Basic level FM: 100 P: 40

Subject: Computer Time: 3:00

Subject: Computer Science Full Marks: 100 Time: 3 Hours

Section: A

Unit 1. Computer Fundamentals, Number System and Digital Logic

- 1.1 Fundamentals of computer
- 1.2 Computer Hardware: Input device, Output device, Hardware interface, Storage devices
- 1.3 Computer Architecture, Central processing unit, Control unit, Computer arithmetic, input output organization, memory organization
- 1.4 Number system, Binary Arithmetic, Base Conversion
- 1.5 Boolean Logic and Boolean algebra
- 1.6 Introduction to digital system, Logic gates and Boolean algebra, Boolean function
- 1.7 Concept of Sequential and Combinational Circuits
- 1.8 Concept of Microprocessor

Unit 2. Computer Application, Multimedia and Graphics

- 2.1 Computer software and its classification
- 2.2 Office Automation application: Word processor, Spread Sheet and Presentation
- 2.3 Database packages and its applications
- 2.4 Concept Multimedia, Component of Multimedia: Text, Graphics, Audio, Video and Animation
- 2.5 Application of Multimedia, Computer Graphics (image size, format and editing)
- 2.6 Use of Computer Application and Multimedia in teaching and learning

Unit 3. Programming Concepts and Object-Oriented Programming

- 3.1 Programming Language Translators, Pseudo code, Algorithm and Flow chart
- 3.2 Programming in QBasic, Opening, reading and writing data file, modular programming approach, function and Sub procedure
- 3.3 Programming Language types and generations
- 3.4 C-Programming: Key words, identifier's, data types, constants and variables, input, output and control statement, functions, array, pointer, structure and file handling concept
- 3.5 Object Oriented Programming (OOP): Class, Object, Encapsulation, Polymorphism and Inheritance, Object Oriented Programming with C++ and Java Programming

Unit 4. Web Technology

- 4.1 Concept of Internet and Email
- 4.2 Internet technology: WWW, Social Media and Web 2.0, Tire architecture, HTTP
- 4.3 HTML Tag and web site design concept
- 4.4 CSS (Inline, embedded and external) and JavaScript
- 4.5 Concept of PHP and MySQL
- 4.6 Content Management System (CMS) and Practices

Unit 5. Computer Network and Data Communication

- 5.1 Concept of Telecommunication and Computer Networking
- 5.2 Data communication and communication System
- 5.3 Elements of Data Communication/Transmission, Simplex, Half duplex and Full duplex communication mode
- 5.4 Concept of LAN and WAN, Transmission Medium: Guided and Unguided, Elements of Network
- 5.5 Types of Network, Network Architecture, Topologies, Protocols
- 5.6 OSI reference model and TCP/IP model

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- 5.5 Types of Network, Network Architecture, Topologies, Protocols
- 5.6 OSI reference model and TCP/IP model
- 5.7 Network Security, Conventional Encryption, Cryptography, Authentication and Public Key Infrastructure (PKI)VPN

Section: B

Unit 6. Data Structure, Algorithm and Database Management System

- 6.1 Introduction to Data Structure and Algorithm
- 6.2 Stacks, Queues and Lists, Sorting and Searching algorithms, Tree and Graph
- 6.3 Concept of Database model: Relational Model, Entity Relationship Data Model

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- 6.4 DDL, DDL and DCL, Relational Algebra, Structured Query Language (SQL) and Integrity constraints
- 6.5 Database Normalization (1NF, 2NF, 3NF and BCNF)
- 6.6 Concurrency Control and Transaction Processing
- 6.7 Database security and recovery
- 6.8 Concept of Distributed Database, NoSQL, Bigdata, Data warehouse and data mining

Unit 7. Operating System

- 7.1 Introduction of Operating System,
- 7.2 Window operating system and Basic Operation
- 7.3 Open source operating system and mobile operating system,
- 7.4 Process management,
- 7.5 Memory management,
- 7.6 Storage management,
- 7.7 System administration using Linux

Unit 8. Software Development and Software Project Management

- 8.1 Fundamentals of System Analysis and System Design,
- 8.2 Feasibility Analysis,
- 8.3 Software process and software development model
- 8.4 Requirement Engineering and Software Architecture
- 8.5 Software testing, Verification and Validation
- 8.6 Software Re-engineering
- 8.7 Software Project Management: initiation, planning, execution and closing

Unit 9. Recent Technology, Ethical and Social Issue

- 9.1 Concept of Cloud Computing: SaSS, PaSS, IaSS
- 9.2 Concept of Artificial Intelligence: Virtual Reality, IoT, Augmented Reality

- 9.3 e-Enable Services: E-Governance, e-commerce, e-medicine
- 9.4 Ethical and Social Issues in ICT: Security threats, Malicious software and Spam, malicious codes, security and ethical challenge, Digital Citizenship, Digital Footprint, Opportunities and threats in Social Media, Digital society and computer ethics, Cybercrime,
- 9.5 Authentication systems: Password, biometric, Firewalls, Antivirus software,
- 9.6 Backup System, Hardware Security, Power protection device (Volt guard, Spike guard, UPS)
- 9.7 Intellectual Property Right, Concept of Digital Signature, Cyber law in Nepal

Unit 10. ICT in Education

- 10.1 ICT Education and ICT in Education
- 10.2 Learning theory and practices: Constructivism, Connectivism, Network, PBL
- 10.3 E learning and ICT Éducation pedagogy: e-learning Concept and Characteristics, ICT integrated lessons, ICT in Assessment.
- 10.4 e-Learning 3.0 and ICT educational tools
- 10.5 Learning Management System: MOODLE based learning Management system
- 10.6 ICT for Teacher Professional Development, Teachers ICT competencies
- 10.7 ICT in Education in ICT policy in Nepal and Digital Nepal Framework

Units	Content Area	Question	Mark
	Section A		
1	Computer fundamental, Number system and Digital Logic	1	10
2	Computer Application, Multimedia and Graphics	1	10
3	Programming Concept and Object-Oriented Programming	1	10
4	Web Technology	1	10
5	Computer Network and Data Communication	1	10
	Section B		
6	Data Structure, Algorithm and Database Management System	1	10
7	Operating System	1	10
8	Software Development and Software Project Management	1	10
9	Recent Technology, Ethical and Social Issue	1	10
10	ICT Education	1	10
	Total	10	100