ECCC SYLLABUS

MODULE: **IT M1** HARDWARE AND SOFTWARE
LEVEL: BASIC **(A)**

COMPETENCE GROPUP	COMPETENCE WITHIN ECCC STANDRADS
1. The computer and its construction	1.1. The concept of a computer and summary of the history of the computer.
	1.2. The computer as a component of an information system.
	1.3. The basic components of modern computer and common units of measurement.
	1.4. Fundamentals of data recording. Overview of storage devices, recording and reading your data.
2. Peripherals	2.1. The concept of a peripheral device. Clarifying the relationship between computer and input / output device.
	2.2. Basic computer peripherals. Review of the popular devices used in personal computers.
	2.3. The distinction between input and output devices. Understanding and identifying the equipment and matching hardware requirements.
3. Networking	3.1. The concept of computer network and its use for data transfer in today's information society.
	3.2. Fields of application of computer networks. Clarification of the need for a network to speed communication between hosts.
	3.3. Basic concepts of computer networks.
4. Operating System	4.1. The operating system as a program. Basic concepts.
	4.2. Construction of the operating system and an explanation of how to communicate with the operating system.
	4.3. Placing the operating system in the computer system.
	4.4. Popular operating systems. The history of development and review of modern operating systems.
5. Software	5.1. Clarification of the concept of "software" and its place in the computer system.
	5.2. The basic division of the software due to application (office, usable, utility, etc.).
	5.3. Popular computer programs. Ability to identify and assess the suitability of the software, as well as its choice depending on hardware requirements.