

DIVINE COMPUTER CENTER, NEW SIAHA



Basic Computer Course [BCC]

Objective:

The course is designed to aim at imparting a basic level appreciation programme for the common man. After completing the course

- the incumbent will be able to the use the computer for basic purposes of preparing his personnel / business letters
- Will be able to create data and basic operation with data using spreadsheet.
- Will be able to create and use basic presentation
- Will be able to view information on Internet (the web)
- Will be able to create email account and send / receive emails
- Will be able to use Digital Financial Services
- Will be able to use Social Media, e-Governance and their usage etc.

The course will allow common man or housewife to be part of computer users list by making them Digitally Literate. This helps the small business communities, housewives to maintain their small account using the computers and enjoy in the world of Information Technology.

The module on financial literacy will enable the individuals to understand the various financial services and be aware of the various schemes of Government.

Duration:

36 Hours - (Theory: 14 hrs + Practical: 22 hrs)

This course can also be offered as 6 days full time intensive course.

Eligibility:

No minimum qualification is required for applying and appearing for the examination in Basic Computer Course (BCC).

Detailed Syllabus and Learning Outcome:

S.	Chapter Name	Course Outline	Duration		Learning Outcome
No.			(Hours))	
			Theory	Lab	
1	Chapter-1	1.0 Introduction	2	1	After completion of this
	Introduction to	1.1 Objectives			chapter, the candidate will
	Computer	1.2 Computer and Latest IT gadgets			be able to:
		1.2.1 Computers & its applications			• Aware about
		1.2.2 IT gadgets and their applications			computers, IT gadgets
		1.3 Basics of Hardware and			and their applications.
		Software			• Get familiar with
		1.3.1 Hardware			various input, output
		1.3.1.1 Central Processing Unit			and hardware
		1.3.1.2 Input devices			components of a
		1.3.1.3 Output devices			computer along with



		1.3.1.4 Computer Memory & storage			storage devices.
		1.3.1.5 Connecting Keyboard, Mouse,			• Get familiar with how
		Monitor and Printer to CPU			the keyboard, mouse,
		1.3.2 Software			monitor and printer are
		1.3.2.1 Application Software			connected to CPU
		1.3.2.2 Systems Software			• Get familiar with
		1.3.2.3 Mobile Apps			
		1.4 Summary			J 1
		· · · · · · · · · · · · · · · · · · ·			softwares used for
		1.5 Model Questions and Answers			computer and mobile
					apps.
2	Chapter-2	2.0 Introduction			After learning this chapter,
	Introduction to	2.1 Objectives	2	2	candidate will:
	Operating	2.2 Operating System			Well acquainted with
		2.2.1 Operating Systems for			Operating System and
		Desktop and Laptop			its applications for both
		2.2.2 Operating Systems for Mobile			desktop and mobile
		Phone and Tablets			devices.
		2.3 User Interface for Desktop and			able to identify various
		Laptop			desktop screen
		2.3.1 Task Bar			*
		2.3.2 Icons & Shortcuts			components and
					modify display
		2.3.3 Running an Application			properties, date, time
		2.4 Operating System Simple Setting			etc.
		2.4.1 Using Mouse			able to add and remove
		2.4.2 Changing System Date and Time			new program and
		2.4.3 Changing Display Properties			features, manage files
		2.4.4 To Add or Remove Program and			and folders.
		Features			Get aware of various
		2.5 File and Folder Management			types of file extensions.
		2.6 Types of File Extensions			types of the extensions.
		2.7 Summary			
		2.8 Model Questions and Answers			
3.	Chapter-3	3.0 Introduction			After completion of this
٥.	Chapter 5	3.1 Objective	2	4	chapter, candidate will
	Word	3.2 Word Processing Basics			have
	Processing	3.2.1 Opening Word Processing			Basic Knowledge of
	Troccssing	Package			
					Word Processing, their
		3.2.2 Title Bar, Menu Bar,			usage, details of word
		Toolbars & Sidebar			processing screen.
		3.2.3 Creating a New Document			Opening, saving and
		3.3 Opening and Closing Documents			printing a document
		3.3.1 Opening Documents			including pdf files.
		3.3.2 Save and Save As			• Document creation,
		3.3.3 Closing Document			formatting of text,
		3.3.4 Using The Help			paragraph and whole
		3.3.5 Page Setup			document.
		3.3.6 Print Preview			• Inserting Header and
		3.3.7 Printing of Documents			Footer on the
		3.3.8 PDF file and Saving a Document			
		and the second s			document



