| Topic | Details |
|---|---|
| **Course** | **Diploma in Computer Application (DCA)** |
| **Overview** | **Diploma in Computer Applications** is a one-year diploma course to study computer applications in depth. The course imparts scientific, practical and technical knowledge to its learners about various computer tools that are used in day to day life. The applications make tasks easier and provide ease of use.<br><br>A computer programmer or operator are in high demand in all sectors of the market. They are used at shops to create a database for all the items with their serial numbers, price and quantity ratios. At schools, computer operators are required to sit behind the desk and manage the computer database for the school, list of all the students, their details, fee payment, enrolment details and all other activities of students are recorded in the computer.<br><br>An efficient computer operator is needed to handle such large data. In offices, computer operator takes care of the back door operating and keeps employees' information in the computer. The benefits of computer are many and an efficient computer technician is required to facilitate computer tasks. That is why DCA degree was created as it imparts knowledge related to computers in a short period of time. |
| **You will learn about:** | • Basic Computer Skills<br>• MS Office Applications<br>• Internet Basics<br>• E-Business<br>• Software Hacking & IT security<br>• PC Assembly and Troubleshooting<br>• Software Engineering<br>• Web Designer<br>• Graphic Designer |
| **Career Options** | 1. Networking & Internetworking field.<br>2. Database Development & Administration field.<br>3. Programming - Development tools, languages.<br>4. Technical writing.<br>5. Software design & engineering.<br>6. Graphic design and animation.<br>7. Web/ e-commerce development. |

# Diploma in Computer Application (DCA)

## Contents

1. Introduction to C
2. Standard Input Output
3. Functions
4. Operator in C, Control Statement
5. Loops, Arrays, String Functions
6. Composition / Aggregation
7. User Define Functions, Structure.
8. C++ Application Code
9. Constructors & Destructors
10. Associations, Inner Classes
11. C++ References, Initialization
12. C++ Operators, Static Members
13. Constant Members, Inheritance
14. Interfaces, Exception Handling
15. Object Design, Templates
16. Practical Exercise

## Section-5 Graphic Design

1. Intro. to the Graphic Design
2. Elements & Principles of Design
3. PHOTOSHOP
    1) Basic Photo Corrections
    2) Working with Selections
    3) Layer Basics
    4) Digital Photographs
4. COREL DRAW
    1) Corel Draw learning tools
    2) Corel Basics Tools
    3) Corel Techniques
5. ILLUSTRATOR
    1) Selecting and Aligning
    2) Project & Portfolio

## Section-6 Web Design

1. Intro. to Web Design
2. Domain Names & DNS
3. Client and Server
4. Static& Dynamic
5. HTML & DHTML, CSS, Java Script
6. Create Web Sites
7. HTML 5, CSS 3, Bootstrap
8. Web Hosting By FTP

## Section-7 Hardware

1. Basic Concepts of Hardware
2. Hardware Components
3. Operating System
4. Operating System Troubleshooting
5. Software Installation
6. Electricity and power systems
7. Assembly of parts, Security
8. Basic networking concepts,
9. The OSI model, Network adapters, Introducing protocols

## Section-8 Networking

1. Network cabling and devices, Internetworking components
2. Remote and WAN connectivity, TCP/IP fundamentals
3. TCP/IP addressing and subnetting, Name resolution
4. Firewalls and proxies, connectivity, Network clients
5. Monitoring and troubleshooting a Windows server
6. Fault tolerance and disaster recovery, Routine maintenance