Lesson Plan(2023-2024)

Discipline: Civil/Mechanical	Semester: 1st	Name Of The Teaching Faculty: Priyadarshini Acharya
Subject: Computer Application	No. Of Days/Week Class Allotted: 4	No. Of Weeks:15 From – 16.08.2023 to 11.12.2023

Week	Class Day	Theory Topics
1st	1st	**Chapter 1: COMPUTER ORGANIZATION:** Introduction to computer, Evolution of computer, Generation of computer
	2nd	Define classifications of computer
	3rd	Basic organization of computer(Functional Block Diagram)
	4th	Input Devices, CPU, Output Devices
2nd	1st	Computer Memory and Classification of Memory
	2nd	**Chapter 2: COMPUTER SOFTWARE :** Software concept, System software, Application software
	3rd	Overview of operating system Objectives and Functions of O.S, Types of Operating System(Batch Processing, Multiprogramming, Time Sharing Operating System)
	4th	Features of DOS, define commands in Dos and its uses
3rd	1st	Define WINDOWS and UNIX ,Programming Languages Compiler , Interpreter
	2nd	Computer virus, Different Types of computer virus, Detection and prevention of Virus
	3rd	Applications of computers in different domain

	4th	**Chapter 3: COMPUTER NETWORK AND INTERNET :** What is internet and its use in world , Internet process
4th 4	1st	Networking Concepts
	2nd	Networking Protocol
	3rd	Date Transmission mode(Simplex mode, half-duplex mode, full-duplex mode)
	4th	Connecting Media(Twisted pair cable, co-axial cable, fibre optic cable)_
5th 5	1st	Network Topologies(Bus, star, ring, tree, mesh)
	2nd	Types of Network(LAN, MAN, WAN, PAN)
	3rd	Uses of network
	4th	Networking Devices like Hub, Repeater, Switch, Bridge, Router, Gateway & NIC
6th 6	1st	What is Internet and define their services
	2nd	Internet Services like E-Mail, WWW, FTP, Chatting
	3rd	Internet Conferencing, Electronic Newspaper & Online Shopping
	4th	Different types of Internet connectivity and ISP
7th 7	1st	**Chapter 4: FILE MANAGEMENT AND DATA PROCESSING:** What is file and folder
	2nd	How to create a folder in our computer
	3rd	How to use file and folder in computer system

	4th	What is data processing and use of file and folder
8th	1st	What is file access , method, file storage method
	2nd	Define types of file access and storage method sequential, direct method
	3rd	ISAM(Index Sequential access method)
	4th	Define use and process of ISAM
9th	1st	Define Data Capture method
	2nd	Define Data storage method
	3rd	Define Data processing method
	4th	Define Retrieval method
10th	1st	**Chapter 5: PROBLEM SOLVING METHODOLOGY:** Define problem solving methodology
	2nd	What is Algorithm, Define its functions, it's types
	3rd	Algorithm methods like symbols, start, end etc
	4th	Define Problem Solving through Flowchart and define many problems
11th	1st	Define Pseudo Code
	2nd	Define Generation of programming languages and their uses
	3rd	What is Structured programming Language

		4th	Examples of Problem solving through Flowchart
12th		1st	**Chapter 6: OVERVIEW OF C-PROGRAMMING LANGUAGE:** What is C-programming language
		2nd	Define programming languages like C, C++, JAVA, PYTHON etc
		3rd	What is Constant and Define Variable
		4th	Difference between the Constants and variables, Define Data types in C Managing Input and Output Operations
13th		1st	What is Operators, Define types and functions of Operators
		2nd	What is Expression, Type Conversion and Type Casting
		3rd	Decision Control and Looping statements(If, If-else, If-else-if, Switch, While, Do- while, For, Break, Continue & Go to)
		4th	Programming Assignments using the above features
14th		1st	**Chapter 7: ADVANCED FEATURES OF C:** Features of C-programming
		2nd	Functions and Passing Parameters to the Function (Call by Value and Call by Reference)
		3rd	Differences between the Call by Value and Call by Reference in C-programming
		4th	What is Scope of Variables and Storage Classes in C-programming
15th		1st	What is Function, Define Recursion and types of Recursion function
		2nd	What is Array, Define types of Array , One Dimensional Array and Multi Dimensional Array

	3rd	What is String Operations and Pointers
	4th	Pointer Expression and Pointer Arithmetic Programming Assignments using the above features. Structure and Union (Only concepts, No Programming)