

W.E.F. 2016-17

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

I YEAR - SEMESTER –I

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.