FORMAT FOR SYLLABUS DEVELOPMENT OF SKILL DEVELOPMENT COURSE SAMESTER-1

| - | EOF THE COURSE : OFFI | | WITH INTERNET | | |
|--------|---------------------------------------|----------------|--|---------------------------|-----------------------------|
| Nod | Department of HEI to run cours | e | | | - |
| | d Area/ Scotton | | COMPLIZED | | |
| - | ractifili | | COMPUTER SCIENCE | | |
| | | | The same of the sa | | |
| | at dippestive access and could | il | PROGRESSIVE | | |
| · Ear | ed NSQF level | | IT-INDUSTRIES / JOB 5 | WORK | |
| - | and Fee5 | | | | |
| esta a | nd to student expected from Ind | ustry | | | |
| Nom! | ber of seats | | | | |
| Colle | e Code | | | | |
| Mar | Marks: 100 Min Marks. | | Credit 03 (1 Theory / | 2 Practical) | |
| Ham | of Proposed Skill Partner | | | | |
| Matter | | | | | |
| 10.0 | pportunities | | | | |
| | pus: | | IT -SECTOR | | |
| Sylidi | 031 | | | | |
| Unit | Topics | General/Skill | Th/Prac/Internship/Trai ning | No. of Theory hours | No. of Practica hours |
| 1 | INTRODUCTION TO MS-DOS | General | Theory | 02 | 10 |
| 1 | WINDOWS OS | General | Theory | 02 | 20 |
| 3 | INTRODUCTION TO MS- OFFICE | Skill | Theory + Practical | 08 | 20 |
| _ | | | | | |
| 4 | USE OF INTERNET | Skill | Theory + Practical | 03 | 10 |
| | USE OF INTERNET ANTIVIRUS TECHNOLOGY | Skill Skill | Theory + Practical Theory + Practical | 03 | 10 |
| 4 | | | | 03 | 10 |

Suggested Readings: 'MS-DOS-5' by 'Alan Simpson' / 'MS-OFFICE 2019 INSIDE OUT'

* Course Pre-requisite : Student must have COMPUTER SCIENCE(10+2)

* Suggested Continuous evaluation methods: Internal Assessment

FORMAT FOR SYLLABUS DEVELOPMENT OF SKILL DEVELOPMENT COURSE

| / | EOFTHE COURSE : DESIGNIN | NG & PRINTING | | | |
|----------|--|------------------|-----------------------------------|---------------------------|-----------------------------|
| 111 | E OF THE COURSE : DESIGNIF | | | | |
| Nod | al Department | | COMPUTER SCIENCE | | |
| | | | PHOTOGRAPHÝ/PRI | | OP |
| SUD | re of Course | | PROGRESSIVE ". | 111NO-3EC1 | ON |
| - | - CHERCONIA | | IT-INDUSTRIES / JOB | WORK | |
| | ned NSQF level | | 5 | WORK | |
| Allel | cted Fees | | - | | |
| · . | of to student only | | | | |
| Supe | ber of seats | | | | |
| NEW YORK | co Code | | Credit 03 (1 Theory / | 2 Practical) | |
| | take : 100 Will Will No | | | | - |
| MEX | e of Proposed Skill Partner | | | | |
| Vam | , | | | | |
| 160 | pportunities | | IT SECTOR/ INDUSTR | IES | |
| 100 U | bus: | | | | |
| ynai | Topics | General/Skill | Th./Prac./Internsh ip/Training | No. of Theory hours | No. of Practica hours |
| 1 | AN INTRODUCTION TO PHOTOSHOP | General | Theory | 04 | 04 |
| _ | AN INTRODUCTION TO COREL | | 957 | | |
| 2 | DRAW | General | Theory | 03 | 20 |
| 2 | | General Skill | Theory Theory + Practical | 03 | 16 |
| | DRAW | 22000000 | - | | |
| 3 | USING TOOL IN COREL DRAW DESIGN MAKING USING COREL | Skill | Theory + Practical | 03 | 16 |

Suggested Readings: 'COREL DRAW' By 'Satish Jain'

Course Pre-requisite : Student must have COMPUTER SCIENCE[10+2]

