Fundamentals of Computer Science BVOCCT-204

**Unit 1**

**Introduction about computers** What are Computers? Its various characteristics, applications and limitations. Functional Block Diagram of computer. Computer Architecture: Classification of computer on basis of Purpose, signal and size and portability. Evolution of computer from 1st generation to fourth generation. Some description about fifth generation. Data representation in memory.

**Unit 2**

**Hardware:** To study the various input devices used: Keyboard, mouse, OMR, OCR, MICR, BCR, Scanner etc. To study the internal structure of CPU: Registers, ALU, Motherboard, HD, Memory, Cache, and Virtual Memory. TO study the various Secondary storage devices: Magnetic Disk, Optical Disk, Flash memory, To cover what are Monitor, Its types, Printer: Dot matrix, Daisy wheel. Line printer, Laser printer, Thermal Printer, Ink Jet printers etc.

**Unit 3**

To cover the types of Software, Languages and their types (High level and low level language.) To cover the definition of operating system, its types and what are the various functions and types of operating system. Basic introduction about Interfaces: its types character user and graphical user interface (DOS and Windows) Basic introduction about linux,Unix operating system To study the various HTML tags (Bold tags, Italic, Underline, Marquee, Img, anchor etc.)

**Unit 4**

**Network:** Data Communication, Structure of Universal Resource Locator, Domains ( .com, .in, .country specific, .org and rationale behind them), HTTP Practicals: TO cover the various MS Excel Formulas and preparation of spreadsheets. Basics of E-mail, Web browsers ( IE, Google Chrome, Mozilla), LAN, LAN topologies, WAN, MAN, Internet: Introduction, Internet, extranet and Intranet. Network devices (Hub, Switches, Modems, Routers etc), DNS, Network Security and Search Engine IP address, Structure of IP Address Backbone network, Network connecting devices