9. PC HARDWARE & NETWORKING

THEORY	50 MARKS
PRACTICALS	50 MARKS

Course Objectives:

1. To Train the students to acquire knowledge in PC Hardware, Software and the field of Networking.
2. The Students will understood and gain knowledge in the basics of PC assembling and networks.

UNIT I – COMPUTER HARDWARE & PERIPHERALS

Introduction to PC Architecture: Inside the PC – Study of Peripherals – Diagnostic and Troubleshooting.

UNIT II – NETWORKING FUNDAMENTALS:

Overview of Networking: Network Topologies and Types –Networking Models – Network Adapters- Protocols and Services.

UNIT III - PC TROUBLESHOOTING AND MONITORING

Basics of Troubleshooting:Hardware Troubleshooting - Software Troubleshooting - Network Troubleshooting.

UNIT IV - SOFTWARE INSTALLATION & DEVICE CONFIGURATION

Overview: Installation of Operating System – Installation of Application Software – Installation of Antivirus and other utility Software.

UNIT V – PRACTICALS

1) Assembling the peripheral Devices
2) Connecting Various Networking Components
3) Trouble Shooting the Hardware and Software Components
4) Installing OS and applications software's

Books for Reference

1. Introduction to PC Hardware and Troubleshooting First Edition by Mike Meyers, The McGraw-Hill companies, 2003.
2. Tools for Teaching Computer Networking and hardware Concepts, Nurull. Sarkar, New Zealand.