

## Divine Computer Center, New Siaha

Syllabus for

### **Course on Computer Concepts [CCC]**

### **Objective:**

The course is designed to equip a person to use computers for professional as well as day to day use. It provides theoretical background as well as in depth knowledge of Software/ packages. After completing the course the incumbent will be digitally literate and will be able to:

- Acquire confidence in using computers in Office and General Life;
- Will be able to identify the basic components of computers and terminology;
- Understand file management;
- Create documents using word processor, spreadsheet & presentation software;
- Understand computer networks, and browse the internet, content search, email and collaborate with peers;
- Use e-Governance applications; and use computer to improve existing skills and learn new skills
- Understanding Social Networking platform
- Using internet for Digital Financial services
- Develop knowledge about Futureskills

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:**

80 Hours - (Theory: 32 hrs + Practical: 48 hrs)

This course can also be offered as 10 days full time intensive course.

#### **Eligibility:**

No minimum qualification is required for applying and appearing for the examination in Course on Computer Concepts [CCC].

#### Job Role :

#### Computer Operator, Data Entry Operator and Social Media Operator

#### **Detailed Syllabus and Learning Outcome:**

S. No.	Chapter Name	Course Outline	Duration (Hours)		Learning Outcomes
			Theory	Lab	
1	Chapter-1	1.0 Introduction			After completion of
_	Introduction	1.1 Objectives	3	3	this chapter, the
	to Computer	1.2 Computer and Latest IT gadgets			candidate will be able
		1.2.1 Evolution of Computers & its applications			to
		1.2.2 IT gadgets and their applications			• identify computers,
		1.3 Basics of Hardware and			IT gadgets and
		Software			explain their
		1.3.1 Hardware			evolution and

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		<ul> <li>1.3.1.1 Central Processing Unit</li> <li>1.3.1.2 Input devices</li> <li>1.3.1.3 Output devices</li> <li>1.3.1.4 Computer Memory &amp; storage</li> <li>1.3.2 Software</li> <li>1.3.2.1 Application Software</li> <li>1.3.2.2 Systems Software</li> <li>1.3.2.3 Utility Software</li> <li>1.3.2.4 Open source and Proprietary Software</li> <li>1.3.2.5 Mobile Apps</li> <li>1.4 Summary</li> <li>1.5 Model Questions and Answers</li> </ul>			<ul> <li>applications.</li> <li>Get familiar with various input, output and hardware components of a computer along with storage devices.</li> <li>Get familiar with various types of softwares, utilities used for computer and mobile apps.</li> </ul>
2	Chapter-2 Introduction to Operating System	<ul> <li>2.0 Introduction <ul> <li>2.1 Objectives</li> </ul> </li> <li>2.2 Operating System <ul> <li>2.2.1 Basics of Operating system</li> <li>2.2.2 Operating Systems for <ul> <li>Desktop and Laptop</li> </ul> </li> <li>2.3 Operating Systems for Mobile Phone and <ul> <li>Tablets</li> </ul> </li> <li>2.3 User Interface for Desktop and Laptop</li> <li>2.3.1 Task Bar</li> <li>2.3.2 Icons &amp; shortcuts</li> <li>2.3.3 Running an Application</li> </ul> </li> <li>2.4 Operating System Simple Setting <ul> <li>2.4.1 Using Mouse and Changing its Properties</li> <li>2.4.2 Changing System Date and Time</li> <li>2.4.3 Changing Display Properties</li> <li>2.4.4 To Add or Remove Program and Features</li> <li>2.4.5 Adding, Removing &amp; Sharing Printers</li> </ul> </li> <li>2.5 File and Folder Management</li> <li>2.6 Types of file Extensions</li> <li>2.7 Summary</li> <li>2.8 Model Questions and Answers</li> </ul>	3	4	<ul> <li>After learning this chapter, candidate will be</li> <li>Well acquainted with Operating System and its applications for both desktop and mobile devices.</li> <li>able to identify various desktop screen components and modify various properties, date, time etc.</li> <li>able to add and remove new program and features, manage files and folders.</li> <li>Well versed with printing and know various types of file extensions.</li> </ul>
3.	Chapter-3 WORD PROCESSING	<ul> <li>3.0 Introduction</li> <li>3.1 Objective</li> <li>3.2 Word Processing Basics</li> <li>3.2.1 Opening Word Processing Package</li> <li>3.2.2 Title Bar, Menu Bar, Toolbars &amp; Sidebar</li> <li>3.2.3 Creating a New Document</li> <li>3.3 Opening and Closing Documents</li> <li>3.3.1 Opening Documents</li> <li>3.3.2 Save and Save As</li> <li>3.3.3 Closing Document</li> <li>3.3.4 Using The Help</li> <li>3.3.5 Page Setup</li> <li>3.3.6 Print Preview</li> <li>3.3.7 Printing of Documents</li> <li>3.3.8 PDF file and Saving a Document as PDF file</li> </ul>	4	8	<ul> <li>After completion of this chapter, candidate will have</li> <li>In depth Knowledge of Word Processing, their usage, details of word processing screen.</li> <li>Opening, saving and printing a document including pdf files.</li> <li>Document creation, formatting of text,</li> </ul>

