

GANPAT UNIVERSITY									
FACULTY OF ENGINEERING AND TECHNOLOGY (DIPLOMA PROGRAMMES)									
Programme		Diploma Engineering			Branch/Spec.		Computer Engineering / Information Technology		
Semester		I			Version		1.0.0.0		
Effective from Academic Year			2018-19		Effective for the batch Admitted in			June 2018	
Subject code		1ES107	Subject Name		Computer Workshop				
Teaching scheme					Examination scheme (Marks)				
(Per week)	Lecture(DT)		Practical(Lab.)		Total	CE	SEE	Total	
	L	TU	P	TW					
Credit	0	0	2	0	2	Theory	00	00	00
Hours	0	0	4	0	4	Practical	60	40	100
Re-requisites:									
None									
Learning Outcome:									
The theory should be taught and practical should be carried out in such a manner that students are able to acquire different learning out comes in cognitive, psychomotor and affective domain to demonstrate following course outcomes.									
<ul style="list-style-type: none"> • Student can be able to identified basic computer hardware parts. • Student can be able to install operating system and applications. • Student can learn how to remain safe on Internet. 									
Practical syllabus									
Unit	Content								Hrs
1	Introduction Computer System Definition, History, Hardware, Software, Firmware, Computer Block Diagram								6
2	Computer Hardware Basic Parts of Computer: Input, Output, Storage, Processing, SMPS								12
3	Computer Software Definition: Code, Program, Software, Types of Software								8
4	Introduction to Operating System Definition, Importance of Operating System, Types of Operating System, Computer and Mobile operating system, Files, Directory, Booting, Booting Process, Installation of Some Operating System (Windows Xp. Windows 7, Windows 10, Ubuntu), Make a system level changes with Control Panel, Registry, Updating Operating system, Backup and Restore, Component of Desktop, Installation of Different software like Office, Antivirus etc, Browser etc, Scanning of System for Virus,								12
5	Networking Definition, Types of Network, Topology, Making small network, Access system remotely with Remote desktop and Team Viewer.								10
6	Internet Introduction, Web Browser, Choosing a Password: Bad Passwords, Good Passwords, creating an email id, Web-based E-mail Programs, E-mail through a specialist program (Outlook, Thunderbird), Google Drive, Malicious Software, Phishing, Piracy, Stay safe in Social Media								12
Practical content									
<ol style="list-style-type: none"> 1. Study about Computer Hardware, Software and Firmware. 2. Study about Computer Block Diagram and it's Working. 3. Study and demonstrate the Input devices. 4. Study and demonstrate the Output devices. 5. Study and demonstrate the Processor. 									

6. Study and Demonstrate the SMPS.
7. Study about code, Program and software.
8. Study about Types of software.
9. Research at least 8 operating system and give advantages and disadvantages of them.
10. Installation of windows 7 operating system.
11. Installation of windows 8 operating system.
12. Installation of Ubuntu Operating system.
13. Tweaking operating system with control panel and Registry.
14. Perform backup and restore.
15. Installation of applications like Office, Browser.
16. Scanning the System for Virus.
17. Making a small LAN in Laboratory.
18. Access system Remotely with Remote desktop and Team viewer.
19. Demonstrate how to create an email id.
20. Study about Google Drive.
21. Sharing document with Google Drive.
22. Creating the form in Drive.
23. Assembling of PC

Text Book

1	Computer Fundamentals, Architecture & Organisation by B.Ram (New Age International)
2	The Complete PC Upgrade & Maintenance Lab Manual by Richard Mansfield, Evangelos Petroustos (SYBEX)

Web References:

Contain should be refer on the internet
https://en.wikibooks.org/wiki/Computers_for_Beginners
<https://lifehacker.com/5826509/how-to-build-a-computer-from-scratch-lesson-1-hardware-basics>
<https://www.gcflearnfree.org/computerbasics/understanding-operating-systems/1/>
<https://carleton.ca/its/2016/social-media-safety/>