

**DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS  
KURUKSHETRA UNIVERSITY, KURUKSHETRA**

<b>Session: 2023-24</b>			
<b>Part A - Introduction</b>			
Subject	COMPUTER SCIENCE/ COMPUTER APPLICATIONS		
Semester	I		
Name of the Course	Fundamentals of Computer Science		
Course Code	B23-CSE-104 (Common with B23-CAC-104)		
Course Type: (CC/MCC/MDC/CC- M/DSEC/VOC/DSE/PC/AEC/ VAC)	MDC		
Level of the course (As per Annexure-I)	100-199		
Pre-requisite for the course (if any)			
Course Learning Outcomes(CLO):	<p>After completing this course, the learner will be able to:</p> <ol style="list-style-type: none"> <li>1. understand the basic concepts of operating systems</li> <li>2. do the basic editing and formatting in a document</li> <li>3. create basic spread-sheets for different purposes</li> <li>4. create basic presentations for different applications</li> </ol> <hr/> <p>5*. to understand the working of operating system and various office tools practically.</p>		
Credits	Theory	Practical	Total
	2	1	3
Contact Hours	2	2	4
<b>Max. Marks:75(50(T)+25(P))</b>		<b>Time: 3 Hrs.(T), 3Hrs.(P)</b>	
<b>Internal Assessment Marks:20(15(T)+5(P))</b>			
<b>End Term Exam Marks: 55(35(T)+20(P))</b>			
<b>Part B- Contents of the Course</b>			
<b><u>Instructions for Paper- Setter</u></b>			
<p>Examiner will set a total of nine questions. Out of which first question will be compulsory. Remaining eight questions will be set from four unit selecting two questions from each unit. Examination will be of three-hour duration. All questions will carry equal marks. First question will comprise of short answer type questions covering entire syllabus.</p> <p>Candidate will have to attempt five questions in all, selecting one question from each unit. First question will be compulsory.</p> <p>Practicum will be evaluated by an external and an internal examiner. Examination will be of three-hour duration.</p>			
Unit	Topics		Contact

		<b>Hours</b>
I	Computer Fundamentals: Evolution of Computers through generations, Characteristics of Computers, Strengths and Limitations of Computers, Classification of Computers, Functional Components of a Computer System, Applications of computers in Various Fields. Types of Software: System software, Application software, Utility Software.	7
II	Memory Systems: Concept of bit, byte, word, nibble, storage locations and addresses, measuring units of storage capacity, access time, concept of memory hierarchy. Primary Memory - RAM, ROM, PROM, EPROM. Secondary Memory - Types of storage devices, Magnetic Tape, Hard Disk, Optical Disk, Flash Memory. I/O Devices: I/O Ports of a Desk Top Computer, Device Controller, Device Driver. Input Devices: classification and use, keyboard, pointing devices - mouse, touch pad and track ball, joystick, magnetic stripes, scanner, digital camera, and microphone Output Devices: speaker, monitor, printers: classification, laser, ink jet, dot-matrix. Plotter.	7
III	Introduction to Operating System: Definition, Functions, Features of Operating System, Icon, Folder, File, Start Button, Task Bar, Status Buttons, Folders, Shortcuts, Recycle Bin, Desktop, My Computer, My Documents, Windows Explorer, Control Panel.	5
IV	The Internet: Introduction to networks and internet, history, Internet, Working of the Internet, Modes of Connecting to Internet. Electronic Mail: Introduction, advantages and disadvantages, User Ids, Passwords, e-mail addresses, message components, message composition, mailer features. Browsers and search engines.	6
V*	Operating System: <ul style="list-style-type: none"> <li>Starting with basics of Operating Systems and its functionalities</li> </ul> Computer Basics: <ul style="list-style-type: none"> <li>Identify the various computer hardware</li> <li>Understanding the working of computer</li> <li>Understanding various types of software</li> </ul> Internet and E-mail: <ul style="list-style-type: none"> <li>Using Internet for various tasks</li> <li>Creating and using e-mail.</li> </ul>	25
<b>Suggested Evaluation Methods</b>		
<b>Internal Assessment:</b> <ul style="list-style-type: none"> <li>&gt; <b>Theory</b> <ul style="list-style-type: none"> <li>Class Participation: 4</li> <li>Seminar/presentation/assignment/quiz/class test etc.:4</li> <li>Mid-Term Exam: 7</li> </ul> </li> <li>&gt; <b>Practicum</b> <ul style="list-style-type: none"> <li>Class Participation: 2</li> <li>Seminar/Demonstration/Viva-voce/Lab records etc.:3</li> </ul> </li> </ul>		<b>End Term Examination:</b> A three hour exam for both theory and practicum.

• Mid-Term Exam: NA	
<b>Part C-Learning Resources</b>	
<b>Recommended Books/e-resources/LMS:</b> <ul style="list-style-type: none"><li>• Sinha, P.K. &amp; Sinha, Priti, Computer Fundamentals, BPB.</li><li>• Dromey, R.G., How to Solve it By Computer, PHI.</li><li>• Norton, Peter, Introduction to Computer, McGraw-Hill.</li><li>• Leon, Alexis &amp; Leon, Mathews, Introduction to Computers, Leon Tech World.</li><li>• Rajaraman, V., Fundamentals of Computers, PHI.</li></ul>	

\*Applicable for courses having practical component.