

**Course Code: 103**  
**Course Title: Fundamentals of Computers**

<b>Course Code</b>	103									
<b>Course Title</b>	Fundamentals of Computers and Data									
<b>Credits</b>	4									
<b>Course Category</b>	Minor Course									
<b>Level of Course</b>	100-199 ( Foundation / Introductory )									
<b>Teaching per Week</b>	4 Hours/Week									
<b>Minimum weeks per Semester</b>	15 (Including class work, examination, preparation etc.)									
<b>Review / Revision</b>	-									
<b>Implementation Year:</b>	A.Y. 2024-2025									
<b>Purpose of Course</b>	<ul style="list-style-type: none"> <li>- Concepts and types of computer and various hardware technologies relevant to computer as well as some important peripherals will be covered.</li> <li>- Introduction of computer internal memories, number systems and conversions from decimal to binary.</li> <li>- Exposure of various input and output devices as well as concepts of Internet and relevant gadgets and their application</li> <li>- Understand the Concepts of Data and purpose of storing and managing data.</li> </ul>									
<b>Course Objective</b>	To provide knowledge of functional units, number System, Devices and memory & its storage, Data, concepts of data science and .									
<b>Pre-requisite</b>	Fundamental Knowledge of Computers									
<b>Course Outcomes</b>	<p><b>CO1:</b> Students will be able to develop interest in using computers for professional work.</p> <p><b>CO2:</b> Students will be able to learn functional units of computers, how they process information with other computing systems and devices.</p> <p><b>CO3:</b> Students will be able to understand basic computer hardware components.</p> <p><b>CO4:</b> Students will be able to express the major concepts of Application software and System Software.</p> <p><b>CO5:</b> Student will be able to learn how the computer represents and stores information using binary number system, and will be able to convert between binary and decimal number system.</p> <p><b>CO6:</b> Students will be able to understand the functions of input output devices, know the different types of I/O Devices, and assess new technology used for I/O devices.</p> <p><b>CO7:</b> Students will be able to understand types of data, processing and effective storage of data.</p>									
<b>Mapping between Course Outcomes(CO) with Program Outcomes(PSO)</b>		PSO1	PSO2	PSO3	PSO4	PSO5	PSO6	PSO7	PSO8	
	CO1									
	CO2									
	CO3									
	CO4									
	CO5									
	CO6									
	CO7									

