# gful/s nufglsf]f

# k¶j lws ; ]f, k¶j lws ; dx, 5]f)+tx, ; xfos sDKob/ clwst kbsf]vNnf kttof]utfIds k/LIffsf]kf7oqmd

kf7\aqmdsf]?k/]/fM- o; kf7\aqmdsf]cfwf/df lqDgfg'; f/ r/0fdf k/LIff InOg\\$ M

k√d r/0fM-

Inlvt k/llff

k0ff∮ № !%)

låtlo r/0f №

-s\_k\psi\_ufids

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k0ff{ № #)

## kyd r/0f- Inlvt k/llff offngf (Examination Scheme)

kq	lj ifo	koff (	pQL0ff{	k/Liff k <b>þ</b> ffnl	k‡g;Wof/ cĺef/	; do
k <b>y</b> d	sDKo6/ ;DaGwL Ij ifo	!))	\$)	j:tut axj\$llks (Multiple Choice)	%)×@Ö!))	\$% ldg <b></b>
låtlo		%)	<b>@</b> )	lj ifout (Subjective)	%×!)Ö%)	! 306f #) ldg <b>§</b>

### låtlo r/0f

qn‡; ≠	lj ifo	koff (	pQL0ff{	k/liff k <b>ø</b> ffnl	k‡g;Wof/ clef/	; do
-S_	kþflufids k/Liff	%)	<b>@</b> %	kþflufids	%×!)Ö%)	! 306f #) ldg <b></b>
-V_	cGtjf <b>{</b> f{	#)	-	df <b>]</b> vs	-	-

- != Inlvt k/LIffsf]dfWbd efiff gkfnl cwhl cyjf gkfnl / cwhl bj}xb; Sg\$.
- % kf7\dqmdsf] k\yd tyf l\u00e4tlo kqsf] k\/Llffsf] lj ifoj : t' Pp6\x\u00e4\\u00e4\\u00e4 . k\u00f4\\u00e4\u00e4\\u00e4\\u00e4\\u00e4\\u00e4\\u00e4\\u00e4\\u00e4\\u00e4\\u00e4\u00e4\\u00e4\\u00e4\\u00e4\\u00e4\\u00e4\\u00e4\\u00e4\\u00e4\\u00e4\\u00e4\\u00e4\u00e4\\u00e4\\u00e4\\u00e4\\u00e4\\u00e4\\u00e4\u00e4\\u00e4\\u00e4\\u00e4\\u00e4\\u00e4\\u00e4\u00e4\\u00e4\\u00e4\u00e4\\u00e4\\u00e4\u00e4\u00e4\u00e4\\u00e4\u00e4\u0
- #= k v d / latlo kqsf]lnlvt k/liff 5 sf5 xg .
- o; kf7&qmd oflhgf cGtu{sf kq+ljifosf ljifoj:tdf h]'s}n]\ranglePsf]eP tfklg kf7&qmddf k/}sf sfgg, Pg, lgod tyf glltx? k/Llffsf]ldlt eGbf # dlxgf cufl8 -; ;f]\rangleg ePsf jf ; ;f]\rangleg e0{ x6f0lPsf jf yk u/L ; ;f]\rangleg e0{ sfod /x}sfnf0{o; kf7&qmd \rangle f/lh ul/Psf}.

# gful/s nufglsf]f

## k¶jlws;]f, k¶jlws;dX,5]f}tx,;xfossDKo6/clws[tkbsf]vNnf k|tof|utfIdsk/Llffsf]kf7oqmd

#### 1. Computer Fundamentals & Operating System

- 1.1. Generation of Computers,
- 1.2. Components of Computers: Input Devices, Processing, Storages devices, Output devices
- 1.3. Computer Viruses & Antivirus,
- 1.4. Basic components of the Operating Systems,
- 1.5. Understand Information Storage and Management Systems,
- 1.6. List Disk Allocation and Scheduling Methods,
- 1.7. Basic Memory Management strategies,
- 1.8. Virtual Memory Management Techniques,
- 1.9. Process Management System,
- 1.10. Process Scheduling;
- 1.11. Inter-Process Communication and Deadlocks,
- 1.12. Concepts of Parallel and Distributed Processing,
- 1.13. Security Threats to Operating Systems
- 1.14. Overview of MS-DOS,
- 1.15. Windows Family, Unix Family, Linux Family of Products.
- 1.16. Windows Architecture & Linux Architecture
- 1.17. Troubleshooting Windows & Linux
- 1.18. Users, Groups and Permission Linux and Windows. Memory Hierarchy,

