing.         *Model Elements (MEL)         *Model Elements (MEL)           - 14 marks) video adring software to create a drawing expropriate application         *Model Elements (MEL)         *Model Elements (MEL)           - 14 marks) video adring software to create a advide file.         *Model Elements (MEL)         *Instal Elements (MEL)           - 12 marks) spreadabatet software to create a grant         *Model Elements (MEL)         *Instal Elements (MEL)           - 12 marks) video adring software to create a grant         *Model Elements (MEL)         *Instal Elements (MEL)           - 14 marks) video adring software to create a grant         *Model Elements (MEL)         *Instal Elements (MEL)           - 14 marks proparing software to create a grant         *Model Elements (MEL)         *Instal Elements (MEL)           - 14 marks propa			(IMC)	
This paper will assess candidate's ability to carry out three tasks using appropriate application         - Document Processing (DOP) - Interactive Multimedia Communication (MC)         - Document and performantal memory using a given source data, and - CR marks) word processing a document a dig on document and parform mail - CR marks) word processing a document of a dig and document and parform mail- - CR marks) word data, and - CR marks) word data. The allotted time includes time for saving the required work in the candidate' computers. The allotted time includes time for saving the required work in the candidate' computers. The allotted time includes time for saving the required work in the candidate' computers.         • Media Elements (MEL) • Spreadshibets (SMEL) • Spreadshibets (SMEL) • CR marks) programming software to create a game. The allotted time includes time for saving the required work in the candidate' computers.         • Media Elements (MEL) • Spreadshibets (SMEL) • Spreadshibets (SMEL) • CR marks) programming software to create a game. The allotted time includes time for saving the required work in the candidate' computers.         • Media Elements (MEL) • Spreadshibets (SMEL) • Spreadshibets (SMER) • Spreadshibets (SMER) • CR marks) programming software to create a game. The allotted time includes time for saving the required work in the candidate' computers.         • Media Elements (MEL) • Spreadshibets (SMER) • Spreadshibets (SMER) • Spreadshibet SMER) • Solids (7080)         • Indiverse interaction of the spreadshibet software software • CR marks) programming software to create a game. The allotted time includes time for saving the required work in the candidate' computers. • Sing (Marks) • Paper 1 (100 Marks) required software in the subject grade).         • Indiverse in the subject grade). • Indiverse were software in the subject gradesoftware • CR marks) in the software in the subject grade		[This paper carries 30% of the total marks for the subject grade.)		
software: - (21 marks) computer graphics software to create a drawing, - (21 marks) gene source data, and - (21 marks) presentation software to create a multimedia alide presentation with given mada demonts. The alcoted time includes time for saving the required work in the candidate's computers.         • Media Elements (MEL) • Spreadshotes (SST) • Spreadshotes (SST) • Animation and Game Marking (AGM) • The spread marking (SST) • Animation and Game Marking (AGM) • Spreadshotes (SST) • Animation and Game Marking (SST) • Animation and Game Marki				1 h 30 i
- (2.2 marks) word processing software to cells and format a given document and perform mail merge using a given source data, and - (21 marks) presentation software to cells a multimedia alide presentation with given media elements. The allotted time includes time for saving the required work in the candidates' computers. This paper carlies 35% of the total marks for the subject grade.)         - Media Elements (MEL) - Spreadhenet Software to cells a period the candidates' computers. (This paper carlies 35% of the total marks for the subject grade.)         - Media Elements (MEL) - Spreadhenet Software to cell as precisioned a video file. - (22 marks) programming software to cell as gradesheet and create charts, and - (28 marks) programming software to cell as gradesheet and create charts, and - (28 marks) programming software to cell as gradesheet and create charts, and - (28 marks) programming software to cell as gradesheet and create charts, and - (28 marks) programming software to cell as gradesheet and create charts, and - (28 marks) programming software to cells agradesheet and create charts, and - (28 marks) programming software to cells agradesheet and create (10% of the total marks for the subject grade.)         Unit 1 Understanding Business Activities Unit 2 Basic Marking Unit 3 Customer Relations (10% of the total marks for the subject grade.) = sitic Chinese Language         Unit 1 Understanding Business Activities (10% of the admarks for the subject grade.) = sitic Chinese Language         Unit 1 Understanding Business Activities (10% of the indumarks for the subject grade.) = sitic Chinese Language         Not Applicable         50 n Pager 1 (10% of the soft marks) for the subject grade.) = sitic Chinese Language         Paper 1 (10% of the soft marks) for the subject more (10% of the indus software).         Not Applicable         50 n Pager 1 (10% of the soft marks)		software:	<ul> <li>Interactive Multimedia Communication</li> </ul>	
