

DETAILS OF CERTIFICATE AND DIPLOMA COURSES

1. COMPUTER VALUE HUB COMPUTER COURSES

UPTEC a Government joint venture and S.S. Khanna Girl's Degree College have setup a computer Value hub (in collaboration with UPTEC) at S.S. Khanna Girl's Degree College. Admission to the courses, are given at subsidized rates and are available to the students of S.S Khanna Girls' Degree College only.

The Value Hub trains the students with different soft skill to make them ready for job. These courses are organized inside the college campus through well trained professional from UPTEC .The tie-up provides quality IT Courses like NIELIT 'O' Level, CCC and Tally ERP9 to graduating students in their free time with a nominal fee and is to be borne by the college in the interest of its own students.

Objectives:

- 'CCC' course is now a compulsory course for all government jobs.
- The subsidized fee is only for the students of S.S. Khanna Girls' Degree College, Allahabad.
- The students will be provided Courseware in all the courses (courseware contains books, e-learning material, etc.)
- The students will be awarded two Certificates one from NIELIT and the other from UPTEC.
- NIELIT Registration and Examination Fee will be extra (as applicable).

Course	Duration	Fees at S.S. Khanna Girls' Degree College, Allahabad	Fees at UPTEC
'CCC'	3 Months	Rs. 2300/-	Rs. 4580/-
Tally ERP	2 Months	Rs. 1350/- (for Course fess only)	Rs. 5700/-
'O' Level	2 Years	Rs. 7500/-	Rs. 23500/-

Course on Computer Concepts [CCC]

PAPERS	DURATION	MAXIMUM MARKS
'CCC'	3 Months	100
Tally ERP	2 Months	50
'O' Level	2 Years	
M1-R4: IT TOOLS AND BUSINESS SYSTEMS	6 month	100
M2-R4 Internet Technology and Web Design	6 month	100
M3-R4 Programming and Problem Solving through 'C' language	6 month	100
M4.3-R4 Introduction to ICT Resources	6 month	100

Course Coordinator: Mrs. Shilpi Srivastava

DOEACC 'O' LEVEL COURSE

Objective of the 'O' Level Course

The objective of the course is to enable a student to acquire the knowledge pertaining to fundamentals of Information Technology (IT Tools and Business Systems, Internet Technology and Web design, Programming and Problem Solving through 'C' Language, Application of .NET Technology, Introduction to Multimedia, Introduction to ICT Resources, a Practical and Project Work).

In order to serve the IT industry better, the DOEACC 'O' Level course has been designed to develop the basic skills for the above.

The career options available to a DOEACC 'O' level qualifiers are:

- Junior Programmer
- EDP Assistant
- Web Designer
- Lab Demonstrator

DOEACC 'O' Level Course consists of four theory modules (three compulsory modules and one elective module), one Practical and one Project. The structure of the 'O' Level syllabus is indicated below:-

DOEACC 'O' LEVEL COURSE STRUCTURE

The structure of the 'O' Level course is:

Paper Code Subject

M1-R4 IT Tools and Business System

M2-R4 Internet Technology and Web Design

M3-R4 Programming and Problem Solving Through 'C' Language

M4-R4 Elective: (One Module out of the following three modules to be

Course on Computer Concepts [CCC]

chosen)

4

M4.1-R4 Application of .NET Technology

M4.2-R4 Introduction to Multimedia

M4.3-R4 Introduction to ICT Resources

PR Practical (Based on M1, M2, M3, M4 module syllabus)

PJ Project

Duration of the Course

Minimum duration of the 'O' Level course is **One Year**.

PRACTICAL

The students have to devote half of the total time allotted to each module of the course for the practical session. Practical assignments have been worked out for each theory module. The Practical examination will be based on the syllabi M1-R4, M2-R4, M3-R4 and M4-R4 modules of 'O' Level course.

PROJECT

DOEACC curriculum has a project as an important component of 'O' Level course. The Project is carried out by the student under guidance and support of faculty and management of the respective Institute / Organization. It is felt that such a project provides an opportunity to the student to apply his / her knowledge and skills to real life problems (including oral and written communication skills), and as such the project should be given utmost importance and priority both by the students as well as institution faculty / management in respect of its identification, planning and implementation.

