



Master Diploma in Information Technology

CCE offers many job oriented computer courses.”Master Diploma in Information Technology” is one of the CCE approved course. The detailed contents of this course are in the attachment.

COURSE CODE :CCE-MD2

ELIGIBILITY : Graduation

DURATION : 1 Year

SYLLABUS

Semester-I

Computer Fundamentals

- Introduction To Computers , Types Of Computer , History Of Computer , Generation Of Computer , PC & Its Components , Disk Defragmentor , Categories Of PC , Evolution Of Micro Processors , Registers Of Micro Processors , Basic Components Of Computer System , Input Output& Storage Units , Software , Types Of Software , Types Of Operating System , Categories Of OS , Example Of Utility Program , Programming Languages , Generations Of Programming Language , Application Software , User &Example Of Application Software , Viruses , Types Of Virus , Virus Detection &Prevention , Communication Process , Communication Protocols , Communication Channel/Media , Modem , Components Of LAN , Types Of Internet Connections ,

Internet& Its Advantages , Internet Services , WWW & Common Technologies of Internet

Windows 7

- Introduction To Window 7 And Its Features , Hardware Requirements Of Windows , Window Structure,Desktop,Taskbar,Start Menu , Working ,With Recycle Bin –Restoring A Delete File ,Emptying The Recycle Bin , Managing Files, Folders And Disk Navigating Between Folders ,Manipulating Files And Folders ,Creating New Folder ,Searching Files And Folder My Computer Exploring Hard Disk ,Copying And Moving Files And Folder from One Drive To Another Formatting Floppy Drive ,Windows Accessories-Calculator ,Notepad ,Paint, Wordpad ,Character Map,Paint

Windows Fundamental

- Windows is an operating system , Windows 7 Active desktop , Multi user account , Data protection features , Playing MP3 Sound and 7 , Windows desktop fundamental , Desktop , Taskbar , Icons , My computer , My Document , Recycle bin , Folder.

Windows 8

- Introduction To Window 8 Microsoft Windows 8! It's a robust, powerful operating system that gives you an efficient way to manage all the apps, programs, files, and folders you use regularly. In this course, you'll learn the basics so you can make the most of this operating system for both work and fun.

You'll start by exploring how to move around within Windows 8 with the new Start screen, Charms bar, and desktop. You'll find out how to manage apps and programs on the Start screen and how to customize the Start screen and desktop areas.

Finding files and folders on your Windows 8 system is easy, and you'll learn how, whether you're looking for files stored on your hard drive or on an external drive. You'll also see how to create basic text documents using WordPad and discover how to organize, manage, and edit photos in Windows 8. Finally, you'll gain an understanding of how to protect your files, update Windows 8, and access the Internet with Windows 8's new Internet Explorer browser.

By the time you finish this course, you'll be ready to have more fun with Windows 8 and be more productive in your work.

Windows 10

- Windows 10 will be our greatest platform ever for organizations and their employees. There are several reasons that business customers in particular should take notice of Windows 10. It's not just more **familiar** from a user experience standpoint. We have built so much of what businesses need right into the core of this product – including enterprise-grade **security, identity and information protection** features, reducing complexity and providing a better experience for the modern needs of business. We've **simplified management and deployment** to help lower costs, including in-place upgrades from Windows 7 or 8 that are focused on making device wipe-and-reload scenarios obsolete. We're also providing businesses with **more choice** in how quickly they adopt the latest innovations, and are delivering continued improvements. There's virtually no learning curve required with Windows 10. For mouse and keyboard users, the Windows 10 user experience begins at the familiar desktop. The Start menu experience of Windows 7 has been expanded, providing one-click access to the functions and files that people use most. Windows 10 enhances existing productivity features like Snap. We also bridged the gap between the touch-optimized tablet experience and the mouse and keyboard experience by allowing modern apps to run in a window on the desktop – resulting in modern apps seamlessly co-existing in the desktop space alongside desktop apps.