#### 2. Data Structure and Algorithms:

- 2.1. Fundamental of Data Structures,
- 2.2. Abstract Data types,
- 2.3. Lists, Linked Lists, Stacks,
- 2.4. Queues, Priority Queue,
- 2.5. Trees: Traversal, Implementations, Binary Trees, Binary Search Trees, Balanced Search Trees, AVL Trees.
- 2.6. Indexing Methods. Hashing Trees, Suffix Trees,
- 2.7. Worst-Case and Expected time Complexity.
- 2.8. Analysis of Simple Recursive and Non-recursive Algorithms,
- 2.9. Searching, Merging and Sorting.
- 2.10. Introductory Notions of algorithm design: Divide-and-Conquer, Dynamic Programming, Greedy Methods, Backtracking
- 2.11. Object Modeling: Object -Oriented Concept, Object Structure, Object Feature, Class and Object.

#### 3. System Analysis and Design

3.1. Defining the System, System Owner, System User, System Designers and system Builders, System Analysts, Variations on the System Analyst title, System life Cycle,

- 3.2. Joint Application Development (JAD): JAD definition, JAD purpose, JAD Philosophy, JAD Scope,
- 3.3. Sponsor, Business Users, System Analyst,
- 3.4. Project Leader, Record Keeper, Time Keeper.
- 3.5. Concept formations: Introduction, Finding the Problem, Evaluating the Proposal, Technical Feasibility, Operational Feasibility, Economic Feasibility.
- 3.6. Requirements analysis: Representing System Analysis Model, Requirement Model, Design Model, and Design Method.
- 3.7. Entity Relationship Diagram (E-R Diagram): Notations, Entities: Strong Entities, Weak Entities, Attributes: Simple and Composite, Single Valued and Multiple Valued, Null and Derived Attribute.
- 3.8. Relationship Sets: Degree of Relationship and Cardinality Relationship, Specialization, Generalization, Aggregation.
- 3.9. Data Flow Diagrams (DFDs): Introductions, Data flow Diagram, Symbol, Files or data store, External entities, Data flows,
- 3.10.Describing System by Data Flow Diagram: Context diagram, Top level DFD, Expansion Level DFD, Conversions of Data.
- 3.11.Modeling: Use Case Diagram, State Diagram, Event Flow Diagram. Documentation: Automatic and Manual System.

#### 4. Database Management System and Design

- 4.1. Introduction, Database Model, Relational Database Model, Integrity, RDBMS.
- 4.2. SQL and Embedded SQL,
- 4.3. Writing Basic SQL SELECT Statements,
- 4.4. Restricting and Sorting data,
- 4.5. Single Row Functions,
- 4.6. Displaying Data from Multiple Tables,
- 4.7. Aggregation Data Using Group Functions,
- 4.8. Sub Queries, Manipulating Data and Creating & Managing Tables,
- 4.9. Creating Views and Controlling User Access,
- 4.10. Using Set Operators, Date-time Function,
- 4.11. Database Design: Logical Design, Conceptual Design, Mapping Conceptual to Logical, Pragmatic issues, Physical Design, Integrity and Correctness, Relational Algebra, Relational Calculus,
- 4.12. Normalization: 1NF, 2NF, 3NF, BCNF, 4NF, 5NF, DKNF,
- 4.13. Architecture of DBMS: Client-server, Open Architectures, Transaction Processing, Multi-User & Concurrency, and Backup & Recovery Database,
- 4.14. Basic Concept of major RDBMS products: Oracle, Sybase, DB2, SQL Server and other Databases.

