

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS
KURUKSHETRA UNIVERSITY, KURUKSHETRA

Scheme: 2023-24, Syllabus: 2023-24			
Part A - Introduction			
Subject	COMPUTER SCIENCE		
Semester	I		
Name of the Course	Basics of Computer Science		
Course Code	B23-CSE-103		
Course Type: (CC/MCC/MDC/CC-M/DSEC/VOC/DSE/PC/AEC/VAC)	CC-M1		
Level of the course (As per Annexure-I)	100-199		
Pre-requisite for the course (if any)	None		
Course Learning Outcomes (CLO):	After learning this course students will be able: 1. To introduce to the students, a basic understanding of the working of a computer system. 2. To familiarize the students with the concept of algorithms and flowcharts. 3. To familiarize the students with the various types of software. 4. To make the students familiar with the basic internet technology and concepts. 5. To understand the practical implementation of the basics of computer science.		
Credits	Theory	Practical	Total
	1	1	2
Contact Hours	1	2	3
Max. Marks:50(30(T)+20(P)) Internal Assessment Marks:15(10(T)+5(P)) End Term Exam Marks:35(20(T)+15(P))		Time: 3 Hrs.(T), 3Hrs.(P)	
Part B-Contents of the Course			
<u>Instructions for Paper-Setter</u> The examiner will set a total of nine questions. Out of which the first question will be compulsory. The remaining eight questions will be set from four units selecting two questions from each unit. The examination will be of three-hour duration. All questions will carry equal			

marks. First question will comprise of short answer type questions covering entire syllabus. The candidate must attempt five questions in all, selecting one question from each unit. The first question will be compulsory.

The practicum will be evaluated by an external and an internal examiner. The examination will be of three-hour duration.

Unit	Topics	Contact Hours
I	Introduction to Computers: Definition of Computers, History and Generations of Computers, Characteristics of Computers, Classification of Computers. Fundamental Block diagram of Computer: CPU, Input & Output Unit.	4
II	Software: Definition of Software, Types of Software-System software, Application software, and Utility software. Types of Computer Languages, Assemblers, Interpreters, Compiler.	3
III	Introduction to Operating Systems: Types of Operating System, Functions of Operating System. Windows: Introduction to Windows, Starting Windows, Desktop, Task Bar, Opening and closing applications, icons-creating, renaming, and removing. Date and Time setting, Working with files and folders - creating, deleting, opening, finding, copying, moving, and renaming.	4
IV	Networking: Concept, Basic Elements of a Communication System, Data Transmission Media, LAN, MAN, WAN. Introduction of Internet and WWW, Basic working of a Web Browser, Introduction to popular web browsers.	4
V*	Practicum: Students are advised to do laboratory/practical practice not limited to but including the following types of problems: • Dismantling the system unit, recognizing all major components inside a PC, describing the function of each component, and defining the relationship between internal components • Explore and describe some system utilities like regedit, memory portioning, control panel, and window tools. • Understanding the control panel • Date and Time setting. • Working with files and folders-creating, deleting, opening, finding, copying, moving, and renaming.	30
Suggested Evaluation Methods		
Internal Assessment: ➤ Theory • Class Participation: 4 • Seminar/presentation/assignment/quiz/class test etc.: NA • Mid-Term Exam: 6		End Term Examination: A three-hour exam for both theory and practicum.

➤ Practicum • Class Participation: NA • Seminar/Demonstration/Viva-voce/Lab records etc.: 5 • Mid-Term Exam: NA	
Part C-Learning Resources	
Text /Reference Books: • Fundamentals of Computers, V. Rajaraman 6th edition PHI Learning Private Limited 2014 • Peter Norton: Computing Fundamentals. 6th Edition, McGraw Hill-Osborne,2007 • Alexis Leon and Mathews Leon: Introduction to Computers, Leon Vikas,1999. • Internet Basics. E. Douglas Commer PHI.	

*Applicable for courses having practical component.