## IT TOOLS AND APPLICATIONS

| Contents | Lecture No. |
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| Computer Appreciation <br> Characteristics of Computers, Input, Output, storage units, CPU, computer system, Binary number <br> system, Binary to Decimal Conversion, Decimal to Binary Conversion, Binary coded Decimal <br> (BCD) Code, ASCII Code. |  |
| Computer Organization <br> Central Processing Unit <br> Control Unit, Arithmetic Unit, Instruction Set, Register, Processor Speed. <br> Memory | $(3-5)$ |
| Main memory: Storage evaluation criteria, memory organization, capacity, RAM, read only <br> memories. Secondary Storage Devices:- Magnetic disks, floppy and hard disks, optical disks CD- <br> ROM, mass storage devices. |  |
| Input Devices <br> Keyboard, Mouse | (6) |


| and graphs- -Creating, previewing, modifying charts. Integrating word processor spread sheets, <br> web pages. |  |
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| Presentation Package <br> Creating, Opening and Saving Presentations using Microsoft PowerPoint, Creating the look of your <br> presentation, Working in different views, Working with Slides, Adding and Formatting Text, <br> Formatting paragraphs, Checking spelling and correcting typing mistakes, Making notes pages and <br> handouts, Drawing and working with objects, Adding Clip Art and other pictures, Designing Slide <br> shows, running and controlling a slide show, Printing Presentations. |  |
| Flow Charts | (27-28) |
| Input Devices <br> Trackball, joystick, Scanner, OMR, Bar-code reader, MICR digitizer, card reader, voice <br> recognition, web cam, video cameras. <br> Output Devices <br> Printers Dot matrix, Inkjet, Laser, Plotters, Computer Output Microfilm (COM), Multimedia <br> Projector, Speech Synthesizer; Dumb, Smart and Intelligent Terminal. | $\left(\begin{array}{l}\text { (29-30) }\end{array}\right.$ |
| Computer Software <br> Relationship between Hardware and Software; System Software, application Software, compiler, <br> names of some high level languages, free domain software's. | $(31)$ |
| Operating Systems <br> Main functions of an operating system, file management, file structure, file access method, file <br> operations, file naming, directories, some popular operating system ---, MS-Windows NT, Unix, <br> Linux. | $(32-33)$ |
| Multimedia <br> What is Multimedia, Text, Graphics, Animation, Audio, images, Video; Multimedia application in <br> education, entertainment, marketing. | $(34)$ |
| Information Technology and Society <br> Application of information technology in Railways, Airlines, Banking, Insurance, Inventory <br> control, Financial systems, Hotel management, Education, Video games, Telephone <br> exchanges, Mobile phones, Information kiosks, special effects in Movies, etc. | $(35-37)$ |
| Review |  |
| Final Test <br> Practical Test | $(38-39)$ |