- (-21 marks) presentation software to create a multimedia silis presentation with given media elements. The allotted time includes time for saving the required work in the candidates' computers. [This paper carries 35% of the total marks for the subject grade.]         - Midals Elements (MEL) - Speed/Heat Silis (CoGM)         - Midals Elements (MEL) - Speed/Heat Silis (CoGM)         1 h 30           - (24 marks) under a software to create a video file, - (24 marks) programming software to create a video file, - (24 marks) programming software to create a software - (24 marks) programming software to create a software. The allotted time includes time for saving the required work in the candidates' computers. The allotted time includes time for saving the required work in the candidates' computers. The allotted time includes time for saving the required work in the candidates' computers. The allotted time includes time for saving the required work in the candidates' computers. The allotted time includes time for saving the required work in the candidates' computers. The allotted time includes time for saving the required work in the candidates' computers. The work software cancel a space. The work software cancel a space cancel a space and spa		<ul> <li>(28 marks) word processing software to edit and format a given document and perform mail</li> </ul>	(	
The allotted time includes time for saving the required work in the candidates' computers. [This paper carries 35% of the total marks for the subject grade.]         • Media Elements (MEL)         • Spreadsheets (SST)           Paper 3: (Lab-based) Total 70 marks)         • Spreadsheets (SST)         • Animation and Game Making (AGM)         • Animation and Game Maki		<ul> <li>(21 marks) presentation software to create a multimedia slide presentation with given media</li> </ul>		
Paper 3: (Lab-based) Total 70 marks)         Media Elements (MEL)         Media Elements (MEL)         Media Elements (MEL)         Spreadsheets (SST)           - (14 marks) video eding software to create a video file, - (26 marks) programming software to create a gane. The aliotted time includes time includes time for saving the required work in the candidate's computers.         - Animation and Game Making (AGM)         1h 30           Iements of Business Skills (7066)         This paper carries 35% of the total marks for the subject grade.)         - Unit 1 Understanding Business Activities Unit 2 Basic Marketing Unit 3 Customer Relations         1h 30           Iements of Business Skills (7066)         Paper 1: [100 Marks] Answer ALL questions. (100% of the total marks for the examination]         Unit 1 Understanding Business Activities Unit 3 Customer Relations         1h 30           There will be 4 compulsory questions from Units 1 to 3 of the syllabus, comprising shot response and structured questions: (10) with heiging words; (10) requiring shot answers, not necessarily in complete sentences.         Not Applicable         50 m           asic Chinese Language         Paper 1: Bizbigfl (1029), jligigigif (1029), gigigigif (1029)         Not Applicable         50 m           asic Malay Language         Paper 1: Got marks)         Babagian A: (10 marks), Bahagian B (20 marks)         Not Applicable         50 m           asic Tamil Language         Paper 1: Got marks)         Not Applicable         50 m         50 m           Adalati Language				
This paper will assess candidate's ability to carry out three tasks using appropriate application software: - (4 marks) video eding software to create a video file, - (28 marks) programming software to create a game. - (28 marks) programming software to create a game. - (28 marks) programming software to create a game. - The aliotech time includes time for saving the requied work in the candidates' computers.         - Animation and Game Making (AGM)           Itements of Business Skills (7069)         This paper carries 35% of the total marks for the subject grade.) Three aliotech total marks for the examination]         Unit 1 Understanding Business Activities Unit 2 Basic Marketing Unit 3 Customer Relations         1 h 30 Unit 2 Basic Marketing Unit 3 Customer Relations           There will be 4 compulsory questions from Units 1 to 3 of the syllabus, comprising short response and structured questions: (i) requiring short answers, not necessarily in complete sentences.         For more details, please refer to Inter_vinwux seeb gov softer to		[This paper carries 35% of the total marks for the subject grade.)		