Objectives:

The course is designed to equip a person to use computers for professional as well as day to day use. It provides theoretical background as well as in depth knowledge of Software/ packages. After completing the course the incumbent will be digitally literate and will be able to:

- Acquire confidence in using computers in Office and General Life;
- Will be able to identify the basic components of computers and terminology;
- Understand file management;
- Create documents using word processor, spreadsheet & presentation software;
- Understand computer networks, and browse the internet, content search, email and collaborate with peers;
- Use e-Governance applications; and use computer to improve existing skills and learn new skills
- Understanding Social Networking platform
- Using internet for Digital Financial services
- Develop knowledge about Futureskills

The module on financial literacy will enable the individuals to understand the various financial services and be aware of the various schemes of Government.

Course on Computer Concepts [CCC]

Duration:

80 Hours - (Theory: 32 hrs + Practical: 48 hrs)

This course can also be offered as 10 days full time intensive course.

Eligibility:

No minimum qualification is required for applying and appearing for the examination in Course on Computer Concepts [CCC].

Job Role :

Computer Operator, Data Entry Operator and Social Media Operator

Detailed Syllabus and Learning Outcome:

S. No.	Chapter Name	Course Outline	Duration (Hours)		Learning Outcomes
			Theory	Lab	
1	Chapter-1 Introduction to Computer	1.0 Introduction 1.1 Objectives 1.2 Computer and Latest IT gadgets 1.2.1 Evolution of Computers & its applications 1.2.2 IT gadgets and their applications 1.3 Basics of Hardware and Software 1.3.1 Hardware	3	3	After completion of this chapter, the candidate will be able to <ul style="list-style-type: none"> identify computers, IT gadgets and explain their evolution and

Course on Computer Concepts [CCC]

		<p>1.3.1.1 Central Processing Unit 1.3.1.2 Input devices 1.3.1.3 Output devices 1.3.1.4 Computer Memory & storage 1.3.2 Software 1.3.2.1 Application Software 1.3.2.2 Systems Software 1.3.2.3 Utility Software 1.3.2.4 Open source and Proprietary Software 1.3.2.5 Mobile Apps 1.4 Summary 1.5 Model Questions and Answers</p>			<p>applications.</p> <ul style="list-style-type: none"> • Get familiar with various input, output and hardware components of a computer along with storage devices. • Get familiar with various types of softwares, utilities used for computer and mobile apps.
2	Chapter-2 Introduction to Operating System	<p>2.0 Introduction 2.1 Objectives 2.2 Operating System 2.2.1 Basics of Operating system 2.2.2 Operating Systems for Desktop and Laptop 2.2.3 Operating Systems for Mobile Phone and Tablets 2.3 User Interface for Desktop and Laptop 2.3.1 Task Bar 2.3.2 Icons & shortcuts 2.3.3 Running an Application 2.4 Operating System Simple Setting 2.4.1 Using Mouse and Changing its Properties 2.4.2 Changing System Date and Time 2.4.3 Changing Display Properties 2.4.4 To Add or Remove Program and Features 2.4.5 Adding, Removing & Sharing Printers 2.5 File and Folder Management 2.6 Types of file Extensions 2.7 Summary 2.8 Model Questions and Answers</p>	3	4	<p>After learning this chapter, candidate will be</p> <ul style="list-style-type: none"> • Well acquainted with Operating System and its applications for both desktop and mobile devices. • able to identify various desktop screen components and modify various properties, date, time etc. • able to add and remove new program and features, manage files and folders. • Well versed with printing and know various types of file extensions.
3.	Chapter-3 WORD PROCESSING	<p>3.0 Introduction 3.1 Objective 3.2 Word Processing Basics 3.2.1 Opening Word Processing Package 3.2.2 Title Bar, Menu Bar, Toolbars & Sidebar 3.2.3 Creating a New Document 3.3 Opening and Closing Documents 3.3.1 Opening Documents 3.3.2 Save and Save As 3.3.3 Closing Document 3.3.4 Using The Help 3.3.5 Page Setup 3.3.6 Print Preview 3.3.7 Printing of Documents 3.3.8 PDF file and Saving a Document as PDF file</p>	4	8	<p>After completion of this chapter, candidate will have</p> <ul style="list-style-type: none"> • In depth Knowledge of Word Processing, their usage, details of word processing screen. • Opening, saving and printing a document including pdf files. • Document creation, formatting of text,

