

AMITY GLOBAL INSTITUTE

Name of course: Diploma in Computing

Module Description

[MOD04905] DATA AND COMPUTER COMMUNICATIONS

This module provides basic knowledge of the hardware and software components that make up a computer communication. Modern computer network not only consist of just the computer, but also include a range of network devices.

[MOD04904] COMPUTER SYSTEMS ARCHITECTURE

This module provides basic knowledge of the hardware and software components that make up a computer system. Modern computer systems not only consist of just the computer, but also include a range of peripherals.

[MOD04912] WEB DESIGNING AND DEVELOPMENT

his purpose of this module is to give students an understanding of client-side web technologies. This module provides students with: the essential knowledge and practical skills to design, develop and implement a Web site to contemporary web standard; an overview of the Internet technologies, the overall software architecture of the Internet including servers, clients, browsers, is covered leading to the use of a Web server to install, maintain and publish Web Pages to achieve Web presence; standard client side dynamic web development environment such as HTML, Cascading Style Sheets (CSS), and JavaScript are covered in detail.

[MOD04911] SOFTWARE ENGINEERING

The module will introduce students to the Software Engineering lifecycle. Focusing on: investigating a problem domain, eliciting software requirements, preparing a requirement specification document, performing system design and presenting them to clients; introduce students to the skills, principles and concepts necessary to implement solutions; use of a high level programming language to implement algorithms; a late-objects approach will be adopted to teach programming.

[MOD04910] PROGRAMME SOLVING AND PROGRAMMING

This purpose of this module is to: introduce students to the skills, principles and concepts necessary to solve problems in computing; to develop essential skills to enable the solution of these problems with the construction of appropriate algorithms and a computer program; introduce principles underlying the design of a high level programming language (HLPL); gain experience and confidence in the use of a HLPL to implement algorithms; implement HLPL programs using an appropriate programming language e.g. Java; introduce an object-oriented language initially as a non-object language.

Updated on 28 July 2023

[MOD04906] DATABASE SYSTEMS

This module is to understand and apply the principles of database integrity in the design and practical development of database structures.

Databases 1 is a hands-on module that applies data modelling techniques to establish, modify and maintain database integrity and data structures and associated components such as entities, relationships and attribute definitions.