B.COM. / B.A. / B.Sc – COMPUTER APPLICATIONS

I YEAR - SEMESTER –I - W.E.F. 2016-17

DSC3A: FUNDAMENTALS OF COMPUTERS

UNIT I

Exploring Computers and Their Users:

An Overview of Computer System : Define Computer- Computers for Individual Users – Computer for organizations- Importance of computers.

Inside the Computer System

Describe the Machine- Parts of a Computer System – Hardware, Software, Data, Users – Information Processing cycle – essential Computer Hardware – Processing Devices- Memory Devices- Input/Output Device- System software – application Software.

UNIT II

Input Devices : The Keyboard , The mouse, The track ball, Scanner. **Output Devices**: Monitors – CRT monitors , Flat Panel Monitors ; PC projectors **Sound Systems** –Audio & Video devices (Multi-Media Device) ; **Hard copy devices** – Dot matrix printers , Ink Jet Printers , Laser Printers , Plotters.

UNIT III

Processing Data : How Computer process data- Data representation, and Data processing in a computer. **Modern CPU's**: Microcomputer Processors- Intel, AMD, Freescale, IBM processors-Types of Processors- RISC Processors - Connecting computer to other devices – The Bus, Serial and Parallel ports, SCSI , MIDI , and other specialized expansion ports, Expansion slots and boards.

UNIT IV

Storing Information in a Computer : Magnetic Disks – hard disk , Floppy disk, Optical Storage devices – CDROM , DVD ROM , CD – Recordable , CD – Rewritable.

UNIT V

How to Build a Computer: Knowing Computer Hardware Parts – Cataloging and purchasing the parts – Assembling the System –The first Boot –Installing Software – Maintenance of Computer.

TEXT BOOKS :

1. Peter Norton , Introduction to Computers , 6th Edition , Tata McGraw – Hill , 2008.
2. Jacob Beckerman , How to Build a Computer 2014-15: Learn, Select Parts, Assemble, and Install: A Step by Step Guide to Your First Homebuilt.

REFERENCE BOOKS :

1. Leon A and Leon M, Computers for Everyone , Leon Vikas , 2001 .
2. Turban E, Rainer R K , and Potter R E , Introduction to Information Technology , John Wiley & Sons , 2000.

MODEL QUESTION PAPER
I B.Com. / B.A. / B.Sc., Computer Applications
SEMESTER – I
DSC 3A: FUNDAMENTALS OF COMPUTERS

Time : 3 Hours   Max. Marks : 75
Section A
Answer any **Five** of the following Questions   (5 x 3 = 15 Marks)

1. (a)   Applications of computer
   (b)   Any three Characteristics of Computer
   (c)   Memory cards
   (d)   Processor
   (e)   GUI
   (f)   Serial Bus
   (g)   PCI cards
   (h)   Processing Data
   (i)   RAM
   (j)   Flash memory

Section - B

Answer any ONE Question from each unit.   **(5 × 12 = 60 marks)**

UNIT I

2. Define computer and explain the Organization of computer?
3. Explain about parts of the computer?

UNIT – II

4. Explain about keyboard and pointing devices.
5. Explain output devices CRT monitors and Printers.

UNIT - III

6. Explain Data processing and how the data is represented in computer?
7. Explain different types of memory?

UNIT – IV

8. Explain about Magnetic storage devices.
9. Explain Optical storage devices and USB Flash devices?

UNIT – V

10. What is booting? Explain deferent steps for assembling computer.
11. What are the parts are needed to build a computer? Explain.