<b>Course Outcome</b>	On completion of this course, students will get knowledge about functional units, number System, devices and memory and storage and fundamentals of Data and data storage.
<b>Course Content</b>	<p><b>UNIT-1: Introduction</b></p> <ol style="list-style-type: none"> <li>1.1 Introduction of Computer</li> <li>1.2 Applications of Computer</li> <li>1.3 Types of Computers – Super Computers, Mainframes, Mini Computers, Micro computers(Desktop, Laptop, Notebook, Tablet, Smart Phones)</li> <li>1.4 Block Diagram and functional units of computer</li> <li>1.5 Concepts of Address Bus and Data Bus</li> <li>1.6 Concept of virtual memory and cache memory</li> <li>1.7. Hardware Components       <ol style="list-style-type: none"> <li>1.7.1. Motherboard</li> <li>1.7.2. Types of Processor (CPU and GPU)</li> <li>1.7.3. Memory: RAM(SRAM,DRAM, SDRAM), ROM, EPROM, EEPROM</li> </ol> </li> <li>1.8. Introduction to Software       <ol style="list-style-type: none"> <li>1.8.1. Purpose and significance of Operating System</li> <li>1.8.2. Concept of System Software and Application Software</li> </ol> </li> </ol> <p><b>UNIT-2: Number System</b></p> <ol style="list-style-type: none"> <li>2.1. Introduction of Decimal, Binary, Octal and Hexadecimal number Systems.</li> <li>2.2 Conversion of Decimal to Binary and Binary to Decimal</li> <li>2.3 Binary addition &amp; subtraction</li> <li>2.4 ASCII and ANSI character code</li> </ol> <p><b>Unit-3: Concepts of Internet</b></p> <ol style="list-style-type: none"> <li>3.1. Concepts of Internet and WWW       <ol style="list-style-type: none"> <li>3.1.1 Types of Internet Services</li> <li>3.1.2 Hardware – Modem, Router, Blue tooth, Fire-Stick</li> <li>3.1.3 Internet connections using Hotspot, WiFi, cable</li> </ol> </li> <li>3.2 Introduction of Cloud       <ol style="list-style-type: none"> <li>3.2.1 Concepts of cloud</li> <li>3.2.2 Purpose and application of Cloud ( Example of GoogleDoc)</li> <li>3.2.3 Concepts of Online Data Backup</li> </ol> </li> <li>3.3 Introduction of Web Browser and relevant terminologies :       <ol style="list-style-type: none"> <li>3.3.1 URL, Address bar, Domain, Links, Navigation Buttons</li> <li>3.3.2 Tabbed browsing, Bookmarks, History</li> </ol> </li> </ol> <p><b>Unit-4: Concepts of Data</b></p> <ol style="list-style-type: none"> <li>4.1 Concepts of Data and information</li> <li>4.2 Types of Data (Quantitative and Qualitative )</li> <li>4.3 Difference between structured and un structured data</li> <li>4.3 Storage and processing concepts of data       <ol style="list-style-type: none"> <li>4.3.1 Introduction of Data warehouse</li> <li>4.3.2 Introduction of Data lake</li> </ol> </li> <li>4.3 Concepts of Data Science       <ol style="list-style-type: none"> <li>4.3.1 Evolution of Data Science</li> <li>4.3.2 Roles of Data Science</li> </ol> </li> <li>4.4 Applications of Data Science in various fields</li> </ol> <p><b>UNIT-5: Understanding Data Collection and Data Pre-Processing</b></p> <ol style="list-style-type: none"> <li>5.1 Introduction of Data and Datasets</li> <li>5.2 Samples of Data and Datasets</li> <li>5.3 Data Pre-Processing Overview</li> <li>5.4 Concepts and need of data pre-process</li> <li>5.5 Concepts of Data Cleaning</li> </ol>

<b>Reference Books</b>	<ol style="list-style-type: none"> <li>1. How computer work: Ron White – Tech media</li> <li>2. Introduction to computers: 4th Edition – Peter Norton</li> <li>3. Fundamentals of Computers: V. Rajaraman</li> <li>4. Computer Fundamentals: Pradeep K. Sinha &amp; Priti Sinha (BPB)</li> <li>5. Introduction to Networking Rechar McMohan Tata McGraw Hill Publication</li> <li>6. HTML Black Book – Steven Holzner – Dreamtech Press</li> <li>7. Computer Network Fundamentals and application – R S Rajesh Vikas Publication</li> <li>8. HTML for the World Wide Web, Fifth Edition, with XHTML and CSS- Peachpit Press</li> <li>9. "Data Science from Scratch: First Principles with Python" by Joel Grus, ISBN: 978-1492041139, Publisher: O'Reilly Media.</li> <li>10. "Data Science for Business" by Foster Provost and Tom Fawcett, ISBN: 978-1449361327, Publisher: O'Reilly Media</li> <li>11. "Python for Data Analysis" by Wes McKinney, ISBN: 978-1491957660, Publisher: O'Reilly Media</li> <li>12. "The Elements of Statistical Learning: Data Mining, Inference, and Prediction" by Trevor Hastie, Robert Tibshirani, and Jerome Friedman, ISBN: 978-0387848, 570, Publisher: Springer</li> </ol>
<b>Teaching Methodology</b>	Class Work, Discussion, Self-Study, Seminars and/or Assignments
<b>Evaluation Method</b>	<p>50% Internal assessment. 50% External assessment.</p>