

**PartA:Introduction**

<b>Program: Degree</b>	<b>Class: UG</b>	<b>Year: III</b>	<b>session:2023-2024</b>
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**Subject: Computer Applications**

1.	<b>Course Code</b>	S3-COAP2T		
2.	<b>Course Title</b>	<b>Internet and its Applications (theory)</b>		
3.	<b>Course Type</b>	<b>Minor</b>		
4.	<b>Pre-requisite (If any)</b>			
5.	<b>Course Learning Outcomes (CLO)</b>	<p><b>On successful completion of this course, the students will be able to:</b></p> <ul style="list-style-type: none"> <li>• Understand the features and applications of Internet</li> <li>• To trouble shoot day to day problems with internet</li> <li>• to Understand basics of networking and web designing to use internet effectively for official and domestic applications</li> <li>• to structure a web page and its content</li> <li>• to build ecommerce websites</li> </ul>		
6.	<b>Credit Value</b>	<b>Theory-4</b>		
7.	<b>Total Marks</b>	<table border="1"> <tr> <td><b>Max. Marks: 30+70</b></td> <td><b>Min. Passing Marks: 35</b></td> </tr> </table>	<b>Max. Marks: 30+70</b>	<b>Min. Passing Marks: 35</b>
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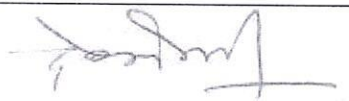
**PartB:Content Of the Course**  
**Internet and its Applications**

**TotalNo.ofLectures =60(inhours per week):2-0-0**

<b>Unit</b>	<b>Topics</b>	<b>No. of Lectures (1 hour each)</b>
<b>I</b>	Evolution of Internet, TCP/IP: addressing and routing.Internet applications: FTP, Telnet, Email, Chat.World Wide Web: HTTP protocol. Internet Concept of Internet Applications of Internet Connecting to the Internet Troubleshooting Communication using the Internet Concept of Internet; Applications of Internet, Understanding of Internet of things; connecting to internet; What is ISP; Knowing the Internet; Basics of internet connectivity related troubleshooting.	<b>12</b>
<b>II</b>	Basics of Computer networks; LAN, WAN; Network Models: Client/ server network and Peer-to-peer network, OSI, TCP/IP, layers and functionalities.  Transmission Media: Introduction, Guided Media: Twisted pair, Coaxial cable, Optical fiber. Unguided media: Microwave, Radio frequency propagation, Satellite. LAN Topologies: Ring, bus, star, mesh and tree topologies.  Network Devices: NIC, repeaters, hub, bridge, switch, gateway and router.	<b>12</b>

*(Signature)*  
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III	<p>Introduction Objectives World Wide Web (WWW) Web Browsing Softwares Popular Web Browsing Softwares Search Engines Popular Search Engines / Search for content Accessing Web Browser Using Favorites Folder Downloading Web Pages Printing Web Pages Understanding URL Surfing the web Using e-governance website</p> <p>Basics of E-mail What is an Electronic Mail Email Addressing Using E-mails Opening Email account Mailbox: Inbox and Outbox Creating and Sending a new E-mail Replying to an E-mail message Forwarding an E-mail message Sorting and Searching emails Document collaboration Instant Messaging and Collaboration Using Instant messaging Instant messaging providers</p>	12
IV	<p>HTML5 syntax, validation, elements, variety of input elements and attributes, Forms and Form widgets/elements (menus, sliders, etc.), tables, images, hyperlinks, directory navigation notation, div and span elements,</p> <p>HTML5 semantic elements like headers. Browser variations. Use of AFS environment and Secure Shell. Use of high-level HTML editors like Expression Web for implementation and self-instruction.</p>	12
V	<p>PHP for server-side scripting and database interaction, syntax, interaction with HTML Forms, scripts as intermediaries to background databases. Design and implementation of programmer defined functions. Embedded SQL queries, use in 3-tier applications, diagnosing errors, syntax checking tools, debugging. PHP versus MySQL versus HTML errors in PHP scripts. HTML wrappers for database content. Miscellaneous other PHP features.</p> <p>Brief introduction to HTTP, domain names, ports, TCP connections, connecting to a remote host in telnet, UNIX terminal window and commands, GET and POST commands, HTTP message headers and message bodies, understanding the usefulness of HTTP headers.</p>	12
<p><b>Part C: Learning Resources</b>  <b>Text Books, Reference Books, Other resources</b></p>		
<p><b>Suggested Readings:</b></p> <ul style="list-style-type: none"> <li>• Andrew S. Tanenbaum, David J. Wetherall Computer Networks (5th Edition), PHI, 2010</li> <li>• B. A. Forouzan, Data Communication and Networking , TMH, 2003.</li> <li>• D.R. Brooks, An Introduction to HTML and Javascript for Scientists and Engineers, Springer</li> <li>• HTML A Beginner's Guide, Tata McGraw-Hill Education, 2009.</li> <li>• J. A. Ramalho, Learn Advanced HTML 4.0 with DHTML, BPB Publications, 2007</li> <li>• मध्य प्रदेश हिन्दी ग्रंथ अकादमी की पुस्तकें।</li> </ul> <p><b>Suggested Digital Platforms, Weblinks</b></p> <ul style="list-style-type: none"> <li>• <a href="https://www.javatpoint.com/internet">https://www.javatpoint.com/internet</a></li> </ul>		