Office Automation (Word , Excel , Power Point , Access)

Office package

- Word processor Software , Spreadsheet software , Presentation software , Database Management software

MS Word

- Introduction to Ms Office , Introduction to Ms Word , How to Start , Components of Ms Word , File Menu , Edit Menu , View Menu , Insert Menu , Format Menu , Tools Menu , Table Menu , Window Menu , Help Menu

MS Excel

- Introduction to MsExcel , Calculations , Formula , Functions , Insert Row/Columns , Create Chart , Format Sheet

Tools Menu

- Goal Seek , Scenario , Auditing

Data Menu

- Sort , Filter , Advance Filter , Sub total , Forms , Validations , Table , Consolidate , Pivot table , Window , Help

Ms PowerPoint

- Introduction , Insert New Slide , Format Slide , Slide Show

MS Access

- Introduction , Different Between DBMS /RDBMS , Hierarchy , Database File , How to Start work , Create database using wizard , Create blank Database

Data base object

- Table , Primary key , Manipulate data , Field properties , Relationships , Forms , Sub forms , Queries , Operators , Calculations , Update Query , Reports , Macro , Import data

Pagemaker

Pagemaker

Adobe Pagemaker

- Components of Pagemaker , ToolBox , Palettes , Working with text

Constructing a Publication

- Creating a new Page , Save publication , Preferences

Edit Text

- Edit Story , Master Pge , Measurement , Ruler & guideline , Pge numbers

Layout menu

- Sorting page , Deleting Pge

Text formatting

- Type Menu , Control Palette , Expert Tracking , Indents And Tab

Element Menu

- Fill , Fill and Stroke , Create a Frame , Arrange , Wrap textGroup Object , Image Control , Using PhotoShop Effect , Change the Shape Of Polygon/ Rectangle

Utilities Menu

- Checking Spelling & Grammar , Change Case , Text Entry

Coreldraw

- Introduction to corel draw , Toolbars , Components of Corel draw

What is New in edit Menu

- Introduction to corel draw , Duplicate , Clone

View menu

- Full screen Preview , Grid and ruler setup

Layout Menu

- Insert page , Delete page , Switching page Orientation , Page setup

Arrange menu

- Introduction , Transformation , Order , Behind , Group , Shaping

Effects Menu

- Adjust , Transform , Artistic Media , Contour , Extrude

Bitmap Menu

- convert to bitmap , Mode , 3d Effect

Art Strokes

- Charcol , Pastels , Pen & ink , Scrap oared , Sketchpad , Watercolor , Blur , Smooth , Color transform , Halftone

Art Stockes

- Edge Detect , Find edge

Creative

- Crafts , Glass black , Sample glass

Distort

- Blocks , swirl

Noice

- Add Noice

Text menu

- Edit text , Fit text to path

Tools & windows

Photoshop

- Introduction to Photoshop , About work area , Toolbox overview

File menu

- What is new in file

Edit menu

- What is s new in file , Transform & Patten

Image menu

- Mode , Rotate image

Layer menu

- New layer , Layer styles , New fill layer , Add layer mask

Select menu

- Inverse , Feather , Modify , Grow

Filter menu

- Extract , Artistic , Blur , Brush stroke , Distort , Pixel ate , Render , Sharpen , Sketch

Internet & Multimedia

- HTML , DHTML , Java/VB Script , Dream viewerMacromedia Flash :-- Introduction , logging onto server , basic Macintosh skills , Working in Flash , Drawing with Flash , Basic animation , Working in the timeline , Working with symbols Shape tween staggering animation effect , Animation ReviewBreak apart and distribute Intro to Motion Guide , Motion Guide Paths , Mask layers , Button Intro , Intro to scripting , Setting up your , projectPublishing movies , Working with custom colors and gradients , Setting up scenes for first project , buttons and action scripting for project , Animated Buttons

Semester-II

Object Oriented Programming with C & C++

Introduction to programming concept

- Types of programming language , Low level language , High level language , Types of language processor , Header file

Structure of programming language

- Program structure :-Comment , Define columns &Rows

Data types in C

- Introduction to data type , Variables , Input statement

Operators and expression

- Arithmetic operators , Increment and Decrement operator , Relational operator , Logical operator , And operator , Or operator , Not operator , Conditional operator

Decision control structure

- Introduction to Decision Making statement , The switch statement

loop control structure

- Introduction , For loop , While loop , Do while loop , Loop termination

Arrays

- Introduction to arrays

Function

- Introduction to function , Types of function

Structure

- What is Structures , Structure in c , The dot operator , Arrays of Structure

Introduction to C++

Overviews of C++

- Object oriented Programming, concept , Advantage & ,usage of C++ . Classes and objects :classes structure and classes, union and classes, Friend function ,Friend classes, Inline function ,Scope resolution operator, Static class members, Static data members function, passing object to function, Returning objects , Object assignment.

Constructor & Destructor

- Constructor and destructor: Introduction constructor , parameterized constructor , multiple constructor in a class , constructor with default argument , copy constructor , copy constructor , Default argument ,destructor.

