# PONDICHERRY UNIVERSITY

Value Added Course in common to all UG
programmes (Arts, Science and Commerce)



# **NEP SYLLABI**

### **DIGITAL TECHNOLOGIES**

# **AFFILIATED COLLEGES**

FROM THE ACADEMIC YEAR (2023-24 onwards)

#### VALUE ADDED COURSES

Year	1	Course Code: CS2VA04		Credits	2	
Sem.	II Course Title: Digi		tal Technologies	Hours	45	
Course Prerequisites, if any	-NIL-					
Internal Assessment Marks: 25	End Semester Marks: 75		Duration of ESA (Theory) : 03 hrs. Duration of ESA (Practical) : 03 hrs.			
Course Outcomes	Learn about digital paradigm.     Understand the importance of digital technology, digital financial commerce.     Analyse the concepts of communication and networks.     Understand the e-governance and Digital India initiatives.     Understand the use & applications of digital technology.     Learn the applications of machine learning and big data.					
Unit No.	Course Content Theory Component				S	
Unit I	Introduction & Evolution of Digital Systems. Role & Significance of Digital Technology. Information & Communication Technology & Tools. Computer System & its working, Software and its types. Operating Systems: Types and Functions. Problem Solving: Algorithms and Flowcharts.					
Unit II	Communication Systems: Principles, Model & Transmission Media. Computer Networks & Internet: Concepts & Applications, WWW, Web Browsers, Search Engines, Messaging, Email, Social Networking. Computer Based Information System: Significance & Types. Ecommerce & Digital Marketing: Basic Concepts, Benefits & Challenges.					
Unit III	Digital India & e-Governance: Initiatives, Infrastructure, Services and Empowerment. Digital Financial Tools: Unified Payment Interface, Aadhar Enabled Payment System, USSD, Credit / Debit Cards, e-Wallets, Internet Banking, NEFT/RTGS and IMPS, Online Bill Payments and PoS. Cyber Security: Threats, Significance, Challenges, Precautions, Safety Measures, & Tools, legal and ethical perspectives.					
Unit IV	Emerging Technologies & their applications: Overview of Cloud Computing, Big Data, Internet of Things, Virtual Reality,			7		
Unit V	Emerging Technologies & their applications: Blockchain & Cryptocurrency, Robotics, Machine Learning & Artificial Intelligence, 3-D Printing. Digital Signatures.					
Practical Component						
Practice		<ol> <li>Application Soft</li> <li>Hardware unde</li> <li>Networking, cal</li> </ol>	em Installation and configuration tware Installation and configuration erstanding and minor troubleshooting bling, configuration	10		
Recommended Learning Resources						
Print Resources	<ol> <li>Pramod Kumar, Anuradha Tomar, R. Sharmila, "Emerging Technologies in Computing - Theory, Practice, and Advances", Chapman and Hall / CRC, 1st Edition, 2021, eBook ISBN: 9781003121466.     https://doi.org/10.1201/9781003121466.     </li> <li>V. Rajaraman, "Introduction to Information Technology", PHI, 3rd Edition, 2018, ISBN-10: 9387472299, ISBN-13: 978-9387472297.</li> <li>E. Balagurusamy, "Fundamentals of Computers", Tata Mc GrawHill, 2nd Edition, 2018, ISBN-10: 9387472297.</li> </ol>					
		2011, ISBN: 9780071077880.				

- Behrouz A. Forouzan, "Data Communications and Networking", McGraw Hill, 4th Edition, 2007, ISBN 978-0-07-296775-3.
- Rajkumar Buvya, James Broberg, and Andrzej Gosciniski, "Cloud Computing-Principals and Paradigms", Wiley, 2011, ISBN: 978-0-470-88799-8.
- Stuart Russel and Peter Norvig, "Artificial Intelligence A Modern Approach", Pearson Education, 3<sup>rd</sup> Edition, 2010, ISBN-13: 978-0-13 -604259-4.
- Samuel Greengard, "Internet of Things", The MIT Press, 2015, ISBN: 9780262328937, https://doi.org/10.7551/mitpress/10277.001.0001.
- C.S.V. Murthy, "E- Commerce Concept, Models & Strategies", Himalaya Publishing House, 2015, ISBN: 8178662760.
- Hurwith, Nugent Halper, Kaufman, "Big Data for Dummies", Wiley & Sons, 1st Edition, 2013, ISBN-13: 978-1118504222.