

MANGALORE UNIVERSITY
Department of Library and Information Science
Master of Library and Information Science

LSH404: INFORMATION TECHNOLOGY – I

Objectives:

- To introduce the students with the basics of IT and related issues
- To train students in using Information Technology tools and techniques in information access, service, management and archival activities.
- To study data representation and file organization, programming languages.
- To understand Multimedia Technology, DTP and Graphics.
- To develop Information Technology skills.
- To understand the fundamentals of computers, its hardware and software.
- To be familiar with applications of Computers and Information Technology in libraries.

Course Outcome (CO):

- CO1 Understand the history and development of computers and information technology
- CO2 Knowledge of computer hardware and its peripherals devices.
- CO3 Clear understanding of the system and application software
- CO4 Gain knowledge of scripts and standards for data inputs
- CO5 Knowledge of machine and assembly languages.
- CO6 Gain knowledge of multimedia technology
- CO7 Knowledge of graphical user interface and desktop publishing

Unit 1	: Information Technology-Concept, Meaning and components; Computers: History and Development of Computers, Generations of Computers, Types of Computers.	06hrs
Unit 2	: Computer Hardware: Components of computers - Arithmetic/Logic Unit, Control Unit, Input Unit, Output Unit and Memory Unit.	06hrs
Unit 3	: Computer Software: Systems Software - Operating Systems - MS WINDOWS, Multi - User Operating Systems like Linux, Unix, Application Software – Word Processing (MS Word) MS Excel, MS Power point presentation.	08hrs
Unit 4	: Data Representation and File Organization: Binary code, Bit, Byte, Standards- ASCII, ISCII, UNICODE, File Organization.	08hrs
Unit 5	: Programming Languages: Machine Languages, Assembly Languages, High-Level languages, Generations of Programming Languages, Flow- Charting.	08hrs

Unit 6	: Multimedia Technology: Concept, scope, and developments, Hypertext and hypermedia, Hardware and Software Requirements, Animations – Dimensions, Tools.	08hrs
Unit 7	: DTP and Graphics	06hrs

References:

1. Davies, G B. Introduction to Computers. New York: McGraw- Hill, 1977
2. Donald H Sanders : Computer concepts and applications, McGraw Hill, 1987
3. Hunt R and Shelly J. Computer and Commonsense. New Delhi: Prentice, 1980
4. N Subramanian: Introduction to Computers, Tata McGraw-Hill
5. Rajaraman, V. Fundamentals of Computers.. New Delhi: Prentice- hall of India, 1981
6. Rowley, J. Computer Fundamentals: Concept, Systems and Applications Ed 2. New Delhi: BPB, 1992.
7. Paul Perry Multimedia developers guide. Sams publishing 1995.
8. P K Sinha: Computer Fundamentals. BPB Publication, 2000, ISBN :9788176567527
9. R Rajagopalan. Understanding Computers. Tata McGraw-Hill, 1987, 233p
10. Winn L Rosch : Multimedia bible Indianapolis, Sams publishing 1995
11. Tay Vaughan : Multimedia making it work, Osbome McGraw-Hill, 1998
12. Thomas C. Bartee : Digital Computer fundamentals Sixth Ed. McGraw Hill, 1991.
13. Prasher, R.G.: Indian Libraries in IT Environment, Medallion Press, Ludhiana, 2003.
14. Khaisar M. Khan, Mallaiah, Vishala B.K.: Proceedings of the National Conference on ‘Democratization of Information using ICT: Role of Libraries for Social Enlightenment (DEMICT-2014), DLISc., Mangalagangothri, 2014, ISBN: 978-93-82845-33-1.