  
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- [https://www.tutorialspoint.com/basics\\_of\\_computer\\_science/basics\\_of\\_computer\\_science\\_internet.htm](https://www.tutorialspoint.com/basics_of_computer_science/basics_of_computer_science_internet.htm)
- <https://www.tutorialspoint.com/html5/index.htm>
- <https://www.tutorialspoint.com/http/index.htm>

**Part D: Assessment and Evaluation**

**Suggested Continuous Evaluation Methods:**

Maximum Marks : 100


Continuous Comprehensive Evaluation (CCE) : 30 Marks University Exam (UE): 70 Marks

<b>Internal Assessment</b> : Continuous Comprehensive Evaluation (CCE)	Class Test Assignment/Presentation	30
<b>External Assessment</b> : University Exam Section Time : 03.00 Hours	<b>Section(A)</b> : Very Short Questions <b>Section (B)</b> : Short Questions <b>Section (C)</b> : Long Questions	70

**Any:**

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<b>session:2023-2024</b>			
<b>Subject: Computer Applications</b>			
1.	<b>Course Code</b>	S3-COAP2P	
2.	<b>Course Title</b>	<b>Internet and its Applications (Practicals)</b>	
3.	<b>Course Type</b>	<b>Minor</b>	
4.	<b>Pre-requisite (If any)</b>	-	
5.	<b>Course Learning Outcomes (CLO)</b>	<b>On successful completion of this course, the students will be able to:</b> <ul style="list-style-type: none"> <li>• Understand the features and applications of Internet</li> <li>• To trouble shoot day to day problems with internet</li> <li>• to Understand basics of networking and web designing to use effectively internet for official and domestic applications</li> </ul>	
6.	<b>Credit Value</b>	<b>2</b>	
7.	<b>Total Marks</b>	<b>Max.Marks:100</b>	<b>Min.PassingMarks:35</b>
<b>PartB:Content Of the Course</b>			
<b>Internet and its Applications (Practicals)</b>			
<b>Total No .of Lectures =30 lectures each of 2 hours duration (in hours per week):2-0-0</b>			
<ol style="list-style-type: none"> <li>1. Understanding by demonstrating various Guided Media; Twisted pair, Coaxial cable, Optical fiber.</li> <li>2. Understanding by demonstrating Network Devices such as NIC, repeaters, hub, bridge, switch, gateway and router.</li> <li>3. Understanding and demonstrating various LAN Topologies.</li> <li>4. Understanding of basic trouble shooting related to Internet connectivity.</li> <li>5. Hands on working with internet and its applications(understanding of Web Browsing Softwares and email)</li> <li>6. Understanding of various security features while working on Internet.</li> <li>7. Create HTML document with following formatting – Bold, Italics, Underline, Colors, Headings, Title, Font and Font Width, Background, Paragraph, Line Brakes, Horizontal Line, Blinking text as well as marquee text.</li> <li>8. Create HTML document with Ordered and Unordered lists, Inserting Images, Internal and External linking</li> <li>9. Learn to use UNIX on Windows.</li> <li>10. Write a program to print “Hello PHP” using variable.</li> </ol>			
<b>Part C: Learning Resources</b>			
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- B. A. Forouzan, Data Communication and Networking , TMH, 2003.
- D.R. Brooks, An Introduction to HTML and Javascript for Scientists and Engineers, Springer
- HTML A Beginner's Guide, Tata McGraw-Hill Education, 2009.
- J. A. Ramalho, Learn Advanced HTML 4.0 with DHTML, BPB Publications, 2007
- मध्य प्रदेश हिन्दी ग्रंथ अकादमी की पुस्तकें।

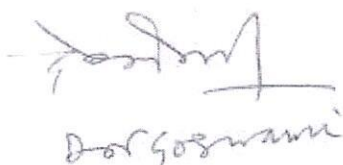
**Suggested Digital Platforms, Weblinks**

- <https://www.javatpoint.com/internet>
- [https://www.tutorialspoint.com/basics\\_of\\_computer\\_science/basics\\_of\\_computer\\_science\\_internet.htm](https://www.tutorialspoint.com/basics_of_computer_science/basics_of_computer_science_internet.htm)
- <https://www.tutorialspoint.com/html5/index.htm>
- <https://www.tutorialspoint.com/http/index.htm>

**Part D: Assessment and Evaluation****Suggested Continuous Evaluation Methods:**

Internal Assessment	Marks	External Assessment	Marks
Class Interaction /Quiz	30	Viva Voce on Practical	70
Attendance		Practical Record File	
Assignments (Charts/ Model Seminar / Rural Service/ Technology Dissemination/ Report of Excursion/ Lab Visits/ Survey / Industrial visit)		Table work / Experiments	
		<b>Total Marks : 100</b>	

Any remarks/ suggestions:

  
 Dr. S. S. Goswami