software:         - (14 marks) video ediing software to create a video file, - (28 marks) spreadsheet software to create a game. The allotted time includes time for samp the required work in the candidates' computers.         - Animation and Game Making (AGM)           Image: The allotted time includes time for samp the required work in the candidates' computers. The allotted time includes time for samp the required work in the candidates' computers.         - Unit 1 Understanding Business Activities Unit 1 Understanding Business Activities (100% of the total marks for the examination]         Unit 1 Understanding Business Activities Unit 2 Basic Marketing Unit 3 Customer Relations         1 h 30 Unit 3 Customer Relations           For more details, please refer to (1) with helping words; (1) requiring short answers, not necessarily in complete sentences.         For more details, please refer to 1thus://www.seab.gov.sg/docs/default- zource/marks/actival unit 3 Customer Relations         50 n           sitic Chinese Language         Paper 1: ByzigII (100 <sup>-</sup> ); / @@git@#fm (100 <sup>-</sup> ); / @@git@#fm (100 <sup>-</sup> );         Not Applicable         50 n           assic Malay Language         Paper 1: Bahagian A: (10 marks), Bahagian B (20 marks)         Not Applicable         50 n           assic Tamil Language         Paper 1: Gordgateotrip1 (10marks), miggiggiuLuLib (10marks)         Not Applicable         50 n           Basic Tamil Language         Paper 1: Qordgateotrip1 (10marks), miggiggiuLuLib (10marks)         Not Applicable         50 n           Mobile Robotics         Paper 1: (Written) (30 marks): 30 compulsory MCQ questions				1 h 30
- (- 26 mark) spreadheet software to cale a game. The allotted time includes time for saving the required work in the candidates' computers. The allotted time includes time for saving the required work in the candidates' computers. The allotted time includes time for saving the required work in the candidates' computers.     Unit 1 Understanding Business Activities       Itements of Business 75% of the total marks for the subject grade.)     Unit 1 Understanding Business Activities (100% of the total marks for the examination)     Unit 1 Understanding Business Activities Unit 2 Basic Marketing Unit 3 Customer Relations     1 h 30       There will be 4 computeory questions from Units 1 to 3 of the syllabus, comprising short response and structured questions: (1) with helping words;     For more details, please refer to 11tbs://www.seab.gov.sg/docs/default- source/marketing     For more details, please refer to 11tbs://www.seab.gov.sg/docs/default- source/marketing     For more details, please refer to 11tbs://www.seab.gov.sg/docs/default- source/marketing     50 n       asic Chinese Language     Paper 1: Byzigfl (10分), J@igit@#(- (10分), J@igit@#(- (10分))     Not Applicable     50 n       Paper 2: List (509) MBig 20分, gr@egit300分     Not Applicable     50 n       asic Malay Language     Paper 1: Bahagian A: (10 marks), Bahagian B (20 marks)     Not Applicable     50 n       Paper 3: Ketahaman Mendengar (20 marks)     Not Applicable     50 n       Paper 3: Cetahama And Mendengar (20 marks)     Not Applicable     50 n       Paper 1: QuotingU (50marks)     Not Applicable     50 n       Paper 1: QuotingU (50ma		software:		
The allotted time includes time for saving the required work in the candidates' computers.         This paper caries 35% of the total marks for the subject grade.)           Itements of Business         Paper 1: 100 Marks   Answer ALL questions         Unit 1 Understanding Business Activities         1 h 30           Skills (7066)         100% of the total marks for the examination]         Unit 2 Basic Markteling         Unit 3 Customer Relations         For more details, please refer to Intest/www.seeb.org os globocs/default-source/animational-testimatites (10 marks)         Not Applicable <td< td=""><td rowspan="3"></td><td><ul> <li>(28 marsk) spreadsheet software to edit a spreadsheet and create charts, and</li> </ul></td><td></td><td></td></td<>		<ul> <li>(28 marsk) spreadsheet software to edit a spreadsheet and create charts, and</li> </ul>		
