

No. 2419677/2419361
Fax: 0821-2419363/2419301

e-mail : registrar@uni-mysore.ac.in
www.uni-mysore.ac.in



Estd. 1916

Vishwavidyanilaya Karyasoudha
Crawford Hall, Mysuru- 570 005

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Dated: 28.05.2016

01-6

NOTIFICATION

Sub: Modified Syllabus for subsidiary paper Computer Application for non-Computer Science (Arts and Science) from the Academic Year 2016-17.

Ref: 1. Decision of the Faculty of Science & Technology Meeting held on 16.02.2016.

2. Decision of the Academic Council meeting held on 29-03-2016.

The Board of Studies in Computer Science (UG) which met on 30.11.2015 has resolved to make modification in the Syllabus for subsidiary paper of Computer Application for non-Computer Science (Arts and Science) from the academic year 2016-17 as follows:

Paper Title and Course	Existing	Revised	Justification
Computer Application Common to BA and B.Sc.(non-computer science students)	Theory: 4 Hours/ week EXAM MARKS: 80 (Theory) + 20(IA) DURATION: 3 Hrs. UNIT 1 10 Hrs 1.1 Introduction to computers Generations of computers, Characteristics of computers, Speed, word length, storage, accuracy, versatility 1.2 Classification of digital computers Microcomputers, Workstations, Portable computers- Laptop/ Notebooks, PDA's. Minicomputers, Network Computers, Supercomputers 1.3 Anatomy of Computers Functions & Components of a Computer	Lecture: 2 Hours/ week and Tutorials 2 Hours/week EXAM MARKS: 80 (Theory) + 20 (IA) DURATION: 3 Hrs. UNIT 1 8 Hrs 1.1 Introduction to computers Generations of computers applications of computer Characteristics of computers, Speed, word length, storage, accuracy, versatility 1.2 Functional units of a computer Block diagram and functions of each Unit, Memory – Primary and secondary, Examples of different types of input and output units, Secondary storage devices – Magnetic tape, hard disk, CDS and DVD, 1.3 Introduction to computer software Generations of software Machine, Assembly and high-level language Types of software : Application software and System software,	As there was no practical component in the existing

