

ARYAN INSTITUTE OF ENGINEERING & TECHNOLOGY (POLYTECHNIC), CTC
LESSON PLAN 2022-23

Discipline : Computer Science & Engineering	Semester : 1st	Name of the Teaching Faculty : Subhashree Samantaray	
Subject : Computer Application	No. of Days/per week class allotted : 04days/04classes	Semester From Date :	To Date :
WEEK	CLASS DAY	THEORY TOPICS	
1 st	1 st	1. COMPUTER ORGANISATION Introduction to Computer	
	2 nd	Evolution of Computers	
	3 rd	Generation of Computers	
	4 th	Classification of Computers	
2 nd	1 st	Basic Organisation of Computer (Functional Block diagram)	
	2 nd	Input Devices,	
	3 rd	CPU &	
	4 th	Output Devices	
3 rd	1 st	Computer Memory	
	2 nd	Classification of Memory	
	3 rd	2. COMPUTER SOFTWARE Software concept	
	4 th	System software, Application software	
4 th	1 st	Overview of Operating System	
	2 nd	Objectives and Functions of O.S	
	3 rd	Types of Operating System: Batch Processing	
	4 th	Multiprogramming, Time Sharing OS	
5 th	1 st	Features of DOS	
	2 nd	Windows and UNIX	
	3 rd	Programming Languages Compiler, interpreter	
	4 th	Computer Virus	
6 th	1 st	Different Types of computer virus	
	2 nd	Detection and prevention of Virus	
	3 rd	Application of computers in different Domain	
	4 th	3. COMPUTER NETWORK AND INTERNET Networking concept	
7 th	1 st	Protocol, Connecting Media	
	2 nd	Data Transmission mode	
	3 rd	Network Topologies	
	4 th	Types of Network	
8 th	1 st	Networking Devices like Hub, Repeater, Switch, Bridge, Router, Gateway & NIC	
	2 nd	Internet Services like E-Mail, WWW, FTP, Chatting, Internet Conferencing,	

		Electronic Newspaper & Online Shopping
	3 rd	Different types of Internet connectivity and ISP
	4 th	4. FILE MANAGEMENT AND DATA PROCESSING Concept of File and Folder
9 th	1 st	File Access and Storage methods Sequential, Direct, ISAM
	2 nd	Data Capture, Data storage
	3 rd	Data Processing and Retrieval
	4 th	5. PROBLEM SOLVING METHODOLOGY Algorithm, Pseudo code and Flowchart
10 th	1 st	Generation of Programming Languages
	2 nd	Structured Programming Language
	3 rd	Examples of Problem solving through Flowchart
	4 th	6. OVERVIEW OF C PROGRAMMING LANGUAGE Constants, Variables and Data types in C
11 th	1 st	Managing Input and Output operations
	2 nd	Operators, Expressions, Type conversion & Typecasting
	3 rd	Decision Control and Looping Statements (If, If-else, If-else-if,
	4 th	Switch, While, Do while,
12 th	1 st	For, Break, Continue & Goto)
	2 nd	Programming Assignments using the above features.
	3 rd	7. ADVANCED FEATURES OF C Functions and Passing Parameters to the Function
	4 th	(Call by Value and Call by Reference)
13 th	1 st	Scope of Variables and
	2 nd	Storage Classes
	3 rd	Recursion Function and
	4 th	Types of Recursion
14 th	1 st	One Dimensional Array and
	2 nd	Multidimensional Array
	3 rd	String Operations and
	4 th	Pointers
15 th	1 st	Pointer Expression and Pointer Arithmetic Programming
	2 nd	Assignments using the above features
	3 rd	Structure and Union (Only concepts, No Programming)
	4 th	Question answer discussion