

**_CURRICULUM
FOR
ONE YEAR(TWO SEMESTER) POST GRADUATE
DIPLOMA COURSE
IN**

**WEB DESIGNING
EFFECTIVE FROM SESSION**

SEMESTER SYSTEM

UNDER DEVELOPMENT

**PREPARED BY
CURRICULUM DEVELOPMENT CELL**

**INSTITUTE OF RESEARCH, DEVELOPMENT &
TRAINING, U. P., KANPUR
APPROVED BY B.T.E. 02.06.2015**

Corrected and Approved By B.T.E. On Dated 02.06.2015

STUDY AND CREDITS/EVALUATION SCHEME
ONE-YEAR POST GRADUATE DIPLOMA COURSE IN
WEB DESIGNING

I Semester

				SUBJECT	SCHEME OF EXAMINATION									
Periods Per Week					THEORY					PRACTICAL				
Lecture	Tutorial	Lab	Total		EXAMINATION		Sess. Marks	Total Marks	EXAMINATION		Sessional Marks	Total Marks	Grand Total	
					Dur (Hr.)	Marks			Dur	Marks				
8	-	-	8	1.1	Fundamental of information Technology	2.5	50	20	70	-	-	-	-	70
6	2	-	8	1.2	Operating System Concept	2.5	50	20	70	-	-	-	-	70
6	2	6	14	1.3	Object Oriented Prog. Language	2.5	50	20	70	3	90	40	130	200
6	2	6	14	1.4	Web Designing Language	2.5	50	20	70	3	90	40	130	200
26	6	12	44	TOTAL		-	200	80	280	-	180	80	260	540
													Games/NCC/Social & Cultural Activities+Discipline(15+10)	25
													Grand Total	565

1. Each session will be of 16 weeks
2. Effective teaching will be at least 14 weeks
3. Remaining periods will be utilized for revision etc.
4. Each period will be of 50 Minute duration

Corrected and Approved By B.T.E. On Dated 02.06.2015

STUDY AND CREDITS/EVALUATION SCHEME
ONE-YEAR POST GRADUATE DIPLOMA COURSE IN
WEB DESIGNING

II Semester

				SUBJECT	SCHEME OF EXAMINATION									
Periods Per Week					THEORY					PRACTICAL				
Lecture	Tutorial	Lab	Total		EXAMINATION		Sess. Marks	Total Marks	EXAMINATION		Sessional Marks	Total Marks	Grand Total	
					Dur (Hr.)	Marks			Dur	Marks				
6	-	6	12	2.1	Computer Network & Internet	2.5	50	20	70	3	90	40	130	200
6	-	6	12	2.2	Web Designing Tools	2.5	50	20	70	3	90	40	130	200
6	-	6	12	2.3	Relational Database Management System	2.5	50	20	70	3	90	40	130	200
-	-	10	10	2.4	Project									
				I.	Project work	-	-	-	-	-	90	40	130	130
				II.	Industrial Training	-	-	-	-	-	50	30	80	80
18	-	28	46	TOTAL		-	150	60	210	-	410	190	600	810
													Games/NCC/Social & Cultural Activities+Discipline(15+10)	25
													Total	835
													100% Carry Over of I Semester	565
													Grand Total	1400

1. Each session will be of 16 weeks
2. Effective teaching will be at least 14 weeks
3. Remaining periods will be utilized for revision etc.
4. Each period will be of 50 Minute duration
5. Two week industrial training to be organized at the end of session. The student will submit a report
This will be evaluated at the institute level for 20 marks and 30 marks by project examiner for viva And report presented by the student.

Corrected and Approved By B.T.E. On Dated 02.06.2015

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MAIN FEATURES OF THE CURRICULUM

1. Title of the course	Post Graduate Diploma in "Web Designing"
2. Duration	One Year(Two Semester)
3.Type of course	Full Time Institutional
4. Pattern of Course	Semester System
5. Intake	60
6. Entry Qualification	Graduation
7. Admission Criteria	Through Joint Entrance Examination

List of Experts

List of experts who contributed the development of curriculum of One Year Post Graduate Diploma Course In Web Designing held on 16.9.08, 11.11.08, 04.12.08 & 27.01.09 at I. R. D. T., Kanpur