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		3.4 Text Creation and manipulation			paragraph and
		3.4.1 Document Creation			whole document.
		3.4.2 Editing Text			• Inserting Header
		3.4.3 Text Selection			and Footer on the
		3.4.4 Cut, Copy and Paste			document
		3.4.5 Font, Color, Style and Size selection			• Finding text on a
		3.4.6 Alignment of Text			word document
		3.4.7 Undo & Redo			and correcting
		3.4.8 AutoCorrect, Spelling & Grammar			spellings.
		3.4.9 Find and Replace			• Able to insert and
		3.5 Formatting the Text			manipulate tables,
		3.5.1 Paragraph Indentation			enhance table using
		3.5.2 Bullets and Numbering			borders and
		3.5.3 Change case			shading features.
		3.5.4 Header & Footer			<ul> <li>Can prepare copies</li> </ul>
		3.6 Table Manipulation			
		3.6.1 Insert & Draw Table			
		3.6.2 Changing cell width and height			labels etc for
		3.6.3 Alignment of Text in cell			sending various
		3.6.4 Delete / Insertion of Row, Column and			recipients using
		Merging & Splitting of Cells			Mail Merge.
		3.6.5 Border and Shading			
		3.7 Mail Merge			
		3.8 Shortcut Keys			
		3.9 Summary			
		3.10 Model Questions and Answers			
4.	Chapter-4	4.0 Introduction			After completion of
1.	- · <b>-</b> · ·	4.1 Objectives	4	8	this chapter, candidate
	SPREAD	4.2 Elements of Spread Sheet			will have good hands-
	SHEET	4.2.1 Creating of Spread Sheet			on practice on
		4.2.2 Concept of Cell Address [Row and Column]			Basic Knowledge of
		and selecting a Cell			Spreadsheet
		4.2.3 Entering Data [text, number, date] in Cells			Processing, their
		4.2.4 Page Setup			usage, details of
		4.2.5 Printing of Sheet			Spreadsheet
		4.2.6 Saving Spreadsheet			screen.
		4.2.7 Opening and Closing			
		4.3 Manipulation of Cells & Sheet			• Opening, saving
		4.3.1 Modifying / Editing Cell Content			and printing a
		4.3.2 Formatting Cell (Font, Alignment, Style )			Spreadsheet.
		4.3.3 Cut, Copy, Paste & Paste Special			Spreadsheet
		4.3.4 Changing Cell Height and Width			creation, inserting
		4.3.5 Inserting and Deleting Rows, Column			and editing data in
		4.3.6 AutoFill			cells, sorting and
		4.3.7 Sorting & Filtering			filtering of data.
		4.3.8 Freezing panes			• Inserting and
		4.4 Formulas, Functions and Charts			deleting rows
		4.4.1 Using Formulas for Numbers (Addition,			/columns.
		Subtraction, Multiplication & Division)			• Applying basic
		4.4.2 AutoSum			formulas and
		4.4.3 Functions (Sum, Count, MAX, MIN, AVERAGE)			functions.
		4.4.4 Charts (Bar, Pie, Line)			• Prepare chart to
		4.5 Summary			represent the
		4.6 Model Questions and Answers			information in a
		T.O MOULI OULSUOIIS AND ANSWELS			

