1. Basics of Computer Network

Define computer network, identifying basic networking elements and describing roles of Clients, Server, Peers, and Transmission Media & Protocols Network Services: File, print, Message, Database Application Identifying Differences bet. Centralized & distributed network architecture Identifying appropriate transmission media to meet a business need .Cable Media & Wireless Media, Network Connectivity devices, Modern repeaters ,Hubs Bridges, Multiplexes and routers

2. OSI Layers

Identifying 7 Layers of OSI
Physical Layer: Connection types used in Computer Network, Common Physical technologies used in computer
Network: BUS, Ring, Star, Cellular, Analog & Digital Signals, bandwidth
Data link Layer: Purpose of data link Layer, Switching Methods, Routing, Network layer connection services, Bridging
Transport Layer: Purpose of transport layer, Address name resolution, Flow control, Error control
Session Layer: Purpose of Session Layer, Session Administration, Dialog control methods
Presentation Layer: Purpose of Presentation Layer
Application Layer: Purpose of Application Layer

3. TCP/IP Fundamentals

Identifying Network Classes, obtain register IP address, Domains, how Host name, host table and DNS work. Windows Internet naming services (WINS), Subnets, Subnets mask Assigning and managing IP subnets.

4. Network Operating System

**Reference Books**

1. Computer Networks            Tanenbum  
2. Local area Networks           Keiser / D. Comer
1. LOGIC DEVELOPMENT:
Variable & Constants, Operators, Programming Constructs, Sequence, Selection Iteration.

2. INTRODUCTION TO FLOWCHARTING:

3. TECHNIQUES:
Flowchart For Computations, Flowcharts For Decision Making, Flowcharts For Loops Predefined Process, Arrays.

4. INTRODUCTION TO C DATA TYPES AND OPERATORS:
Instruction in C, Operators, Type Conversions, Operator precedence in C, Data Types Revisited
INPUT / OUTPUT:
Introduction, Unformatted I/O Functions, Formatted I/O Functions.

5. CONTROL STATEMENTS:
Decision Control Instruction, Loop control or Iteration instructions, Case Control Instructions, Jump Statements.

6. ARRAYS AND STRINGS:
Introduction, One Dimensional Array, Two Dimensional Arrays, Strings, String Library Functions, Two Dimensional Arrays of Characters.

7. FUNCTIONS:
What is a Function?, Why use Functions? Passing Value between Functions, Scope Rule of Functions, Advanced features of Functions.

8. POINTERS:
Pointers Overview, Pointers and Functions, Pointers and Arrays, Dynamic Memory Allocation, Pointers to Pointers.

9. STRUCTURES
Introduction, Declaring a Structure and Union, Array of Structure, Assigning a Structure variable to another variable, Nesting of Structure, Passing a Structure variable to a Function, Pointers and Structures, User defined Data Types.

10. FILE MANIPULATION:
Introduction, Unformatted High level Disk Input Output functions, Character Input output in Files, Command Line Arguments, String Input Output in Files, Formatted High level Dist I/O Functions, Direct Input Output,

**Reference Books:**

1. The spirit of C - Mulish Cooper
2. Programming in ANSI C - Bal guru swami
3. Let us C - Yashwant Kanitkar
4. Data Structure Using C - Tenenbaum
1. **System Concept and the information system environment**
System concept definition, Characteristics of system, Boundaries and interface, Open and closed system, Types of system

2. **Phases of Software Development Life Cycle**
What are problem, Feasibility study, analysis, design, implementation, and maintenance

3. **The role of System analyst**
Academic and professional qualifications, the multifaceted role of the analyst, Change agent, Investigation and monitoring, Architect, Psychologist, The analyst/ User Interface, MIS organization

4. **Different approaches to Software Development**
Waterfall model, Spiral Model, Prototyping, RAD, Object oriented

5. **Structured System Analysis Tools and Techniques**
Fact finding tools and techniques, Functional Decomposition Diagram (FDD)
ER model (Data Modeling), Data Flow Diagram (Process Modeling)

6. **Database Design Methods**
Mapping ER diagram, Data Normalization techniques

7. **Logic representation techniques**
Decision trees, Decision tables, Structured English

8. **User interface design**
Input data, input media and devices, output design, form design, classification of form, form control

9. **System testing and quality assurance**
Nature of test data, test plan, system testing, quality assurance, audit trail

10. **Hardware and software selection and system maintenance**
Hardware suppliers, software suppliers, service suppliers, procedure for hardware and software selection, system maintenance, reducing maintenance cost.

11. **Software project management and implementation**
Request for review, review plan, software maintenance, Maintenance procedure, Why do system fails, project management

System security, Recovery planning

Reference Books:

1. System Analysis and Design - V. Raja Raman
2. Introduction to System Analysis - Skidmore
3. Introduction to System Design - Skidmore
4. System Analysis and Design - Elias M. Awad
1. **Nature of management**:
   a. Meaning, Definition
   b. Nature of mgmt.
   c. Importance of mgmt.
   d. Functions of mgmt.
   e. Management as an art, a science and a profession
   f. Distinguish between management, organization and administration

2. **Evolution of Mgmt. thought**:
   a. Contribution of F.W.Taylor
   b. Contribution of Henry Fayol
   c. Contribution of Elten Mayo
   d. Various approaches to management

3. **Planning**:
   a. Meaning, definitions
   b. Nature, objectives
   c. Importance
   d. Process of planning
   e. Types of plans
   f. Advantages
   g. Disadvantages

4. **Forecasting**:
   a. Meaning
   b. Methods
   c. Techniques
   d. Sales forecasting:
       a. methods of sales forecasting
   e. advantages

5. **Decision making**:
   a. Meaning and definitions
   b. Types of decisions
   c. Process of decision making

6. **Organizing**:
   a. Meaning and definitions
   b. Importance of organizing
   c. Features of organizational structure
   d. Types of organization:
       a. Line
       b. Line and staff
       c. Functional
       d. Committee
   e. Departmentalization
   f. Span of management
   g. Delegation of authority
h. Centralization and decentralization

**Reference Book:**

1. Principles & practices of management – Dr. Shejwalkar
3. Principles and practice of Management – Dr. P. C. Pardeshi (Ujwal Prakashan)
UNIT 1 - Basics of Operating systems.

Definition, functions of operating systems. Typical operating systems - Dos, Window. Types of windows and its basic features

UNIT 2

PROCESSOR MANAGEMENT:
Introduction to State Model, Job Scheduling, Process Scheduling, Multiprocessor Systems, Process Synchronization.

DEVICE MANAGEMENT:

UNIT 3

MEMORY MANAGEMENT:

INFORMATION MANAGEMENT:

UNIT 4

INTERDEPENDENCIES: PERFORMANCE EVALUATION
Memory Management, Processor Management, Device Management, Information Management, Influences, Swapping versus Paging

FILE SYSTEM:
Add File system, File management, types of file systems and security for the same. Disk management and backup management for the same. Types of backup

Reference Books:

Operating System Concepts : Silberschatz, Galvin