1. Dr. Raghuraj Singh Professor & Head, Computer Science, H.B.T.I., Kanpur
2. Smt. Anita Yadav Asst. Professor, Computer Science H.B.T.I., Kanpur
3. Sri Alok Tiwari Technical Director, NIC, Kanpur
4. Sri Ashraf Ali HOD, Computer Engg., G.G.P., Lucknow
5. Sri L. S. Yadav HOD, Computer Engg., G. P., Kanpur
6. Sri Ashok Kushwaha HOD, Computer Engg., G.P., Lucknow
7. Sri M. D. Singh System Manager, H.B.T.I., Kanpur
8. Dr. Deepak Verma Sr. Lecturer, Computer Science, C.S.J.M. University, Kanpur
9. Sri A. K. Verma Lecturer, Computer Engg. H.B.T.I., Kanpur
10. Sri Kamlesh Tiwari Lect., Computer Engg., G.P., Kanpur
11. Km. Shikhi Shukla System Engineer, U.P.T.E.C., Mall Road, Kanpur
12. Sri U. S. Yadav T. B. O., I.R.D.T., Kanpur

List of experts who contributed in the revision of curriculum of One Year Post Graduate Diploma Course In Web Designing held on 26.11.2014 at I. R. D. T., Kanpur

- | | | |
|---------------------------|--------------|---------------------|
| 1. Sri L. S, Yadav | Principal | G. P. Unnao |
| 2. Sri Mohd. Aslam | HOD Computer | G.P.,Aadampur,Gonda |
| 3. Sri Neeraj Kumar | Lecturer IT | G.P., Kanpur |
| 4. Sri P. S. Arya | Lecturer IT | G.G.P., Lucknow |
| 5. Sri Kaushalendra Kumar | Lecturer IT | AITH, Kanpur |
| 6. Sri Deepak Srivastava | Programmer | G.P., Barabanki |
| 7. Sri Mohd. Tariq | Dy. Director | I.R.D.T., Kanpur |

Workshops held on 08.04.2015 in which the suggestion, contribution and support of following experts is a matter of obligation to I.R.D.T.

1. Smt Priti Chaturvedi Lecturer CSJM University, Kanpur
2. Shri Neeraj Kumar Lecturer G. P., Kanpur
3. Shri Lital Kumar HOD Electronics I.R.D.T.,U.P., Kanpur

Need Analysis

With the development of civilisation, human needs to keep on increasing their fulfilment needed simulation, analysis of lot of informations too became essential. Now the individual responsibilities of every responsible citizen grew up to such a light that it is difficult for him to handle them perfectly and successfully. Human memory too has its own limitations. So here comes the computer to help in all kind of decision making, whether it is highly complicated research work, war strategy, market speculations, developing web site for getting information related to that department or day-to-day need of human life etc. As a matter of fact every individual activity needs decision making. So the web designer i.e computer and Internet is the need of organisations and also the need of individual being. It will not be exaggeration if we say that it is "Web Designing era". So is the need for developing a course for "Web Designing " at Post Graduate diploma level. It is supposed that such personnel will not face any dearth of employment because of omnipresent nature of computer.

The syllabus for Post Graduate diploma in" Web Designing" has been developed to meet above mentioned aims. Obviously achievement of any aim requires knowledge of the means and procedures of their utilisation. With this view various courses have been carefully selected and their length and depth decided by experienced experts in the field.

JOB POTENTIAL/JOB OPERTUNITIES

Most of the industries of computer area are in private sector. The students who will get the training of web designing course will be able to develop web sites of Government organization, Semi Government organization, Public Sector and Private Sectors. Since now a days each and every department has the requirement of their web site of the department. Therefore other persons could be easily get the information related to the department. A web designer will design web site of every department and that site could be published on internet, after hosting the web on net any net user can easily understand and find the information related to the department. Time by time departmental information should be updated and this type of task could be done by a web side developer. Post Graduate diploma holder can be placed in Government sector, Under taking, Private sector or NGO's as Web Designer, Web Developer in different organization.

I Semester

1.1 FUNDAMENTALS OF INFORMATION TECHNOLOGY

(Common With P.G. Diploma In Computer Hardware & Networking)

L T P
8 - -

TOPIC WISE DISTRIBUTION OF PAPER

S.No.	Topic	L.	T.	P.
1.	Introduction of Information Technology	24	-	-
2.	Components of Information Technology	24	-	-
3.	Data Representation	20	-	-
4.	Memory Organization	20	-	-
5.	Emerging Trends on IT	24	-	-
	Total	112	-	-

Detailed Content

1. **INTRODUCTION OF INFORMATION TECHNOLOGY :**

Definition of data and information, difference between data and information's need for information, qualities of information, value of information, categories of information level of information, use of information technology in office automation, Computers and its types of PC e.g. Desk Top, Lap Top, Note Book, Palm Top.

