

Subject Code: 1ET4000106	Subject Title: Introduction to IT Systems
Pre-Requisite	--

RATIONALE:

To generate an awareness about information technology's role in modern days. The Course aims to give insights of computer and internet world.

COURSE OBJECTIVE:

Inter-disciplinary branch students' can get basic knowledge of computer and its parts. Also know about the uses of information technology with the help of internet and other communication media.

1. Understand the importance of information technology and its impact on society.
2. Understand the power and potential of the INTERNET
3. Understand about hardware and software used in computer system.
4. Understand about various peripheral devices used with computer system.

TEACHING AND EVALUATION SCHEME:

Teaching Scheme (Hours per week)				Evaluation Scheme (Marks)				Total (Marks)
Lecture	Tutorial	Practical	Credit	Theory		Practical		
				University Assessment	Continuous Assessment	University Assessment	Continuous assessment	
-	1	2	2	-	-	20	30	50

DETAILS OF COURSE CONTENTS:

SR. NO.	TOPIC	TOTAL HOURS
1	Introduction of Information Technology 1.1. What is information? 1.2. Information technology 1.3. Information processing cycle 1.4. Data 1.5. Data v/s information 1.6. Use of it/computer in: 1.6.1. The home and at play 1.6.2. Education and training 1.6.3. Entertainment and the arts 1.6.4. Business and industries 1.6.5. Science, engineering and mathematics 1.6.6. Medicine, defense, space application etc	02

2	INTERNET 2.1 What is the Internet? 2.2 Web pages 2.3 Home page 2.4 Use of web sites 2.5 Access providers 2.6 Types of access 2.7 The browser 2.8 Universal resource locators 2.9 Browsing or surfing the web 2.10 A search engine 2.11 Internet phone 2.12 Applications of the Internet: 2.12.1 E-mail 2.12.2 Voice mail 2.12.3 Newsgroup 2.12.4 Mailing list 2.12.5 Internet relay chat 2.12.6 Games 2.12.7 Video-conferencing 2.12.8 File transfer protocol	06
3	COMPUTER HARDWARE 3.1. Classification of computers 3.1.1 Supercomputers 3.1.2 Mainframe 3.1.3 Desktop computers 3.1.4 Laptop computers/ Notebook computers 3.2 Anatomy of a computer 3.2.1 Motherboard 3.2.2 CPU 3.2.3 SMPS 3.2.4 Expansion slots 3.2.5 Sockets and ports 3.2.6 Drives 3.3 Special input devices: 3.3.1 Pointing devices: 3.3.1.1 Mouse 3.3.1.2 Track balls 3.3.1.3 Track sticks 3.3.1.4 Touch pads 3.3.1.5 Joysticks 3.3.2 Modems 3.3.3 Scanners 3.3.4 Speech recognition devices 3.4 Special output devices: 3.4.1 Dot matrix printers 3.4.2 Laser printers 3.4.3 Color printers 3.4.4 Line printers 3.4.5 Photo printers 3.4.6 Thermal printers 3.4.7 Plotters	06

COURSE OUTCOME:

1. Effective use of computer systems
2. Solve basic computer hardware and software problems
3. Effective use of internet while browsing any website
4. Understanding of assembling and de-assembling computer parts

SUGGESTED LIST OF PRACTICALS:

- To identify different parts of window (i.e. Tool bar, status bar, address bar etc)
- Basic window operations like create folder, create shortcut, cut, copy, paste etc
- To identify the different parts of computer system.
- Assembling and de-assembling of computer system
- Function of various parts of Computer.
- Differences between RAM and ROM
- Understanding BIOS –Basic Input / Output System, CMOS IC
- Structure of HDD – Hard Disk Drive, CD-ROM Disk & Disk Drive, DVD – Digital Versatile Disk.
- Use of NIC – Network Interface Card, Sound Card, Other Add-ON Card
- Types of Printers, Keyboard & Mouse with troubleshooting
- Basic Troubleshooting of computer system and computer network
- Installation of various OS and other software

LIST OF REFERENCES:

1. INFORMATION TECHNOLOGY -CURTIN, FOLEY, SEN, MORIN (TMH)
THE BREAKING WAVE
2. FUNDAMENTALS OF COMPUTERS -V. RAJARAMAN (3rd EDITION)

E-Learning Websites:

<https://www.tutorialspoint.com/>

<https://edu.gcfglobal.org/>

<https://www.computerhope.com/>