



Course Outline Form

ODD SEMESTER 2019

Dear Student: Course outlines are intended to provide students with an overall plan for a course to enable them to function efficiently and effectively in the course.

*Academic Programs
BSc Computer
Science
EMEA College
Kondotty*

Course Outline : COMPUTER FUNDAMENTALS AND HTML (2018-2019)

Name of the Stream	Science
Name of the Programme	BSc Computer Science
Name of the Course	COMPUTER FUNDAMENTALS AND HTML
Nature of the Course	Core Course
Semester	First
Lecturer(s)	45 Lectures approx.
Name of the Coordinator	Riyad AM
Year	2018-2019
No of Credits	3
No of Contact Hours	45
Course Description	Provides a foundation on the fundamentals of computer science and HTML
Course Objectives	<input type="checkbox"/> To equip the students with fundamentals of Computer <input type="checkbox"/> To learn the basics of Computer organization <input type="checkbox"/> To equip the students to write algorithm and draw flow chart for solving simple problems <input type="checkbox"/> To learn the basics of Internet and webpage design
Course Outcome	Learns the fundamental theories in the field of computer science and also learns the basics of web platform with HTML.
Assessment Method	Assignments Practical Tests Term Exam Seminars Lab Experiments
Teaching Methods Used	Lectures Collaborative Learning LMS Class Discussion Case Studies Seminars Project Presentations Powerpoint Slides
Textbook	1. Sinha. P.K, Computer Fundamentals, BPB Publications 2. Ram. B, Computer fundamentals, New Age International Pvt. Ltd Publishers 3. Rajaraman V and Radhakrishnan, An introduction to Digital computer Design. PHI.

References	Reference Books 1. Thomas L Floyd, Digital Fundamentals, Universal Book Stall 2. Bartee T.C, Digital Computer Fundamentals, THM
Internet Resources	people.bu.edu › baws › computer fundamental https://www.tutorialspoint.com › computer_fundamentals lecturenotes.in › materials › 14323-computer-fundamentals w3schools.com (for HTML)

Internal Exam Pattern

Items	Marks/20	Marks/15
Assignment	4	3
Test Paper(s)/Viva voce	8	6
Seminar/Presentation	4	3
Class Room Participation based on Attendance	4	3
Total	20	15

External Exam Pattern

Question Type	No of Question	Marks/Question	Total Marks
Short Questions(2-3 Sentences)	15	2	Ceiling 25
Paragraph / Problem Type	8	5	Ceiling 35
Essay Type	2 out of 4	10	20
Total			80
Time			2.5 hrs

Graduate Attributes	<p>Name of the Course: COMPUTER FUNDAMENTALS AND HTML</p> <p>Knowledge</p> <p>Academic and Intellectual Skills</p> <p>Self Learning</p> <p>Collaborative Learning</p> <p>Professional Skills</p> <p>Team Work and Leadership</p> <p>IT Skills</p> <p>Problem Solving Skills</p> <p>Entrepreneur Aptitude</p> <p>Personal Skills</p> <p>Creative Thinking</p> <p>Application Skills</p> <p>Attitude and Values</p> <p>Ethical Commitment</p> <p>Global Citizen</p> <p>Nation Building</p>
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Course Schedule

5 Units which includes concepts of hardware and software, number system, fundamentals of problem solving, basics of web design and HTML with CSS.

Week 18

Contact Details

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