2. **COMPONENTS OF INFORMATION TECHNOLOGY :**

Hardware components and its functioning- input unit, control processing unit, output unit. Types of input units and output units, computer software, Types of software, system software, Application software.

3. **DATA REPRESENTATION :**

Number System, Conversion from decimal to binary, conversion from binary to decimal, hexadecimal and octa-decimal no., Binary arithmetic-Addition, Subtraction, Multiplication, Division, 1^s complement, 2^s complement, signed magnitude representation of data. System memory addressing and its importance, ASCII and EBCDIC coding system.

4. **MEMORY ORGANIZATION :**

Memory system of PC, Primary memory, RAM, ROM, Secondary memory, Types of secondary storage, Access mechanism of storage devices. High Speed memory – Cache Memory Hierarchy.

5. **EMERGING TRENDS IN INFORMATION TECHNOLOGY :**

Concepts of networking and LAN, MAN, WAN, Advanced input/output devices and their use (MICR, OCR, Scanner, Light pen, Plotters, Micro films, Rewritable, Optical devices, Multimedia, Video conferencing, Tele conferencing and Introduction to Mobile Computing.

1.2 OPERATING SYSTEM CONCEPTS

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S.NO.	Topics	L	T
1	Introduction	14	5
2	Types of OS	18	5
3	Disk Operating System	18	5
4	Windows	18	5
5	LINUX	17	5
Total		75	25

1. **INTRODUCTION** : Need of OS Function/ services of OS.
2. **TYPES OF OS** : Batch processing, Multi programming, Multitasking, Time sharing, Distributed, Network, Real time, Multi processor system and Parallel processor.
3. **DISK OPERATING SYSTEM** : Booting process of DOS, Purpose of Batch file, Internal and External commands, Disk related commands – FDISK, CHKDSK, SCAN DISK, DEFRAG, etc.
4. **WINDOWS** : GUI, ICON, Toolbar, working with files, Installation of new software, Control panel, Explorer, Accessories, Network neighbourhood, System tools, Recycle bin, Files and Directory management.
5. **LINUX** : Structure, Kernel and Shell, Basic command, File system, VI editor.

1.3 OBJECT ORIENTED PROGRAMMING LANGUAGE

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TOPIC WISE DISTRIBUTION OF PAPER

S.No.	Topic	L.	T.	P.
1.	Basic Concept of OOPL	25	7	-
2	Inheritance & Polymorphism	14	6	
3.	JAVA Programming	45	15	-
	Total	84	28	84

Detailed Content

1. **BASIC CONCEPT OF OOPL :**

Evolution of OOPL, Comparison with structured programming. Various techniques of programming, use of programming. Introduction to object oriented analysis. Introduction to object oriented design. Features of object oriented programming.

2. **INHERITANCE & POLYMORPHISM :**

Inheritance basic, member access and inheritance. Concept of polymorphism. Concept of encapsulation. Concept of abstraction. Concept of over loading.

3. **JAVA PROGRAMMING :**

A. **An Overview of Java :**

Introduction to object oriented programming (two paradigms, abstraction, the three oops principles), Creation of JAVA, JAVA applets and applications, Security and portability.

B. **Data Types and Control Statements :**

Integer, floating point type, character Boolean, all operators, Java's selection statements, iteration and jump statements.

C. **Introducing Classes & Methods :**

Class fundamentals, declaring objects, overloading methods and constructions, access control, nested and inner classes, exploring the string class, inheritance.

D. **Inheritance :**

Inheritance basics, member access and inheritance.

E. **Multithreaded Programming :**

The Java thread model, thread priority, synchronization, messaging.

F. **Input/Output :**

I/o basics, bytes streams and character streams, predefined streams, reading and writing console input/output, reading and writing files.

G. **Applets :**

Applet fundamentals, Applet class.

List of Practical

1. Practice of flow chart and algorithm designer.
2. Programs using control statements.
3. Programming using array and methods.
4. Programming using object and classes.
5. Handling exceptions in programs.

