

**Course Structure for B.Sc. with Information Technology (IT) as a Subject:**

Semester	Course Type	Course Code	Title of the Course	Credits		
				Theory	Practical	Tutorial
1 <sup>st</sup> Semester	CORE	BIT120C1	Basics of Information Technology	4	2	0
2 <sup>nd</sup> Semester	CORE	BIT220C1	Programming in 'C'	4	2	0
3 <sup>rd</sup> Semester	CORE	BIT 320C1	OOPS using 'C++'	4	2	0
4 <sup>th</sup> Semester	CORE	BIT420C3	Software Engineering	4	2	0
5 <sup>th</sup> Semester	DSE	BIT520C1 / D1A / D2A	DBMS / Dot Net Technologies / PHP	4	2	0
6 <sup>th</sup> Semester	DSE	BIT620C1 / D1B / D2B	Core Java Programming / Cloud Computing / Unix & Shell programming	4	2	0

B. Sc. IT (HONS.) 2020: 1 <sup>st</sup> Semester				
Course	Credits-06		Total Marks- 90	
	Theory	Practical	Theory	Practical
<b>BIT120C1: INFORMATION TECHNOLOGY: BASICS OF INFORMATION TECHNOLOGY</b>	04	02	<b>60</b>	<b>30</b>

**THEORY (4 CREDITS);**

**MAX. MARKS: 60**

**MIN. MARKS: 24**

### **UNIT-I: Basics of Computer**

**Introduction to Computer:** Characteristics of Computers, Evolution of Computers, Types and Classification. Application of computers.

Block Diagram of a computer, Description of Input Unit, Output Unit, Storage Unit, Central Processing Unit, Arithmetic Logic Unit, Control Unit.

### **UNIT-II: Computer Software**

What is Software? Relationship between Hardware and Software

**Types of Software:** System Software, Application Software, Firmware, Functions of System Software.

**Type of System Software:** Operating Systems, Language Translators, Utility Programs, Communications Software.

**Commonly Used Application Software:** Word Processing, Spreadsheet, Database, Graphics Personal Assistance, Education, Entertainment Software.

**Overview of Computer Languages-**Machine level language, assembly level language, high level language

### **UNIT-III: Number System and Data Information Concepts**

**Positional Number System:** Decimal, Binary, Octal, Hexadecimal, conversion from one Number system to another.

**Computer Codes:** BCD, EBCDIC, ASCII, UNICODE, Gray Code.

**Data and information concepts:** Information processing, need for information, characteristics of information, categories of information, information systems, and types of information system.

### **UNIT-IV: Advanced Trends in IT**

**Definitions:** Mobile Internet, GPS, 3G, 4G, Wi-Fi, Bluetooth, Social Networking, Cloud Technology, Virtual LAN Technology, Firewall, M-Commerce, Nanotechnology, Virtual Reality, BPO and KPO, Social and Ethical Issue YouTube, Facebook, LinkedIn, Orkut

**Internet technology & World Wide Web:** World Wide Web, Web browsers, Internet addresses, Domain names, Web Search engines, electronic mail and voice mail.

**PRACTICAL: 2 CREDITS;**

**MAX. MARKS: 30**

**MIN. MARKS: 12**

**Note: The Practical Component shall be based on the Unit-I to Unit-IV**

### **SUGGESTED READING:**

- 1) Peter Nortorn's "Introduction to Computer", TMH, 2004, ISBN-0-07-05-3142-0
- 2) Chetan Shrivastava "Fundamentals of Information Technology", Kalyani publishers, 2002,
- 3) Dr Madhulika Jain, "Information Technology Concept", BPB, 2006, ISBN – 81-7656-276-9
- 4) Alexis and Mathews Leon, "Fundamentals of Information Technology", Leon Press, ISBN
- 5) "Computer Fundamentals" by P.K. Sinha
- 6) "Fundamentals of Computers", 3rd Edition V. Rajaraman