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.