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Three-Day High-Score Plan

The third day is not for collecting more theory. It is for spacing, speed and error repair.

Day 1 — Concepts and methods

- Aptitude quant formulas and 20 mixed questions.
- Data structures and algorithms.
- Operating systems and networking.
- Ten pseudocode traces.
- One easy coding problem.
- Start the error log.

Use [\[\[01_Plan/Two_Day_Plan|Day 1 of the two-day plan\]\]](#) as the exact timetable.

Day 2 — Remaining syllabus and first simulation

- Embedded systems, SDLC and QA/testing.
- English and reasoning.
- Ten more pseudocode questions.
- One full mock.
- Two coding questions.
- Game strategy practice.

Use [\[\[01_Plan/Two_Day_Plan|Day 2 of the two-day plan\]\]](#) as the exact timetable.

Day 3 — Exam performance day

Block	Time	Work
Warm-up	30 min	Formula sheet, Big-O table, ports and pseudocode traps
Simulation 1	120 min	Mock 01 or a self-made mixed test; no pauses
Review 1	60 min	Error log: classify concept, arithmetic, reading, time or coding bug
Coding	75 min	One easy problem in 12 minutes; one medium in 30 minutes; review
Game practice	30 min	Complex planning, memory, deduction and numeracy techniques
Simulation 2	60 min	Retest only weak areas; do not redo every topic
Close	30 min	Read [[09_Revision/Last_Hour_Cheat_Sheet

Retention rule

At the end of each day, write five facts you still mix up. Read them:

1. before the next study block;
2. before sleep;
3. immediately before the test.

[\[\[00_Start_Here/Dashboard|Back to dashboard\]\]](#)