		as PDF file			• Finding text on a word
		3.4 Text Creation and manipulation			document and
		3.4.1 Document Creation			correcting spellings.
		3.4.2 Editing Text			• Able to insert and
		3.4.3 Text Selection			manipulate tables,
		3.4.4 Cut, Copy and Paste			enhance table using
		3.4.5 Font, Color, Style and Size			borders and shading
		selection			features.
		3.4.6 Alignment of Text			Toutalos.
		3.4.7 Undo & Redo			
		3.4.8 AutoCorrect, Spelling & Grammar			
		3.4.9 Find and Replace			
		3.5 Formatting the Text			
		3.5.1 Paragraph Indentation			
		3.5.2 Bullets and Numbering			
		3.5.3 Change case			
		3.5.4 Header & Footer			
		3.6 Table Manipulation 3.6.1 Insert & Draw Table			
		3.6.2 Changing cell width and height			
		3.6.3 Alignment of Text in cell			
		3.6.4 Delete / Insertion of Row, Column			
		and Merging & Splitting of			
		Cells			
		3.6.5 Border and Shading			
		3.7 Shortcut Keys			
		3.8 Summary			
		3.9 Model Questions and Answers			
4.	Chapter-4	4.0 Introduction			After completion of this
		4.1 Objectives	2	4	chapter, candidate will
	Working with	4.2 Elements of Spread Sheet			have good hands-on
	Spreadsheet	4.2.1 Creating of Spread Sheet			practice on
	-	4.2.2 Concept of Cell Address [Row			Basic Knowledge of
		and Column] and selecting a			Spreadsheet
		Cell			Processing, their usage,
		4.2.3 Entering Data [text, number,			details of Spreadsheet
		datel in Cells			screen.
		4.2.4 Page Setup			 Opening, saving and
		4.2.5 Printing of sheet			printing a sheet.
		4.2.6 Saving Spread sheet			
		4.2.7 Opening and Closing			· · · · · · · · · · · · · · · · · · ·
		4.3 Manipulation of Cells & Worksheet			inserting and editing
		4.3.1 Modifying / Editing Cell			data in cells.
		Content			Managing Cell heights
					and automatically
		4.3.2 Formatting Cell (Font,			filling the values using
		Alignment, Style)			AutoFill
		4.3.3 Cut, Copy, Paste & Paste			 Inserting and deleting
		Special			rows /columns.
		4.3.4 Changing Cell Height and			• Applying basic



			1		
		Width			formulas and functions.
		4.3.5 Inserting and Deleting Rows,			
		Column			
		4.3.6 AutoFill			
		4.4 Formulas, Functions and Charts			
		4.4.1 Using Formulas for Numbers			
		(Addition, Subtraction,			
		Multiplication & Division)			
		4.4.2 AutoSum			
		4.4.3 Functions (Sum, Count,			
		MAX, MIN, AVERAGE)			
		4.5 Summary			
		4.6 Model Questions and Answers			
5.	Chapter-5	5.0 Introduction		2	After completion of this
		5.1 Objectives	2	3	chapter, candidate will
	a	5.2 Creation of Presentation			have good hands-on
	Creating	5.2.1 Creating a Presentation Using a			practice on
	Presentations	Template			Basic Knowledge of
		5.2.2 Creating a Blank Presentation			presentations.
		5.2.3 Inserting & Editing Text on Slides			• Opening/saving a
		5.2.4 Inserting and Deleting Slides in a			presentation and
		Presentation			printing of slides and
		5.2.5 Saving a Presentation			handouts.
		5.3 Manipulating Slides			Manipulate slides to
		5.3.1 Inserting Table			enhance the look of the
		5.3.2 Adding ClipArt Pictures			slides as well as whole
		5.3.3 Inserting Other Objects			presentation by
		5.3.4 Resizing and Scaling an Object			inserting a picture,
		5.4 Presentation of Slides			objects, formatting etc.
		5.4.1 Choosing a Set Up for Presentation			• Running a slide show
		5.4.2 Running a Slide Show			with various
		5.4.3 Transition and Slide Timings			transitions.
		5.4.4 Automating a Slide Show			
		5.4.5 Printing Slides and Handouts			
		5.6 Summary			
6	Chapter-6	5.7 Model Questions and Answers 6.0 Introduction			After completion of this
6.	Chapter-0	6.1 Objectives			chapter, candidate will be
	Introduction to	6.2 Basic of Computer Networks	1.5	1.5	able to:
	Network & Internet	6.2.1 Local Area Network (LAN)			• Gather knowledge of
	retwork & internet	6.2.2 Wide Area Network (WAN)			E
		6.3 Internet			various types of networks.
		6.3.1 Concept of Internet & WWW			
		6.3.2 Applications of Internet			• Get an overview of
		6.3.3 Website Address and URL			Internet, its
		6.3.4 ISP and Role of ISP			applications and various browsers
		6.3.5 Modes of Connecting Internet			available to access
		(Hotspot, Wi-Fi, LAN Cable,			the internet.
		Broadband, USB Tethering)			
		Droudound, CDD Temering)			• Connect to Internet