This paper carries 35% of the total marks for the subject grade.)         Unit 1 Understanding Business Activities           Litements of Business         Paper 1: [100 Marks] Answer ALL questions.         Unit 1 Understanding Business Activities         Ih 30           Skills (7066)         Thore will be 4 compulsory questions from Units 1 to 3 of the syllabus, comprising short response and structured questions:         For more details, please refer to Inters: New seeb, oxy stylocy cideautic scale, oxy stylocy cidea		<ul> <li>(28 marks) programming software to create a game.</li> <li>The allotted time includes time for saving the required work in the candidates' computers.</li> </ul>		
Itements of Business         Paper 1: [100 Marks] Answer ALL questions.         Unit 1 Understanding Business Activities         1 h 30           Skills (7066)         There will be 4 compulsory questions from Units 1 to 3 of the syllabus, comprising short response and structured questions.         For more details, please refer to thit 3 Customer Relations         Unit 1 Understanding Business Activities         1 h 30           in (0) with helping words; (ii) requiring short answers, not necessarily in complete sentences.         For more details, please refer to thets://www.seah.gov.styldocs/ideauft. scarninators/syllabus/relations         For more details, please refer to thets://www.seah.gov.styldocs/ideauft. scarninators/syllabus/relations/syllabus/rel				
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insponse and structured questions: (i) with helping words; (ii) requiring short answers, not necessarily in complete sentences.         For more details (i) complete sentences.         Build of the sentences of the sen	Skiis (7000)	· · · · · · · · · · · · · · · · · · ·		
(ii) requiring short answers, not necessarily in complete sentences.         Source/national: trainmitational: sentermitational: reading short answers, not necessarily in complete sentences.         Source/national: trainmitational: reading short answers, not necessarily in complete sentences.           asic Chinese Language         Paper 1: IEXIER (1057) , Rilk@EMT (1057) , Rilk@EMT (1057)         Not Applicable         50 n           Paper 2: List (5057)         Not Applicable         15 n           asic Malay Language         Paper 1: Bahagian A: (10 marks), Bahagian B (20 marks)         Not Applicable         50 n           Paper 2: Lisan (50 marks)         Not Applicable         50 n           Paper 3: Ketahaman Mendengar (20 marks)         Not Applicable         50 n           Sasic Tamil Language         Paper 1: Qorfiguecorriga (10marks), aur@Full (10marks), arg/gsguLiLiLiu (10marks)         Not Applicable         50 n           Mobile Robotics         Paper 2: Curtul-Curtuf (50marks)         Not Applicable         50 n           Mobile Robotics         Paper 1 (Written) (30 marks): 30 compulsory MCQ questions         Not Applicable         50 n           Mobile Robotics         Paper 3 (Pactical) (80 marks): 30 compulsory MCQ questions         Not Applicable Robotics         Not Applicable Robotics         11 gsis Generations s           Paper 3 (Pactical) (80 marks):         20 compulsory MCQ questions         2. Basic Electronics s         5. Begin for tho		response and structured questions:	For more details, please refer to	
