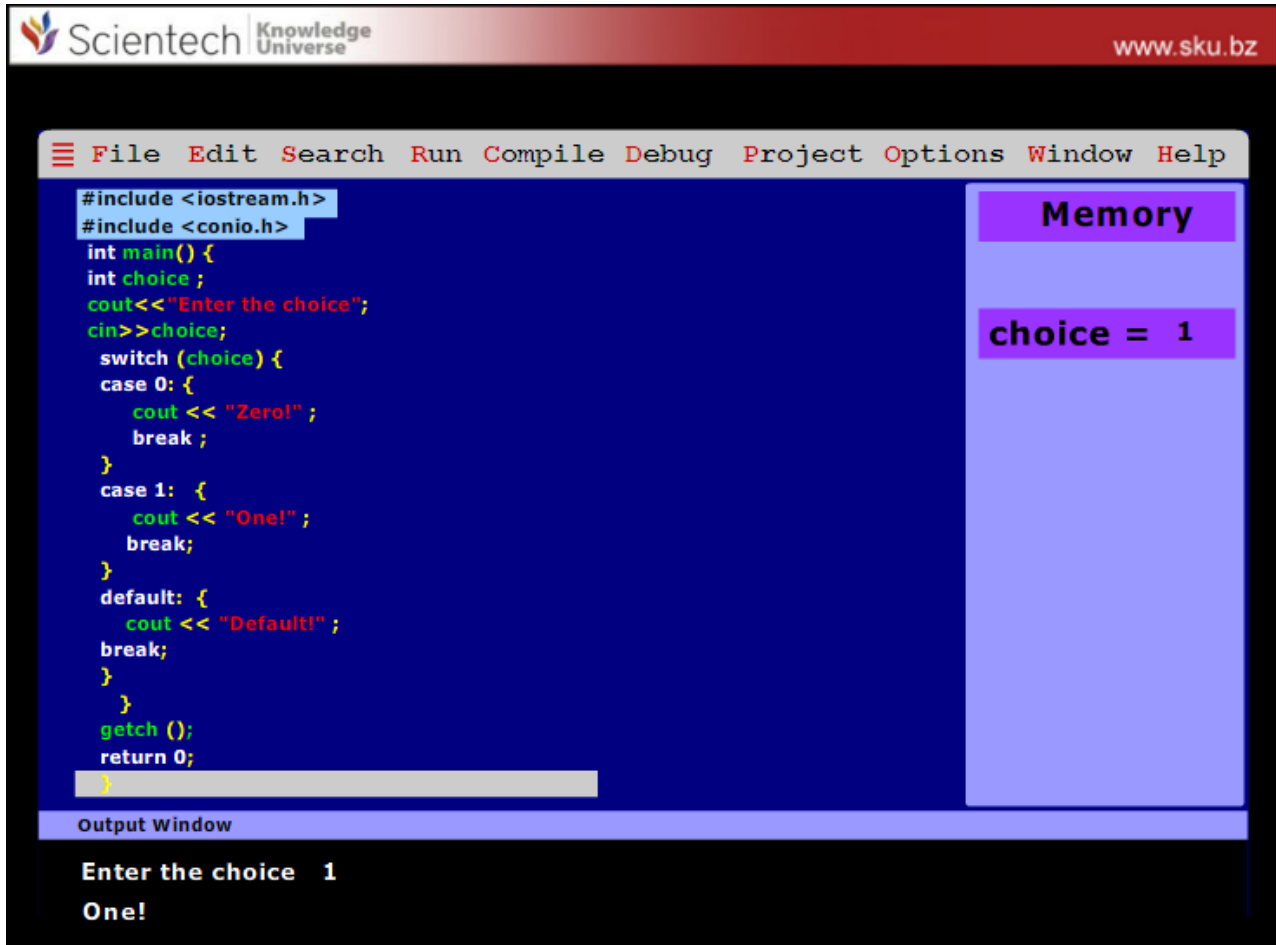


SKU-Basic Computer Engineering



```

#include <iostream.h>
#include <conio.h>
int main() {
  int choice;
  cout<<"Enter the choice";
  cin>>choice;
  switch (choice) {
    case 0: {
      cout << "Zero!";
      break;
    }
    case 1: {
      cout << "One!";
      break;
    }
    default: {
      cout << "Default!";
      break;
    }
  }
  getch ();
  return 0;
}
  
```

Memory

choice = 1

Output Window

Enter the choice 1

One!

Topics covered in SKU-Basic Computer Engineering:

Unit 1

Computer: Definition, Classification, Organization i.e. CPU, register, Bus architecture, Instruction set, Memory & Storage Systems, I/O Devices, System & Application Software. Computing Ethics, Computer Application in e-Business, Bio-Informatics, health Care, Remote Sensing & GIS, Meteorology and Climatology, Computer Gaming, Multimedia and Animation etc.

Unit 2

Operating System: Definition, Function, Types, Management of File, Process & Memory. Programming Languages: Generations, Characteristics & Categorization. Introduction to Programming: Procedure Oriented Programming VS object oriented programming, OOPS Features and Merits.

Unit 3

C++ : What is Language, Communication, Object Oriented Programming, Turbo C++ Editor, Tokens, Keywords, Identifiers, Program Structure, Data Types ,Constants, Variables, Operators, Expressions, Statements and Control Statements, I/O operations, Array and Pointers, Functions, Unions, Object & Classes, Constructors & Destructors, Overloading Functions & Operators, Inheritance.

Unit 4

Data base Management System: Introduction, File oriented approach and Database approach, Data Models, Architecture of Database System, Data independence, Data dictionary, DBA, Primary Key, Data definition language and Manipulation Languages.

Unit 5

Computer Networking: Introduction, Goals, ISO-OSI Model, Functions of Different Layers. Internetworking Concepts, Devices, TCP/IP Model. Introduction to Internet, World Wide Web, Network Security.