

NME I: FUNDAMENTALS OF INFORMATION TECHNOLOGY

Credits: 2

Hours: 30

Objective: To teach the basics of Computer and algorithm writing.

UNIT – I

Introductory concepts: History - Generation - Classification - Block diagram - Memory units – Auxiliary storage devices – Magnetic Disk – Magnetic Tape – Compact Disk.

UNIT - II

Input Devices: Key board, Mouse, Joystick, Scanner

Output devices: Monitor, Printer – Types of printer – Plotter

Software categories – Operating systems – DOS – UNIX – WINDOWS .

UNIT – III

Database Management Systems - Programming languages – C, C++, Java - Steps to write a program – Algorithm – Flow Chart - Flow chart symbols

UNIT - IV

Algorithms and Flowcharts: Even or Odd – Fahrenheit to Celsius Conversion – Area of a Square – Area of a Rectangle – Simple interest.

UNIT – V

Algorithms and Flowcharts: Biggest among the given three numbers – Roots of the Equation – Printing the Series $1+2+3+4+\dots+n$ and $1+3+5+\dots+n$ - Sum of the given n numbers

TEXT BOOK

1. Alexis Leon and Mathews Leon, “Fundamentals of Information Technology”, Vikas, 1999
2. Willams, Sawyer and Hutchinson, “Using Information Technology”, Tata McGraw Hill, Third Edition, 2000.
3. Ananthi Sheshasaayee and G.Shashasaayee, “Programming Language C with Practicals”, Margham Publications, 2000.