

DEPARTMENT OF COMPUTER SCIENCE & APPLICATIONS

OUTREACH PROGRAMMES CONDUCTED

Awareness on Online Transactions:

India's economy has the intrinsic structure of rural and urban economic developments. Majority of the Indian economy depends on the rural economy, and only when the digital payment methods become an integral part of rural economic development, the digital initiatives could be considered as successful. In the recent past, digital payments has gained momentum in the country, both in the case of rural and also the urban segments.

India has predominantly been a cash driven economy and the deep rooted trends of cash based purchases has widely been the economic culture. In wake of the government initiatives towards transformation towards digital economy, and many private companies emerging in the space of **Digital Transaction** solutions like the **E-Wallets, Mobile App solutions (UPIs) , Payment Bank** licenses issued by **RBI**, it is imperative that the market is gearing up towards more transparent and compliance based system, and of digital trends.

For successful implementation of digital transactions and digital banking system, certain key processes that are very essential are **net/mobile banking**, more of e-commerce presence in rural segments, digital transaction solutions like the **PoS** solutions usage in merchandise, usage of plastic currency etc

In the effects of demonetization, use of mobile wallets and digital transactions has increased in rural India. "Illiterate people do not know how to use digital transactions, though they know how to use a **Smartphone**. But we are trying to spread financial literacy,"

Considering the opportunities and challenges according to the existing scenario, the Computer Applications students with sound commerce concepts knowledge took an initiative to create **Awareness on Online Transactions** by visiting remote places in Warangal Town. Around 25 students took part in the activity and encouraged many illiterate people to use mobile Apps to perform online transactions for payments.



Computer Basics for Govt. School Children: A presentation of Computer Fundamentals Module to the Students of ZPHS Sublaid

Technical skills are important because nearly every job relies on different tools, programmes and processes. The world is changing. The jobs of the future are being created in technological fields. Children with technical skills are more likely to consider what is possible. Students will need tech skills to succeed in their future careers. By focusing on job education activities such as bringing in professionals from the workforce to talk to kids and answer their concerns, or organizing field trips to local firms where children could work someday, an educator can play a significant part in their career development.

Charles Babbage was considered to be the father of computing for his invention and concept of the “Analytical Engine” in 1837. The Analytical Engine contained an Arithmetic Logic Unit (ALU), basic flow control and integrated memory. Unfortunately, because of funding issues, this computer was never built while Charles Babbage was alive.

Computer derives its name from the word Compute that means calculation. Nowadays, computers are not only limited to computation, but also used for making phone calls, maintaining databases, listening to songs, viewing movies etc.

It is an electronic device which is capable of receiving information (data) in any particular form and of performing a sequence of operations according to user instructions to produce a result in the form of information or signals.

Basic Operations Performed By Computer

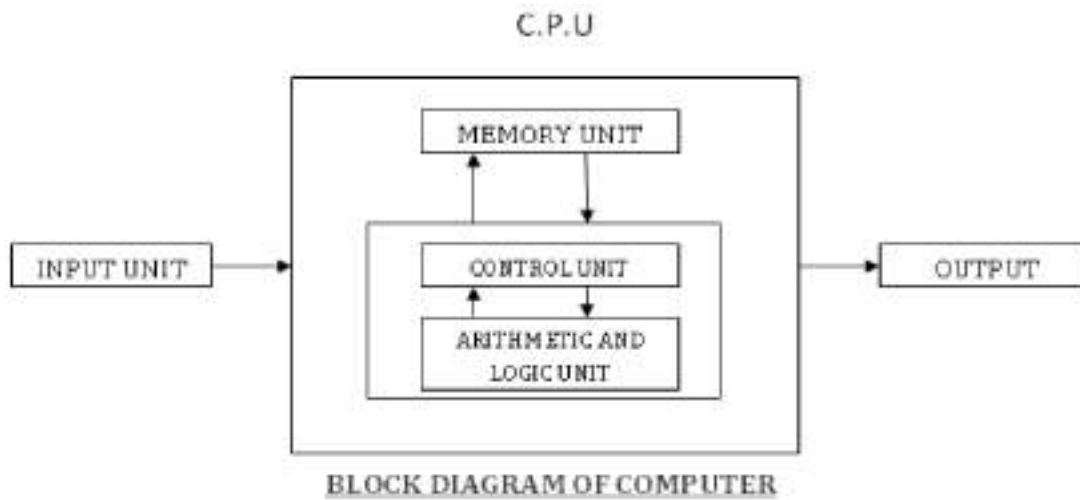
A computer performs basically five major operations or functions irrespective of their size and make. These are

1. INPUTTING: It accepts data or instructions by way of input.
2. STORING: It stores data.
3. PROCESSING: It can process data as required by the user.
4. OUTPUTTING: It gives results in the form of output.
5. CONTROLLING: It controls all operations inside a computer.

Block Diagram Of Computer

The block diagram of the Computer consists of three units.

1. Input Unit
2. CPU Unit (MU, CU, ALU)
3. Output Unit



INPUT UNIT:

Input unit is defined as an input device, a piece of computer hardware apparatus used to supply a data processing system.

Examples: Keyboard, Mouse, Light Pen, Optical/magnetic Scanner, Touch Screen, Microphone for voice as input.

CENTRAL PROCESSING UNIT (CPU):

This unit of the computer is the brain of computer system, which does all the processing, calculations, problem solving and controls all other functions of all other elements of the computer. The CPU consists of the following three distinct units namely.

- Memory Unit
- Control Unit
- Arithmetic and Logic Unit

OUTPUT UNIT:

It displays the result of a program. It receives information from the CPU and presents it to the user in the desired form. The processing of extracting the data from CPU through some suitable devices is called Output.

Examples: Monitor (Visual Display Unit), Printers, Plotter, Speakers etc.,.

SamplePhotos



School Certificate:



ZP HIGH SCHOOL SUBLAID

(TELUGU MEDIUM/ENGLISH MEDIUM)

Thirumalayapalem (Mandal), Khammam (Dist), Telangana

SUBLAID 507161

DATE : 09.03.2021

CERTIFICATE

This is to certify that the students of Department of Computer Science & Applications, SR&BGNR GOVERNMENT ARTS & SCIENCE COLLEGE (A), KHAMMAM named Bonagiri Manikanta and Degala Gopichand have taught Computer basics for 6th to 10th standard students of our School ZPHS SUBLAID in the month of March-2020.



Ch. Pankaj Kumar
Signature of the HeadMaster
HEAD MASTER
Z.P.S.S. SUBLAID
Thirumalayapalem (M), Khammam Dist.