1.4 WEB DESIGNING LANGUAGE

L T P
6 2 6

TOPIC WISE DISTRIBUTION OF PAPER

S.No.	Topic	L.	T.	P.
1.	HTML & XML	25	5	-
2.	Server side & Client side scripting languages	40	18	-
3.	Introduction to .Net environment & VB .Net	19	5	-
	Total	84	28	84

Detailed Content

1. HTML AND XML :

HTML

HTML an introduction, document overview, adding tags, attributes, elements of HTML, structure of an HTML documents, Formatting web page by using styles, defining the style sheet type, defining style, style sheet, rules, linking developing styles, building a style sheet, text properties, Box properties, classification properties, font properties.

XML :

Introduction to XML,DTD, XML DOM, XSL, XSL-FO, X-Path, X-queary, X-link, X-pointer, scheme, X-forms.

2. SERVER SIDE AND CLIENT SIDE SCREPTING LANGUAGE :

2.1 JAVA script, adding Java scripts to documents, embedding Java scripts, adding Java scripts block, Linking Java scripts.

2.2 Programming In ASP :

Understanding client- server model, Creating and running active server pages and ASP objects, Working with variables and ASP commands e.g IF, WHILE, FOR, etc., Communicating with the user, collecting the form information, working with request object, Maintaining the persistent information in web, Common ASP components, Reading from database using ASP, Inserting, updating and deleting records, Using select statement to query date, Getting hit counter, Getting E-mail programming.

2.3 Programming In VB Script :

Explicit declaration in VB script, VB script variable, VB script operator, VB script control structures, VB script built in function, File system object.

3. **INTRODUCTION TO .NET ENVIRONMENT & VB .NET :**

Introduction to .NET frame work, CLR, building application in .NET frame work, Advantages of .NET environment. Language basic – Data type, Web application development using VB .NET. Data connectivity in .Net

List of Practical

1. HTML simple program design using note pad.
2. HTML program practice for creating tables, creating frames.
3. HTML forms, creation of text box, button, redo button, drop down list, etc.
4. Sending data across forms using get and post method.
5. Creating dynamic effects using anchor tags and marque.
6. Customization of appearance of web page, creating menus, redirection, etc.
7. Practices of Java script, VB script and ASP, PHP programs.

II Semester

COMPUTER NETWORK AND INTERNET

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TOPIC WISE DISTRIBUTION OF PAPER

S.No.	Topic	L.	T.	P.
1.	Data Communication	25	-	-
2.	Networks	17	-	-
3.	Internet	25	-	-
4.	E-Commerce	17	-	-
	Total	84	-	84

Detailed Content

1. **DATA COMMUNICATION :**

Concept of data components- Sender, Receiver, Message, Protocol, Channel. Characteristics- Delivery, Accuracy, Time line-ness, Direction of data flow- Simplex, Half Duplex and Full Duplex. Serial/Parallel data transmission. Categories- LAN, MAN, WAN & Internet. OSI & TCP/IP protocol stack. Different types of transmission media -Twisted pair, Coaxial cable, Optical fibers, Wireless transmission, Microwave, Radio wave Infrared .

2. **NETWORKS :**

Computer Network definition, Topology, Signal, Shannon capacity, Nyquist Bit Rate, Band Width, PAM, PCM, Multiplexing, Crypto graphy. IP addressing, Subnet, Networking devices, Hub, Switch, Router, Bridge, Gateways and Access Point, etc.

3. **INTERNET :**

Definition of Internet, Distributed computers, Intranet, Applications of internet, Hardware and Software requirement, Internet Protocols, Telnet, SMTP, http, ftp, www, Doman name system. Search engine, Browsers, Chatting. ISP, E mail and its applications, Types of E mail, Security and Digital signature.

4. **E-COMMERCE :**

Inter organizational E commerce, Intra organizational E commerce and consumer to business electronics commerce, Architectural frame work, Network infrastructure for E commerce. Global information distribution network, Broad band tele communication, Introduction to mobile commerce, mobile computing

application protocols, Management issues introduction to electronics payment digital token based electronics payment system smart cards, credit card, debit card based home banking.

LIST OF PRACTICALS

1. Establishment of LAN network – Physical wire and connectors, IP addressing and sub-netting, Assigning IP addresses to a node, Getting internet connection on a node.
2. Installing hubs and switches.
3. Network trouble shooting.
4. Network administration creation of usual grading permission.
5. Establishing server in the network.
6. Electronic commerce on the internet, Purchasing goods and billing, Booking tickets online, E mailing and Chatting, etc.