Operator overloading

- function & operator overloading: function overloading , overloading constructor function finding the address of an overloading function , operator overloading: creating a member operator function , Creating prefix and postfix form of the increment & decrement operator , overloading the shorthand operation (i .e. +=,-=etc) , operator overloading restrictions , operator overloading using friend function , overloading loading Some special operators , overloading [],(),-,comma operator , overloading <<.

Inheritance

- Base class access control , protected member , Protected base class Inheritance , Inheritance multiple base class , constructors , destructors & Inheritance , when constructor & destructor function are expected , Passing parameter to base class constructors , grating access , Virtual functions & Polymorphism: virtual function , pure virtual function , early Vs , late binding.

The C++ input /output system basic

- C++ stream , the basic stream classes: C++ Predefined stream , formatted I/o: formatting using the ios member , setting the format flags , clearing format flags , an overloaded form of self

Oracle/SQL

- Oracle Product details , Different data base model , RDBMS components –Kernel , Data dictionary , client /server computing and oracle , Overview of oracle architecture –oracle files , system and user process , Oracle memory , system data base object , protecting data.Oracle data type , working with tables , data Constraints , column level & table level constraints , defining different constraints on the table defining integrity constraints in the ALTER TABLE command , Select Command , logical operator , Range Searching , Pattern Matching , Oracle Function , Grouping data from table in SQL , Manipulation Data in SQL Joining Multiple Tables(Equi joins) , Joining a Table to self (Self joins) , Sub queries Union , intersect & Minus clause , creating view Renaming the column of a view , granting permissions –updating , Selection , Destroying view.

Java

Introduction of Java

- What is Java? , How to Get Java , A First Java Program , Compiling and Interpreting Applications , The JDK Directory Structure

Data types and Variables

- Primitive Data types ,Declarations , Variable Names , Numeric Literals , Character Literals , String , String Literals , Arrays , Non-Primitive Data types ,The Dot Operator

Operators and Expressions

- Expressions Assignment Operator , Arithmetic Operators Relational Operators Logical Operators Increment and Decrement Operators Operate -Assign operators (+ = , etc.) The Conditional Operator Operator Precedence Implicit Type Conversions The Cast Operator

Control Flow Statements

- Statements , Conditional (if) Statements , Data types and Variables 3 , Adding an else if , Conditional (switch) Statements , while and do-while Loops , for Loops , A for Loop Diagram , Enhanced for Loop , The continue Statement , The break Statement

Methods

- Methods , Calling Methods , Defining Methods , Method Parameters , Scope , Method Parameters

Object-Oriented Programming

- Introduction to Object-Oriented Programming , Classes and Objects , Fields and Methods , Encapsulation , Access Control , Inheritance , Polymorphism

Objects and Classes

- Defining a Class , Creating an Object , Instance Data and Class Data , Methods , Constructors , Access Modifiers , Encapsulation

Using Java Objects

- Printing to the Console , StringBuilder and StringBuffer , Methods and Messages toString , Parameter Passing , Comparing and Identifying Objects , Destroying Objects

Inheritance in Java

- Inheritance , Inheritance in Java , Casting , Method Overriding , Polymorphism , Super class

Packages

- The import Statement , Static Imports , Casting , CLASSPATH and Import , Defining Packages , Package Scope

Exception Handling

- Exceptions Overview , Catching Exceptions , The finally Block , Exception Methods , Declaring Exceptions , Defining and Throwing Exceptions , Errors and RuntimeExceptions

Input/Output Streams

- Overview of Streams , Bytes vs. Characters , Converting Byte Streams to Character Streams , File Object , Binary Input and Output , PrintWriter Class , Reading and Writing Objects , Basic and Filtered Streams

Collection Framework

- The Collections Framework , The Set Interface , Set Implementation Classes , The List Interface , List Implementation Classes , The Map Interface , Map Implementation Classes

Inner Classes

- Inner Classes , Member Classes , Local Classes , Anonymous Classes , Instance Initializers , Static Nested Classes

Introduction to Threads

- Non-Threaded Applications , Threaded Applications , Creating Threads , Thread States , Runnable Threads , Coordinating Threads , Interrupting Threads , Runnable Interface , ThreadGroups

Interfaces and Abstract Classes

- Separating Interface and Implementation , UML Interfaces and Realization , Defining Interfaces , Implementing and Extending Interfaces , Runnable Threads , Abstract Classes

Serialization

- Object Serialization , Serializable Interface , Serialization API , ObjectOutputStream and ObjectInputStream , The Serialization Engine , readObject and writeObject , Externalizable Interface

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