



RIPHAH
INTERNATIONAL COLLEGE

Computer Science

GUIDELINES

Introduction to Computing	Introduction to Computers	Digital Logic And Design
Introduction to Database Systems	Programming Fundamentals	Networking Fundamentals
	Object-Oriented Programming	

Term Project/Presentation Guidelines

(ADP Computer Science)

Students are required to apply all their skills learned in a course (where applicable) to develop a Project/Presentation with following subject wise criteria.

1. Introduction to Computing

Presentation Guidelines

Students are encouraged to deliver a presentation on any of the following designations that are related to the Computer Science Major.

1	IT Support / IT Manager
2	Web Application Developer / Front End Developer / Software Engineer / Web Engineer
3	Mobile Application Developer / Software Engineer
4	Software Product Support
5	Database Administrator
6	PowerPoint Animation Designer
7	Computer Graphic Artist
8	E-commerce Website management
9	Social Media Executive / Digital Marketing / Search Engine Optimization
10	Network Administrator
11	Software Quality Assurance

Content of the Presentation

1	Nature of Work
2	Skills Required / job criteria
3	Job searching guide
4	Type of companies recruit these professionals
5	Career Path

2. Introduction to Computers

Presentation Guidelines

Students are required to deliver a presentation on any of the following choices.

1	Management Information Systems MIS (Provide a detailed use-case for example how MIS is being used by any business e.g. Abuzar being used by Clinax Medical Pharmacy)
2	Different Applications of Information and Communication Technology in the business world. (Minimum 5)

3. Digital Logic and Design

Following are the proposed term projects for Digital Logic and Design.

1	Digital Dice
2	Digital Clock
3	Stopwatch
4	Car parking counter
5	Clap switch circuit

4. Introduction to Database Systems

Students are required to create and maintain the database of any of the real word database system. e.g. Library database, Student records. Database of any local business. etc.

5. Programming Fundamentals

Following are the proposed term projects for Programming Fundamentals.

1	Inventory system
2	Hand Cricket Game
3	Bank MIS Menu

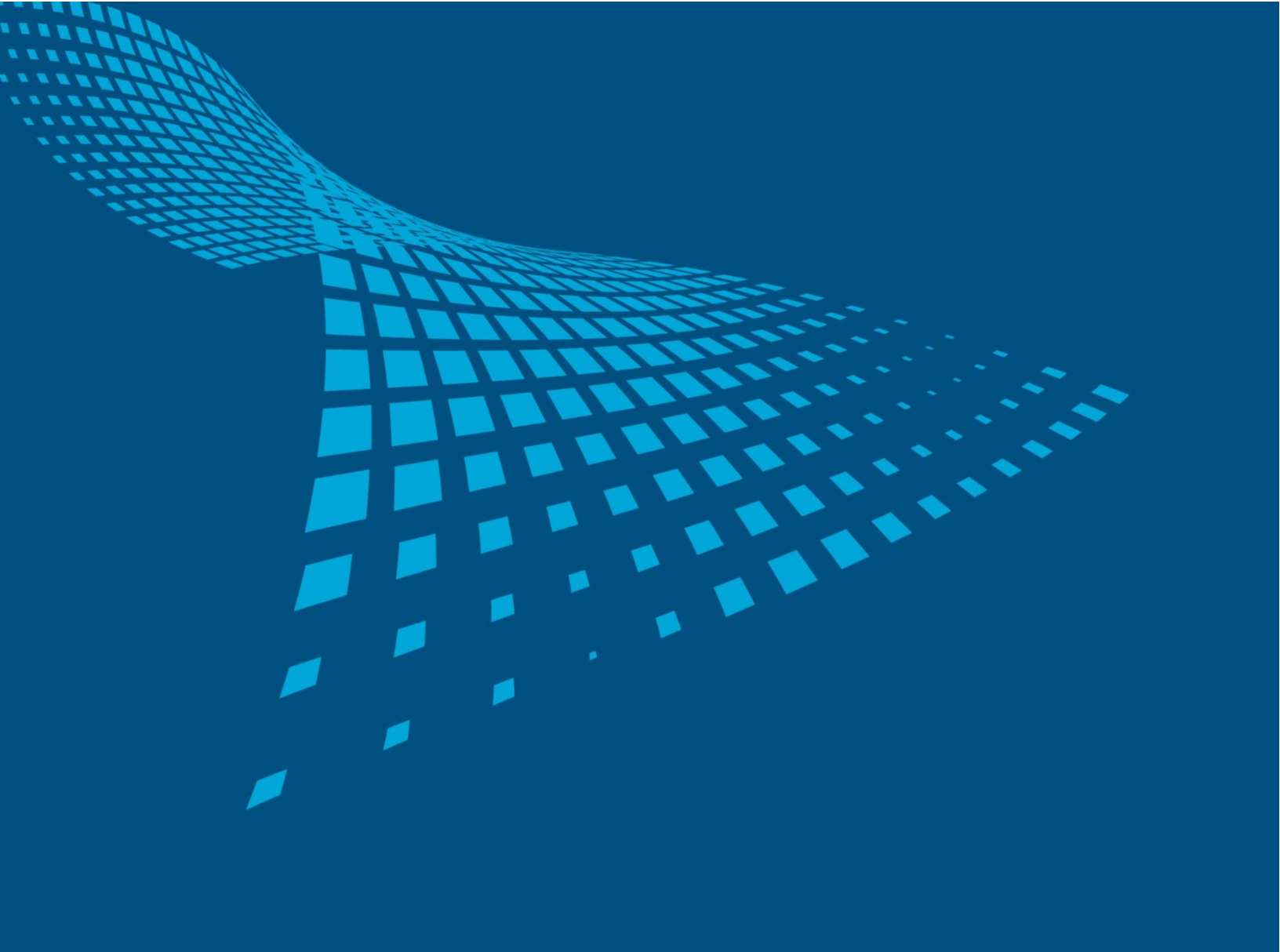
6. Networking Fundamentals

Students are required to do the following activities and project.

1	How To Make RJ45 Network Patch Cable(Activity)
2	Local area network setup with Desktop sharing, file sharing and printer setup for a network. (Project)
3	Network Trouble Shooting (Activity)

7. Object-Oriented Programming

Students are required to work on any Management information system using the file handling approach. For example bank management system, School management system. etc.



Plagiarism Policy

Plagiarism is the practice of taking someone else's work or ideas and passing them off as one's own. It's good to learn from someone else and take help from the internet, especially for analyzing gaps in the current state of the art, but the proper citation is required. Teachers are required to look into the plagiarism possibilities in term projects. In the case of Plagiarism, students will be assigned an "F" grade in the relevant course and their names might be displayed over notice boards based upon the severity of the plagiarism and strength of evidence.



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