#### 5. Programming Language

- 5.1. Overview of Programming Language,
- 5.2. Fundamental Issues in Language Design,
- 5.3. Virtual Machines, Code Generation, Loop Optimization,

- 5.4. Concept of Procedural Programming, Structural Programming, and Object-Oriented Programming, Concept of C programming, C++ Programming,
- 5.5. Java Programming for Declaration, Modularity and Storage Management Software Development.

#### 6. Networking

- 6.1. Basic Network Theory: Network Definition, Network Models, Connectivity, Network Addressing,
- 6.2. Network Connectivity: The Data Package, Establishing a Connection, Reliable Delivery, Network Connectivity, Noise Control, Building Codes, Connection Devices,
- 6.3. Advanced Network Theory: OSI model, Ethernet, Network Resources, Token ring, FDDI, Wireless Networking,
- 6.4. Common Network Protocols: Families of Protocols, NetBEUI, Bridge and Switches, The TCP/IP Protocol,
- 6.5. TCP/IP Services: Dynamic Host Configuration Protocol, DNS Name Resolution, NetBIOS support, SNMP, TCP/IP Utilities, FTP,
- 6.6. Network LAN Infrastructure: LAN Protocols on a Network, IP Routing, IP Routing Tables, Router Discovery Protocols, Data Movement in a Routed Network, Virtual LANs(VLANS),
- 6.7. Network WAN Infrastructure: The WAN Environment, Wan Transmission Technologies, Wan Connectivity Devices, Voice Over Data Services,
- 6.8. Remote Networking: Remote Networking, Remote Access protocols, VPN Technologies.
- 6.9. Network Security, Disaster Recovery, Disaster Recovery plan, Data backup, Fault Tolerance Using Systematic Approach to Troubleshooting.
- 6.10. Network Support Tools

#### 7. E-Commerce Technology, MIS and Web Engineering

- 7.1. Introduction to E-Commerce,
- 7.2. Electronic Commerce Strategies,
- 7.3. Electronic Commerce Security Issues,
- 7.4. Success Models of E-Governance,
- 7.5. E-Business: b2b, b2c, b2e, c2c, g2g, g2c.,
- 7.6. Principles of Electronic Payment, Strategies & Systems,
- 7.7. E-marketing, e-Banking, EDI Methods, SWIFT,
- 7.8. Encryption and Decryption Methods, XML,
- 7.9. Information Systems and Decision Making,
- 7.10. Data Mining, Data Warehousing, Knowledge Management,
- 7.11. Work Process Redesign (Reengineering) with Information Technology,
- 7.12. Enterprise Resources Planning Systems,
- 7.13. Information Systems Security,
- 7.14. Information Privacy and Global Information Technology issues.

#### 8. IT in Nepal & Policy

- 8.1. History of IT in Nepal,
- 8.2. ICT Policy of Nepal, 2072 B.S.,
- 8.3. Electronic Transaction Act& Regulation, 2063 B.S.,
- 8.4. Copyright Act, 2059 B.S.,
- 8.5. Uses of Computers and Software Development,
- 8.6. Nepali Unicode, Nepali Fonts,
- 8.7. Licensing Issues, Internet Governance and Digital Divide

## 9. Pg, Igod, sfgg ; DaGwl ; fdfGo hfgsf/L M

- 9.1 j t(dfg g)kfnsf]; lj wfg,
- 9.2 gful/s nufgl sf]f Pg, 2047,
- 9.3 gful/s nufgl sf]f -Joj:yfkg\_ lj lgodfj nl, 2048,
- 9.4 ; fj hlgs vl/b Pg, 2063 tyf lgodfj nl, 2064,
- 9.5 sDkgl Pg, 2063,
- 9.6 als tyf lj Olo ; +yf ; Da6wl Plg, 2063,
- 9=7 | wtfkq sf/f]f/; DalGw Pg tyf Igodfj nL

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