



C.U.SHAH UNIVERSITY–Wadhwan City

FACULTY OF: -Technology and Engineering (Diploma Engineering)

DEPARTMENT OF: -Computer Engineering

SEMESTER: -I

CODE: -2TE01ICT2

NAME – Introduction to Computer Technology

Teaching & Evaluation Scheme:-

Subject Code	Subject Name	Teaching Scheme (Hours)				Credits	Evaluation Scheme							Total
		Th	Tu	Pr	To		Theory				Practical (Marks)			
							Sessional Exam		University Exam		Internal		University	
							Marks	Hours	Marks	Hours	Pr	TW	Pr	
<u>2TE01ICT2</u>	Introduction to Computer Technology	3	0	2	5	04	30	1.5	70	03	30	20	---	150

Objectives:-

Basic computing Knowledge is very important in today's world. Computers are a part of our day to day life. Engineering students learn soft skills for overall development to solve their problems. Basic computing Knowledge is a necessity that aids the students to perform day to day operations. This course introduces the Students with basic Knowledge as a building block of their higher level computing skills.

Prerequisites: -Basic Computer Skills.

Course Outlines:-

Sr. No.	Course Contents	Hours
1	Introduction to Computer Definition, History of Computer, Characteristic and Advantage of Computer, Computer Generation, First, Second, Third, Fourth, and Fifth Generation, Hardware, Software.	06
2	Basic Computer Organization Introduction, Input Unit, Output Unit, Storage Device, ALU, Control Unit, CPU, RAM, ROM, HARD DISK, CD-ROM, SMPS.	04
3	Input and Output Device Introduction, Input Device, Keyboard, Mouse, Scanner, Joy Sticks Light Pen, Digital Camera, Output Device, Monitor (CRT, LCD), Printer, Types Of Printer.	04
4	Internet Introduction, History of Internet, How Internet Works? Advantage of Internet, WWW, E-mail, Email Organization, Component of Email, Advantage and Email, Term with Common Abbreviations (B TH, FAR, IMO, LR, SO, U, FYI, WRT, FOAF), Introduction And usage of Search Engine, Introduction to HTML.	05

5	Introduction to Virus Introduction, History of Virus, Working, How Does A Virus infects a Computer? Detection and Future of Virus.	04
6	Introduction to Programming Language Introduction, Problem Solving Techniques(Problem Definition, Problem Analysis, S/W Design, Software Maintenance And Documentation) Flowchart, Advantage and Limitation of Flowchart, Algorithm, Sample Algorithm, Representation of Algorithm, Classification of Programming Language(Modular Programming Language, Structure Programming Language, System Programming Language, Object Oriented Programming Language)	06

List of experiments:-

- Introduction to Computer Software and Hardware
- Introduction to Components of a Computer System 1
- Introduction to Components of a Computer System 2
- Introduction to Operating Systems (DOS/Windows/Linux)
- Introduction to various functions of Operating System
- Introduction and use of Start Menu of Operating System
- Introduction to Desktop of an Operating System (Ex. Windows Desktop)
- Introduction to Explorer of an Operating System (Ex. Windows Explorer)
- Introduction to Control Panel of an Operating System.
- Introduction to File and Folder Options.
- Introduction to The My Documents Folder
- Internet Explorer Basics of Operating System
- Adding and Configuring Hardware
- Controlling the Task Manager of Operating System

Learning Outcomes:-

The course content should be taught and implemented with the aim to develop different types of skills Leading to the achievement of the following competencies

- Basic computer skills.
- Hardware and software knowledge.
- Knowledge of Internet and virus.

Books Recommended:-

- Computer Fundamentals By **Pradeep K Sinha, Priti Sinha** (BPB Publication).
- Learning Computer By **Ramesh Bangia** (Khanna Publication).

E- Reference:-

- www.historyofcomputer.org.
- www.computerhope.com.
- <http://www.fayette.k12.il.us/99/Intro2Comp/>.
- <http://www.functionx.com>.