2.2 WEB DESIGNING TOOLS

L T P
6 - 6

TOPIC WISE DISTRIBUTION OF PAPER

S.No.	Topic	L.	T.	P.
1.	Dream Weaver	30	-	-
2.	Net beans	30	-	-
3.	Adobe Photoshop and Flash	24	-	-
	Total	75	25	84

Detailed Content

1. **DREAM WEAVER :**

List and describe the dream weaver environment. Implement and use of various tools in dream weaver e.g. Formatting text, Inserting images and Hyper links. Create image maps, Tables, Frame sets, Forms, Rollover images and Simple behaviors, Describe and implement various style sheets. Insert and play sound files, Video files and plug-ins. Publish a website in dream weaver. Data connectivity and building dynamic web site.

2. **NET BEANS :**

Net bean IDE Feature and tools, using source editor, setting up the project, adding event handlers, adding menu and images. Computing and running programs. Creating web projects, refactoring, debugging and documentation.

3. **ADOBE PHOTOSHOP AND FLASH :**

An overview of photoshop menus, work area, tool bars, tool box usages, Starting and opening photoshop, getting image into photoshop. Exploring basic features of photoshop using palettes, using context menu, using rulers and guidelines, closing files and quitting color modes of images.

An overview of flash, menus, work areas, tool bar, tool box usage. Starting and opening flash, working with time line, animation in flash, creating movies, using sences, using rulers, grids, closing files and quitting, creating animation, drawing using pencil tools.

LIST OF PRACTICALS

1. Design of (static and dynamic) web page using dream weaver.
2. Design of web page using photo shop and dream weaver.
3. Adding dynamic features to web page using flash
4. Project development using net bean/Dream wever
5. Study of web site maintenance tools.
6. Server/Client site service management.

2.3 RELATIONAL DATABASE MANAGEMENT SYSTEM

L T P
6 - 6

TOPIC WISE DISTRIBUTION OF PAPER

S.No.	Topic	L.	T.	P.
1.	Concept of RDBMS	20	-	-
2.	SQL & My SQL	20	-	-
3.	Security and Privacy	19	-	-
4.	Oracle	25	-	-
	Total	84	28	84

Detailed Content

1. **CONCEPT OF RDBMS :**

RDBMS definition, Types of DBMS, DBMS architecture, Entity, Attribute scheme and sub scheme. Normalization basics, Different kinds of keys.

2. **SQL AND MY SQL :**

Introduction to SQL commands, Types of SQL commands and its applications – DDL, DML, DLL .

My SQL general information, programs, backup and recovery, data types, function and operators, MY SQL statement syntax, Language structure, optimization, storage engine, high availability and scalability. My SQL cluster, MY SQL server administration

3. **SECURITY AND PRIVACY :**

Integrity, Protection, security, concurrency, recovery.

4. **ORCALE :**

Overview of Oracle, PL/SQL commands for creation of database.

List of Practical

1. Programs in ORACLE using relational structures for complicated system.
2. Programs and reports generation through ORACLE, SQL & My SQL.
3. Programs and report generation through SQL & My SQL

2.4 PROJECT

I. Project Work :

Objectives :

- To provide experience of solving practical problems.
- To provide synthesis of knowledge to solve problems.
- Development of a online web application.
- To provide group working environment.

Nature of Project :

The project should be a group project, preferable of interest to industry. The student should be encouraged to select the project while on visit to such industries. The project should be supervised by the teacher or the expert from industry jointly, the project work should involve designing the application system and implementing it on any of the computer system available.

At the end of the project the student is expected to prepare report. The evaluation should be based on –

- continuous assessment of the work done by the student,
- project report,
- viva voice
-

II. Industrial Training

Objectives :

To enables the students to

- Experience the real life computer environment
- See the practical problems and the process of their solution
- Work in a group
- Find suitable problems of interest for project work

The industrial training will be of 2 weeks duration. It should be organized at the end of the course.

The industrial training may be organized at reputed large computer center where scientific/commercial data processing jobs are being done. The training schedule may be drawn in such way that the student may observe the work of the system analysis, the system programmers and the operators. They may also study the environment of the computer center, the job flow and the associated

procedures special attention should be paid so that the student may observe the documentation and organization of the computer center activities.

The student should prepare a report on the industrial training. The report and the viva-voice of the industrial training along with the assessment of the training supervisor of the industry and the teacher monitoring the training shall form the basis of award of marks.

