# Syllabus for the Chief Assistant Technician

### (Computer, Electronics Engineering)

S.N.	Paper	Question Format	Full Marks	Number of	Exam Time
				Questions	
1.	Paper I	Aptitude Test ( Objective)	20	20	20 minutes
		Core Course (Objective)	30	30	30 minutes
2.	Paper II	Core Course ( Theory + Practical )	80 + 20	8	3hrs
Total Written Exam Full Marks:			150		

## **Chief Technical Assistant**

(*Computer Engineering*)

### (Detail Syllabus)

Paper I:	Objective (Core Course + Aptitude Test)Marks: 1 × 5	Marks: $1 \times 50 = 50$	
Unit	Area of Questions	Number Questions	
1.	Basic Computer Concept	3	
2.	Basic Electric and Electronic Circuit	2	
3.	Digital Logic	2	
4.	Programming	3	
5.	Microprocessor and Computer Architecture	2	
6.	Data Structure and Algorithm	2	
7.	Software Engineering	2	
8.	Database Management System	3	
9.	Computer Graphics	2	
10	Operating System	2	
11.	Computer Networks and Data Communications	3	
12.	Internet and Web	2	
13.	Computer Repair and Maintenance	2	
14.	TU Laws 2049, TU Teacher and Officers Service laws (2050) (Section 5,6,9, and 10), TU Economic Management and Procurement laws (2050) (Section 12, 13 and 14)	10	
15.	General ICT Knowledge and Recent Trends, Nepal Constitution (Section 2, 3,7,8,9,11,13,14,17,18 and 20)	5	

15.	Meaning of voltage, current, resistance, capacitance, inductance and power,	5
	Use of volt-meter, ammeter, watt-meter, and multi-meter, Concept of	
	conductors and insulators, working of switches, fuse, MCB, earthing, Working	
	and installation of basic electrical household appliances and wiring	

#### 1. Basic Computer Concept

- 1. Kinds of Computers in respect of size and function,
- 2. Generation of Computers,
- 3. Components of computer
- 4. Orientation to personal computers, System unit, Starting the computers
- 5. Input Devices: keyboard, mouse, other input devices
- 6. Processing: CPU, Memory
- 7. Storage devices: Overview of Storage Devices, Floppy Disk Drive, Hard Drive, Universal Serial Bus (USB) Devices and Other Storage Devices
- 8. Output devices: Monitors, Printers, Modems, Soundboards
- 9. Using Command Prompt, Creating and using AUTOEXEC.BAT and CONFIG.SYS
- 10. Windows Desktop, Program Manager, Organizing the Desktop, File Manager
- 11. Using Application Software (word processor, spread sheet, presentation)
- 12. Windows Explorer, E-mails, Internet, Intranet, Extranets, Ethernet, HTTP
- 13. Computer Viruses, Antivirus

#### 2. Basic Electric and Electronic Circuit

- 1. Basic Electric System
- 2. DC Circuits and Network Theorems
- 3. AC system
- 4. Single Phase AC Circuits
- 5. Power in AC Circuits
- 6. Diode
- 7. Transistor
- 8. MOSFET
- 9. The Operational Amplifier

#### 3. Digital Logic

- 1. Digital and Analog Signals
- 2. Number Systems and Conversion
- 3. Arithmetic Logic Operations
- 4. Logic Gates and Boolean Function
- 5. Logic Simplification
- 6. Combinational Logic Circuits
- 7. Sequential Logic Circuits

#### 4. Programming

- 1. Programming Language Fundamentals
- 2. Input /Output
- 3. Operators and Expressions
- 4. Control Structure/Statement
- 5. Array, Pointer and Functions
- 6. Structure and Data Files
- 7. Introduction to Object Oriented Programming

- 8. Class and Object
- 9. Data Hiding
- 10. Inheritance and Abstraction
- 11. Operator Overloading
- 12. Exception Handling
- 5. Microprocessor and Computer Architecture
  - 1. Stored Program Concept
  - 2. Instruction Cycle and Timing Diagram
  - 3. 8085 Instruction set
  - 4. Basic Computer Architecture
  - 5. Design of Microprogrammed Control Unit
  - 6. RISC and CISC
  - 7. Pipeline and Vector processing
  - 8. Computer Arithmetic
  - 9. Serial and Parallel Input/Output

#### 6. Data Structure and Algorithm

- 1. Algorithm and its types
- 2. Data structure and its types
- 3. Stack and Queue
- 4. List and Trees
- 5. Sorting and Searching
- 6. Graph

#### 7. Software Engineering

- 1. Program Vs software
- 2. Software components
- 3. Software Development Life Cycle Models
- 4. Software Project Management
- 5. Software Requirement Analysis & Specification
- 6. Software Design
- 7. Software Metrics
- 8. Software Reliability
- 9. Quality Management and Testing
- 10. Software Maintenance

#### 8. Database Management System

- 1. History, Database and its applications
- 2. Characteristics of Database
- 3. Schemas and Instances
- 4. Data Models
- 5. Normalization
- 6. Relational Language
- 7. Query Processing
- 8. Transaction and Concurrency Control
- 9. Computer Graphics
  - 1. Application of Computer Graphics
  - 2. CAD and CAM
  - 3. Graphics Hardware
  - 4. Two Dimensional Algorithms and Transformations

- 5. Three-Dimensional Graphics
- 6. Web Graphics Designs
- 7. Virtual Reality

### 10. Operating System

- 1. Operating system and its functions
- 2. Types of Operating System
- 3. Process Management
- 4. Memory Management
- 5. Deadlock Management
- 6. File and Input/output Management
- 7. Security

### 11. Computer Networks and Data Communications

- 1. Analog and digital Communication
- 2. Network Architecture and Hardware/Software
- 3. OSI and TCP/IP model
- 4. Repeater, Hub, NIC, Bridge, Switch, Router, Gateway
- 5. Physical Layer
- 6. Data link Layer
- 7. LAN Architectures/standards
- 8. Network Layer
- 9. Transport Layer
- 10. Application Layer
- 11. Network Security

### 12. Internet and Web

- 1. Hypertext Markup Language
- 2. HTML 5 and Features
- 3. HTML Editors and Tools
- 4. Cascading Style Sheet (CSS)
- 5. XML
- 6. JavaScript and AJAX
- 7. Web Server
- 8. PHP and MySQL

### 13. Computer Repair and Maintenance

- 1. Computer Repair and Maintenance
- 2. Hardware maintenance
- 3. Software Based maintenance
- 4. System Case
- 5. Power Supply
- 6. Mother Board and System Devices
- 7. Processor, UPS
- 8. Input Devices, Storage devices
- 9. Output devices, System Care

Paper II:

**Core Course** 

#### Marks: $10 \times 8 = 80$

#### S.N. **Area of Questions** No of Questions 1. Unit 1 : Basic Computer Concept 1 Unit 2 :Basic Electric and Electronic Circuit 2. Unit 3 :Digital Logic 1 **Unit 4** : Programming Unit 5 :Microprocessor and Computer Architecture 3. 1 Unit 6: Data Structure and Algorithm 4. **Unit 7 :**Software Engineering 1 Unit 8: Database Management System **Unit 9:**Computer Graphics 5. 1 Unit10:Operating System Unit11:Computer Networks and Data Communications 6. 1 Unit12:Internet and Web 7. Unit13:Computer Repair and Maintenance 1 TU Laws 2049, TU Teacher and Officers Service laws (2050) 8. 1 (Section 5,6,9, and 10), TU Economic Management and Procurement laws (2050) (Section 12, 13 and 14) 9. **Practical (20 Marks)**

### Subjective Knowledge