	<p>1.4 Number systems Decimal systems, Binary number systems, Compliments, Fixed point representation of numbers, Gray code, Excess-3 code, ASCII Code, EBCDIC Code, Bits, bytes and words, hexadecimal number system</p> <p>1.5 Logic gates, flip flops and registers</p> <p>1.6 Memory Units RAM, ROM, PROM, EPROM, EEPROM & flash memory</p> <p>1.7 Auxiliary storage devices Magnetic tape, Winchester Disk, Hard disk, Floppy disk, Optical disk, CD-ROM, Magneto Optical disk drives</p> <p>1.8 Input devices Keyboard, Mouse, Trackball, Joystick, Digitizing tablet, scanners, digital camera, Magnetic Ink character recognition(MICR), Optical Mark recognition(OCR), Bar code reader, speech input devices, Touch screen, Touch pad, light pen</p> <p>1.9 Output devices Monitor, classification of Monitors, Type of Printers- Daisy wheel printer, Dot matrix printer, Ink-Jet printer, Laser printer, LCD & LED printers, Line printer, Thermal printer, Plotter, Sound cards and speakers</p> <p>1.10 Introduction to computer software</p> <p>Programming languages Machine, Assembly and high-level language Types of high level languages- procedural oriented languages and application Generators, Natural languages, Compilers and interpreters, Flowchart & algorithm</p> <p style="text-align: center;">Unit 2 10 Hrs</p> <p>2.1 Operating systems – Windows & Linux fundamentals Network fundamentals – LAN, WAN</p> <p>2.2 Introduction to office automation packages Word processing.</p>	<p style="text-align: center;">Unit 2 8 Hrs</p> <p>2.1 Operating systems – Functions of Operating system, Examples of Operating system – DOS, Windows and UNIX and their features Network fundamentals – Definition, advantages and types - LAN, WAN and MAN</p> <p>2.2 Introduction to office automation Word processing</p>	
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	<p>Word processing features find & replace, outlines, revision marks and document compare, merge printing footnote and endnotes.</p> <p>Formatting documents Tables, styles, templates, wizards & helpers</p> <p>Spreadsheet The spreadsheet screen display, Entering data – formulas, cell references, and what-if, formats, functions, templates</p> <p>Charts & Graphs - charts as analysis tools, Chart types: Maps, Database – sorting, filtering Database software, Database organization, creating databases, relational databases</p> <p>Forms, entering data-validity checks, printing reports, exporting to a spreadsheet, word processor</p> <p>Queries- creating queries, using relational operators, using logical operators</p> <p>Presentations – Creating slides with animations</p> <p>Unit 3 10 Hrs. 3.1: Introduction to Internet & Web Page Design Internet basics, Dial up connection, Direct connection, Internet protocol,- HTTP, FTP, Telnet, Gopher, WAIS,, Internet addressing, - IP address, domain name, email addresses, URL, The World Wide Web, Web pages, HTML tags, Web Browsers, Search Engines, Internet chat.</p> <p>3.2: Email Mailing basics, mailing lists, email ethics, Spamming, News Group</p> <p>3.3: E-Commerce Basics EDI the original method, Types of e-Commerce, benefits and limitation of e-commerce, Electronic retailing, cyber banking, electronic payments, e-governance, m-commerce, security in electronic payments, legal and ethical issues in e-commerce</p>	<p>with tables, inserting special objects in a documents, mail merge</p> <p>Spreadsheet Features, applications and advantages, The spreadsheet screen display, Entering different types of data, Functions – Mathematical, statistical and date functions, creating and formatting charts,</p> <p>Presentations – Features, applications. and advantages, Creating slides and formatting presentations, customized animation, inserting charts and other objects in a presentation</p> <p>Unit 3 8 Hrs. 3.1: Introduction to Internet Internet basics, uses, search engines, browsers,</p> <p>3.2 E-mail - creating email id and sending mails with attachments, search engines,</p> <p>3.3: E-Commerce Basics Fundamentals of e-commerce, applications and limitation of e-commerce</p> <p>Exercises for tutorials 1. Creating a document (a letter to principal) with</p>	
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		<ol style="list-style-type: none"> 2. Creating a merge document containing invitation for a college function to be sent to invitees through a created address book 3. Create a table containing information regarding examination /admission/ attendance/ faculty statistics 4. Create a salary slip using a spread sheet 5. Create a student's database of a class with register number, name, subjects, IA marks and sort it in ascending order using a spread sheet and generate different types of relevant graphs 6. Create a payroll database using any database management system software 7. Create a college database to get relevant reports required by the college 8. Create slides for a topic of your choice with animations using any presentation software 9. Surfing & Searching information on web 10. Creating a free email-id and composing, forwarding, replying a email and creating a address book on the web. 	
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The Faculty of Science and Technology and the Academic Council at their Meetings held on 16.02.2016 and 29.03.2016 respectively have also approved the above said proposal and the same is hereby notified.

Draft approved by the Registrar

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Deputy Registrar (Academic)

To:

1. The Dean, Faculty of Science & Technology, DOS in Earth Science, MGM.
2. The Chairperson, BOS (UG)/DOS in Computer Science, Manasagangotri, Mysore.
3. The Registrar (Evaluation), University of Mysore, Mysore.
4. The Principals of the Affiliated Colleges running UG Programme in Science and Arts Stream.
5. The Director, College Development Council, University of Mysore, Mysore.
6. The Coordinator, Directorate of Online & Outreach programme, Parakalamatta, MGM.
7. The Deputy/Assistant Registrar/Superintendent, Academic Section, UOM, Mysore.
8. The Deputy/Assistant Registrar/Superintendent (Evaluation), UOM, Mysore.
9. The P.A. to the Vice-Chancellor/Registrar/Registrar (Evaluation), UOM., Mysore.
10. Office file