Staff Structure

Intake of the Course 60
Pattern of the Course SEMESTER SYSTEM

Sl. No.	Name of Post	No.
1.	Principal	1
2.	H.O.D.(Computer Science & Engg./ Information Technology	1
3	Lecturer In Computer Science & Engineering/Information Tech.	2
4.	Computer Programmer	1
5.	Electrician	1
6.	Steno Typist	1
7.	Accountant / Cashier	1
8.	Student / Library Clerk	1
9.	Store Keeper	1
10.	Class IV	2
11.	Sweeper	Part time as per requirement
12.	Chaukidar & Mali	As per justification

Note :

1. Services of other discipline staff of the Institute may be utilized if possible
2. Qualifications of Staff : as per service rule.

SPACE REQUIREMENT

[A] ADMINISTRATIVE BLOCK

Sl. No.	Details of Space	Floor Area Sq. metres
1.	Principal's Room	30
2.	Confidential Room	10
3.	Steno's Room	6
4.(a)	Office including Drawing Office	80
(b)	Record Room	20
5.	Staff Room	
	(a) Head 1	15
	(b) Lecturer 10 sq.m./ Lect. for 2 Lecturers	20
6.	Library and Reading room	150
7.	Store	100
8.	Students Common room	80
9.	L.R.D.C.	100

[B] Academic Block

Sl.No.	Detail of Space	@ Sq.m	Floor Area Sq.m.
1.	Class Room	60	60
2.	Computer Centre (Air Cond.Glass Partition and Special type pvc flooring and false ceiling), Two Computer Centers For Space of 60 Sq. m		120

[D] Student's Amenities

1.	Hostel	40	%	of Strength of Students
2.	Cycle Stand	50	%	of Strength of Students
3.	Canteen and Tuck shop	50		
4.	N.C.C. Room	70		
5.	Dispensary	40		
6.	Guest Room(Attached Bath) including kitchen & store	45		

[E] STAFF RESIDENCES

1.	Principal	1	100	100
2.	Head of the Department	1	100	100
3.	Lecturer	2	80	160
4.	Non teaching & Supporting staff	6	60	360
5.	Class IV	2	30	60

Priority to be given in following order

(1)

- a. Administrative Building
- b. Labs
- c. Over head Tank
- d. Boundary Wall
- e. Principal Residence
- f. Forth Class Quarters (2/3)

(2)

- a. Hostel
- b. Students Aminities

(3)

Residences of employee

COMPUTER CENTRE

S.No. COST	DESCRIPTION	QTY.	APPROX. (in Rs.)
1.	Core-2 Quad Processor,4GB RAM, 1 GB SATA HDD, 19" TFT MONITOR,WLAN, OS-Windows 2007/2008/Latest Version	02 Server	1,20,000
2-	General Desktop Computer-Intel i5 or Higher, 2GB RAM,320 GB SATA HDD, 17" TFT/ LCD/LED Monitor, DVD Writer, Multi Media Kit with Speaker & Microphone Key Board - Multimedia Mouse - Optical Scrool or Latest 32 Bit PCI ETHERNET CARD(10/100) Mbps Internal Modem, Pen Drive 16GB Pre loaded Windows 2007/2008/Latest Pre loaded latest Anti Virus with Life time Subscription,licence media and manual with UPS 660 VA OR Computer of latest Specification	60 Node	36,00,000
3.	Lap Top (Latest Version) With damage warranty & 3 hrs. backup battery	04	Rs 250000
4.	Software :(With Licence) LS i. ORACLE 11i/My SQL 5.5 or Latest Windows based 30 USERS) & Development (Latest) ii. VISUAL STUDIO (professional 2012) iii. MS OFFICE 2010 iv. COMPILER -'C',C++, JAVA-7 v. Unix & Linux -Red Hat/UBUNTU/Fedora orlatest with licence for 30 users vi. Page Maker, Corel Draw(full package),Adobe Reader, Adobe Dream WeaverCS6,Flash Photoshop,Net Beams Personal Web Server,HTML,IIS. vii. Tally.ERP9		
3.	Hardware (LS)		Rs. 5,00,000.
	xii. Switch-32 Port	02	
	xiii. Router	02	
	xiv. Hub	04(08 Port)	
	xv. Ext.Modem	02	
	xvi. Wireless N/W Adaptor	02	
	xvii. Series Access Point	02	
	xviii.LAN cable meter	05	

