Note: Lecture sessions are conducted online. Please refer session details on sam.sliitacademy.lk.

Higher Diploma (IT) Programme
YEAR 01, SEMESTER 2, 2020
TIMETABLE (WEEKEND)

TIME	SATURDAY	SUNDAY
08.30 a.m.- 09.30 a.m.	TC (L)	OOP (L)
09.30 a.m.- 10.30 a.m.	TC (L)	OOP (L)
10.30 a.m.- 11.30 a.m.	TC (T)	OOP (T)
11.30 a.m.- 12.30 p.m.	DBMS (L)	DC (L)
12.30 p.m.- 01.30 p.m.	DBMS (L)	DC (L)
01.30 p.m.- 02.00 p.m.	LUNCH INTERVAL	
02.00 p.m.- 03.00 p.m.	DBMS (T)	DC (T)
03.00 p.m.- 04.00 p.m.	OOAD (L)	
04.00 p.m.- 05.00 p.m.	OOAD (L)	
5.00 p.m.- 06.00 p.m.	OOAD (T)	
6.00 p.m.- 07.00 p.m.		
07.00 p.m.- 08.00 p.m.		

DC – Data Communication & Computer Networks
DBMS – Database Management Systems
OOAD – Object Oriented Analysis & Design
OOP – Object Oriented Programming (Java)
TC – Technical Communication
L – Lecture   T - Tutorial

Note: Lecture sessions are conducted online. Please refer session details on sam.sliitacademy.lk.

Higher Diploma (IT) Programme
YEAR 02, SEMESTER 2, 2020
TIMETABLE (WEEKEND)

TIME	SATURDAY	SUNDAY
08.30 a.m.-09.30 a.m.	ORDBMS (L)	CS(L)
09.30 a.m.-10.30 a.m.	ORDBMS (L)	CS(L)
10.30 a.m.-11.30 a.m.	ORDBMS (T)	CS(T)
11.30 a.m.-12.30 p.m.	DS & A (L)	PPA (L)
12.30 p.m.-01.30 p.m.	DS & A (L)	PPA (L)
01.30 p.m.-02.00 p.m.	LUNCH INTERVAL	
02.00 p.m.-03.00 p.m.	DS & A (T)	PPA (T)
03.00 p.m.-04.00 p.m.	TCP/ IP NC (Starting from 18th July)	
04.00 p.m.-05.00 p.m.	TCP/ IP NC (Starting from 18th July)	
05.00 p.m.-06.00 p.m.	TCP/ IP NC (Starting from 18th July)	
06.00 p.m.-07.00 p.m.		
07.00 p.m.-08.00 p.m.		

TCP/ IP NC – TCP/ IP Networking Concepts
CS – Computer security
DS & A – Data Structures and Algorithms (Java)
ORDBMS – Object Relational Database Management Systems
PPA - Project & Professional Aspects

L – Lecture   T - Tutorial

Note: Lecture sessions are conducted online. Please refer session details on sam.sliitacademy.lk.

BSc (IT) Specializing in Information Technology
YEAR 03, SEMESTER 02, 2020
TIMETABLE (WEEKEND)

TIME	SATURDAY	SUNDAY
08.30 a.m.-09.30 a.m.	CDAP - II (L)	Mkt. & BL (L)
09.30 a.m.-10.30 a.m.	CDAP - II (L)	Mkt. & BL (L)
10.30 a.m.-11.30 a.m.	CDAP - II (T)	Mkt. & BL (T)
11.30 a.m.-12.00 noon	DCBSD (L)	
12.00 noon - 01.30 p.m.	DCBSD (L)	
01.30 p.m. - 02.00 p.m.	LUNCH INTERVAL	
02.00 p.m.-03.00p.m.	DCBSD (T)	SQA (L)
03.00 p.m.-04.00 p.m.		SQA (L)
04.00 p.m.-05.00 p.m.		SQA (T)
05.00 p.m.-06.00 p.m.		
06.00 p.m.-07.00 p.m.		
07.00 p.m.-08.00 p.m.		

SQA – Software Quality Assurance
Mkt. & BL – Marketing & Business Law
DCBSD – Distributed Component Based S/W Development
Project II – Comprehensive Design / Analysis Project II
L – Lecture   T – Tutorial

Note: Lecture sessions are conducted online. Please refer session details on sam.sliitacademy.lk.

BSc (IT) Specializing in Interactive Multimedia Technology
YEAR 03, SEMESTER 02, 2020
TIMETABLE (WEEKEND)

TIME	SATURDAY	SUNDAY	Wednesday
08.30 a.m.-09.30 a.m.		**Games Technology (L)** **(Starting from 18th July)**	**PPDM** **Level 12 MM Lab**
09.30 a.m.-10.30 a.m.			
10.30 a.m.-11.30 a.m.		**Games Technology (T)** **(Starting from 18th July)**	**PPDM** **Level 12 MM Lab**
11.30 a.m.-12.30 p.m.		**Games Technology (Lab)** **(Starting from 18th July)**	
12.30 p.m.- 01.30 p.m.			
01.30 p.m.- 2.00 p.m.	LUNCH INTERVAL		
02.00 p.m.- 03.00 p.m.			
03.00 p.m. - 04.00 p.m.	**CDAP (Multimedia) II (L)**		
04.00 p.m.- 05.00 p.m.			
05.00 p.m.- 06.00 p.m.		**Games Programming (L)**	
06.00 p.m.- 07.00 p.m.			
07.00 p.m.- 08.00 p.m.		**Games Programming (T)**	

GT – Games Technology
GP – Games Programming
PPDM – Product Publishing, Delivering & Marketing
CDAP (Multimedia) II – Comprehensive Design/Analysis Project (Multimedia) II
L – Lecture   T – Tutorial