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					pictorial form.
-	Chapter 5	5.0 Introduction			<b>^</b>
5.	Chapter-5	5.0 Introduction 5.1 Objectives	4	8	After completion of this chapter, candidate
		5.2 Creation of Presentation	4	0	will have good hands-
	Presentation	5.2.1 Creating a Presentation Using a Template			on practice on
	resentation	5.2.2 Creating a Blank Presentation			_
		5.2.3 Inserting & Editing Text on Slides			<ul> <li>Basic Knowledge of PowerPoint</li> </ul>
		5.2.4 Inserting and Deleting Slides in a			
		Presentation			presentations.
		5.2.5 Saving a Presentation			• Opening/saving a
		5.3 Manipulating Slides			presentation and
		5.3.1 Inserting Table			printing of slides
		5.3.2 Adding ClipArt Pictures			and handouts.
		5.3.3 Inserting Other Objects			Manipulate slides
		5.3.4 Resizing and Scaling an Object			to enhance the look
		5.3.5 Creating & using Master Slide			of the slides as well
		5.4 Presentation of Slides			as whole
		5.4.1 Choosing a Set Up for Presentation			presentation by
		5.4.2 Running a Slide Show			inserting a picture,
		5.4.3 Transition and Slide Timings			objects, multimedia
		5.4.4 Automating a Slide Show			formatting etc. • Running a slide
		5.5 Providing Aesthetics to Slides & Printing			• Running a slide show with various
		5.5.1 Enhancing Text Presentation			transitions.
		5.5.2 Working with Color and Line Style			transitions.
		5.5.3 Adding Movie and Sound			
		5.5.4 Adding Headers, Footers and Notes			
		5.5.5 Printing Slides and Handouts			
		5.6 Summary			
-		5.7 Model Questions and Answers			
6.	Chapter-6	6.0 Introduction			After completion of
	NEDODUCEI	6.1 Objectives	2		this chapter, candidate
	INTRODUCTI	6.2 Basic of Computer Networks	3	4	will be able to:
	ON TO INTERNET	6.2.1 Local Area Network (LAN) 6.2.2 Wide Area Network (WAN)			• Gather knowledge
	AND WWW	6.2.3 Network Topology			of various types of networks and
		6.3 Internet			networks and topologies.
		6.3.1 Concept of Internet & WWW			<ul> <li>Get an overview of</li> </ul>
		6.3.2 Applications of Internet			Internet, its
		6.3.3 Website Address and URL			applications and
		6.3.4 Introduction to IP Address			various browsers
		6.3.5 ISP and Role of ISP			available to access
		6.3.6 Internet Protocol			the internet.
		6.3.7 Modes of Connecting Internet (Hotspot, Wi-			Connect to Internet
		Fi, LAN Cable, Broadband, USB Tethering)			using various
		6.3.8 Identifying and uses of IP/MAC/IMEI of			modes of
		various devices			connections/device
		6.4 Popular Web Browsers (Internet Explorer/Edge,			s available.
		Chrome, Mozilla Firefox, Opera etc.)			• Get knowledge of
		6.5 Exploring the Internet			device
		6.5.1 Surfing the web			identification on
		6.5.2 Popular Search Engines			local network as
		6.5.3 Searching on Internet			well as on Internet
		6.5.4 Downloading Web Pages			for both Desktop
		6.5.5 Printing Web Pages			