TODE v23 sy pell         TODE v23 sy pell           Paper 1: 语文运用 (10分), 阅读理解一(10分), 阅读理解_(10分)         Not Applicable         50 n           Paper 2: 口试 (50分) 朋孩 20分, 录像会话30分         Not Applicable         15 n           Paper 3: 历力考试 (20分)         Not Applicable         50 n           asic Malay Language         Paper 1: Bahagian A: (10 marks), Bahagian B (20 marks)         Not Applicable         50 n           Paper 3: Kelahaman Mendengar (20 marks)         Not Applicable         15 n           Paper 3: Kelahaman Mendengar (20 marks)         Not Applicable         30 n           Sasic Tamil Language         Paper 1: Qoringueomical (10marks), aurificiul (10marks), aurificiul (10marks), aurificiul (10marks), aurificiul (10marks), moginguicul Liu (10marks)         Not Applicable         50 n           Mobile Robotics         Paper 3: Gaci Liu (20marks)         Not Applicable         15 n           Mobile Robotics         Paper 1 (Written) (30 marks): 30 compulsory MCQ questions         Not Applicable         30 n           Mobile Robotics         Paper 3 (Practical) (80 marks): 30 compulsory MCQ questions         1 Not Applicable Robotics         1 Paper 3 (Practical) (80 marks): 20 compulsory MCQ questions         1 Paper 4 Processes         2 Pastic Electronics         2 Pastic Electronics         3 D n           Paper 3 (Practical) (80 marks):         2 Compulsory MCQ questions         2 Pastic Electronics <t< td=""><td></td><td>source/national-</td><td></td></t<>			source/national-	
Paper 2: 미값 (50%) 朋族 20%, 录像会话30%         Not Applicable         15 m           Paper 3: 历力考试 (20%)         Not Applicable         30 m           asic Malay Language         Paper 1: Bahagian A: (10 marks), Bahagian B (20 marks)         Not Applicable         50 m           Paper 2: Lisan (50 marks)         Not Applicable         15 m           Paper 3: Kefahaman Mendengar (20 marks)         Not Applicable         50 m           Sasic Tamil Language         Paper 1: (godriggueoritical (10 marks), aur@iut_uit (10 marks), s.crg/gsguiut_uit (10 marks)         Not Applicable         50 m           Paper 2: curtuicLing/g (50 marks)         Not Applicable         50 m         50 m           Paper 3: GsLiubi (20 marks)         Not Applicable         50 m         50 m           Paper 3: GsLiubi (20 marks)         Not Applicable         50 m         50 m           Mobile Robotics         Paper 1: (Written) (30 marks): 30 compulsory MCQ questions         Not Applicable         50 m           Mobile Robotics         Paper 1 (Written) (30 marks): 30 compulsory MCQ questions         11 z. Basic Electronics 5 s. Design 6 sectoricity 3 sectoricity 3 sectoricity 3 sectoricity 4 sector			7066 y23 sy.pdf	
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Asic Malay Language     Paper 1: Bahagian A: (10 marks), Bahagian B (20 marks)     Not Applicable     50 m       Paper 2: Lisan (50 marks)     Not Applicable     15 m       Paper 3: Kefahaman Mendengar (20 marks)     Not Applicable     30 m       Sasic Tamil Language     Paper 1: Ligarisguator ripci (10 marks), eur @Pilcit (10 marks), eur @Pilcit (10 marks), eur @Pilcit (10 marks)     Not Applicable     50 m       Sasic Tamil Language     Paper 1: Ligarisguator ripci (10 marks), eur @Pilcit (10 marks), eur @Pilcit (10 marks), eur @Pilcit (10 marks)     Not Applicable     50 m       Paper 2: currit @Lonr gl (50 marks)     Not Applicable     15 m     90 m     90 m       Mobile Robotics     Paper 1 (Written) (30 marks): 30 compulsory MCQ questions     1. Mobile Robots     1. Mobile Robots     11       Mobile Robotics     Paper 1 (Written) (30 marks): 30 compulsory MCQ questions     1. Mobile Robots     1. Mobile Robots     11       Basic Electronics 4. Digital Electronics 5. Seging 6. Envert and Output Devices 7. Simple Mochanisms 8. Materials and Practical Processes 9. Prototyping and Troubleshooting     2.1       Paper 3 (Practical) (80 marks):     Paper 3 (Practical) (80 marks):     2.1	Basic Malay Language Basic Tamil Language			15 m
