SWARNIM STARTUP & INNOVATION UNIVERSITY

School of Computer Application (BCA)

Introduction to Computer & Emerging Technologies

Semester 1

COD	١F٠	
COD	'L .	

Teaching & Evaluation Scheme:-

	Teaching Scheme						Evaluati	on Scheme	
Th	Tu	Pr	Total	Credits	Inte	ernal	Exte	ernal	Total
					Th	Pr	Th	Pr	
2	-	2	4	4	30	50	70	-	150

Objectives:- The objective of this course is introducing the fundamental in information technology. The course covers different aspects in information technology such as

- Basics of Data and Information.
- Acquisition of different types of information like numbers, text, multimedia etc.
- Issues of Data Storage and organization.
- Processing of different types of information.
- Emerging trend, societal impacts and applications of Information technology.

Prerequisites:- To familiarize the trainee with basic concepts of computer programming and developer tools. To present the syntax and semantics of the "C" language as well as data types offered by the language. To allow the trainee to write their own programs using standard language infrastructure regardless of the hardware or software platform

Course outline:-

Sr. No.	Course Contents	Number of Hours
1	Introducing Today's Technologies: Computers, Devices, and the Web	8
	Today's Technology	

O Mobile and Game Devices Data and Information The Web Digital Security and Privacy Programs and Apps Operating Systems Applications Communications and Networks Wired and Wireless Communications Networks Computers and Mobile Devices Mobile Computers and Desktops Servers Supercomputers Cloud Computing Ports and Connections 2 Processors, Memory, Adapters and Buses Inside the case: Motherboard Processors Memory Adapters Buses Digital Storage Storage Hard Drives Portable Flash Memory Storage Input and Output Devices Reyboards Pointing Device Touch Screens o Scanners and Reading Devices Output Devices Output Devices Output Devices Output Devices			
O Data and Information The Web Digital Security and Privacy Programs and Apps Operating Systems Applications Communications and Networks Wired and Wireless Communications Networks Computers and Mobile Devices Mobile Computers and Desktops Servers Supercomputers Cloud Computing Ports and Connections 2		•	
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O Servers O Supercomputers O Cloud Computing O Ports and Connections 2 Processors, Memory, Adapters and Buses Inside the case: O Motherboard O Processors O Memory O Adapters O Buses Digital Storage O Storage O Hard Drives O Portable Flash Memory Storage 3 Input and Output Devices O Input Devices O Keyboards O Pointing Device O Touch Screens o Scanners and Reading Devices O Output Devices O Output Devices		 Computers and Mobile Devices 	
O Supercomputers Cloud Computing Ports and Connections 2 Processors, Memory, Adapters and Buses Inside the case: O Motherboard Processors Memory Adapters Buses Digital Storage Storage Hard Drives Portable Flash Memory Storage 3 Input and Output Devices Keyboards Pointing Device Touch Screens o Scanners and Reading Devices O Utput Devices O Output Devices		 Mobile Computers and Desktops 	
Cloud Computing Ports and Connections 2 Processors, Memory, Adapters and Buses Inside the case: Motherboard Processors Memory Adapters Buses Digital Storage Storage Hard Drives Portable Flash Memory Storage 3 Input and Output Devices Keyboards Pointing Device Touch Screens o Scanners and Reading Devices Output Devices Output Devices Output Devices Output Devices		 Servers 	
O Ports and Connections 2 Processors, Memory, Adapters and Buses Inside the case: O Motherboard Processors O Memory Adapters Buses Digital Storage Storage O Storage Hard Drives Portable Flash Memory Storage 3 Input and Output Devices Keyboards Pointing Device Touch Screens o Scanners and Reading Devices Output Devices Output Devices Output Devices		 Supercomputers 	
2 Processors, Memory, Adapters and Buses Inside the case:		 Cloud Computing 	
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 Touch Screens o Scanners and Reading Devices Output Devices 		•	
Output Devices		_	
Output Devices		 Scanners and Reading Devices 	
		<u>-</u>	
O Displays		Displays	
o Printers			
Other Output Devices		 Other Output Devices 	
4 Computer Codes 7	4		7
 Introduction to Computer Codes 		 Introduction to Computer Codes 	
o Decimal System		 Decimal System 	
o Binary System			
Hexadecimal System			
o Octal System		-	
o 4-bit BCD System		-	
o 8-bit BCD System		-	
o ASCII code	1	-	

	o 16-bit Unicode	
5	Conversion of Numbers (includes fixed and fractional 7	
	numbers)	
	Non-Decimal to Decimal	
	 Binary to Decimal 	
	 Decimal to Binary 	
	o Binary to Octal	
	Octal to Binary	
	Octal to Decimal	
	Decimal to Octal	
	 Binary to Hexadecimal 	
	Hexadecimal to Binary	
	Hexadecimal to Decimal	
	Decimal to Hexadecimal	

Learning Outcomes:-

On the completion of the course students will be able to:

- 1) Know the fundamental terms associated with computers, mobile devices and new technologies.
- Know different types of computers, mobile devices, memory and various input and output devices.
- 3) Understand the basic uses and applications of computer in business and society.
- 4) Get familiar with various computer codes

Teaching & Learning Methodology:-

During theory lectures foundations of information technology related concepts will be introduced to students. Emphasis will be given on acquisition, storage and processing of data to generate meaningful information. Students will be made familiar with applications related to information technology. Emerging trends and societal impacts of information technology will be discussed to students. Students will give practical exposure by demonstrating real information technology system.

Books Recommended:-

- Discovering Computers 2016 (First Edition) Cengage Learning By Misty E. Vermaat; Susan L. Sebok; Steven M. Freund; Jennifer T. Campbell; Mark Frydenberg (Shelly Cashman Series)
- 2. Pearson India By M. Morris R. Mano
- 3. Fundamentals of Computer(First Edition- 2009) Publisher: McGraw-Hill by Balaguruswamy
- 4. Computer Fundamentals(First Edition-2010) Publisher: Pearson by Anita Goel

E-Resources:-

- http://sct.emu.edu.tr/courses/it/index.php?id=itec103&page_type=file_directory&e lemen t_id=2 [Information Technology fundamentals]
- 2. http://technology.ku.edu/software [Information Technology related applications]

3. http://www.managementstudyguide.com/emerging-trends-in-informationtechnology.htm [Emerging trends in Information Technology]

Practical List:-

Sr. No.	Practical
1	Run different commands of MS DOS – CD, DIR, COPY, REN, CLS, MD, CD,
1	RD etc.
2	Study information of Internet connectivity components line, VSAT,
2	Broadband
9	Study information of Internet connectivity components Modem, IP Sharer,
3	Hub, and Switch.
4	Study different web Browsers- Internet Explorer, Fire fox, downloading of
	files
	Connect the Internet; open any website of your choice and save the
5	Webpages. Search any topic related to your syllabus using any search
	engine and download the relevant material.