ADD-ON course Syllabus 2019-20		
Cloud Computing		
Duration: 40 Hours	Dept of Computer Science	Course code: CS-CC

Objectives: The objectives of the course are to introduce the students the concepts of virtualization, its types and benefits. A through concept of server, networks and application server is introduced. The objectives include, the reader understand the concepts of cloud computing, cloud implementation, cloud deployment models. Certain case studies on virtualization are also introduced.

Course Outcomes: After completing the course, the student should be able to have a thorough understanding of virtualization, server storage, cloud computing, and deployment models. Having completed the course, the reader is able to understand analyse the case studies.

Module I:		8 Hours
Introduction to Virtualization		
Module II:		8 Hours
Server, Storage, Network and Application Virtualization		
Module III:		8 Hours
Introduction to Cloud Computing		
Module IV:		8 Hours
Cloud Implementations / Cloud Deployment Models, Cloud Delivery Models		
Module V:		8 Hours
Case Study on Virtualization, Cloud Workloads		

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Desk Top Publication

Duration: 48 Hours	Dept of Computer Science	Course code: CS-DTP

Objectives:

The principal objective of this course is to develop specific skills, competencies and points of view needed by professionals who use computer hardware and software in the hands-on production of publications. Candidates will use the Adobe and Coral draw Suite in this course. Upon completion of the course, students will import and export graphics in multiple formats. Topics shall include creating text and gradients, drawing and composing an illustration, transforming and distorting objects, incorporating colour techniques, placing type in an image, how to work with layers and printing preparation will also be covered.

Scope:

There are a number of opportunities available in various fields after completing DTP course. Some fields available which give career option after completing this course. Newspaper, Software Companies, Film Companies, Magazines, Advertising etc.

Module I: Introduction	8 Hours

The Possibilities of DTP, Choosing the Printing House , Choosing the Paper Quality, Choosing the Right Colours, Choosing the Font, Font Styles , Parts of a letter , Serif Fonts, Sans Serif Fonts, Ornamental Fonts Fonts used for Paragraphs or General Text, Font Size, Hardware Requirements for DTP, Monitor Resolution, When to scan at higher resolution? , Memory Requirements , Printers, Beginning a Design , General Design Considerations, Relevance , Proportion , Orientation Placing , Consistency, Contrast , Restraint , Attention to Details , Headlines , Kickers Subheads , Captions , Headers and Footers , Pull Quotes Bullet Lists , Nameplates and Logos, Designing Common Media Publications , Newsletters , Letter heads , Small Advertisements , Long Advertisements Visiting Cards , Brochures , Catalogues ,Redesigning

Module II: CorelDraw x4 – Part1	8 Hours

Introduction to CorelDraw Graphics Suite X4 : Understanding CorelDraw Graphics Suite X4 , CorelDraw Graphics Suite X4 Applications , New and Enhanced Features in CorelDraw Graphics Suite X4 , Getting Started with CorelDraw X4 , Exploring the Workspace of CorelDraw X4, Color Palette , Document Navigator , Scroll Bars , Navigator , Ruler , Drawing Basic Geometric Figures ,Drawing a Line, Rectangle , Spiral , Saving the Drawing , Opening an Existing Document , Previewing the Drawing , Viewing the Drawing in Different Views , Working with Page Layout, Modifying the Size and Orientation of a Page, Adding, Renaming, and Deleting Page in a Drawing , Closing the Drawing and Quitting CorelDraw Working with Lines: Drawing a Curve, Drawing Calligraphic Lines, About Outline Tool, Defining Lines and Outlines Settings, Creating a Calligraphic Outline, Adding an Arrowhead. Working with Objects: Grouping in CorelDraw: Grouping Objects, Ungrouping Objects, Applying Convert to Curve Command on Objects, Selecting Color for an Object, Selecting a Color Using the Default Color Palette , Filling Objects , Using Uniform Fills , Using Pattern Fills

Module III: CorelDraw x4 – Part2	8Hours

Working with Text : Types of Text , Preparing a Layout for Using the Text , Creating Artistic Text , Creating Paragraph Text , Converting Text from One Type to Another , Changing the Appearances of Text , Changing a Font , Changing the Font Size and Color

of the Text , Changing the Alignment , Applying Effects to the Text , Applying a Drop Cap , Applying Bulleted List , Wrapping Paragraph Text Around Objects , Fitting Text to an Object's Path , Converting Text to an Object using Curve Command Working with Bitmaps: About Vector and Bitmap Images , Bitmap Images , Vector The National College,Autonomous, Basavanagudi, Bengaluru-04 Page 10 of 29 Images, Changing Vector Images into Bitmap Images , Converting Vector Images into Bitmap Images , Importing a Bitmap into a Drawing , Cropping, Resampling, and Resizing a Bitmap , Cropping a Bitmap , Resampling a Bitmap , Resizing a Bitmap , Using Special Effects to Bitmaps , Applying Color Transform Effect to a Bitmap , Applying Sharpen Effect to a Bitmap.

Module IV: Adobe Photoshop-part 1	8Hours

Getting Familiar with Photoshop CS4 : Introducing and Launching Photoshop CS4 , Exploring the New Interface ,Working with Commonly Used Photoshop Tools , Guidelines for Working with the Toolbox, Getting Familiar with Palettes , Guidelines for Working with Palettes , Getting Familiar with Different Workspaces Working with Images and Selections : Comparing Bitmap and Vector Images , Understanding Image , Resolution , Understanding Pixel Logic , Changing the Resolution of an Image, Changing the Size of a Document , Resampling an Image , Editing Images , Rotating an Image , Cropping an Image ,Making Color Adjustments , The Levels Palette , The Curves Palette , The Brightness/Contrast Palette , Exploring File Formats in Photoshop, Photoshop Document (PSD) , Tagged Image File Format (TIFF) , Joint Photographic Experts Group (JPEG) , Portable Document Format (PDF) ,Working with Selections Tools , Marquee Tools , Lasso Tools , Magic Wand Tool , Making a Selection Based on Color Range , Modifying a Selection.

Module V: Adobe Photoshop-part 2	8 Hours

Drawing, Painting and Retouching Tools: Setting the Current Foreground and Background Colors Exploring Color Picker Dialog Box, Using Eyedropper Tool, The COLOR Palette, Using Color Replacement Tool Using Retouching Tools, Healing Brush Tool, Patch Tool, Clone Stamp Tool, Eraser Tool, Background Eraser Tool, Magic Eraser Tool. Mastering Layers in Photoshop: Exploring the LAYERS Palette, Working with Layers, creating a New Layer, Hiding and Showing Layers, Deleting Layers, Applying Blend Modes, Using Type Masking, Using Shape Masking.

Module VI: Internet	8 Hours

Evolution, protocols, interface concepts, Internet vs Intranet, Growth of internet, ISP, Connectivity – Dial up, leased line, VSAT etc., URLs, Domain names, Portals.E-Mail – Concepts, Basics of sending & receiving, E-Mail protocols, mailing list, free email services. Internet chatting – voice chat, text chat. World wide web (WWW) – History, working, web browsers, its functions, Concept of search engines, Searching the web, HTTP, URLs, Web Services and web protocols