Suggested Continuous evaluation methods : Internal Assessment

FORMAT FOR SYLLABUS DEVELOPMENT OF SKILL DEVELOPMENT COURSE SAMESTER-3

| - | E OF THE COURSE : FINANCIA | L ACCOUNTING | WITH TALLY-FRP | | |
|-------|---|---------------------------|--|----------------------|--------------------|
| TIL | anartment of HEI to run course | | THE CONTRACTOR | | |
| Noc | ad Area/Sector | | COMPUTER SCIENCE | | |
| - | od Area/ | | ACCOUNT SECTOR | | |
| sub | sector | | PROGRESSIVE | | |
| Nati | re of Course e of Suggestive Sector Skill Council | | CCS/ CA/ BANK | | |
| Van' | e of Sugs | | 5 | | |
| Aliel | ed NSQF level | | 3 | | |
| pe | cted Fees | | - <u>-</u> | | |
| - | -d to student | | | | |
| Lum | her of seats . | | | · · · · · · | |
| 4115 | e Code : | | Credit 03 (1 Theory | 2 Practical) | |
| | · de · 100 Ivilli Ividi No . | | 1 | | |
| ame | of Proposed Skill Partner | 10 | | | |
| | | | | | |
| 60 | pportunities | | CCS/ CA/ BANK / SEI | LF EMPLOYE | E |
| dlab | us: | | | | |
| nit | Topics | General/Skill | Th/Prac/Internshi | No. of Theory | No. of Practica |
| | | | p/Training | hours | hours |
| | BASIC OF ACCOUNTING | General | Theory | hours 03 | hours 20 |
| 1 | BASIC OF ACCOUNTING AN INTRODUCTION TO TALLY 9.0/TALLY ERP | General General | -: | | |
| 1 | AN INTRODUCTION TO TALLY | | Theory | 03 | 20 |
| | AN INTRODUCTION TO TALLY 9.0/TALLY ERP CREATING & CUSTOMIZATION OF | General | Theory | 03 | 20 |
| + | AN INTRODUCTION TO TALLY 9.0/TALLY ERP CREATING & CUSTOMIZATION OF COMPANY | General Skill | Theory Theory Theory + Practical | 03 03 04 | 20 20 10 |
| | AN INTRODUCTION TO TALLY 9.0/TALLY ERP CREATING & CUSTOMIZATION OF COMPANY CREATION OF MASTER HEADS | General Skill Skill | Theory Theory + Practical Theory + Practical | 03 03 04 03 | 20 20 10 |

Suggested Readings: 'TALLY ERP-9' BY 'A.K. NADHANI'

· Course Pre-requisite : Student must have (10+2)

* Suggested Continuous evaluation methods: Internal Assessment

FORMAT FOR SYLLABUS DEVELOPMENT OF SKILL DEVELOPMENT COURSE SAMESTER-4

| 1115 | E OF THE COURSE : | WEB PAGE I | COLONIA | | |
|-------------------------------|--|-----------------------------|--|-----------------------------|--------------------------------|
| Nod | al Department of HEI to | course | | | |
| Broa | d Area/Sector | | COMPUTER SCIENCE | | |
| - | cartor | | | | - |
| | AN AT LUUISE | :111.0 | PROGRESSIVE PROGRESSIVE | | |
| - | " of Subsequive accret of | all Council | IT-INDUSTRIES (| 1 | |
| Mor | ned NSQF level | | IT-INDUSTRIES / JOB WORK | | |
| | cted Fees | | | | |
| ninn | nd to student expected | from Industry | | | |
| Num | ber of seats: | | | | |
| CAUL | se Code : | | Cradit on to | | |
| Max | Marks: 100 Min Mark | • | Credit 03 (1 Theory /2 Practica | il) | |
| dami. | of Proposed Skill Partn | er | | | |
| Vallie | | • | | | |
| - | - tunities | - | | | |
| lak I' | nnortunities | | | | |
| 0b 0 | pportunities | | IT -SECTOR | | |
| yllab | pportunities ous: | | IT -SECTOR | | |
| Syllab | ous: | Community | | No. of | No. of |
| yllab | Topics | General/Skill | | No. of | No. of |
| yllab | Topics | General/Skill | IT -SECTOR Th/Prac/Internship/Training | Theory | Practical |
| Job O Syllab Unit | Topics INTRODUCTION TO | | Th/Prac/Internship/Training | | |
| yllab | Topics | General/Skill General | | Theory | Practical |
| yllab | Topics INTRODUCTION TO WEB DEVELOPMENT | General | Th/Prac/Internship/Training | Theory hours | Practical hours |
| yllab | Topics INTRODUCTION TO | | Th/Prac/Internship/Training | Theory hours | Practical hours 20 |
| Syllab Unit 1 | Topics INTRODUCTION TO WEB DEVELOPMENT HTML | General | Th/Prac/Internship/Training Theory | Theory hours 03 | Practical hours |
| Syllab Unit 1 | Topics INTRODUCTION TO WEB DEVELOPMENT | General | Th/Prac/Internship/Training Theory | Theory hours 03 | Practical hours 20 10 |
| Syllab Unit 1 2 | Topics INTRODUCTION TO WEB DEVELOPMENT HTML HTML-Formating | General | Th/Prac/Internship/Training Theory Theory | Theory hours 03 | Practical hours 20 |
| yllab | Topics INTRODUCTION TO WEB DEVELOPMENT HTML HTML- Formating Using image in Web | General | Th/Prac/Internship/Training Theory Theory Theory + Practical | Theory hours 03 03 | Practical hours 20 10 20 |
| Syllab Unit 1 2 3 | Topics INTRODUCTION TO WEB DEVELOPMENT HTML HTML-Formating | General General Skill | Th/Prac/Internship/Training Theory Theory | Theory hours 03 | Practical hours 20 10 |
| iyllab Init 1 2 | Topics INTRODUCTION TO WEB DEVELOPMENT HTML HTML- Formating Using image in Web | General General Skill | Th/Prac/Internship/Training Theory Theory Theory + Practical | Theory hours 03 03 | Practical hours 20 10 20 |

Suggested Readings: 'Web Designing & Development' by Satish Jain

Course Pre-requisite: Student must have COMPUTER SCIENCE(10+2)

Suggested Continuous evaluation methods: Internal Assessment