Course on Computer Concepts [CCC]

		<p>3.4 Text Creation and manipulation</p> <p>3.4.1 Document Creation</p> <p>3.4.2 Editing Text</p> <p>3.4.3 Text Selection</p> <p>3.4.4 Cut, Copy and Paste</p> <p>3.4.5 Font, Color, Style and Size selection</p> <p>3.4.6 Alignment of Text</p> <p>3.4.7 Undo & Redo</p> <p>3.4.8 AutoCorrect, Spelling & Grammar</p> <p>3.4.9 Find and Replace</p> <p>3.5 Formatting the Text</p> <p>3.5.1 Paragraph Indentation</p> <p>3.5.2 Bullets and Numbering</p> <p>3.5.3 Change case</p> <p>3.5.4 Header & Footer</p> <p>3.6 Table Manipulation</p> <p>3.6.1 Insert & Draw Table</p> <p>3.6.2 Changing cell width and height</p> <p>3.6.3 Alignment of Text in cell</p> <p>3.6.4 Delete / Insertion of Row, Column and Merging & Splitting of Cells</p> <p>3.6.5 Border and Shading</p> <p>3.7 Mail Merge</p> <p>3.8 Shortcut Keys</p> <p>3.9 Summary</p> <p>3.10 Model Questions and Answers</p>			<p>paragraph and whole document.</p> <ul style="list-style-type: none"> • Inserting Header and Footer on the document • Finding text on a word document and correcting spellings. • Able to insert and manipulate tables, enhance table using borders and shading features. • Can prepare copies of a document labels etc for sending various recipients using Mail Merge.
4.	Chapter-4 SPREAD SHEET	<p>4.0 Introduction</p> <p>4.1 Objectives</p> <p>4.2 Elements of Spread Sheet</p> <p>4.2.1 Creating of Spread Sheet</p> <p>4.2.2 Concept of Cell Address [Row and Column] and selecting a Cell</p> <p>4.2.3 Entering Data [text, number, date] in Cells</p> <p>4.2.4 Page Setup</p> <p>4.2.5 Printing of Sheet</p> <p>4.2.6 Saving Spreadsheet</p> <p>4.2.7 Opening and Closing</p> <p>4.3 Manipulation of Cells & Sheet</p> <p>4.3.1 Modifying / Editing Cell Content</p> <p>4.3.2 Formatting Cell (Font, Alignment, Style)</p> <p>4.3.3 Cut, Copy, Paste & Paste Special</p> <p>4.3.4 Changing Cell Height and Width</p> <p>4.3.5 Inserting and Deleting Rows, Column</p> <p>4.3.6 AutoFill</p> <p>4.3.7 Sorting & Filtering</p> <p>4.3.8 Freezing panes</p> <p>4.4 Formulas, Functions and Charts</p> <p>4.4.1 Using Formulas for Numbers (Addition, Subtraction, Multiplication & Division)</p> <p>4.4.2 AutoSum</p> <p>4.4.3 Functions (Sum, Count, MAX, MIN, AVERAGE)</p> <p>4.4.4 Charts (Bar, Pie, Line)</p> <p>4.5 Summary</p> <p>4.6 Model Questions and Answers</p>	4	8	<p>After completion of this chapter, candidate will have good hands- on practice on</p> <ul style="list-style-type: none"> • Basic Knowledge of Spreadsheet Processing, their usage, details of Spreadsheet screen. • Opening, saving and printing a Spreadsheet. • Spreadsheet creation, inserting and editing data in cells, sorting and filtering of data. • Inserting and deleting rows /columns. • Applying basic formulas and functions. • Prepare chart to represent the information in a

