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In a world, where technology is leading to innovations, networking is nowhere behind. People are taking up computer hardware and networking courses because they offer a wide range of opportunities. If you want to excel in networking, then just having the knowledge is not enough. You need to know how to implement it in your daily life. People who are passionate about this field are currently working in multinational corporations and earning a whopping remuneration. Read further to learn how you can enroll in an IT computer hardware course and be the best in your field.

Computer Hardware

Module - 1

FUNDAMENTAL OF COMPUTER:

Block diagram and brief introduction of each block. Types of computers.

Module - 2

PERSONAL/ MICRO COMPUTERS : PC, Main Parts : CPU Box, Monitor, & Peripherals [Keyboard, Mouse, Speaker]. Inside CPU Box: Motherboard, I/O Cards, Cables, Floppy Drivers, HDD, CD-Drive.

MOTHER BOARD IN DETAIL: Nomenclature, technology, standards AMD CPUs, Cyrix CPUs. CPUs: CPU over clocking, troubleshooting, CPU problems. Chip Sets: AMD chip sets, Intel chip sets, VIA chip sets SIS. chip sets, OPTI chipsets, Legacy and support ICS.

Module - 3

MEMORY: Basic Concept - Types of Memory - RAM and ROM

Memory Chips: RAM and ROM EPROM. Memory Modules and packaging, Logical and Physical organization of memory in computer. Cache Memory - LX and LZ, EDO. Various terms used in computer memory.

Module - 4

PC-ASSEMBLY AND CMOS SETUP AND TROUBLESHOOTING:

Observation of all parts of Floppy drives, HDD, CD, and SMPS. Identification of cables and computers. Mounting Motherboard in cabinet Installation of cards, devices and then connecting cables. Fitting of cabinet. CMOS - Setup Troubleshooting.

Operating System

Module - 1:

Introduction: OS Structure, OS Operations, Evolution of Operating Systems - Simple Batch, Multi programmed, time shared, Personal Computer, Parallel, Distributed Systems, Real-Time Systems, Special - Purpose Systems, Operating System services, user OS Interface, System Calls, Types of System Calls, System Programs, Opening System Design and Implementation, OS Structure, Virtual machines.

Module - 2:

Process and CPU Scheduling - Process concepts - The Process, Process State, Process Control Block, Threads, Process Scheduling - Scheduling Queues, Schedulers, Context Switch, Preemptive Scheduling, Dispatcher, Scheduling Criteria, Scheduling algorithms, Multiple-Processor Scheduling, Real-Time Scheduling, Thread scheduling, Case studies: Linux, Windows.

Module - 3:

Memory Management and Virtual Memory - Logical & physical Address Space, Swapping, Contiguous Allocation, Paging, Structure of Page Table. Segmentation, Segmentation with Paging, Virtual Memory, Demand Paging, Performance of Demanding Paging, Page Replacement Page Replacement Algorithms, Allocation of Frames, Thrashing.

Module - 4:

File System Interface - The Concept of a File, Access methods, Directory Structure, File System Mounting, File Sharing, Protection, File System Implementation - File System Structure, File System Implementation, Allocation methods, Free-space Management, Directory Implementation, Efficiency and Performance.

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