xix.	LAN cable analyzer	05	
xx.	LAN trainer board	05	
xxi.	DATA communication trainer board	05	
xxii.	Crimping Tool	15	
	And all other accessories related to Networking.		
4.	Scanner- Flat Bed A4/Auto lighter (bit depth 48)	02	Rs 20000.00
5.	132 Column 600 CPS or faster 9 Pin dot matrix printer with 500 million character head life	02	Rs 50000.00
6.	Laser Jet-A4,All In One 20 page per min(2 Each)	04	Rs. 10000.00
7.	Desk Jet-A4, Photo Smart(2 Each)	04	Rs 40000.00
8.	5 KVA on line UPS with minimum 30 minute battery backup along with sealed maintenance free batteries. Provision for connecting external batteries with network connectivity. (For 2 Labs)	04	Rs 800000.00
9.	Split Air Conditioner 1.5 tones capctity with ISI mark alongwith electronic voltage stablizer with over voltage and time delay circuit	08	Rs. 350000.00
10.	Room preparation and furniture	LS	
11.	19" rack, 24-port switch, connector RJ-45 Cat-6 cabling for network	LS	Rs 100000.00
12.	2 KVA Inverter Cum UPS	02	Rs 60000.00
13.	Digital Camera latest version	01	Rs 20000.00
14.	Fire Extinguisher (2 Kg.)	04	Rs 15000.00
15.	Fire Extinguisher (5 Kg.)	04	Rs 25000.00
16.	Vaccum Cleaner	02	Rs 25000.00
17.	LCD Projector 3000 lumen with all accessories	02	Rs 350000.00
18.	Pen drive 16 GB	10	Rs 10000.00
19.	DVD writer External	02	Rs 10000.00
20.	HDD External 500 GB	02	Rs 15000.00
21.	PDA (Latest Configuration)	02	Rs 15000.00
22.	Broadband For Internet(Speed Min. 8mbps)	04	LS
23.	USB Modem	02	Rs 8000
24.	Generator 15 KVA Water Coolent	01	Rs. 450000.00

NOTE : All the above items should be equally distributed in the 2 computer centres

Learning Resource Development Centre

. LEARNING RESOURCE MATERIALS

1.	LCD Projector with Screen	1	--	20000
2.	Handicam	1	--	30000
3.	Cutting, Binding & Stitching equipment.	1	--	30000
4.	Desk Top Computer with Internet Core i5/i7- 760, Processor, Genuine Windiw 7, Professional 18 inch HD, Flat Panel Monitor Optical Mouse, Key Board & all related media or latest version	1	--	40000
5.	Home Theater Support Disc type CD. CDR/CDRW DVDR/DVDRW, VCD Supported with USB Port Support-DIVX/JPEG/MP3	1	--	25000
6.	Commerical P A System 16 W-220W output, AC & 24V DC Operated, 5 Mic. & 2 Auxilary input, Speaker output 4 Ohm, 8 Ohm, 17 V & 100 V	1	--	20000
7.	Interactive Board	1	--	50000

Note :

1. This center will be only one at the institute level irrespective of all branches.

ANNEXURE- I QUESTIONNAIRE

INSTITUTE OF RESEARCH,DEVELOPMENT AND TRAINING U.P.KANPUR -208024

SUBJECT: Questionnaire for ascertaining the job potential and activities of P.G. diploma holder in Web Designing.

PURPOSE: To design and develop One Year P.G. diploma curriculum in Web Designing.

NOTE: 1.Please answer the questions to the points given in the questionnaire.
2.Any other point or suggestion not covered in this questionnaire may be written on a separate paper and enclosed with the questionnaire.

1.Name of the organisation:_____

2.Name & Designation of the officer _____
filling the questionnaire _____

3.Name of the department/section/ _____
shop _____

4.Importent functions of the _____
department/section/shop _____

5.Number of P.G. diploma holder employees
under your charge in the area of _____
Web Designing

6.Please give names of modern equipments/machines handled by a P.G. diploma holder in Web Designing.

- | | | |
|----|----|----|
| 1. | 2. | 3. |
| 4. | 5. | 6. |

7.What proficiencies are expected from a P.G. diploma holder in Web Designing.

- | | | |
|----|----|----|
| 1. | 2. | 3. |
| 4. | 5. | 6. |

8.Mention the approximate percentage of the following desired in P.G. Diploma teaching.