Course on Computer Concepts [CCC]

					pictorial form.
5.	Chapter-5 Presentation	5.0 Introduction 5.1 Objectives 5.2 Creation of Presentation 5.2.1 Creating a Presentation Using a Template 5.2.2 Creating a Blank Presentation 5.2.3 Inserting & Editing Text on Slides 5.2.4 Inserting and Deleting Slides in a Presentation 5.2.5 Saving a Presentation 5.3 Manipulating Slides 5.3.1 Inserting Table 5.3.2 Adding ClipArt Pictures 5.3.3 Inserting Other Objects 5.3.4 Resizing and Scaling an Object 5.3.5 Creating & using Master Slide 5.4 Presentation of Slides 5.4.1 Choosing a Set Up for Presentation 5.4.2 Running a Slide Show 5.4.3 Transition and Slide Timings 5.4.4 Automating a Slide Show 5.5 Providing Aesthetics to Slides & Printing 5.5.1 Enhancing Text Presentation 5.5.2 Working with Color and Line Style 5.5.3 Adding Movie and Sound 5.5.4 Adding Headers, Footers and Notes 5.5.5 Printing Slides and Handouts 5.6 Summary 5.7 Model Questions and Answers	4	8	After completion of this chapter, candidate will have good hands- on practice on <ul style="list-style-type: none"> • Basic Knowledge of PowerPoint presentations. • Opening/saving a presentation and printing of slides and handouts. • Manipulate slides to enhance the look of the slides as well as whole presentation by inserting a picture, objects, multimedia formatting etc. • Running a slide show with various transitions.
6.	Chapter-6 INTRODUCTI ON TO INTERNET AND WWW	6.0 Introduction 6.1 Objectives 6.2 Basic of Computer Networks 6.2.1 Local Area Network (LAN) 6.2.2 Wide Area Network (WAN) 6.2.3 Network Topology 6.3 Internet 6.3.1 Concept of Internet & WWW 6.3.2 Applications of Internet 6.3.3 Website Address and URL 6.3.4 Introduction to IP Address 6.3.5 ISP and Role of ISP 6.3.6 Internet Protocol 6.3.7 Modes of Connecting Internet (Hotspot, Wi-Fi, LAN Cable, Broadband, USB Tethering) 6.3.8 Identifying and uses of IP/MAC/IMEI of various devices 6.4 Popular Web Browsers (Internet Explorer/Edge, Chrome, Mozilla Firefox, Opera etc.) 6.5 Exploring the Internet 6.5.1 Surfing the web 6.5.2 Popular Search Engines 6.5.3 Searching on Internet 6.5.4 Downloading Web Pages 6.5.5 Printing Web Pages	3	4	After completion of this chapter, candidate will be able to: <ul style="list-style-type: none"> • Gather knowledge of various types of networks and topologies. • Get an overview of Internet, its applications and various browsers available to access the internet. • Connect to Internet using various modes of connections/device s available. • Get knowledge of device identification on local network as well as on Internet for both Desktop

Course on Computer Concepts [CCC]

		6.6 Summary 6.7 Model Questions and Answers			and Mobile Devices. • Can search Information on the Internet on various topics. • Download and print web pages.
7.	Chapter-7 E-mail, Social Networking and e-Governance Services	7.0 Introduction 7.1 Objectives 7.2 Structure of E-mail 7.3 Using E-mails 7.3.1 Opening Email account 7.3.2 Mailbox: Inbox and Outbox 7.3.3 Creating and Sending a new E-mail 7.3.4 Replying to an E-mail message 7.3.5 Forwarding an E-mail message 7.3.6 Searching emails 7.3.7 Attaching files with email 7.3.8 Email Signature 7.4 Social Networking & e-Commerce 7.4.1 Facebook, Twitter, LinkedIn, Instagram 7.4.2 Instant Messaging (WhatsApp, Facebook Messenger, Telegram) 7.4.3 Introduction to Blogs 7.4.4 Basics of E-commerce 7.4.5 Netiquettes 7.5 Overview of e-Governance Services like Railway Reservation, Passport, eHospital [ORS] 7.6 Accessing e-Governance Services on Mobile Using "UMANG APP" 7.7 Digital Locker 7.8 Summary 7.9 Model Questions and Answers	3	6	After completion of this chapter, candidate will be able to: • Create an email account, compose an email, reply an email and send the email along with attachments. • Get familiar with Social Networking, Instant Messaging and Blogs. • Get familiar with e-Governance Services, e-Commerce and Mobile Apps.
8.	Chapter-8 DIGITAL FINANCIAL TOOLS AND APPLICATIONS	8.0 Introduction 8.1 Objectives 8.2 Digital Financial Tools 8.2.1. Understanding OTP [One Time Password]and QR [Quick Response] Code 8.2.2 UPI [Unified Payment Interface] 8.2.3 AEPS [Aadhaar Enabled Payment System] 8.2.4 USSD[Unstructured Supplementary Service Data] 8.2.5 Card [Credit / Debit] 8.2.6 eWallet 8.2.7 PoS [Point of Sale] 8.3 Internet Banking 8.3.1 National Electronic Fund Transfer (NEFT) 8.3.2 Real Time Gross Settlement (RTGS) 8.3.3 Immediate Payment Service (IMPS) 8.4 Online Bill Payment 8.5 Summary 8.6 Model Questions and Answers	4	4	After completion of this chapter, candidate will be able to: • Know the Digital Financial Tools. • Get Knowledge of Internet Banking Modes. • Get familiar with e-Governance Services, e-Commerce and Mobile Apps. • Use the Digital Locker and will be able to store documents in Digital Locker.

