

Syllabus for B.A. Programme Final year Application course in Computer Applications

(Not for the students studying Discipline course in Computer Applications)

Maximum marks for each course shall be 100.

Theory Section: 60 marks (to be covered in 4 + 1 lectures/week)

Practical Section: 40 marks (to be covered in 4 practical classes per student per week)

Theory Examination Duration: Three Hours

Practical Examination Duration: Four Hours

Note:

1. Medium of instruction and examination shall be English.
2. **Infrastructure Required:** Networked lab with internet facility on at least 20 nodes. LCD projection systems should be provided in class room/ lab.
3. **Batch Size: Every** lab session should be supervised by a teacher and the batch size should be restricted to 20. For a class of more than 20 students, additional groups should be formed for every 20 students.

Computer Applications – I

Introduction: Introduction to logical organization of computer, input and output devices (with connections and practical demo), keyboard, mouse, joystick, scanner, OCR, OMR, monitor, printer, plotter, primary memory, secondary memory, auxiliary memory.

User Interface: Operating system as user interface, system tools, control panel settings

Database: Introduction to database, use of spreadsheet as database, use of functions and database operations in spreadsheet

Networks: Definition of network, classification of network, LAN, MAN, WAN, distinction among the networks

Internet Applications: Internet as a global network, Internet utilities – email, online banking, reservations etc.

Reference Books:

1. *A. Goel*, Computer Fundamentals, Pearson Education, 2010.
2. *P. Aksoy, L. DeNardis*, Introduction to Information Technology, Cengage Learning, 2006
3. *P. K.Sinha, P. Sinha*, Fundamentals of Computers, BPB Publishers, 2007

Practical:

Practical exercises based on Open Office tools using document preparation, spreadsheet handling packages and presentation software.

Computer Applications – II

Web Designing: Concept of website, website as a communication resource. Internet, intranet and extranet, basic concepts related to website designing.

HTML: Introduction to hypertext markup language (html) document type definition, creating web pages, graphical elements, lists, hyperlinks, tables, web forms, inserting images, frames.

Multimedia Input/Output Devices: scanner, camera, microphone, speaker, monitors, printers.

Multimedia Storage Devices: CD ROMs, DVDs, Blue ray disk.

Multimedia Tools: Sound editor, video editor, animator, authoring tools.

Image Editing: Applying effects on images

Reference Books:

1. Scott Mitchell , Create your own website , SAMS Publication
2. Tay Vaughan, Multimedia : Making it work, Tata McGraw Hill, Seventh edition, 2006
3. J. Jeffcoate, Multimedia in Practice, Pearson Education, First Edition, 2007

Practical:

Practical exercises based on Open Office tools using presentation software, web design and development tools and image editing tools (Gimp).