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Paper 3: Kefahaman Mendengar (20 marks)         Not Applicable         30 m           Sasic Tamil Language         Paper 1: (cp.sfriggu.com/fiq.) (10marks), aur@ji.ggi.gji.iu.iu.iu. (10marks)         Not Applicable         50 m           Paper 2: auriiGlumr.gli (50marks)         Not Applicable         15 m           Paper 3: @skikik (20marks)         Not Applicable         30 m           Mobile Robotics         Paper 1: (Written) (30 marks): 30 compulsory MCQ questions         1. Mobile Robots         1. Mobile Robots           Mobile Robotics         Paper 1 (Written) (30 marks): 30 compulsory MCQ questions         1. Mobile Robots         1. Mobile Robots           Mobile Robotics         Paper 1 (Written) (30 marks): 30 compulsory MCQ questions         1. Mobile Robots         1. Mobile Robots           Mobile Robotics         Paper 1 (Written) (30 marks): 30 compulsory MCQ questions         1. Mobile Robots         1. Mobile Robots           Mobile Robotics         Paper 1 (Written) (30 marks): 30 compulsory MCQ questions         1. Mobile Robots         1. Mobile Robots           Mobile Robotics         Paper 1 (Written) (30 marks): 30 compulsory MCQ questions         1. Mobile Robots         1. Mobile Robots           Mobile Robotics         Resc 1 (Resc				50 m
Basic Tamil Language         Paper 1: (முன்னுமணர்வு (10marks),வாகிப்பு (10marks), காருத்துப்படம் (10marks)         Not Applicable         50 n           Paper 2: வாய்பொழி (50marks)         Not Applicable         15 n         30 n           Mobile Robotics         Paper 1: (Written) (30 marks): 30 compulsory MCQ questions         1. Mobile Robots         1. Mobile Robots         1. Mobile Robots         1.           Mobile Robotics         Paper 1 (Written) (30 marks): 30 compulsory MCQ questions         1. Mobile Robots         1. Mobile Robots         1.           Mobile Robotics         Paper 1 (Written) (30 marks): 30 compulsory MCQ questions         1. Mobile Robots         1.         1.           Mobile Robotics         Paper 1 (Written) (30 marks): 30 compulsory MCQ questions         1. Mobile Robots         1.         1.           Mobile Robotics         Paper 1 (Written) (30 marks): 30 compulsory MCQ questions         1.         Mobile Robots         1.           Basic Electronics         Image: Second Se				15 m
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A. Digital Electronics     S. Design     E. Logical Electronics     S. Design     E. Input and Output Devices     T. Simple Mechanisms     S. Materials and Practical Processes     B. Materials and Practical Processes     Paper 3 (Practical) (80 marks):     Part 3: Drawing a logic circuit based on the given truth table, by using Kamaugh Maps to     define the optimal Boolean expressions on which the logic circuit will be based on	MUDUIC RUDULICS	n apor n (on marka), ou computory mole questions	2. Basic Electricity	1
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7. Simple Mechanisms     8. Materials and Practical Processes     9. Prototyping and Troubleshooting     Paper 3 (Practical) (80 marks):     Part A: Drawing a logic circuit based on the given truth table, by using Karnaugh Maps to     define the optimal Boolane expressions on which the logic circuit will be based on			6. Input and Output Devices	
Paper 3 (Practical) (80 marks):     Part A: Drawing a logic circuit based on the given truth table, by using Karnaugh Maps to     derive the optimal Boolean expressions on which the logic circuit will be based on			7. Simple Mechanisms 8. Materials and Practical Processes	
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