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		<ul><li>6.6 Summary</li><li>6.7 Model Questions and Answers</li></ul>			<ul> <li>and Mobile Devices.</li> <li>Can search Information on the Internet on various topics.</li> <li>Download and</li> </ul>
7.	Chapter-7 E-mail, Social Networking and e- Governance Services	<ul> <li>7.0 Introduction</li> <li>7.1 Objectives</li> <li>7.2 Structure of E-mail</li> <li>7.3 Using E-mails</li> <li>7.3.1 Opening Email account</li> <li>7.3.2 Mailbox: Inbox and Outbox</li> <li>7.3.3 Creating and Sending a new E-mail</li> <li>7.3.4 Replying to an E-mail message</li> <li>7.3.5 Forwarding an E-mail message</li> <li>7.3.6 Searching emails</li> <li>7.3.7 Attaching files with email</li> <li>7.3.8 Email Signature</li> <li>7.4 Social Networking &amp; e-Commerce</li> <li>7.4.1 Facebook, Twitter, LinkedIn, Instagram</li> <li>7.4.2 Instant Messaging (WhatsApp, Facebook Messenger, Telegram)</li> <li>7.4.3 Introduction to Blogs</li> <li>7.4.4 Basics of E-commerce</li> <li>7.4.5 Netiquettes</li> <li>7.5 Overview of e-Governance Services like Railway Reservation, Passport, eHospital [ORS]</li> <li>7.6 Accessing e-Governance Services on Mobile Using "UMANG APP"</li> <li>7.7 Digital Locker</li> <li>7.8 Summary</li> <li>7.9 Model Questions and Answers</li> </ul>	3	6	<ul> <li>print web pages.</li> <li>After completion of this chapter, candidate will be able to: <ul> <li>Create an email account, compose an email, reply an email and send the email along with attachments.</li> <li>Get familiar with Social Networking, Instant Messaging and Blogs.</li> <li>Get familiar with e-Governance Services, e-Commerce and Mobile Apps.</li> </ul> </li> </ul>
8.	Chapter-8	8.0 Introduction			After completion of
	DIGITAL FINANCIAL TOOLS AND APPLICATION S	<ul> <li>8.1 Objectives</li> <li>8.2 Digital Financial Tools</li> <li>8.2.1. Understanding OTP [One Time Password]and QR [Quick Response] Code</li> <li>8.2.2 UPI [Unified Payment Interface]</li> <li>8.2.3 AEPS [Aadhaar Enabled Payment System]</li> <li>8.2.4 USSD[Unstructured Supplementary Service Data]</li> <li>8.2.5 Card [Credit / Debit]</li> <li>8.2.6 eWallet</li> <li>8.2.7 PoS [Point of Sale]</li> <li>8.3 Internet Banking</li> <li>8.3.1 National Electronic Fund Transfer (NEFT)</li> <li>8.3.2 Real Time Gross Settlement (RTGS)</li> <li>8.3.3 Immediate Payment Service (IMPS)</li> <li>8.4 Online Bill Payment</li> <li>8.5 Summary</li> <li>8.6 Model Questions and Answers</li> </ul>	4	4	<ul> <li>this chapter, candidate</li> <li>will be able to:</li> <li>Know the Digital Financial Tools.</li> <li>Get Knowledge of Internet Banking Modes.</li> <li>Get familiar with e- Governance Services, e- Commerce and Mobile Apps.</li> <li>Use the Digital Locker and will be able to store documents in Digital Locker.</li> </ul>

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9.	Chapter-9	9.0 Introduction to Futureskills		-	After completion of
	•	9.1 Introduction to	4	3	this chapter, candidate
		9.1.1 Internet of Things (IoT)			will be familiar with
	<b>Overview</b> of	9.1.2 Big Data Analytics			the :
	Futureskills &	9.1.3 Cloud Computing			• Latest trends and
	Cyber	9.1.4 Virtual Reality			technologies in
	Security	9.1.5 Artificial Intelligence			upcoming fields
		9.1.6 Social & Mobile			in IECT.
		9.1.7 Blockchain Technology			• Will be able to
		9.1.8 3D Printing/ Additive Manufacturing			understand need
		9.1.9 Robotics Process Automation			of Cyber Security
		9.2 Cyber Security			and will be able to
		9.2.1 Need of Cyber Security			secure their PC
		9.2.2 Securing PC			and Mobile
		9.2.3 Securing Smart Phone			devices by using
		9.3 Summary			basic security
		9.4 Model Questions and Answers			features.
Tota	al Hours = 80		32	48	

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