1. Theoretical knowledge -----%
 2. Practical knowledge -----%
 3. Skill Development -----%
9. Do you think " on the job training" / Industrial training should form a part of curriculum. (Yes/ No)
if yes then
- (a) Duration of training -----
 - (b) Mode of training
 1. Spread over different semesters
 2. After completion of course
 3. Any other mode
10. What mode of recruitment is followed by your organization.
1. Academic merit
 2. Written test
 3. Group discussion
 4. Interview
 5. On the job test.
11. Mention the capabilities/ Qualities looked for while recruiting P.G. diploma holder in Web Designing.
- (a) Technical knowledge -----
 - (b) Practical skill -----
 - (c) Etiquettes and behavior -----
 - (d) Aptitude -----
 - (e) Health habit and social background -----
 - (f) Institution where trained -----
12. Does your organization have any system for the survey of Home articles of different countries/States. Yes/No
13. Does your organization conduct field survey to know users views regarding. Yes/No
1. Home Articles for different age groups and sex.
 2. Effect of climatic conditions
 3. Any other
- If yes ; Please give brief account of each.
14. Which type of assignment do you suggest for an entrepreneur in Web Designing.
15. In which types of organizations can a P.G. diploma holder in Web Designing can work or serve.
- | | | |
|---|---|---|
| 1 | 2 | 3 |
| 4 | 5 | 6 |

16. Job prospects for the P.G. diploma holder in Web Designing. the next ten years in the state / country.

17. In your opinion what should be the subjects to be taught to a P.G. diploma student in Web Designing.

Theory

Practical

18. Kindly mention particulars regarding topics/areas which should be given more emphasis in the curriculum .

Theory

Practical

19. Kindly state whether your organization can contribute towards improvement of curriculum in above field. Yes/ No
If yes : Please give names of experts in your organization to whom contact.

20. Kindly give your valuable suggestions for being considered at the time of finalization of curriculum.

21. What changes in technologies are to be incorporated in the development of curriculum in Web Designing.

(Signature)

Kindly mail the above questionnaire duly filled to:-

Shri Lital Kumar
HOD Electronics
Institute of Research,Development & Training,U.P.
Govt. Polytechnic Campus
Kanpur-208002

(Please note that all information in this survey is confidential for the use of curriculum design only)

ANNEXURE- 2 INDUSTRIAL TRAINING SCHEDULE

All the students after annual examination will undergo in industrial training for a period of two week in Industries dealing with Web Designing Field. It will be arranged and supervised by institute staff . The performa for preparing a report of his stay. There in the industry given below can be taken as a guide for the purpose.

1. Name & Address of the organisation

2. Nature of the industry and its activity.

3. Date of
 - i. Joining
 - ii. Leaving

4. Details of the sections of the industry visited.
 - i. Name of tools, equipments instruments in use.

 - ii. Activities of the section

 - iii. Description of quality control measures taken in industry.

LIST OF BOOKS

1. Web Programming, Building Internet Application-Bates-Wiley India
2. Web Design : A complete introduction-Chapman-Wiley India
3. Beginning XML-Hunter-Wiley India
4. Beginning JAVA Script-Wieton-Wiley India
5. Operating System Principle-Sieberschatz--Wiley India
6. Developing Web Application-Moseley-Wiley India
7. Computer Communication Network-Vilas Bagad-Tech. Pub.,Pune
8. Database Management System-Seema Kedar-Tech. Pub., Pune
9. Object Oriented Modeling & Design-S.S.Jadhav- Tech. Pub., Pune
10. Programming in C & C⁺⁺-L. S. Yadav-Y.T.Publicaiton,Allahabad
11. Computer Network & Internet-Comer-Pearson Edu.,Noida
12. Distributed Operating System-Tanenbaun--Pearson Edu.,Noida
13. Introduction To JAVA Programming-Liang-Pearson Edu.,Noida
14. Web Technology-Jackson-Pearson Edu.,Noida
15. An Introduction To XML & Web Tech.-Moller-Pearson Edu.,Noida
16. Advance ASP.NET-Calderon-Pearson Edu.,Noida
17. Photoshop Elements-Carlson-Pearson Edu.,Noida
18. Adobe Flash Professional-Adobe-Pearson Edu.,Noida
19. My SQL-Ullman-Pearson Edu.,Noida
20. My SQL Tutorial-Welling-Pearson Edu.,Noida