Course on Computer Concepts [CCC]

9.	Chapter-9 Overview of Futureskills & Cyber Security	9.0 Introduction to Futureskills	4	3	After completion of this chapter, candidate will be familiar with the : <ul style="list-style-type: none"> • Latest trends and technologies in upcoming fields in IECT. • Will be able to understand need of Cyber Security and will be able to secure their PC and Mobile devices by using basic security features.
		9.1 Introduction to 9.1.1 Internet of Things (IoT) 9.1.2 Big Data Analytics 9.1.3 Cloud Computing 9.1.4 Virtual Reality 9.1.5 Artificial Intelligence 9.1.6 Social & Mobile 9.1.7 Blockchain Technology 9.1.8 3D Printing/ Additive Manufacturing 9.1.9 Robotics Process Automation 9.2 Cyber Security 9.2.1 Need of Cyber Security 9.2.2 Securing PC 9.2.3 Securing Smart Phone 9.3 Summary 9.4 Model Questions and Answers			
Total Hours = 80			32	48	

For practical purpose latest version of Free Open Source Ubuntu & LibreOffice may be used.

Tally Syllabus

- Introduction to Windows
- Word
- Excel
- Computerized Accounting and Tally .ERP9
 - Company and Account master creation
 - Voucher types
 - Preparation of reports
 - Introduction to Accounts with inventory
 - Inventory based report
 - Concepts of TDS
 - TCS
 - CST
- GST DOEACC 'O' LEVEL COURSE

Objective of the 'O' Level Course

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- Junior Programmer
- EDP Assistant
- Web Designer

Course on Computer Concepts [CCC]

- Lab Demonstrator

DOEACC 'O' Level Course consists of four theory modules (three compulsory modules and one elective module), one Practical and one Project. The structure of the 'O' Level syllabus is indicated below:-

DOEACC 'O' LEVEL COURSE STRUCTURE

The structure of the 'O' Level course is:

Paper Code Subject

M1-R4 IT Tools and Business System

M2-R4 Internet Technology and Web Design

M3-R4 Programming and Problem Solving Through 'C' Language

M4-R4 Elective: (One Module out of the following three modules to be chosen)

M4.1-R4 Application of .NET Technology

M4.2-R4 Introduction to Multimedia

M4.3-R4 Introduction to ICT Resources

PR Practical (Based on M1, M2, M3, M4 module syllabus)

PJ Project

Duration of the Course

Minimum duration of the 'O' Level course is **One Year**.

PRACTICAL

The students have to devote half of the total time allotted to each module of the course for the practical session. Practical assignments have been worked out for each theory module. The Practical examination will be based on the syllabi M1-R4, M2-R4, M3-R4 and M4-R4 modules of 'O' Level course.

PROJECT

DOEACC curriculum has a project as an important component of 'O' Level course. The Project is carried out by the student under guidance and support of faculty and management of the respective Institute / Organization. It is felt that such a project provides an opportunity to the student to apply his / her knowledge and skills to real life problems (including oral and written communication skills), and as such the project should be given utmost importance and priority both by the students as well as institution faculty / management in respect of its identification, planning and implementation.