

## National Education Policy 2020

# Siddharth University Kapilvastu

### Syllabus Minor Course : Computer Application

#### Ordinance:

1. This syllabus shall come with effect from Academic Season 2021.
2. This paper will be a part of a minor optional course of University Bachelor's Degree Course.
3. Any student of BA/ BSc courses may opt this paper as minor Course in Computer Application.
4. The student opting this paper shall be required to pass it only in any of the semester of his/ her First Year or Second Year of Bachelor's degree Course but the option for this paper shall not be available in Third Year of the Bachelor's degree course.
5. This paper will carry 4 credits. The paper shall be divided in 4 units and each unit shall carry one credit as 25% of the maximum marks.
6. A minimum of 60 lectures in a single semester shall be required for teaching this paper

#### Scheme of Evaluation

1. This paper shall carry the maximum marks are Hundred and the duration of the examination will be three hours.
2. Standard of Passing: minimum marks required to pass the examination will be 40.
3. The student who fails in this paper at any semester examination shall be allowed to reappear in the semester examination of the subsequent academic session in accordance with the general policy and examination ordinance of the university.

<b>Programme/Class: MINOR COURSE</b>	<b>Year: FIRST</b>	<b>Semester: First/Second</b>
<b>Subject: Computer Application</b>		
<b>Course Code: BMCCA101T</b>	<b>Course Title: Basic's of Computer</b>	
<b>Course outcomes:</b>		
CO 1: Develops basic understanding of computers and its applications.		
CO 2: Develops the ability to work with computers using various networks/Internet.		
Credits: 4	<b>Elective as MINOR COURSE</b>	
Max. Marks: 100	Min. Passing Marks: 40	
Total No. of Lectures-Tutorials-Practical (in hours per week): <b>4-0-0</b>		
<b>Unit</b>	<b>Topic</b>	<b>No. of Lectures</b>
<b>I</b>	<b>ABOUT COMPUTER:</b> What is Computer, Basic Applications of Computer, Components of Computer System, Concept of Hardware and Software (Application Software Systems software), Concept of computing, data and information.	<b>15</b>
<b>II</b>	<b>OPERATING SYSTEM-GUI BASED OPERATING SYSTEM:</b> Basics of Operating System, The User Interface (Task Bar, Icons, Menu, running an application), File and Directory Management (Creating and renaming of files and directories), Operating System Simple Setting (Changing System Date and Time, Changing Display	<b>15</b>

	Properties, To Add or Remove a Windows Component, Changing Mouse Properties).	
III	<b>UNDERSTANDING WORD PROCESSING AND SPREAD SHEET:</b> Word Processing Basics, Opening and closing Documents, Text Creation and manipulation, Formatting the Text, Elements of Electronic Spread Sheet, Manipulation of Cells.	15
IV	<b>USE OF INTERNET:</b> Internet, world wide web, popular web browsing software, search engines, Web page, Website, URL, e-mail, Applications of Internet.	15

<b>Programme/Class: MINOR COURSE</b>		<b>Year: SECOND</b>	<b>Semester: Third/Fourth</b>
<b>Subject: Computer Application</b>			
<b>Course Code: BMCCA201T</b>		<b>Course Title: Basic's of Computer Languages</b>	
<b>Course outcomes:</b>			
CO 1: To learn how to solve common types of computing problems.			
CO 2: To learn basic understanding of various computer programming languages and develops the ability to work with C Programming Language.			
Credits: 4		<b>Elective as MINOR COURSE</b>	
Max. Marks: 100		Min. Passing Marks: 40	
Total No. of Lectures-Tutorials-Practical (in hours per week): 4-0-0			
<b>Unit</b>	<b>Topic</b>		<b>No. of Lectures</b>
I	<b>Overview of Programming:</b> Introduction to Computer Based Problem Solving, requirements of Problem Solving by the Computer, Understanding Algorithms, Flow Charts & Computer Programs.		15
II	<b>Introduction to 'C' Language:</b> History, character set, Keywords, Identifiers, Structure of C Program, Storage class specifier & data types, Constant and variable declaration, operator & expression.		15
III	<b>Control Statements in C:</b> Simple if Statement, if...else Statement, Nesting of if...else Statements, Switch Statement, Conditional Operator, goto Statement, loops: for, while and do-while loops, break and continue statement.		15
IV	<b>Arrays &amp; Function:</b> Arrays: Introduction, Declaration of Arrays, Accessing elements of the Array, Storing Values in Array, Calculating the length of the Array, Types of Arrays: one dimensional array, two dimensional Arrays. Functions: Introduction, using functions, Function declaration, local & global variables, function arguments, parameters passing : call-by-value, call-by- reference, Recursive Functions.		15