		6.4 Popular Web Browsers (Internet			using various modes
		Explorer/Edge, Chrome, Mozilla Firefox,			of connections/
		Opera etc.)			devices available.
		6.5 Exploring the Internet			• Can search
		6.5.1 Surfing the web			Information on the
		6.5.2 Popular Search Engines			Internet on various
		6.5.3 Searching on Internet			topics.
		6.5.4 Downloading Web Pages			Download and print
		6.5.5 Printing Web Pages			web pages.
		6.6 Summary			wes pages.
		6.7 Model Questions and Answers			
7.	Chapter-7	7.0 Introduction	2	3	After completion of this
, ·		7.1 Objectives			chapter, candidate will be
	E-mail, Social	7.2 Structure of E-mail			able to:
	Networking and e-	7.2 Structure of E-mail			• Create an email
	Governance	7.3 Using E-mails			
	Services	7.3.1 Opening Email account			account, compose an email, reply an email
	Sel vices	7.3.2 Mailbox: Inbox and Outbox			and send the email
		7.3.3 Creating and Sending a new E-mail			
		7.3.4 Replying to an E-mail message			along with
		7.3.5 Forwarding an E-mail message			attachments.
					• Get familiar with
		7.4 Social Networking & e-Commerce			Social Networking,
		7.4.1 Facebook, Twitter, LinkedIn,			Instant Messaging
		Instagram			and Blogs.
		7.4.2 Instant Messaging (WhatsApp,			• Get familiar with e-
		Facebook Messenger, Telegram)			Governance Services,
		7.4.3 Netiquettes			e-Commerce and
		7.5 Overview of e-Governance Services			Mobile Apps.
		like Railway Reservation, Passport,			
		eHospital [ORS]			
		7.6 Accessing e-Governance Services on			
		Mobile Using "UMANG APP"			
		7.7 Digital Locker			
		7.8 Summary			
		7.9 Model Questions and Answers			
0	Chanter &	8.0 Introduction			After completion of this
8.	Chapter-8		1.5	2.5	•
		8.1 Objectives	1.5	2.3	chapter, candidate will be able to:
		8.2 Digital Financial Tools			
	Digital Financial	8.2.1. Understanding OTP [One			• Know the Digital
	Digital Financial	Time Password]and QR			Financial Tools.
	Tools and	[Quick Response] Code			Get Knowledge of
	Applications	8.2.2 UPI [Unified Payment Interface]			Internet Banking
		8.2.3 AEPS [Aadhaar Enabled Payment			Modes.
		System]			Get familiar with e-
		8.2.4 USSD[Unstructured			Governance Services,
		Supplementary Service Data]			e-Commerce and
		8.2.5 Card [Credit / Debit]			Mobile Apps.
		8.2.6 eWallet			• Use the Digital
					obe the Digital



	8.2.7 PoS [Point of Sale] 8.3 Internet Banking 8.3.1 National Electronic Fund Transfer (NEFT) 8.3.2 Real Time Gross Settlement (RTGS) 8.3.3 Immediate Payment Service (IMPS) 8.4 Online Bill Payment 8.5 Summary 8.6 Model Questions and Answers			Locker and will be able to store documents in Digital Locker.
Total Hours = 36		15	21	

For practical purpose latest version of Free Open Source Ubuntu & LibreOffice may be used.